

DUNGEONS & DRAGONS

ESSENTIALS™

HEROES OF THE FORGOTTEN KINGDOMS™

CREATE AND PLAY DRUIDS, PALADINS,
RANGERS, AND WARLOCKS!



ROLEPLAYING GAME CORE RULES

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INTRODUCTION

Imagine a world of bold warriors, mighty wizards, and terrible monsters.

Imagine a world of ancient ruins, vast caverns, and great wild wastes where only the bravest heroes dare to tread.

Imagine a world of swords and magic, a world of elves and goblins, a world of giants and dragons.

This is the world of the *DUNGEONS & DRAGONS® Fantasy Roleplaying Game*.

You take on the role of a legendary hero—a vigilant druid, a resolute paladin, a versatile ranger, or a charismatic warlock. With some willing friends and a little imagination, you strike out on daring missions and epic quests, testing yourself against an array of daunting challenges and bloodthirsty monsters.

Get ready—this essential product contains everything you need to create a heroic character of your own!

START HERE

If you haven't picked it up yet, the *DUNGEONS & DRAGONS Fantasy Roleplaying Game Starter Set* is a great place to start your experience. It contains the basic rules of the game, dice, and starting adventures to kick off a campaign. *Heroes of the Forgotten Kingdoms™* and its companion, *Heroes of the Fallen Lands™*, provide more options, including more levels of play, more classes, and more races for you to choose from.

A ROLEPLAYING GAME

The *DUNGEONS & DRAGONS* game is a roleplaying game. In fact, this game invented roleplaying games and started an industry.

A roleplaying game is a storytelling game that has elements of the games of make-believe that many of us played as children. However, a roleplaying game provides form and structure, with robust gameplay and endless possibilities.

In the *DUNGEONS & DRAGONS* game, you create a hero (also called a character or an adventurer), team up with other adventurers (your friends), explore a world, and battle monsters. While the *DUNGEONS & DRAGONS* game uses dice and miniatures or other tokens, the action takes place in your imagination. There, you have the freedom to create anything you can imagine, with an unlimited special effects budget and the technology to make anything happen.

What makes the *DUNGEONS & DRAGONS* game unique is the Dungeon Master. The DM is a person who takes on the role of lead storyteller and game referee. The DM runs adventures for the characters and narrates the action for the players. The DM makes the *DUNGEONS & DRAGONS* game infinitely

flexible—he or she can react to any situation, any twist suggested by the players, to make each adventure vibrant, exciting, and unexpected.

The adventure is the heart of the DUNGEONS & DRAGONS game. It's like a fantasy movie or novel, except the characters that you and your friends create are the stars of the story. The DM sets the scene, but no one knows what's going to happen until the characters do something—and then anything can happen! You might explore a dark dungeon, a ruined city, a lost temple deep in a jungle, or a lava-filled cavern beneath a mysterious mountain. You solve puzzles, talk with other characters, battle all kinds of fantastic monsters, and discover fabulous magic items and treasure.

The DUNGEONS & DRAGONS game is a cooperative game in which you and your friends work together to complete each adventure and have fun. It's a storytelling game where the only limit is your imagination. It's a fantasy-adventure game, building on the traditions of the greatest fantasy stories of all time. During an adventure, you can attempt anything you can think of. Want to talk to the dragon instead of fighting it? Want to disguise yourself as an orc and sneak into the foul lair? Go ahead and give it a try. Your actions might work or they might fail spectacularly, but either way you've contributed to the unfolding story and had fun along the way.

You "win" the DUNGEONS & DRAGONS game by participating in an exciting story of bold adventurers confronting deadly perils. The game has no real end; when you finish one story or quest, you can start another one. Many people who play the game keep their games going for months or years, meeting with their friends every week to pick up the story where they left off.

Your character grows as the game continues. Each monster defeated, each adventure completed, and each treasure recovered not only adds to your continuing story, but also earns your character new abilities. This increase in power is reflected by your character's level; as you continue to play, your character gains more experience, rising in level and mastering new and more powerful abilities.

Sometimes your character might come to a grisly end, torn apart by ferocious monsters or done in by a nefarious villain. But even when your character is defeated, you don't "lose." Your companions can employ powerful magic to revive your character, or you might choose to create a new character to carry on. You might fail to complete the adventure, but if you had a good time and you created a story that everyone remembers for a long time, the whole group wins.

ABOUT THIS BOOK

Heroes of the Forgotten Kingdoms is a DUNGEONS & DRAGONS Essentials™ book expressly designed for players. It presents the rules you need to make a character, as well as certain other aspects of the game rules in an abbreviated fashion. The *Rules Compendium*™ contains the complete rules. You'll need to refer to that book for all the details on how the game works.

THE MOST IMPORTANT RULE

How do you know if your sword-swing hurts the dragon, or just bounces off its iron-hard scales? How do you know if the ogre believes your outrageous bluff, or if you can swim the raging river and reach the other side?

All these actions depend on one simple rule: Decide what you want your character to do and tell the Dungeon Master. The DM tells you to make a check and determines your chance of success by picking a target number for the check.

You roll a twenty-sided die (d20), add some numbers, and try to hit the target number determined by the DM. That's it!

THE MOST IMPORTANT RULE

1. Roll a d20. You want to roll high!
2. Add all relevant modifiers.
3. Compare the total to a target number. If your result equals or exceeds the target number, the check is a success. Otherwise, it's a failure.

If your check succeeds, you determine the outcome. If your check was an attack, you roll damage. If it was a check to see if you managed to jump across a pit, your check result determines whether or not you made it. If you succeed on a check when you're trying to hide, the monsters don't see you.

There's a little more to it than that, but this rule governs all game play. All the rest of the rules are extensions and refinements of this simple game rule.

Two Basic Rules

In addition to the most important rule, two other principles form the core of the DUNGEONS & DRAGONS game. Many other rules are based on these assumptions.

1. Specific Beats General If a specific rule contradicts a general rule, the specific rule wins. For instance, a creature can't normally enter an enemy's space during combat, but the creature might gain a power that lets it enter several enemies' spaces in the same turn.

2. Always Round Down The game does require calculations now and then, which sometimes end up in a fraction. Unless instructed otherwise, always round down even if the fraction is 1/2 or larger. For instance, this rule comes into play when calculating one-half a character's level for making a check. If the level is an odd number, always round down to the next lower whole number.



GAME OVERVIEW

This chapter provides an overview of the DUNGEONS & DRAGONS game. The game's complete rules can be found in the *Rules Compendium*. Use this chapter to become familiar with the core concepts of the game and to review game elements.

A FANTASTIC WORLD

The world of the DUNGEONS & DRAGONS game is a place of magic and monsters, of brave warriors and spectacular adventures. It begins with a basis of medieval fantasy and then adds the creatures, places, and powers that make the DUNGEONS & DRAGONS world unique.

The world of the DUNGEONS & DRAGONS game is ancient, built upon and beneath the ruins of past empires, leaving the landscape dotted with places of adventure and mystery.

Legends and artifacts of past empires still survive—as do terrible menaces.

The current age has no all-encompassing empire. The world is shrouded in a dark age, caught between the collapse of the last great empire and the rise of the next, which might be centuries away. Minor kingdoms prosper, to be sure: baronies, holdings, city-states. But each settlement appears as a point of light in the widespread darkness, an island of civilization in the wilderness that covers the world. Adventurers can rest in settlements between adventures, but no settlement is entirely safe. Adventures break out within (and under) such places as often as not.

During your adventures, you will visit fantastic locations: wide caverns cut by rivers of lava; towers held aloft in the sky by ancient magic—anything you can imagine, your character might experience as the game unfolds.

Monsters and supernatural creatures are a part of this world. They prowl the dark places between the points of light. Some are threats, others are willing to aid you, and many fall into both camps and might react differently depending on how you approach them.

Magic is everywhere. People believe in and accept the power that magic provides. However, true masters of magic are rare. Many people have access to a little magic, but those who have the power to shape magic the way a blacksmith shapes metal are as rare as adventurers and appear as friends or foes to you and your companions.

At some point, all adventurers rely on magic. Wizards and warlocks draw magic from the fabric of the universe. Clerics and paladins call down the wrath

... a place of magic and monsters, of brave warriors and spectacular adventures.

of their gods to sear their foes with divine radiance, or they invoke their gods' mercy to heal their allies' wounds. Druids and rangers have an affinity for the primal spirits that pervade the natural world. Fighters and rogues don't use magical powers, but their expertise with magic weapons makes them masters of the battlefield. At the highest levels of play, even nonmagical adventurers perform deeds no mortal could dream of doing without magic.

DUNGEONS & DRAGONS INSIDER

Think the game ends with the words on these pages? Think again! Check out www.DungeonsandDragons.com for all kinds of information, game tools, and community participation in your favorite game. *DUNGEONS & DRAGONS Insider*™ unlocks the ongoing content of *Dragon*® magazine and *Dungeon*® magazine online, with issue updates happening multiple times each week. *DUNGEONS & DRAGONS Insider* is constantly updated with new material, new stories, and new features dedicated to the phenomenon that is the *DUNGEONS & DRAGONS* role-playing game experience.

WHAT'S IN A GAME

All *DUNGEONS & DRAGONS* games have several basic components: at least one player (five players works best), a Dungeon Master, an adventure, and game books and accessories, including dice.

Players

DUNGEONS & DRAGONS players fill two distinct roles in the game: controlling the players' characters—also called adventurers—and acting as the Dungeon Master. These roles aren't mutually exclusive, and a player can roleplay an adventurer today and run an adventure for the other players tomorrow. Although everyone who plays the game is technically a player, this book usually refers to players as those who run the adventurers.

Each player creates an adventurer, part of a team that delves into dungeons, battles monsters, and explores the world's dark wilderness. Like the protagonists of a novel, a movie, or a video game, adventurers stand at the center of the game's action.

When you play your character, you put yourself into your character's boots and make decisions as if you were that character. You decide which door your character opens next. You decide whether to attack a monster, to negotiate with a villain, or to attempt a dangerous quest. You can make these decisions based on your character's personality, motivations, and goals, and you can even speak or act in character if you like. You have almost limitless control over what your character can do and say in the game.

The Dungeon Master

The Dungeon Master controls the pace of the story and referees the action along the way, presenting the adventure and the challenges for the player characters to overcome. Every DUNGEONS & DRAGONS game needs a DM. The DM has several parts to play in the game.

- ◆ **Adventure Builder:** The DM creates adventures, or selects published ones, for you and the other players to experience.
- ◆ **Narrator:** The DM sets the pace of the story and presents the various challenges and encounters that the players must overcome.
- ◆ **Monster Controller:** The DM controls the monsters that the adventurers confront, choosing the monsters' actions and rolling dice for them.
- ◆ **Referee:** The DM decides how to apply the game rules and guides the story.

The Dungeon Master controls the monsters and villains in the adventure, but the DM isn't your adversary. The DM's job is to provide a framework for the whole group to enjoy an exciting adventure. That means challenging the player characters with interesting encounters and tests, keeping the game moving, and applying the rules of the game fairly.

Many players find that being the Dungeon Master is the best part of the game. Taking on the Dungeon Master role isn't necessarily a permanent post—you and your friends can take turns being the DM from adventure to adventure. If you think you'd like to be the Dungeon Master in your group, you can find all the tools to help you in the *Dungeon Master's Kit™* (a DUNGEONS & DRAGONS Essentials product).

The Adventure

Adventurers need adventures. A DUNGEONS & DRAGONS adventure consists of a series of linked events. As the players decide which way to go next and how their characters meet the resulting encounters and challenges, they turn the adventure into an exciting story about their characters. All DUNGEONS & DRAGONS adventures feature action, combat, mystery, magic, challenges, and lots of monsters.

Adventures come in three forms:

- ◆ **Ready-to-Play:** The DM can buy or obtain professionally written, ready-to-play adventures from a number of sources, including your local game store and www.DungeonsandDragons.com.
- ◆ **Adventure Hooks and Components:** Most DUNGEONS & DRAGONS products offer pieces of adventures—story ideas, maps, interesting villains or monsters—that the DM can assemble into an adventure. DUNGEONS & DRAGONS Insider (www.DungeonsandDragons.com) is also a rich source of adventure material.

- ◆ **Homemade:** Many DMs choose to create their own adventures, building challenging encounters and stocking them with monsters from the *Monster Vault* and treasure from the *Dungeon Master's Kit*.

An adventure can be a simple “dungeon crawl”—a series of rooms filled with monsters and traps, with little story to explain why the adventurers need to explore them—or as complex as a murder mystery or a tale of political intrigue. An adventure can last for a single game session or stretch out over many sessions of play. For example, exploring a haunted castle might take half a dozen game sessions over the course of a couple of months of real time.

When the same group of adventurers plays with the same Dungeon Master through multiple adventures, you’ve got a campaign. The story of the heroes doesn’t end with a single adventure, but continues on for as long as you like—just like your favorite movie or television series, or your favorite comic book or novel series.

TIERS OF PLAY

Heroes in the DUNGEONS & DRAGONS game and most of the threats that they face have levels, which reflect their relative power. Levels are grouped into three tiers: the heroic tier (levels 1–10), the paragon tier (levels 11–20), and the epic tier (levels 21–30).

When adventurers leave one tier and cross the threshold into a new one, they experience a major increase in power. At the same time, the threats that they face become more lethal. As a campaign progresses through the three tiers, its story and the style of its encounters also typically evolve.

The Heroic Tier

Even 1st-level characters are heroes, set apart from common folk by exceptional aptitudes, learned skills, and the hint of a great destiny. At the start of their careers, adventurers rely on their own abilities and powers, and they quickly acquire magic items.

The fate of a village might hang on the success or failure of heroic tier adventurers. Heroes in this tier navigate dangerous terrain and explore haunted crypts, where they can expect to fight sneaky goblins, savage orcs, ferocious wolves, giant spiders, evil cultists, and bloodthirsty ghouls. If the heroes face a dragon, it is a young one that might still be searching for a lair and has not yet found its place in the world. One, in other words, that is much like themselves.

The Paragon Tier

By 11th level, heroes are shining examples of courage and determination, set well apart from the masses. Paragon tier adventurers are more versatile than they were at lower levels, and they can find the right tool for any challenge.

The fate of a nation or even the world might depend on momentous quests that heroes in this tier undertake. Such heroes explore uncharted regions and delve into long-forgotten dungeons, and they confront monsters such as savage giants, cruel beholders, bloodthirsty vampires, and devious mind flayers. They might face a powerful adult dragon that has established a lair and a role in the world.

The Epic Tier

By 21st level, characters have truly superheroic capabilities, and ordinary people can hardly dream of such power. The heroes' deeds become the stuff of legend.

Epic adventures have far-reaching consequences, possibly determining the fate of the natural world and even planes beyond. Epic characters navigate otherworldly realms and explore never-before-seen caverns of wonder. They fight demon lords, mind flayer masterminds, terrible archdevils, lich archmages, and even the gods themselves. The dragons they encounter are ancient wyrms of earthshaking power, whose sleep troubles kingdoms and whose waking threatens the world.

THE ESSENTIALS PRODUCTS

The action of the game takes place mostly in your imagination, but you need a few things to play the DUNGEONS & DRAGONS game. The following DUNGEONS & DRAGONS Essentials products provide a great place to start.

Essentials Products for Players and DMs

- ◆ **Dungeons & Dragons Fantasy Roleplaying Game Starter Set.** This boxed set contains everything a group of players needs to start playing the DUNGEONS & DRAGONS game. It contains rules, dice, maps, tokens, and an adventure that takes characters from 1st to 2nd level.
- ◆ **Dungeons & Dragons Rules Compendium.** This comprehensive book contains the essential rules of the game collected in one place, taking a campaign from 1st to 30th level.
- ◆ **Dungeons & Dragons Roleplaying Game Dice:** The DUNGEONS & DRAGONS game and other games using the D&D Game System require a special set of dice (see the sidebar on the next page). Pick up extra sets of dice so that every player has a set.

Essentials Products for Players

The two player books feature the essential elements of the game from a player's point of view.

- ◆ **Heroes of the Fallen Lands.** This volume contains rules for several classes: cleric, fighter, rogue, and wizard. It also describes several races: dwarf, eladrin, elf, halfling, and human.
- ◆ **Heroes of the Forgotten Kingdoms.** This volume contains rules for several classes: druid, paladin, ranger, and warlock. It also describes several races: dragonborn, drow, half-elf, half-orc, human, and tiefling.

Essentials Products for Dungeon Masters

The DM-focused books feature the essential elements of the game from a Dungeon Master's point of view.

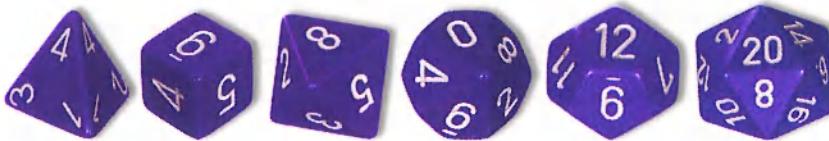
- ◆ **Dungeon Master's Kit.** This boxed set features game rules, advice, adventures, maps, tokens, and a DM screen to help elevate the level of your ongoing campaign.
- ◆ **Monster Vault™.** This boxed set features a collection of monsters for use in any DUNGEONS & DRAGONS game, from 1st level to 30th level, and includes monster tokens and an adventure.
- ◆ **Dungeon Tiles Master Sets.** Three boxed sets of Dungeon Tiles (*The Dungeon*, *The City*, and *The Wilderness*) let you create encounter areas for any adventure, using DUNGEONS & DRAGONS tokens and miniatures. The tiles let you easily create a battle grid for a combat encounter.

GAME DICE

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores.

In these rules, the different dice are referred to by the letter "d" followed by the number of sides: d4, d6, d8, d10, d12, and d20. For example, a d6 is a six-sided die (the typical cube that many games use).

When you need to roll dice, the rules tell you how many dice to roll, what size they are, and what modifiers to add. For example, "3d8 + 5" means you roll three eight-sided dice and add 5 to the total.



HOW TO PLAY

Your “piece” in the DUNGEONS & DRAGONS game is your character. He or she is your representative in the game world. Through your character, you can interact with the game world in any way you want. The only limit is your imagination—and, sometimes, how high you roll on the dice.

Basically, the DUNGEONS & DRAGONS game consists of a group of heroes taking on an adventure presented by the Dungeon Master. Each adventure is made up of encounters—various challenges that your characters face.

Encounters

Encounters are the action scenes in an adventure, various kinds of challenges that the adventurers must face and overcome. Encounters come in two types.

- ◆ **Combat encounters** are battles against nefarious foes. In a combat encounter, adventurers and monsters take turns attacking until one side or the other is defeated.
- ◆ **Noncombat encounters** include deadly traps, difficult puzzles, and other obstacles to overcome. Sometimes you overcome noncombat encounters by using your character’s skills, sometimes you can defeat them with clever use of magic, and sometimes you have to puzzle them out with nothing but your wits. Noncombat encounters also include social interactions, such as attempts to persuade, bargain with, or obtain information from a character played by the DM.

Adventurers have an array of tools at their disposal to help them overcome the challenges in encounters, including attack powers—like a paladin’s *valiant strike* or a warlock’s *eldritch bolt*—that deal damage and other effects to enemies in combat. Characters also have utility powers, skills, and other features that can be useful in both combat and noncombat encounters.

Exploration

Between encounters, your characters explore the world. You make decisions about which way to travel and what your character tries to do next. Exploration is the give-and-take of you telling the DM what you want your character to do, and the DM telling you what happens when your character does it.

For example, let’s say the heroes have just climbed down into a dark chasm. The DM tells you that your characters see three tunnels leading from the chasm floor into the gloom. You and the other players decide which tunnel your characters venture into first, and you tell the DM which way your characters are heading. That’s exploration. You might try almost anything else: finding a place to hide and set an ambush in case monsters come by, shouting “Hello, any

monsters here?" as loud as you can, checking each tunnel entrance for signs of passage or for traps, or searching the chasm floor carefully in case there's anything interesting lying amid the boulders and moss. That's all exploration, too.

Decisions you make as you explore eventually lead to encounters. For example, one tunnel might lead into a cave full of goblins. If you decide to go that way, your characters are heading into a combat encounter. Another tunnel might lead to a door sealed by a magic lock that you have to break through—a noncombat encounter. The third tunnel might lead to a chamber that contains both a trap and some monsters, resulting in a mixed encounter that includes elements of both combat and noncombat situations.

While exploring a dungeon or other adventure location, you might try to do any of the following actions:

- ◆ Move down a hallway, follow a passage, cross a room
- ◆ Have conversations with DM-controlled characters
- ◆ Listen by a door to try to hear anything on the other side
- ◆ Try a door to see if it's locked
- ◆ Break down a locked door
- ◆ Search a room for treasure
- ◆ Pull levers or push statues or furnishings around
- ◆ Pick the lock of a treasure chest
- ◆ Jury-rig a trap

The Dungeon Master decides whether something you try actually works. Some actions automatically succeed (you can usually move around without trouble). Some require one or more die rolls, called checks (breaking down a locked door, for example). And some actions simply can't succeed. Your character can perform any deeds a strong, smart, agile, and well-armed human action hero can pull off—and sometimes even more than that!

Taking Your Turn

In exploration, you don't usually need to take turns. The DM prompts you by asking "What do you do?" You answer, and then the DM tells you what happens. You can break in with questions, offer suggestions to other players, or tell the DM a new action any time you like. But you should try to be considerate of the other players—they want their characters to take actions, too.

In a combat encounter, it works differently: The player characters and the monsters all take turns in a fixed rotation, called the initiative order.

Example of Play

Here's an example scene in a typical game session. The adventurers have entered a dungeon beneath a ruined monastery in search of an incredibly valuable fire opal. There are four players in this session:

- ◆ Joey, the Dungeon Master
- ◆ Johnny, playing the human druid Garan and Blackfang, his wolf companion
- ◆ Tommy, playing the tiefling warlock Tempest
- ◆ Deanne, playing the half-orc paladin Bree

Joey (DM): It looks like someone piled rubble here to obscure the stairs leading down to the cellars beneath the monastery. A 10-foot-wide staircase descends at a steep angle, going down for about 30 feet before ending at a chamber. It's too dark to make out any details from here.

Deanne (Bree): I'll light a torch and start down the stairs.

Johnny (Garan): I'm right behind you. Blackfang will walk alongside Bree.

Tommy (Tempest): Okay, I guess that means I'll watch our backs. I'm still not happy we couldn't catch those goblins. I bet they ran off to warn someone that we're here.

Joey (DM): As you head down the stairs, the light from your torch reveals that the chamber is about 30 feet long. You can see three other doorways set in the center of the southern, eastern, and western walls. What's everyone's passive Perception?

Deanne (Bree): Mine's 12.

Tommy (Tempest): I have a 9.

Johnny (Garan): 14, and Blackfang's is 16.

Joey (DM): Blackfang's fur bristles as he reaches the edge of the room, and he growls as he looks up toward the ceiling. You can see thick cobwebs up there, stretching from one end of the room to the next. It takes a moment for your eyes to adjust to the gloom, but you can see a dark shape moving around up there.

Deanne (Bree): I reach up with my torch. Can I touch the web with it?

Joey (DM): It looks like you can.

Deanne (Bree): Okay, guys, step back. I'm going to set the web on fire and flush out that thing before it can pounce on us from above.

Joey (DM): The web catches fire, and the flames begin to spread across its tendrils. The dark shape scuttles away from the fire and then leaps to the floor. You see a giant spider, nearly 4 feet long. Its eight red eyes glare at you.

Tommy (Tempest): That'll teach it for trying to ambush us. Let's squash it!

Joey (DM): Hold on! First, you see several more sets of eyes from the darkness behind the spider. Two more spiders have dropped down from the ceiling. Tempest's passive Perception is 9, right?

Tommy (Tempest): Yes, it's a 9.

Joey (DM): Okay, does an 18 hit your Armor Class?

Tommy (Tempest): It does. Do I want to know why you ask?

Joey (DM): A sling stone glances off your helm for 7 points of damage. Behind you, you hear the distinctive cackle of a goblin. Two of them stand at the top of the stairs, one with a sling and the other with a battleaxe. The one with the axe points at you, then drags its finger across its throat. Roll for initiative!

Will the characters fight their way out of this ambush, or are they doomed to become spider food? It all depends on the players' choices and the luck of the dice!

PLAYING THE GAME

Let's take a moment to run through the basic rules of the game.

Every character has powers, skills, and special features tied to one of six **ability scores**. The abilities are Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. Each creature also has **hit points**, which are reduced when the creature takes damage.

You do things in the game by performing **actions**. Actions are resolved by making different kinds of **checks**. You make a check by rolling a twenty-sided die (a **d20**), adding modifiers based on the type of action, and announcing your result.

For example, you might make a melee basic attack, using your character's Strength modifier and a modifier based on the weapon used to make the attack (totaling 5). You roll a **d20** and add 5. If you roll a 12 on the die, you announce a result of 17 ($12 + 5 = 17$).

The Dungeon Master compares your check result against a target number, the **Difficulty Class (DC)** of the task you're attempting to pull off or the **defense** against which an attack is being made. Most target numbers are set for the DM, such as a monster's defense numbers or the DC for climbing a dungeon wall. Other times, the DM estimates the difficulty of a task that isn't specifically covered by the rules. To do this, the DM makes use of advice and tables provided in adventures, the *Dungeon Master's Kit*, or the *Rules Compendium*.

Checks

The three basic checks that you'll use all the time are **attack rolls**, **skill checks**, and **ability checks**. You usually make checks against a target number, but sometimes your check is compared to another character's check. This is an **opposed check**.

A **modifier** is any number that adds to or subtracts from a die roll. Your ability scores, for example, provide modifiers that you apply to many applications in the game. A **bonus** is a positive modifier (such as a +2 bonus). A **penalty** is a negative modifier (for example, a -1 penalty).

In any task, your modifiers represent your training, competence, and natural talent. The d20 roll, on the other hand, reflects luck and the unpredictable nature of action and adventure.

Attack Rolls An attack roll is a kind of check that occurs in every battle, where the target number for the check is the defense (AC, Fortitude, Reflex, or Will) of a target. Attacks come in a variety of forms, depending on a character's class. Rangers, for example, use weapons to make attacks. Warlocks, on the other hand, cast spells.

Attack rolls are often described using a shorthand notation:

[Ability name] vs. [Defense]

The ability and the defense involved are specified in the attack used. If the result of the attack roll is equal to or higher than your target's defense, your attack hits.

For example, an attack power might include the following attack roll notation: "Strength vs. Fortitude." You make a check (roll a d20 and add all modifiers; see page 40 for how to calculate attack rolls) and compare the result to the target's Fortitude. The power specifies what happens if the power hits and might even specify something that happens on a miss.

Skill Checks An adventurer begins play with training in a handful of skills, the number of which is determined by the adventurer's class. Training in a skill gives a creature a bonus to checks involving that skill.

Skill checks occur both in combat and outside it. Such checks test a creature's skill in a particular field.

Skill checks use the following notation:

[DC] [Skill name] check

The target number for a skill check—called its **Difficulty Class** or **DC**—is determined by the DM. When you use a skill to solve a task, you want to get a result that's equal to or higher than the DC.

For example, a published adventure might include the following skill check notation: "Make a DC 20 Acrobatics check." You make a check (roll a d20 and

add all modifiers; see page 42 for how to calculate skill checks) and compare the result to the target DC of 20.

Ability Checks When you try to accomplish a task that isn't an attack or a skill check, you make an ability check. Ability checks give the DM a method for adjudicating other actions in the game, including whenever your character tries to do something out of the ordinary.

Ability checks sometimes use the following notation:

[DC] [Ability name] check

Ability checks follow the rules for skill checks, with a DC set by the DM. For instance, your character might try to hold a door closed against an orc. The DM decides that's a test of raw strength and asks for a Strength check. You make a check (roll a d20 and add all modifiers; see page 41 for how to calculate ability checks) and compare the result to the target DC.

RULES OF THE GAME

This section presents the basics of running combat for the DUNGEONS & DRAGONS roleplaying game. For the complete rules of the game, as well as in-depth commentary on the rules, check out the *Rules Compendium*.

RUNNING COMBAT

The DUNGEONS & DRAGONS game organizes the chaos of combat into an orderly cycle of rounds and turns. This section is intended as a very brief overview; see the *Rules Compendium* for complete rules, and the glossary at the end of this book for terms and definitions.

A combat encounter follows these steps.

- 1. Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised. If any creatures notice enemies without being noticed in return, the aware creatures gain a surprise round.
- 2. Establish positions.** The DM decides where the creatures are positioned on the battle grid.
- 3. Roll initiative.** Everyone involved in a combat encounter rolls initiative, determining the order of combatants' turns.
- 4. Take surprise round actions.** If any creatures gained a surprise round, they act in initiative order, each taking a single action. (Surprised creatures take no actions during the surprise round.) The surprise round then ends, and the first regular round of combat begins.

5. **Take turns.** In initiative order, every combatant takes a turn, which includes various actions. (Creatures can also take certain actions on one another's turns.)
6. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Begin the next round with whoever has the highest initiative.
7. **End the encounter.** Repeat steps 5 and 6 until one side stops fighting—for example, all the monsters are captured, fleeing, unconscious, or dead.

The Structure of a Turn

Creatures take their turns in initiative order. Certain things occur at the start and the end of each turn, but those things are bookends to the actions on a turn.

The Start of a Turn The start of a turn always takes place, even if the character or creature is unconscious. This phase takes no time in the game world. A character or creature can't take any actions during this phase of its turn.

Certain effects are tracked during this phase, including ongoing damage, regeneration, and some other effects. These effects take place in whatever order the player prefers. Some effects end automatically at the start of a turn.

Actions during a Turn A character or creature can take several actions on its turn:

- ◆ one **standard action**, which is usually some kind of attack
- ◆ one **move action**, which involves moving
- ◆ one **minor action**, which is something simple and quick such as drawing a weapon or opening a door
- ◆ any number of **free actions**, which include speaking a few sentences or dropping an item

A player can take these actions in any order, and can skip any of them.

The End of a Turn A turn ends when the character or creature finishes taking actions during its turn. The end of a turn always takes place, even if the character or creature is unconscious. This phase takes no time in the game world. A character or creature can't take any actions during this phase of its turn.

A character or creature makes saving throws (page 25) at the end of its turn to try to end any effects on it that a save can end. If a creature has used a power that it can sustain for multiple turns, check at the end of its turn to see whether it spent the action required to sustain the power. If the creature didn't, the power's effect ends. Some other effects end automatically at the end of a turn.

Triggered Actions

Most of a creature's actions take place among the regular actions on its turn. But anyone can take free actions on anyone else's turn, and an event or another creature's action might be the trigger that lets a character or creature use a triggered action. There are two kinds of triggered actions: **opportunity actions** and **immediate actions**. Some free actions also have triggers. A character or creature can take a triggered action only if its specific trigger occurs.

Opportunity Actions A creature can take no more than one **opportunity action** on each turn and can't take an opportunity action on its own turn. An opportunity action interrupts the action that triggered it. The most common opportunity action is an **opportunity attack** (page 27).

Immediate Actions A creature can take no more than one **immediate action** per round and can never take an immediate action on its own turn. There are two kinds of immediate actions: *immediate interrupts* and *immediate reactions*.

Immediate Interrupt: An immediate interrupt lets a creature act before the action's trigger finishes. For example, an immediate interrupt that is triggered by an enemy hit might give a creature a bonus to defenses, which might turn the hit into a miss.

Immediate Reaction: An immediate reaction lets a creature act in response to a trigger, right after the trigger finishes. For example, if a power lets a creature move as an immediate reaction after being hit by an attack, the creature still takes the hit but moves before the attacker can take any further actions.

Action Points

Action points allow creatures to take more actions than normal. A character can spend an action point on his or her turn as a free action. When the character does so, he or she gains an extra action to use during that turn. The action can be a standard action, a move action, or a minor action. An adventurer can spend an action point only once per encounter, and never during a surprise round. An action point is gone when spent.

Adventurers start their careers with 1 action point each. They earn action points as they complete more and more encounters. Each adventurer gains 1 action point when he or she reaches a milestone (after completing two encounters). A character's action point total reverts to its starting value of 1 whenever he or she completes an extended rest.

MOVEMENT

During an encounter, characters and creatures use move actions to position themselves, and they sometimes move other creatures forcibly. Some creatures have movement powers that let them teleport, moving instantly from one location to another.

See the following terms in the *Rules Compendium* or the glossary of this book: speed, walk, shift, run, crawl, stand up, diagonal movement, double move, occupied squares, difficult terrain, blocking terrain, hindering terrain, falling, flanking, forced movement (push, pull, and slide), and teleportation.

ATTACKS

On a typical turn, an adventurer uses his or her standard action to make an attack using an attack power. The player makes an attack roll to determine whether the attack hits its target.

To make an attack roll, you roll a **d20**, add whatever modifiers apply (see page 24), and compare the result to one of the target's four defenses: **Armor Class**, **Fortitude**, **Reflex**, or **Will**.

Whatever character you're playing, attacks follow the same basic process.

1. Choose the attack the character or creature will use. Each attack has an **attack type: melee, ranged, close, or area**. See Chapter 3 for discussion of these attack types.
2. Choose targets for the attack. See Chapter 3 for discussion of choosing targets.
3. Make an **attack roll**, rolling a d20 and adding the appropriate bonuses and penalties. Compare the roll to the target's defense to determine whether the attack hits or misses. If the result equals or exceeds the specified defense of the target (AC, Fortitude, Reflex, or Will), the attack hits. Otherwise, it misses. See page 40 for how to calculate your character's attack rolls. If the d20 roll comes up 20 or 1, special rules apply (see the glossary entries for automatic hit and automatic miss).
4. Deal **damage** and apply any other effects.

Attack Roll Modifiers Temporary advantages and disadvantages in combat are reflected in a set of common attack modifiers. An attack modifier is a bonus or a penalty that applies to an attack roll. Add the appropriate modifier when making attack rolls.

ATTACK ROLL MODIFIERS

Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has partial cover	-2
Target has superior cover	-5
Target has partial concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2

See the glossary for definition of these terms: combat advantage, cover, and concealment.

Attack Results

Powers specify what happens when their attacks hit or miss. The most common result of an attack that hits is damage. Attacks also subject targets to conditions, forced movement, and unusual effects described in certain powers.

Damage The damage dealt by an attack is specified in the attack's power. Damage often has a type, such as fire or lightning, and it is either instantaneous or ongoing. Whatever its type or duration, damage against a target reduces that target's hit points (see "Hit Points and Healing," page 27).

See the glossary for conditions, forced movement, damage types, resistance, vulnerability, critical hit, and ongoing damage.

Damage Rolls

When most attacks deal damage, they do so through a damage roll: a roll of dice to determine damage. Whenever a power or other effect requires a damage roll, it specifies which dice to roll and how many of them. For example, an attack might indicate that it deals $2d8 + 4$ damage on a hit. When a creature hits with that attack, roll 2 eight-sided dice and add 4 to determine how much damage it deals. See page 41 for how to calculate your character's damage rolls.

Weapon Damage Dice: A [W] in a damage roll expression is a variable that stands for the damage dice of the weapon used to deal the damage. The number before the [W] indicates the number of times to roll the weapon dice. For example, if a power deals $2[W] +$ Strength modifier damage and the attacker uses a dagger (1d4 damage), roll 2 four-sided dice (2d4), then add the attacker's Strength modifier.

Durations

Many powers are instantaneous and produce no lasting effects. However, some powers have effects that last for a round or more. The durations of those effects are specified in powers and are either conditional or sustained.

Conditional durations last until a specific event occurs, such as the start or end of a creature's next turn, the end of the encounter, or when the target makes a successful saving throw.

A sustained duration lasts as long as the effect's creator sustains it. See "Sustain," page 64.

Saving Throws

Some persistent effects last until a creature makes a successful saving throw against them, and some instantaneous effects, such as falling down a pit, can be avoided by making a successful saving throw, or **save**.

A persistent effect that a save can end includes one of the following notations: "save ends," "save ends both," or "save ends all." For example, "The target is dazed (save ends)" means the target is dazed until it saves against that condition.

The rules tell you when an instantaneous effect can be avoided with a save.

At the end of each of your character's turns, you make a saving throw against each effect on the character that a save can end. Whenever you make saving throws against multiple effects that a save can end, you choose the order of the saving throws.

To make a saving throw, roll a d20 without adding any modifiers, unless the character has bonuses or penalties that specifically apply to saving throws. If you roll lower than 10, the character fails the saving throw, and the effect continues. If you roll 10 or higher, the character saves, and the effect ends.

If a character is subjected to identical effects that a save can end, ignore all but one of those effects. For example, if you are dazed (save ends) and then are attacked and again dazed (save ends), ignore the second effect, since it is identical to the effect you are already suffering.

Default Attack Powers

Characters most often use their class powers to make attacks. Here are fundamental powers that everyone can use, regardless of class. See Chapter 3 for how to read a power description.

Basic Attack Sometimes a creature just wants to hit something. The following two basic attack powers—one melee and one ranged—offer that simple option. Some classes provide alternatives to these default powers.

Melee Basic Attack

Basic Attack

You resort to the simple attack you learned when you first picked up a melee weapon.

At-Will ♦ **Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage.

A creature uses a melee basic attack to make an opportunity attack or to make a charge attack.

Ranged Basic Attack

Basic Attack

You resort to the simple attack you learned when you first picked up a ranged weapon.

At-Will ♦ **Weapon**

Standard Action

Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Level 21: 2[W] + Dexterity modifier damage.

A creature can make a ranged basic attack as long as it has something to throw or shoot.

Bull Rush When a creature wants to push another creature away, the *bull rush* power is a good option.

Bull Rush

Attack

You hurl yourself at your foe and push it back.

At-Will

Standard Action

Melee 1

Target: One creature

Attack: Strength vs. Fortitude

Hit: You can push the target 1 square and then shift 1 square into the space it left.

Grab By using the *grab* power, any creature can try to seize a target bodily and keep it from moving.

Grab

Attack

You reach out and grasp your foe, preventing it from moving.

At-Will

Standard Action **Melee touch**

Requirement: You must have a hand free.

Target: One creature that is no more than one size category larger than you

Attack: Strength vs. Reflex

Hit: You grab the target until the end of your next turn. You can end the grab as a free action.

Sustain Minor: The grab persists until the end of your next turn.

See the glossary for what happens when a creature is grabbed.

Opportunity Attack In a fight, everyone is watching for enemies to drop their guard. A creature can rarely move heedlessly past its foes or use a ranged power or an area power without putting itself in danger: Such actions trigger the *opportunity attack* power.

Triggering this power is usually referred to as provoking an opportunity attack, and using it is usually referred to as making an opportunity attack.

Opportunity Attack

Attack

Your foe drops its guard for a moment, and you exploit the opportunity.

At-Will

Opportunity Action **Melee 1**

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.

Target: The triggering enemy

Effect: You make a melee basic attack against the target.

HIT POINTS AND HEALING

Over the course of a battle, creatures take damage from attacks. Hit points (hp) measure a creature's ability to stand up to punishment, turn deadly strikes into glancing blows, and stay on its feet throughout a battle. Hit points represent physical endurance, skill, luck, and resolve. Adventurers have a number of hit points determined by their class and Constitution.

When your adventurer takes damage, subtract that number from his or her current hit points. As long as his or her current hit point total is higher than 0, the character can keep fighting. When an adventurer drops to 0 hit points or fewer, he or she is dying or might be dead.

Powers, abilities, and actions that restore hit points are known as healing. When a creature regains hit points, add them to its current hit points. A creature can heal up to its maximum hit point total, not beyond.

Bloodied Value: The bloodied value of a typical creature equals one-half its maximum hit points. A creature is bloodied when its current hit points drop to its bloodied value or lower.

Healing Surges: Most healing requires a creature to spend a healing surge. When a creature does so, it regains a number of hit points equal to its healing surge value (one-quarter of its maximum hit points). Once per encounter, an adventurer can use his or her second wind to spend a healing surge. After a short rest, an adventurer can spend as many healing surges as he or she likes outside combat. Adventurers have a number of healing surges determined by their class and Constitution.

Some powers allow a character to heal as if he or she had spent a healing surge—he or she regains hit points but doesn't spend a healing surge.

Second Wind: Adventurers can dig into their resolve and endurance to find an extra burst of vitality. Once per encounter as a standard action, a character can spend a healing surge to regain hit points and gain a +2 bonus to all defenses until the start of his or her next turn. Alternatively, a character can use his or her second wind without taking a standard action if another character administers first aid using the Heal skill, but he or she does not gain the bonus to defenses.

Temporary Hit Points: A variety of sources grant temporary hit points, which aren't real hit points. They are a layer of insulation that attacks must get through before they start doing damage to a creature. Keep track of temporary hit points separately from current hit points. When a creature takes damage, first subtract the damage from its temporary hit points.

Temporary hit points are not cumulative. If a creature gains temporary hit points when it already has some, use the higher value as its temporary hit point total, instead of adding the values together.

A creature's temporary hit points last until they are reduced to 0 or until the creature takes a rest.

Dying and Death

When an attacker reduces a creature to 0 hit points or fewer, the attacker can decide to knock that creature unconscious. Otherwise, a player character who drops to 0 hit points or fewer is dying.

Dying: Characters who are dying can continue taking damage until they drop to their bloodied value expressed as a negative number, at which point they die. For example, a character whose bloodied value is 25 dies when he or she drops to -25 hit points.

While dying, a character must make a death saving throw at the end of each of his or her turns. Roll a d20. On a roll of 9 or lower, the character slips closer to death. If the character gets that result three times before taking a rest, he or she dies. On a roll of 10 or higher, there's no change in the character's condition. On a result of 20 or higher, he or she can spend a healing surge. If the character does so, he or she is no longer dying and is conscious, but still prone. If a character gets a 20 or higher but has no healing surges left, the character's condition doesn't change.

Healing the Dying: When a character is dying and receives healing, he or she goes to 0 hit points and then regains hit points from the healing effect. If the healing effect requires the character to spend a healing surge but he or she has none left, the character is restored to 1 hit point. As soon as a character has a current hit point total higher than 0, the character becomes conscious and is no longer dying.

REST AND RECOVERY

Sooner or later, even the toughest adventurers need to rest. When not in an encounter, a character can take a short rest or an extended rest.

Short Rest

About 5 minutes long, a short rest consists of stretching one's muscles and catching one's breath after an encounter. When a character takes a short rest, he or she regains the use of any encounter powers used during the encounter. After a short rest, a character can spend as many healing surges as the player wants.

Extended Rest

At least 6 hours long, an extended rest includes relaxation, sometimes a meal, and usually sleep. A character can take an extended rest only once per day; after finishing the rest, he or she has to wait 12 hours before beginning another one. A character normally sleeps during an extended rest, but doesn't have to. The character can engage in light activity that doesn't require much exertion.

At the end of an extended rest, a character regains any lost hit points and any spent healing surges. The character also regains the use of all his or her encounter powers and daily powers. The character starts fresh with 1 action point.



MAKING CHARACTERS

Your first step in playing an adventurer in the DUNGEONS & DRAGONS game is to imagine a character of your own and create it. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human or dragonborn), a class (such as druid or ranger), and other game elements appropriate to the character you have in mind, including skills, powers, and feats. You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the DUNGEONS & DRAGONS world.

Creating your character is just the beginning. As the character goes on various adventures, he or she earns experience points and gain levels, leading to new options and greater power as time goes on.

Your first step: Imagine a character and create it. Choose a race, a class, powers, and feats. Invent his or her personality and backstory.

WHAT YOU NEED

Here's what you need to make a character.

Player Books: The player books *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms* contain the common races and classes available in the DUNGEONS & DRAGONS world. If you're going to use a race or a class from another source, such as another player book, you need that source. *DUNGEONS & DRAGONS Insider* features an additional class and race.

HEROES OF THE FALLEN LANDS

Classes (roles)

- Fighter, knight (defender)
- Fighter, slayer (striker)
- Cleric, warpriest (leader)
- Rogue, thief (striker)
- Wizard, mage (controller)

Races

- Dwarf
- Eladrin
- Elf
- Halfling
- Human

HEROES OF THE FORGOTTEN KINGDOMS

Classes (roles)	Races
Druid, sentinel (leader)	Dragonborn
Paladin, cavalier (defender)	Drow
Ranger, hunter (controller)	Half-elf
Ranger, scout (striker)	Half-orc
Warlock, hexblade (striker)	Human
	Tiefling

DUNGEONS & DRAGONS INSIDER

Class (role)	Race
Assassin, executioner (striker)	Revenant

Character Sheet: To keep track of all the important information about your character, use a photocopy of the character sheet in the back of this book, or download the character sheet available at www.DungeonsandDragons.com.

CHARACTER CREATION STEPS

First, imagine your character, thinking about the kind of adventurer you want to play. Do you like fantasy fiction featuring unusual kinds of characters? Try building a dragonborn or a tiefling character. Do you want your character to be the toughest adventurer at the table? Consider a class like the paladin. If you don't know where else to begin, take a look at the illustrations in this book to see what catches your interest.

The description of the class you pick walks you through making your character, but here's a rundown of the steps. (In general, the steps are interchangeable; that is, you can choose feats and trained skills before choosing powers if you so desire.)

Choose Class. Your class represents your training or profession, and it is the most important part of your character's capabilities. Your class also determines your role in the battle. See "Class," page 33, for more information.

Choose Race: Your choice of race offers several advantages. See "Race," page 35, for details.

Determine Ability Scores. Ability scores describe a character's fundamental state of body and mind. A character's race modifies these ability scores, and different classes rely on different ability scores. See "Ability Scores," page 36, for more information.

Choose Skills. Skills measure a character's ability to perform tasks such as jumping across chasms, hiding from observers, and identifying monsters. Your character's class tells you how many trained skills to pick at 1st level.

Some races give you an additional skill choice as well. After choosing trained skills, note the character's modifier for every skill, including the +5 bonus for a trained skill. See Chapter 6 for details on skills.

Choose Powers. Consult your character class for how many powers you choose at 1st level. Your choice of class powers defines how your character functions in and out of combat. See Chapter 3 for how powers work.

Select Feats. Feats represent natural advantages or special training. You choose at least one feat at 1st level for your character, who might get a bonus feat or two from your race or class selection. See Chapter 7 for more about feats.

Select Equipment. Your character begins with 100 gold pieces at 1st level, enough gold to purchase basic gear. As characters adventure, they find magic items that improve their capabilities significantly. See Chapter 8 for more about equipment.

Fill in the Numbers. Calculate your character's hit points, defenses (Armor Class, Fortitude, Reflex, and Will), initiative modifier, attack roll modifiers, damage roll modifiers, and skill check modifiers. See page 39 for details.

Other Character Details. Flesh out the character with details of alignment, god worshiped, background, personality, appearance, and languages. See "Other Character Details," page 43, for more information.

As you make your choices, look ahead to what your character gains at higher levels from his or her class. The options at higher levels might influence the choices you make. And don't worry if you're unsure about an option you pick now; you can change your mind later, using the retraining rules. For more about leveling up and retraining, see "Gaining Levels," page 55.

Class

Picking your character's class is the first step in character creation. A wide variety of adventurers delve into forgotten dungeons and ancient ruins, including druids, paladins, rangers, and warlocks. Your class represents your character's vocation, the talents and abilities learned through study and practice.

Your choice of class plays a large role in determining your character's personality. A ranger might be a gruff, independent wanderer, while a paladin is typically a kindhearted, heroic figure.

Here's a quick rundown of the classes available in this book.

Druid: Druids wield primal magic, the power of the natural world. They can grant an ally the strength of a bear or the wisdom of an owl. If you want to play a healer who fights alongside a ferocious animal companion, select a druid. Using this book, you can create a type of druid known as a sentinel.

Paladin: Heroic warriors dedicated to virtue, paladins take up a life of sacrifice and valor in order to protect the weak and innocent. If you want to play a hero whose code of conduct means more than life itself, play a paladin. The cavalier is a type of paladin that you can create using this book.

Ranger: Cunning woodsmen and scouts, rangers are tough warriors who thrive in the deepest wilderness. If you want to play a clever, lightly armored skirmisher, the ranger is an excellent choice. The two types of rangers you can create using this book are the scout, a master of fighting with two melee weapons, and the hunter, an archer of unmatched prowess.

Warlock: Warlocks master arcane magic by striking bargains with powerful beings from other planes. If you like the idea of wielding overwhelming arcane magic, the warlock is a good choice. This book describes a type of warlock known as a hexblade, a warrior who forges a blade of pure magic to vanquish foes in close combat.

Role

Character class determines your character's role—the main job your character does when the adventuring group is in combat. Each class specializes in one of four roles: **controller**, **defender**, **leader**, or **striker**.

Roles mostly serve as handy tools for building adventuring groups. It's a good idea to cover each role with at least one character. If you don't have all the roles covered, that's fine; it just means that the group needs to compensate for the missing function in some manner.

Controller Controllers deal with large numbers of enemies at the same time. They favor offense over defense, using powers that deal damage to multiple foes at once, as well as subtler powers that weaken, confuse, or delay their foes. The hunter is an example of a controller.

Defender Defenders have the highest defenses in the game and good close-up offensive capabilities. They are the party's frontline combatants; wherever they're standing, that's where the action is. Defenders have abilities and powers that make it difficult for enemies to move past them or to ignore them in battle. The cavalier is an example of a defender.

Leader Leaders inspire, heal, and aid the other characters in an adventuring group. Leaders have good defenses, but their strength lies in powers that protect their companions and target specific foes for the party to concentrate on. The sentinel is an example of a leader.

Members of this role encourage and motivate, but that doesn't mean they're necessarily a group's spokesperson or commander. The party leader—if the group has one—might as easily be a charismatic member of another role. Leaders (the role) fulfill their function through their powers and class features; party leaders are born through roleplaying.

Striker Strikers specialize in dealing high amounts of damage to a single target at a time. They have the most concentrated offense of any character in the game. Strikers rely on superior mobility, trickery, or magic to move around tough foes and single out the enemy they want to attack. The scout and the hexblade are examples of strikers.

Race

Humans are the most common folk in the DUNGEONS & DRAGONS world, but they share the civilized realm with a number of other races. Some are outcasts, forced to flee their homelands as criminals or pariahs. Others are wanderers and explorers, eager to see the world beyond their homes.

Each character race has innate strengths that make it more suited to particular classes. However, you can create any combination you like. Sometimes, playing against a stereotype is a fun way to create a memorable character.

Many different intelligent creatures populate the world, creatures such as dragons, mind flayers, and demons. These aren't races you can play; they are monsters you encounter.

Here's a quick rundown of the races available in this book.

Dragonborn: Proud warriors and brave explorers, the dragonborn are fierce enemies and steadfast allies.

Drow: Once the drow lived among the elves and the eladrin, but an internal struggle turned the drow to evil. They now live in the Underdark, but a few virtuous drow outcasts venture to the surface world.

Half-Elf: Mixing the best of both elf and human, half-elves temper their ambition with an unmatched talent for diplomacy and teamwork.

Half-Orc: These tough, barbaric folk are renowned for their strength and ferocity. They hail from the edge of the civilized world.

Human: Brave, ambitious, and extremely versatile, humans are the most numerous of all the civilized races.

Tiefling: The tieflings were once human, but an ancient pact with a diabolic power warped and changed their appearance. They are skilled with magic.

Ability Scores

Six abilities provide a quick description of a character's physical and mental characteristics: Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma. Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a character's strengths as well as weaknesses.

Each of a character's abilities has a score, a number that measures the might of that ability. A character who has Strength 16 is much stronger than a character who has Strength 6. A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. As adventurers advance in level (see page 55), their ability scores improve.

Ability Modifiers An ability score's main purpose is to determine an ability modifier, which is a bonus or a penalty that is added to any attack roll, damage roll, ability check, skill check, or defense that is based on that ability.

The Ability Modifiers table notes the ability modifiers for the most common ability scores.

A power specifies which ability modifier, if any, to use with the power. For instance, when a character uses a melee attack power that says "Strength vs. Fortitude" in its "Attack" entry, add his or her Strength modifier (along with one-half his or her level and any other modifiers) to the attack roll.

ABILITY MODIFIERS

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12

The Abilities

Each ability represents a different aspect of a character. Strength, Constitution, and Dexterity are the physical abilities, and Intelligence, Wisdom, and Charisma are the mental abilities.

Strength (Str)

Strength measures physical power. The ability score is important for many adventurers who fight hand-to-hand.

- ◆ The default melee basic attack (page 26) is based on Strength.
- ◆ Strength is the key ability for Athletics skill checks (see Chapter 6).
- ◆ An adventurer's Strength modifier contributes to Fortitude, unless his or her Constitution modifier is higher.

Constitution (Con) Constitution represents health, stamina, and vital force. All adventurers benefit from a high Constitution score.

- ◆ At 1st level, an adventurer's Constitution score is added to his or her hit points.
- ◆ The number of healing surges that an adventurer can use each day is influenced by his or her Constitution modifier.
- ◆ Constitution is the key ability for Endurance skill checks (see Chapter 6).
- ◆ An adventurer's Constitution modifier contributes to Fortitude, unless his or her Strength modifier is higher.

Dexterity (Dex) Dexterity measures hand-eye coordination, agility, reflexes, and balance.

- ◆ The default ranged basic attack (page 26) is based on Dexterity.
- ◆ Dexterity is the key ability for Acrobatics, Stealth, and Thievery skill checks (see Chapter 6).
- ◆ An adventurer's Dexterity modifier contributes to Reflex, unless his or her Intelligence modifier is higher.
- ◆ An adventurer's Dexterity modifier contributes to initiative checks.
- ◆ If an adventurer is wearing light armor or no armor, the adventurer's Dexterity modifier contributes to Armor Class, unless his or her Intelligence modifier is higher.

Intelligence (Int) Intelligence describes how well a character learns and reasons.

- ◆ Intelligence is the key ability for Arcana, History, and Religion skill checks (see Chapter 6).
- ◆ An adventurer's Intelligence modifier contributes to Reflex, unless his or her Dexterity modifier is higher.
- ◆ If an adventurer is wearing light armor or no armor, the adventurer's Intelligence modifier contributes to Armor Class, unless his or her Dexterity modifier is higher.

Wisdom (Wis) Wisdom measures common sense, perception, self-discipline, and empathy.

- ◆ Wisdom is the key ability for Dungeoneering, Heal, Insight, Nature, and Perception skill checks (see Chapter 6).
- ◆ An adventurer's Wisdom modifier contributes to Will, unless his or her Charisma modifier is higher.

Charisma (Cha) Charisma measures force of personality, persuasiveness, and leadership.

- ◆ Charisma is the key ability for Bluff, Diplomacy, Intimidate, and Streetwise skill checks (see Chapter 6).
- ◆ An adventurer's Charisma modifier contributes to Will, unless his or her Wisdom modifier is higher.

Determine Ability Scores

Choose one of these three sets of ability scores. You can assign the numbers to whichever ability score you want. Remember that your class determines which ability scores are important to your character, and race modifies certain ability scores.

Ability scores increase as a character gains levels (see page 55). Your scores will improve over time as you play the game.

Balanced Scores

16 14 14 11 10 10

You're strong in one area, but you aren't weak in anything. This set of numbers gives you strong offense and defense, with no weaknesses to cover. Before you add any racial modifiers, you get a +3 bonus and two +2 bonuses, with no penalties.

Specialist Scores

18 14 11 10 10 8

You're really good in one area, but you have a significant weakness and your other scores are average. This provides you with a very strong offense, but you take a hit in one defense as a consequence. Before you add any racial modifiers, you get a +4 bonus and a +2 bonus, with a -1 penalty.

Dual Specialist Scores

16 16 12 11 11 8

You can do two things quite well, but you wind up with a weakness in one ability. This gives you a strong offense and defense, and you get the most out of class features and powers that rely on a secondary ability score. Before you add any racial modifiers, you get two +3 bonuses, a +1 bonus, and a -1 penalty.

OTHER METHODS

The *DUNGEONS & DRAGONS Rules Compendium* gathers all the rules of the game into a single volume and features additional methods for determining a character's ability scores. They include a random generation method and a point-buy customization method. These methods should be used only with the permission of your Dungeon Master.

Choosing Skills, Powers, and Feats

Refer to your specific class entry when it comes to choosing skills, powers, and feats for your character.

Selecting Equipment

Refer to your specific class entry for what kinds of weapons and armor are suitable for your character. Then check out Chapter 8 for more details.

Filling in the Numbers

Here's how to calculate the key parts of your character sheet. Many of the bonuses noted below don't come into play at 1st level, such as item or enhancement bonuses from magic items.

Initiative In every battle, the participants act in an order determined by initiative checks that they make at the start of the battle. Making those checks is called rolling initiative. Each creature has an initiative modifier, which is the number that the creature adds when it rolls initiative.

Your initiative modifier is determined at character creation and increases with level, as follows:

- ◆ One-half the character's level
- ◆ The character's Dexterity modifier
- ◆ Racial or feat bonuses
- ◆ Any other bonuses or penalties

Speed A character's speed is determined by the character's race and any bonuses and penalties. The most common penalty to speed comes from certain types of armor (page 327). For example, a half-orc starts with a speed of 6. But Bree the half-orc paladin wears plate armor, so her speed drops to 5, since the armor imposes a -1 penalty to speed.

Determine your adventurer's speed as follows:

- ◆ The speed listed in the character's racial description
- ◆ Any penalty for heavy armor

Any of these other factors might also apply to speed:

- ◆ Racial or feat bonuses
- ◆ Any other bonuses or penalties

Defenses Every character has four defenses: Armor Class, Fortitude, Reflex, and Will. You determine the character's defense scores as described below.

- ◆ **Base Defense:** Each defense starts at $10 + \text{one-half the character's level}$.
- ◆ **Armor Class:** Add the armor bonus provided by the armor you have equipped. Add the shield bonus of the shield you are carrying, if any. If you are wearing light armor or no armor, also add your Dexterity modifier or Intelligence modifier, whichever is higher.
- ◆ **Fortitude:** Add your Strength modifier or Constitution modifier, whichever is higher.
- ◆ **Reflex:** Add your Dexterity modifier or Intelligence modifier, whichever is higher. If you use a shield, add its shield bonus.
- ◆ **Will:** Add your Wisdom modifier or Charisma modifier, whichever is higher.

In addition, add any of the following modifiers that apply to each defense:

- ◆ A bonus from the character's class
- ◆ Racial or feat bonuses
- ◆ An enhancement bonus (usually from magic armor or from a neck slot magic item)
- ◆ Any other bonuses or penalties

Hit Points and Healing Surges Your character's hit points at 1st level are given as part of your class's traits (for example, "15 + your Constitution score").

Your character's healing surge value equals one-quarter of his or her maximum hit points.

The character's class determines the number of healing surges that he or she can use each day. The character's Constitution contributes to this total.

Base Attack Roll Modifiers Because of how often your character will use his or her attack powers, it's helpful to calculate their base attack roll modifiers in advance. The base attack roll modifier of a character's power includes the following numbers:

- ◆ One-half the character's level
- ◆ The ability modifier specified by the power

Also add any of the following modifiers that apply:

- ◆ Racial or feat bonuses
- ◆ An enhancement bonus (usually from a magic weapon or implement)
- ◆ A proficiency bonus (if the power is a weapon power and the character wields a weapon that he or she has proficiency with)
- ◆ Any other bonuses or penalties

TEMPORARY MODIFIERS

Powers, circumstances, conditions, and the like produce many bonuses and penalties in play. For instance, your target might have partial cover, causing you to take a -2 penalty to the attack roll you make against the target. Or you might use a power that grants a temporary bonus to all of your companions' defenses. Temporary modifiers are extremely varied and are specified in many different parts of the game. In particular, see page 24 for a list of the most common attack roll modifiers.

Base Damage Roll Modifiers In addition to calculating the base attack roll modifiers for your character's powers, it's helpful to calculate their base damage roll modifiers in advance. The base damage roll modifier of a character's power includes the following numbers:

- ◆ The ability modifier specified by the power. The modifier is usually the same one used for the power's attack roll.

Also add any of the following modifiers that apply:

- ◆ Racial or feat bonuses
- ◆ An enhancement bonus (usually from a magic weapon or implement)
- ◆ Any other bonuses or penalties

Ability Check Modifier Determine your adventurer's ability check modifier for each ability. Your character's ability check modifier for always includes the following:

- ◆ One-half the character's level
- ◆ The ability modifier for the skill's key ability

Any of these other factors might also apply to an ability check modifier:

- ◆ Racial or feat bonuses
- ◆ Any other bonuses or penalties

Skill Check Modifier Determine your adventurer's skill check modifier for each skill. Your character's skill check modifier for a skill always includes the following:

- ◆ One-half the character's level
- ◆ The ability modifier for the skill's key ability

Any of these other factors might also apply to a skill check modifier:

- ◆ A +5 bonus if the adventurer has training in the skill (see page 277)
- ◆ An armor check penalty (page 328) if the adventurer is wearing certain kinds of armor and the skill's key ability is Strength, Dexterity, or Constitution
- ◆ Racial or feat bonuses
- ◆ Any other bonuses or penalties

BONUSES AND PENALTIES

Attack rolls, damage rolls, defenses, skill checks, and ability checks are often modified by bonuses and penalties.

Bonuses: There's one important rule for bonuses: Don't add together bonuses of the same type to the same roll or score. If a creature has two or more bonuses of the same type (such as "power bonus") that apply to the same roll or score, use the higher bonus. For example, if a character has a +2 power bonus to attack rolls and gains a +4 power bonus to attack rolls, the character has a +4 power bonus, not a +6 power bonus.

Bonus Types: If a bonus has a type, one of the following words precedes the word "bonus" in the rules text: armor, enhancement, feat, item, power, proficiency, racial, or shield. These types are defined and explained in the *Rules Compendium*.

Untyped Bonuses: Some bonuses have no type ("a +2 bonus," for instance). Most of these bonuses are situational and add together with other bonuses, including other untyped bonuses. However, untyped bonuses from the same named game element (a power, a feat, and the like) are not cumulative; only the highest applies, unless noted otherwise.

Penalties: Unlike bonuses, penalties don't have types. Penalties add together, unless they're from the same named game element. If two monsters attack an adventurer with the same power and each causes the adventurer to take a penalty to a particular roll or score, he or she doesn't add the penalties together but instead takes the worst penalty.

A penalty might be effectively canceled by a bonus and vice versa. If a creature gains a +2 bonus to attack rolls and takes a -2 penalty to attack rolls at the same time, it ends up with a +0 modifier.

Other Character Details

The *DUNGEONS & DRAGONS* game is, first and foremost, a roleplaying game, which means that it's all about taking on the role of a character in the game. Some people take to this play-acting naturally and easily; others find it more of a challenge. This section is here to help you out, whether you're comfortable and familiar with roleplaying or you're new to the concept.

Your character is more than a combination of race, class, and feats. He or she is one of the protagonists in a living, evolving story line. Like the hero of any fantasy novel or film, your character has ambitions and fears, likes and dislikes, motivations and mannerisms, moments of glory and of failure. The best characters blend the ongoing story of their adventuring careers with memorable characteristics or traits. Jaden the 4th-level human fighter is a perfectly playable character even without any embellishment, but the personality of Jaden the Grim—brooding, fatalistic, and honest—suggests a particular approach to negotiating with townsfolk or discussing issues with the other characters. A well-crafted personality expands your experience of the game dramatically.

The *DUNGEONS & DRAGONS* game is a roleplaying game but not necessarily an exercise in improvisational theater. Sometimes, the role you play is defender or leader; the character you're playing is engaged in combat and has a job to do so that your team comes out victorious. Even in combat, though, you can interject bits of personality and dialogue that make your character more than just the statistics on your character sheet.

Alignment

A character's alignment describes his or her moral stance. Many adventurers, and some monsters, are unaligned, which means they have no overriding moral stance. If you choose an alignment for your character, you're indicating the character's dedication to a set of moral principles: good, lawful good, evil, or chaotic evil. In a cosmic sense, it's the team he or she believes in and fights for most strongly.

Alignments are tied to universal forces bigger than deities or any other allegiance that a character might have. A lawful good paladin is on the same team as the god Bahamut, who is also lawful good, even if that paladin isn't devoted to Bahamut. Most people in the world, and plenty of adventurers, haven't signed up to play on any team—they're unaligned. Picking and adhering to an alignment represents a distinct choice.

If you choose an alignment for your character, you should pick either good or lawful good. Unless your DM is running a campaign in which all the characters are evil or chaotic evil, playing an evil or chaotic evil character usually disrupts an adventuring party.

Unaligned

Just let me go about my business.

Unaligned characters don't actively seek to harm others or wish them ill. But such characters also don't go out of their way to put themselves at risk without some hope for reward. They support law and order when doing so benefits them. They value their own freedom, without worrying too much about protecting the freedom of others.

A few unaligned people, and most unaligned deities, aren't undecided about alignment. Rather, they've chosen not to choose, either because they see the benefits of both good and evil or because they see themselves as above the concerns of morality. The Raven Queen and her devotees fall into the latter camp, believing that moral choices are irrelevant to their mission, since death comes to all creatures regardless of alignment.

The Good Alignment

Protecting the weak from those who would kill them is just the right thing to do.

Good characters believe it is right to aid and protect those in need. Such characters are not required to sacrifice themselves to help others, but might be asked to place the needs of others above their own, even if that means putting themselves in harm's way. In many ways, that's the essence of being a heroic adventurer. The people of the town can't defend themselves from the marauding goblins, so the good character descends into the dungeon—at significant personal risk—to put an end to the goblin raids.

Members of this alignment follow rules and respect authority but are keenly aware that power tends to corrupt those who wield it, too often leading them to exploit their power for selfish or evil ends. When that happens, good characters feel no obligation to follow the law blindly. It's better for authority to rest in the hands of a community than in the hands of a power-hungry individual or group. When law becomes exploitation, it crosses into evil territory, and good characters feel compelled to fight it.

Good and evil represent fundamentally different viewpoints, cosmically opposed and unable to coexist in peace. Good and lawful good characters, though, get along fine, even if a good character thinks a lawful good companion might be a little too focused on following the law, rather than simply doing the right thing.

The Lawful Good Alignment

An ordered society protects us from evil.

Lawful good characters respect the authority of personal codes of conduct, laws, and leaders, and they believe that those codes are the best way of achieving one's ideals. Virtuous authority promotes the well-being of its subjects and prevents them from harming one another. Lawful good characters believe just as strongly in the value of life, and they put even more emphasis on the need for the powerful to protect the weak and lift up the downtrodden. The exemplars of the lawful good alignment are shining champions of what's right, honorable, and true, risking or even sacrificing their own lives to stop the spread of evil in the world.

When leaders exploit their authority for personal gain, when laws grant privileged status to some citizens and reduce others to slavery or untouchable status, law has given in to evil and just authority becomes tyranny. Lawful good characters are not only capable of challenging such injustice, but are morally bound to do so. However, such characters would prefer to work within the system to right such problems, rather than resorting to lawless methods.

For the purpose of game effects, a lawful good character is also considered to be good.

The Evil Alignment

It is my right to claim what others possess.

Evil characters don't necessarily go out of their way to hurt people, but they're perfectly willing to take advantage of the weakness of others to acquire what they want.

Evil characters use rules and order to maximize personal gain. They don't care whether laws hurt other people. They support institutional structures that give them power, even if that power comes at the expense of the freedom of others. Slavery and rigid caste structures are not only acceptable but desirable to evil characters, as long as they are in a position to benefit from the order they provide.

The Chaotic Evil Alignment

I don't care what I have to do to get what I want.

Chaotic evil characters have a complete disregard for others. Each believes he or she is the only being that matters. Such characters have no problem killing, stealing, and betraying others to gain power. Their word is meaningless and their actions destructive. Their world views can be so warped that they destroy anything and anyone that doesn't directly contribute to their specific interests.

By the standards of good and lawful good people, chaotic evil is as abhorrent as evil—perhaps even more so. Chaotic evil monsters such as demons and orcs are at least as much of a threat to civilization and general well-being as evil monsters are. An evil creature and a chaotic evil creature are both opposed to good, but they don't have much respect for each other either and rarely cooperate toward common goals.

For the purpose of game effects, a chaotic evil character is also considered evil.

Personality

The DUNGEONS & DRAGONS

game is a game of heroic extremes, populated by legendary heroes and unrepentant villains. Your character needs only a few personality traits that you can use as roleplaying touchstones, key traits that you can focus on and that are fun to play. A complex background and extensive motivations aren't necessary, although you can flesh out your character's personality as much as you like.

A typical adventure offers many opportunities for your character's personality to shine. Pick two or three personality traits from the list below as a starting point for developing a story for your character.

Personality Traits

Humble	Adaptable	Commanding
Adaptable	Grim	Pragmatic
Boastful	Gullible	Protective
Bold	Happy-go-lucky	Reckless
Brave	Hard-hearted	Relaxed
Brooding	Helpful	Reserved
Calm	Honest	Restless
Cautious	Honorable	Scrupulous
Charming	Hopeful	Self-assured
Cheerful	Impassioned	Skeptical
Commanding	Impatient	Skittish
Competitive	Impulsive	Steady
Curious	Kind	Stern
Easygoing	Morose	Stoic
Enthusiastic	Naive	Talkative
Fatalistic	Oblivious	Thoughtful
Fierce	Open-minded	Unshakable
Flexible	Patient	Wild

Appearance

Is your character tall, short, or in between? Solid and muscular, or lean and wiry? Male or female? Old or young? These decisions have no impact on game statistics, but they affect the way others think about your character.

Each race description gives the average height and weight for a character of that race. You can decide for your character to be above or below average.

You should also decide what color skin, hair, and eyes your character has. Most races approximate the human range of coloration, but some races also have

unusual coloration, such as the stony gray skin of dwarves or the violet eyes of some elves.

Finally, consider features that distinguish your character from others. Some of these might be inborn, such as an unusual eye color or skin color, while others might be habits of fashion or the scars of past injuries. Jewelry, clothing, tattoos and birthmarks, hairstyles and colors, and posture—one unusual feature from among those choices can make your character stand out in the minds of the other players.

Background

Your character's background often stays there—in the background. What's most important about your character is what he or she does over the course of adventures, not what happened in the past. Even so, thinking about your character's birthplace, family, upbringing, training, and previous occupation can help you decide how to play your character.

These questions—directed at your character—can help you start thinking about your character's background.

- ◆ Why did you decide to be an adventurer? How old were you then, and how old are you now?
- ◆ How did you acquire your class? If you're a ranger, for example, you might have been in a militia, learned your skills on the frontier, trained with a more experienced scout, or be a self-taught hunter.
- ◆ How did you acquire your starting equipment? Did you assemble it piece by piece over time? Was it a gift from a parent or a mentor? Do any of your personal items have special significance?
- ◆ What's the worst event of your life?
- ◆ What's the best thing that's ever happened to you?
- ◆ Do you stay in contact with your family? What do your relatives think of you and your chosen career?
- ◆ Which cultures did you interact with as a child? Did those interactions influence your language choices?

Languages

Ten languages form the basis of every dialect spoken and written throughout the DUNGEONS & DRAGONS world and the planes beyond. These languages are transcribed in different scripts, most of which are alphabets, from the flowing characters of the Rellanic alphabet to the runes of the Davek alphabet. The Supernal script is a system of hieroglyphics.

Depending on your character's race, your character starts off knowing two or three languages and the script associated with each. Characters can learn additional languages through options such as the Linguist feat.

You can't choose the Abyssal or Supernal languages as a 1st-level character.

Some races let you choose your second language. If you want to determine this language randomly, roll a d20.

d20	Language	Spoken by . . .	Script
—	Common	Humans, halflings, tieflings	Common
1-2	Deep Speech	Mind flayers, githyanki, kuo-toas	Rellanic
3-5	Draconic	Dragons, dragonborn, kobolds	Iokharic
6-9	Dwarven	Duergar, dwarves	Davek
10-13	Elven	Elves, eladrin, fomorians	Rellanic
14-16	Giant	Giants, orcs, ogres	Davek
17-19	Goblin	Goblins, hobgoblins, bugbears	Common
20	Primordial	Efreets, archons, elementals	Barazhad
—	Supernal	Angels, devils, gods	Supernal
—	Abyssal	Demons, gnolls, sahuagin	Barazhad

The Gods

The deities of the DUNGEONS & DRAGONS game world reside in the countless dominions that swirl through the Astral Sea. They appear in dreams and visions to their followers and wear countless different faces, and artwork depicting them shows them in a variety of forms. Their true nature is beyond any physical form. Corellon is often depicted as an eladrin, but he is no more an eladrin than he is a fey panther—he is a god, and he transcends the physical laws that bind all other beings to concrete forms.

Some deities are good or lawful good, some are evil or chaotic evil, and some are unaligned. Each deity has a vision of how the world should be, and the agents of the deities seek to bring that vision to life. Even the agents and worshipers of deities who share an alignment can come into conflict. Except for chaotic evil gods, all deities are enemies of the demons, which would rather destroy the world than govern it.

Most people revere more than one deity, praying to different gods at different times. Commoners in a small town might visit a temple that has three altars, where they pray to Bahamut for protection, Pelor for fertile crops, and Moradin to aid their skill at crafting. Clerics and paladins more often serve a single deity, championing that god's particular cause in the world. Other adventurers range across the spectrum, from paying lip service to the whole pantheon, to fervently serving a single god, to ignoring the gods entirely as they pursue their own divine ascension.

The gods appropriate for player characters to revere follow.

THE DEITIES

Deity	Alignment	Areas of Influence
Avandra	Good	Change, luck, trade, travel
Bahamut	Lawful good	Justice, honor, nobility, protection
Corellon	Unaligned	Arcane magic, spring, beauty, the arts
Erathis	Unaligned	Civilization, invention, laws
Ioun	Unaligned	Knowledge, prophecy, skill
Kord	Unaligned	Storms, strength, battle
Melora	Unaligned	Wilderness, sea
Moradin	Lawful good	Creation, artisans, family
Pelor	Good	Sun, summer, agriculture, time
Raven Queen	Unaligned	Death, fate, winter
Sehanine	Unaligned	Trickery, moon, love, autumn

Avandra

Good

The god of change, Avandra delights in freedom, trade, travel, adventure, and the frontier. Her temples are few in civilized lands, but her wayside shrines appear throughout the world. Halflings, merchants, and all types of adventurers are drawn to her worship, and many people raise a glass in her honor, viewing her as the god of luck. Her commandments are few:

- ◆ Luck favors the bold. Take your fate into your own hands, and Avandra smiles upon you.
- ◆ Strike back against those who would rob you of your freedom and urge others to fight for their own liberty.
- ◆ Change is inevitable, but it takes the work of the faithful to ensure that change is for the better.





Bahamut

Lawful Good

Called the Platinum Dragon, Bahamut is the god of justice, protection, nobility, and honor. Lawful good paladins often revere him, and metallic dragons worship him as the first of their kind. Monarchs are crowned in his name. He commands his followers thus:

- ◆ Uphold the highest ideals of honor and justice.
- ◆ Be constantly vigilant against evil and oppose it on all fronts.
- ◆ Protect the weak, liberate the oppressed, and defend just order.

Corellon

Unaligned

The god of spring, beauty, and the arts, Corellon is the patron of arcane magic and the fey. He seeded the world with arcane magic and planted the most ancient forests. Artists and musicians worship him, as do those who view spellcasting as an art, and his shrines can be found throughout the Feywild and even in the natural world. He despises Lolth and her priests for leading the drow astray. He urges his followers thus:

- ◆ Cultivate beauty in all that you do, whether you're casting a spell, composing a saga, strumming a lute, or practicing the arts of war.
- ◆ Seek out lost magic items, forgotten rituals, and ancient works of art. Corellon might have inspired them in the world's first days.
- ◆ Thwart the followers of Lolth at every opportunity.



Erathis

Unaligned

Erathis, the god of civilization, is the muse of great invention, founder of cities, and author of laws. Rulers, judges, pioneers, and devoted citizens revere her, and her temples hold prominent places in most of the world's major cities. Her laws are many, but their purpose is straightforward:

- ◆ Work with others to achieve your goals. Community and order are always stronger than the disjointed efforts of lone individuals.
- ◆ Tame the wilderness to make it fit for habitation, and defend the light of civilization against the encroaching darkness.
- ◆ Seek out new ideas, new inventions, new lands to inhabit, new wilderness to conquer. Build machines, build cities, build empires.

Ioun

Unaligned

Ioun is the god of knowledge, skill, and prophecy. Sages, seers, and tacticians revere her, as do all who live by their knowledge and mental power. Corellon is the patron of arcane magic, but Ioun is the patron of its study. Libraries and wizard academies are built in her name. Her commands are also teachings:

- ◆ Seek the perfection of your mind by bringing reason, perception, and emotion into balance with one another.
- ◆ Accumulate, preserve, and distribute knowledge in all forms. Pursue education, build libraries, and seek out lost and ancient lore.
- ◆ Be watchful at all times for the followers of Vecna, who seek to control knowledge and keep secrets. Oppose their schemes, unmask their secrets, and blind them with the light of truth and reason.



Kord

Unaligned

Kord is the storm god and the lord of battle. He revels in strength, battlefield prowess, and thunder. Fighters and athletes revere him. He is a mercurial god, unbridled and wild, who summons storms over land and sea; those who hope for better weather appease him with prayers and spirited toasts. He gives few commands:

- ◆ Be strong, but do not use your strength for wanton destruction.
- ◆ Be brave and scorn cowardice in any form.
- ◆ Prove your might in battle to win glory and renown.





Melora

Unaligned

Melora is the god of the wilderness and the sea. She is both the wild beast and the peaceful forest, the raging whirlpool and the quiet desert. Rangers, hunters, and elves revere her, and sailors make offerings to her before beginning voyages. Her strictures are these:

- ◆ Protect the wild places of the world from destruction and overuse. Oppose the rampant spread of cities and empires.
- ◆ Hunt aberrant monsters and other abominations of nature.
- ◆ Do not fear or condemn the savagery of nature. Live in harmony with the wild.

Moradin

Lawful Good

Moradin is the god of creation and patron of artisans, especially miners and smiths. He carved the mountains from primordial earth and is the guardian and protector of the hearth and the family. Dwarves from all walks of life follow him. He demands these behaviors of his followers:

- ◆ Meet adversity with stoicism and tenacity.
- ◆ Demonstrate loyalty to your family, your clan, your leaders, and your people.
- ◆ Strive to make a mark on the world, a lasting legacy. To make something that lasts is the highest good, whether you are a smith working at a forge or a ruler building a dynasty.



Pelor

Good



God of the sun and summer, Pelor is the keeper of time. He supports those in need and opposes all that is evil. As the lord of agriculture and the bountiful harvest, he is the deity most commonly worshiped by ordinary humans, and his priests are well received wherever they go. Paladins and rangers are found among his worshipers. He directs his followers thus:

- ◆ Alleviate suffering wherever you find it.
- ◆ Bring Pelor's light into places of darkness, showing kindness, mercy, and compassion.
- ◆ Be watchful against evil.

The Raven Queen

Unaligned

The name of the god of death is long forgotten, but she is called the Raven Queen. She is the spinner of fate and the patron of winter. She marks the end of each mortal life, and mourners call upon her during funeral rites, in the hope that she will guard the departed from the curse of undeath. She expects her followers to abide by these commandments:

- ◆ Hold no pity for those who suffer and die, for death is the natural end of life.
- ◆ Bring down the proud who try to cast off the chains of fate. Punish hubris where you find it.
- ◆ Watch for the cults of Orcus and stamp them out whenever they arise. The Demon Prince of the Undead seeks to claim the Raven Queen's throne.



Sehanine

Unaligned



God of the moon and autumn, Sehanine is the patron of trickery and illusions. She has close ties to Corellon and Melora and is a favorite deity among elves and halflings. She is the god of love, and scouts and thieves ask for her blessing on their work. Her teachings are simple:

- ◆ Follow your goals and seek your own destiny.
- ◆ Keep to the shadows, avoiding the blazing light of zealous good and the utter darkness of evil.
- ◆ Seek new horizons and new experiences, and let nothing tie you down.

Evil and Chaotic Evil Deities The gods of evil and chaos exhort their followers to pursue evil ends or commit destructive deeds. Here's a brief rundown on the evil and chaotic evil deities at work in the DUNGEONS & DRAGONS world.

Asmodeus is the evil god of the Nine Hells. He is patron of the powerful, god of tyranny and domination, and the commander of devils.

Bane relishes his role as the evil god of war and conquest. Militaristic nations of humans and goblins serve him and conquer in his name.

Gruumsh is the chaotic evil god of destruction and lord of marauding barbarian hordes. Where Bane commands conquest, Gruumsh exhorts his followers to slaughter and pillage. Orcs are his most fervent followers.

Lolth stands as the chaotic evil god of shadow, lies, and spiders. Scheming and treachery are her commands, and her clerics are a constant force of disruption in the otherwise stable society of the evil drow.

Tharizdun is the chaotic evil god who created the Abyss. His existence is not widely known, and only a few scattered cults still revere him. After the Dawn War, Tharizdun was imprisoned by the other gods, locked away for evils he has fostered. When he is named, he hides behind the titles of the Chained God and the Elder Elemental Eye to keep the activities of his servants secret from the other gods.

Tiamat is the evil god of wealth, greed, and envy. She urges her followers to take vengeance for every slight, and she is the patron of chromatic dragons.

Torog, the evil god of the Underdark, is the patron of jailers and torturers.

Common superstition holds that if his name is spoken, the King that Crawls will burrow up from below and drag the hapless speaker underground to an eternity of imprisonment and torture.

Vecna is the evil god of undead, necromancy, and secrets. He rules that which is not meant to be known and that which people wish to keep secret.

Zehir is the evil god of darkness, poison, and assassins. Snakes are his favored creation, and the snakelike yuan-ti revere him above all other gods.

GAINING LEVELS

As your character goes on adventures and gains experience points (XP), he or she advances in level. Gaining a level (also called leveling or leveling up) is one of the biggest rewards your character receives in the game. Your character improves in several ways every time he or she gains a level.

Each time you overcome a noncombat encounter, defeat monsters, or complete a quest, your Dungeon Master awards you experience points. When you earn enough experience points, you reach a new level. Each class description in Chapter 4 includes tables that summarize the benefits you gain at each new level.

Step-by-Step Advancement

This section gives a step-by-step overview of how to level up your character. Your class description details the benefits your character gains at each level. For instance, if you’re playing a hexblade, consult the hexblade section (starting on page 201) to find out what benefits your warlock gains at each level.

At most levels, your character gains access to new capabilities: powers, class features, and feats. The game assumes that your character learns these capabilities in his or her spare time, studying tomes of lore or practicing a complex series of maneuvers. In game terms, though, as soon as characters gain a level, they can use their new capabilities.

1. Ability Scores At 4th, 8th, 14th, 18th, 24th, and 28th levels, increase two ability scores of your choice by 1. At 11th and 21st levels, every ability score increases by 1.

If you increase an ability score to an even number, the related ability modifier goes up, and that change affects powers, skills, and defenses that rely on that ability score. Make a note, but don’t change any numbers just yet.

2. Level Modifier If your character’s new level is an even number, everything that is based on one-half his or her level becomes better: increase all defenses, attack rolls, skill checks, and ability checks by 1.

In combination with any increased ability modifiers, you now have the information you need to increase those numbers. Go through your character sheet and note those increases.

3. Paragon and Epic Tier If your character just reached 11th or 21st level, he or she has entered a new tier of play and gains special capabilities associated with a paragon path or an epic destiny. Make a note of any new capabilities you gain, whether it’s a power, class feature, or something else.

4. Hit Points Your character's class determines the number of hit points the character gains at each level. Add the number to your character's total.

If your character's Constitution score increased, the character's hit points increase by 1. Also, if the Constitution score increased to an even number, the character's number of healing surges increases by 1.

5. Class Features Consult your class description to see if your character gains a class feature at the new level. Also, check if any of the character's class features have improved with the new level.

6. Feats Your character starts with a feat of your choice at 1st level and gains a feat at every even-numbered level after that, plus one feat at 11th and 21st levels.

7. Powers At levels specified in your class description, your character gains access to new powers. Whenever you're given a choice of powers, you must choose a power that your character doesn't already have.

Retraining

Sometimes you make decisions when you create or advance your character that you later regret. Perhaps a power you chose isn't working with your character concept, or a feat never comes into play the way you anticipated. Fortunately, you aren't stuck with bad character decisions, for you have an opportunity to change a decision whenever your character levels up.

Every time your character gains a level, you can retrain. To do so, change one of the following: a feat, a power, or a trained skill. You can make only one change per level. If your character class tells you to replace one of your character's powers with a different power of a higher level, this doesn't count as retraining, so you can still retrain a feat, a power, or a trained skill.

Replacing a Feat You can use retraining to replace one feat with another. Your character must meet the prerequisites of the new feat. You can't replace a feat if it's a prerequisite for any of your character's other attributes or if the feat is a feature of your character's class, paragon path (page 81), or epic destiny (page 81).

Replacing a Power You can use retraining to replace a power with another power of the same type. The new power must be the same level (or lower) as the old power and from the same class—a 5th-level daily attack warlock power for another 5th-level daily attack warlock power, for example.

You can't replace a power that has no level, such as a druid's *healing word*; a power designated as a feature; or a power gained from a paragon path or an epic destiny. If a power has no level but you chose it from a list of powers, you can replace it with a different power from that list.

Replacing a Trained Skill You can use retraining to replace one trained skill with another from your character's class list. You can't replace a skill if it's a prerequisite for a feat, a power, or any other attribute you have, or if it's predetermined by your class (such as Nature for druids). If your character's class requires you to choose one of two skills (such as either Dungeoneering or Nature), you can alter your choice by retraining, but you must replace one skill with the other.

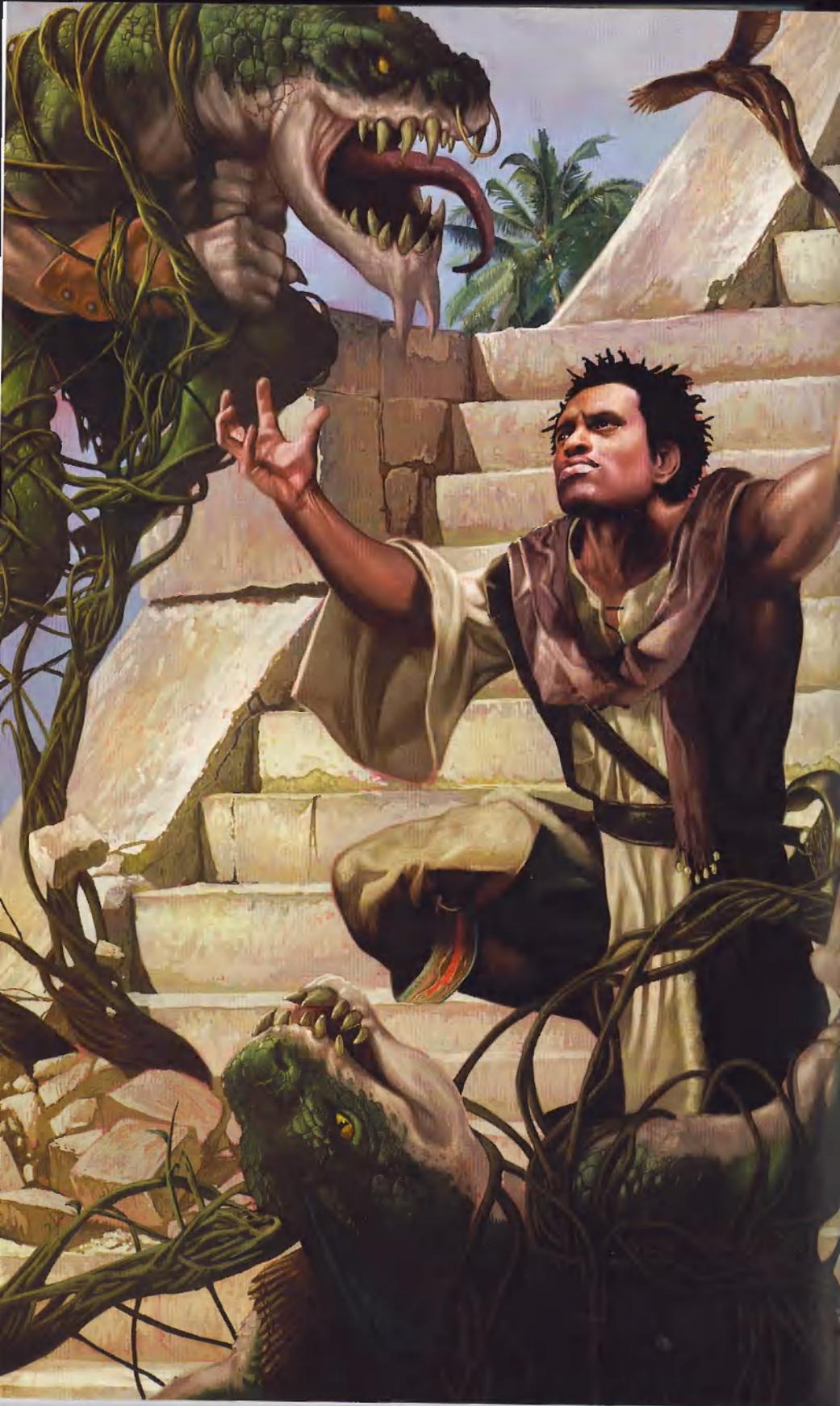
OTHER SOURCES

Other *DUNGEONS & DRAGONS* supplements, including *DUNGEONS & DRAGONS Insider*, offer additional powers that you can choose from. Whenever you choose a new class power, you can select it from the list presented in this book or you can take a power of the same class, level, and type (attack or utility) from another source.

For example, when your scout reaches 2nd level, you could select a 2nd-level ranger utility power from a source other than this book or you could choose one of the 2nd-level ranger utility powers in the "Hunter" section of this book.



Ekemon the tiefling warlock braces for a fiendish incursion



UNDERSTANDING POWERS

Adventurers and monsters have powers—special capabilities that have instantaneous or lingering effects. Some powers harm enemies, other powers help allies, and some powers do both. Powers can be magical or nonmagical and include a warlock’s spells, a paladin’s healing prayers, a ranger’s aspects of the wild, and a dragon’s breath.

Character classes grant powers, as do some races, and adventurers sometimes find additional powers in magic items.

POWER TYPES

There are two types of powers.

- ◆ **Attack Powers:** These powers are used to damage or hinder others. Some attack powers have beneficial effects as well.
- ◆ **Utility Powers:** These powers have a variety of uses, including granting bonuses. Some are useful only outside combat, and others are useful only in combat. Some utility powers can be used in any situation.

As adventurers gain levels, they acquire a mix of attack powers and utility powers.

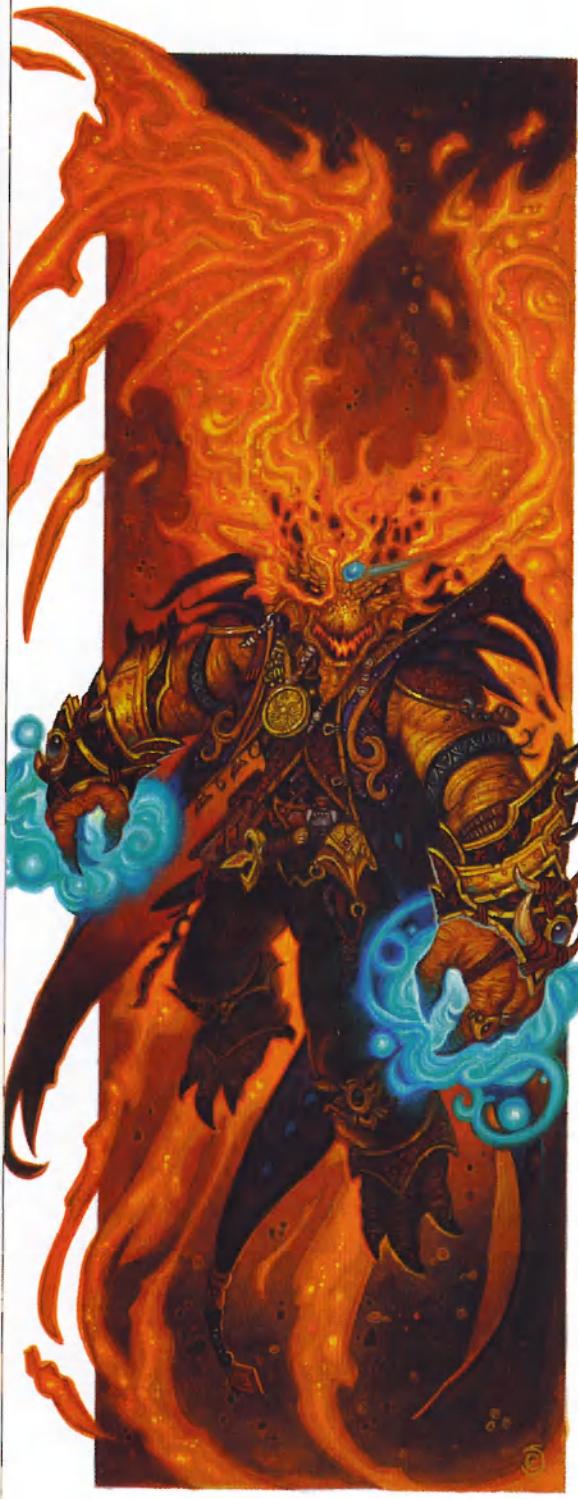
A conscious creature affected by a power knows what a power has done to it, regardless of the power’s type, unless the power specifies otherwise.

Usage Types

Whether a power is an attack power or a utility power, it has a usage type: at-will, encounter, or daily. The usage type tells you how often a power can be used. Regardless of a power’s usage type, a character can use the power only if he or she is able to take the action that the power requires (see “The Structure of a Turn,” page 21).

At-Will Powers At-will powers are not expended when they’re used, so a character can use them again and again. They represent easy weapon swings or simple magical effects that require little effort to pull off.

Powers can be magical or nonmagical. They include a wizard’s spells, a cleric’s healing prayers, a fighter’s battle stances, and a dragon’s breath.



Power is limited only by imagination

Encounter Powers An encounter power can be used once per encounter. When a character uses an encounter power, the power is expended, and the character needs to take a short rest (page 29) before he or she can use the power again.

Encounter powers produce effects that are more powerful and dramatic than at-will powers. A nonmagical encounter power represents a maneuver or a stunt that a character can pull off only once before recuperating. Magical encounter powers require enough energy that their users must replenish their magic reserves during a short rest before using the powers again.

Daily Powers A daily power can be used only once per day. When a character uses a daily power, the power is expended, and the character must take an extended rest (page 29) before using the power again. Daily attack powers usually include an effect that takes place whether or not the attacks hit. As a result, daily powers typically have at least some useful effect every time they are used.

Daily powers represent the most powerful effects that a character can produce, and using such a power takes a significant toll on a character's physical and mental resources. When a character uses a nonmagical daily power, the character is reaching into deep reserves of energy to pull off an amazing deed. When a character uses a magical daily power, the character might be reciting a magical formula of such complexity that his or her mind can hold it for only so long; once the formula is recited, it is wiped from memory and can be

regained only as part of an extended rest. Or the magic of the power might be so strong that the character's mind and body can harness it only once per day.

POWER FORMATS

Powers are incredibly diverse, yet the way in which they are described follows a structured format. The format has several variations, the main two being the format for player powers and that for monster powers.

Whatever format is used, a power description follows three basic principles.

Entries: A power's information is organized into named entries. The entries' names are a guide to what happens in the entries: "Attack," "Hit," "Miss," and the like.

Sequence: The order of entries in a power description is a general guide to the sequence in which the power's effects occur. For example, an "Effect" entry might appear before an "Attack" entry to show that something happens before the attack.

Indentation: When a power entry is indented, that entry is a subentry and is contingent on the entry above it. For instance, an indented "Secondary Attack" subentry right below the primary attack's "Hit" entry is a reminder that the secondary attack occurs only if the primary attack hits. Often, the text of an entry states when to proceed to a subentry. For example, the "Hit" entry that leads to a "Secondary Attack" subentry most likely instructs the player to make the secondary attack.

POWER EFFECTS

Powers create a huge variety of effects: damage, healing, penalties, bonuses, conjured objects, zones of magical energy, and so on. The first step in understanding a power's effects is to read the definitions of the power's keywords (see "Keywords," discussed later in this chapter).

The next step is making sure you're familiar with the other rules commonly used in powers. See the Rules Compendium for full details of these rules, or consult the glossary in this book for brief treatments.

The most common rules are those regarding bonuses and penalties; damage, including the meaning of "[W]"; forced movement, including the rules for pulling, pushing, and sliding; healing; durations; saving throws, including the meaning of "save ends"; ongoing damage; and all conditions.

Entries in a Power Description

A power description contains various entries. Some entries appear in every power description, while others appear only when needed by a particular power. This section presents the entries in the typical order of an adventurer power and provides explanations for each one.

Name, Type, and Level The first line of a power description is a colored bar that contains the power's name, its type (attack or utility), its origin (a class, a race, or something else), and the power's level, if any. The color of the bar indicates how often you can use the power: Green means the power is an at-will power, red means it's an encounter power, and black means it's a daily power.

Flavor Text The next line, in italicized text, briefly explains what the power does, from the perspective of your character in the world. This material is intended to help you narrate what your character is doing when he or she uses the power. Feel free to invent a description of the power yourself, sprinkling it with details specific to your character.

Usage The first word on the next line tells you how often you can use the power; that is, whether it is an at-will, an encounter, or a daily power.

Keywords The power's keywords appear next. The keywords tell you the power source, any damage types associated with the power, accessories you can use with it, and other associated effects. See "Keywords" (page 69) for keyword definitions.

Action Type The next line in a power description begins with the type of action required to use the power: standard action, move action, minor action, free action, immediate reaction, immediate interrupt, or opportunity action. Some powers require no action to use. See "The Structure of a Turn," page 21, for more information about action types.

Attack/Utility Type and Range The power's attack/utility type and range appear on the same line as the power's action type. If the power creates an area of effect (page 67), that fact is specified here. The attack/utility types are melee, ranged, area, close, and personal. See "Attack and Utility Types," page 65, for how each type works.

Trigger Powers that are immediate actions (interrupts or reactions) or opportunity actions have a trigger, which defines the moment you're allowed to use the power. Some powers that are free actions, or that require no action to use, have a trigger as well. See "Triggered Actions," page 22, for how triggered actions work.

Prerequisite If a power description has this entry, a character must meet the noted prerequisite to select the power.

Requirement If a power description has this entry, the requirement must be met every time the power is used. Some requirements are things that must have happened recently, such as a character attacking someone earlier in a turn. Other requirements are things a character must do to use the power, such as wielding a certain weapon.

Target If a power directly affects one or more creatures other than the user, its description has a “Target” entry that specifies whom or what the power can affect. If a power directly affects only its user or the environment, the power description lacks this entry.

If the power description includes a secondary or a tertiary target, this entry is labeled “Primary Target” to distinguish this target definition from the power’s other target definitions. See “Secondary Attacks” and “Secondary Powers,” below.

See “Choosing Targets,” later in this chapter, for the rules on target selection.

Attack This entry specifies the ability modifier used to make an attack roll with the power and which of the target’s defenses the power attacks. The entry also notes any special modifiers that apply to the attack roll.

If you use a power against multiple targets at once, you make a separate attack roll against each target.

See “Attack Rolls,” page 19, for more information on making an attack.

Hit This entry specifies what happens when a target is hit by the power’s attack. If a power hits multiple targets, this entry applies to each of those targets individually.

Miss This entry specifies what happens when a target is missed by the power’s attack. If a power misses multiple targets, this entry applies to each of those targets individually.

“Half damage” in this entry means a missed target takes damage as if hit by the attack, but that damage is halved. Roll the damage specified in the power’s “Hit” entry, add the appropriate modifiers, and deal half of the result (round down) to each target missed by the power’s attack.

Unless noted otherwise, the “half damage” notation does not apply to ongoing damage or to any other damaging effects in the “Hit” entry.

Effect Whatever is described in an “Effect” entry simply happens, regardless of its position in the sequence of entries. If the entry is part of an attack power, the effect happens whether or not the attack hits.

Unless otherwise stated, an “Effect” entry is not repeated, even if the power attacks multiple targets.

Secondary Attacks Some powers include secondary, or even tertiary, attacks. A “Hit,” a “Miss,” or an “Effect” entry tells the user when to make such an attack. Unless otherwise noted, the attack type and range of a secondary attack are the same as those of the power’s primary attack, and the secondary attack doesn’t require a separate action from the action used for the primary attack.

If a secondary attack has keywords that differ from those of the primary attack, its keywords are noted in parentheses. Otherwise, the secondary attack has the same keywords.

Some secondary attacks have the same targets as their primary attacks, whereas others have targets of their own, noted in “Secondary Target” entries.

Secondary Powers Some powers encompass what are called secondary powers. A creature must use the encompassing power to gain access to the secondary power. A secondary power requires a separate action from the action used to perform the encompassing power.

A secondary power’s entry specifies its action type, attack/utility type, range, and effects. If a secondary power has keywords that differ from those of the encompassing power, its keywords are noted in parentheses. Otherwise, the secondary power has the same keywords.

Some secondary powers have the same targets as their encompassing powers, whereas others have targets of their own, noted in “Secondary Target” entries.

Sustain If a creature uses a power that has a “Sustain” entry, it can keep part of that power active by taking a specific type of action before the end of each of its turns. The creature cannot take this sustaining action until its turn after it uses the power and can take the action no more than once per round. The entry name specifies the action type that must be taken—most often minor, move, or standard. The entry then notes which of the power’s effects continue when the power is sustained. If the “Sustain” entry has an instantaneous effect that occurs each time the power is sustained, that fact is noted in the entry too.

Aftereffect An aftereffect automatically occurs after another effect ends. An “Aftereffect” entry follows the effect it applies to, which is typically in a “Hit” or an “Effect” entry. For example, a power’s “Hit” entry might state that the target is stunned (save ends), and then the power’s “Aftereffect” entry might state that the target is dazed instead of stunned (save ends). Together those entries mean that the target is dazed as soon as it saves against the stunned condition.

If a target is subjected to an aftereffect as a result of a save and that save occurs when the target is making multiple saving throws, the aftereffect takes effect only after the target has made all of them. In other words, a target usually can’t save against an aftereffect in the same turn in which it is subjected to an aftereffect. See “Saving Throws,” page 25, for how saving throws work.

Failed Saving Throw Sometimes an effect changes when a target fails saving throws against it. The new effect, specified in a “Failed Saving Throw” entry, occurs only after the target has finished making all its saving throws at the end of its turn. The effect does not change if the target fails a saving throw against it at a time other than the end of its turn.

For example, a fighter is subjected to an effect that worsens the first time she fails a saving throw against it. Her cleric companion then grants her a saving throw against the effect on his turn. She fails the saving throw, but the effect doesn’t worsen, since she failed the saving throw on the cleric’s turn, not at the end of her own.

Level The strength of some powers increases as their users gain levels. Such a power's description contains one or more entries that specify what part of the power changes, and in what ways, when its user reaches certain levels.

For example, a power description might contain the following subentry beneath its "Hit" entry: "Level 21: 2d8 + Intelligence modifier fire damage." That means the "Hit" entry's damage changes to the specified amount when the user reaches 21st level.

Special Any unusual information about the use of a power appears in this entry. For example, some powers can be used as basic attacks, which is noted in a "Special" entry.

ATTACK AND UTILITY TYPES

Powers in the DUNGEONS & DRAGONS world take many forms. A paladin swings a longsword at a foe; a ranger looses an arrow at a distant target; a dragon exhales a blast of fire; a warlock creates a bolt of energy; a druid changes shape to appear as someone else. These examples illustrate the five attack and utility types: melee, ranged, close, area, and personal. These types differ primarily in two areas of the rules: targeting and range.

Melee Power: A typical melee attack involves using a weapon—a sword, a mace, a claw, a fist, and the like—against a nearby target. A melee power usually targets one or more individual creatures within the power's range. A melee power's origin square is the space of the power's user, unless otherwise noted. The range of a melee power is specified in the power: as a number of squares, such as "Melee 1" (an adjacent square); as the reach of the weapon used for the power, expressed as "Melee weapon"; or as far as the user can reach, "Melee touch." If a melee power has multiple targets and includes attack rolls or damage rolls, those rolls are made separately against each target.

Ranged Power: A ranged attack is a strike against a distant target. A ranged power usually targets one or more creatures within its range. A ranged power's origin square is the space of the power's user, unless otherwise noted. The range of a ranged power is specified in the power: as a number of squares, such as "Ranged 10"; as the range of the weapon used for the power, expressed as "Ranged weapon"; or as far as the user can see, "Ranged sight." If a ranged power has multiple targets and includes attack rolls or damage rolls, those rolls are made separately against each target. A ranged power provokes opportunity attacks.

Long Range: If an attacker uses a ranged weapon for an attack and the target is farther away than the weapon's normal range but within its long range, the attacker takes a -2 penalty to the attack roll. The attacker can't make the attack against a target beyond the weapon's long range. A ranged power that doesn't use a weapon has a normal range but no long range.

Close Power: Swinging a sword in an arc to hit every adjacent enemy with one blow or creating a blast of fire from the hands—these are examples of close attacks. A close power creates an area of effect (usually a blast or a burst, see below) that emanates from the power's user; the power's origin square is the user's space, unless otherwise noted. The size of the area of effect created by a close power is specified in the power as a number of squares, such as “Close burst 10” or “Close blast 5.”

If a close power has multiple targets and includes attack rolls or damage rolls, the attack rolls are made separately against each target, but a single damage roll is made against all the targets.

Area Power: An area power creates an area of effect (usually a burst or a wall, see below) that can originate in a distant square, such as a ball of fire that streaks across the battlefield and explodes. A square within the power's range is the origin square for the area of effect. The size of the area created and the range of an area power are specified in the power as a number of squares, such as “Area burst 2 within 10 squares” or “Area wall 8 within 20 squares.”

If an area power has multiple targets and includes attack rolls or damage rolls, the attack rolls are made separately against each target, but a single damage roll is made against all the targets. An area power provokes opportunity attacks.

Personal Power: A personal power typically affects its user only. Examples include creating magic armor on oneself or giving oneself the ability to fly.



A dragonborn's breath weapon is an example of a blast

Areas of Effect

An area of effect is an area of a specific size where a particular effect takes place. The effects of most area powers and close powers are contained within one of three areas of effect: a blast, a burst, or a wall.

Some melee powers and ranged powers create these areas of effect as well. For instance, a character might use a melee power that involves a weapon attack followed by a burst of divine radiance.

Blast: A blast fills an area adjacent to its origin square, which is almost always the space of its creator. The area is a specified number of squares on a side. For example, a close blast 3 is a 3-square-by-3-square area adjacent to its creator. The blast must be adjacent to its origin square, which is the space of the blast's creator. The origin square is not affected by the blast. A blast affects a target only if the target is in the blast's area and if there is line of effect from the origin square to the target.

Burst: A burst starts in an origin square and extends in all directions to a specified number of squares from the origin square. For example, a power might create an area burst 2 within 10 squares, which means the power originates in a square up to 10 squares away from its creator and affects the origin square and every square within 2 squares of it (a 5-square-by-5-square area). A close burst uses the space of the burst's creator as its origin square, while an area burst uses a single square within range as the origin square. A burst affects a target only if there is line of effect from the burst's origin square to the target. Unless a power description says otherwise, a close burst does not affect its creator. However, an area burst can affect its creator.

Wall: A wall fills a specified number of contiguous squares within range, starting from an origin square. For example, a wall 8 fills 8 contiguous squares. The squares can be lined up horizontally or stacked vertically. A power specifies a wall's maximum height in its description. Each square of the wall must share a side—not just a corner—with at least one other square of the wall, but a square can share no more than two sides with other squares in the wall (this limitation does not apply when stacking squares on top of each other). A wall's creator can shape the wall within those limitations. A solid wall, such as a wall of ice or stone, cannot be created in occupied squares.

Choosing Targets

To use a power on a target, the target must be within the power's range and must not be completely behind a barrier. If a power can target multiple creatures, each of those creatures must be an eligible target.

Creatures, Enemies, and Allies: The most common targets are creatures, enemies, and allies. When you use a power, keep in mind that “creature” means a creature of any sort, whether that creature is an enemy or an ally of your character. “Enemy” means a foe of your character, and “ally” refers to your character’s companions in an encounter. When a power targets your character’s allies and refers to them as allies, they are free to ignore the power’s effects. In contrast, your character’s allies are treated the same as enemies if they are included as targets of a power that specifically targets creatures, as opposed to allies or enemies.

Targeting Objects: At the discretion of the Dungeon Master, a power that targets one or more creatures can target one or more objects, as long as the number of targets does not exceed the number specified in the power. For example, a player might want her warlock to attack a door with a spell that normally targets a single creature. If the DM says yes, the spell can’t be used to target a creature and the door at the same time, since doing so would exceed the number of targets specified in the power.

Range and Areas of Effect

In many powers—particularly melee powers and ranged powers—the range to a target is important. For instance, a ranged power that has a range of 10 can affect a target only if the target is within 10 squares of the power’s user. In other powers—particularly close powers and area powers—a target’s position in relation to an area of effect is important. For instance, a close power that creates a burst 2 can affect a target only if the target is within the burst.

To determine the range between a power’s user and its target, count the number of squares between them, including 1 square that the target occupies. If the target’s space is larger than 1 square, it is an eligible target as long as any square of its space is within the power’s range.

A target is in an area of effect if at least 1 square of the target’s space is in the area of effect.

Line of Effect

When there is a clear line from one point to another in an encounter, there is line of effect. Unless otherwise noted, there must be line of effect between the origin square of an effect and its intended target for that target to be affected. If every imaginary line traced from the origin square to the target passes through or touches blocking terrain, there is no line of effect between the two.

Fog, darkness, and similarly obscured squares block vision, but they don’t block line of effect. If Albanon the wizard hurls a *fireball* into a pitch-black room, he doesn’t have to see creatures in the room for the fire to hit them. In contrast, a character can see through a transparent wall of magical force but doesn’t have line of effect through it. The character can see the snarling demon on the other side, but the wall blocks attacks.

Line of Sight

Typically the user of a power doesn't have to be able to see the power's targets. A few powers do require a user to be able to see a creature to target it, however. For instance, a power might specify that it targets "one creature you can see." In other words, the creature must be within the user's line of sight.

To determine whether a power's user can see a target, pick a corner of the user's space and trace an imaginary line from that corner to any part of the target's space. The user can see the target if at least one line doesn't pass through or touch an object or an effect—such as a stone wall, a thick curtain, or a cloud of fog—that blocks the user's vision.

Even if a power's user can see a target, objects and effects can still partially block its view. If the user can see a target but at least one line passes through an obstruction, the target has cover or concealment.

KEYWORDS

A power's keywords summarize important aspects of the power. With a glance at a power's keywords, you can learn various things about the power: what its power source is, whether it has any damage types, and what special rules are required to use it.

Keywords help in describing a power's effects and can aid in classifying types of powers. For example, powers that have the thunder keyword are called thunder powers, and powers that create illusion effects have the illusion keyword. Various rules in the game, such as those for feats and class features, refer to powers using keywords. For instance, a feat might grant a bonus to the damage rolls of a character's fire powers, which is another way of saying the character's powers that have the fire keyword.

Keywords help determine how, or if, a power works when a target has resistance, vulnerability, or immunity to a damage type or an effect type, or if the power interacts with the environment in some unusual way. For example, a magic circle that forbids teleportation could block a power that has the teleportation keyword.

When first using a power, a player should make sure he or she is familiar with the definitions of its keywords, if any. This section defines the most common keywords in the game and organizes them into five categories: power sources, schools of magic, accessories, damage types, and effect types.

Power Sources

Every class relies on a particular source of energy to fuel its powers. The source of a power is identified by its power source keyword. If a power has more than one power source keyword, the power counts as belonging to each of those power sources.

The most common power sources are arcane, divine, martial, and primal. Other power sources exist, including psionic and shadow. These are the four power sources that are used in this book.

Arcane: Drawing on magical energy that permeates the cosmos, the arcane power source can be used for a variety of effects, from fireballs to flight to invisibility. Wizards and warlocks are examples of arcane magic users. Each class is the representative of a different tradition of arcane study, and other traditions exist. Arcane powers are called *spells*.

Divine: Divine magic comes from the gods, who grant power to their devotees, such as clerics and paladins. Divine magic excels at healing, protection, and smiting enemies of the gods. Divine powers are called *prayers*.

Martial: Martial powers are not magic in the traditional sense, although some martial powers are well beyond the capabilities of ordinary mortals. Martial characters use their own strength and willpower to vanquish their enemies. Training and dedication replace arcane formulas and prayers to grant power to fighters, rangers, and rogues, among others. Martial powers are called *exploits*.

Primal: Primal magic draws on the spirits of nature that pervade the world. Some primal powers are more overtly magical than others, but they all evoke these primal spirits. Some characters channel primal spirits through their bodies to transform themselves and make their physical attacks more formidable. Others evoke primal spirits to create external effects, including terrain effects, localized storms, bursts of fire, or temporary manifestations of the spirits. Primal powers are called *evocations*.



Martial characters rely on their skill and equipment to accomplish the task at hand

Schools of Magic

After generations of study, practitioners of arcane magic have identified various types of magic and have grouped them into categories, which are called schools. Wizardry is particularly focused on the schools, and wizards often specialize in the practice of one or two of the schools.

Accessories

The two accessory keywords—implement and weapon—indicate whether a power can be used with an implement or a weapon.

Implement The implement keyword identifies a power that can be used with an implement: an item, such as a wand, that certain creatures can wield to channel powers. An adventurer must have proficiency with an implement to use it with his or her powers. An adventurer's class and feats determine his or her implement proficiencies. If an adventurer does have proficiency with an implement, he or she can use it with any of his or her implement powers. See "Implements," page 335, for more about implements.

Magic implements provide special benefits, such as bonuses to attack rolls and damage rolls, when used with implement powers. See "Magic Items," page 338, for more about magic implements.

Weapon The weapon keyword identifies a power that is used with a weapon (see "Weapons," page 328). The range and the damage of a weapon power is usually determined by the weapon used with it. A [W] in a power's damage expression stands for the damage dice of the weapon used with it (see "Damage," page 24).

If your character uses a weapon power with a weapon that he or she has proficiency with, add the weapon's proficiency bonus to the attack rolls of that power. An adventurer's class and feats determine his or her weapon proficiencies.

Magic weapons provide special benefits, such as bonuses to attack rolls and damage rolls, when used with weapon powers. See "Magic Items," page 338, for more about magic weapons.

Damage Types

Many attacks deal a specific type of damage, and each damage type has a keyword associated with it.

- ◆ **Acid:** Corrosive liquid or vapor.
- ◆ **Cold:** Ice crystals, arctic air, or frigid liquid.
- ◆ **Fire:** Explosive bursts, fiery rays, or simple ignition.
- ◆ **Force:** Invisible energy that can be used as if it were solid.
- ◆ **Lightning:** Electrical energy.

- ◆ **Necrotic:** Deathly energy that deadens flesh or wounds the soul.
- ◆ **Poison:** Toxins that harm, hinder, or both.
- ◆ **Psychic:** Effects that assault the mind.
- ◆ **Radiant:** Searing white light or shimmering colors.
- ◆ **Thunder:** Shock waves and deafening sounds.

If a power has one of these keywords, it deals the associated type of damage. The exception is poison, which is a keyword for both a damage type and an effect type (see “Poison,” below).

“Varies”: If the notation “Varies” appears among a power’s keywords, that means the power has variable damage types, which the user or the circumstances determine.

Resistance and Vulnerability: Creatures sometimes have resistance or vulnerability to certain damage types, and some effects grant temporary resistance or inflict short-term vulnerability.

Adding and Removing Damage Types: If a power gains or loses damage types, the power gains the keywords for any damage types that are added, and it loses the keywords for any damage types that are removed. However, the poison keyword is removed from a power only if that power neither deals poison damage nor has any nondamaging effects.

For example, if a hexblade casts *eldritch bolt*, a force power, through a magic wand that changes the damage to fire, the power gains the fire keyword and loses the force keyword for that use, since the power is dealing fire damage instead of force damage. That use of the power can therefore benefit from effects, such as feats, that affect fire powers, but not from things that affect force powers.

Effect Types

Effect type keywords signify the presence of particular effects in powers, and many of these keywords have special rules that govern how their powers are used. Whether or not an effect type keyword has special rules, other effects in the game refer to that keyword. For example, the charm keyword has no special rules, but some creatures gain a bonus to saving throws against charm powers.

This section contains the definitions of the game’s main effect type keywords.

Aura An aura is a continuous effect that emanates from a creature. Unless noted otherwise, an aura uses the following rules.

Fills an Area: The aura fills the creature’s space and each square that is both within a specified distance of the creature and within line of effect of it. For example, an aura 1 affects each square adjacent to the creature. A creature is normally unaffected by its own aura.

Unaffected by the Environment: The aura is unaffected by environmental phenomena and terrain, although blocking terrain blocks an aura. For instance, an aura of fire is unaffected by an area of extreme cold.

Overlapping Auras: If auras overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by three overlapping auras that each impose a -2 penalty to attack rolls, the creature takes a -2 penalty, not a -6 penalty.

Deactivating an Aura: A creature can take a minor action to deactivate or reactivate one of its auras.

Death and Unconsciousness End: A creature's auras end immediately when it falls unconscious or dies.

Charm A charm power controls a creature's actions in some way. This control is often represented by the creature being forced to move, being compelled to attack its ally, or being subjected to the dominated condition. Some charm powers even beguile targets into unconsciousness.

Conjuration A conjuration power produces a conjuration, which is a creation of magical energy that resembles a creature, an object, or some other phenomenon. Even if a conjuration looks like a creature or displays some degree of sentience, it is not considered a creature. Unless noted otherwise, a conjuration uses the following rules.

Occupies No Squares: The conjuration occupies no squares. The conjuration does not need to be supported by a solid surface, so it can float in the air.

Unaffected by the Environment: Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty.

Creator's Defenses: Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses its creator's defenses. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing damage) affects the conjuration. For example, an attack that would cause a creature to take 20 cold damage and become immobilized would instead deal only the cold damage to a conjuration.

Attacking with a Conjuration: Normally, a conjuration cannot attack. If a conjuration can attack, its creator makes the attack, determining line of effect from the conjuration as if the creator were in the conjuration's space. If line of sight is relevant, determine it from the creator, not the conjuration.

Movable Conjurations: If the power used to create a conjuration allows it to be moved, it's a movable conjuration. At the end of the creator's turn, the movable conjuration ends if the creator doesn't have line of effect to at least 1 square of the conjuration or if the creator isn't within range (using the power's range) of at least 1 square of the conjuration.

A conjuration can't be moved through blocking terrain.

Death Ends: A conjuration ends immediately if its creator dies.

Fear A fear power inspires fright. This fright is often represented by a creature being forced to move, taking a penalty to attack rolls or defenses, or granting combat advantage.

Healing A healing power restores hit points, usually either by restoring hit points immediately or by granting regeneration.

Illusion An illusion power deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion power deals damage, the damage itself is not an illusion. Users of arcane magic, such as wizards, consider illusion to be one of the schools of magic (page 71).

Poison A poison power delivers a nondamaging poisonous effect, deals poison damage (see "Damage Types" above), or both.

Polymorph Polymorph powers change a creature's physical form in some way. For example, a polymorph power might transform a creature into a mouse. Unless otherwise noted, a creature uses the following rules when it is affected by a polymorph power.

One Polymorph at a Time: If a creature is affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on the creature and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to the creature. For example, if a druid uses a polymorph power on herself and then a monster uses a polymorph power on her, the polymorph effect of the druid's power is suppressed until the monster's polymorph effect ends on her.

Changing Size: If a polymorph power reduces a creature's space, the creature does not provoke opportunity attacks for leaving squares as it shrinks.

If a polymorph effect would make a creature too large to fit in the available space, the effect fails against the creature, but it is stunned (save ends). For example, if Keira is crawling through a narrow tunnel and a polymorph effect tries to make her too large for the tunnel, the effect fails, but she is stunned until she saves against that effect.

Death Ends: Polymorph effects end immediately on a creature that dies.

Stance When a character uses a stance power, the character assumes a stance that lasts until he or she assumes another stance, falls unconscious, or dies. A stance also ends at the end of the encounter, unless the stance can be assumed at will. A character can assume no more than one stance per turn.

Summoning Powers that have the summoning keyword bring creatures magically from elsewhere—often from other planes of existence—to serve the summoner. Normally, a summoning power includes all the information needed to summon and control a creature, as well as the creature’s game statistics.

The following rules are a reference for summoning in general. As usual, if a particular power has exceptions to these rules, the exception takes precedence.

Allied Creature: A summoned creature is an ally to its summoner and the summoner’s allies.

Size, Speed, and Position: The power specifies the summoned creature’s size and speed, and it determines where the creature appears.

Summoner’s Defenses: The summoned creature’s defenses equal the summoner’s, not including any temporary bonuses or penalties.

Hit Points: The summoned creature’s maximum hit points equal the summoner’s bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and the summoner loses a healing surge. If the summoner has no healing surges left, the summoner instead takes damage equal to half his or her bloodied value.

The summoned creature lacks healing surges, but if an effect allows it to spend a healing surge, the summoner can spend a healing surge for it. The summoned creature, rather than the summoner, then gains the benefit of the healing surge.

Commanding the Creature: The summoned creature has no actions of its own; the summoner spends actions to command it mentally. The summoner can do so only if he or she has line of effect to the creature. When commanding the creature, the summoner shares its knowledge but not its senses.

The summoning power determines the special commands that the summoned creature can receive and gives an action type for each command. If a command is a minor action, it can be given only once per round.

If a summoned creature’s description lacks a command for it to move, the summoner can take a minor action to command it to take one of the following actions, if it is physically capable of taking that action: crawl, escape, run, stand up, shift, squeeze, or walk.

Attacks and Checks: If a summoning power allows the summoned creature to attack, the summoner makes an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, the summoner makes the check using his or her game statistics.

Attacks and checks made through the creature do not include any temporary bonuses or penalties to the summoner's statistics.

Duration: The summoned creature lasts until the summoner takes a minor action to dismiss it or until the end of the encounter.

Teleportation A teleportation power transports creatures or objects instantly from one location to another. Unless noted otherwise, you use the following rules when your character uses a teleportation power on a target, which might be your character, another creature, or an object.

Instantaneous: Teleportation is instantaneous. The target disappears and immediately appears in the destination space you choose. The movement is unhindered by intervening creatures, objects, or terrain.

Destination Space: The destination of the teleportation must be an unoccupied space that the target can occupy without squeezing. If arriving in the destination space would cause the target to fall or if that space is hindering terrain, the target can make a saving throw. On a save, the teleportation is negated.

Line of Sight: The user of the teleportation power must have line of sight to the destination space.



Teleporting out of the battle can provide a new perspective

No Line of Effect: Neither the user of the teleportation power nor the target needs line of effect to the destination space.

No Opportunity Actions: The target doesn't provoke opportunity actions for leaving its starting position.

Immobilized or Restrained: Being immobilized or restrained doesn't prevent a target from teleporting. If a target teleports away from a physical restraint, a monster's grasp, or some other immobilizing effect that is located in a specific space, the target is no longer immobilized or restrained. Otherwise, the target teleports but is still immobilized or restrained when it reaches the destination space.

Zone Powers that have the zone keyword create zones, which are magical areas that last for a round or more. Unless noted otherwise, a zone uses the following rules.

Fills an Area: The zone fills each square in a specific area, which is usually a burst or a blast. The squares must be within line of effect of the origin square.

Unaffected by Attacks and the Environment: The zone cannot be attacked or physically affected, and terrain and environmental phenomena have no effect on it. For example, a zone that deals fire damage is unaffected by cold damage.

Overlapping Zones: If zones overlap and impose penalties to the same roll or game statistic, a creature affected by the overlapping auras is subjected to the worst penalty; the penalties are not cumulative. For instance, if a creature is affected by two overlapping zones that each impose a -2 penalty to all defenses, the creature takes a -2 penalty, not a -4 penalty.

Movable Zones: If the power used to create a zone allows it to be moved, it's a movable zone. At the end of the creator's turn, the movable zone ends if the creator doesn't have line of effect to at least 1 square of the zone or if the creator isn't within range (using the power's range) of at least 1 square of the zone.

A zone can't be moved through blocking terrain.

Death Ends: A zone ends immediately if its creator dies.



CHARACTER CLASSES

Characters in a DUNGEONS & DRAGONS game share many common traits, including a thirst for excitement and a need to adventure. They are heroes, compelled to explore the dark places of the world and take on the challenges that lesser men and women cannot stand against.

Your character's class is a profession or vocation. It determines the kind of adventurer you can become and the types of things you can do in the game. Combat prowess, magical aptitude, skills, and other capabilities are defined and given boundaries by your class.

Most of the special abilities provided by your class fall into one of two categories: features and powers.

Features are special talents your character learns. They make you better at a task related to your class, or they give you a special benefit in certain situations. If you play a paladin, for example, you gain class features that grant you benefits for a specific virtue you espouse. As a ranger, on the other hand, you gain class features that hone your combat skill.

Powers are active abilities that represent special actions that a character can take, often during combat. A warlock's spells are all powers, as are a druid's wilderness knacks and a ranger's devastating attacks.

Characters share many traits, including a thirst for excitement and a need for adventure. Character class affects the type of adventurer you can become.

THE CLASSES

This book provides all the information you need to create and play four distinct DUNGEONS & DRAGONS character classes: druid, paladin, ranger, and warlock. Each of these four classes represents a unique approach to adventuring. A brief description of each class follows, after which are the full write-ups for each class. Each write-up includes an explanation of the class's background and abilities, along with a step-by-step guide to creating a character of that class.

A class provides a general set of abilities and traits that all characters of that class share. Individual members of a class can vary wildly, however, and the type of character you can create within a given class leaves you plenty of room for customization. Though your choices won't be unlimited with the material in this book, when you add other products and information from DUNGEONS & DRAGONS Insider, your options increase.

The drow ranger Zarra attempts to avoid the yuan-ti abomination's incoming strike

Druid

A druid draws upon primal magic, the power of the natural world. Primal magic infuses lakes, rivers, forests, and plains. From a sun-blasted desert to the frozen tundra, primal magic sustains and strengthens nature. The primal spirits are the manifestation of this power. A druid uses primal magic to trap enemies in thorny brambles and mend wounds by tapping into the nurturing power of the wild.

The type of druid you can create using this book is a sentinel, a leader who adventures alongside an animal companion. Sentinels use primal magic to keep their allies fighting against creatures that would despoil and ravage the world.

Paladin

A paladin is a skilled warrior who draws upon the divine power of the gods to defeat monsters. To a paladin, weapon training, heavy armor, and divine magic combine to form a potent arsenal. A paladin's training might fall short of a fighter's talents, but access to divine power closes that gap.

You can create a cavalier using this book, a paladin whose devotion to the chivalric virtues is so deep that it taps into the power of the gods.

Ranger

In the wild areas between cities and towns, rangers thrive. Skilled skirmishers, cunning explorers, and masters of woodcraft, rangers wander into the wild where few others dare to tread. Rangers are stealthy and quick on their feet. If you need to explore a distant wilderness, no one but a druid can match a ranger's outdoor skills. Like paladins, rangers augment their fighting skills with magic. Rangers delve into primal magic, tapping into it through the study of the natural world and their deep connection to its mysteries.

You can create two types of rangers with this book. The scout is a striker who fights with two weapons, relying on a rapid flurry of attacks to dispatch enemies. The hunter is an expert archer, a skilled controller who can unleash a volley of arrows upon a foe.

Warlock

Warlocks strike bargains with otherworldly creatures in order to gain a quick path to power. These bargains are based on strange inconsistencies in the fabric of arcane magic, the ebb and flow of power between the planes, and the arrangement and motion of the stars. Few understand the true nature of these pacts, but their results are unquestionable. A warlock gains the power to command arcane magic, but at the cost of supplying energies taken from defeated enemies to their masters.

With this book you can create a type of warlock called a hexblade, a striker whose pact manifests as a gleaming melee weapon of arcane energy.

PARAGON PATH

You have survived and thrived through ten levels of adventure.

You've explored dank dungeons, defeated vile monsters, and learned priceless secrets.

You've started making a name for yourself.

Now you're ready to take the next step: You're ready for your paragon path.

As your class describes your basic role in the party, your paragon path represents a particular area of expertise or interest in the world itself. Some paragon paths allow specialization within your existing class or role, such as mastery of a particular weapon or school of magic. Others demonstrate your devotion to a specific deity or cause.

Your paragon path grants you new features and powers from 11th level to 20th level. But adopting a paragon path doesn't mean you stop advancing in your class. All the powers and features you gain from your paragon path come in addition to your class powers and features, not instead of them. You don't stop being a hunter when you become a peerless hunter. Instead, you gain new capabilities that extend, enhance, and complement the abilities of your class.

When your adventurer reaches 11th level, you select a paragon path from among the options available to you. This book presents one option for each type of character, but additional paragon paths appear in other *DUNGEONS & DRAGONS* supplements and on *DUNGEONS & DRAGONS Insider*. You can select a different paragon path if you meet the path's prerequisites; simply replace the noted features and powers of the path presented in this book with those of the new path.

EPIC DESTINY

After twenty levels of adventure, what trials could be left to challenge you? You have conquered countless foes and become a hero to common folk everywhere. Deadly dragons and gibbering aberrations have fallen to your might. Your gaze has begun to turn to the planes beyond the world, and even to the gods themselves. Finally, you realize there are no heights you cannot achieve.

It's time for you to assume your epic destiny and shape your legend in the universe forevermore.

Like a paragon path, an epic destiny grants special powers and features in addition to your class features. Unlike paragon paths, epic destinies are not mere specializations of your talents. Instead, they offer extraordinary abilities that represent your journey toward your ultimate fate as you define it.

When your adventurer reaches 21st level, you select an epic destiny from among the options available to you. This book presents one epic destiny—the Destined Scion, on page 237. Additional epic destinies appear in other *DUNGEONS & DRAGONS* supplements and on *DUNGEONS & DRAGONS Insider*. You can select a different epic destiny if you meet the destiny's prerequisites (many destinies don't have any); simply replace the noted features and powers of the destiny presented in this book with those of the new destiny.

DRUID

Primal Leader: You wield the magic of the natural world, using your connection to the primal spirits to tend the wounds of your allies and lead them to victory.

Why This Is the Class for You: You want to play a weapon-wielding master of primal magic who has an animal companion.

The world experiences perpetual cycles of life, death, and rebirth. The four seasons are signposts that mark the world's progress through time, each with its own recognizable traits. The mortal races have learned to live in harmony with this cycle, using the bounty of spring, summer, and autumn to enable them to endure the desolation of winter. In you, that harmony manifests itself in a special way. You have learned to harness the greatest power of the natural world—that of primal magic.

Druuids are guardians of the world. They provide guidance to the common folk and tend to villages, towns, and vast stretches of unspoiled land in the same way that a gardener keeps watch over his flowers and vegetables. A druid works to ensure that the natural order remains strong. A wise druid allows a band of hunting goblins to gather food and game for their survival. But if those same goblins wreak havoc purely for the joy of destruction, the druid calls upon primal magic to smite and scatter them. As long as creatures live within the cycle of nature, a druid lives and lets live.

Druuids provide guidance and protection to farmers, wild animals, and plants in equal measure. In a druid's eyes, all living creatures have the same right to live within the world. A druid might help a village plant crops, but then turn against the villagers if they hunt to near extinction the wolves that prey on their cattle. Balance is the key to maintaining nature's integrity.

The type of druid you can create with this book is the sentinel.

Class Traits

Hit Points: You start with hit points equal to $12 +$ your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +2 to Fortitude

Healing Surges per Day: $7 +$ your Constitution modifier

Armor Proficiencies: Cloth, leather, hide; light shields

Weapon Proficiencies: Simple melee, simple ranged

Implement Proficiencies: Staffs, totems

Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)

Trained Skills: Nature, plus three more from the list of class skills

SENTINEL

Key Abilities: Wisdom, Constitution

As a sentinel, you use primal power to shelter your allies and defeat those that would disrupt the balance of the natural world. Some sentinels take up the profession with the expectation of becoming the leader or advisor of a frontier village. Others become hermits or wanderers, which leads naturally to the adventurer's life. However, all sentinels use their mastery of primal magic to help the people of the frontier survive hardships and maintain a respectful relationship with the natural world.

As a sentinel, you draw power from the primal spirits—ancient guardians of the world that represent the countless aspects of nature. Although many denizens of the wild feel a connection to the primal spirits, you take that connection to its highest level. You are a creature of both the natural world and the spiritual world, whose task it is to stand against the forces that threaten both.

CREATING A SENTINEL

This section walks you through the steps of creating a sentinel. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult this chapter's three class feature tables—one for each tier of play—for a summary of what you gain as you advance in level.



Dara, half-elf sentinel

Race

Choose your race (page 35). Half-elf and human are particularly good choices for a sentinel.

Half-Elf Half-elf sentinels are a common sight in the wilderness areas where human blood and elf blood often mix. Taking after their elf parents more often than not, half-elf sentinels can benefit from an ability score boost to Wisdom that increases the effectiveness of most druid powers.

Moreover, half-elves work well as sentinels because they epitomize the path between two worlds that a sentinel must walk. Taking training in Diplomacy and focusing on feats that enhance their social skills, half-elf sentinels are equally at home in the frontier communities of humans and elves alike, and can act as ambassadors between their parent races and the natural world.

The varying aspects of nature and the wilderness are represented equally by Corellon and Melora. Corellon is often worshiped by half-elf sentinels who have been raised in elven cultures, while half-elves who favor their human side more often turn to Melora. However, many druids ignore the gods in favor of venerating primal spirits.

Human A human sentinel uses his or her race's ability score boost to increase Wisdom, and can make good use of the race's bonus feat to enhance his or her skill in combat. Such a sentinel thrives in battle, taking advantage of a boost to AC or to attack rolls that can mean the difference between life and death.

Human sentinels are known for their wisdom and counsel. They listen to the whispers on the wind that can foretell a hard winter or a bountiful harvest. Many human sentinels begin their lives as simple farmers or herders, then take up arms and the mastery of primal magic in the defense of their communities.

Human sentinels most often worship Melora, god of the wilderness, seeking her favor to help them endure the harsh conditions of the frontier.

Ability Scores

Determine your ability scores (page 38), keeping in mind that a sentinel is best served by superior Wisdom and Constitution. Wisdom improves both the accuracy and the damage of your attacks, and a good Constitution score improves many of your utility powers and class features.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your other ability scores can help to define your character's personality. A high Strength might indicate that you once toiled in the fields or were a dedicated hunter of wild game, with that connection to the natural world first exposing you to the mysteries of primal power. If you have a high Intelligence

score, you might have been a scholar studying the intricate secrets of nature—secrets that led to your mastery of primal magic and your dedication to take up arms against the natural world's enemies.

Skills

At 1st level, you have training in Nature. In addition, you choose three more trained skills from the following list of class skills: Arcana, Athletics, Diplomacy, Endurance, Heal, History, Insight, and Perception. See Chapter 6 for information on skills.

Your choice of skills reflects your character's background as much as it influences your approach to adventuring. Training in Diplomacy might indicate a life spent wandering from community to community, or a role as an advisor to the leaders of your village or clan. The History skill can reflect a life spent studying legends and lore, looking at the events of the past as a means to countering the threats of the present. Training in Heal marks you as a character who has given aid to those in need, and as one who might have witnessed tragedy in your early years.

Skills such as Perception and Insight might mark a stronger-than-normal connection to the primal spirits that now guide you. From the time you were a child, did you hear mysterious whispers that warned you of imminent danger or of the plots and subterfuge of others? Was this sense of connection to the world around you a part of what inspired you to take up the life of the sentinel in the first place?



Jaron, human sentinel

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Sentinel Heroic Tier table on page 88. You also select an at-will attack power and a daily attack power as the cornerstone of your combat capabilities.

For your at-will power, your choice should be guided in part by your companions' abilities. After all, as a leader, you have powers well suited for bringing out the best in them. *Dynamic assault* is a great choice if you adventure with mobile strikers or rely on a single defender to protect you. *Reap the harvest* is a good way to increase your group's damage. *Tending strike* helps sustain your allies, especially if you are the only healer.

Also, when you take the Acolyte of the Natural Cycle class feature, you decide which season you most embody. This choice determines the nature of your animal companion, as well as some of the powers and features you gain at later levels.

Finally, choose two wilderness knacks. *Herb Lore* is a good choice to maximize the benefits of resting, while *Watchful Rest* ensures that you and your companions are rarely surprised while camping. If there are any rangers in the group, it also helps to see which knacks they have chosen.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels. See Chapter 7 for information on feats.

You take the fight to your enemies with devastating weapon attacks. As such, the weapon training feat category presents many useful options. The weapon expertise feat appropriate to your chosen weapon boosts your accuracy. Likewise, the appropriate Weapon Focus feat increases your damage.

If a low Constitution or Armor Class might hinder your ability to see a fight through to the end, consider feats from the enduring stamina category. Improved Defenses and other feats can help you last longer in combat, which in turn allows you to use your healing powers on your allies rather than on yourself.

Feats from the primal soul category represent an innate connection to some of the most powerful primal spirits. Such feats offer a good way to reinforce your connection to the spirits of the natural world on whose power you draw.

As with your skills, consider your background when choosing feats. If you were raised in the wilderness or forced to fend for yourself from an early age, a feat from the quick reaction category suggests the heightened sense of awareness you developed as a result. Alternatively, if you were raised in an urban environment before finally settling in the borderlands, feats from the learning and lore category can reflect the formal education that was part of your upbringing.

Equipment

You have proficiency with the following types of armor: cloth, leather, and hide. You can also use light shields. You have proficiency with the following weapon types: simple melee, simple ranged. You also have proficiency with staffs and totems, although you typically channel your primal magic through a weapon.

You have 100 gp to buy your starting equipment. Purchase the weapon that matches the benefit you receive from the Acolyte of the Natural Cycle class feature. Choose hide armor for maximum protection, or leather if you want to reduce the armor check penalty to your skills. If you don't wield a two-handed weapon, pick up a light shield. If you have enough gold, consider picking up a ranged weapon as well.

Beyond weapons and armor, consider purchasing equipment that's useful in the wilderness or on extended dungeon expeditions. You are dedicated to sheltering and protecting your allies, and a pack well stocked with provisions, rope, and other essential gear makes that task easier.

Defenses and Hit Points

Calculate your defenses, using your ability modifiers and the bonus for your character's armor and shield (see "Defenses," page 40) and making sure to account for your Primal Guardian class feature. In addition, you gain a +2 bonus to Fortitude.

You start with hit points equal to $12 + \text{your Constitution score}$. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to $7 + \text{your Constitution modifier}$.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment (page 43) that matches your character's attitude and views. Most sentinels are good, but some are unaligned. Such sentinels often place a greater value on beasts and forests than on civilized realms.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.



Jaron, human sentinel

HEROIC SENTINEL

In the heroic tier, you master the basics of primal magic. Your skill in battle also increases as you and your animal companion learn to fight together as one.

SENTINEL HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Acolyte of the Natural Cycle Animal Companion Primal Guardian Combined attack Healing word At-will power Daily power Wilderness knacks
1,000	2	+1	Utility power
2,250	3	—	Improved Combined Attack
3,750	4	+1	Ability score increase
5,500	5	—	Daily power
7,500	6	+1	Utility power
10,000	7	—	Improved Combined Attack Hear the Voice of Nature
13,000	8	+1	Ability score increase Restore life
16,500	9	—	Daily power
20,500	10	+1	Utility power

Level 1: Acolyte of the Natural Cycle

As a sentinel, you are charged with maintaining the balance inherent in the seasonal cycles of growth, death, and rebirth. At 1st level, each sentinel chooses a season that demonstrates his or her affinity for that aspect of nature's power. Your choice of season determines some of your class features, including the animal companion you gain (see page 89).

When you choose to become a druid of one of the four seasons, you gain the benefit associated with that season. Two of the seasons—the most common paths followed by sentinels—are offered here.

Druid of Spring You draw your strength from the spring, a time when life emerges once more from the bleakness of winter and reaches for the sun. You believe that all things can be renewed, and you show your allies how to shrug off pain and injury, just as the spring sun melts away the last remnants of winter's snow.

Your chosen weapons are the scimitar, the spear, the dagger, and the sickle. The bright steel of these weapons gleams like the spring sun. In battle, you rely on accuracy and precision rather than brute force to defeat your foes.

Benefit: You gain the following benefits.

- ◆ Your animal companion is a wolf.
- ◆ You gain proficiency with the scimitar.
- ◆ You gain a +1 bonus to attack rolls with scimitars, spears, daggers, and sickles.
- ◆ You gain a +2 bonus to Heal checks.

Druid of Summer You feel the strongest association with the high heat of summer, a time when the life of the natural world stands in full bloom. You are a symbol of the power and vibrancy of life, embodying the full resilience of nature. You draw strength from the light of the sun, the green of the forest, and the blue of the sky, demonstrating to your allies that the present is always the season of their greatest strength.

Your chosen weapons are the staff and the club. They represent summer's enduring strength, the trees that flourish in that season and persist through the darkest winter. Your fighting style reflects that strength, as you rely on overpowering force to batter your foes into submission.

Benefit: You gain the following benefits.

- ◆ Your animal companion is a bear.
- ◆ When wielding a one-handed mace, you use a d10 for its weapon damage.
When wielding a staff or a two-handed mace, you use a d12 for its weapon damage.
- ◆ You gain a +2 bonus to Athletics checks.

Level 1: Animal Companion

Your primal connection with the natural world allows you to draw forth a spirit that manifests as a creature of flesh and blood. This bond grants the animal special characteristics shaped by your connection to the primal spirits. A druid of summer gains a bear companion to reflect the indomitable strength and power of summer. A druid of spring gains a wolf, a cunning, agile hunter filled with energy and determination.

Your animal companion obeys your commands without hesitation, making it more responsive to your commands than even the most well-trained beast. The bond also allows you to communicate with your animal companion, enabling you to work together toward mutual goals.

Benefit: You gain an animal companion associated with the season you chose for your Acolyte of the Natural Cycle class feature.

Your animal companion is considered an ally of you and your allies. It can be affected by powers in the same way as any other creature can be.

You can communicate telepathically with your animal companion as long as it is within 20 squares of you. You do not need line of sight or line of effect to do so.

Your animal companion has only animal intelligence, so it cannot communicate or understand complex topics.

Your animal companion's level is equal to yours, and its hit points, defenses, and attacks are determined by your level, as noted in its stat block.

Your animal companion shares your healing surge total. Whenever an effect requires your animal companion to spend a healing surge, the surge is deducted from your total. Whenever you use your second wind, your animal companion also regains hit points equal to your healing surge value. At the end of a short rest, your animal companion regains all its hit points.

If you die or your animal companion drops to 0 hit points, it disappears as the primal magic that sustains it dissipates. You have two ways of calling your companion back:

- ◆ **Minor Action:** You take a minor action and lose a healing surge. Doing so causes your animal companion to appear in the nearest unoccupied space, with hit points equal to your healing surge value.
- ◆ **Short or Extended Rest:** You lose a healing surge at the end of a rest. Doing so causes your animal companion to appear in the nearest unoccupied space, with full hit points.

Animal Companion Actions As a creature under your control, your animal companion relies on you for strict guidance while you are within 20 squares of it. You take actions so that it can act, and its initiative is the same as yours during an encounter.

Standard Actions: To take a standard action, your animal companion needs you to take a standard action to command it to do so.

Move Actions: Whenever you take a move action, your animal companion can also take a move action. Alternatively, you can stay put but take a move action to command your animal companion to take a move action.

Minor Actions: To take a minor action, your animal companion needs you to take a minor action to command it to do so.

Free Actions: Your animal companion can take free actions without you taking an action to command it.

Triggered Actions: If one of your animal companion's triggered actions is triggered, the companion can take that action only if you take the same kind of action to command it to do so. For example, if an enemy adjacent to your companion provokes an opportunity attack from it, you must take an opportunity action to command your companion to make the attack.

Animal Companion Independent Actions In situations where you can't give commands to your animal companion, it can act independently. For example, if you are unconscious or if you are more than 20 squares away from your companion, it doesn't sit around waiting for you to show up (unless that's what you have previously commanded it to do).

An animal companion acting independently can take either a standard, a move, or a minor action on its turn. It can also take opportunity actions and free actions, but it cannot take immediate actions.

Druid of Spring: Wolf Wolves are stealthy predators that prowl the forests and tundra. Your primal bond with your wolf enhances your connection to the wilderness and gives you a stalwart companion at your side.

Wolf Animal Companion

Medium natural beast

HP your bloodied value Initiative equal to yours

AC 15, Fortitude 13, Reflex 13, Will 13 Perception equal to yours + 2
(add your level to each defense)

Speed 8 Low-light vision

TRAITS

Faithful Pack Hound \diamond **Aura 1**

Enemies grant combat advantage while in the aura.

STANDARD ACTIONS

Animal Attack \diamond **At-Will**

Attack: Melee 1 (one creature); your level + 5 vs. AC

Hit: 1d8 + your Wisdom modifier + your Constitution modifier damage.

Level 13: 1d8 + 2 + your Wisdom modifier + your Constitution modifier damage.

Level 23: 2d8 + 4 + your Wisdom modifier + your Constitution modifier damage.

Str 14 Dex 20 Wis 14

Con 17 Int 2 Cha 6

Druid of Summer: Bear Found throughout the forests of the world, the bear is a powerful lord of beasts. Your animal companion packs a greater punch with its attacks, even as its presence invigorates your allies.

Bear Animal Companion

Medium natural beast

HP your bloodied value Initiative equal to yours

AC 13, Fortitude 15, Reflex 11, Will 15 Perception equal to yours + 2
(add your level to each defense)

Speed 6 Low-light vision

TRAITS

Guardian Companion \diamond **Aura 1**

Allies gain a +2 power bonus to all defenses while in the aura.

STANDARD ACTIONS

Animal Attack \diamond **At-Will**

Attack: Melee 1 (one creature); your level + 5 vs. AC

Hit: 1d12 + your Wisdom modifier + your Constitution modifier damage.

Level 13: 1d12 + 3 + your Wisdom modifier + your Constitution modifier damage.

Level 23: 2d12 + 5 + your Wisdom modifier + your Constitution modifier damage.

Str 20 Dex 12 Wis 16

Con 17 Int 2 Cha 6

Level 1: Primal Guardian

Your innate connection to nature grants you the resilience of the primal spirits.

Benefit: While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

Level 1: Combined Attack

The iconic expression of the link you forge with your animal companion, *combined attack* lets you use your own attack to inspire your companion to greater fury. Used at the height of battle, this power allows the two of you to attack with the speed and grace of a single creature, unleashing a devastating combination strike.

Benefit: You gain the *combined attack* power.

Combined Attack

Druid Attack

Your animal companion waits for the signal of your own attack, then pushes in with a devastating follow-up that your foe never sees coming.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Level 17: 2[W] + Wisdom modifier damage.

Level 27: 3[W] + Wisdom modifier damage.

Effect: Your animal companion can take a free action to move up to its speed and then use its *animal attack*.

Level 1: Healing Word

One of the earliest powers mastered by many druids, *healing word* allows your primal magic to heal even the most grievous wounds.

Benefit: You gain the *healing word* power.

Healing Word

Druid Utility

You utter a soothing word that mends wounds of the body and spirit.

Encounter (Special) ♦ Healing

Minor Action Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Level 1: At-Will Power

You place yourself in the front lines of combat, the better to defend against those that threaten the natural world and its people. At 1st level, you adopt a signature combat move that will serve you well in any fight.

Benefit: You gain one of the following powers of your choice.

Dynamic Assault The strength inherent in every hunting beast is carried by the primal energy that surrounds you. Your attack brings forth this power, letting an ally take advantage of it to race into position for his or her next attack or to escape an enemy's attention.

Dynamic Assault

Druid Attack 1

Your attack channels the primal vitality of a great leaping beast to grant an ally a burst of speed.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

Effect: One ally within 5 squares of the target can take a free action to move a number of squares up to your Constitution modifier, gaining a +5 power bonus to Athletics checks during the move.

Reap the Harvest Primal energy shrouds your foe in the aftermath of your weapon strike, attuning itself to an ally's follow-up attack. The next strike that misses is like a pass of the reaper's scythe, cleanly cutting through your foe's defenses.

Reap the Harvest

Druid Attack 1

Your primal power courses through a foe, wracking it with pain the next time it avoids an attack.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

Effect: The next time an ally misses the target with an attack before the end of your next turn, the target takes damage equal to your Constitution modifier.

Tending Strike This basic power emboldens your ally with a burst of primal power drawn from the resilience of the earth itself. This power can be used to aid an ally who is prevented by an enemy's magic from partaking of a healing effect, or who needs a last-minute surge of strength to finish the fight.

Tending Strike

Druid Attack 1

Primal energy summoned by your attack courses through a chosen ally to grant a burst of stamina.

At-Will ♦ Primal, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Level 21: 2[W] + Wisdom modifier damage.

Effect: One ally within 5 squares of the target gains temporary hit points equal to your Constitution modifier.

Level 1: Daily Power

The most potent of your powers channel all the primal power of earth, air, and sky that you have at your command. These attacks are so potent that the spirits that grant them can be called on only once per day.

Benefit: You gain one of the following powers of your choice.

Heat Metal Within every weapon rests the memory of fire, either the flames used to forge its metal or the wildfire that once burned through the forest that offered up its wood. This power draws forth that memory, causing the weapon to burst into searing flames.

Heat Metal

Druid Attack 1

Fire erupts from the weapon you touch, creating a brand of fire to scorch your enemies.

Daily ♦ Fire, Primal

Minor Action **Melee 1**

Target: One axe, flail, heavy blade, light blade, pick, or spear

Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes 5 fire damage. This benefit lasts until the end of the encounter.

Shillelagh This power laces a weapon with primal magic, causing it to grow in size and power. Each strike it delivers reverberates with force, sending enemies tumbling to the ground.

Shillelagh

Druid Attack 1

You imbue the weapon you touch with primal strength, causing the weapon to drive those it strikes to their knees.

Daily ♦ Force, Primal

Minor Action **Melee 1**

Target: One hammer, mace, or staff

Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes 2 force damage and falls prone. This benefit lasts until the end of the encounter.

Vexing Overgrowth Even in the most remote mountains or the darkest caverns of the Underdark, the potential for life thrives within the earth and rock. This power allows you to call on the primal spirits of verdant life in any environment. Spectral vines of pure magic erupt and flow around you, forming a halo that harasses your foes.

Vexing Overgrowth

Druid Attack 1

A burst of primal power trails after your weapon as you swing it, causing a halo of primal magic to surround you.

Daily ♦ **Primal, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, enemies grant combat advantage while adjacent to you.

Level 1: Wilderness Knacks

Druids, like rangers, are experts in outdoor survival. As a primal adept, you have learned several mundane tricks and techniques to aid you in traveling through the wilds.

Benefit: You gain two of the following abilities of your choice.

Beast Empathy The beasts of the wilderness see and know most of what unfolds in their realm. Few folk heed them, but you have learned to understand and interpret their actions and attitudes. Your woodcraft is short of the magical ability to communicate with animals directly, but it is enough to reveal secrets that others miss.

Benefit: You gain a +2 bonus to Bluff, Diplomacy, and Intimidate checks against beasts. You can communicate simple concepts and commands to such creatures, though they are under no compulsion to obey you. With a successful Insight check (DC determined by the DM), you can read a creature's body language and vocalizations enough to understand basic messages from it.

Herb Lore You have studied the properties of various plants. Even in distant lands your lore serves you well in finding the right leaves and roots to harvest. By brewing a soothing tea or mixing a poultice, you help soothe the aches, bruises, and cuts you and your allies suffer.

Benefit: You and each ally can add 2 to his or her healing surge value when spending healing surges during a short rest. To gain this benefit, you must take the short rest in an area that offers easy access to plants. The additional hit points increase to 4 at 11th level and 6 at 21st level.

Mountain Guide You have clambered over steep cliffs and ranged across imposing mountains. Your knack for climbing allows you to pick out the easiest paths up even the most imposing slopes.

Benefit: Whenever you succeed on an Athletics check to climb, you reduce the DC of that climb by 2 for your allies until the end of the encounter. Only allies who see you make the climb gain this benefit.

Watchful Rest Long days spent in the wilds have taught you the best way to set up a camp. By picking out an easily defensible spot and carefully positioning your gear, you ensure that you and your allies have the best chance to avoid an ambush.

Benefit: When you take an extended rest, you and any allies also taking the rest do not take the -5 penalty to Perception checks for sleeping.

Wilderness Tracker You are an expert at reading the signs of a creature's passage. When you inspect an area, a splintered twig or a trampled leaf is enough for you to glean a significant amount of information. Even the slyest rogues and sneakiest warlocks leave behind some trace of their passage.

Benefit: During a short rest, you can make a Perception check (DC determined by the DM) to inspect the area around you. This area can be as large as 10 squares on a side. If your check succeeds, you determine the number and nature of the creatures that have moved through the area in the past 24 hours. You ascertain when and where they entered the area, as well as when and where they left.

Level 2: Utility Power

As your mastery of primal magic grows stronger, you begin to harness its potential for a variety of new and useful tasks.

Benefit: You gain one of the following powers of your choice.

Bear's Strength This power uses primal magic to infuse you and your allies with the raw strength of the rampaging bear. No feat of athleticism or physical might is beyond the capability of one who channels such might.

Bear's Strength

Druid Utility 2

Primal energy surges through your ally, granting him or her the strength of a wild beast.

Daily ♦ Primal

Minor Action

Melee 1

Target: You or one ally

Effect: The target gains the following benefits until the end of his or her next extended rest.

♦ +2 power bonus to damage rolls that include the target's Strength modifier.

♦ +2 power bonus to Athletics checks and Strength ability checks.

♦ The target's Strength increases by 4 for the purpose of determining carrying capacity.

Cat's Grace The dexterous grace of the leopard and the lion manifests in the primal spirits of the hunt. By calling on those spirits, you gain a surge of agility and a deadly focus in combat.

Cat's Grace

Druid Utility 2

You imbue an ally with the quick reflexes and fast strike of the jungle cat.

Daily ♦ Primal

Minor Action

Melee 1

Target: You or one ally

Effect: The target gains the following benefits until the end of his or her next extended rest.

♦ +1 power bonus to Reflex.

♦ +2 power bonus to initiative checks, Dexterity-based skill checks, and Dexterity ability checks.

Elk's Fortitude Despite foul weather, floods, and deadly predators, the elk endures whatever the world pits against it. This power draws on the elk's stoic resistance, granting the target the inner strength needed to survive.

Elk's Fortitude

Druid Utility 2

You imbue an ally with the endurance and steadfast determination of an elk.

Daily ♦ Primal

Minor Action

Melee 1

Target: You or one ally

Effect: The target gains the following benefits until the end of his or her next extended rest.

♦ A healing surge.

♦ +1 power bonus to Fortitude.

♦ +2 power bonus to Endurance checks and Constitution ability checks.

Seed of Healing This power lets you create a golden seed that, when eaten, provides a surge of strength and energy. Pain fades away as the primal magic bound within the seed provides nourishment and succor.

Seed of Healing

Druid Utility 2

Primal power threads through you, coalescing into a golden seed ripe with healing magic.

Daily ♦ Healing, Primal

Minor Action

Personal

Effect: You spend a healing surge but regain no hit points. Instead, you create a golden seed the size of an acorn. The seed lasts until it is eaten or until the end of your next extended rest. A creature carrying the seed can take a minor action to eat it and regain hit points equal to $10 +$ your healing surge value.

Level 3: Improved Combined Attack

With each battle you complete, the signature combat move you practice with your animal companion becomes a more integral part of your tactics.

Benefit: You gain one more use of *combined attack* per encounter, but you can still use it only once per turn.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Power

The natural world grants its greatest bounty only to those willing to cultivate it, so you dedicate yourself to the growth of your primal magic and thereby develop increasingly powerful combat tactics.

Benefit: You gain one of the following powers of your choice.

Destructive Harvest When you use *destructive harvest*, you plant the seeds of primal magic within the wounds of your enemy. When your allies get close to that enemy, the primal magic you planted there seeps out and makes their attacks more destructive.

Destructive Harvest

Druid Attack 5

You infuse your enemy's wound with primal magic that makes your allies stronger.

Daily ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, your allies gain a power bonus to damage rolls while adjacent to the target. The bonus equals your Constitution modifier.

Hunger of the Land This power causes plants to spring up from under the feet of your enemy, grasping at it hungrily. As you attack your foe, you use primal magic to tempt the hungry earth into feeding on the wounded enemy, causing plants to emerge and wrap themselves around the target.

Hunger of the Land

Druid Attack 5

As you slash at your foe, vines and the stalks of plants grow suddenly to grasp it.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: The target is immobilized and grants combat advantage (save ends both).

Life Blood Harvest This power calls on the principles of the harvest, allowing you to reap vitality from an enemy to use it to give sustenance to an ally. *Life blood harvest* converts your enemy's life energy into healing for your ally, and as such it is a good way to turn the tide of battle—a wounded ally is restored to fighting shape at the same time an enemy is damaged.

Life Blood Harvest

Druid Attack 5

You draw life energy out of your enemy, converting it to renewed vitality for your ally.

Daily ♦ Healing, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: One ally within 5 squares of the target regains hit points as if he or she had spent a healing surge.

Level 6: Utility Power

Your pledge to keep your allies safe grants you a primal blessing, allowing you to channel even more mighty powers of protection and defense.

Benefit: You gain one of the following powers of your choice.

Eagle's Splendor The people of the frontier look to you and your allies for defense and leadership, tasks made easier by this power. The majesty of the primal spirits threads through its target, granting a force of personality that marks that individual as the greatest of heroes.

Eagle's Splendor

Druid Utility 6

You invoke primal magic to bestow the majestic presence of the eagle upon you or your ally.

Daily ♦ Primal

Minor Action

Melee 1

Target: You or one ally

Effect: The target gains the following benefits until the end of his or her next extended rest.

- ♦ +1 power bonus to Charisma attack rolls.

- ♦ +1 power bonus to Will.

- ♦ +2 power bonus to Charisma-based skill checks and Charisma ability checks.

Owl's Wisdom The owl is traditionally regarded as a wise guardian of the wood whose keen sight allows it to pierce the darkest gloom. This power grants the owl's willpower and vision to your ally.

Owl's Wisdom

Druid Utility 6

Your primal magic grants your ally the wisdom and insight of an owl, sharpening willpower and granting superior sight.

Daily ♦ Primal

Minor Action

Melee 1

Target: You or one ally

Effect: The target gains the following benefits until the end of his or her next extended rest.

- ♦ Low-light vision.

- ♦ +1 power bonus to Will.

- ♦ +2 power bonus to Wisdom-based skill checks and Wisdom ability checks.

Serpent's Cunning The snake is a symbol of cunning and invention in the teachings of primal magic. With this power, you or your ally gains the serpent's ingenuity and mental agility.

Serpent's Cunning

Druid Utility 6

Your ally gains the serpent's cunning, a power that hones his mind to a razor's edge.

Daily ♦ Primal

Minor Action

Melee 1

Target: You or one ally

Effect: The target gains the following benefits until the end of his or her next extended rest.

- ♦ +1 power bonus to Intelligence attack rolls.

- ♦ Training in one skill of the target's choice.

- ♦ +2 power bonus to Intelligence-based skill checks and Intelligence ability checks.

Leaf Wall The breezes of autumn carry with them the whispers of the leaf wall, whose primal power obscures and harries your foes. Shrouded and torn at by nature's power, your enemies are left at your mercy.

Leaf Wall

Druid Utility 6

A shroud of green and gold leaves swirls to life at your command, borne aloft by invisible minor spirits to protect you and your allies.

Daily ♦ **Conjuration, Primal**

Minor Action

Area wall 5 within 10 squares

Effect: You conjure a leafy wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You or any ally has partial concealment while in the wall. Enemies grant combat advantage while in the wall or adjacent to it.

Level 7: Improved Combined Attack

You and your animal companion become even better at acting as one, fighting in concert to bring down your foes.

Benefit: You gain one more use of *combined attack* per encounter, but you can still use it only once per turn.

Level 7: Hear the Voice of Nature

From the time you channeled your first power, you were aware that the primal spirits see and hear all that goes on around them. With the proper incentives, the voices of those spirits can be coaxed from the animals and plants of the world, lending you insight into your surroundings.

Benefit: Once per day during a short rest, you can ask up to three questions of nonhostile natural beasts and mundane plants (but not plant creatures) in your vicinity. The beasts and plants answer fully, but they are limited in their knowledge by their experiences and mobility. For example, a plant knows only about its immediate surroundings, and a fish can describe only what it has perceived in its watery environment.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 8: Restore Life

This miraculous power calls on the primal spirits to shepherd the spirits of the dead back to the land of the living. The life energy of you and your allies binds the mortal wounds suffered by your fallen companion, enabling him or her to live once more.

Benefit: You gain the *restore life* power.

Restore Life

Druid Utility

The restorative power of primal magic grants you mastery over life and death.

Daily ♦ Primal

Standard Action

Melee 1

Requirement: You must use this power at the end of an extended rest.

Target: One creature that died no more than 24 hours ago

Effect: The target is restored to life with full hit points and healing surges. You lose four healing surges. Up to four allies (other than the target) within 5 squares of you can each take a free action to lose one healing surge in your place. Healing surges lost to this effect can't be regained until the character who lost the surge reaches three milestones or takes three extended rests.

Level 9: Daily Power

As your mastery of primal magic grows, you continue to channel the strength of the natural world through your body and weapons.

Benefit: You gain one of the following powers of your choice.

Reap Vitality This power calls on the primal spirits that govern healing, enticing them to grant you a fragment of their power. When you provide them with the blood of your enemies, they infuse you with energy that can close the wounds of your allies.

Reap Vitality

Druid Attack 9

Your attacks seem to harvest your enemies' life essence, transferring it to your allies.

Daily ♦ Healing, Primal, Weapon

Standard Action **Melee weapon**

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, bloodied allies who start their turn adjacent to you regain hit points equal to your Constitution modifier.

Sudden Overgrowth This power allows you to call on the primal spirits of verdant life. When you offer your sacrifice to these spirits, they flood you with the same power that makes plants and crops flourish. You exude this energy, causing plants to grow rapidly from the ground to grab your enemies and throw them off balance.

Sudden Overgrowth

Druid Attack 9

When you strike at your foes, the very plants of the ground rise up to grasp at your enemies.

Daily ♦ Aura, Primal, Weapon

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: $2[W] +$ Wisdom modifier damage.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of the encounter. The aura is difficult terrain for your enemies, which grant combat advantage while in it.

Winter's Withering This power lets you summon a primal spirit of winter and bind it to yourself. When you do so, you take on a vestige of winter that causes plants to wither and life to dwindle. As a result, difficult terrain near you withers or crumbles as your allies pass, and any malevolent effects on your allies likewise fall away, the power of those effects having been sapped by the hungry spirits of winter.

Winter's Withering

Druid Attack 9

You slash your weapon while binding the withering spirit of winter to you, causing maladies to fall away from your allies.

Daily ♦ Aura, Cold, Primal, Weapon

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: $2[W] +$ Wisdom modifier cold damage.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of the encounter. While in the aura, your allies ignore difficult terrain and gain a +2 power bonus to saving throws.

Level 10: Utility Power

At the height of the heroic tier, you gain an even stronger mastery of the primal magic of body and mind.

Benefit: You gain one of the following powers of your choice.

Bountiful Vigor Primal magic concerns itself with the cycle of life. Some of its magic grants life, other aspects of it bring death. You concern yourself primarily with the magic of living things, which manifests itself during spring's emergence from winter and the verdant days of summer. *Bountiful vigor* draws on this magic, allowing you to imbue yourself or an ally with restorative energy.

Bountiful Vigor

Druid Utility 10

Calling forth the essence of the primal world, you infuse your ally with the power of life and renewal.

Daily ♦ Healing, Primal

Minor Action **Close burst 5**

Target: You or one ally in the burst

Effect: Until the end of the encounter, the target has regeneration 5 while bloodied.

Clear the Chaff The final and most important stage of the harvest season involves using the power of the wind to separate valuable grain from useless chaff. This power uses that principle, scouring you and your allies with beneficial energy and letting you shed the worst effects of your enemies' powers.

Clear the Chaff

Druid Utility 10

As primal energy washes over your allies, effects that would hinder them fall away like chaff on the wind.

Encounter ♦ Primal

Minor Action **Close burst 3**

Target: You and each ally in the burst

Effect: Each target can make a saving throw with a +2 power bonus.

Goodberry You have long been able to channel the protective power of the primal spirits, but your subtle magic now allows you to store that primal energy for later use. When you master this power, you learn to contain the revitalizing energy of the primal world within four potent motes of power.

Goodberry

Druid Utility 10

You infuse mundane berries with primal power, letting those who consume them take advantage of their curative energy.

Daily ♦ Healing, Primal

Minor Action **Personal**

Effect: You create four goodberries. Each lasts until it is consumed or until the end of your next extended rest. A creature can take a minor action to consume a goodberry either to regain 10 hit points, to make a saving throw, or to gain 10 temporary hit points.

PARAGON SENTINEL

You have now unlocked many secrets of primal magic, and in battle you and your animal companion are a fierce pair. Your mastery of primal magic grows ever stronger as you progress through this new tier.

Paragon Path: Steadfast Sentinel

At 11th level, your sentinel takes on the steadfast sentinel paragon path (see page 81 for details on paragon paths). You are now a caretaker for the land as a whole, a guardian of the natural world against incursions from other planes. Using the magic of *a thousand faces*, you wander the land in many guises, your primal magic sustaining your allies and draining your foes.

Prerequisite: Only a sentinel can take this paragon path.

SENTINEL PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Improved Combined Attack [steadfast sentinel] Sentinel's Action [steadfast sentinel] Landwalker [steadfast sentinel]
32,000	12	+1	Bounty of spring [steadfast sentinel]
39,000	13	—	Paragon of the Natural Cycle
47,000	14	+1	Ability score increase
57,000	15	—	Daily power
69,000	16	+1	A thousand faces [steadfast sentinel] Utility power
83,000	17	—	Animal companion power
99,000	18	+1	Ability score increase
119,000	19	—	Daily power
143,000	20	+1	Verdant harmony [steadfast sentinel]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Improved Combined Attack

Steadfast sentinel paragon path feature

With each battle you see through to the end, the signature combat move you practice with your animal companion becomes a more integral part of your tactics.

Benefit: You gain one more use of *combined attack* per encounter, but you can still use it only once per turn.

Level 11: Sentinel's Action

Steadfast sentinel paragon path feature

When you push beyond your limits, the primal magic you channel spills over to help your allies get back in the fight.

Benefit: When you spend an action point to take an extra action, you or one ally within 5 squares of you can shift up to his or her speed as a free action before or after you take the extra action. During the move, the character ignores difficult terrain.

Level 11: Landwalker

Steadfast sentinel paragon path feature

As you follow the path of the steadfast sentinel, you become even more connected to the natural world. By sensing every rock, every crevasse, every gust of wind, every patch of brush and grass that surrounds you, you easily avoid such hindrances.

Benefit: You ignore difficult terrain.

Level 12: Bounty of Spring

Steadfast sentinel paragon path feature

Your connection to the land draws you ever deeper into the everlasting cycle of growth and fulfillment that is the hallmark of all living things. By calling on the spirits of the land, you bind them and their revitalizing energy to your allies, letting those companions experience your connection to the world.

Benefit: You gain the *bounty of spring* power.

Bounty of Spring

Steadfast Sentinel Utility 12

The primal spirits grant you and your allies a healing boon.

Daily ♦ **Healing, Primal**

Minor Action **Close burst 10**

Target: You and one ally in the burst

Effect: Until the end of the encounter, each target has regeneration 5 while bloodied. As a minor action, a target can end this regeneration on himself or herself to spend a healing surge and regain additional hit points equal to your Wisdom modifier.

Level 13: Paragon of the Natural Cycle

Your mastery of your chosen weapon continues to improve, expressing itself in impressive displays of combat prowess. You gain one of the following benefits, depending on the season you chose for your Acolyte of the Natural Cycle class feature.

Druid of Spring As a druid of spring, your magic deals with life, rebirth, and endurance. In the spring, life arises from the deathlike slumber of winter. Your magic works in a similar way, harvesting vigor and strength from your enemy's demise.

Benefit: When you or your animal companion reduces a nonminion enemy to 0 hit points, you and your animal companion each regain 10 hit points.

Druid of Summer Your connection to the primal spirits of summer grants you superior strength, and in battle, you seem to grow slightly. Primal magic flows into you, giving you greater stature and reach.

Benefit: Your reach increases by 1 for melee weapon attacks.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

Primal power floods through you in the heat of combat, granting your attacks a deadly potency.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 1st level.

Briar Thicket Your command of primal magic allows you to draw on a wide variety of natural aspects. With this power, you imbue your weapon with the clawing thorns of a dense thicket. Your weapon tears through your foes, while in the wake of your attack you gain a protective thicket of primal magic.

Briar Thicket

Druid Attack 15

You swing your weapon in a wide arc, and behind it erupt thorn-covered vines of primal magic.

Daily ♦ **Aura, Primal, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: $3[W]$ + Wisdom modifier damage.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of the encounter. Enemies grant combat advantage and cannot shift while in the aura.

Envenomed Steel When you use this power, you bind snake venom into a weapon, making it capable of delivering the poison of a snake bite. This venom has the side effect of making your enemies sluggish, which can often be useful in keeping them from escaping your wrath.

Envenomed Steel

Druid Attack 15

The weapon you touch seems to change color, taking on a sickly green tint.

Daily ♦ Poison, Primal

Minor Action

Melee 1

Target: One axe, heavy blade, light blade, pick, or spear

Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes 8 poison damage and is slowed until the end of the attacker's next turn. This benefit lasts until the end of the encounter.

Stonemetal This power transforms a weapon into powerful stone imbued with primal magic drawn from the ancient mountains of the world. Despite its name, stonemetal works on bludgeoning weapons made of almost any substance, not just metal.

Stonemetal

Druid Attack 15

A weapon you touch hardens to become so strong that it strikes with the weight of a mountain.

Daily ♦ Primal

Minor Action

Melee 1

Target: One flail, hammer, mace, or staff

Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes 4 damage and falls prone. This benefit lasts until the end of the encounter.

Level 16: A Thousand Faces

Steadfast sentinel paragon path feature

When the primal spirits manifest, they take on an ever-changing array of forms and faces. By channeling their power, you gain a degree of this same mastery over your physical form.

Benefit: You gain the power *a thousand faces*.

A Thousand Faces

Steadfast Sentinel Utility 16

Your face and form shift to take on the appearance of another creature flawlessly.

At-Will ♦ Polymorph, Primal

Minor Action (Special) **Personal**

Effect: You alter your physical form to take on the appearance of any humanoid of your size category. You retain your game statistics in your new form. You can also transform the physical appearance of your clothing, armor, and possessions, though they must remain present and maintain the same general shape. For example, you could make your bejeweled scimitar look like a rusted relic, but you could not make it appear to be a backpack or cause it to disappear. Your new form lasts until you use this power again or until you end it as a free action.

Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check. You gain a +5 bonus to your check.

Special: You can use this power only once per round.

Level 16: Utility Power

The primal energy you channel grants increased powers of protection for you and your allies.

Benefit: You gain one of the following powers of your choice.

Falcon's Flight This power draws on elemental wind and the spirit of the falcon to grant one creature the ability to fly.

Falcon's Flight

Druid Utility 16

Winds swirl around the target, carrying it aloft and giving it the ability to soar like a falcon.

Daily ♦ Primal

Minor Action **Close burst 5**

Target: You or one ally in the burst

Effect: The target gains a fly speed of 6 until the end of the encounter.

Nature's Armor The strength of hide and bark, wind and stone protects you when you call on the spirits of the natural world, granting you the resilience of an armored warrior. Even the deadliest attacks can be turned away by this surge of power, letting you go toe to toe with the toughest enemies.

Nature's Armor

Druid Utility 16

Your skin turns as tough as well-weathered hide, protecting you from harm.

Daily ♦ Primal

Minor Action **Melee 1**

Target: You or one ally

Effect: Until the end of your next turn, the target gains resist 5 to all damage and a +2 power bonus to AC.

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

Primal Restoration Though not all primal spirits fade away over time, all view death as simply a stage in the cycle of life and growth. By drawing on the restorative powers of those spirits, you and your allies can shake off ailments and injuries.

Primal Restoration

Druid Utility 16

Energy swirls around your allies to heal their wounds and help them shake off harmful afflictions.

Daily ♦ Healing, Primal

Standard Action **Close burst 2**

Target: You and each ally in the burst

Effect: Each target can spend a healing surge either to regain hit points or to remove one effect from himself or herself that a save can end.

Level 17: Animal Companion Power

The primal power that flows through you also flows through your animal companion, forging a deadly link between the two of you in combat.

You gain a power associated with your animal companion.

Druid of Spring: Dire Wolf Knockdown Dire wolves take the aggression and cunning of their smaller kin to unparalleled heights. By channeling the battle fury of the dire wolf, your companion can topple even the strongest foes.

Benefit: You gain the *dire wolf knockdown* power.

Dire Wolf Knockdown

Druid Utility

Your wolf companion's savage attack lets you lash out with power that knocks the wounded foe to the ground.

Encounter ♦ Primal

Free Action **Close burst 5**

Trigger: Your wolf animal companion hits an enemy with *animal attack*. The enemy must be within 5 squares of you.

Target: The enemy in the burst

Effect: The target falls prone.

Druid of Summer: Dire Bear Stamina The dire bear can withstand extreme punishment before falling in battle. By channeling that great beast's stamina, your companion can face off against even the most powerful enemies.

Benefit: You gain the *dire bear stamina* power.

Dire Bear Stamina

Druid Utility

You instill vigor into your bear animal companion, allowing it to shrug off even the worst attacks.

Encounter ♦ Primal

Minor Action **Close burst 5**

Target: Your bear animal companion in the burst

Effect: The target gains resist 10 to all damage until the end of your next turn.

Level 18: Ability Score Increase

You are a true paragon of physical and mental perfection.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

As you approach the height of the paragon tier, you tap into levels of primal power denied to all but the most dedicated heroes.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 5th level.

Rapid Growth When you use *rapid growth*, you offer the sacrifice of your enemy's blood in exchange for the assistance of the plants of the earth. As your target's vitality is leeched by your attack, you feed the primal spirits and cause plants to reach up from the ground and firmly grasp your foe.

Rapid Growth

Druid Attack 19

You call forth the plants from the earth, beseeching them to hold your enemy in place.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $3[W] +$ Wisdom modifier damage, and the target is restrained (save ends)

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

Diligent Reaping This power calls on the primal spirits of the harvest. As you bring your enemies low, the spirits of the harvest are pleased and continue to *bless your weapon* with their power. As long as you continue to appease these spirits, your weapon remains keen and powerful.

Diligent Reaping

Druid Attack 19

You have come for the harvest. The more you reap, the greater your reward.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: $4[W] +$ Wisdom modifier damage.

Miss: Half damage.

Effect: If the attack reduces the target to 0 hit points, you gain an extra standard action during your current turn.

Seeds of Destruction This power creates a number of seeds out of primal magic, seeds that hold the destructive power of nature within them. When you attack, you embed these destructive seeds in nearby enemies. Further attacks against those enemies rupture the seeds, spilling destructive primal magic into their bodies.

Seeds of Destruction

Druid Attack 19

As you slash at your enemies, you plant destructive primal magic in them.

Daily ♦ Necrotic, Primal, Weapon

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: $3[W] +$ Wisdom modifier damage.

Miss: Half damage.

Effect: A target takes 10 necrotic damage the next time you or one of your allies hits and damages it before the end of the encounter.

Level 20: Verdant Harmony

Steadfast sentinel paragon path feature

At the apex of the paragon tier, you and your allies are embraced as kindred beings by the primal spirits of nature. Your foes become nature's foes, and they cannot shake off the wrath that the primal spirits bring to bear.

Benefit: You gain the *verdant harmony* power.

Verdant Harmony

Steadfast Sentinel Attack 20

You and those around you take advantage of your harmony with nature, even as the fury of the primal spirits scours your foes.

Daily ♦ **Aura, Necrotic, Primal**

Standard Action **Personal**

Effect: You activate an aura 2 that lasts until the end of the encounter. While in the aura, you and your allies ignore difficult terrain, and each of you gains a +5 power bonus to his or her healing surge value. Any enemy in the aura that hits or misses with an attack takes 10 necrotic damage. An enemy can take this damage only once per turn.

EPIC SENTINEL

You are now one of the most important mortal guardians of the natural world. Your command of primal magic is nearly unmatched.

When your sentinel reaches 21st level, he or she takes on the epic destiny of the Destined Scion (page 237). This epic destiny represents the grand finale of your adventuring career. Like your paragon path, it grants a set of related features and powers.

SENTINEL EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	—	Timeless Body
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	—	Daily power
450,000	26	+1	Epic destiny power
550,000	27	—	Nature's Bounty
675,000	28	+1	Ability score increase
825,000	29	—	Daily power
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 22: Utility Power

The epic power of the primal spirits is opened up to you, letting you draw on the most ancient and *formidable magic of the natural world*.

Benefit: You gain one of the following powers of your choice.

Fey Circles The extraordinary energy of the Feywild fuels the teleportation magic known as fey circles, a magic that you now control. You might use this power to cross over a chasm too wide to jump, to circle around behind an ambush, or to keep one step ahead of fast-moving foes in the thick of combat.

Fey Circles

Druid Utility 22

Toadstool rings appear at your command, carrying with them the magic to whisk a creature from one ring to the next.

Daily ♦ **Primal, Teleportation**

Minor Action **Close burst 20**

Effect: You create ten fey circles in ten unoccupied squares in the burst. When you or an ally enters a fey circle's square, that character can teleport to another fey circle's square as a free action, as long as the destination square is unoccupied. Then both fey circles disappear. The fey circles last until the end of the encounter if they aren't used.

Touch of Renewal The full healing potential of primal magic becomes known to you in the epic tier, granting you unparalleled power to restore and shield your wounded allies.

Touch of Renewal

Druid Utility 22

As you place your hand on a creature, motes of green energy swirl around it to heal even the most grievous wounds.

Daily ♦ **Healing, Primal**

Minor Action **Melee 1**

Target: One creature

Effect: The target regains hit points as if it had spent two healing surges. It also gains 40 temporary hit points.

Level 23: Timeless Body

You have become so attuned with the natural world that you become a force as everlasting as it is. Like earth, water, and sky, you endure the endless transition of the seasons.

Benefit: You no longer age, and you gain immunity to all diseases of your level or lower.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the improvement of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 25: Daily Power

As you establish the supremacy of your knowledge and focus, the most powerful primal spirits know your name. With their strength behind you, you become an even more formidable presence on the battlefield.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 9th level.

Brittle Frost Blade Just as exposure to the chill of winter leaves one weak and vulnerable, this power exposes your enemies to the same frailty. You use this power to bind the barren exposure of deep winter into your weapon, and then as you lash out at a foe, you release the spirits of winter, which encircle you for a short while. Those of your enemies that come too near find themselves exposed to the bitter cold of winter.

Brittle Frost Blade

Druid Attack 25

Your weapon freezes over with the chill of a north wind, inflicting the bite of winter on your foes.

Daily ♦ **Aura, Cold, Primal, Weapon**

Standard Action **Melee weapon**

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: $4[W] +$ Wisdom modifier cold damage.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of the encounter. While in the aura, enemies grant combat advantage, and damage rolls against them gain a +5 power bonus.

Rejuvenating Harvest This power calls on the primal spirits of the harvest, exchanging the blood of your enemies for the ability to free your allies of debilitating effects. As you lash out at your foe, the spirits rise from the earth to inhabit your body, causing you to transform into a font of rejuvenation that helps your allies stay in the fight.

Rejuvenating Harvest

Druid Attack 25

You slash at your foe and draw power from the blood you spill to give your allies renewal.

Daily ♦ Aura, Primal, Weapon

Standard Action **Melee weapon**

Target: One or two creatures

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: You activate an aura 1 that lasts until the end of the encounter. Any ally who starts his or her turn in the aura can end one effect on himself or herself as a free action.

The effect must contain one of the following conditions: dazed, immobilized, restrained, or slowed.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great destiny that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 237).

Level 27: Nature's Bounty

Just as the folk of many lands look to you and your allies as guardians, so too do your allies depend on your protection. Your focus on one of the four seasons lets you channel your protective power to your companions' advantage.

Benefit: Whenever you use your second wind, choose one ally within 10 squares of you. That ally gains a benefit determined by the season you chose for your Acolyte of the Natural Cycle class feature.

- ♦ *Spring:* The chosen ally gains resist 10 to all damage until the end of your next turn.
- ♦ *Summer:* The chosen ally gains a +5 power bonus to damage rolls until the end of your next turn.

Level 28: Ability Score Increase

Pushing ever closer to attaining your epic destiny, you are a model of physical and mental perfection that is the envy of the gods.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

You are the chosen champion of the primal spirits, channeling the power that has defended the world since the beginning of time.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 15th level.

Corroding Weapon When you use this power, you transform the wood, metal, and stone of a weapon into a substance that drips acid and is poisonous to the touch. This power calls on primal spirits associated with lizards, snakes, and other venomous creatures to perform the transformation, turning the weapon into a large fang of some monstrous, corrosive beast.

Corroding Weapon

Druid Attack 29

The weapon you touch drips with acid and poison, corroding anything it comes into contact with.

Daily ♦ Acid, Poison, Primal

Minor Action **Melee 1**

Target: One axe, heavy blade, light blade, pick, or spear

Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes ongoing 15 acid and poison damage (save ends). This benefit lasts until the end of the encounter.

Storm Weapon This power allows you to instill the essence of a thunderstorm into a weapon. Each time the weapon strikes, a portion of that storm's power is released.

Storm Weapon

Druid Attack 29

The weapon you touch crackles with lightning and emits the low rumble of a distant thunderstorm.

Daily ♦ Lightning, Primal, Thunder

Minor Action **Melee 1**

Target: One flail, hammer, mace, or staff

Effect: Once per round when a weapon attack hits with the target, the target of the attack also takes 8 lightning and thunder damage and is dazed until the end of the attacker's next turn. This benefit lasts until the end of the encounter.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 237).

PALADIN

Divine Defender: You are a warrior of virtue, a champion of the righteous, and a defender of the weak. With your sword and your faith, you will shield the world from evil.

Why This Is the Class for You: You like playing a heroic paradigm of honor and justice.

Some warriors fight for gold. Others seek glory, power, or prestige. There are a few, however, who seek the warrior's path for reasons that transcend the material and mundane. Called by divine powers to stand as champions of the light against the ever-encroaching darkness, paladins fight not because they choose to, but because, deep within their souls, they know they must. The paladin's life is not a choice. It is a destiny.

Paladins are holy warriors, defenders of good and enemies of evil. Paladins are well trained with their weapons and armor, but they augment that skill with divine powers that allow them to shield their allies and smite their enemies. A single paladin can turn the tide of an entire war through a combination of skill at arms and inspiring leadership. As icons of virtue and heroism, paladins are a deadly threat to those who would rule through fear, intimidation, and violence.

Paladins typically wander the land either alone or in small groups. They seek out wrongs to right and villainy to defeat. Most paladins begin as squires to more experienced holy warriors. Through training and arduous tests, a squire's bravery, battle skill, and ethics are all tested to see if the squire is worthy of becoming a paladin.

The type of paladin you can create with this book is the cavalier.

CAVALIER

Key Abilities: Strength, Charisma

A cavalier is a paladin who has embraced one of the heroic virtues, such as compassion, justice, sacrifice, or valor. His or her belief in this virtue is so strong that it manifests as divine magic. Although many cavaliers pledge their faith to the gods, others follow no specific religion. Regardless of one's divine affiliation (or lack thereof), a cavalier's virtue stands paramount. It guides his or her actions, pointing to the best way to protect the ever-flickering light of hope and civilization in the world.

Opposing the cavaliers and the virtues that they champion are the blackguards, who embody the dreaded vices that the cavaliers stand against. Where cavaliers embrace compassion, justice, sacrifice, and valor, blackguards epitomize fury, tyranny, greed, and terror. Since the earliest days of history, these

two factions have fought each other. Both wander the land, gathering allies and working to further the cause of their virtues or vices.

At one time, cavaliers formed into chivalrous orders that were dedicated to the ideal of protecting the civilized realms. The forgotten kingdoms that ruled the land relied on cavaliers to help keep the peace. Those cavaliers maintained not only the military security of the land, but also its moral strength. A cavalier might drive off a marauding troll, but she could also mediate a dispute between two farmers, break the power of a corrupt noble, or free a wrongly accused prisoner.

As with many things from the time of the forgotten kingdoms, the cavaliers' glory proved fleeting. The kingdoms of old grew weak, and some of their decline could be laid at the feet of cavaliers who strayed from the righteous path. All too often, cavaliers fell victim to the very evils they had sworn to combat. Power corrupts, and in many cases cavaliers served as perfect examples of how power can twist the most resolute heart.

The grand orders of cavaliers have long since faded, but their glory is not forgotten. Even as evil casts its shadow across the land, there are those who hear the call to the cavalier's path. Many of the cavaliers of old strayed from their purpose, but that purpose and the power behind it remains strong for those who stay true to it.

CREATING A CAVALIER

This section walks you through the steps of creating a cavalier. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Virtues

Cavaliers respect and follow the ideals set forth by all the holy virtues, but each cavalier selects one virtue to embrace above all others. Two virtues, sacrifice and valor, are included in this book.

Sacrifice A cavalier of sacrifice gives up his or her own safety to shield others from harm. Such a paladin

Class Traits

Hit Points: You start with hit points equal to $15 +$ your Constitution score. You gain 6 hit points each time you gain a level.

Bonuses to Defenses: +1 to Fortitude, +1 to Reflex, +1 to Will

Healing Surges per Day: $10 +$ your Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee; simple ranged, military ranged

Implement Proficiencies: Holy symbols

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

Trained Skills: Four from the list of class skills

shoulders injuries to keep comrades unharmed and compels enemies to strike him or her first, rather than the paladin's allies. By invoking divine magic, such cavaliers can sacrifice their vitality and strength to protect those who are weaker, and they gladly do so.

See page 140 for the features and powers associated with the virtue of sacrifice.

Valor A cavalier of valor focuses on martial prowess and aggressive attacks against enemies. He or she brings the fight to foes, protecting allies by forcing enemies to respond to divine attacks. The virtue of valor emphasizes unflinching bravery in the face of a powerful enemy, and bards' stories are filled with tales of cavaliers of valor who lived up to the name, riding out to challenge dragons, demon lords, and other mighty champions of evil. This is the fate you willingly embrace.

See page 143 for the features and powers associated with the virtue of valor.

Race

Choose your race (page 35). Dragonborn and half-elf are particularly good choices for a cavalier.

Dragonborn A dragonborn's bonuses to Strength and Charisma mean that members of the race make excellent cavaliers. When the empire of Arkhosia was at its height, dragonborn cavaliers served as wandering judges and administrators. They kept the peace and ensured that the empire remained strong.

Although Arkhosia is a distant memory, a few dragonborn cavaliers keep the ideals of that ancient empire alive.



Bree, half-elf cavalier

They do what they can to bring justice to the downtrodden and to atone for those of their order who fell from the path of honor. A dragonborn cavalier is likely a lone wanderer who follows his heart to stay on the path of righteousness, even though his dragonlike appearance draws fear and mistrust from others.

Dragonborn cavaliers typically worship Bahamut. But a few blame that god for turning his back on Arkhosia and instead put their faith in other powers: a god such as Erathis or Kord, the strength of their own convictions, or the wisdom of a mighty ruler.

Half-Elf Caught between two worlds, half-elves have the leadership and interpersonal abilities necessary to become great cavaliers. A cavalier must have the foresight and diplomatic touch necessary to keep intact the scattered towns and villages of civilization. Half-elf cavaliers excel at this duty, and their capability to operate in both human and elf cultures gives them an unmatched ability to rally the forces of good.

Though half-elf cavaliers do travel from place to place, they prefer to remain in an area long enough to work on its long-term problems. A half-elf cavalier might donate money and expertise to help a town build a defensive wall. She leads drills of the local militia, handpicks officers to lead it, and helps establish traditions and institutions that will linger long after she has left.

Half-elf cavaliers usually venerate Pelor or Corellon.



Roghar, dragonborn cavalier

Ability Scores

Determine your ability scores (see page 38). A cavalier needs to be able to fight effectively in melee, so make Strength your highest score. Charisma helps bolster the divine magic you use to defend your allies, so it should be your next highest score. Additionally, a good Constitution grants you the extra hit points you need to absorb your enemies' attacks.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your Dexterity, Intelligence, and Wisdom scores will help flesh out your character. A high Dexterity might point to a past life of crime, perhaps one you repented before becoming a cavalier. Alternatively, you might hail from a tribe of horse riders, among whom you honed your balance and reflexes while riding on the open plains. Wisdom and Intelligence point to a more studious background. Perhaps you are an ascetic, or come from a scholarly background, but chose to follow in the footsteps of the cavaliers of old after reading about them.

Skills

At 1st level, choose four trained skills from the following list of class skills: Athletics, Diplomacy, Endurance, Heal, History, Insight, Intimidate, and Religion. See Chapter 6 for information on skills.

Diplomacy, Intimidate, and Insight are good choices for a cavalier. Because of your good Charisma score, your companions might rely on you to handle social situations. When you arrive in a strange village, you can bargain for a place to stay for the night, or for other needs the group might have.

Many injuries occur during combat, so Heal is also a good choice, because it allows you to tend to wounded comrades. Keep in mind, however, that during a battle you could be too busy holding back your enemies to aid an ally.

Your skills point to your character's background. If you select Religion, perhaps you are a holy warrior who fought as part of a sect alongside clerics and other divine magic wielders. Are you still a member of the sect, or did you part on bad terms? Skill in History might suggest a background that included time spent researching the cavaliers of old—perhaps one of those stories was the inspiration that got you started on your adventuring career. Is there a specific champion you look up to or model yourself after?

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Cavalier Heroic Tier table on page 123. Also note the powers and class features you gain from the virtue you chose for your character.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels. See Chapter 7 for information on feats.

As a cavalier, your first responsibility is to protect your comrades. You can't do that if you're unconscious, so review the enduring stamina category for a feat to increase your hit points or to let you resist enemy attacks.

Of course, you also want to smite your enemies. The Weapon Focus feat lets you deal more damage, and the Expertise feat from the weapon training category that corresponds to your weapon helps you hit more often.

Consider selecting a feat from the divine devotion category to symbolize your connection to a particular deity who represents your chosen virtue. A cavalier of sacrifice might select the Disciple of Law feat to symbolize his or her link to Erathis and community, while a cavalier of valor could embrace the faith of Pelor and take the Disciple of Light feat to help inspire his or her allies.

Just because you're already wearing the best armor in the game, don't ignore the armor training category. The Heavy Armor Agility feat lets you ignore the speed penalty of your heavy armor, which can be useful when you need to charge into battle.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, chainmail, scale, and plate. You can also use light shields and heavy shields. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged. You also have proficiency with holy symbols, although you typically channel your divine magic through a weapon.

You have 100 gp to buy your starting equipment. Since you can expect to stand at the front of any battle, absorbing and delivering many attacks, you should purchase the best armor, shield, and weapon you can afford: plate armor, a heavy shield, and either a longsword or a battleaxe. If you have enough gold, consider picking up a ranged weapon as well.

Longsword The longsword is perhaps the most popular weapon among cavaliers, and for good reason. It's accurate, and it allows you to deal damage to enemies more predictably than other weapons.

Battleaxe A battleaxe metes out more damage than a longsword, but at the price of lower accuracy. If you can rely on another adventurer to help your accuracy—such as a rogue who might commonly take up a flanking position against the enemy you face—the battleaxe is a solid choice.

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor (see "Defenses," page 40). In addition, you gain a +1 bonus to Fortitude, Reflex, and Will.

You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level. You have a number of healing surges per day equal to 10 + your Constitution modifier.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment as determined by your chosen virtue (sacrifice, page 140, or valor, page 143).

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.

HEROIC CAVALIER

In the heroic tier, you learn to combine fighting skill and divine magic into a potent combination.

CAVALIER HEROIC TIER

Total XP	Level	Known Feats	Class Features and Powers
0	1	1	<i>Defender aura</i> <i>Holy smite</i> <i>Righteous radiance</i> <i>Righteous shield</i> <i>Spirit of Virtue</i> <i>Valiant strike</i> <i>Virtue at-will power</i>
1,000	2	+1	<i>Restore vitality</i>
2,250	3		<i>Extra Holy Smite</i>
3,750	4	+1	<i>Ability score increase</i> <i>Pace of the Virtuous Charger</i>
5,500	5		<i>Daily power</i>
7,500	6	+1	<i>Utility power</i>
10,000	7		<i>Improved Righteous Shield</i>
13,000	8	+1	<i>Ability score increase</i> <i>Spirit of the virtuous charger</i>
16,500	9	—	<i>Daily power</i>
20,500	10	+1	<i>Utility power</i>

Level 1: Defender Aura

You are a cavalier, a bulwark of protection for your allies.

Benefit: You gain the *defender aura* power.

Defender Aura

Paladin Utility

You work to occupy nearby foes, using a combination of fighting skill and clever tactics to keep them distracted.

At-Will ♦ Aura

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Level 1: Holy Smite

Filled with the strength of your convictions, you call upon divine power as you smite a foe. That power coalesces around your weapon as you strike, lancing your enemy with radiant energy before your attack connects.

Benefit: You gain the *holy smite* power.

Holy Smite

Paladin Attack

Your weapon fills with divine radiant energy, which bursts forth as you strike your enemy.

Encounter ♦ Divine, Radiant

Free Action

Personal

Trigger: You target an enemy with an at-will weapon attack power.

Effect: The target takes radiant damage equal to $2 + \text{your Charisma modifier}$. If the triggering attack hits, the target is also dazed until the end of your next turn.

Level 7: $4 + \text{Charisma modifier}$ radiant damage.

Level 17: $7 + \text{Charisma modifier}$ radiant damage.

Level 27: $10 + \text{Charisma modifier}$ radiant damage.

Level 1: Righteous Radiance

The power of your virtue emanates from you like a beacon to your foes, letting them know they face a formidable opponent. You punish those enemies who refuse to fight you.

Benefit: You gain the *righteous radiance* power.

Righteous Radiance

Paladin Attack

You exact divine punishment on a foe that ignores your challenge.

At-Will ♦ Divine, Radiant

Opportunity Action Melee 1

Trigger: An enemy subject to your *defender aura* either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active *defender aura*.

Target: The triggering enemy

Effect: The target takes radiant damage equal to $3 +$ your Charisma modifier.

Level 11: $6 +$ Charisma modifier radiant damage.

Level 21: $9 +$ Charisma modifier radiant damage.

Level 1: Righteous Shield

You are a beacon of hope and inspiration on the darkest battlefield. Using the divine magic you command, you sacrifice a small portion of your vitality to shield an ally from harm using a burst of divine magic.

Benefit: You gain the *righteous shield* power.

Righteous Shield

Paladin Utility

You form golden energy around an ally, absorbing an attack against your friend and transferring the damage to yourself. As the magic fades, you become charged with righteous fury that fuels your attacks.

Encounter ♦ Divine

Immediate Interrupt Close burst 3

Trigger: An ally within 3 squares of you is damaged by an attack.

Target: The triggering ally in the burst

Effect: You take the damage of the triggering attack instead of the target. This damage ignores your immunities and resistances. In addition, you gain a +2 power bonus to attack rolls until the end of your next turn.

Level 1: Spirit of Virtue

When you choose a virtue to embody, you not only pick a path that you swear to adhere to, but you also become a symbol of that virtue to all who come into contact with you. It isn't an easy path, but the strength of your devotion gives you divine power to help on your journey.

Benefit: You gain a benefit associated with your virtue (sacrifice, page 140, or valor, page 143).

Level 1: Valiant Strike

Secure in your virtue, you embrace your role as protector of your allies. Sometimes the best way to offer protection is to put the enemy on the defensive. With unwavering courage, you throw yourself among your foes and strike them down.

Benefit: You gain the *valiant strike* power.

Valiant Strike

Paladin Attack 1

You attack a foe, gaining strength from your conviction as the odds against you rise.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC. You gain a bonus to the attack roll equal to the number of enemies adjacent to you.

Hit: 1[W] + Strength modifier damage.

Level 21: 2[W] + Strength modifier damage.

Level 1: Virtue At-Will Power

Your attacks are more than swings of a sword or an axe. You infuse every mighty strike with divine power, transforming it into a powerful symbol of divine magic.

Benefit: You gain an at-will attack power associated with your virtue (sacrifice, page 140, or valor, page 143).

Level 2: Restore Vitality

Your faith and dedication to your virtue purify your spirit, allowing you to perform divine miracles. You can now restore health to your allies while purging poisons and other ills from them.

Benefit: You gain the *restore vitality* power.

Restore Vitality

Paladin Utility 2

You lay your hands upon an ally, invoking the power of your virtue to restore a comrade to health and remove hindering effects.

Daily ♦ Divine, Healing

Minor Action Melee 1

Target: One creature

Effect: The target regains hit points equal to your healing surge value and can make a saving throw.

Level 3: Extra Holy Smite

The enemies of virtue are everywhere. To defeat them, you learn how to call upon the divine power of your virtue more often in times of need.

Benefit: You gain one more use of *holy smite* per encounter, but you can still use it only once per turn.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 4: Pace of the Virtuous Charger

The first virtuous chargers were magic steeds that served the gods during the Dawn War. Those loyal steeds carried angels and powerful mortal cavaliers into battle against the primordials and their servants, and their spirits continue to roam the astral dominions.

You impart a fraction of the spirit of the great virtuous chargers of ancient times into any creature ridden by you or an ally.

Benefit: While you are riding a mount, that creature and each allied mount within 20 squares of you gain a +2 power bonus to speed. This bonus applies only outside combat.

Level 5: Daily Power

As you master divine magic and the fighting arts, you learn to channel divine power through your weapon attacks. You gain the ability to use a smiting attack that is more powerful than your *holy smite*, but it has such potency that you can employ it only once per day.

Benefit: You gain one of the following powers of your choice.

Chilling Smite Some enemies of virtue deserve no mercy and must be laid low. When you face such opponents, you can use this power to call upon the cold fury of divine power to draw the strength from your enemies so that they can't harm you or your allies.

Chilling Smite

Paladin Attack 5

You call upon divine power to smite your foe with cold fury. A sheen of black ice forms around your weapon, draining your enemy of its strength.

Daily ♦ **Cold, Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: $3[W] + \text{Strength modifier}$ cold damage, and the target takes a -5 penalty to damage rolls (save ends).

Miss: Half damage, and the target takes a -5 penalty to damage rolls until the end of its next turn.

Fiery Smite When outnumbered, a cavalier must rely on the divine power of his or her virtue to survive in battle. This smite allows you to clear other enemies away from your foe, driving them back with divine fire.

Fiery Smite

Paladin Attack 5

As you strike your enemy, a wave of divine fire explodes from its body, searing nearby foes.

Daily ♦ Divine, Fire, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier fire damage.

Miss: Half damage.

Effect: Each enemy adjacent to the target takes 5 fire damage.

Level 6: Utility Power

Your utility powers reflect the virtues you have pledged to uphold. Whether you choose to sacrifice your health to protect an ally, or you challenge enemies to valorous combat, this power allows you to defend those whose lives you hold dear.

Benefit: You gain one of the following powers of your choice.

Bond of Protection With this power, you create a subtle but powerful link with an ally. If your ally takes damage, this bond soothes the wounds by transferring some of his or her pain to you.

Bond of Protection

Paladin Utility 6

You create a spiritual link between yourself and an ally that allows you to partially shield your friend from harm.

Daily ♦ Divine

Minor Action **Close burst 5**

Target: One ally in the burst

Effect: Until the end of the encounter, the target gains a +2 power bonus to all defenses and a +5 power bonus to Endurance checks. In addition, whenever the target takes damage, you can reduce that damage by 5 as a free action. If you do so, you take 5 damage. This damage ignores your immunities and resistances.

Wrath of the Gods You call upon divine favor to imbue your allies with a portion of your virtue, allowing them to deliver damaging blows to your enemies.

Wrath of the Gods

Paladin Utility 6

You extend the power of your virtue to nearby allies, enabling you and your friends to easily strike down your enemies.

Daily ♦ Divine

Minor Action **Close burst 1**

Target: You and each ally in the burst

Effect: Until the end of the encounter, each target gains a power bonus to damage rolls equal to your Charisma modifier.

Level 7: Improved Righteous Shield

As your faith in your virtue grows, you come to appreciate the value of your allies and fully understand your duty to protect them from harm. To that end, you are now able to call upon greater amounts of divine power to shield your allies and rout your enemies.

Benefit: Your *righteous shield* power gains an additional effect associated with your virtue (sacrifice, page 140, or valor, page 143).

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 8: Spirit of the Virtuous Charger

In an earlier time when cavaliers rallied together to oppose the tide of evil, the gods of good gifted these champions with a number of faithful, divine creatures known as virtuous chargers. Since that ancient time, the chargers have disappeared from the mortal world and now exist only as ephemeral beings of divine power galloping across the astral realms. You now know how to call on the spirit of one of these loyal steeds, wreathing yourself in its essence to gain increased speed.

Benefit: You gain the *spirit of the virtuous charger* power.

Spirit of the Virtuous Charger

Paladin Utility 8

You infuse the spirit of a divine steed into yourself, gaining some of its capabilities.

Daily ♦ **Divine**

Minor Action

Personal

Effect: You gain a +2 power bonus to speed. You also gain a power bonus to damage rolls with charge attacks equal to your Charisma modifier. These effects last until the end of the encounter.

Level 18: You also gain a fly speed equal to your speed.

Level 28: This power can also target each ally within 2 squares of you.

Level 9: Daily Power

Now that you have mastered both the mysteries of divine magic and the rigorous faith needed to adhere to your chosen virtue, you learn to channel magical attacks through your weapon that can hurt multiple enemies.

Benefit: You gain one of the following powers of your choice.

Thundering Smite Some attacks are so powerful that they propel magic across the battlefield. With this smite, you channel the power of divine thunder into your weapon. When you attack, you create a shock wave that pushes nearby foes to the ground like strands of wheat in a storm.

Thundering Smite

Paladin Attack 9

Thunder bursts from your weapon as you strike your foe, knocking down nearby enemies.

Daily ♦ Divine, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier thunder damage.

Miss: Half damage.

Effect: Each enemy within 2 squares of the target falls prone.

Whirling Radiance With this attack, you draw divine power into yourself and then release it as you swing your weapon in a deadly arc of radiant energy.

Whirling Radiance

Paladin Attack 9

Spurred on by divine fervor, you unleash a spinning attack that leaves a painful radiance lingering on your foes.

Daily ♦ Divine, Radiant, Weapon

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier radiant damage, and ongoing 5 radiant damage (save ends).

Miss: Half damage.

Level 10: Utility Power

Each of these powers represents a particular virtue, allowing you to use divine magic to personify that virtue's key traits. Although many cavaliers use the power that corresponds to their chosen virtue, doing so is not a requirement. After all, each virtue is important to every cavalier, and you can walk a truly righteous path only by following the tenets of all the virtues.

Benefit: You gain one of the following powers of your choice.

Beacon of Nobility With this power, you offer a steady hand of support to your allies by granting them the endurance and vitality they need to persist in their efforts.

Beacon of Nobility

Paladin Utility 10

You inspire hope in your allies through your combination of divine power and valorous words.

Daily ♦ Divine

Minor Action

Personal

Effect: Once per round until the end of the encounter, you can take a minor action to choose an ally within 5 squares of you. That ally gains 5 temporary hit points and a +2 power bonus to the next skill check he or she makes before the end of his or her next turn.

Beacon of Penance This power illustrates one of the key principles of the virtue of sacrifice. You can spend your own vitality to lend your strength to your allies. From one comes the strength to sustain many.

Beacon of Penance

Paladin Utility 10

You sacrifice some of your own vitality to help your allies overcome their wounds.

Daily ♦ **Divine, Healing**

Minor Action

Personal

Effect: Once per round until the end of the encounter, you can take a minor action to restore 10 hit points to one ally within 2 squares of you. If you do so, you take 10 damage. This damage ignores your immunities and resistances.

PARAGON CAVALIER

You have fought many evil foes, and now you are ready to take the battle to even more powerful enemies. Your dedication to your virtue shines through in each of your actions.

Paragon Path: Valiant Cavalier

At 11th level, your cavalier takes on the valiant cavalier paragon path (see page 81 for details on paragon paths). You are a living embodiment of your chosen virtue. Each action you take, whether in or out of battle, is guided by your deep attachment to your chosen path.

Prerequisite: Only a cavalier can take this paragon path.

CAVALIER PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Valiant Cavalier's Action [valiant cavalier] Virtuous Health [valiant cavalier] Beacon of Virtue [valiant cavalier]
32,000	12	+1	Banner of Virtue [valiant cavalier]
39,000	13	—	Extra Holy Smite
47,000	14	+1	Ability score increase
57,000	15	—	Daily power
69,000	16	+1	Enduring Champion [valiant cavalier] Utility power
83,000	17	—	Encouraging Presence
99,000	18	+1	Ability score increase
119,000	19	—	Daily power
143,000	20	+1	Virtuous Burden [valiant cavalier]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Valiant Cavalier's Action

Valiant cavalier paragon path feature

When you push yourself beyond your limits, your dedication to your virtue allows you to call on reserves of divine power to help you and your allies overcome any challenge.

Benefit: You gain a path feature associated with your virtue (sacrifice, page 140, or valor, page 143).

Level 11: Virtuous Health

Valiant cavalier paragon path feature

Your chosen virtue guides many of your choices, and it remains a guiding ideal whenever you face an important decision point in your life. By the same token, the divine power of your virtue supports you when you need it most. The strength you draw from it grows deeper as you advance its cause.

Benefit: You gain a +2 bonus to saving throws. You also gain immunity to diseases of your level or lower.

Level 11: Beacon of Virtue

Valiant cavalier paragon path feature

In battle, you serve as an example to others when you use the powers of your chosen virtue. The divine power you command radiates from you, identifying you as a natural battle captain and helping you to protect and aid your allies during combat.

Benefit: You gain an encounter attack power associated with your virtue (sacrifice, page 140, or valor, page 143).

Level 12: Banner of Virtue

Valiant cavalier paragon path feature

When the first cavaliers fought alongside the gods, they forged mighty battle standards to rally their allies and challenge the masses of monsters gathered by the primordials. Many tales speak of how an army of good, on the verge of defeat, steeled its courage and won the day when the banner-bearing cavaliers refused to yield an inch to an onrushing horde of monsters.

By using divine power to call on the memory of those times, a cavalier can create glowing, spectral versions of the ancient standards. Depending on your virtue, the banner that you create inspires your allies in different ways.

Benefit: You gain a utility power associated with your virtue (sacrifice, page 140, or valor, page 143).

Level 13: Extra Holy Smite

You have become a champion of your virtue, and your dedication to that ideal has increased the frequency with which you can smite any foe that seeks to defy you.

Benefit: You gain one more use of *holy smite* per encounter, but you can still use it only once per turn.

Level 14: Ability Score Increase

Each new challenge makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

Your ideals have set you on a path to the ultimate levels of divine power. With your virtue as your weapon, you can temporarily become a living avatar of its power.

Benefit: You gain one of the following powers of your choice.

Avatar of Righteous Nobility As a cavalier, you tend to the needs and protection of others. You come second in all things, except when it is time to stand defiant against encroaching evil. With this power, you accept the essence of righteous nobility into your physical form for a short time, creating a storm of divine power that punishes those that would prey on those you protect.

Avatar of Righteous Nobility

Paladin Attack 15

When you strike, your skin glows gold as radiant energy swirls around you like a gathering storm, ready for retribution against those who attack your allies.

Daily ♦ Divine, Radiant, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: $4[W] + \text{Strength modifier}$ radiant damage.

Miss: Half damage.

Effect: Both the radius of your *defender aura* and the range of your *righteous radiance* change to 3. This benefit lasts until the aura is deactivated or until the end of the encounter.

Avatar of Undaunted Bravery A cavalier must stand undaunted by the rise of evil. Whether engaged in battle or rallying people to defend the realm, you serve as an example to others. With this power, your bravery provides you with the energy needed to fight to the end, while the divine magic that infuses you allows you to bring enemies to heel.

Avatar of Undaunted Bravery

Paladin Attack 15

As you strike, your skin glows red with divine fervor and radiant energy swirls around you. Nearby enemies can't resist the strength of your determination, and you draw them near so that you can vanquish them.

Daily  **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier radiant damage.

Miss: Half damage.

Effect: As the first action of each of your turns until the end of the encounter, you can choose one enemy within 5 squares of you and pull it up to 2 squares as a free action.

Level 16: Enduring Champion

Valiant cavalier paragon path feature

You have endured many difficult battles and trying ordeals in your quest to uphold virtue. While those experiences were painful, they and your faith have inured you to hardship.

Benefit: You gain a bonus to your healing surge value equal to your Charisma modifier.

Level 16: Utility Power

No matter how careful you are to intercept enemies before they can reach your comrades, you know that clever opponents occasionally overcome your watchful eye. With one of these whispered prayers, you gain a power that allows you to intercede from across the battlefield, preserving your ally from harm.

Benefit: You gain one of the following powers of your choice.

Angelic Intercession Whether your ally faces a dragon's searing breath or a lich's deadly spell, this power allows you to step into the path of the incoming attack. By sacrificing your own health, you shield an ally from harm.

Angelic Intercession

Paladin Utility 16

When you see an ally in harm's way, you call upon the power of angels to teleport yourself to your friend, taking that attack instead.

Daily  **Divine, Teleportation**

Immediate Interrupt **Personal**

Trigger: An ally within 5 squares of you is hit by an attack.

Effect: You teleport to a square adjacent to the ally, you are targeted by the attack instead of him or her, and you are hit by it.

Call from the Brink With this power, you call your ally's spirit back from the brink of death. Divine strength and endurance flow into that ally, allowing him or her to see the battle through to victory.

Call from the Brink

Paladin Utility 16

As your ally suffers a grievous injury, you channel divine energy into your friend to banish that wound and provide renewed determination.

Daily ♦ Divine, Healing

Immediate Reaction **Close burst 5**

Trigger: An ally within 5 squares of you drops to 0 hit points or fewer.

Target: The triggering ally in the burst

Effect: The target can spend one or two healing surges. In addition, the target gains a +2 power bonus to attack rolls until the end of your next turn.

Level 17: Encouraging Presence

As a cavalier, you know that courageous words and deeds are a tool you can wield to help your allies. When your allies heal, you also strengthen their resolve to continue to fight by inspiring them with the power of your faith.

Benefit: Whenever an ally adjacent to you spends a healing surge, he or she gains temporary hit points equal to your Charisma modifier.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

Your mastery of the fighting arts and divine magic has advanced greatly since you first became a cavalier, and you have learned how to deliver more powerful smiting attacks against your enemies.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 5th level.

Smite of the Flame Cage The gods use fire to scour unholy powers from the land. With this smite, you gather the fires of divine justice within your weapon and unleash that energy upon enemies that try to flee your wrath or harm your allies.

Smite of the Flame Cage

Paladin Attack 19

As you attack, your weapon erupts with holy fire, which swirls around you and prevents your enemies from escaping.

Daily ♦ Divine, Fire, Weapon, Zone

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier fire damage.

Effect: You create a zone in a close burst 2 that lasts until the end of your next turn. Any enemy that willingly leaves the zone or that attacks a creature outside the zone takes 15 fire damage.

Smite of Winter's Grip When you smite an enemy with this attack, you channel the cold fury of divine power into your weapon.

Smite of Winter's Grip

Paladin Attack 19

You strike your foe, and frost spreads across its body from the point of impact, encasing your enemy in a layer of imprisoning ice.

Daily ♦ **Cold, Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier cold damage, and the target takes ongoing 10 cold damage and is restrained (save ends both).

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

Level 20: Virtuous Burden

Valiant cavalier paragon path feature

Your patience and dedication have paid off, helping you to become a living avatar of your virtue. Now that you stand on the verge of epic power, you can directly channel the might of your virtue for short periods of time, imposing that might upon your enemies. While they are affected, even if only for a moment, your foes are forced to follow your virtuous path, which might be enough to turn the tide of a battle. Then, as your enemy shrugs off the virtue, it receives a divine rebuke for daring such an offense.

Benefit: You gain a daily attack power associated with your virtue (sacrifice, page 140, or valor, page 143).

EPIC CAVALIER

You are a physical manifestation of your chosen virtue. No villain is beyond your power to challenge. If it's necessary to preserve peace and justice, you will travel across the planes and battle a god.

When your cavalier reaches 21st level, he or she takes on the epic destiny of the Destined Scion (page 237). This epic destiny represents the grand finale of your adventuring career. Like your paragon path, it grants a set of related features and powers.

CAVALIER EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Shared Virtue
255,000	23	—	Righteous Rescue
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	—	Daily power
450,000	26	+1	Epic destiny power
550,000	27	—	Divine Grace
675,000	28	-1	Ability score increase
825,000	29	—	<i>Avatar of virtue</i>
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You are an epic hero now, and your physical and mental acuity exceed all mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 22: Shared Virtue

You can now directly invoke the divine energy of your chosen virtue and share it with your allies.

Benefit: You gain a utility power associated with your virtue (sacrifice, page 140, or valor, page 143).

Level 23: Righteous Rescue

Above all else, you have always been there to protect your allies. Your dedication to your virtue is so strong that it fills you with divine power that transports you across the battlefield when you seek to aid those under your protection.

Benefit: Immediately after you use your *righteous shield*, you can take a free action to teleport up to 5 squares to a square adjacent to the target.

Level 24: Ability Score Increase

The increasing threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 25: Daily Power

You are the embodiment of divine virtue. As such, you are able to deliver vicious attacks against multiple foes around you.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 9th level.

Roaring Thunder With this power, you slam your weapon into an enemy with such fury that a peal of thunder emanates from the point of impact. In its wake, the ground shifts and rolls, knocking your foes to the ground like rag dolls.

Roaring Thunder

Paladin Attack 25

The ground shakes and cracks as you unleash the power of divine thunder, hammering your foe and knocking several enemies to the ground.

Daily ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 4[W] + Strength modifier thunder damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: Each enemy within 3 squares of the target falls prone.

Radiant Storm This power allows you to channel divine radiance into the world, creating bright light that burns and drives away your enemies. Cavaliers often use this power as a protective veil, shielding their allies from an enemy's advance.

Radiant Storm

Paladin Attack 25

A swirling thundercloud of radiant energy forms around you and trails from your weapon as it scythes through your foes. As you move away, the cloud's lingering energy remains, lashing out at any enemy that gets too close.

Daily ♦ **Divine, Radiant, Weapon, Zone**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier radiant damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 10 radiant damage.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 237).

Level 27: Divine Grace

Divine energy courses through your body like blood. Its power burns through almost any deathly energy or poison that comes into contact with you.

Benefit: You gain resist 20 necrotic and resist 20 poison.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Avatar of Virtue

You have learned to live up to the full potential of your virtue. Through this transcendence, you gain a mighty attack that heralds your transformation into a creature of divine energy. Though you can maintain this form for only a brief time, it is enough to tip the scales of battle in your favor.

Benefit: You gain the *avatar of virtue* power. It replaces the daily attack power you gained at 15th level.

You become a creature of divine power, an unstoppable force of faith, strength, and virtue that instills hope and bravery in your allies.

Daily ♦ **Divine, Healing, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier radiant damage.

Miss: Half damage.

Effect: You and each ally within 5 squares of you can spend a healing surge. In addition, until the end of the encounter or until you fall unconscious, you gain a power bonus to damage rolls equal to your Charisma modifier, and once per round on your turn, you can take a free action to restore 10 hit points to one bloodied ally within 5 squares of you.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 237).

VIRTUE OF SACRIFICE

A cavalier of sacrifice must be ready to give up anything—money, status, power, or life itself—to defend those too weak to shield themselves from evil. Cavaliers of sacrifice are renowned because of the hardships they endure for the good of others. You sleep in a stable while your allies rest in an inn, to save a few coins for the poor. You wear little more than simple, peasant's garb when not in armor and are an ascetic devoted to your cause, willing to endure any ill or pain to prevent others from suffering it.

Even though the virtue of sacrifice carries a heavy cost, you must temper your actions with humility. You give up so much, but that sacrifice does not make you more noble than others. Pride is your enemy, because it threatens to lead you to arrogance and ultimately disdain for those you protect. Cavaliers of sacrifice who fall to evil become even more villainous due to the great distance they tumble.

Alignment: A cavalier of sacrifice must be lawful good. The virtue of sacrifice demands much from its adherents. Only the most honorable cavaliers embrace it.

Level 1: Spirit of Sacrifice

When you draw on your inner reserves, you can call upon the divine power of your virtue to instead grant that strength to an injured ally.

Benefit: You gain an additional healing surge. In addition, you can use your second wind as a minor action to heal an ally of your choice within 5 squares of you. If you do so, you gain no benefit from using your second wind, but the ally regains hit points equal to his or her healing surge value.

Level 1: Virtue At-Will Power

In the hands of a cavalier of sacrifice, a weapon is more than a tool of destruction. It is a symbol of hope, because each strike you make against hope's enemies shows your allies the path to victory.

Benefit: You gain the *strike of hope* power.

Strike of Hope

Paladin Attack 1

Your weapon flashes with divine light that sears your enemy and lifts your allies' hearts with renewed vigor and purpose.

At-Will ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $1[W]$ + Strength modifier radiant damage. One ally within 5 squares of you gains temporary hit points equal to your Charisma modifier. If the ally is bloodied, the temporary hit points increase by 5.

Level 21: $2[W]$ + Strength modifier radiant damage.

Level 7: Improved Righteous Shield

The stronger you become in your conviction, the easier it becomes to protect your allies, which only further strengthens your conviction.

Benefit: When you use your *righteous shield*, the damage you take is reduced by 10. At 23rd level, the damage you take is reduced by 20.

Level 11: Sacrificial Action

Valiant cavalier paragon path feature

When you reach for your deepest reserves of strength and will to push beyond normal limits, the power of your virtue flows freely through you. At those times, you can expend some of your vitality to let that power flow over your nearby allies, healing their wounds.

Benefit: When you spend an action point to take an extra action, you can also spend a healing surge as a free action. You regain no hit points for doing so, but each ally within 5 squares of you regains hit points equal to your level.

Level 11: Beacon of Sacrifice

Valiant cavalier paragon path feature

While the virtue of sacrifice requires you to focus on aiding those weaker than you, this power allows you to harm your enemies while following your virtue. You create a focused burst of radiant energy that sears your foes. As part of the power, you can also sacrifice some of your life energy to protect your allies.

Beacon of Sacrifice

Valiant Cavalier Attack 11

You expend a portion of your vitality to send a flashing burst of radiant energy spilling across your enemies, searing them even as your sacrifice lends strength to your allies.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Strength vs. AC

Hit: $2[W] + \text{Strength modifier}$ radiant damage.

Effect: You can choose to take 10 damage (this damage ignores your immunities and resistances). If you do so, each ally within 2 squares of you gains resist 10 to all damage until the start of your next turn.

Level 12: Banner of Sacrifice

Valiant cavalier paragon path feature

The *banner of sacrifice* is a sign of hope in the chaotic battlefield that draws your allies to it. As you stand and fight, the divine magic of this power transforms the pain of your wounds into soothing, healing magic for your allies.

Banner of Sacrifice

Valiant Cavalier Utility 12

A banner of divine energy, stained with blood, appears over you, symbolizing the sacrifice you make to fortify your allies.

Daily ♦ **Aura, Divine, Healing**

Minor Action **Personal**

Effect: You activate an aura 2 that lasts until the end of the encounter. Whenever you take 20 or more damage from a single attack, each bloodied ally in the aura regains 5 hit points.

Level 20: Burden of Sacrifice

Valiant cavalier paragon path feature

Pride and arrogance are both potential pitfalls for cavaliers of sacrifice, because this virtue carries a great demand that only a few can shoulder. You demonstrate the high price expected of you by giving your own vitality to restore the health of your allies.

Burden of Sacrifice

Valiant Cavalier Attack 20

Radiant energy flares around you as you land a punishing blow on your enemy. Then, as part of your sacrifice, the energy streams out of you, taking a portion of your vitality to deliver health to your allies.

Daily ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier radiant damage.

Miss: Half damage.

Effect: For each ally you choose within 5 squares of you, you can spend a healing surge but regain no hit points. Instead, that ally regains hit points equal to your healing surge value. If you spend at least one healing surge in this way, you gain resist 10 to all damage until the end of the encounter.

Level 22: Shared Sacrifice

The virtue of sacrifice, when shared among your allies, allows you to ensure that each of your foes' attacks harms only the strongest among you. You call upon divine favor, and a golden aura surrounds you, creating a shared pool of strength and vitality that your comrades can draw upon.

Shared Sacrifice

Paladin Utility 22

The virtue of sacrifice binds you and your allies together. An attack against one is an attack against the strongest.

Daily ♦ Aura, Divine

Minor Action Personal

Effect: You activate an aura 5 that lasts until the end of the encounter. Whenever you or an ally in the aura would spend a healing surge, you or an ally in the aura can lose a healing surge on that character's behalf so that he or she doesn't have to spend the surge.

VIRTUE OF VALOR

On the battlefield, you are the pinnacle of bravery. You stand resolute against any foe, from a seemingly endless wave of kobolds to a mountain-shaking titan. Without valor, the other virtues lose meaning and impact. To stand against a daunting foe or to hold tight to the exacting standards of the order of cavaliers—both of these tasks require faultless valor. You stand at the forefront of a battle, taking the vanguard position to both strike at your foes and shield your allies from your enemies' most ferocious attacks. In this manner, your adherence to valor ensures that your bravery serves as a stirring example.



Some paladins spread justice with a really big warhammer

take up the cause of justice in battle. Your blade flies from its sheath at the first sign of combat, while your superior endurance allows you to remain in the fight long after others have faltered.

Benefit: You gain a +4 bonus to initiative checks, and your healing surge value increases by 2.

Level 1: Virtue At-Will Power

You call upon the power of your virtue to hold your enemy accountable for the injuries it seeks to inflict on your allies. Your weapon shines with radiant energy, which flashes as you strike.

Benefit: You gain the *vengeful strike* power.

Valor must be tempered with wisdom. The valorous cavalier does not fight for the sake of fighting, but for the just cause. Valor turns to bloodlust when a cavalier fails to see that skill at arms is only one solution. Tales abound of valorous cavaliers who have fallen to evil. They didn't abandon their virtue, but rather lost the wisdom needed to wield it for good.

Alignment: A cavalier of valor can be lawful good, good, or unaligned. While the ideal of valor demands bravery in combat, it asks only that its adherents refrain from attacking the weak or innocent.

Level 1: Spirit of Valor

As an adherent of valor, you are always ready to

Vengeful Strike

Paladin Attack 1

You let divine fury wash over you as you strike with your glowing weapon. Your enemy recoils in pain as the searing wound weakens its defenses.

At-Will ♦ **Divine, Radiant, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier radiant damage. If at least one bloodied ally is within 5 squares of you, the target takes extra radiant damage equal to your Charisma modifier.
Level 21: 2[W] + Strength modifier radiant damage.

Miss: You gain a +2 power bonus to your next damage roll against the target.

Level 7: Improved Righteous Shield

When you see your allies attacked, you let the divine energy of your virtue course through you so that you can deliver vengeance upon your foes once you have protected your allies from harm.

Benefit: When you use your *righteous shield*, you also gain a bonus to your next damage roll before the end of your next turn. The bonus equals 2 + your Charisma modifier. At 23rd level, this bonus increases to 5 + your Charisma modifier.

Level 11: Valorous Action

Valiant cavalier paragon path feature

You live to avenge the innocent. You accept that villains and monsters will rain blows upon you, but their attacks against your allies only heighten your wrath.

Benefit: When you spend an action point to take an extra action, you also gain a +2 power bonus to attack rolls until the end of your next turn. If at least one bloodied ally is within 5 squares of you when you spend the action point, the bonus increases to +4.

Level 11: Beacon of Valor

Valiant cavalier paragon path feature

As you embody the power of your virtue, you inspire your allies to fight harder. At the same time, your valorous display terrifies your foes. Frozen in place with panic, they cannot flee the coming storm of your allies' attacks.

Beacon of Valor

Valiant Cavalier Attack 11

You raise your weapon and shout your defiance at your foes, hammering them with the divine force of your resolve as your allies redouble their efforts.

Encounter ♦ Divine, Fear, Radiant, Weapon

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier radiant damage, and the target is immobilized until the end of your next turn.

Effect: Each ally in the burst gains a +2 power bonus to attack rolls until the end of your next turn.

Level 12: Banner of Valor

Valiant cavalier paragon path feature

Many battles have turned at the foot of this banner, because warriors who might otherwise have fled the battle find the willpower to carry on. Those who stand and fight under the banner's divine glow gain renewed strength and purpose.



The cavalier Donaar deals with a pair of angry hell hounds

Banner of Valor

Valiant Cavalier Utility 12

A banner of divine energy appears over you, channeling your fighting prowess into inspiration for your allies' attacks and defenses.

Daily ♦ Aura, Divine

Minor Action

Personal

Effect: You activate an aura 2 that lasts until the end of the encounter. Whenever you hit an enemy with an attack, each ally in the aura gains a +2 power bonus to attack rolls and all defenses until the end of your next turn.

Level 20: Burden of Valor

Valiant cavalier paragon path feature

Drawing on the power of your virtue, you force an opponent to fight you. Your divine magic stirs its bravery, causing it to focus its attacks on no one but you.

Burden of Valor

Valiant Cavalier Attack 20

Your weapon becomes a brand of radiant energy as you strike your foe. Divine power swirls around you, compelling your enemy to enter a duel against you.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier radiant damage.

Miss: Half damage.

Effect: You gain a +2 power bonus to attack rolls against the target, and the target takes a -5 penalty to attack rolls against all creatures other than you. This effect lasts until the end of the encounter or until you end your turn without having attacked the target during that turn.

Level 22: Shared Valor

As battle erupts, you draw on the might of your convictions, filling yourself and your allies with courage. You then all magically leap forward to face your foes.

Shared Valor

Paladin Utility 22

A golden, emboldening light flashes around you and your companions, transporting you to places where you can confront the enemy directly.

Daily ♦ Divine, Teleportation

Free Action Close burst 5

Trigger: You and your allies roll initiative.

Target: You and each ally in the burst

Effect: Each target gains temporary hit points equal to 15 + your Charisma modifier. In addition, you can teleport each target up to 10 squares to a square adjacent to an enemy.

RANGER

Martial and Primal Controller: Rangers such as the hunter use their training and skill with ranged weapons as well as a reverence for the natural world to make them champions of the wilderness.

Martial and Primal Striker: Rangers such as the scout mix a singular two-weapon combat style with a mastery of primal magic to overwhelm their foes.

Why This Is the Class for You: You want to play an adventurer who combines wilderness prowess with primal magic.

Some heroes are more at home among the trees or in open fields than they are when walking the streets of a city. In ages past, rangers kept the peace along the farthest frontiers of civilization, wandering the land to root out monsters and keep the roads clear of threats. Today, the empires of old are long gone, their roads fallen into ruin. Yet even as the encroaching darkness grows ever bolder, rangers continue the valiant fight to keep the borderlands safe and secure. So well do they perform this task that many of those on the frontier never realize the debt they owe to those who protect them.

Many common folk are suspicious of rangers, knowing their kind only as loners who have no ties to kin or community. Indeed, some rangers eventually become little more than hermits watching over specific areas of the wild. However, as the darkness encroaches upon civilization, many rangers take on a protective role that prompts them to wander throughout all settled lands.

A ranger's abilities reflect the divide between civilization and wilderness. Although rangers learn to master weapons, most commonly bows and those used in two-weapon fighting, they augment this martial training with their knowledge of primal magic. A ranger in the wild counts on his or her woodcraft and mastery of magic to survive.

The types of ranger you can create with this book are the hunter and the scout.

BASIC ATTACKS

As a ranger, you make most of your attacks using basic attacks (page 26); a hunter specializes in ranged basic attacks, and a scout utilizes melee basic attacks. Some classes rely primarily on class-specific attack powers, whereas you typically make basic attacks enhanced by your aspect of the wild and other class features and powers.

HUNTER

Key Abilities: Dexterity, Wisdom

Hunters are the masters of ranged weapons, and they draw on cunning battle tactics to deter their enemies. Reverent allies of the natural world, hunters train in the deep forests and wilderness, tracking down and slaying monsters intent on attacking villages and towns. At the same time, they seek to find harmony with the beneficial creatures of nature, and they learn to dabble in primal power—the magic of nature itself.

A hunter is a controller first and foremost, manipulating the battlefield using high-precision ranged attacks. Against single targets, however, a hunter's attacks pack a punch that make it lean toward striker as a secondary role.

CREATING A HUNTER

This section walks you through the steps of creating a hunter. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race (page 35). Drow and human are particularly good choices for a hunter.

DROW With an ability score bonus to both Dexterity and Wisdom, drow are excellent hunters. Their speed and awareness make them natural archers, much like their surface cousins. Even better, both *cloud of darkness* and *darkfire* are ideal powers for a hunter. *Cloud of darkness* provides a handy escape if an enemy moves too close to you, while *darkfire* makes your targets more susceptible to your ranged attacks.

Class Traits

Hit Points: You start with hit points equal to $12 +$ your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +1 Fortitude, +1 Reflex

Healing Surges per Day: $6 +$ your Constitution modifier

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Class Skills: Acrobatics (Dex), Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Nature (Wis), Perception (Wis), Stealth (Dex)

Trained Skills: Dungeoneering or Nature, plus four more from the list of class skills

Many of the drow who wander to the surface world become hunters. Among the people of the wilderness, drow encounter less prejudice and mistrust than they do when traveling in civilized areas. In the face of marauding ogres, giants, and other threats, a drow's courage and fighting skill mean more than his or her heritage. In some ways, such drow become the most heroic of their kind. They strive to prove their worth and to overcome the stigma cast on them by the evils committed by their people.

Drow hunters commonly worship Melora. Her attunement to the natural world appeals to drow rangers, who see themselves as important guardians of the unspoiled wilderness.

Human Their additional feat and trained skill make humans among the most versatile of hunters, giving them the ability to embrace the class's roles both in combat and outside it. Some human hunters use their feat and skills to improve their knowledge of the wilderness; others focus on improving their accuracy or damage in battle.

Human hunters are often outsiders who eschew cities and other large settlements, learning their craft as trackers and wilderness guides. As a human hunter, you might have started out as a member of a frontier community before being drawn to the forest for its natural splendor. Alternatively, you might be an exile from your people, forced to survive on your own through long years in a harsh wilderness.

Human hunters often worship Melora, believing that by her grace they are allowed to thrive outside the confines of civilization, free of the rules and laws of others.

Ability Scores

Determine your ability scores (page 38), keeping in mind that a hunter is best served by superior Dexterity and Wisdom. Dexterity is the foundation of your devastating ranged attack style, while a good Wisdom improves some of your most important skills and noncombat powers.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

When thinking of your character's personality, think about how your other ability scores can play a part. A high Charisma suits a former wilderness guide or an explorer for hire who led expeditions into the dangerous unknown. With a good Intelligence score, you might have grown up a studious character who traveled the secret roads of ancient forests, studying and cataloging plant and animal life. A good Strength or Constitution score might indicate military training, perhaps marking you as a former soldier who turned your back on civilization.

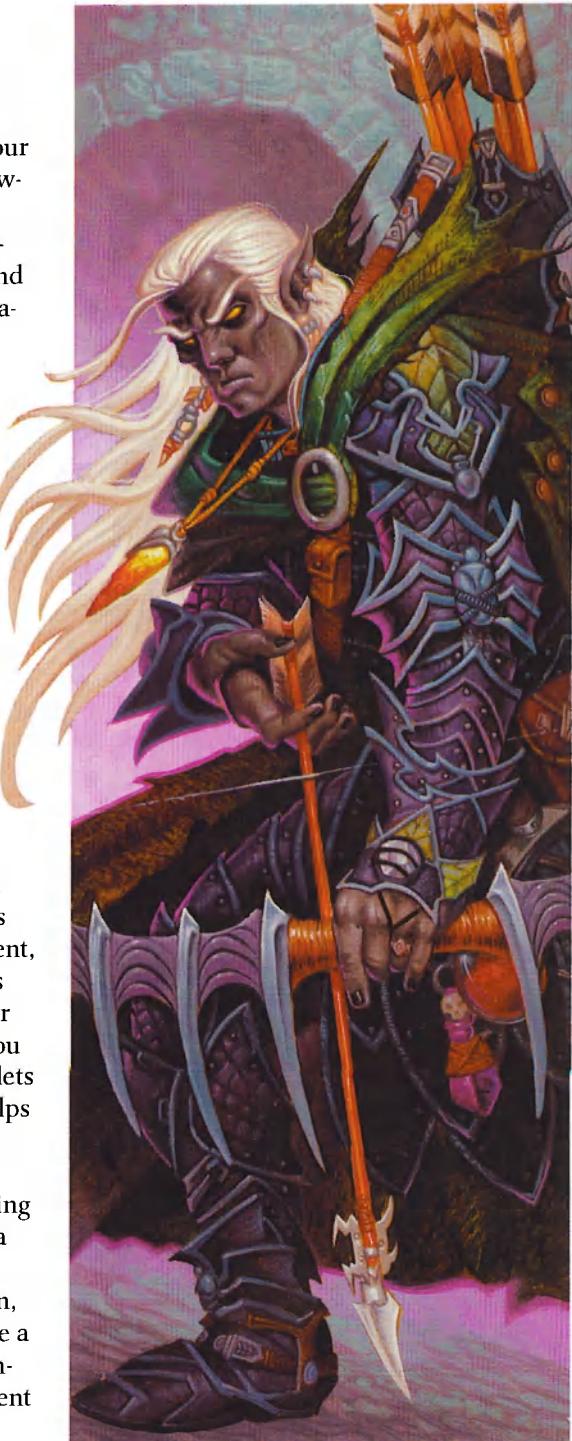
Skills

At 1st level, you have training in your choice of Dungeoneering or Nature. In addition, you choose four more trained skills from the following list of class skills: Acrobatics, Athletics, Dungeoneering, Endurance, Heal, Nature, Perception, and Stealth. See Chapter 6 for information on skills.

When selecting your skills, think about the harsh conditions you are sure to face over the course of your adventuring career. Dungeoneering or Nature is essential to long-term survival, and can give you insights into the strengths and weaknesses of even the most terrifying monsters. Acrobatics and Athletics are good choices for avoiding hazards, whether you are jumping over chasms, reducing falling damage, climbing dangerous cliffs—or helping your allies do the same.

For a hunter, skills and combat often go hand in hand. Stealth lets you blend in with your environment, slipping through forests and ruins like a ghost to get the drop on your foes. Likewise, Perception gives you a heads-up on hazards and traps, lets you track fleeing enemies, and helps you avoid ambush.

Your character's backstory can help you choose your skills. Training in Endurance might mark you as a self-reliant character accustomed to long treks through harsh terrain, while the Heal skill might indicate a character who has spent time wandering from settlement to settlement to practice the healing arts.



Belgos, drow hunter

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Hunter Heroic Tier table on page 154.

At 1st level, you have two important decisions to make when creating a hunter. First, you need to pick two aspects of the wild. These are primal abilities that help determine your fighting style.

Aspect of the dancing serpent is a good choice for a beginning character. It grants you the ability to pick off lone enemies, but its greatest edge lies in the free shift it grants you at the end of each turn. If you team up with a fighter or paladin, you can ensure that an enemy that wants to attack you pays a dear price.

Aspect of the lone wolf is ideal for finishing off bloodied enemies. As your allies wear down a foe, you can use this aspect to swoop in and eliminate it.

Second, you have your choice of two wilderness knacks—tricks and talents you have acquired that reflect your experiences as a wilderness guide and traveler. Consider starting with Ambush Expertise and Mountain Guide. Your focus on melee combat means that a well-planned ambush can give you a huge edge in a fight, while in rough terrain Mountain Guide allows your group to maneuver with greater ease.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels. See Chapter 7 for information on feats.

You gain either Bow Expertise or Crossbow Expertise at 1st level from your Archery Style class feature. The corresponding Weapon Focus feat is a good supplement to it. Improved Initiative then helps you make the most of those attacks, setting up your control of the battlefield before enemies have had a chance to react to your presence. Hunters are famed for their ability to react swiftly to danger, so a feat from the quick reaction category might suit your character.

Feats from the primal soul category represent your connection to the primal spirits whose presence imbues the natural world. Such feats offer a good way to reinforce your connection to the magic that powers your most potent attacks.

Equipment

You have proficiency with the following types of armor: cloth and leather. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged.

You have 100 gp to buy your starting equipment. Purchase a ranged weapon of your choice (see below), and consider leather armor for its balance between protection and mobility. If you have enough gold, consider picking up a melee weapon as well. Beyond that, survival and exploration are your character's forte, so stock up on provisions accordingly. Trail rations, rope, and other supplies useful for extended forays underground or into the wilderness can make all the difference to an adventuring expedition.

Bow Whether in its long or short form, the bow is one of the oldest and most reliable weapons.

As a ranger who favors the bow, you have a certain amount of finesse in your fighting style. The bow is a weapon of speed and elegance, especially when contrasted with other weapons that depend more on sheer power.

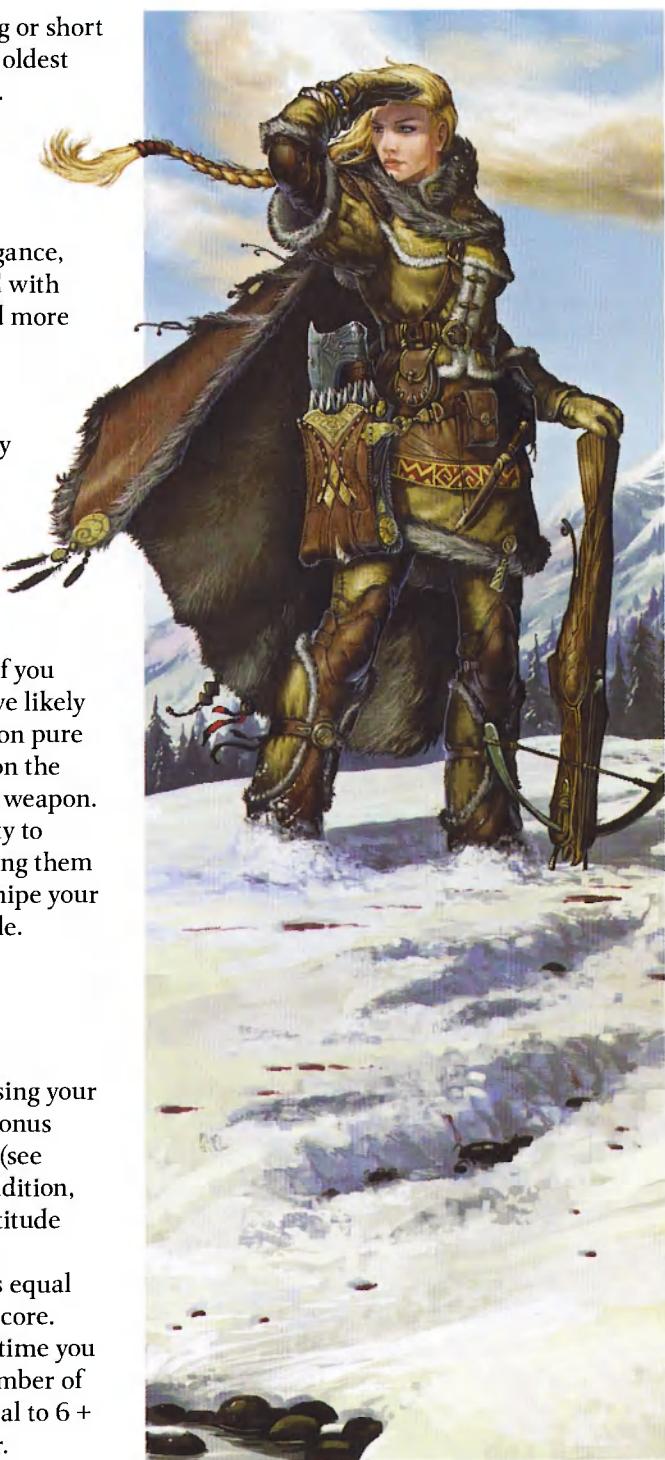
Crossbow A weapon designed to be used even by characters who have little martial training, the crossbow relies on a simple point-and-pull mechanism. It's a good choice for hunters whose focus

in combat is raw damage. If you favor the crossbow, you have likely chosen to concentrate less on pure marksmanship and more on the tactical advantages of your weapon. Every shot is an opportunity to punish your enemies, leaving them riddled with bolts as you snipe your way across the field of battle.

Defenses and Hit Points

Calculate your defenses, using your ability modifiers and the bonus for your character's armor (see "Defenses," page 40). In addition, you gain a +1 bonus to Fortitude and Reflex.

You start with hit points equal to $12 + \text{your Constitution score}$. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to $6 + \text{your Constitution modifier}$.



Gwenn, human hunter

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment (page 43) that matches your character's attitude and views. Most hunters are good or unaligned. Although some hunters see themselves as guardians of civilization, others take the opposite view. They patrol the wilds to prevent civilized realms from spreading ruin.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.

HEROIC HUNTER

In the heroic tier, you master both the mysteries of primal magic and the intricacies of the bow. With your aspects, you learn to combine the two into a deadly fighting style.

HUNTER HEROIC TIER

Total XP	Level	Known Feats	Class Features and Powers
0	1	1	Archery Style Expert Archer <i>Disruptive shot</i> Weapon Talent Aspects of the wild Wilderness knacks
1,000	2	+1	Utility power
2,250	3	—	Improved Disruptive Shot
3,750	4	-1	Ability score increase Wilderness knack
5,500	5	—	Reactive shift Weapon Mastery
7,500	6	+1	Utility power
10,000	7	—	Aspect of the wild Improved Disruptive Shot
13,000	8	+1	Ability score increase Wilderness knack
16,500	9	—	Close Combat Archery
20,500	10	+1	Utility power

Level 1: Archery Style

All hunters are archers, and your choice of ranged weapon defines an archery style that you will hone and perfect over the course of your adventuring career.

Many hunters—from the elves and eladrin of the wild forests to the humans and half-orcs of the plains and tundra—choose the longbow as their signature weapon. Most halflings prefer the shortbow due to its ease of use by smaller combatants, but either weapon excels at mowing down groups of marauding goblins, orcs, and other foul creatures.

The crossbow is often a more useful weapon in the cramped quarters of the Underdark. The dwarf hunters who took up their profession in the ancient caverns of their race's fallen strongholds favor the crossbow, as do hunters who spend their time in the gloom-tainted forest ruins spread across the borderlands.

You gain one of the following features depending on your choice of ranged weapon.

Bow Hunter You have spent so many hours training with the bow that you have learned, on your own, to use the weapon as capably as someone who received special training.

Benefit: You gain the Bow Expertise feat (page 311).

Crossbow Hunter As an expert with the crossbow, you can reload bolts in the blink of an eye. You have also mastered the intricacies of this weapon, attaining a high level of skill through focused training and practice.

Benefit: You gain the Crossbow Expertise feat (page 312).

Also, if a crossbow you wield has the load minor property, you can instead reload it as a free action.

Level 1: Expert Archer

In the hands of a hunter, a ranged weapon becomes the most fearsome tool on the battlefield. Each arrow or bolt you fire is part of a deadly assault that no foe can stand against for long. You learn a number of tricks and techniques with ranged weapons.

Benefit: You gain the following three powers.

Aimed Shot Your focus and training allow you to draw a bead on your target despite cover, fog, and other impediments. Your mind clears, your foe comes into focus, and you unleash a shot.

Aimed Shot

Ranger Attack

Your mastery of the bow allows you to disregard cover, concealment, or some other hindrance.

At-Will ◆ Martial

Standard Action

Personal

Effect: You make a ranged basic attack with a weapon, ignoring the penalty to attack rolls imposed by partial cover and partial concealment. In addition, the penalty to attack rolls imposed by superior cover and total concealment is no worse than -2 for this attack.

Clever Shot Your skill with ranged attacks comes across in a variety of ways. *Aimed shot* reflects your focus and accuracy, while *rapid shot* is the byproduct of your speed and skill in handling your weapon. *Clever shot* draws on your guile and insight. You aim your shot to strike your foe at just the right angle, hindering its movement or knocking it backward as you see fit.

Clever Shot

Ranger Attack

By carefully judging your target's stance, you unleash a shot that sends the enemy tumbling.

At-Will ◆ Martial

Standard Action

Personal

Effect: You make a ranged basic attack with a weapon. If the attack hits, the target is also subject to one of the following effects of your choice:

- ◆ You slide the target up to 2 squares.
- ◆ The target falls prone.
- ◆ The target is slowed (save ends).

Rapid Shot By sacrificing some amount of accuracy, you unleash a series of attacks against your enemies that encourage them to spread out. When your enemies linger close to each other, your speed and confidence with your weapon allow you to lay waste their formations.

Rapid Shot

Ranger Attack

You take careful aim at a group of enemies before unleashing a succession of arrows.

At-Will ◆ Martial

Standard Action

Personal

Effect: You make a ranged basic attack with a weapon against each creature in or adjacent to a square within the attack's range. You take a -2 penalty to the attack rolls.

Level 1: Disruptive Shot

As a battle rages around you, sometimes you spot the perfect moment to unleash a devastating shot. A foe might lose track of you for a moment, or you notice that a slight crack in an enemy's helm is the perfect spot for a shot that glances off its skull. Your skill with the bow allows you to take advantage of such opportunities.

Disruptive Shot

Ranger Attack

Through a combination of careful aim and perfect timing, your shot ruins your foe's plans.

Encounter ♦ Martial, Weapon

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you choose for the target to be either immobilized (save ends) or dazed (save ends).

Level 17: 2[W] + Dexterity modifier damage.

Level 27: 3[W] + Dexterity modifier damage.

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

Level 1: Weapon Talent

Your training with weapons grants you superior accuracy.

Benefit: You gain a +1 bonus to the attack rolls of weapon attacks.

Level 1: Aspects of the Wild

You have spent uncounted days in the wild, seeking forgotten paths, hunting bandits and monsters that threaten the scattered points of civilization along the frontier, and ferreting out nascent threats before they grow to menace the land. Your hours of isolated wandering build on the lore of the master hunters who taught you what you know, granting you insight into the mysterious workings of primal magic. By channeling this power, you take on the grace and strength of great beasts of the wild as you hunt your foes.

Each aspect grants a particular benefit to your attacks, whether by helping you better control the battlefield through forcing your enemies to move, limiting a creature's combat options, or dealing damage to additional foes.

Benefit: You gain two of the following powers of your choice.

Aspect of the Cunning Fox A ranger trains to fight, but sometimes the best tactic is one that allows you to escape from a battle. Like a fox, you use speed and cunning to outwit your foes. They might attempt to hinder your movement, but you easily dodge their attacks. When you strike, you remain one step ahead of your foes, dancing in and out of the battle.

Aspect of the Cunning Fox

Ranger Utility

Like a fox, you move with stealth, speed, and cunning. Your foes cannot hope to harm you while you are in motion, and you always keep an open escape route at hand.

At-Will ♦ Primal, Stance

Minor Action **Personal**

Effect: You assume a stance, the aspect of the cunning fox. Until the stance ends, you gain the following benefits.

♦ You take only half damage from attacks made against you during your turn.

♦ Whenever you hit or miss with a melee attack or a ranged attack on your turn, you can take a free action to shift up to 2 squares.

Aspect of the Dancing Serpent A serpent strikes like lightning and retreats like a ghost. It lands deadly attacks but never lingers near its enemy. You mimic these tactics with this aspect, pouncing upon an isolated enemy and not letting it bog you down in close quarters.

Aspect of the Dancing Serpent

Ranger Utility

You move like a snake, darting here and there, never remaining within reach of your foe.

At-Will ♦ **Primal, Stance**

Minor Action

Personal

Effect: You assume a stance, the aspect of the dancing serpent. Until the stance ends, you gain the following benefits.

- ◆ You can take a free action at the end of each of your turns to shift 1 square.
- ◆ When you make a basic attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.

Level 11: The bonus to the damage roll increases to +2.

Level 21: The bonus to the damage roll increases to +3.

Aspect of the Pouncing Lynx Hunting cats, such as the lynx, rely on speed and surprise to overwhelm their prey in a burst of sudden action. Drawing on primal magic, you employ a similar tactic. When battle is joined, you seize the initiative and make a deadly attack. If your foes manage to leap upon you before you can act, you escape their grasp with a quick move.

Aspect of the Pouncing Lynx

Ranger Utility

Like a hunting cat, you have learned to strike hard and fast.

At-Will ♦ **Primal, Stance**

Minor Action

Personal

Effect: You assume a stance, the aspect of the pouncing lynx. Until the stance ends, you gain the following benefits.

- ◆ You gain a +4 power bonus to initiative checks.
- ◆ During your first turn in an encounter, you gain a +2 power bonus to attack rolls.
- ◆ You gain a power bonus to all defenses against opportunity attacks that you provoke by moving. The bonus equals your Wisdom modifier.

Aspect of the Lone Wolf Many hunters learn from the lone wolf, a creature forced to forage on its own. Like a lone wolf, a hunter must sometimes venture into the wilds without the benefit of companions. During such journeys, he or she knows the value in finishing a wounded foe as quickly as possible, lest the enemy overwhelm the hunter with superior numbers.

Aspect of the Lone Wolf

Ranger Utility

Like the lone wolf, you learn to pick off the weakest of your enemies with quick and brutal efficiency.

At-Will ♦ Primal, Stance

Minor Action

Personal

Effect: You assume a stance, the aspect of the lone wolf. Until the stance ends, you gain the following benefits.

- ◆ When you make a basic attack against a bloodied enemy, you gain a +2 power bonus to the attack roll.
- ◆ At the start of each of your turns, you learn the location of every hidden, bloodied enemy within 5 squares of you.

Aspect of the Lurking Spider Many other predators rely on strength and overwhelming force, but the spider is a patient slayer. Using a combination of stealth and maneuverability, it lures its foe into its lair and strikes to kill.

Aspect of the Lurking Spider

Ranger Utility

Like a spider, you lie in ambush and wait until your foe comes near before launching your attack.

At-Will ♦ Primal, Stance

Minor Action

Personal

Effect: You assume a stance, the aspect of the lurking spider. Until the stance ends, you gain the following benefits.

- ◆ You gain a +2 power bonus to Stealth checks.
- ◆ You gain a +5 power bonus to Athletics checks made to climb.
- ◆ While you have combat advantage against an enemy, you gain a +2 power bonus to damage rolls against it.

Level 11: The bonus to damage rolls increases to +3.

Level 21: The bonus to damage rolls increases to +4.

Aspect of the Pack Wolf A wolf pack is a whole that is stronger than the sum of its parts. When you enter this aspect, you develop an instinctual understanding of your allies' movements and attacks. When you make your own attack, you use your allies' presence to land a telling blow.

Aspect of the Pack Wolf

Ranger Utility

You fight as a member of the pack, turning your allies' positions to your advantage.

At-Will ♦ Primal, Stance

Minor Action

Personal

Effect: You assume a stance, the aspect of the pack wolf. Until the stance ends, you gain the following benefits.

- ◆ You do not provoke opportunity attacks when leaving squares adjacent to your allies.
- ◆ When you make a basic attack against an enemy adjacent to two or more of your allies, you gain a +1 power bonus to the attack roll. You also gain a power bonus to the damage roll against that enemy. The bonus equals the number of your allies adjacent to the enemy.

Level 11: The bonus to damage rolls increases to 1 + the number of adjacent allies.

Level 21: The bonus to damage rolls increases to 2 + the number of adjacent allies.

Aspect of the Regal Lion The lion is the king of the savannah, a proud hunter and a ferocious enemy. When you enter this aspect, you gain the lion's unmatched bravery and resolute determination. No foe, regardless of its size or strength, can hope to match your tenacity.

Aspect of the Regal Lion

Ranger Utility

You fight with the courage of a lion, taking on a larger foe without a sliver of doubt or fear.

At-Will ♦ **Primal, Stance**

Minor Action

Personal

Effect: You assume a stance, the aspect of the regal lion. Until the stance ends, you gain the following benefits.

- ♦ When you make a basic attack against an enemy that is Large or larger, you gain a +2 power bonus to the attack roll.
- ♦ You gain a +2 power bonus to all defenses against such enemies.

Aspect of the Seeking Falcon The falcon is a hunter and a wanderer, allowing the primal spirits of wind to guide it along its path. You tap into this bond and become part of it, gaining both the falcon's keen eyesight and the benefits of its kinship with the spirits of the wind.

Aspect of the Seeking Falcon

Ranger Utility

You take on the aspect of the falcon, gaining its keen eyes and striking a fellowship with the primal winds, which carry your attacks ever farther.

At-Will ♦ **Primal, Stance**

Minor Action

Personal

Effect: You assume a stance, the aspect of the seeking falcon. Until the stance ends, you gain the following benefits.

- ♦ You ignore the penalty to attack rolls for making a ranged weapon attack at long range.
- ♦ You gain a +2 power bonus to speed.
- ♦ You gain a +2 power bonus to Perception checks.

Level 1: Wilderness Knacks

All rangers learn to survive in the wilderness, whether that realm is a frozen tundra, a verdant forest, or a mushroom-choked cavern deep beneath the earth. You have acquired a couple of tricks and abilities that give you and your allies a key edge.

Benefit: You gain two of the following abilities of your choice.

Ambush Expertise You have wandered through dangerous realms, such as kingdoms ruled by hobgoblin tyrants and mountain ranges jealously guarded by brooding giants. You know not only how to hide yourself, but also how to hide others.

Benefit: Whenever you make a Stealth check, each ally within 10 squares of you gains a +2 bonus to his or her next Stealth check before the end of your next turn.

Beast Empathy The beasts of the wilderness see and know most of what unfolds in their realm. Few folk heed them, but you have learned to understand and interpret their actions and attitudes. Your woodcraft is short of the magical ability to communicate with animals directly, but it is enough to reveal secrets that others miss.

Benefit: You gain a +2 bonus to Bluff, Diplomacy, and Intimidate checks against beasts. You can communicate simple concepts and commands to such creatures, though they are under no compulsion to obey you. With a successful Insight check (DC determined by the DM), you can read a creature's body language and vocalizations enough to understand basic messages from it.

Mountain Guide You have clambered over steep cliffs and ranged across imposing mountains. Your knack for climbing allows you to pick out the easiest paths up even the most imposing slopes.

Benefit: Whenever you succeed on an Athletics check to climb, you reduce the DC of that climb by 2 for your allies until the end of the encounter. Only allies who see you make the climb gain this benefit.

Watchful Rest Long days spent in the wilds have taught you the best way to set up a camp. By picking out an easily defensible spot and carefully positioning your gear, you ensure that you and your allies have the best chance to avoid an ambush.

Benefit: When you take an extended rest, you and any allies also taking the rest do not take the -5 penalty to Perception checks for sleeping.

Wilderness Tracker You are an expert at reading the signs of a creature's passage. When you inspect an area, a splintered twig or a trampled leaf is enough for you to glean a significant amount of information. Even the slyest rogues and sneakiest warlocks leave behind some trace of their passage.

Benefit: During a short rest, you can make a Perception check (DC determined by the DM) to inspect the area around you. This area can be as large as 10 squares on a side. If your check succeeds, you determine the number and nature of the creatures that have moved through the area in the past 24 hours. You ascertain when and where they entered the area, as well as when and where they left.

Level 2: Utility Power

As you continue to demonstrate your dedication to protecting the natural world and its creatures, the primal spirits show increased respect to you and grant you even greater power.

Benefit: You gain one of the following powers of your choice.

Bridge of Roots The strength of a tree's roots can crack stone that a hammer cannot touch. By channeling that strength in an instantaneous burst of the energy of life, this power has turned the tide of countless battles and aided journeys through hostile terrain.

Bridge of Roots

Ranger Utility 2

The primal energy you draw from the ground calls forth a churning mass of great roots that can cover even the most dangerous ground.

Daily ♦ Primal, Zone

Minor Action

Area burst 2 within 10 squares

Effect: The burst creates a zone that lasts until the end of the encounter. At least one square of the zone must be on a solid surface. You and your allies can ignore hindering terrain and difficult terrain in the zone. In addition, any portion of a pit, chasm, or similar feature within the zone becomes safe, passable ground.

Move Action: You move the zone up to 5 squares, keeping at least one square on a solid surface.

Entangling Roots Regardless of where you first took up the ranger's life, you carry the power of primal magic with you into any environment. Foes that fight you on bare stone or within the endless gloom of the Underdark are shocked to see you unleash a storm of clutching roots from the ground, foiling their tactics, as you and your allies take control of the battlefield.

Entangling Roots

Ranger Utility 2

Thick roots emerge from the ground in response to your command, and your foes stumble as they try to slip through them.

Daily ♦ Primal, Zone

Minor Action

Area burst 2 within 10 squares

Effect: The burst creates a zone that lasts until the end of the encounter. The ground in the zone is difficult terrain for your enemies. When any enemy charges, its movement cannot include any square of the ground in the zone.

Stalker's Mist This power is best used to set up ambushes and similar surprise attacks. You call upon primal magic to create a dense bank of fog that hides your movement and blocks vision. However, as the fog's creator, you enjoy a mystic link to it. In your eyes, the fog is little more than a wispy, barely noticeable cloud.

Stalker's Mist

Ranger Utility 2

A thick fog settles over the area, blocking sight and muffling sound. Though the fog confounds other creatures, you can see through it with ease.

Daily ♦ Primal, Zone

Minor Action

Area burst 1 within 10 squares

Effect: The burst creates a zone that lasts until the end of the encounter. Squares in the zone are heavily obscured to your enemies.

Move Action: You move the zone up to 5 squares.

Level 3: Improved Disruptive Shot

Through constant practice, you improve your ability to unleash your most accurate attacks.

Benefit: You gain one more use of *disruptive shot* per encounter, but you can still use it only once per turn.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 4: Wilderness Knack

As you gain more experience in journeying into the wilds, you expand your range of tricks and talents.

Benefit: You gain one additional wilderness knack chosen from the options on page 160.

Level 5: Reactive Shift

From the first time you faced off against a more powerful foe in combat, you learned the advantage of maintaining an optimal position for your powerful ranged attacks. When an enemy closes with you, you instinctively slip away before that foe can lock you down.

Benefit: You gain the *reactive shift* power.

Reactive Shift

Ranger Utility 5

You keep one eye on the fight around you at all times, so that you can slip away from an enemy that moves too close.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy you can see ends its turn adjacent to you.

Effect: You shift a number of squares up to your Wisdom modifier.

Level 5: Weapon Mastery

As you advance in level, your attacks become deadlier than before. You learn to target the most vulnerable parts of an enemy with superior precision.

Benefit: You gain a +1 bonus to the damage rolls of weapon attacks.

Level 6: Utility Power

Your determination to persevere in battle inspires the primal spirits to bestow even stronger protective energy upon you and your allies.

Benefit: You gain one of the following powers of your choice.

Healing Lore Natural healing is steady but slow. Your relationship with the primal spirits lets you call on their aid to speed that process a hundredfold.

Healing Lore

Ranger Utility 6

The primal power you call upon allows access to the deepest reserves of strength.

Daily ♦ Healing, Primal

Minor Action

Close burst 5

Target: You or one ally in the burst

Effect: The target can spend a healing surge.

Leaf Wall The breezes of autumn carry with them the whispers of the *leaf wall*, whose primal power obscures and harries your foes. Shrouded and torn at by nature's power, your enemies are left at your mercy.

Leaf Wall

Ranger Utility 6

A shroud of green and gold leaves swirls to life at your command, borne aloft by invisible minor spirits to protect you and your allies.

Daily ♦ Conjunction, Primal

Minor Action

Area wall 5 within 10 squares

Effect: You conjure a leafy wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You or any ally has partial concealment while in the wall. Enemies grant combat advantage while in the wall or adjacent to it.

Thorn Ward This power allows you to establish a defensive position, one that extracts a heavy price from enemies that attempt to storm it. You weave primal magic to create a spectral tangle of briars and thorns. The tangle, being an ephemeral thing, does nothing to hinder movement. When an enemy lingers within it, its true power becomes apparent. The thorns lash out at your enemies, becoming solid long enough to scour flesh from bone.

Thorn Ward

Ranger Utility 6

A shimmering tangle of briars appears before you. It seems harmless, but as a foe moves through it, the briars lash out like a living creature.

Daily ♦ Primal, Zone

Minor Action

Area burst 1 within 10 squares

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that ends its turn in the zone takes damage equal to your Wisdom modifier.

Move Action: You move the zone up to 5 squares.

Level 7: Aspect of the Wild

Each new adventure shows you more of the world, letting you expand your already impressive range of combat styles.

Benefit: You gain one additional aspect of the wild chosen from the options on page 157.

Level 7: Improved Disruptive Shot

Through continual practice, you improve your ability to unleash your most accurate attacks.

Benefit: You gain one more use of *disruptive shot* per encounter, but you can still use it only once per turn.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 8: Wilderness Knack

As you gain more experience in journeying into the wild, you expand your repertoire of tricks and talents.

Benefit: You gain one additional wilderness knack chosen from the options on page 160.

Level 9: Close Combat Archery

As your reputation has grown, your enemies have learned to fear the deadly attacks you make from the edge of the fray. You have trained yourself to stay one step ahead of their defensive tactics, however, making your archery style even more deadly when a horde of foes tries to surround you on the battlefield.

Benefit: Your ranged attacks don't provoke opportunity attacks.

Level 10: Utility Power

The primal spirits reward you for your continued dedication as you reach the apex of the heroic tier.

Benefit: You gain one of the following powers of your choice.

Eyes of the Owl The deadliest hunting beasts become even more fearsome in the dark of night, and you and your allies are no exception. The foulest creatures too often take advantage of the gloom of lost ruins or the Underdark to turn the tables on the heroes of the surface world, but the power of the primal spirits lets you even the odds.

Eyes of the Owl

Ranger Utility 10

The spirits of the night grant you enhanced senses.

Daily ♦ **Primal**

Minor Action

Close burst 5

Target: You and each ally in the burst

Effect: Each target gains both darkvision and a +2 power bonus to Perception checks until the end of the encounter.

Hunter's Thorn Trap This subtle but useful ability creates a small mote of primal magic, one that lies in wait for an approaching enemy. The mote bursts into action when an enemy wanders into it. Grasping vines covered with thorns spring from the ground, wrapping around the legs of your foe and cutting into its flesh.

Hunter's Thorn Trap

Ranger Utility 10

Your primal magic forms invisible thorns that lurk just below the surface of the ground. When a foe steps on their location, they erupt to rend and tear flesh.

Encounter ♦ Primal, Zone

Minor Action **Ranged 10**

Target: One square

Effect: The target becomes a zone that lasts until the end of the encounter or until an enemy enters it. Without a Perception check (DC 10 + your level + your Wisdom modifier), your enemies notice neither the zone nor your use of this power. When an enemy enters the zone, the enemy takes $5 + \text{your Wisdom modifier}$ damage, and it is immobilized until the end of your next turn.

Verdant Flames The primal spirits burn with the force of life, an energy you can channel and shape to hinder your foes. This powerful evocation can be the effective endgame of a drawn-out combat against foes that refuse to fall, or the first salvo in a deadly ambush that gives your enemies no chance to ever gain the upper hand.

Verdant Flames

Ranger Utility 10

Eldritch green flames wrap around your enemies, hampering their ability to defend themselves or hide from you.

Daily ♦ Fire, Primal, Zone

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

Effect: The burst creates a zone that lasts until the end of the encounter. Enemies grant combat advantage and take a -5 penalty to Stealth checks while in the zone. Any enemy that ends its turn in the zone takes fire damage equal to your Wisdom modifier.

Move Action: You move the zone up to 5 squares.

PARAGON HUNTER

As your mastery of both ranged weapons and primal magic increases, you learn to unleash ever more powerful attacks against your enemies. You are ready to wander the planes, seeking out threats to the world that lie far beyond the wilderness paths you once followed.

Paragon Path: Peerless Hunter

At 11th level, your hunter takes on the peerless hunter paragon path (see page 81 for details on paragon paths). You are an expert with ranged weapons—matched by few, surpassed by none.

Prerequisite: Only a hunter can take this paragon path.

HUNTER PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Hunter's Action [peerless hunter] Improved Disruptive Shot [peerless hunter] Superior Archery [peerless hunter]
32,000	12	+1	Hunter's grasping trap [peerless hunter]
39,000	13	—	Improved Disruptive Shot
47,000	14	+1	Ability score increase
57,000	15	—	Paragon Weapon Mastery
69,000	16	+1	Threatening Archery [peerless hunter] Utility power
83,000	17	—	Aspect of the wild
99,000	18	+1	Ability score increase
119,000	19	—	—
143,000	20	+1	Master Hunter [peerless hunter]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Hunter's Action

Peerless hunter paragon path feature

As a peerless hunter, you develop a deadly instinct for combat. Even when you push yourself beyond normal limits in battle, that instinct guides your hand to deadly effect.

Benefit: When you spend an action point to make an attack, you can reroll each attack roll you make before the end of your turn, and you must use the second roll each time.

Level 11: Improved Disruptive Shot

Peerless hunter paragon path feature

Through constant practice, you improve your ability to use your most accurate attacks.

Benefit: You gain one more use of *disruptive shot* per encounter, but you can still use it only once per turn.

Level 11: Superior Archery

Peerless hunter paragon path feature

Your endless hours of training with the bow or crossbow lend unequaled speed to your attacks. Your hands are a blur in combat as you fire and reload, letting you take advantage of every successful strike to unleash a follow-up that cuts through the ranks of your foes.

Benefit: You gain the following benefits associated with your Expert Archer powers.

- ◆ **Aimed Shot:** If you miss with *aimed shot*, the target takes half damage.
- ◆ **Clever Shot:** If you miss with *clever shot*, you can slide the target 1 square.
- ◆ **Rapid Shot:** When you use *rapid shot*, you don't take the -2 penalty to the attack rolls.

Level 12: Hunter's Grasping Trap

Peerless hunter paragon path feature

You have learned from hard experience that controlling the enemy's maneuvers is the key to victory. An enemy bogged down is one that quickly falls to your hail of arrows.

Benefit: You gain the hunter's *grasping trap* power.

Hunter's Grasping Trap

Ranger Utility 12

You gather wisps of primal magic and form them into a spectral trap, one that lies hidden from your enemies' view. When a foe stumbles into the trap, a thick vine emerges from the ground to wrap around it.

Encounter ♦ Primal, Zone

Minor Action **Ranged 10**

Target: One square

Effect: The target becomes a zone that lasts until the end of the encounter or until an enemy enters it. Without a Perception check (DC 10 + your level + your Wisdom modifier) your enemies notice neither the zone nor your use of this power. When an enemy enters the zone, the enemy's movement ends, you can slide it up to 4 squares, and it is slowed until the end of its next turn.

Level 13: Improved Disruptive Shot

Your ability to selectively target specific foes lets you make attacks of extraordinary effectiveness.

Benefit: When you hit with *disruptive shot*, you can blind the target until the end of your next turn, instead of immobilizing or dazing it.

In addition, you gain one of the following features depending on your choice of ranged weapon.

Punishing Quarrel A precisely placed crossbow bolt hits with the force of a battering ram, leaving your foe reeling in pain.

Benefit: When you hit with *disruptive shot* using a crossbow, you also push the target up to 3 squares.

Volley of Arrows You pepper the area around your enemy with a series of additional shots, causing mayhem in the enemy's ranks.

Benefit: When you hit with *disruptive shot* using a bow, each enemy adjacent to the target takes damage equal to your Wisdom modifier.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Paragon Weapon Mastery

Your prowess with weapons continues to grow. Your weapon is now an extension of your will, and you make deadly attacks as easily as others walk or breathe.

Benefit: The bonus granted by your Weapon Mastery class feature increases to +2.

Level 16: Threatening Archery

Peerless hunter paragon path feature

You are so well versed in handling your ranged weapon that you can load it and attack in the blink of an eye. When an enemy drops its guard, you snap off a shot to take advantage of its defenseless position.

Benefit: If an adjacent enemy provokes an opportunity attack from you, you can make a ranged basic attack against it instead of a melee basic attack.

Level 16: Utility Power

The strength of nature is yours to command, providing you with even greater powers of protection for you and your allies.

Benefit: You gain one of the following powers of your choice.

Embrace the Wild The beasts of the wild have enhanced senses, which are connected to an awareness of the primal spirits. When you call on those spirits for aid, they channel that awareness through you for a time, letting you imbue yourself or another with sight, hearing, and reflexes better than any creature of nature.

Embrace the Wild

Ranger Utility 16

Faint images of the eagle, the owl, the wolf, and other hunting beasts flicker within your eyes as you take on those creatures' extraordinary senses.

Daily ♦ Primal

Minor Action

Ranged 5

Target: You or one ally

Effect: Until the end of the encounter, the target has darkvision, cannot be blinded, never grants combat advantage, and can see all creatures within 10 squares of him or her.

Howling Winds

At any given moment somewhere across the world, a storm of lightning, thunder, and fierce wind rages. With this ability, you call out to that storm and gain its alliance. At your merest gesture, winds roar forth from your outstretched hand to grab an enemy and drag it across the battlefield.

Howling Winds

Ranger Utility 16

You call forth the primal spirits of wind and storm, sending them howling over the battlefield to harass your enemies.

Daily ♦ Primal

Minor Action

Personal

Effect: Until the end of the encounter, you are surrounded by howling winds. Once on each of your turns, you can take a free action to slide an enemy within 10 squares of you a number of squares equal to your Wisdom modifier.

Wall of Earth

The guardians of stone and soil are the most sluggish of the primal spirits, but your call brings them to active life with a vengeance. The earth becomes a bulwark that responds to your command, then crumbles away to leave heaps of uneven ground in its wake. This mighty wall is best conjured at the start of battle, letting you reshape the field to your advantage as you send your enemies sprawling.

Wall of Earth

Ranger Utility 16

The spirits of the earth respond to your bidding, forcing up a wall of densely packed soil and stone to rout your foes.

Daily ♦ Conjuration, Primal

Minor Action

Area wall 8 within 10 squares

Effect: You conjure a wall of earth that lasts until the end of your next turn. The wall can be up to 2 squares high and must be on a solid surface. When you use this power, any creature in the wall slides to the nearest unoccupied space outside the wall, sliding the shortest distance possible. The creature then falls prone. The wall is blocking terrain and is immune to damage. When the wall ends, its area becomes difficult terrain until the end of the encounter.

Sustain Minor: The wall persists until the end of your next turn.

Level 17: Aspect of the Wild

The struggles of the paragon tier let you push past all previous limitations, focusing your warrior's spirit as you come to terms with your true potential.

Benefit: You gain one additional aspect of the wild chosen from the options on page 157.

Level 18: Ability Score Increase

You are a true paragon of physical and mental perfection.

Benefit: You increase two ability scores of your choice by 1.

Level 20: Master Hunter

Peerless hunter paragon path feature

You are a hunter without equal, attacking with such accuracy that you no longer need optimal positioning or distraction to get the better of your foes.

Benefit: You gain combat advantage against enemies within 5 squares of you when you make ranged weapon attacks against them.

EPIC HUNTER

You are one of the greatest archers who has ever lived. Only the most powerful creatures can hope to withstand your attacks.

When your hunter reaches 21st level, he or she takes on the epic destiny of the Destined Scion (page 237). This epic destiny represents the grand finale of your adventuring career. Like your paragon path, it grants a set of related features and powers.

HUNTER EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	—	Peerless Perception
310,000	24	-1	Ability score increase Epic destiny feature
375,000	25	—	Epic Weapon Mastery
450,000	26	-1	Epic destiny power
550,000	27	—	Resolute Hunter
675,000	28	-1	Ability score increase
825,000	29	—	Epic Accuracy
1,000,000	30	-1	Epic destiny power



Avalar takes aim at a distant enemy

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature determined by your epic destiny (see page 237).

Level 22: Utility Power

The primal power that once deposed the gods themselves opens up to you even more as you rise through the epic tier.

Benefit: You gain one of the following powers of your choice.

Veil of Winter The primal spirits embrace all aspects of nature, from the heights of a verdant summer to the desolate weeks at the heart of winter. With this power, you draw on the primal magic of winter's darkness. An area of your choice is plunged into darkness, though you and your allies can see through it as if it were a red twilight.

Veil of Winter

Ranger Utility 22

An inky darkness falls over the area as you channel the primal essence of night and sunset.

Daily ♦ Primal, Zone

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

Effect: The burst creates a zone that lasts until the end of the encounter. The zone blocks line of sight for your enemies.

Move Action: You move the zone up to 5 squares.

Wrath of Root and Soil You call upon the primal spirits that dwell deep within the earth, awakening them from their eons-long slumber for but a moment. At your bidding, they animate roots and earth beneath your foes, trapping them in place.

Wrath of Root and Soil

Ranger Utility 22

Your senses are as those of the spirits of earth and air, tree and stone, and no foe can hide from you.

Daily ♦ Primal, Zone

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

Effect: The burst creates a zone that lasts until the end of the encounter. The ground in the zone is difficult terrain, and enemies cannot shift, teleport, or charge in or through it. An enemy that ends its turn on the ground in the zone is restrained (save ends).

Level 23: Peerless Perception

Attuning yourself to the heightened awareness of the spirit world is second nature to you now.

Benefit: Whenever you make a Perception check, you can roll twice and use either result.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature determined by your epic destiny (see page 237).

Level 25: Epic Weapon Mastery

As you progress through the epic tier, you attain an unmatched level of skill with your weapons.

Benefit: The bonus granted by your Weapon Mastery class feature increases to +3.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 237).

Level 27: Resolute Hunter

The primal spirits thread permanently through you now, granting you the power of their limitless gaze.

Benefit: You are immune to the blinded condition.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Epic Accuracy

You are an epic hunter, and as great an archer as any mortal who ever lived.

Benefit: Both the normal and the long range of any ranged weapon increases by 10 when you make an attack with it.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power determined by your epic destiny (see page 237).

SCOUT

Key Abilities: Dexterity, Wisdom

Scouts learn to wield two weapons at once, from the supple combination of long-sword and short sword to the brutal double assault of battleaxe and handaxe. This tactic denies the defensive benefit of a shield, but allows a scout to strike hard and fast. At their best when outnumbered and surrounded, scouts count on speed and accuracy in combat to overwhelm their foes.

Scouts augment their combat prowess with primal magic, channeling the supernatural power of the natural world to their advantage. Primal power allows a scout to pass by foes unseen, to discourage pursuit, and to keep his or her companions alive in the wild under conditions that would slay lesser explorers outright.

CREATING A SCOUT

This section walks you through the steps of creating a scout. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race (page 35). Half-orc and drow are particularly good choices for a scout.

Half-Orc A half-orc's boost to Dexterity makes that race a natural fit for the scout class. Although most scouts do not rely on high Strength, the half-orc's racial bonus gives a scout an edge on Athletics checks, and it combines with the *furious assault* racial power to make a scout's two-weapon attacks even more deadly.

Half-orcs typically dwell on the edge of civilization, and they must sometimes cope with fear and suspicion when dealing with humans, elves, and other civilized races. As

Class Traits

Hit Points: You start with hit points equal to $12 +$ your Constitution score. You gain 5 hit points each time you gain a level.

Bonuses to Defenses: +1 to Fortitude, +1 to Reflex

Healing Surges per Day: $7 +$ your Constitution modifier

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Class Skills: Acrobatics (Dex), Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Nature (Wis), Perception (Wis), Stealth (Dex)

Trained Skills: Dungeoneering or Nature, plus four more from the list of class skills

a half-orc scout, you rarely expect any acknowledgement or reward from the people you protect. In the same fashion, you are happy to let the other members of your party take a leadership role. Whether you first began your wanderings as a scout as a means of protecting your people, or whether you fled into exile because of some crime or misunderstanding, your focus is on combat, not talk.

Half-orc scouts most often worship Kord, showing their respect for the stamina, strength, and self-sufficiency of the lord of storms and battle.

Drow The agile, mysterious drow make deadly scouts, drawing on their bonus to Dexterity and their *cloud of darkness* racial power to gain a deadly advantage in close combat.

Most drow scouts first took up the class among their own people, reflecting a wandering nature that fits in well with the adventurer's lifestyle. However, most drow who now make their homes in the surface world have strong reasons for having left *their people and* their former lives behind. As a result of their travels, drow scouts often make exceptional resources for adventuring underground and in the ruins of the surface world.

Drow adventurers are often shunned and feared by the civilized people of the surface world. A drow who wants to



Thar, half-orc scout

follow the hero's path learns to keep a low profile except on the fringes of civilization.

Most drow scouts who live in the surface world worship Melora, seeking to embrace the natural world and leave behind the memory of their subterranean homeland and its dark mistress, Lolth.

Ability Scores

Determine your ability scores (page 38), keeping in mind that a scout is best served by superior Dexterity and Wisdom. Your two-weapon fighting style depends on speed and accuracy more than on brute strength, and Wisdom is the foundation of many of your important skills.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

When determining your character's other ability scores, think about how your character's personality might be reflected in certain abilities. A high Charisma might cast you in a leadership role, perhaps as someone local settlers and other rangers have always looked to for advice. A high Strength or Constitution might mean that you first learned your deadly fighting skills as a soldier, a gladiator, or a slave. Only recently did you flee the civilization that made you, seeking solitude and cultivating your knowledge of primal magic along the wild frontier.



Zarra, drow scout

Skills

At 1st level, you have training in your choice of Dungeoneering or Nature. In addition, you choose four more trained skills from the following list of class skills: Acrobatics, Athletics, Dungeoneering, Endurance, Heal, Nature, Perception, and Stealth. See Chapter 6 for information on skills.

Consider taking both Dungeoneering and Nature. Your allies rely on you to guide them through the most challenging environments, both above and below ground. Stealth is also an excellent choice, since it allows you to safely search ahead for danger and set up ambushes when that danger is found. Athletics is helpful for negotiating tough terrain, whether climbing trees or cliffs, leaping over pits or barriers, or fording raging rivers and dangerous underground waterways.

For your other skills, think about your character's background and personality. Training in Perception might indicate that you spent your formative years alone in the wilderness, learning the hard way to avoid ambushes and hazards. Likewise, the Heal skill might mark you as a character who fled from lands where disease once ran rampant in the aftermath of Nerath's fall.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Scout Heroic Tier table on page 180.

At 1st level, you have two important decisions to make when creating a scout. First, you need to pick two aspects of the wild. These are primal abilities that grant you an edge in combat.

Aspect of the dancing serpent and *aspect of the pack wolf* are good choices for a beginning player. The first one improves your mobility and grants you an advantage against a lone enemy, and the second one grants you bonuses against enemies that your allies surround. This combination of aspects guarantees you an advantage whether you fight a foe alone or with your allies.

Second, you have your choice of two wilderness knacks—tricks and talents you have acquired that help you navigate the wilderness. Your wilderness knacks reflect the expertise you share with your allies. Wilderness Tracker helps you pick out clues that you might otherwise miss, while Watchful Rest can mean the difference between victory or defeat when you must camp in a dungeon or out in the wilds.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels. See Chapter 7 for information on feats.

Your focus on melee combat makes feats from the weapon training category a good place to start. The appropriate expertise feat for your primary weapon improves the accuracy of your attacks. (Don't worry about selecting the corresponding feat for your off-hand weapon, since your powers that make use of that

weapon seldom require you to make attacks with it.) Likewise, your place in the center of combat means that you will inevitably take some hits. Feats from the enduring stamina, steadfast willpower, and vigilant reflexes categories can help shore up your hit points, defenses, and saving throws.

Outside combat, feats from the primal soul category can express your character's link to the primal spirits of nature that are the source of much of your power.

Equipment

You have proficiency with the following types of armor: cloth, leather, and hide. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged.

You have 100 gp to buy your starting equipment. You should obtain hide armor for its superior defense. In addition, because your companions depend on you to keep them safe in hostile environments far from civilization, stock up on rope, provisions, and other adventuring gear.

Purchase two melee weapons of your choice, one of which should have the off-hand property. The handaxe or the short sword is a good choice for your off-hand weapon. If you have enough gold, consider picking up a ranged weapon as well.

Handaxe Favored by warriors on the frontiers of civilization, axes are brutal, devastating weapons. By fighting with a battleaxe in your main hand and a handaxe in your off hand, you identify yourself as an aggressive warrior who prefers to overwhelm enemies quickly with high-damage strikes.

Alternatively, you can combine a handaxe with a longsword for a more balanced approach, relying on your handaxe for extra damage and your longsword for accuracy. A handaxe is also useful because you can throw it.

Short Sword The short sword becomes a potent defensive weapon in a scout's off hand. You can use it to block your enemy's attacks, bolstering your AC to keep you in the fight. Consider taking a short sword if you expect to serve as your party's primary melee combatant, or to demonstrate that your combat tactics are more about striking when the time is right than about rushing in madly.

By pairing your short sword with a longsword, you focus on high-accuracy strikes. Alternatively, you can gain a slight edge in damage by wielding a battle-axe in your main hand.

Defenses and Hit Points

Calculate your defenses, using your ability modifiers and the bonus for your character's armor (see "Defenses," page 40). In addition, you gain a +1 bonus to Fortitude and Reflex.

You start with hit points equal to $12 + \text{your Constitution score}$. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to $7 + \text{your Constitution modifier}$.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment (page 43) that matches your character's attitude and views. Most scouts are good or unaligned. Some risk their lives in the wilds to root out threats to the civilized realms, while others are merely mercenaries who specialize in reconnaissance and skirmishing.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.

HEROIC SCOUT

In the heroic tier, you learn to master the art of fighting with two weapons. Your mobility serves as your shield, while your fighting style devastates your foes.

SCOUT HEROIC TIER

Total XP	Level	Known	Feats	Class Features and Powers
0	1	1		Two-Weapon Style <i>Dual weapon attack</i> Attack Finesse Power strike Aspects of the wild Wilderness knacks
1,000	2	+1		Utility power
2,250	3	—		Improved Power Strike
3,750	4	-1		Ability score increase Wilderness knack
5,500	5	—		Reactive shift
7,500	6	+1		Utility power
10,000		—		Aspect of the wild
13,000	8	+1		Ability score increase Wilderness knack
16,500	9	—		Improved Dual Weapon Attack
20,500	10	+1		Utility power

Level 1: Two-Weapon Style

From the time you first took up the scout's two-weapon fighting style, you have learned to maximize the effectiveness of your favored weapons. You gain one of the following features, depending on your choice of off-hand weapon.

Flashing Blade Mastery With a light blade in your off hand, you maintain the agility that lets you keep your foes off balance and susceptible to your attacks.

Benefit: You gain a +1 bonus to weapon attack rolls while you wield a light blade in your off hand.

Spinning Axe Mastery The axe is a brutal weapon that you trust to deal consistent damage. Scouts who face off against the largest, toughest enemies often favor the axe fighting style.

Benefit: You gain a +2 bonus to weapon damage rolls while you wield an axe in your off hand.

Level 1: Dual Weapon Attack

You have learned the importance of traveling fast and light as you stand between your foes and the folk you are sworn to defend. Other warriors define their combat style with the largest and most powerful weapons, often at the expense of maneuverability. You have learned to fight with two weapons, maximizing your mobility as you cut through foes with unparalleled ease.

Benefit: You gain the *dual weapon attack* power.

Dual Weapon Attack

Ranger Attack

You follow your successful swing with a quick strike from your off hand.

At-Will (Special) ♦ Martial, Weapon

Free Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Trigger: You hit with a melee basic attack on your turn.

Target: One creature

Attack: Dexterity vs. AC (off-hand weapon)

Hit: 1[W] + Dexterity modifier damage.

Special: You can use this power only once per round.

Level 1: Attack Finesse

Your two-weapon fighting style marks you as a warrior who relies on speed and grace more than on brute strength. Others try to cut through their foes as if they were chopping wood, but you have a more refined approach to melee.

Benefit: When you make a melee basic attack, you can use your Dexterity modifier instead of your Strength modifier for the attack roll and the damage roll.

Level 1: Power Strike

Power strike is a quintessential exploit for many warriors. This power is usable with a wide range of tactics and a variety of weapons. The exploit ensures that your weapon has a devastating effect on a foe.

Benefit: You gain the *power strike* power.

Power Strike

Ranger Attack

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Encounter ♦ Martial, Weapon

Free Action **Personal**

Trigger: You hit an enemy with a melee basic attack using a weapon.

Target: The enemy you hit

Effect: The target takes 1[W] extra damage from the triggering attack.

Level 17: 2[W] extra damage.

Level 27: 3[W] extra damage.

Level 1: Aspects of the Wild

The weapon training and tactics you have developed drew both from martial training and from the teachings of druids and other masters of primal magic. You have struck a careful balance between the two approaches, mastering a fighting style that employs two weapons but augmenting it with primal magic that draws on the hunting tiger, the stalking wolf, and the soaring eagle.

This combination grants you mastery of primal aspects, reflections of natural beasts that guide you in combat. Quite literally, you fight with the strength, speed, and ferocity of an animal. Yet you temper this primal ruthlessness with the cool approach of a veteran warrior, giving you the best parts of both the primal and civilized worlds.

Benefit: You gain two of the following powers of your choice.

Aspect of the Cunning Fox A ranger trains to fight, but sometimes the best tactic is one that allows you to escape from a battle. Like a fox, you use speed and cunning to outwit your foes. They might attempt to hinder your movement, but you easily dodge their attacks. When you strike, you remain one step ahead of your foes, dancing in and out of the battle.

Aspect of the Cunning Fox

Ranger Utility

Like a fox, you move with stealth, speed, and cunning. Your foes cannot hope to harm you while you are in motion, and you always keep an open escape route at hand.

At-Will ♦ Primal, Stance

Minor Action **Personal**

Effect: You assume a stance, the aspect of the cunning fox. Until the stance ends, you gain the following benefits.

♦ You take only half damage from attacks made against you during your turn.

♦ Whenever you hit or miss with a melee attack or a ranged attack on your turn, you can take a free action to shift up to 2 squares.

Aspect of the Charging Ram The ram relies on brute force to overwhelm its enemies, favoring a deadly charge. You mimic its tactics, drawing on primal magic to deliver a brutal attack. With this aspect, you run rampant over the battlefield. Your enemies shrink away as you barrel forward, unwilling to attack you or stand between you and your target.

Aspect of the Charging Ram

Ranger Utility

You barrel past your foes with such speed and strength that they are unable to react to your assault.

At-Will ♦ **Primal, Stance**

Minor Action **Personal**

Effect: You assume a stance, the aspect of the charging ram. Until the stance ends, you gain the following benefits.

- ◆ Your movement during a charge doesn't provoke opportunity attacks.
- ◆ If you hit with a charge attack, you can knock the target prone.
- ◆ You gain a +2 power bonus to the damage rolls of charge attacks.

Aspect of the Dancing Serpent A serpent strikes like lightning and retreats like a ghost. It lands deadly attacks but never lingers near its enemy. You mimic these tactics with this aspect, pouncing upon an isolated enemy and not letting it bog you down in close quarters.

Aspect of the Dancing Serpent

Ranger Utility

You move like a snake, darting here and there, never remaining within reach of your foe.

At-Will ♦ **Primal, Stance**

Minor Action **Personal**

Effect: You assume a stance, the aspect of the dancing serpent. Until the stance ends, you gain the following benefits.

- ◆ You can take a free action at the end of each of your turns to shift 1 square.
- ◆ When you make a basic attack against an enemy that has none of its allies adjacent to it, you gain a +1 power bonus to the attack roll and damage roll.

Level 11: The bonus to the damage roll increases to +2.

Level 21: The bonus to the damage roll increases to +3.

Aspect of the Hungry Shark The loremasters hold that a shark can smell blood from miles away. Whether or not that is true, this aspect turns you into a single-minded killer. When you smell blood, you attack mercilessly.

Aspect of the Hungry Shark

Ranger Utility

As you take on the aspect of the shark, the scent of blood drives you into a vicious frenzy.

At-Will ♦ **Primal, Stance**

Minor Action **Personal**

Effect: You assume a stance, the aspect of the hungry shark. Until the stance ends, you gain the following benefits.

- ◆ When you make a basic attack against a bloodied enemy, you gain a +2 power bonus to the attack roll.
- ◆ You can take a move action to shift up to 3 squares to a square adjacent to a bloodied enemy.
- ◆ You gain a +5 power bonus to Athletics checks made to swim.

Aspect of the Lurking Spider Many other predators rely on strength and overwhelming force, but the spider is a patient slayer. Using a combination of stealth and maneuverability, it lures its foe into its lair and strikes to kill.

Aspect of the Lurking Spider

Ranger Utility

Like a spider, you lie in ambush and wait until your foe comes near before launching your attack.

At-Will ♦ Primal, Stance

Minor Action

Personal

Effect: You assume a stance, the aspect of the lurking spider. Until the stance ends, you gain the following benefits.

- ◆ You gain a +2 power bonus to Stealth checks.
- ◆ You gain a +5 power bonus to Athletics checks made to climb.
- ◆ While you have combat advantage against an enemy, you gain a +2 power bonus to damage rolls against it.

Level 11: The bonus to damage rolls increases to +3.

Level 21: The bonus to damage rolls increases to +4.

Aspect of the Pack Wolf A wolf pack is a whole that is stronger than the sum of its parts. When you enter this aspect, you develop an instinctual understanding of your allies' movements and attacks. When you make your own attack, you use your allies' presence to land a telling blow.

Aspect of the Pack Wolf

Ranger Utility

You fight as a member of the pack, turning your allies' positions to your advantage.

At-Will ♦ Primal, Stance

Minor Action

Personal

Effect: You assume a stance, the aspect of the pack wolf. Until the stance ends, you gain the following benefits.

- ◆ You do not provoke opportunity attacks when leaving squares adjacent to your allies.
- ◆ When you make a basic attack against an enemy adjacent to two or more of your allies, you gain a +1 power bonus to the attack roll. You also gain a power bonus to the damage roll against that enemy. The bonus equals the number of your allies adjacent to the enemy.

Level 11: The bonus to damage rolls increases to 1 + the number of adjacent allies.

Level 21: The bonus to damage rolls increases to 2 + the number of adjacent allies.

Aspect of the Regal Lion The lion is the king of the savannah, a proud hunter and a ferocious enemy. When you enter this aspect, you gain the lion's unmatched bravery and resolute determination. No foe, regardless of its size or strength, can hope to match your tenacity.

Aspect of the Regal Lion

Ranger Utility

You fight with the courage of a lion, taking on a larger foe without a sliver of doubt or fear.

At-Will ♦ Primal, Stance

Minor Action **Personal**

Effect: You assume a stance, the aspect of the regal lion. Until the stance ends, you gain the following benefits.

- ◆ When you make a basic attack against an enemy that is Large or larger, you gain a +2 power bonus to the attack roll.
- ◆ You gain a +2 power bonus to all defenses against such enemies.

Aspect of the Soaring Hawk From its perch among the winds, high above the ground, a hawk keeps careful watch on the land. When it spots its prey, it strikes in the blink of an eye. This aspect allows you to channel the hawk's speed and also take advantage of the hawk's high perch. In battle, your spirit almost rises out of your body, allowing you to strike true regardless of the obstacles before you.

Aspect of the Soaring Hawk

Ranger Utility

You move through the battle like a hawk, carefully waiting for the best moment to strike, rising above all barriers that might restrict you.

At-Will ♦ Primal, Stance

Minor Action **Personal**

Effect: You assume a stance, the aspect of the soaring hawk. Until the stance ends, you gain the following benefits.

- ◆ You gain a +2 power bonus to speed.
- ◆ You ignore the penalty to attack rolls imposed by partial cover and partial concealment, and you take no worse than a -2 penalty to attack rolls against targets that have superior cover or total concealment.
- ◆ You gain a +2 power bonus to Perception checks.

Level 1: Wilderness Knacks

All rangers learn to survive in the wilderness, whether that realm is a frozen tundra, a verdant forest, or a mushroom-choked cavern deep beneath the earth. You have acquired a couple of tricks and abilities that give you and your allies a key edge.

Benefit: You gain two of the following abilities of your choice.

Ambush Expertise You have wandered through dangerous realms, such as kingdoms ruled by hobgoblin tyrants and mountain ranges jealously guarded by brooding giants. You know not only how to hide yourself, but also how to hide others.

Benefit: Whenever you make a Stealth check, each ally within 10 squares of you gains a +2 bonus to his or her next Stealth check before the end of your next turn.

Beast Empathy The beasts of the wilderness see and know most of what unfolds in their realm. Few folk heed them, but you have learned to understand and interpret their actions and attitudes. Your woodcraft is short of the magical ability to communicate with animals directly, but it is enough to reveal secrets that others miss.

Benefit: You gain a +2 bonus to Bluff, Diplomacy, and Intimidate checks against beasts. You can communicate simple concepts and commands to such creatures, though they are under no compulsion to obey you. With a successful Insight check (DC determined by the DM), you can read a creature's body language and vocalizations enough to understand basic messages from it.

Mountain Guide You have clambered over steep cliffs and ranged across imposing mountains. Your knack for climbing allows you to pick out the easiest paths up even the most imposing slopes.

Benefit: Whenever you succeed on an Athletics check to climb, you reduce the DC of that climb by 2 for your allies until the end of the encounter. Only allies who see you make the climb gain this benefit.

Watchful Rest Long days spent in the wilds have taught you the best way to set up a camp. By picking out an easily defensible spot and carefully positioning your gear, you ensure that you and your allies have the best chance to avoid an ambush.

Benefit: When you take an extended rest, you and any allies also taking the rest do not take the -5 penalty to Perception checks for sleeping.

Wilderness Tracker You are an expert at reading the signs of a creature's passage. When you inspect an area, a splintered twig or a trampled leaf is enough for you to glean a significant amount of information. Even the slyest rogues and sneakiest warlocks leave behind some trace of their passage.

Benefit: During a short rest, you can make a Perception check (DC determined by the DM) to inspect the area around you. This area can be as large as 10 squares on a side. If your check succeeds, you determine the number and nature of the creatures that have moved through the area in the past 24 hours. You ascertain when and where they entered the area, as well as when and where they left.

Level 2: Utility Power

As you gain experience, your knowledge of primal magic grows ever deeper. You now supplement your hard-earned woodcraft with the ability to command primal magic directly.

Benefit: You gain one of the following powers of your choice.

Oak Skin Your connection to the primal spirits makes you aware of the strength imbued into the oldest trees. By calling on those spirits, you take on some of that strength and resilience into yourself, shrugging off your enemies' attacks like the great oak standing steadfast against the strongest storms.

Oak Skin

Ranger Utility 2

Your skin takes on the texture of tough bark, protecting you from the worst of your enemies' attacks.

Daily ♦ Primal

Minor Action

Personal

Effect: You gain resistance to all damage until the end of the encounter. The resistance equals your Wisdom modifier.

Ranger's Agility You call on the primal spirits to grant you the agility of the greatest hunting beasts. Enemies that try to stay at your side in combat find themselves left alone time and again, cut down by your ranged attacks as you strike from a safe distance.

Ranger's Agility

Ranger Utility 2

The power of the primal spirits lets you move with the speed and subtlety of the wind.

Daily ♦ Primal

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to speed, and whenever you shift, the distance you can shift increases by 1 square.

Safe Passage You count on being able to find the quickest, safest paths through the uncharted wilderness. That well-honed nature sense is now augmented by the power of the primal spirits, letting you grant to your allies the power to move unhindered even in the heat of combat.

Safe Passage

Ranger Utility 2

The spirits of earth, stone, and land accept your plea for assistance, allowing you and your allies to move unhindered and at great speed.

Daily ♦ Primal

Minor Action

Close burst 5

Target: You and each ally in the burst

Effect: Until the end of the encounter, each target ignores difficult terrain and gains a +2 power bonus to speed.

Level 3: Improved Power Strike

With each successful combat, you refine your signature fighting style. Enemies that thought they had avoided your most potent attack learn their mistake the hard way.

Benefit: You gain one more use of *power strike* per encounter, but you can use it only once per turn.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 4: Wilderness Knack

As you amass more experience in journeying into the wilds, you expand your range of tricks and talents.

Benefit: You gain one additional wilderness knack chosen from the options on page 185.

Level 5: Reactive Shift

From the first time you faced off against a more powerful foe in combat, you learned the advantage of maintaining an optimal position for your powerful ranged attacks. When an enemy closes with you, you instinctively slip away before that foe can lock you down.

Benefit: You gain the *reactive shift* power.

Reactive Shift

Ranger Utility 5

You keep one eye on the fight around you at all times, so that you can slip away from an enemy that moves too close.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy you can see ends its turn adjacent to you.

Effect: You shift a number of squares up to your Wisdom modifier.

Level 6: Utility Power

Your determination to persevere in battle inspires the primal spirits to bestow even stronger protective energy upon you and your allies.

Benefit: You gain one of the following powers of your choice.

Healing Lore Natural healing is steady but slow. Your relationship with the primal spirits lets you call on their aid to speed that process a hundredfold.

Healing Lore

Ranger Utility 6

The primal power you call upon allows access to the deepest reserves of strength.

Daily ♦ Healing, Primal

Minor Action Close burst 5

Target: You or one ally in the burst

Effect: The target can spend a healing surge.

Leaf Wall The breezes of autumn carry with them the whispers of the leaf wall, whose primal power obscures and harries your foes. Shrouded and torn at by nature's power, your enemies are left at your mercy.

Leaf Wall

Ranger Utility 6

A shroud of green and gold leaves swirls to life at your command, borne aloft by invisible minor spirits to protect you and your allies.

Daily ♦ Conjunction, Primal

Minor Action Area wall 5 within 10 squares

Effect: You conjure a leafy wall that lasts until the end of the encounter. The wall can be up to 4 squares high and must be on a solid surface. You or any ally has partial concealment while in the wall. Enemies grant combat advantage while in the wall or adjacent to it.

Step of Morning Mist By calling on the spirits of the air, you can step through empty space to reposition yourself on the battlefield—or to flee from a powerful foe.

Step of Morning Mist

Ranger Utility 6

A magical mist wraps around you, letting you cross the battlefield in the blink of an eye, then clinging to you as a protective shroud.

Daily ♦ Primal, Teleportation

Move Action Personal

Effect: You teleport up to 5 squares, then gain a +5 power bonus to all defenses until the end of your next turn.

Level 7: Aspect of the Wild

Each new adventure shows you more of the world, letting you expand your already impressive range of combat styles.

Benefit: You gain one additional aspect of the wild chosen from the options on page 182.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 8: Wilderness Knack

As you gain more experience in journeying into the wild, you expand your repertoire of tricks and talents.

Benefit: You gain one additional wilderness knack chosen from the options on page 185.

Level 9: Improved Dual Weapon Attack

After countless skirmishes, your off hand attacks are nearly as powerful as attacks with your main weapon.

Benefit: You gain a +2 bonus to damage rolls with your *dual weapon attack* power.

Level 10: Utility Power

The primal spirits reward you for your continued dedication as you reach the apex of the heroic tier.

Benefit: You gain one of the following powers of your choice.

Eyes of the Owl The deadliest hunting beasts become even more fearsome in the dark of night, and you and your allies are no exception. The foulest creatures too often take advantage of the gloom of lost ruins or the Underdark to turn the tables on the heroes of the surface world, but the power of the primal spirits lets you even the odds.

Eyes of the Owl

Ranger Utility 10

The spirits of the night grant you enhanced senses.

Daily ♦ Primal

Minor Action

Close burst 5

Target: You and each ally in the burst

Effect: Each target gains both darkvision and a +2 power bonus to Perception checks until the end of the encounter.

Root Gate Just as the humblest tree can set out roots that dig deep into the unseen ground, this evocation sends tendrils of primal power twisting through space. With a single step, you jaunt across the battlefield, setting up the means for a quick escape or a quicker attack on an unsuspecting foe.

Root Gate

Ranger Utility 10

At your command, great roots threaded with primal power burrow through the ground around you, closing the space between two points on the battlefield.

Daily ♦ Primal, Teleportation, Zone

Minor Action

Close burst 10

Effect: You create two zones, each one in an unoccupied square in the burst. The zones last until the end of the encounter. When you or any of your allies enters either of the zones, that character can teleport to the other zone as a free action, as long as the destination zone is unoccupied.

Verdant Flames The primal spirits burn with the force of life, an energy you can channel and shape to hinder your foes. This powerful evocation can be the effective endgame of a drawn-out combat against foes that refuse to fall, or the first salvo in a deadly ambush that gives your enemies no chance to ever gain the upper hand.

Verdant Flames

Ranger Utility 10

Eldritch green flames wrap around your enemies, hampering their ability to defend themselves or hide from you.

Daily ♦ Fire, Primal, Zone

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

Effect: The burst creates a zone that lasts until the end of the encounter. Enemies grant combat advantage and take a -5 penalty to Stealth checks while in the zone. Any enemy that ends its turn in the zone takes fire damage equal to your Wisdom modifier.

Move Action: You move the zone up to 5 squares.

PARAGON SCOUT

In battle, you are now a whirlwind. Your two weapons combine to cleave through your foes. Your enemies struggle to corner you as you dart from one foe to the next.

Paragon Path: Intrepid Scout

At 11th level, your scout takes on the intrepid scout paragon path (see page 81 for details on paragon paths). Your mastery of two weapon fighting combines with your focus and speed to grant you unmatched mobility.

Prerequisite: Only a scout can take this paragon path.

SCOUT PARAGON TIER

Total	Feats			Class Features and Powers
XP	Level	Known		
26,000	11	+1		Ability score increase Scout's Action [intrepid scout] Scout's Mobility [intrepid scout] Improved Power Strike [intrepid scout]
32,000	12	+1		Scout's stride [intrepid scout]
39,000	13	—		Enhanced Power Strike
47,000	14	+1		Ability score increase
57,000	15			Paragon Dual Weapon Attack
69,000	16	+1		Speed of the Wild [intrepid scout] Utility power
83,000	17	—		Aspect of the wild
99,000	18	+1		Ability score increase
119,000	19			Cautious Shift
143,000	20	+1		Isolated Assault [intrepid scout]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Scout's Action

Intrepid scout paragon path feature

You count on being able to freely combine movement with your attacks to keep a constant advantage over your foes. When you push yourself past your limits, you summon up a surge of speed that lets you slip across the battlefield with ease.

Benefit: When you spend an action point to take an extra action, you can shift up to your speed before or after taking that extra action.

Level 11: Scout's Mobility

Intrepid scout paragon path feature

Your tireless stride lets you cover more ground than other characters can.

Benefit: You gain a +1 bonus to speed.

Level 11: Improved Power Strike

Intrepid scout paragon path feature

You make an additional devastating attack during any battle.

Benefit: You gain one more use of power strike per encounter, but you can still use it only once per turn.

Level 12: Scout's Stride

Intrepid scout paragon path feature

You thrive on staying in motion at the center of combat, and your pursuit of the intrepid scout path lets you augment your natural speed with primal power.

Benefit: You gain the *scout's stride* power.

Scout's Stride

Intrepid Scout Utility 12

Calling upon the primal spirits to guide your movement, you slip safely across the battlefield at supernatural speed.

Daily ♦ **Primal**

Move Action

Personal

Effect: You shift up to twice your speed. You ignore difficult terrain during this movement.

Level 13: Enhanced Power Strike

Your mastery of primal power grants you unique insights into the hunting forms of the fiercest predators, just as your choice of favored weapon suggests new approaches to combat that employ those forms.

Benefit: You gain one more use of *power strike* per encounter. In addition, you gain one of the following features depending on your choice of off-hand weapon.

Eagle's Axe Like the great eagle, you strike with such speed and precision that your axe cleaves from one foe to the next.

Benefit: While you wield an axe in your off hand, your *power strike* deals 3 extra damage to the target.

Serpent's Blade You wield your blades like twin serpents, darting in and out of your opponents' reach as you make each attack.

Benefit: While you wield a light blade in your off hand, you can take a free action to shift up to 3 squares immediately after using *power strike*.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Paragon Dual Weapon Attack

Your weapons become an extension of your body, hitting to deadly effect with every successful strike.

Benefit: The bonus to weapon damage rolls granted by your Improved Dual Weapon Attack class feature increases to +4.

Level 16: Speed of the Wild

Intrepid scout paragon path feature

Your natural agility and speed draw on your mastery of primal power to provide you freedom of movement in the widest range of environments. Whether you are fighting in the treetops, traversing the summit of a mountain peak, or fording a rushing stream, no foe can elude you for long.

Benefit: You gain a climb speed and a swim speed equal to your speed.

Level 16: Utility Power

The strength of nature is yours to command, providing you with even greater powers of protection for you and your allies.

Benefit: You gain one of the following powers of your choice.

Embrace the Wild The beasts of the wild have enhanced senses, which are connected to an awareness of the primal spirits. When you call on those spirits for aid, they channel that awareness through you for a time, letting you imbue yourself or another with sight, hearing, and reflexes better than any creature of nature.

Embrace the Wild

Ranger Utility 16

Faint images of the eagle, the owl, the wolf, and other hunting beasts flicker within your eyes as you take on those creatures' extraordinary senses.

Daily ♦ Primal

Minor Action

Ranged 5

Target: You or one ally

Effect: Until the end of the encounter, the target has darkvision, cannot be blinded, never grants combat advantage, and can see all creatures within 10 squares of him or her.

Iron Endurance You draw on your own vitality as a conduit for the power of the primal spirits of battle, gaining exceptional vigor. Used at the start of combat, *iron endurance* lets you face off against the strongest foes without fear. Held in reserve, this power offers a last mighty surge of strength that lets you fight through to the bitter end.

Iron Endurance

Ranger Utility 16

Your primal magic imbues you with a power as strong as any armor, granting you a surge of resilience in combat.

Daily ♦ Primal

Minor Action

Personal

Effect: You gain temporary hit points equal to your healing surge value + 10.

Word of Warning The most dangerous beasts react to danger by instinct rather than thought. By calling on the awareness of the primal spirits, you grant yourself and your allies a preternatural awareness that lets you overwhelm your unsuspecting foes.

Word of Warning

Ranger Utility 16

Acting solely on instinct, you evoke primal magic to lend your allies a surge of speed and combat awareness.

Daily ♦ Primal

Free Action

Close burst 10

Trigger: You and your allies roll initiative.

Target: You and each ally in the burst

Effect: Each target gains a +5 power bonus to the initiative check and gains combat advantage until the end of his or her next turn.

Level 17: Aspect of the Wild

The struggles of the paragon tier let you push past all previous limitations, focusing your warrior's spirit as you come to terms with your true potential.

Benefit: You gain one additional aspect of the wild chosen from the options on page 182.

Level 18: Ability Score Increase

You are a true paragon of physical and mental perfection.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Cautious Shift

You have learned to draw on your reserves of healing and defense without breaking your stride in combat. Even as you slip away from your foes, you renew yourself for your next assault.

Benefit: Whenever you use your second wind or take the total defense action, you can shift 1 square as a free action before or after doing so.

Level 20: Isolated Assault

Intrepid scout paragon path feature

As you reach the peak of the paragon tier, your foes have learned to fear your presence on the battlefield. With no enemies or allies to shield it from your wrath, a chosen foe grants you the advantage.

Benefit: You gain combat advantage with melee weapon attacks against any enemy that has no creatures but you adjacent to it.

EPIC SCOUT

You are one of the greatest scouts who has ever lived. You fight with speed and power, overwhelming your enemies with a flurry of attacks.

When your scout reaches 21st level, he or she takes on the epic destiny of the Destined Scion (page 237). This epic destiny represents the grand finale of your adventuring career. Like your paragon path, it grants a set of related features and powers.

SCOUT EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	—	Peerless Perception
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	—	Epic Dual Weapon Attack
450,000	26	+1	Epic destiny power
550,000	27	—	Resolute Scout
675,000	28	+1	Ability score increase
825,000	29	—	Epic Scout's Shift
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You are an epic hero now, and your physical and mental acuity exceed all mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 22: Utility Power

The primal power that once deposed the gods themselves opens up to you even more as you rise through the epic tier.

Benefit: You gain one of the following powers of your choice.

Speed of the Zephyr The primal power of the racing wind adds its speed to your already formidable movement. You run circles around your foes each time you surge across the battlefield, treating each attack as an ambush against enemies that never see you coming.

Speed of the Zephyr

Ranger Utility 22

You move with the swiftness of the wind.

Daily ♦ Primal

Minor Action

Personal

Effect: You gain a +6 power bonus to speed until the end of the encounter.

Stepping Through the Veil The primal spirits pass through the world as a veil of shadow, seen only when they want to be seen. By calling on those spirits to shroud you, you step across the veil between the natural world and the spirit world—to your enemies' great peril.

Stepping Through the Veil

Ranger Utility 22

As you step away from your enemy, you fade from its view, shielded by your primal magic as you prepare to strike again.

Daily ♦ Primal

Minor Action

Personal

Effect: Until the end of the encounter, whenever you end your turn not adjacent to any enemies, you are invisible until the start of your next turn.



Sometimes even two weapons isn't enough of an edge

Level 23: Peerless Perception

Attuning yourself to the heightened awareness of the spirit world is second nature to you now.

Benefit: Whenever you make a Perception check, you can roll twice and use either result.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.



A ranged weapon can come in handy in certain situations

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 25: Epic Dual Weapon Attack

Your weapon attacks strike home with an unstoppable grace.

Benefit: The bonus to weapon damage rolls granted by your Improved Dual Weapon Attack class feature increases to +6.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 237).

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Epic Scout's Shift

You are the undisputed master of every battlefield, laughing as you slip past your foes and their feeble attempts to stop you.

Benefit: Whenever you shift, you can shift 1 additional square.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 237).

WARLOCK

Arcane Striker: You wield a deadly weapon forged with magic, backed by your skill at spells, stout armor, and keen fighting ability.

Why This Is the Class for You: You like mixing arcane spellcasting with good armor and the ability to fight in melee.

Most people believe that the path to arcane power traces its way through dusty libraries, impenetrable tomes of lore, and countless hours of practice and study. What little the common folk understand about wizards revolves around their scholarly pursuits. Warlocks, however, know about different paths to power. The labyrinthine rules and theories of arcane magic are by no means complete. In some places, the laws of magic are vague, twisted, or subject to the whims of powerful entities. Warlocks enter into pacts with these entities, pledging their service and their souls in return for access to spells. With a word of promise, warlocks gain great power, but rarely do they have the wisdom and foresight needed to wield such power.

A warlock gains this power with little practice or focus. One need only learn the rituals needed to contact a planar entity in order to gain a warlock's power. Most warlocks face suspicion and mistrust from the common people, because all too often those who embrace this path do so in search of a quick, easy way to gain power over others. Yet for every warlock who enters a pact for selfish reasons, there is one who turned to it as a last resort against a mad tyrant or a rampaging horde of monsters.

Warlocks rarely congregate in large groups. They easily accept members of other classes as allies, but there are few if any guilds, schools, or other organizations to bind them. The typical warlock enters into a pact and perfects its magic alone. Aside from the rituals used to create pacts, little formal research or study is involved in the warlock's art.

The type of warlock you can create with this book is the hexblade.

Class Traits

Hit Points: You start with hit points equal to $12 +$ your Constitution score. You gain 5 hit points each time you gain a level.

Bonuses to Defenses: +1 to Fortitude, +1 to Will

Healing Surges per Day: $6 +$ your Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail

Weapon Proficiencies: Simple melee, military melee, simple ranged

Implement Proficiencies: Rods, wands

Class Skills: Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Trained Skills: Four from the list of class skills

HEXBLADE

Key Abilities: Charisma; Dexterity or Constitution

Hexblades are warlocks who learn to shape the arcane energy of their pacts into deadly weapons, such as a sword forged from infernal power or a slender blade that gleams with fey magic. Both a warrior and an arcanist, a hexblade uses a deadly combination of spells and fighting ability during combat.

Few people trust hexblades. Although most common folk are at best suspicious of wizards, the typical mage isolates himself or herself while engaging in arcane study, rarely exposing the populace to deadly magic. Hexblades come by their power through an easier, and more easily mistrusted, path. Some of the greatest villains to plague the land have been hexblades. After stumbling across the rituals and incantations needed to contact and forge a bargain with a mighty entity, a marauding bandit or a bloodthirsty orc chieftain could become a hexblade. The entities that would grant power to hexblades care little for how such a gift is used. Their interest is focused on the souls and the power provided to them by those to whom they give power through a pact. And such evil hexblades don't isolate themselves in the wild, but instead take what they want from those less powerful.

Those few hexblades who prefer to be honorable face suspicion and persecution from a variety of quarters, because their magic is misunderstood and typically wielded by villains. Even though these hexblades choose to do good, most are forced to the shadows by suspicion and fear from common folk, and they must strike at evil in secret, working behind the scenes to keep the fragile structure of civilization intact.



Tempest, tiefling hexblade

CREATING A HEXBLADE

This section walks you through the steps of creating a hexblade. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Pact

Hexblades, like other warlocks, enter into pacts with powerful beings from across the planes. Your choice of pact has an important effect on the powers and other abilities you gain.

Fey Pact The fey pact represents a bargain struck with an enigmatic, unpredictable lord of the Feywild. Such entities grant you arcane power in exchange for a shard of the soul energy taken from each of your defeated foes. In this manner, a fey lord gains more power and more territory within the Feywild. This pact requires that you have a good Dexterity score, because its magic focuses on speed and agility. Fey pact hexblades rely on quick feet and a sharp blade to overcome their enemies. See page 225 for more information on the fey pact.

Infernal Pact While the fey pact embraces speed and elegance, the infernal pact is all about brutal strength and powerful attacks. By using infernal laws against the rulers of the hells, this pact allows you to steal power from devils without making any offering in return. However, the strain of performing this act and the power you channel through your pact is a burden on your physical vitality. A good Constitution score is critical to succeeding with an infernal pact. Most infernal pact hexblades rely on heavy armor and great durability to outlast their foes. See page 230 for more information on the infernal pact.

Race

Choose your race (page 35). Drow and tiefling are particularly good choices for a hexblade.

Drow Drow who face exile from their Underdark homes sometimes turn to arcane pacts as the best way to gain the power they need to survive on their own. Drow hexblades usually enter into fey pacts. They are loners, wanderers, and mercenaries, dependent on their pact for survival in the surface world. Unfortunately for them, the typical mistrust of drow displayed by surface-dwellers world only increases when a drow is known to deal in pacts with otherworldly entities.

Drow hexblades are typically pragmatists. They want power as a means to defend themselves against their murderous kin and to survive in a hostile world. The fey powers that create these pacts care little for the details of a drow's life—a

state of affairs that most exiled drow find refreshing.

Drow hexblades typically worship Sehanine, though a few of the more heroic-minded ones embrace Kord.

Tiefling Tieflings were one of the first mortal races to enter into pacts with the powers of the planes. The empire of Bael Turath was founded on what was essentially a large-scale pact between its rulers and Asmodeus, lord of the Nine Hells. With racial bonuses to Charisma and Constitution, a tiefling is ideally suited to this class.

Tiefling hexblades were once an important part of Bael Turath's military. They founded several orders dedicated to both the martial and arcane arts, and even after the empire fell, those orders persisted. Tiefling hexblades gather in small conclaves, recruiting others of their kind to their ranks and working in secret to restore their lost empire. Most of these tieflings stand against Asmodeus, seeing his evil influence as the cause of Bael Turath's fall.

Tiefling hexblades often worship Ioun. They seek the lost knowledge of Bael Turath, as well as the wisdom and conviction needed to use their pacts effectively.

Ability Scores

Determine your ability scores (see page 38). As a hexblade, most of your attacks rely on your force of will to control your magic, so make Charisma your highest score.

Your second-highest score should be either Dexterity or Constitution, based on the type of character you want. If you want to play a nimble, lightly



Brandis, half-elf hexblade

armored warrior who relies on fey magic, make Dexterity your second-highest score. If you like the idea of wearing heavy armor and forcing devils into your service, go with Constitution.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your Charisma and your Dexterity or Constitution represent your natural affinity for the hexblade class, but your other abilities also point to why you follow this path. Few people become hexblades solely because they think they can excel at the profession's brand of magic. Instead, most turn to it because of some pressing need. Did others bully you because of your low Strength? Did your low Wisdom lead to your making a rash decision? A high score can also help determine a character's personality. Perhaps your high Intelligence caused you to believe that you could master any sort of challenge, even entering into pacts with powerful beings and coming out ahead of the bargain.

Skills

At 1st level, choose four trained skills from the following list of class skills: Arcana, Bluff, History, Insight, Intimidate, Religion, Stealth, Streetwise, and Thievery. See Chapter 6 for information on skills.

As a hexblade, you're often dealing with powers not of the world. It's useful to have training in Arcana to better understand the creatures you deal with, as well as to know which of your spells will be the most effective against them. If you prefer to work from the shadows, Stealth is a skill you will often use. Most hexblades also find the Intimidate skill useful.

Once you've chosen your skills, think about why your character learned them. Magic flows through a hexblade's veins as strongly as blood, so training in Arcana comes naturally. Are you an explorer, searching for ancient magic held within items and rituals? History is another great skill for hexblades, because they often deal with ancient powers and beings through their pact and can pick up bits of forgotten lore. Perhaps you are an archeologist following clues mentioned by your patron over the years that will lead to an ancient lost city full of artifacts. Streetwise and Thievery might mean that you learned to live on the streets, using your abilities to survive while dealing in obscure information for a price.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Hexblade Heroic Tier table on page 206. Also note the powers and class features you gain for the pact you chose for your character.

In addition, you need to choose a daily spell. Your choice of pact provides a good guide to picking which spell should fit your character best. If you chose the fey pact, *armor of winter's grasp* fits your abilities, but if you went with the infernal pact, then *hellfire blast* might suit you better.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels. See Chapter 7 for information on feats.

Since your pact weapon functions as both an implement and as a weapon, the implement training and weapon training feat categories each include options that work well for you. Consider improving your damage output by selecting either Implement Focus or Weapon Focus (but not both, since their bonuses don't add together).

Review the quick reaction category for feats that might give you an edge when combat starts, such as Aggressive Advantage. Feats that boost your defenses, such as those in the vigilant reflexes and enduring stamina categories, help keep you alive when you get separated from your allies.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, and chainmail. You have proficiency with the following weapon types: simple melee, martial melee, and simple ranged.

You have 100 gp to buy your starting equipment. Your first purchase should be armor. If you're an infernal pact hexblade, you should wear chainmail, counting on the armor's high bonus to AC to keep you alive. If you're a fey pact hexblade, consider wearing hide or leather armor. Your high Dexterity score will contribute to your AC while you're wearing light armor, and the mobility that such armor offers is useful.

You should buy an implement, since your pact weapon powers rely on your having one. You don't need to buy a melee weapon, since you create a weapon using your Pact Weapon class feature. You also don't need to purchase a ranged weapon, because your *eldritch bolt* works as well as any crossbow.

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor (see "Defenses," page 40). In addition, you gain a +1 bonus to Fortitude and Will.

You start with hit points equal to $12 + \text{your Constitution score}$. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to $6 + \text{your Constitution modifier}$.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment (page 43) that matches your character's outlook on the world. As a warlock, you probably tend to be unaligned. Most warlocks care primarily for themselves, but a few embrace their power for heroic ends.

Finally, check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other players' characters.

HEROIC HEXBLADE

In the heroic tier, you first learn to forge your pact weapon from the stuff of raw, arcane energy. Through practice and battle, you become able to extract more powerful spells from your master.

HEXBLADE HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	<i>Eldritch bolt</i> <i>Pact Reward</i> <i>Pact Boon</i> <i>Pact Weapon</i> <i>Daily power</i>
1,000	2	+1	<i>Utility power</i>
2,250	3	—	<i>Improved Pact Weapon</i>
3,750	4	+1	<i>Ability score increase</i> <i>Lesser planar ally</i>
5,500	5	—	<i>Daily power</i>
7,500	6	+1	<i>Utility power</i>
10,000	7	—	<i>Pact Weapon Retribution</i>
13,000	8	+1	<i>Ability score increase</i>
16,500	9	—	<i>Summon warlock's ally</i>
20,500	10	+1	<i>Utility power</i>

Level 1: Eldritch Bolt

You tap into the magic of your pact to unleash an attack against your enemies.

Benefit: You gain the *eldritch bolt* power.

Eldritch Bolt

Warlock Attack 1

With a gesture, you create a shard of shimmering force and send it streaking toward your enemy.

At-Will ♦ **Arcane, Force, Implement**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier force damage.

Level 21: 2d10 + Charisma modifier force damage.

Special: You can use this power as a ranged basic attack.

Level 1: Pact Reward

The pact you forge with an otherworldly entity provides many benefits. To help you defeat your enemies, and thereby provide that entity with shards of life force through the pact, your patron rewards your service with a small gift.

Benefit: You gain a bonus to damage rolls determined by your pact (fey, page 225, or infernal, page 230).

Level 1: Pact Boon

One benefit of associating with a greater power is the ability to use a small portion of that entity's magic directly. When you choose your pact, your bond with your patron is represented by a boon it grants you as a symbol of its influence.

Benefit: You gain a power associated with your pact (fey, page 225, or infernal, page 230).

Level 1: Pact Weapon

Your pact weapon is a physical manifestation of the arcane alliance you have struck with an otherworldly power.

Benefit: While you hold your implement in one hand, you can use a minor action to manifest your pact weapon in the other hand. The pact weapon you create depends on your pact (fey, page 225, or infernal, page 230). Your pact weapon persists until you no longer hold either it or the implement, or until you dismiss it as a free action.

You can make weapon attacks with your pact weapon, using its proficiency bonus and the appropriate damage die. Your pact weapon shares your implement's enhancement bonus, critical hit effect, properties, and powers. The weapon cannot be enchanted.

When you use a power associated with your pact weapon and the power has both the weapon and the implement keyword, you are considered to be wielding both your pact weapon and your implement for the purpose of feats and other game elements.

Level 1: Daily Power

You call on the full strength of your pact to defeat your foes. Tapping into such power is draining; you can make the effort only so often.

Benefit: You gain one of the following powers of your choice.

Armor of Winter's Grasp Many hexblade spells deal with extra-planar creatures and objects. *Armor of winter's grasp* is one such; it tears chunks of ice-rich with fey magic—from the frigid part of the Feywild and shapes the pieces around you into a finely wrought suit of icy plate armor. Fey spirits of storm and winter roar around the armor and sear your foes with a killing frost.

Armor of Winter's Grasp

Warlock Attack 1

You create a vicious, icy wind that scythes through your enemies before settling on you as a shell of frozen air.

Daily ♦ Arcane, Cold, Implement

Standard Action Close burst 1

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier cold damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: You gain a +2 power bonus to AC and Fortitude until the end of the encounter.

Hellfire Blast This deadly spell taps into the fire of the Nine Hells, unleashing it at your command to turn your foes into piles of ash.

Hellfire Blast

Warlock Attack 1

Waves of flame roll forth from your extended hand, blasting your foes.

Daily ♦ Arcane, Fire, Implement

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier fire damage.

Miss: Half damage.

Mists of Madness Stories abound of the subtle dangers of the Feywild. Mortals that stray too far from the established paths risk stumbling into phantasmagorical realms of wild magic and maddening sights. These strange eddies and flows of fey magic can sunder a creature's mind, overwhelming it and leaving it an empty shell. Such is the power of the *mists of madness* spell.

Mists of Madness

Warlock Attack 1

A thick mist rises around you. Within it, the intoxicating power of fey magic overwhelms your enemies' senses, driving those foes to lash out at each other in their madness.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target makes a melee basic attack as a free action against a creature of your choice.

Effect: If you miss every target, the power is not expended.

Level 2: Utility Power

As your power grows, you are able to use your pact in new ways. Though you can select any spell you wish, some spells are associated with one pact or another.

Benefit: You gain one of the following powers of your choice.

Spectral Fade Using this spell, you step into the space between the planes to render yourself invisible. You remain there for only a moment, because lurking too long beyond the world can have catastrophic consequences, but it buys you enough time to escape your enemies or land an attack.

Spectral Fade

Warlock Utility 2

You become misty and transparent, fading from your enemies' view for a moment.

Encounter ♦ Arcane, Illusion

Minor Action Personal

Effect: You become invisible until the end of your turn.

Spider Scuttle Many hexblade spells involve channeling aspects of or stealing power from planar sources. This strange spell allows you to steal a minor trick from Lolth, the queen of spiders and goddess of the drow.

Spider Scuttle

Warlock Utility 2

Shadowy spider legs sprout from your body, allowing you to scuttle across the ground and easily scale a nearby surface.

Encounter ♦ Arcane

Free Action Personal

Effect: Until the end of your next turn, you gain a climb speed equal to your speed, and you can move at that speed when you crawl.

Wrathful Aspect This spell allows you to steal the aspect of a devil and turn yourself into a scowling, horrific figure clad in a cloak of fire. Your visage enhances your ability to intimidate others, while the fiery cloak punishes foes that dare move near you.

Wrathful Aspect

Warlock Utility 2

Your eyes glow with power, and a cloak of red fire swirls around you as you channel the wrath and fury of your pact.

Encounter ♦ Arcane, Fear, Fire

Minor Action Personal

Effect: Until the end of your next turn, you gain a +5 power bonus to Intimidate checks, and any creature that hits you with a melee attack takes 5 fire damage.

Level 3: Improved Pact Weapon

As you gain more experience wielding your pact weapon, it becomes an extension of your body.

Benefit: You gain one more use per encounter of the pact weapon encounter attack power that you gained at 1st level, but you can still use it only once per turn.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 4: Lesser Planar Ally

You gain the ability to call a minor planar spirit to aid you. The spirit is of little use in battle, but it is the perfect spy or scout.

Lesser Planar Ally

Warlock Utility 4

The air around you ripples and becomes heavy as you call forth a spirit of the planes to serve you.

Daily ♦ **Arcane, Conjunction**

Standard Action **Melee 1**

Effect: You conjure the Tiny spirit of a planar being in a square adjacent to you. The spirit is an invisible conjuration that lasts until it is dismissed as a free action or until it completes its task, which can take no longer than 1 hour. You command the spirit to attempt one of the following tasks.

- ♦ **Locate an Object or a Person:** The spirit can locate a specific object or creature within 5 miles of you that you have seen or touched. When it completes the task, the spirit returns to you and describes the direction, distance, and location of the object or creature.
- ♦ **Explore an Area:** The spirit can provide a rough description of an area up to 20 squares on a side, including obvious physical features. The spirit cannot open doors or breach physical or magical barriers, so it cannot explore any area that a Tiny creature couldn't reach. It cannot notice anything that requires a Perception check to detect. When it completes the task, the spirit returns to you and telepathically provides a mental image of the area.

Level 5: Daily Power

Never forget that your pact is a two-way street. If you provide enough of your enemies' life force to your patron, or siphon away that energy for yourself, you can draw on great power in return.

Benefit: You gain one of the following powers of your choice.

Emerald Shield This spell draws on the energy of the Elemental Chaos to forge a crystalline shield infused with a dazzling, green light, which flickers within it like a flame. The shield forms around your arm, allowing you to keep that hand free while blocking enemies' attacks. At your command, the flame within the shield unleashes a searing radiance that punishes foes that attack you.

Emerald Shield

Warlock Attack 5

Your magic brings forth a shield that is a mixture of green quartz and scintillating energy.

Daily ♦ Arcane

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +2 shield bonus to AC and Reflex, and you can use the secondary power at will.

Secondary Power (Arcane, Radiant)

Immediate Reaction **Melee 1**

Trigger: An adjacent enemy attacks you.

Target: The triggering enemy

Effect: The target takes 5 + Charisma modifier radiant damage.

Nightshade Dreams Deep within the Feywild's darkest forest, hidden beneath the eaves of trees nearly as old as the realm itself, nightshade mushrooms grow between the tree roots. The venomous juices extracted from these fungi can kill a creature that barely comes in contact with them. With this spell, you channel the nightshade's deadly power into your hand, sending your enemy into a fevered dream.

Nightshade Dreams

Warlock Attack 5

Your hand turns black as you reach forward to deliver a dose of nightshade poison to your foe.

Daily ♦ Arcane, Implement, Poison

Standard Action **Melee 1**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier poison damage, and the target is dazed and takes ongoing 10 poison damage (save ends both).

Miss: Half damage, and the target grants combat advantage and takes ongoing 5 poison damage (save ends both).

Roaring Storm of Cania Cania, the eighth of the Nine Hells, is a frozen realm of ruined cities and vicious ice devils. With this spell, you draw an icy fragment of power from the terrible storms that wrack Cania and hurl it at your enemies.

Roaring Storm of Cania

Warlock Attack 5

A gale of frigid wind rips through your foes, hurling them to the ground and pelting them with razor-sharp blades of ice.

Daily ♦ Arcane, Cold, Implement

Standard Action **Close blast 5**

Target: Each creature in the blast

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier cold damage, and the target falls prone.

Miss: Half damage.

Effect: You slide each target up to 3 squares.

Level 6: Utility Power

As you become accustomed to using pact magic, the powers you consort with teach you deadlier tricks to use against your enemies.

Benefit: You gain one of the following powers of your choice.

Astral Eyes Across the Astral Sea, stars twinkle against its silvery backdrop. This light provides a clear radiance despite the vast distances within the sea. When you use this spell, you gather the light of those stars into your eyes. They glow softly with magic that allows you to see in the dark.

Astral Eyes

Warlock Utility 6

Your eyes exude the light that bathes the Astral Sea, sharpening your sight and allowing you to perceive subtle details with ease.

Encounter ♦ Arcane

Minor Action

Personal

Effect: Until the end of your next turn, you gain darkvision and a +2 power bonus to Insight checks and Perception checks.

Fey Switch The Feywild is a reflection of the world, a reflection governed by magic. When you use this spell, you and an ally are transported to the Feywild for a moment, and then both of you return to the world in each other's former locations.

Fey Switch

Warlock Utility 6

You briefly slide the veil of the Feywild over yourself and an ally and then snap it back into place. When the veil stabilizes, you and your friend have switched places.

Encounter ♦ Arcane, Teleportation

Move Action

Ranged 10

Target: One ally

Effect: You and the target teleport, swapping positions.

Iron Aspect of Dispater Dispater, the lord of the second layer of the Nine Hells, is paranoid and patient in equal measure. His fear of enemies has served him well, for in the labyrinth of the hells' politics, it's difficult to imagine more enemies than actually exist. With this power, you borrow a little of the defensive magic of Dispater's Iron Tower, the impenetrable fortress from which he commands his minions.

Iron Aspect of Dispater

Warlock Utility 6

Your skin becomes as hard as iron, making you immovable against your foes' attacks.

Encounter ♦ Arcane

Minor Action

Personal

Effect: Until the end of your next turn, you gain resist 5 to all damage and can ignore forced movement.

Level 7: Pact Weapon Retribution

Your mastery of your pact magic has improved. You can now coax magical effects from your pact weapon through the careful application of arcane power. Energy that once slumbered within your weapon now emerges at your command.

Benefit: You gain a power associated with your choice of pact weapon (fey, page 225, or infernal, page 230).

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Summon Warlock's Ally

Your magic can rip a creature from another plane and place it into your service for a short time. The creature summoned in this manner rarely cooperates willingly. Instead, the threat of punishment from your arcane magic forces it into service.

Benefit: You gain the *summon warlock's ally* power. The game statistics for the creature you summon with this power appear in your pact's entry (fey, page 225, or infernal, page 230).

Summon Warlock's Ally

Warlock Attack 9

A sudden gust of wind, the smell of brimstone, and a flash of light herald the arrival of a creature from the planes, pulled into your presence to serve you.

Daily ♦ **Arcane, Summoning**

Minor Action **Ranged 5**

Effect: You summon a creature associated with your pact in an unoccupied space within range. The creature is an ally to you and your allies.

The creature lacks actions of its own. Instead, you spend actions to command it mentally, choosing from the actions in the creature's description. You must have line of effect to the creature to command it. When you command the creature, you and the creature share knowledge but not senses.

When the creature makes a check, you make the roll using your game statistics, not including any temporary bonuses or penalties.

The creature lasts until it drops to 0 hit points, at which point you lose a healing surge (or hit points equal to your surge value if you have no surges left). Otherwise, it lasts until you dismiss it as a minor action or until the end of the encounter.

Level 10: Utility Power

Thanks to your pact, you have risen in power beyond the dreams of most mortals. In acknowledgement of that service, you are gifted with the power to rise further.

Benefit: You gain one of the following powers of your choice.

Duelist's Dance To the denizens of the Feywild, magic is as common as water and sunlight. The woods are filled with eldritch power, and the folk of that land use magical abilities with practiced ease. When you cast this spell, you take on the aspect of the powerful fey duelists. When an enemy threatens, you teleport to safety with a swift thought. Although you cannot act quickly enough to deny a foe's attack, your constant movement keeps your enemies off balance.

Duelist's Dance

Warlock Utility 10

You slip through the planar firmament with ease, dancing away from your enemies' attacks in much the same manner as the rakes and bravas that inhabit the Feywild's strange cities.

Daily ♦ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, you can use the secondary power at will.

Secondary Power (Arcane, Teleportation)

Immediate Reaction **Personal**

Trigger: An enemy attacks you.

Effect: You teleport up to 3 squares.

Smothering Darkness You draw forth a sphere of darkness from the Shadowfell that blinds your foes and creates a convenient area for you to hide from your enemies. Your eyes also become attuned to the Shadowfell's gloom, making the darkness an ideal place to lure a foe into.

Smothering Darkness

Warlock Utility 10

You reach into the Shadowfell and pull dark shadows around yourself. At the same time, that plane's dark energy infuses your eyes, allowing you to see easily in the darkest night.

Daily ♦ **Arcane, Zone**

Minor Action

Close burst 1

Effect: The burst creates a zone that lasts until the end of your next turn. The zone blocks line of sight for all creatures except you. You also gain darkvision while the zone persists.

Sustain Minor: The zone persists until the end of your next turn.

Spined Devil's Boon Devils harbor a special hatred for hexblades, and this spell epitomizes the depth of their wrath. Through the use of this incantation, you steal the physical qualities and magical abilities of a devil for your own use. The devil's intellect is trapped within your mind, tethered in place by your will and left only to rage and shriek at you. While its voice echoes in your thoughts, the benefits of the devil's attributes—wings and a spiny hide—more than make up for that inconvenience.

Spined Devil's Boon

Warlock Utility 10

You steal the essence of a spined devil, gaining wings and a protective layer of barbed quills.

Daily ♦ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, you gain a fly speed of 6, and any enemy that hits you with a melee attack takes 5 damage.

PARAGON HEXBLADE

Your pact weapon has claimed many enemies, and with each victory your magic grows stronger. You are now ready to master the secrets of the hexblade's pact.

Paragon Path: Legendary Hexblade

At 11th level, your hexblade takes on the legendary hexblade paragon path (see page 81 for details on paragon paths). You focus your study and arcane practice on your pact, uncovering its mysteries and mastering the magic it offers.

Prerequisite: Only a hexblade can take this paragon path.

HFXBIA DDF PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Hexblade's Action [legendary hexblade] Pact Aspect [legendary hexblade] Pact Curse [legendary hexblade]
32,000	12	+1	Pact Invocation [legendary hexblade]
39,000	13		—
47,000	14	+1	Ability score increase
57,000	15		Daily power
69,000	16	+1	Improved Pact Boon [legendary hexblade] Utility power
83,000	17	—	Superior Warlock's Ally
99,000	18	-1	Ability score increase
119,000	19	—	Daily power
143,000	20	+1	Pact Transformation [legendary hexblade]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Hexblade's Action

Legendary hexblade paragon path feature

When you push yourself beyond your normal limits, the magic inherent to your pact flares around you, aiding your efforts.

Benefit: You gain a paragon path feature associated with your pact (fey, page 225, or infernal, page 230).

Level 11: Pact Aspect

Legendary hexblade paragon path feature

As you gain greater skill with arcane magic, you also form a stronger link to your pact. This link alters your mind and body, subtly aligning you with the enigmatic entity granting you your hexblade powers.

Benefit: You gain a paragon path feature associated with your pact (fey, page 225, or infernal, page 230).

Level 11: Pact Curse

Legendary hexblade paragon path feature

Your pact requires you to seek out, battle, and defeat your enemies. Otherwise, the magic that sustains it slowly fades. As your pact hungers for life force, you learn to turn its needs into a useful weapon. You master a spell that allows you to place a curse upon an enemy.

Benefit: You gain a paragon path power associated with your pact (fey, page 225, or infernal, page 230).

Level 12: Pact Invocation

Legendary hexblade paragon path feature

During times of stress or great peril, you can call upon the entity that you forged your pact with to aid you. However, this added demand comes at a price. If you forced a pact upon an unwilling creature, it will aid you only when you have enough strength to demand it. Otherwise, your patron might choose to rob you of the power offered by this spell at an inopportune time due to capriciousness or boredom.

Benefit: You gain a paragon path power associated with your pact (fey, page 225, or infernal, page 230).

Level 14: Ability Score Increase

Each new challenge makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

As a reward for delivering so many shards of your enemies' life force to your patron, you gain access to stronger spells to maintain the pact.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 1st level.

Armor of Summer's Glory In the Feywild, summer is a time of verdant growth and seemingly endless days. The sun hangs high in the sky, bathing the land in a light that seems a little too bright and intense to people from the natural world. This spell harnesses that sunlight and forges it into a suit of armor that protects you from harm while searing your foes with radiant energy.

Armor of Summer's Glory

Warlock Attack 15

A suit of gleaming metal appears around you. The armor's mirrorlike surface sends intense flashes of radiant light spearing through your enemies.

Daily ♦ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses against melee attacks and ranged attacks, you shed bright light in a radius of 10 squares, and you can use the secondary power once per round.

Secondary Power (Arcane, Implement, Radiant)

Minor Action

Close burst 1

Target: Each creature in the burst

Attack: Charisma vs. Fortitude

Hit: 10 radiant damage.

Vortex of Fire The hells are wracked with storms that carry deadly energy, from freezing gales that cover the land in choking ice and snow to fiery bursts that can turn a giant into cinders. This spell draws on the power of the latter, creating a whirling vortex of fire.

Vortex of Fire

Warlock Attack 15

A dancing column of flame sweeps through your enemies, burning those within its fiery core and trapping them there with its searing winds.

Daily ♦ **Arcane, Fire, Implement, Zone**

Standard Action

Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Charisma vs. Reflex

Hit: $3d8 +$ Charisma modifier fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that ends its turn in the zone takes 10 fire damage and is slowed until the end of its next turn.

Move Action: You can move the zone up to 3 squares.

Sustain Minor: The zone persists until the end of your next turn.

Whispers of the Void Some hexblades delve into the secrets hidden between and beyond the planes, casting spells that access the uncharted reaches of the cosmic firmament. This spell draws on such unknown regions, creating a link between your enemy's mind and the empty gulfs of the beyond. Victims that survive the spell describe the experience as a strange, grating whisper that is propelled by a mind so powerful that it overwhelms their sanity.

Whispers of the Void

Warlock Attack 15

When you whisper the words of this spell, your enemy emits a hideous shriek as madness overwhelms it.

Daily ♦ Arcane, Charm, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 4d6 + Charisma modifier psychic damage, and the target is dazed (save ends). Until this effect ends, the target rolls a d6 at the start of each of its turns to determine how it uses its standard action.

1-2: The target does nothing.

3-4: The target charges or makes a melee basic attack against the nearest creature it can see.

5-6: The target charges or makes a ranged basic attack against a creature of your choice.

Miss: Half damage, and the target is dazed until the end of its next turn.

Level 16: Improved Pact Boon

Legendary hexblade paragon path feature

Your continuing dedication to your pact, along with your improved understanding of the underlying mechanics of arcane power, allows you to tap deeper into the source of your magic.

Benefit: You gain a path feature associated with your pact (fey, page 225, or infernal, page 230).

Level 16: Utility Power

You learn many arcane secrets through knowledge gained from your pact. The secrets that help you escape bad situations are particularly interesting.

Benefit: You gain one of the following powers of your choice.

Death Shroud Aspect Some creatures of the Shadowfell—most notably the ghosts, specters, and wraiths that haunt the mortal realms—are made of such wispy figments of ethereal matter that most weapons pass through them. By embracing the same death magic that powers such creatures, you allow your material body to fade into their realm for an instant.

Death Shroud Aspect

Warlock Utility 16

As your foe attacks, your physical body fades and becomes ghostly. Your enemy's attack passes through you, barely injuring you.

Encounter ♦ Arcane

Immediate Interrupt Personal

Trigger: You take damage from an attack.

Effect: You take only half the damage.

Diabolic Escape The denizens of the Nine Hells endlessly feud and plot against each other. Between open warfare and subtle manipulation, no devil is ever safe from enemies within its own ranks. With this spell, you steal a trick favored by the more powerful devils—the ability to escape from their enemies with a single step.

Diabolic Escape

Warlock Utility 16

You disappear in a burst of smoke, leaving your enemies open to a fiery rebuke.

Encounter ♦ Arcane, Teleportation

Move Action Close burst 1

Target: Each enemy in the burst

Effect: Each target gains vulnerable 5 fire until the start of your next turn. You then teleport up to 10 squares.

Guise of the Laughing Fool The laughing fool is a common icon in tales of the Feywild. A reckless jester or bard, the fool speaks his or her mind in any situation, layering scathing critiques and observations within seemingly harmless jokes and stories. The fool's ridiculous appearance prevents those that might take deadly offense to his or her pranks from acting. When you cast this spell, the magic of the Feywild protects you from attack. Your foes see you as a capering, ridiculous figure and are unable to attack such an obviously harmless foe.

Guise of the Laughing Fool

Warlock Utility 16

You dance a foolish jig and cackle with glee as you take on the guise of the laughing fool. Your foes realize you are a threat, but they are unable to attack such a ridiculous figure.

Encounter ♦ Arcane, Illusion

Minor Action Personal

Effect: Until the end of your next turn or until you make an attack, you gain a +2 power bonus to speed and cannot be the target of melee attacks or ranged attacks.

Level 17: Superior Warlock's Ally

As the power of your pact grows stronger, so too does it strengthen the creatures you call from the planes.

Benefit: When you summon a creature using *summon warlock's ally*, it gains a +3 power bonus to damage rolls.

Level 18: Ability Score Increase

You are a true paragon of physical and mental perfection.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

Your skill and accomplishments have become known throughout the planes. The various planar powers begin to whisper new and powerful spells into your mind through your pact, increasing your power for their own ends.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 5th level.

Memory of Blades War has been a part of the world since shortly after the cosmos first sprang to life. The primordials battled each other and eventually the gods, and since that time an untold number of conflicts have raged. With this spell, you reach through time and space to gather sundered blades from a dozen battlefields, forming a shield that slices through your foes while protecting you.

Memory of Blades

Warlock Attack 19

A weightless iron shield crafted from a dozen sword blades appears on your arm. At your command, it unleashes shards of force that slice through your enemies.

Daily ♦ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +3 shield bonus to AC and Reflex and can use the secondary power at will.

Secondary Power (Arcane, Force, Implement)

Immediate Reaction **Close blast 3**

Trigger: An enemy within 3 squares of you attacks you.

Target: Each creature in the blast, which must include the triggering enemy

Attack: Charisma vs. Reflex

Hit: 10 force damage, and you push the target up to 2 squares.

Nightshade Cloud The nightshade mushroom produces a variety of poisons, most of which are in liquid form. However, skilled alchemists can also produce a gas from the mushroom. This spell duplicates the effects of the gas from properly prepared and burned nightshade, choking your enemies on its cinders and leaving them too terrified to approach their foes.

Nightshade Cloud

Warlock Attack 19

A thick cloud of smoke pours through the area, choking your enemies and filling their minds with visions of terror and madness.

Daily ♦ Arcane, Fear, Implement, Poison, Zone

Standard Action **Close blast 5**

Target: Each creature in the blast

Attack: Charisma vs. Will

Hit: $3d10 + \text{Charisma modifier}$ poison damage, and the target's mind becomes poisoned with madness (save ends). While under this effect, the target cannot shift, and if it ends its turn adjacent to an enemy, it is dazed until the end of its next turn.

Miss: Half damage.

Effect: The blast creates a zone of lightly obscured squares that lasts until the end of the encounter. Whenever an enemy ends its turn in the zone, you can slide it 1 square as a free action.

Rain of Lead The Elemental Chaos is home to a vast number of strange phenomena. In areas dominated by elemental fire, the heat is so intense that rock and metal melt into gases, then drift to cooler regions and fall as a deadly rain. This spell captures such strange weather and unleashes it upon your foes.

Rain of Lead

Warlock Attack 19

The area around your enemies darkens as chunks of molten lead fall, searing them with agonizing heat even as the lead coating hardens.

Daily ♦ Arcane, Fire, Implement, Zone

Standard Action **Close blast 5**

Target: Each creature in the blast

Attack: Charisma vs. Reflex

Hit: $3d10 + \text{Charisma modifier}$ fire damage, and the target is restrained (save ends). If the target takes 20 or more damage from a single source (including its own attacks), it can make an extra saving throw against this effect as a free action.

Miss: Half damage.

Effect: The blast creates a zone of difficult terrain that lasts until the end of the encounter.

Level 20: Pact Transformation

Legendary hexblade paragon path feature

With this powerful spell, you draw fully on your pact's magic and undergo a startling transformation. For a brief time, you take on the aspect of your pact, appearing as a lesser version of an entity from the appropriate realm.

Benefit: You gain a paragon path power associated with your pact (fey, page 225, or infernal, page 230).

EPIC HEXBLADE

You are one of the greatest champions of your eldritch master. You stand on the verge of gaining such power that you become a luminary on par with your patron.

When your hexblade reaches 21st level, he or she takes on the epic destiny of the Destined Scion (page 237). This epic destiny represents the grand finale of your adventuring career. Like your paragon path, it grants a set of related features and powers.

HEXBLADE EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	<i>Master of magic</i>
255,000	23	—	—
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	—	Greater Summon Warlock's Ally
450,000	26	+1	Epic destiny power
550,000	27	—	—
675,000	28	+1	Ability score increase
825,000	29	—	Daily power
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You are an epic hero now, and your physical and mental acuity exceed all mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 22: Master of Magic

A hexblade learns to undermine the structures of the cosmos, stealing magic from across the planes and using it as needed. As you explore the epic tier, the true nature of arcane magic becomes apparent to you. It is the underlying power of the cosmos, a source that transcends gods, primordials, and the other great powers. With your cunning and skill, you can command any magic you wish.

The secrets of the magic of the planes are revealed to you, allowing you to access any magic to suit your needs.

Daily ♦ Arcane

Minor Action **Close burst 5**

Target: You or one ally in the burst

Effect: Choose one of the following effects.

- ♦ **Arcane (Teleportation):** You teleport the target up to 20 squares.
- ♦ **Divine (Healing):** The target can spend a healing surge. In addition, he or she can make a saving throw with a +5 power bonus.
- ♦ **Shadow:** The target is insubstantial and weakened until the end of the encounter. The target can end this effect as a minor action.

Level 24: Ability Score Increase

The increasing threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 237).

Level 25: Greater Summon Warlock's Ally

Your ability to summon assistance from across the planes grows stronger, allowing you to summon a more powerful creature.

Benefit: You gain another creature that you can summon when you use *summon warlock's ally*. The specific creature depends on your pact (fey, page 225, or infernal, page 230).

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 237).

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

You can now access the greatest spells from across the planes.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 15th level.

Armor of the Void Your magic draws forth the material from between the planes—the dead space where unknown creatures dwell—and forges it into a suit of dull black armor, which manifests around you. If a creature strikes you, it comes into contact with the voidstuff, which is infused with the cold of nothingness and allows you to teleport the offending enemy away from you.

Armor of the Void

Warlock Attack 29

A suit of black plate armor appears on you. Its dull surface gives off no reflection or even the slightest glare, as if it consumes the light that falls upon it.

Daily ♦ Arcane, Cold, Teleportation

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a +4 power bonus to AC, and whenever an enemy hits you with a melee attack, that enemy takes 10 cold damage after the attack, and you then teleport it up to 4 squares as a free action. You can end this effect to use the secondary power.

Secondary Power (Arcane, Cold, Implement, Teleportation)

Standard Action **Close burst 3**

Target: Each enemy in the burst

Attack: Charisma vs. Fortitude

Hit: 4d8 + Charisma modifier cold damage.

Miss: Half damage.

Effect: You teleport each target up to 3 squares.

Soul Cutter Hexblades must walk a careful line between martial ability and spellcasting. This spell crosses that divide, allowing you to infuse the most powerful arcane energy you can gather into your pact weapon to make an attack capable of slaying a mighty creature in one blow.

Soul Cutter

Warlock Attack 29

You pour a cascade of magic into your pact weapon, causing it to glow brightly with arcane energy as you slash into your enemy.

Daily ♦ Arcane, Implement, Weapon

Standard Action **Melee weapon**

Requirement: You must use this power with your pact weapon.

Target: One creature

Attack: Charisma vs. Reflex

Hit: 6[W] + Charisma modifier damage. After rolling damage, you can reroll any of the damage dice but must use the new result.

Miss: The power is not expended.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 237).

Fey Pact

The lords of the Feywild grant power to mortals for a variety of reasons. Some do so out of a sense of twisted mirth, because they enjoy granting great power to those without the maturity or sense to use it wisely. Others court mortal champions who can protect the fey realms and hold back the rising tide of evil.

Level 1: Fey Pact Reward

As a fey pact hexblade, you learn to channel your natural agility into your magical and physical attacks, enhancing their deadliness.

Benefit: You gain a bonus to the damage rolls of your warlock and warlock paragon path attack powers. The bonus equals your Dexterity modifier. The bonus increases to $2 +$ your Dexterity modifier at 5th level, $4 +$ your Dexterity modifier at 15th level, and $6 +$ your Dexterity modifier at 25th level. At 9th level, you also gain this bonus to the damage rolls of the creature you summon with *summon warlock's ally*.

Level 1: Fey Pact Boon

The lords of the Feywild practice magic that bends and twists the planes. In that realm, a step through a dense thicket can cover hundreds of miles as mortals reckon distances. With this boon, you transform into a being of wind and clouds, allowing you to leap through space.

Benefit: You gain the *soul step* power.

Soul Step

Warlock Utility

As your enemy falls, you become a creature of wind and mist.

At-Will  **Arcane, Teleportation**

Free Action **Personal**

Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.

Effect: You teleport a number of squares up to your Dexterity modifier.

Special: You can use this power only once per round.

Level 1: Fey Pact Weapon

The *blade of winter's mourning* is a gift from the fey lords of winter, ice, and snow. It is made from a strange, blue metal that delivers lethal wounds. Because of its supernatural origin, it is lighter and easier to handle than a mundane weapon.

The blade reflects the elegant fighting style of the rakes and bravos who haunt wintry fey citadels. A rapier of living metal, the blade shifts and moves of its own accord to aid you in battle. It twists to parry attacks, and with its ability to hinder your enemy's counterattack, you can dart in, deliver an attack, and move away.

When you gain this weapon, you also gain two powers that you can use whenever you wield the blade, *icy skewer* and *piercing shard*.

Blade of Winter's Mourning

Warlock Item

This rapier seems to quiver and hum with its own power, its steel covered with a patina of frost.

Weapon Category: One-handed military melee weapon

~~Weapon Group~~ Light blade

Proficiency Bonus: +3

Damage: 1d10

Icy Skewer

Warlock Attack

Your strike imparts the deathly chill of winter on the target, hindering its attacks.

At-Will ♦ Arcane, Cold, Implement, Weapon

Standard Action Melee weapon

Requirement: You must use this power with your *blade of winter's mourning*.

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier cold damage. You gain a +2 power bonus to all defenses against the target's attacks until the end of your next turn.

Level 21: 2[W] + Charisma modifier cold damage.

Special: You can use this power as a melee basic attack.

Piercing Shard

Warlock Attack

As you pierce your enemy's defenses, its perceptions of reality become twisted, cloaking you from its sight.

Encounter ♦ Arcane, Cold, Illusion, Implement, Psychic, Weapon

Standard Action Melee weapon

Requirement: You must use this power with your *blade of winter's mourning*.

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier cold and psychic damage.

Level 13: 3[W] + Charisma modifier cold and psychic damage.

Level 23: 4[W] + Charisma modifier cold and psychic damage.

Effect: You are invisible to the target until the start of your next turn.

Level 7: Fey Pact Weapon Retribution

When an enemy dares attack you, you call on the fury of the winter court, manifesting it within your blade as you punish the offender.

Benefit: You gain the *winter's retributive escape* power.

Winter's Retributive Escape

Warlock Attack 7

You lash out with the fury of a winter storm, leaving your foe frozen in your wake as you swirl away.

Encounter ♦ Arcane, Cold, Psychic, Teleportation

Immediate Reaction Melee 1

Requirement: You must be holding your blade of winter's mourning.

Trigger: An enemy attacks you.

Target: The triggering enemy

Effect: The target takes $5 +$ your Charisma modifier cold and psychic damage, and you teleport a number of squares up to your Dexterity modifier.

Level 17: $10 +$ your Charisma modifier cold and psychic damage.

Level 27: $15 +$ your Charisma modifier cold and psychic damage.

Level 9: Summon Warlock's Ally (Fey)

A humanoid creature with woodlike flesh and bearing a heavy, gnarled club answers your summons to serve as a temporary bodyguard at the behest of your fey allies. The wood woad guardian is slow but tough, its thick hide allowing it to absorb attacks. It is a faithful protector, loyally taking attacks meant for you.

Benefit: You can use *summon warlock's ally* to summon a wood woad guardian.

Wood Woad Guardian

Medium fey humanoid (plant)

HP your bloodied value; Healing Surges none, but you can expend a healing surge for the guardian if an effect allows it to spend one

Defenses your defenses + 2, not including any temporary bonuses or penalties

Speed 5

⌚ Eyes of the Woodland ♦ Aura 2

You gain a +2 power bonus to Perception checks while you are in the aura.

↓ Standard Action ♦ At-Will

Attack: Melee 1 (one creature); your level + 5 vs. Fortitude

Hit: $2d8 +$ your Charisma modifier damage, and the target falls prone.

Minor Action ♦ At-Will (1/round)

Effect: The guardian either walks, shifts, runs, stands up, squeezes, or crawls.

Opportunity Action (teleportation) ♦ At-Will

Trigger: An enemy hits you with a melee attack while within 10 squares of the guardian.

Effect (Immediate Interrupt): The guardian teleports to a square adjacent to the triggering enemy, the attack targets the guardian instead of you, and the attack hits it.

Level 11: Hexblade's Action (Fey)

Legendary hexblade paragon path feature

As you enter the paragon tier, you are able to better access the magic of the fey through your pact. With practice, you learn to slide into the fey realm and travel a short distance, appearing elsewhere in the blink of an eye.

Benefit: When you spend an action point to take an extra action, you can take a free action to become invisible and teleport a number of squares up to your Dexterity modifier, either before or after that action. You remain invisible until the start of your next turn.

Level 11: Fey Pact Aspect

Legendary hexblade paragon path feature

Your mastery of fey magic lends arcane credence to your lies and unmatched speed to your feet.

Benefit: You gain a +2 bonus to Bluff checks and a +1 bonus to speed.

Level 11: Fey Pact Curse

Legendary hexblade paragon path feature

You call on the power of the Feywild, directing the verdant growth inherent in that realm to infest your enemy. Leaves and vines quickly take root in your foe, leaving it open to attack.

Curse of Shattered Armor

Legendary Hexblade Attack 11

Tendrils of vegetation suddenly grow from your enemy's body, wracking it with pain and creating gaps in its armor that you can exploit.

Encounter ♦ **Arcane, Implement**

Standard Action **Ranged 5**

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier damage.

Effect: The target grants combat advantage until the end of your next turn.

Level 12: Fey Pact Invocation

Legendary hexblade paragon path feature

With this spell, you appeal to the lords of the Feywild to aid you with good fortune in your battles—a sudden gust of wind knocks aside an arrow certain to hit you, or an enemy stumbles on a tree root before it can bring its axe crashing down upon you. However, the fey lords are fickle creatures. Just as they offer good fortune, their moods can suddenly change and curse you with ill luck.

Fey Invocation

Legendary Hexblade Utility 12

You call upon the luck of the fey lords, but their favor can be as fickle as the cast of a die.

Daily ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of the encounter, whenever you take damage, roll a d20. On a 10 or higher, you take only half damage. On a 1 or a 2, you take double damage. Otherwise, you take the damage as normal.

Level 16: Improved Fey Pact Boon

Legendary hexblade paragon path feature

Your initial understanding of your Fey pact allowed you to move among the fabric of the planes, disappearing in one spot and appearing elsewhere in the blink of an eye. With experience, you now know how to draw more deeply on the Feywild's magic. When you teleport, the magic lingers, cloaking you in invisibility.

Benefit: When you use *soul step*, you become invisible to your enemies until the end of your next turn.

Level 20: Fey Pact Transformation

Legendary hexblade paragon path feature

You draw the magic of the Feywild into yourself and use it to warp the world around you. By twisting the planes, you can teleport with a single step, while your flickering, misty image makes it difficult for foes to attack you. At your command, this magic swirls around you, wracking your foes' minds and leaving them blind to your presence.

Feywild Transformation

Legendary Hexblade Attack 20

The power of the Feywild infuses you, and the planar firmament twists and bends around you. Your foes reel as the threads of reality fray, and your image wavers before their eyes.

Daily ♦ Arcane, Teleportation

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to Reflex and Will, you can teleport up to 3 squares as a move action, and you can use the secondary power once per round.

Secondary Power (Arcane, Illusion, Implement, Psychic)

Minor Action

Close burst 1

Target: Each creature in the burst

Attack: Charisma vs. Will

Hit: 10 psychic damage, and you are invisible to the target until the end of your next turn.

Level 25: Greater Summon Warlock's Ally (Fey)

Drawn from the cold regions of the Feywild, a frostblight treant serves as an implacable guardian. The fey lords of the icy reaches command the treants to stand in long ranks amid the mundane trees of their forest realms, crushing invaders with their gnarled limbs and rooting them in place with blasts of cold and ice.

Away from its icy home, a summoned frostblight treant has only a fraction of the power that it normally possesses. It freezes enemies in place with its icy roots, protects you with craggy limbs, and can draw the vitality out of your foes.

Benefit: You can use *summon warlock's ally* to summon a frostblight treant protector.

Frostblight Treant Protector	Summoned Creature
Huge fey beast (plant)	
HP your bloodied value; Healing Surges none, but you can expend a healing surge for the protector if an effect allows it to spend one	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 6	
◆ Eyes of the Woodland ◆ Aura 2	
You gain a +4 power bonus to Perception checks while you are in the aura.	
◆ Standard Action (cold) ◆ At-Will	
Attack: Close burst 1 (enemies in the burst); your level + 5 vs. Fortitude	
Hit: 2d12 + your Charisma modifier cold damage, and the target is immobilized until the end of its next turn.	
Minor Action ◆ At-Will (1/round)	
Effect: The protector either walks, shifts, runs, stands up, squeezes, or crawls.	
Minor Action (necrotic) ◆ Encounter	
Effect: Until the end of your next turn, any enemy that ends its turn in the protector's aura takes 10 necrotic damage and is slowed until the end of the enemy's next turn.	
◆ Opportunity Action (cold) ◆ At-Will	
Trigger: An enemy adjacent to you and within 3 squares of the protector moves.	
Attack: Melee 3 (triggering enemy); your level + 5 vs. Reflex	
Hit: 10 cold damage, and the target is slowed (save ends).	

INFERNAL PACT

The ancient empire of Bael Turath forged one of the most well-known pacts with the devils of the Nine Hells. Within the labyrinthine system of codes, laws, and oaths that bind the devils into their rigid order, a number of secret loopholes and gaps exist that allow mortals to exploit the deal made by the tieflings' forefathers. And you are one of the hexblades who has learned to do so.

Devils harbor a particular hatred for infernal pact hexblades. The devils prefer worship and subservience, rather than the theft of their power.

Level 1: Infernal Pact Reward

With the power of the infernal pact, your vitality and endurance help fuel your spells.

Benefit: You gain a bonus to the damage rolls of your warlock and warlock paragon path attack powers. The bonus equals your Constitution modifier. The bonus increases to 2 + your Constitution modifier at 5th level, 4 + your Constitution modifier at 15th level, and 6 + your Constitution modifier at 25th level. At 9th level, you also gain this bonus to the damage rolls of the creature you summon with *summon warlock's ally*.

Level 1: Infernal Pact Boon

Most hexblades bid some part of their enemies' souls to their patrons, but you have turned the laws of the hells against their masters. When you slay a foe, you claim its soul energy for yourself. Minor cuts and bruises disappear as you reap the benefits of your treachery. In the back of your mind you can hear the infernal lords cursing you and plotting your demise.

Benefit: You gain the *soul feast* power.

Soul Feast

Warlock Utility

Your eyes glow a fiery red as you restore your vitality by stealing soul energy from a vanquished foe—energy meant for devilish beings.

At-Will ♦ Arcane

Free Action

Personal

Trigger: You reduce an enemy to 0 hit points, or an enemy adjacent to you drops to 0 hit points.

Effect: You gain temporary hit points equal to your Constitution modifier.

Level 11: Temporary hit points equal to $2 +$ your Constitution modifier.

Level 21: Temporary hit points equal to $5 +$ your Constitution modifier.

Special: You can use this power only once per round.

Level 1: Infernal Pact Weapon

The origin of the *blade of annihilation* is not entirely known. Some believe that the powerful tiefling warlock who created the first infernal pact created the blade. Others believe that it is the remains of an ancient curse placed upon Asmodeus, lord of the Nine Hells, for his treachery in slaying the god remembered as He Who Was and rising to rule all devilkind. What is known is that although infernal pact hexblades are hated and loathed by devils, those hexblades bearing a *blade of annihilation* are met with even greater wrath. This might be due to the fact that some believe the blade is crafted from the essence of slain devils, and that their life force is what powers a hexblade's pact.

There might be some truth to the thought that the blade is a partially sentient being, for it seems to exult whenever it is used to defeat an enemy. With *soul eater*, you unlock the weapon's ability to drain a foe's life essence to empower your attacks. *Blazing doom of the void* stokes the weapon's bloodlust, causing flames to lick along its edge as it slices into your enemy. A hexblade wielding this weapon hears a faint roar in his or her mind with each strike, as if some faint, distant being seeks greater acts of bloodlust. Rumors also abound of hexblades who bore this weapon and fell into the service of evil, rising to become great champions of the hells.

Blade of Annihilation

Warlock Item

This ebony sword seems to absorb the light around it. Motes of silvery light dance along its blade.

Weapon Category: One-handed military melee weapon

Weapon Group: Heavy blade

Proficiency Bonus: +2

Damage: 1d12

Soul Eater

Warlock Attack

Your blade glows with fell energy as it devours your foe's soul and transfers that life force to you.

At-Will ♦ Arcane, Implement, Necrotic, Weapon

Standard Action **Melee weapon**

Requirement: You must use this power with your *blade of annihilation*.

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier necrotic damage, and you gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

Level 21: 2[W] + Charisma modifier necrotic damage.

Special: You can use this power as a melee basic attack.

Blazing Doom of the Void

Warlock Attack

You infuse your blade with hellish fire and pain. Infernal magic tugs at your enemy's soul, making your attacks against the foe more damaging.

Encounter ♦ Arcane, Fire, Implement, Necrotic, Weapon

Standard Action **Melee weapon**

Requirement: You must use this power with your *blade of annihilation*.

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2[W] + Charisma modifier fire and necrotic damage.

Level 13: 3[W] + Charisma modifier fire and necrotic damage.

Level 23: 4[W] + Charisma modifier fire and necrotic damage.

Effect: You gain a +5 power bonus to your next damage roll against the target before the end of your next turn.

Level 7: Infernal Pact Weapon Retribution

When an enemy dares attack you, you lash out at it with your pact blade, leaving a wound of fire, which forces your foe away.

Benefit: You gain the *reflexive hellstrike* power.

Reflexive Hellstrike

Warlock Attack

You counterattack against an enemy, delivering a painful and fiery wound upon it.

Encounter ♦ Arcane, Fire, Necrotic

Immediate Reaction **Melee 1**

Requirement: You must be holding your blade of annihilation.

Trigger: An adjacent enemy attacks you.

Target: The triggering enemy

Effect: The target takes 5 + your Charisma modifier fire and necrotic damage, and you push it a number of squares up to your Constitution modifier.

Level 17: 10 + your Charisma modifier fire and necrotic damage.

Level 27: 15 + your Charisma modifier fire and necrotic damage.

Level 9: Summon Warlock's Ally (Infernal)

Spined devils are some of the weakest of their kind, making their enforced fealty to you more offensive to them. They serve only out of terror, knowing the price your magic will extract from them for any rebellion, since a devil that fails to honor its summoner's demand is instantly annihilated. A summoned spined devil will shout oaths and threats at you, and this spell usually calls forth the same devil, allowing it to nurse a long-standing grudge. The spined devil lackey's death in the world does not destroy it if it died following your orders; instead, it is released back to the hells. Thus, a summoned devil enthusiastically follows suicidal orders.

When summoned into battle, a spined devil lackey rains its deadly quills upon your enemies. If an enemy moves too close to you, a quick mental command to it will make the devil launch a quill attack at your foe.

Benefit: You can use *summon warlock's ally* to summon a spined devil lackey.

Spined Devil Lackey

Medium immortal humanoid (devil)

Summoned Creature

HP your bloodied value; **Healing Surges** none, but you can expend a healing surge for the lackey if an effect allows it to spend one

Defenses your defenses, not including any temporary bonuses or penalties

Speed 6, fly 6 (hover)

∅ **Hell's Dark Presence** ♦ **Aura 2**

You gain a +2 power bonus to Intimidate checks while you are in the aura.

∅ **Standard Action** (poison) ♦ **At-Will**

Attack: Ranged 10 (one creature); your level + 5 vs. Reflex

Hit: 1d8 + your Charisma modifier damage, and ongoing 5 poison damage (save ends).

Minor Action ♦ **At-Will** (1/round)

Effect: The lackey either walks, shifts, runs, stands up, squeezes, or crawls.

∅ **Opportunity Action** ♦ **At-Will**

Trigger: An enemy ends its turn adjacent to you.

Attack: Ranged 10 (triggering enemy); your level + 5 vs. Reflex

Hit: 5 damage.

Level 11: Hexblade's Action (Infernal)

Legendary hexblade paragon path feature

As you enter the paragon tier, you learn to master the infernal energy channeled to you through your pact. Your control is such that you can now direct that energy at an enemy, causing it searing pain.

Benefit: When you spend an action point to take an extra action, the next enemy you hit or miss with an attack before the end of your turn takes fire damage equal to $5 +$ your Constitution modifier.

Level 11: Infernal Pact Aspect

Legendary hexblade paragon path feature

Your scaly skin and supernatural presence unsettle other creatures.

Benefit: You gain resist 10 fire and a +2 bonus to Intimidate checks. At 21st level, the resistance increases to 20. If you already have resist 10 fire or higher (or resist 20 fire or higher at 21st level), your resistance increases by 5.

Level 11: Infernal Pact Curse

Legendary hexblade paragon path feature

With this spell, you weave hellfire into your enemy's soul. A smoldering flame erupts within its body, exploding out in jets of fire that sear nearby enemies.

Curse of the Fiery Soul

Legendary Hexblade Attack 11

Heat cascades from your enemy as you cause it to burn from the inside out. As the painful conflagration consumes it, bursts of fire erupt from its body to strike any enemies that get too close to it.

Encounter ♦ Arcane, Fire, Implement

Standard Action **Ranged 5**

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier fire damage.

Effect: Until the end of your next turn, any enemy that ends its turn within 2 squares of the target takes 5 fire damage.

Level 12: Infernal Pact Invocation

Legendary hexblade paragon path feature

The lords of the Nine Hells have no interest in aiding you. After all, you have used their own rules against them to steal their power. They prefer worship and service, not defiant robbery. When you use this power, the pact you forced upon them requires them to give you aid. However, this assistance comes at a price.

Infernal Invocation

Legendary Hexblade Utility 12

The lords of the Nine Hells laugh as they exult in your predicament. They lend you the power you need to survive, but at a steep cost.

Daily ♦ Arcane, Healing

Minor Action **Personal**

Effect: Choose one of the following effects:

- ◆ You regain hit points as if you spent two healing surges. You then cannot regain hit points by any other means until the end of the encounter.
- ◆ You gain a +10 power bonus to the next saving throw you make during this encounter. After that saving throw, you take a -2 penalty to saving throws until the end of the encounter.

Level 16: Improved Infernal Pact Boon

Legendary hexblade paragon path feature

As you consign your foes to oblivion, you extract raw arcane power from their passing. You have mastered this power to the point that you can now bring forth that energy in the form of a concussive burst that sweeps away your foes.

Benefit: When you use *soulfeast*, you can also push each enemy adjacent to you 1 square.

Level 20: Infernal Pact Transformation

Legendary hexblade paragon path feature

This audacious spell steals power from Asmodeus himself, seizing an iota of his raw energy and seeding it within you to fuel a dramatic transformation. Though such a small portion might not seem like much, it is enough to grant you the power to hew through your enemies. Asmodeus's wrath at your theft flows through this spell, turning you into a berserk warrior.

Infernal Transformation

Legendary Hexblade Attack 20

With a fiendish roar, you take on the features of a devilish beast, growing long, fiery horns, which you can use with a flick of your head to gore your enemies.

Daily ♦ Arcane

Minor Action **Personal**

Effect: Until the end of the encounter, you gain both immunity to fire and a +4 power bonus to the damage rolls of melee attacks. In addition, you can use the secondary power once per round.

Secondary Power (Arcane, Fire, Implement)

Minor Action **Melee 1**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 10 fire damage, and you push the target up to 3 squares.

Level 25: Greater Summon Warlock's Ally (Infernal)

Plucking a pit fiend from the battlefields of the Blood War and forcing it to serve you shows the height of both your power to summon devils and the insult you levy against the lords of the Nine Hells with each spell you cast. Although your magic is strong, it is not strong enough to force complete obedience from a pit fiend. Instead, you compel it to send a shadow of itself to your side, but a shadow that is still a fearsome enemy and a useful ally. It uses its flametouched mace to deliver scorching melee strikes, and its tail sting poisons enemies that linger too close to you.

The shadow of the pit fiend summoned in this manner takes note of your appearance, name, goals, and enemies, relaying it back to the original. Thereafter, your name is entered into the annals of the hells as an enemy of every devil.

Benefit: You can use *summon warlock's ally* to summon a pit fiend servitor.

Pit Fiend Servitor	Summoned Creature
Large immortal humanoid (devil)	
HP your bloodied value; Healing Surges none, but you can expend a healing surge for the servitor if an effect allows it to spend one	
Defenses your defenses, not including any temporary bonuses or penalties	
Speed 8, fly 8	
◆ Hell's Dark Presence ◆ Aura 2	
You gain a +4 power bonus to Intimidate checks while you are in the aura.	
† Standard Action (fire) ◆ At-Will	
Attack: Melee 2 (one creature); your level + 5 vs. Reflex	
Hit: 4d10 + your Charisma modifier fire damage.	
Minor Action ◆ At-Will (1/round)	
Effect: The servitor either walks, shifts, runs, stands up, squeezes, or crawls.	
Minor Action (fear) ◆ Encounter	
Effect: Until the end of your next turn, any enemy takes a -2 penalty to attack rolls while in the servitor's aura.	
† Opportunity Action (poison) ◆ At-Will	
Trigger: An enemy ends its turn adjacent to you and within 2 squares of the servitor.	
Attack: Melee 2 (triggering enemy); your level + 5 vs. Fortitude	
Hit: 10 damage, and ongoing 10 poison damage (save ends).	

DESTINED SCION

The world has seen many empires, but all of them have fallen to treachery from within and enemies from without. You realize that if the world is ever to be safeguarded against evil, the old empires must arise again. It is your destiny to defeat the cosmic forces—be they deities, demon lords, or archdevils—that conspire to crush civilization.

As a destined scion, you take the fight to the enemies of the mortal world. In battle, you are stern and resolute. Your foes' attacks cannot stop you, and when the time comes to deliver a killing blow, your attack strikes true.

Level 21: Epic Heroism

Every epic hero stands as an exemplar of natural talents. Whether you boast the strength of a legion or the intellect of an entire academy of sages, your abilities are unparalleled among your people.

Benefit: You increase two different ability scores by 2.

Level 24: Epic Combatant

Your many successes in battle have given you insights beyond those of normal combatants.

Benefit: You gain a +1 bonus to attack rolls and a +2 bonus to saving throws.

Level 26: Epic Recovery

Like the ancient kingdoms that fell but will rise once again, so too do you rise, undaunted, when you fall in battle.

Epic Recovery

Destined Scion Utility 26

Though your enemies thought you defeated, you stand up once again, injured but unbowed.

Daily ♦ **Healing**

No Action

Personal

Trigger: You start your turn at 0 hit points or fewer.

Effect: You regain hit points equal to twice your healing surge value. You can then stand up as a free action.

Level 30: Undeniable Victory

You stand on the verge of rebuilding what was lost. Your power is unmatched, and any who stand against you face certain death.

Undeniable Victory

Destined Scion Utility 30

Time seems to slow as the cosmos aligns to present the perfect opportunity to cut down your foe.

Daily

Free Action

Personal

Trigger: You miss a target with an attack.

Effect: The attack instead hits the target.



CHARACTER RACES

The DUNGEONS & DRAGONS world is a rich tapestry featuring a great variety of societies and cultures. Your character is a member of one of the races that holds the most influence and the most territory in a realm where monstrous creatures are a constant threat.

THE RACES

Six of the races found in the DUNGEONS & DRAGONS world are presented here. Humanity is the most common among these kinds of people.

Dragonborn: The militaristic dragonborn are warriors and mercenaries. Like their namesakes, they can breathe fire, lightning, or even poisonous gas.

Drow: Treacherous and cunning, the drow hail from deep within the earth.

Half-Elf: Skilled diplomats and leaders, half-elves combine the best of their two parents. They excel at fostering teamwork and seem to have an answer for any problem.

Half-Orc: Strong and ruthless, half-orcs are fierce barbarians. In battle, their great strength and ferocity allow them to strike telling blows.

Human: Humanity is the most ambitious of all folk. Humans can count among their numbers the greatest heroes, lords, and villains.

Tiefling: Scions of an empire that struck a pact with a dark power, tieflings are wrathful masters of magic.

Racial Benefits

Each race offers a variety of benefits, summarized below.

Ability Scores: Your character race offers a bonus to one ability score and your choice of a bonus to one of two other scores.

Speed: Your race determines how fast you can move.

Vision: Some creatures have the ability to see clearly in gloomy light, while others have no special ability to see in the dark.

Languages: Based on cultural history and tendencies, some races master a wider variety of languages than others. In some cases, a race allows you to pick a language of your choice. Other races provide a specific list of languages.

Other Racial Traits: While every race provides the mechanical abilities outlined above, some races grant additional benefits and abilities. These include a bonus to a defense, proficiency with a weapon group, and so forth.

Racial Power: Every race has a special knack that can prove useful during an adventure. These include the dragonborn's ability to breathe fire and the drow's ability to create an area of darkness.

DRAGONBORN

Proud, honorable warriors born from the blood of an ancient dragon god

Racial Traits

Average Height: 6' 2"-6' 8"

Average Weight: 220-320 lb.

Ability Scores: +2 Charisma; +2 Strength or +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Draconic

Skill Bonuses: +2 History, +2 Intimidate

Dragonborn Fury: While you are bloodied, you gain a +1 racial bonus to attack rolls.

Draconic Heritage: Your healing surge value is equal to one-quarter of your maximum hit points + your Constitution modifier.

Dragon Breath: You have the *dragon breath* power.

Dragon Breath

Dragonborn Racial Attack

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Encounter ♦ Varies

Minor Action **Close blast 3**

Target: Each creature in the blast

Attack: Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.

Level 11: The bonus increases to +4.

Level 21: The bonus increases to +6.

Hit: 1d6 + Constitution modifier damage.

Level 11: 2d6 + Constitution modifier damage.

Level 21: 3d6 + Constitution modifier damage.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Long ago, the dragonborn ruled over Arkhosia—a great and powerful empire that controlled vast stretches of the world. Spreading out from the cities at the core of the empire, the dragonborn built roads, settlements, and fortresses reaching to the edge of the frontier. Arkhosia was a golden age for the dragonborn, and a time of great prosperity and honor.

However, this prosperity would not last. Arkhosia fell into conflict with the tiefling empire of Bael Turath, and a long and bloody war took its toll on both

sides. In time, the Arkhosian Empire fell as the foundations of dragonborn society were broken. The lords and common folk of the empire were scattered, and while Bael Turath likewise crumbled, the dragonborn could take no solace in that victory. Arkhosia faded into history, and the dragonborn were left as heirs to little more than memory and a sense of loss that still lingers.

The dragonborn of the present age carry on many of the traditions of ancient Arkhosia. All feel the weight of codes of honor that have been handed down for generations, and many dragonborn still possess relics of that bygone time. Arkhosian ruins dot the landscape, and the once-glorious empire remains at the forefront of many an ambitious dragonborn's mind. The blood of the warriors of lost Arkhosia beats in the hearts of modern dragonborn, many of whom believe that their empire will rise again.

Physical Qualities

Dragonborn resemble humanoid dragons. They're covered in scaly hide, but they don't have tails. They are tall and strongly built, often standing close to 6½ feet in height and weighing 300 pounds or more. Their hands and feet are strong, talonlike claws with three fingers and a thumb on each hand. A dragonborn's head features a blunt snout, a strong brow, and distinctive frills at the cheek and ear. A dragonborn's eyes are a shade of red or gold. Behind the brow, a crest of hornlike scales of various lengths resembles thick, rosy hair.



Dragonborn heroes

A typical dragonborn's scales can be scarlet, gold, rust, ocher, bronze, or brown. Rarely do an individual's scales match the hue of a chromatic or metallic dragon, and scale color gives no indication of the type of breath weapon a dragonborn uses. Most dragonborn have very fine scales over most of their body, giving their skin a leathery texture, with regions of larger scales on the forearms, lower legs and feet, shoulders, and thighs.

Young dragonborn grow faster than human children do. They walk hours after hatching, reach the size and development of a ten-year-old human child by the age of three, and reach adulthood by fifteen. They live about as long as humans do.

Attitudes and Beliefs

To a dragonborn, honor is more important than life itself. First and foremost, honor is tied to battlefield conduct. Adversaries should be treated with courtesy and respect, even if they are bitter enemies. Caution and discretion are key to a warrior's survival, but fear is a disease and cowardice is a moral failing.

The drive to behave honorably extends into the rest of a dragonborn's life: Breaking an oath is the height of dishonor, and attention to honesty extends to every word. A commitment made must be carried out. Ultimately, a dragonborn takes responsibility for his or her actions and their consequences.

A continual drive for self-improvement reveals an additional aspect of dragonborn honor. Dragonborn value skill and excellence in all endeavors. They hate to fail, and they push themselves to extreme efforts before they give up on something. A dragonborn holds mastery of a particular skill as a lifetime goal. Members of other races who share the same commitment find it easy to earn the respect of a dragonborn.

Their draconic heritage gives the dragonborn a strong connection to Bahamut and Tiamat, the gods most closely associated with dragonkind. A rare few dragonborn offer fealty to both deities, but most believe that the two draconic gods represent a choice that every dragonborn must make, between Bahamut's path of justice and honor and Tiamat's hunger for greed and vengeance. Similarly, dragonborn often revere dragons, and they might ally themselves with such creatures should the opportunity present itself.

Dragonborn Communities

At the height of the human empire of Nerath, the dragonborn were thoroughly assimilated into that empire and its culture. Today, many people think of dragonborn only as lone individuals or families living in the midst of mostly human communities. Such dragonborn often decorate their homes with small dragon carvings that echo the glorious statues of ancient Arkhosian cities.

A scattering of dragonborn communities can still be found in the former lands of the Arkhosian Empire. Where great cities once stood, clustered villages and towns have been built on the ruins of a lost civilization. Such communities often

spring up around a single structure that dates back to the days of Arkhosia: A watchtower might become the new home of a village mayor, or the remains of a great amphitheater form the backdrop of a sprawling town marketplace. These dragonborn communities sometimes uncover ancient Arkhosian treasures, using the wealth produced by such finds to stay prosperous. However, many dragonborn refuse to dwell in the ruins of their former empire, angrily turning away from any reminder of Arkhosia's fall.

The Arkhosian Empire stretched far and wide, establishing numerous colonies along the fringes of what are now called the borderlands. Although most of these colonies fell into ruin or were abandoned when Arkhosia fell, others survived through a combination of their residents' determination and an isolation that kept them from the attention of central Nerath.

Having survived the fall of a second empire, these former colonial settlements stand as isolated beacons of civilization along the edge of the frontier. Likewise, the few surviving military outposts of Arkhosia have remained in dragonborn hands through countless generations. These now form the center of widespread (though still sparsely settled) dragonborn territories.

Dragonborn Adventurers

Dragonborn seek out danger and excitement because doing so offers a chance to prove their honor and an opportunity to establish themselves as the bravest, most cunning, and most skillful of their kin. Many dragonborn thus take naturally to an adventuring life.

Druid The life of a druid is an inherently selfless one, requiring a dedication to nature and community that exceeds all other personal goals. Few dragonborn seek out the life of a druid, but those who do typically focus their thirst for honor and excellence into this dedication to a higher cause. Dragonborn tend to be more aggressive than druids of other races, and they guard the land with a ferocity that reflects the most potent of the primal spirits whose power they share. Dragonborn sentinel druids favor powerful animal companions such as bears, whose inherent strength and durability lets them keep up with their masters in combat.

Paladin Dragonborn are a natural fit for the paladin class, their sense of honor lending itself to the dedication and virtue on which the greatest of paladins thrive. Likewise, their reverence of Bahamut means that many dragonborn are intrinsically inclined toward the moral values for which the most renowned paladins are known. Dragonborn paladins wear armor and carry weapons that reflect their devotion to the gods as well as to their draconic heritage. Their dedication allows them to rise quickly to the highest ranks of their holy orders. However, this ascent sometimes creates conflict with paladins of other races, who resent being kept subservient to a dragonborn paladin many years their junior.

Ranger Their imperial heritage means that dragonborn often receive extensive martial training from a young age. As a result, dragonborn are well suited to the life of the ranger, particularly the scouts that are the masters of melee combat. Dragonborn rangers are common in the former territories of the Arkhosian Empire, possessing a knowledge of land and terrain handed down from generation to generation. Explorers and traders planning expeditions into such territories often hire dragonborn rangers as guides, relying on their knowledge of secret routes and their ability to avoid hazards that rarely make their way onto maps. Dragonborn rangers are also careful to steer outsiders away from important Arkhosian sites, ensuring that treasures from the fallen empire do not fall into the hands of other races.

Warlock For some dragonborn, the pursuit of honor is tightly tied to the pursuit of power. Such characters often turn to the warlock's arcane arts—seeing in the warlock's pact an echo of the oaths that are an integral part of dragonborn society. Many dragonborn warlocks take up that path upon discovering a connection to its power in ancient Arkhosian texts. To a dragonborn, the historical nature of this pact is often more important than the actual source of the warlock's arcane power. Dragonborn warlocks usually have a specific goal in mind as they master this power—from the simple need to better defend their homeland or allies, to the burning desire to channel the power of hated Bael Turath for good.



A dragonborn slayer races into battle

WILLIAM O'CONNOR

Roleplaying a Dragonborn

When creating a dragonborn character, here are a few points to consider.

Honor is everything. Your people value honor above life itself, but your sense of honor can manifest in different ways. Some dragonborn jump at the chance to prove their worth at even the slightest hint of an insult. Others instead let minor transgressions slide, knowing that those weak enough to commit them can do little to tarnish—or enhance—their reputations. Do you put your own life in danger for the sake of honor, giving a disarmed enemy his weapon back so that the fight will be fair? Or do you cut your enemies down without mercy, hoping to spare them from the lingering shame of defeat?

Seek victory and glory. The field of battle is where much of your honor is earned, and you seek out conflict wherever it can be found. However, gaining victory through small battles and minor skirmishes does little to enhance your reputation. Some dragonborn avoid the easiest fights even as they seek out ever more powerful foes. Others prefer to let the fight come to them, knowing that the greatest honor comes from responding to unwarranted aggression. You want to finish the fight in your favor, but whether you start it or let your enemy take the first swing determines the nature of the honor you earn.

You are the heir to Arkhosia. The dragonborn are the scions of a powerful empire, but memories and ruins are all that are left to you now. Your scattered people understand the importance of history, but that history means something different to each dragonborn. Some look forward to the day when Arkhosia rises again, making you and your kind the rulers of the world once more. Others believe that Arkhosia is a dream best forgotten, desiring to look to the future without carrying the weight of the past. Do you embrace the legends and traditions of empire that have been passed down through generations? Or do you seethe at every mention of fallen Arkhosia, knowing that your people will never again attain greatness until they learn to leave the past behind?

Take on the aspects of the dragon. Dragons are the greatest living embodiment of the magical power that courses through the world, and your draconic heritage is a constant reminder of that power. However, dragonborn embody the aspects of that heritage in different ways. Some fight with the ferocity and grace of a brash youngling, while others embody the great wyrm's sinister reputation as a cunning schemer and mastermind. Dragonborn often name their swords and armor for famous dragons, or give themselves a draconic moniker such as Fang of Bahamut or Burning Breath of Arkhosia.

Dragonborn Characteristics: Driven, honor-bound, noble, perfectionist, proud, reliable, reserved, rooted in ancient history

Male Names: Abraxus, Arjhan, Balasar, Bharash, Donaar, Ghesh, Heskan, Kriv, Medrash, Nadarr, Patrin, Rhasgar, Roghar, Shamash, Shedinn, Torinn

Female Names: Akra, Biri, Daar, Harann, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava

DROW

Graceful and deadly, at home in the depths of darkness

Racial Traits

Average Height: 5' 4"-6' 0"

Average Weight: 130-170 lb.

Ability Scores: +2 Dexterity; +2 Wisdom or +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Darkvision

Languages: Common, Elven

Skill Bonuses: +2 Intimidate, +2 Stealth

Fey Origin: Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Trance: Rather than sleep, drow enter a meditative state known as *trance*. You need to spend four hours in this state to gain the same benefits other races gain from taking a six-hour extended rest. While in a *trance*, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Lolthtouched: You have your choice of either the *cloud of darkness* or *darkfire* power.

Cloud of Darkness

Drow Racial Utility

A shroud of blackness descends around you, hiding you from sight.

Encounter

Minor Action

Close burst 1

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

Darkfire

Drow Racial Utility

A flickering halo of purple light surrounds the target, making it easier to hit.

Encounter

Minor Action

Ranged 10

Target: One creature

Attack: Intelligence, Wisdom, or Charisma vs. Reflex. You gain a +4 bonus to the attack roll.

Level 11: The bonus increases to +6.

Level 21: The bonus increases to +8.

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

The drow (referred to as “dark elves” by many of the mortal races) are a race of fey humanoids that dwell within the subterranean realm known as the Underdark. Ruled over by the clerics of the dark goddess Lolth, drow have a reputation as wicked creatures interested only in conquest, carnage, and the service of their evil deity. Despite this well-earned reputation, however, some drow reject the evil ways of their people and faith. Such heretics often flee to the surface world, where they become heroes despite their dark ancestry.

The drow were once members of the same race as the eladrin and the elves. However, the progenitors of the drow race fell under the sway of Lolth, also called the Spider Queen. The dark elves engaged in war with their former kin and were ultimately cast out of the Feywild and into the depths of the world.

Debased by Lolth’s evil, the drow developed a matriarchal society in which female clerics ruled and noble houses vied with one another for power. Lolth encourages these conflicts, believing that her surviving servants will be stronger as a result. However, the routine destruction of entire noble houses that can result from this infighting has nearly been the downfall of drow civilization more than once.

Drow who flee their people and their culture often find themselves living as outcasts in the world. To other drow, these brave few are branded as traitors who have turned their backs on their ancestry. However, many people of the world find it hard to believe that members of a race so singularly wicked can ever truly abandon their heritage, and drow are often viewed with distrust and prejudice by other races. Those drow who desire to make names for themselves as adventurers and heroes have much to prove.

Physical Qualities

Drow stand just shy of human height and have slender, athletic builds. Physically, they resemble eladrin, with wiry builds, pleasing features, and midnight black skin that has a blue cast. Their eyes are fiery red, lavender, or blue. All drow have white hair, which most keep long and decorate with intricate pins and webbing wrought from precious metals. Aside from their tresses and eyebrows, drow have little facial hair, though males sometimes grow long sideburns or tufts of wispy hair on their cheeks and chins.

In general, dark elves have life spans somewhat longer than those of their eladrin and elf cousins. Drow who manage to avoid dying a violent death can live for well over two hundred years, and exceptional members of the race measure their ages in centuries.

Attitudes and Beliefs

The drow of the Underdark worship the evil goddess Lolth, whose unforgiving rule of her people has caused the dark elves to develop a strong sense of pragmatism and discipline. The servants of Lolth learn from an early age that those who act first have the advantage in a society built on ruthless self-determination. Even

those drow who escape the yoke of their dark culture typically retain this state of mind. Drow have little time for indecision or endless discussion, instead favoring quick action at all times.

Despite the harshness of their culture, the members of the powerful drow houses live decadent lives. In drow society, an overt display of wealth is a sign of the strength and power of one's house, and many drow carry this attitude with them even after abandoning their people. A drow adventurer might drink only the finest wines, seek out the most comfortable accommodations, and employ only the finest clothing, weapons, armor, and gear.

The drow heroes of the surface world have typically rejected the more wicked tenets of drow society. As such, most surface-dwelling drow have a strong independent streak. Granted a taste of freedom after having lived under the oppression of Lolth and her servants, a drow adventurer typically carries a strong distrust—or outright loathing—for authority figures. Many surface drow seem arrogant and antisocial as a result, but even those who live comfortably among other races often chafe against restrictions placed upon them. Surface-dwelling drow are often drawn to rebellious causes, and they might join or lead uprisings against oppression, trying to help others throw off the social shackles that they themselves once wore.

Drow Communities

Most dark elves dwell in the Underdark, living in matriarchal societies whose noble houses engage in endless plots and intrigues. Drow communities are ruled by female members of Lolth's clergy, while males are relegated to the roles of warriors, crafters, and menial servants.

Drow communities in the world are few and far between, since most drow who leave the Underdark do so to break away from their wicked kin. As such, it takes a great deal of providence or a need for enough drow to come together to form their own community. Moreover, even where such enclaves of like-minded drow exist in the world, the distrust that most surface drow have learned to live with—and the constant fear of retribution by the society they fled—means that such communities typically keep their existence a secret.

A surface-dwelling dark elf most often integrates into a human or mixed-race community, first earning the trust of its people, then seeking a permanent place among them. The monstrous threats faced by the villages of the borderlands means that such settlements are often more open to those of unusual races—particularly those who have demonstrated ability in combat or magic. However, drow typically receive a colder welcome in the cities and towns farther from the frontier.

Drow Adventurers

Drow adventurers are often driven by the need to escape a dark past among their own people—and a need to prove themselves to their allies as a result. The cut-throat nature of drow society makes for excellent adventurers, whether hardened

warriors of bow and blade or casters trained in the magical arts in the service of the Spider Queen.

Druid Drow druids are relatively rare in the Underdark, where they are charged with defending their people's military outposts against the endless dangers of that subterranean realm. More commonly, those drow who leave their people to dwell on the surface discover a sudden connection to a natural world unlike anything they have previously experienced in their shadowy homeland. Drow druids seek and find acceptance more easily than others of their kin in the settlements of the frontier, where a devotion to maintaining the balance of nature and civilization can overcome the most extreme prejudices.

Paladin When the mightiest warriors of the Spider Queen turn from their people, many come to follow the path of the paladin after fleeing to the surface world. By taking up the banner of Avandra or Bahamut after forsaking Lolth's teachings, a drow might seek redemption through service and devotion to good. Some drow paladins lead crusades against the wickedness exemplified by their kin, while others make themselves into icons of personal virtue. All are driven to prove to the world that an individual should not be judged by the actions of other members of his or her race.



A drow ranger dispatches a vile bullywug

Ranger With their innate survival skills and mastery of weapons, drow are naturally drawn to the ranger path. In the Underdark, drow rangers act as scouts keeping the vast territories of the dark elves safe from incursion. Such characters typically have an easy time adapting their training to the surface world. However, many surface-dwelling drow become rangers only after having fled their former lives, drawn to the isolation of that path by their inability to fit into human or elf society.

Warlock Drow often turn to arcane magic for power, particularly male drow who are excluded from wielding the most potent divine magic. Many drow warlocks rechannel their early devotion to the Spider Queen to tap into the power of mighty infernal forces. However, a significant number of surface-dwelling drow tap into their race's long-lost past by channeling the power of the Feywild. In the world, drow warlocks have a particularly sinister reputation, often retaining the ruthlessness of their upbringing as they advance their own agendas with little concern for others.

Roleplaying a Drow

When creating a drow character, here are a few points to consider.

Wherever you walk, you walk alone. The drow of the Underdark are no longer your people. Though you might still hold pride in some aspects of your heritage, you have fled from your kin and their wicked ways to live your life as an outcast. Only rarely will you encounter another of your own race, even as you must prove your worth to the new races you now live alongside. In the world you were born into, the rigid hierarchy of the Spider Queen's servants ordained the life you would have lived. Now you have freedom, but you pay for that freedom with an endless solitude as you carve out a new life in a very different world.

Trust must be built and earned. As a member of a race with a dark reputation, you face prejudice and fear from people who do not know you. If you are to create a life for yourself, you must earn their trust. You might be the first to step forward when a dangerous monster must be slain, or to volunteer to deliver a wagonload of food to a distant community threatened by starvation. At the same time, you seek out relationships with other brave folk, creating alliances with community leaders and other adventurers as a means of making a name for yourself.

Beware the eyes of Lolth. You might have abandoned the ways of the Spider Queen, but that does not mean she has forgotten her claim on you. Lolth is vengeful, and her agents might hunt you in the world—particularly if you were a person of importance before you fled from your people. You are wary of fellow drow and the other creatures that serve Lolth, knowing that failure to show proper caution could mean a quick end to the life you are attempting to build. Your friends and allies might scoff at your tendency to jump at shadows, but you have lived in the shadows long enough to know the dangers they conceal.

Use your reputation to your advantage. Regardless of how much you might strive for good, many of the common folk will treat you with fear and suspicion thanks to your race's history and dark reputation. From time to time, you should

take advantage of this reputation. If the people of the frontier balk at your attempts to help them, let them know that you are a creature to be feared—and then use that fear as leverage to intimidate them into following your orders.

Drow Characteristics: Arrogant, cold, haunted, pragmatic, rebellious, ruthless, skeptical, sophisticated, urbane

Male Names: Belgos, Bhintel, Drisdhaun, Drizzt, Elkantar, Houndaer, Kelnozz, Malaggar, Malkyr, Pelloth, Quarfein, Ryltar, Ulvein, Vorgyrn, Zebith

Female Names: Akneth, Alauniira, Briesril, Chali, Charinida, Diviir, Drisiml, Faeremma, Fillith, Ilivarra, Myrymma, Pellanistra, Quewaun, Shivra, Syndrina, Viergar, Waeren, Xune, Yasesril, Zaketrin, Zarra

Family Names: Aunen, Arvoux, Chessirin, Do'Urden, Graysoul, Guluit, Kaldra'iv, Matheld'de, Molvgol, Nulvelith, Olesril, Que'nos, Rikant, Sa'arqess, Shadowstep, Shiphrin, Tallavey, Tlumir, Tsul, Ulvira, Ulvnay, Waedra, Woklyr



HALF-ELF

Born heroes and leaders who combine the best features of humans and elves

Racial Traits

Average Height: 5' 5"-6' 2"

Average Weight: 130-190 lb.

Ability Scores: +2 Constitution; +2 Wisdom or +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven, choice of one other

Skill Bonuses: +2 Diplomacy, +2 Insight

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

Group Diplomacy: You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

Knack for Success: You have the *knack for success* power.

Knack for Success

Half-Elf Racial Utility

Your mere presence is enough to tip the balance of fortune for you and your allies.

Encounter

Minor Action **Close burst 5**

Target: You or one ally in the burst

Effect: Choose one of the following.

- ◆ The target makes a saving throw.
- ◆ The target shifts up to 2 squares as a free action.
- ◆ The target gains a +2 power bonus to his or her next attack roll made before the end of his or her next turn.
- ◆ The target gains a +4 power bonus to his or her next skill check made before the end of his or her next turn.

Half-elves are a race originally descended from the union of elves and humans. Many half-elves are the direct offspring of human and elf parents. However, half-elves produce half-elf offspring among themselves, and some members of the race can trace their mixed ancestry back for generations. Half-elves combine the best traits of both their lines, mixing the wisdom and long-term perspective of the elves with the energy, ambition, and ingenuity of their human parentage.

Half-elves are most common in places where elves and humans live in close proximity. In the earliest age of the world, elves lived in the Feywild and did not mingle with the other mortal races. However, following the bloody war that

sundered the elves, the eladrin, and the drow, the first elves made their way into the world to settle in the deepest primeval forests.

This new civilization spread over time, coming into contact with humans and other races. Elves dwelled in peace alongside their human neighbors, for although humans often proved quick-tempered and aggressive, they made good allies and companions. Though tensions sometimes arise between human and elf communities, these two races relate to one another on consistently good terms.

On the borderlands, human villages are often situated near elven forests. When relations between a human settlement and nearby elf villages are good, half-elves are the natural result of the mingling of the two populations. Likewise, the uncertainty that has arisen in settled lands since the fall of the human empire of Nerath has seen countless elf and human families relocate to the settlements of the other race. In such mixed communities, half-elves are an increasingly common sight.

Half-elves are natural leaders and versatile adventurers, and they are commonly seen as good friends and allies. They share some of the natural grace, athleticism, and keen perceptiveness of elves, along with the passion and drive of humans. However, their status as the children of two worlds makes them confident and open-minded, and many are natural diplomats, negotiators, and commanders.

Half-elves rarely settle down for any length of time. Their wanderlust makes them natural adventurers, and



Half-elf heroes

they quickly make themselves at home wherever they end up. When their paths take them back to a place they have visited before, they track down old friends and renew old contacts.

Ultimately, half-elves are survivors, able to adapt to almost any situation. They are generally well liked and admired by everyone, not just elves and humans. They are empathetic, and better than most others at putting themselves in others' shoes.

Physical Qualities

Half-elves tend to be sturdier of build than elves but more slender than most humans. Half-elves have the same range of complexions as humans and elves, and, like elves, they often have eye or hair colors not normally found among humans. Male half-elves can grow facial hair, unlike male elves, and often sport thin mustaches, goatees, or short beards. Half-elves' ears are about the size of human ears, but they are tapered, like the ears of their elf ancestors.

Half-elves usually adopt the dress and hairstyles of the society they spend the most time with. For example, a half-elf raised among a barbaric human tribe dresses in the furs and skins favored by the tribe and adopts the tribe's style of braids and face paint. However, it is not unusual for half-elves raised among humans to seek out articles of elven clothing or jewelry so that they can display signs of their dual heritage.

Half-elves have life spans comparable to those of humans, but like elves they remain vigorous well into old age.

Attitudes and Beliefs

Half-elves are the embodiment of diversity, and most are open-minded as a result. They are welcoming to members of other races, and they are rarely quick to judge a situation at first glance. They are patient, inquisitive, and more accepting of moral ambiguities and gray areas than many members of other races. To a half-elf, an enemy might well be a prospective ally simply waiting for the proper incentive to turn over a new leaf.

Half-elves know that charisma and a strong personality can go a long way toward preventing misunderstanding, and many pride themselves on being gregarious, outgoing, and friendly to a fault. Such characters cultivate large networks of contacts (both personal and professional), and they find that being everyone's friend often brings good fortune their way. Others might use their strong personalities to direct creatures through coercion and intimidation—subtle or otherwise.

A half-elf is always open to new possibilities. Half-elves have a reputation for succeeding where others fail—a result of their ability to combine the energy and aspiration of humans with the long-term viewpoint of elves. A half-elf can see the possibilities in any twist of fate, whether good or bad. Every setback is an

opportunity in disguise, provided you know the right way to turn trouble into sweet success.

Half-Elf Communities

Half-elves thrive in cosmopolitan communities that have a broad mix of races, but most often gravitate toward human villages, towns, and cities. Physically, half-elves blend in well with humans, and any differences are easily overshadowed by the half-elves' gregarious nature. Half-elves often become upstanding members of their communities, serving on town councils or acting as mayors and magistrates. In human settlements that have good relationships with nearby elven communities, half-elves act as diplomatic envoys or merchants moving between the settlements of both races.

Half-elves also live within predominantly elven communities, though this situation is less common. The most isolated elf communities are sometimes less than accepting of half-elves, seeing them as an aberration. However, most elves embrace all the members of their ancient line. Half-elves who live in elven communities sometimes find themselves overcome by wanderlust, and they might spend a great deal of time exploring nearby areas and visiting human villages. Though in this respect half-elves are tame in comparison to humans, elves still see half-elves as impulsive and willful, giving them reputations among the elves as troublemakers and scoundrels.

The rare community that consists mostly of half-elves typically begins when a few families have congregated together. These communities often spring up when half-elves intermarry with elves and produce half-elf offspring. Additionally, half-elves who have experienced prejudice from either side of their parentage sometimes feel out of place among any but their own kind. Such characters can seek out a half-elf community as a refuge. Half-elf settlements are often found on established trade routes, and such an outpost can be relied upon to provide shelter and aid to travelers passing through.

Half-Elf Adventurers

Half-elves thrive on the excitement and new experiences that come with adventuring. A half-elf adventurer is eager to explore new places, to meet new people and experience new cultures, and to see wonders that others only dream of.

Druid Half-elves make excellent druids by virtue of the wisdom and foresight they inherit from their elf kin. Moreover, the affinity for the natural world that they share with their elf ancestors makes it easy for them to channel the power of the primal spirits. A half-elf druid acts as a liaison between the natural world and the world of the mortal races, balancing the obligations of a defender of the primal spirits and those of a shepherd of his or her community.

Paladin Half-elf paladins who favor their elf side typically serve the deities revered by their elf kin (typically Corellon and Sehanine). At the same time, the eagerness and versatility of this race causes many half-elves to favor Avandra, who in turn blesses those who take chances in her name. The most moral among them use their force of will to spread the light of virtue to the dark places of the world, but all half-elf paladins see themselves as setting an example for others to follow. When brave deeds must be done, a half-elf paladin is the first to step up.

Ranger The isolated life of the ranger does not sit well with most half-elves, such that half-elf rangers follow the path of wilderness guide and leader rather than that of lone scout. Half-elf rangers accompany caravans through the wilderness, leading them past danger and defending them against banditry. Such a character usually has a borderlands settlement that he or she calls home, though the pressures of adventuring often take a half-elf ranger far afield. Their elf kin's affinity for the natural world serves half-elf rangers well, and many use their time traveling between settlements to commune with the primal spirits as their ancestors do.

Warlock Drawing on the ambition and aspiration of their human parentage, half-elf warlocks are bold channelers of arcane magic. A half-elf warlock sees great reward in the pact that he or she undertakes, and grasps with both hands at the power offered by that pact. Most half-elf warlocks have commanding personalities, inspiring fear and awe in those they meet. They revel in wrapping themselves in a shroud of mystery, which they use to encourage others to follow them. Half-elf warlocks are often loners who wander in search of lost lore, and who take up with other adventurers as a means of undertaking the most dangerous quests in search of more power.

Roleplaying a Half-Elf

When creating a half-elf character, here are a few points to consider.

You are a child of two worlds. As a half-elf, you have a lineage that encompasses two wholly different cultures and histories. The type of upbringing you have had—and the relationship between elves and humans in your homeland—determines how your ancestry affects you. Some half-elves take equal pride in both sides of their family line. Others focus more on one side than the other—or might know next to nothing regarding one half of their heritage. You might consider yourself more elf than human, demonstrating that cultural connection by employing elven weapons and armor, or by adopting elven styles of dress. If you embrace your human side, you might actively try to avoid elven cultural touchstones—to the point where you hide your mixed-race heritage from even your closest companions.

You have natural leadership ability. Like all half-elves, you have great strength of will and a forceful personality. Half-elves are rarely timid or pensive,

instead expressing themselves with routine confidence. Some are friendly to the point of being obsequious. Others adopt a more subtle touch, making their will known through a quiet show of force or intimidation. This inherent confidence and skill at bending others to your will makes you a natural leader. Many half-elves, however, prefer to avoid being the center of attention, instead maintaining control from the sidelines as a stalwart second-in-command.

You are a versatile adventurer. As a half-elf, you know that there are few challenges that a little ingenuity cannot solve. Half-elves manage to blend the drive and ambition of humans with the wisdom and perspective of elves—letting you see opportunities wherever they present themselves, then seize those opportunities. This attitude sometimes makes you impetuous, however, and it can take all your force of personality to convince your allies to follow your lead.

Diversity is strength. As a child of two peoples, you are more accepting of other races than many other characters are. Even if you have lived your life in the isolation of one culture, you recognize the strength that your mixed heritage gives you, even as you know that each race has unique strengths of its own. You might utilize your dragonborn companion's intimidating manner to reinforce your position at the bargaining table, or make use of a tiefling ally's dark heritage to gain access to underworld contacts.

Half-Elf Characteristics: Accommodating, adaptable, charming, confident, gregarious, open-minded

Half-Elf Names: Typically elf or human names, though some half-elves have names more typical of other races



A half-elf warlock soars over the village on a flying carpet

HALF-ORC

Fierce warriors who combine human resolve with orc savagery

Racial Traits

Average Height: 5' 9"-6' 4"

Average Weight: 155-225 lb.

Ability Scores: +2 Dexterity; +2 Strength or +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Giant

Skill Bonuses: +2 Endurance, +2 Intimidate

Half-Orc Resilience: The first time you are bloodied during an encounter, you gain 5 temporary hit points. The temporary hit points increase to 10 at 11th level and 15 at 21st level.

Swift Charge: You gain a +2 bonus to speed when charging.

Furious Assault: You have the *furious assault* power.

Furious Assault

Half-Orc Racial Utility

Your monstrous wrath burns inside you, giving strength to your attack.

Encounter

Free Action

Personal

Trigger: You hit an enemy with an attack.

Effect: The triggering attack deals 1[W] extra damage if it is a weapon attack or 1d8 extra damage if it is not a weapon attack.

Half-orcs are the offspring of orcs and humans—a hybrid race combining the strength, speed, and aggression that underlie orc culture with the ambition, resourcefulness, and boldness of the human heart. Half-orcs usually live on the fringes of society, finding ways to succeed as virtual outcasts among their own kin. Resilient and persistent, a half-orc is unwilling to accept defeat as long as he or she still draws breath.

Half-orcs were first seen on the frontier, where isolated human settlements marked the line between civilization and the wilderness. When the ancient empires of the world collapsed, these frontier territories were the first to fall into ruin. Marauding tribes of orcs, previously held at bay by imperial armies, quickly encroached on settled human lands. Though isolated skirmishes between the races were the norm for long years, orcs and humans were eventually forced to ally against the monstrous threats of the ancient frontier. Moreover, primal power provided a common cultural grounding between the tribes of both races,

which began to forge a common culture and blood ties over time.

The half-orcs who arose as the result of this commingling combined the best traits of both races. Many people see half-orcs as brash and violent, ascribing such behavior to the darkness of their orc heritage. Even the most barbaric half-orcs, however, can draw on the motivation and ingenuity of their human ancestry.

Physical Qualities

Half-orcs favor their human lineage in appearance, but are distinguished by skin that tends to various shades of gray, broad jaws, and prominent lower canine teeth—though these are still a far cry from the jutting tusks of orcs. On average, they are taller and stronger than humans as well. Their hair is usually black, though it grays quickly with age. Most half-orcs who live among humans favor human styles of clothing and hairstyle, but a few adopt orc traditions, tying small bones or beads into long braids or bunches of hair.

Half-orcs don't live quite as long as humans do. They mature quickly, reaching adulthood at about sixteen years, and rarely live past the age of sixty.

Attitudes and Beliefs

Half-orcs believe that their strength and aggression is a gift. They see physical might as the most basic form of power, and they admire those who use their strength well and wisely. Though their natural aggression is tempered by the cunning of their human



Half-orc heroes

heritage, half-orcs are quick to show their strength when challenged—ensuring that whoever issues that challenge knows better than to do so again.

Half-orcs possess all the ambition and drive of humans, but most have long grown accustomed to being judged solely on their brutish exterior. As a result, half-orcs are conscious of the fact that what is presented on the surface is typically less important than what lies beneath. A friendly merchant is revealed as a sinister cultist, just as a demonized criminal might turn out to be a rogue with a heart of gold. Likewise, a half-orc knows better than to rush into any situation without first assessing its potential dangers.

Once the proper assessment has been made, however, half-orcs prefer to confront their problems head-on. They have little patience for the niceties of etiquette and polite society, and most have no mind for politics or diplomacy. When threatened, a half-orc considers that the threat might conceal an even more sinister intention—but then throws the first punch all the same.

Half-Orc Communities

Half-orcs living among humans sometimes must deal with prejudice from the other members of their community, and often live at the fringes of human society as a result. In rural villages and towns, half-orcs sometimes become guards and scouts, earning respect for their natural combat prowess even as they keep a safe distance between themselves and other races. The closer one gets to the edge of civilization, the more accepting human settlements become. Half-orcs in such areas might become blacksmiths or farmers—professions in which their strength and endurance helps them fit in.

Within orc communities, half-orcs must earn the respect of their peers through displays of strength and bravery. Half-orcs who live among orcs often find that the intelligence and insight of their human parentage makes them exceptional leaders. However, in a culture where strength is everything, a half-orc must constantly depend on that insight to outwit rivals for his or her power.

Although half-orcs consistently produce half-orc offspring, communities composed primarily of half-orcs are rare in most areas. Where half-orcs do gather in significant numbers, it is often as part of a larger culture of humans, orcs, and half-orcs living as equals. A devotion to primal power provides the foundation for such cultures, whose people take on the responsibility for defending a wide territory.

Half-Orc Adventurers

The combination of physical power, quick temper, and ambition that defines their racial heritage gives half-orcs plenty of motivation to seek their fortunes as adventurers. Half-orcs often take up the heroic lifestyle as a means of proving their worth to the common folk around them—or to gain the wealth that can be an even faster route to respect.

Druid Half-orc druids are among the most ardent defenders of the natural world. Those half-orcs who feel the call of primal magic typically take a more aggressive stance than other druids do against those who would despoil the natural world. Half-orcs are drawn to the sentinel path for the freedom it offers, allowing them to live on the fringes of their communities with only their animal companions for company. Half-orc druids are vigilant in the defense of the communities of the borderlands, and often pursue the adventuring life as a means of taking the fight to their enemies rather than waiting for those foes to strike.

Paladin Half-orcs driven by devotion to a deity often demonstrate their faith in a decidedly physical fashion. A half-orc paladin is an aggressive, zealous warrior who channels his or her pursuit of virtue through battle. Bringing righteousness to their enemies with blade and fist, half-orc paladins put themselves on the front line of the fight against evil, using their skill at arms and the might of their gods to smite the wicked. They worship gods of war, valor, and strength such as Kord and Bahamut, and they take a lead role in defending the temples and the faithful of their gods.



Among adventurers, sometimes it's hard to tell the good guys from the bad

Ranger With their strength, durability, and speed, half-orcs make exceptional rangers. At home in the wilderness that covers much of the borderlands, half-orcs are natural warriors who can survive the harshest challenges of the natural world. Many half-orcs enjoy the solitude that comes with roaming the wilds. More important, however, a half-orc ranger has ample opportunity to face off against monsters and hazards in a show of strength and combat skill. The best half-orc rangers clad themselves in hide armor crafted from the deadly creatures they have slain.

Warlock Though few half-orcs have the patience for the complex pacts and endless study necessary to master the warlock's power, those who succeed at this goal have no trouble making a name for themselves. Half-orcs who choose the path of the warlock tend to be brooding, violent characters as skilled with weapons as they are with the dark arcane power that is their hallmark. Half-orc warlocks demonstrate their power at any opportunity, making their magic an outward sign of strength and prowess. In the same way, a half-orc warlock might adorn his belt with the shattered weapons—or shrunken heads—of fallen foes as trophies to awe and intimidate other enemies.

Roleplaying a Half-Orc

When creating a half-orc character, here are a few points to consider.

People see what they want to see. No matter what path you take in life, you know that others will judge you by your outward appearance. Some orcs dismiss you because of the weakness of your diluted blood. Humans too often fear you as



Half-orc heroes defend their adopted town from marauders

ADAM GILLESPIE

barbaric and savage, seeing only your orc lineage in your hulking form. The question of how you react to these prejudices helps define your character and your role in the world. Each time you strive to prove yourself more than just a violent brute, you help to redefine the attitudes of people toward all half-orcs. However, your fury in battle can easily offset that progress.

Negotiate from strength. Others talk of politics and diplomacy, but you know that such matters are defined by the strength that drives armies and shapes the battles on which history is written. Nobles can hide behind their titles as much as they like, but the fury of their soldiers gives them power. The proper application of force can solve any problem. You have the strength to make your mark on the world, and you use it. You show respect to your friends and companions, for their trust in you demands an even hand. When others challenge you in word or deed, however, you are only too happy to use threats and violence to demonstrate the superiority of your view.

No slight goes unpunished. The strength you are blessed with is balanced by the insight that holds you above the barbaric reputation of your orc forebears. However, in one critical area, you often fight in vain to keep your temper from getting the best of you. Where others might be willing to let insults or confrontations slide, you know that any display of weakness—social or physical—is an invitation for others to take advantage of you. You have a hard time shrugging off the insults that are hurled your way, even though you know the repercussions of losing control.

Actions speak louder than words. Let your allies and others waste their time with etiquette, politeness, and politicking. For you, a direct answer is always the best answer. Although you have patience enough to back up your allies' diplomacy, you draw the line at dickering or being reluctant to commit to action. Though you are not necessarily reckless, you are not afraid to take risks, and the fine line between cautious and timid is clear to you.

Half-Orc Characteristics: Brash, ferocious, hedonistic, impulsive, short-tempered, tough, uninhibited

Male Names: Brug, Dorn, Druuk, Gnarsh, Grumbar, Hogar, Karash, Korgul, Krusk, Lubash, Mord, Ohr, Rendar, Sark, Scrag, Tanglar, Tarak, Thar, Ugarth, Yurk

Female Names: Augh, Bree, Ekk, Gaaki, Grai, Grigri, Gynk, Huru, Lagazi, Murook, Nogu, Ootah, Puyet, Tawar, Tomph, Ubada, Vanchu

HUMAN

Ambitious explorers, driven leaders, eager to master the world

Racial Traits

Average Height: 5' 6"-6' 2"

Average Weight: 135-220 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain training in one additional skill from your class skills list.

Human Defense Bonus: You gain a +1 racial bonus to Fortitude, Reflex, and Will.

Heroic Effort: You have the *heroic effort* power.

Heroic Effort

Human Racial Utility

Your grim focus and unbridled energy means that failure is not an option.

Encounter

No Action

Personal

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

More numerous than elves, dwarves, halflings, and eladrin, the race of humans has been the primary architect of history for centuries. While members of the other races withdraw to their isolated realms and strongholds in the face of danger, humans push forward with an ever-burning desire to overcome all challenges. Yet the same ambition and energy that pushes humans to civilize unsettled lands also makes them covet power and wealth. Even among their own kind, humans are given to conflict, infighting, and great wars.

On the borderlands, humans defend their territories against the rise of darkness even as other races fall back to the distant mountains and dense forests. Humans strike out against the unknown, eager to leave a mark on the world. However, although humans have reached great heights, they have also become their own worst enemies time and again. A human realm faces more than just the threat of monstrous incursions. Bickering and political conflict often push human lands to the brink of civil wars more ruinous than any external foe. After all, the worst enemy is one who knows your strengths and weaknesses.

Ambition and a sometimes-reckless drive for power combine to push many humans to seek out fame and fortune through adventure and exploration. Among adventurers, humans nearly outnumber the other races combined. The rulers of the human settlements of the borderlands are often former adventurers. After acquiring enough treasure and power, they gathered followers to their banners and set to building fortresses, villages, and towns. Humans are more likely to put their faith in individuals than in institutions or tradition. As a result, a single powerful human has great potential to unite and lead others.

Physical Qualities

Humans come in a wide variety of heights, weights, and colors. Some humans have black or dark brown skin, others are as pale as snow, and they cover the whole range of tans and browns in between. Their hair is black, brown, or a range of blonds and reds. Their eyes are most often brown, blue, or hazel.

Humans' attire varies wildly, depending on the environment and society in which they live. Their clothing can be simple, ostentatious, or anything in between. It's not unusual for several distinct human cultures to live side by side in a particular area and mingle. As a result, human armor, weaponry, and other items incorporate a variety of designs and motifs.

Humans have average life spans of about seventy-five years, though some venerable members of the race live as long as ninety or more years.

Attitudes and Beliefs

Humans are decisive and sometimes rash. They explore the darkest reaches of the world in search of knowledge and power. They hurl themselves into danger, dealing with consequences as they arise. They act first and ponder later, trusting their will to prevail and their natural resourcefulness to see them through perilous situations.

Humans always look to the horizon, seeking to expand their influence and their territory. They chase power and want to change the world, for good or for ill. Their settlements are among the brightest lights in a dark and untamed world, and humans constantly seek to explore new lands and settle new frontiers.

Their self-reliance and bravery inclines humans toward martial classes such as fighter and rogue. They often prefer to find hidden reserves of strength in themselves rather than trust to the magic of wizards or clerics.

That said, humans tend to be a pious race, worshiping the whole pantheon of gods. Their myths name no god as the creator of their race. Some tales say the gods worked together to create humans, infusing them with the best qualities of each race that had come before. Other tales say that humans were the creation of a god whose name is no longer known—a deity killed in the war against the primordials or assassinated by Asmodeus or Zehir.

Humans are tolerant of other races, different beliefs, and foreign cultures. Most human settlements consist of diverse enclaves where different races live

together in relative peace. The human empire of Nerath, the last great world power, united many different peoples and ruled the land for more than five hundred years before it collapsed about a century ago. Most of the human settlements that survived the empire's fall now stand as fortified bastions against the encroaching darkness. When elven forests are razed or dwarven mines overrun, the survivors often flee to the nearest human town or city for protection.

Despite the far reach and power of Nerath, humans in the present day are a scattered and divided people. Dozens of small baronies, fiefdoms, and free city-states have arisen from Nerath's ruins, and many of these realms are petty, weak, and isolated. Tensions and misunderstandings can precipitate skirmishes, espionage, betrayal, and even open warfare between neighboring communities.

Human Communities

Humans are the most adaptable of all folk. Their communities range from forest villages surrounded by stockades, to tent cities built around desert oases, to clusters of ice-walled huts in the farthest northern reaches, to great fortified cities standing at the center of widespread realms. Other races are known for their relationships with specific environments—the dwarves in their mountain halls, the



elves with their forest realms, and the halflings following the course of river and stream. Humans, in contrast, pride themselves on being able to adapt to any environment, and to reshape that environment to their own needs. As long as water and sustenance can be found, humans can make a home in any part of the world.

Most human communities are centered around a single, powerful individual. Even those who use elections and other egalitarian methods of government can point to one person who founded, created, and shepherded their settlement through its formative years. Of all the civilized peoples, humans are the most likely to routinely change their method of government and organization. On the borderlands, the scions of petty nobles can rule only as long as they display the same strength and purpose as their ancestors. When a leader falters, ambitious advisors and rivals are ready to lead a revolt.

Most human settlements are centered on a single dominant resource or feature, including fresh water, arable land, or an easily defended location. Humans lack the unifying cultural ties that bind most elves, dwarves, and halflings. As a result, their clans, tribes, and societies covet and hold strategically useful territory, devoting much energy to fortifying and controlling it. In a typical human settlement, there is no guarantee of distant allies riding to the rescue in times of dire need.

The Nentir Vale, a portion of the borderlands that once belonged to Nerath, features a number of human-controlled settlements, including Fallcrest, Winterhaven, and Nenlast. As in many of the frontier regions carved out from the fallen empire, these towns and villages also feature large contingents of elves, dwarves, halflings, and other races.

Although humans have developed rich cultures and styles of their own, they are also known for borrowing from others. The advanced construction techniques of the dwarves, the arcane mastery of the eladrin, and even the traditions of lost civilizations such as Bael Turath and Arkhosia can all be found in the human sphere. This leads to great variation in human architecture, clothing styles, and even religious iconography.

Human Adventurers

Some of the most powerful and successful adventurers to have ever roamed the world were human. Many humans are forced into adventuring by the pressures of life on the borderlands. However, just as many seek out that life as the fastest way to achieve their goals. As they are in every enterprise, humans who take up adventuring are flexible, unpredictable, adaptable, and capable of great deeds.

Druid Unlike many other races, humans are equally at home in the sprawling desert wastes, the frigid polar climes, or the lush jungles of the tropics. Humans have long had a close tie to primal magic. Though humans have built many cities and carved kingdoms from the wilderness, their roots point to a simpler existence in touch with the magic of the world. When great empires have fallen into ruin, the druids and their primal magic helped humanity to weather

the storm. Human druids take their role seriously. They see themselves as guardians of the wild, charged with venturing into dangerous lands to defeat threats to the natural order.

Paladin It is fitting that the first paladins were humans. Only a human could muster the energy, ambition, and focus needed to transform a chivalric virtue into a source of divine might. Human paladins are ardent champions, eager to prove their skill in battle and vanquish evil. Paladins have sparked many of the greatest crusades against evil humanoids, demons, and other threats. Sometimes, all that stood between a conquering dragon and victory was a lone human paladin willing to sacrifice whatever was required to overcome the foul creature.

Ranger Humanity has a long tradition of producing some of the finest rangers. Dwelling in the wilds between the cradles of civilization and the monster-infested wilds, human rangers fight to ensure that their people can grow and prosper free of the shadow of orc raiders, marauding giants, and undead infestations. Human rangers push themselves to their limits. Tales abound of vast swaths of forest kept free of goblins, trolls, and other threats by a dedicated human ranger.

Warlock A human's ambition and drive make the warlock class a perfect fit for many would-be masters of the arcane arts. A meteoric rise to power accompanied by a steep debt to an otherworldly being is the perfect template for humanity. Many of the most powerful humans have similarly gained power quickly, only to lose it because of pride or arrogance. Human warlocks are well aware of this tendency, but if anything, it makes them more likely to push themselves to greater risks in search of greater rewards. Though many have faltered, a few survive to master those that would master them.

Roleplaying a Human

When creating a human adventurer, here are a few points to consider.

Fame, fortune, or power? Humans are driven to adventuring by any number of reasons. Most humans who dwell in the borderlands find their day-to-day life challenging enough. Your homeland is a harsh realm rife with monsters and other threats, yet something inspires you to seek out even more danger. You might adventure for wealth or glory, seeking the vast fortunes to be looted from dungeons and the power to be gained with increased experience. You might fight for your homeland, striking against the forces of darkness before those forces can lash out against your people. You might hope to combine both goals—creating a hero's name for yourself as a means of gaining the prestige and fame needed to unite the common folk under your rule.

Home is the beginning of all things. In the absence of an overriding human culture, you maintain a strong connection to the land of your birth and

the home you grew up in. Most humans gather in villages, towns, and other communities, though a few prefer a more isolated existence. Your early years in such an environment shaped you, as did your reasons for leaving that home. Did you turn away from your family under a dark cloud of conflict that now puts you on the run? Or was your village attacked—and your kin slain—by invading monsters against which you swore a dark oath of vengeance?

Ideals and dreams. Many human adventurers live by a code of conduct, or they fight for some cause. You might dedicate yourself to a noble lord, to your faith, or to an organization whose values you share. Your goals might be entirely material, driving you to seek wealth or some specific relic or lore important to you. Or, your objectives might be entirely ephemeral, based on a certain philosophy or state of mind. You might fight only for yourself, seeking the wealth and power that will allow you to make a difference in the end.

Human Characteristics: Adaptive, ambitious, bold, corruptible, creative, driven, hardy, pragmatic, resourceful, territorial, tolerant

Male Names: Alain, Alek, Benn, Brandis, Donn, Drew, Erik, Gregg, Jarren, Jonn, Kris, Marc, Mikal, Pieter, Quinn, Regdar, Samm, Thom, Wil

Female Names: Ana, Cassi, Gwenn, Jenn, Kat, Keira, Luusi, Mari, Mika, Miri, Shara, Stasi, Zanne



A human wizard calls forth arcane energy to hold back the horde

TIEFLING

Heirs of a shattered empire who live in the shadows and do not fear the dark

Racial Traits

Average Height: 5' 6"-6' 2"

Average Weight: 140-230 lb.

Ability Scores: +2 Charisma; +2 Constitution or +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, choice of one other

Skill Bonuses: +2 Bluff, +2 Stealth

Bloodhunt: You gain a +1 racial bonus to attack rolls against bloodied enemies.

Fire Resistance: You have fire resistance equal to $5 + \text{one-half your level}$.

Infernal Wrath: You have the *infernal wrath* power.

Infernal Wrath

Tiefling Racial Attack

You call upon the hellfire burning in your soul to punish your enemy.

Encounter ♦ Fire

Free Action **Close burst 10**

Trigger: An enemy within 10 squares of you hits you.

Target: The triggering enemy in the burst

Effect: The target takes $1d6 + \text{Intelligence or Charisma modifier}$ fire damage.

Level 11: 2d6 + Intelligence or Charisma modifier fire damage.

Level 21: 3d6 + Intelligence or Charisma modifier fire damage.

Heirs to an ancient, internal bloodline, tieflings have no realms of their own but instead live within human kingdoms and cities. They are descended from human nobles who bargained with dark powers, and whose empire once subjugated half the world. But the empire was cast down into ruin, and tieflings were left to make their own way in a world that often fears and resents them.

Hundreds of years ago, the leaders of the human empire of Bael Turath made pacts with devils to solidify their hold over its enormous territory. Those humans became the first tieflings, and they governed their empire in the name of their infernal masters. In time, Bael Turath came into conflict with Arkhosia, the ancient empire of the dragonborn, and decades of warfare left both empires in ruins. Bael Turath's grand capital was thrown down in ruin.

Following the collapse of their empire, the tieflings were scattered. Bearing the infernal visage that was the mark of their pact with the forces of darkness, they found a cold and sometimes deadly welcome in the humanoid societies to which they fled.

Once a powerful people with a strong nobility, the tieflings were reduced to little more than vagabonds. Their population dwindled, and for many decades, the survivors of Bael Turath were in danger of being wiped out and forgotten.

Over time, however, the last of the great Turathi nobles began to reclaim their place in the world. Cautiously earning the trust of other peoples, the descendants of those nobles began to spread into human communities that were willing to allow them to live in peace, and the tiefling race was reborn. In the present age, tieflings are less common than many other races, but their numbers grow stronger with each generation.

Physical Qualities

The appearance of tieflings testifies to their infernal bloodline. They have large horns; thick, nonprehensile tails that range in length from four to five feet; sharply pointed teeth; and eyes that are solid orbs of black, red, white, silver, or gold. Their skin color covers the whole human range and also extends to reds, from a ruddy tan to a brick red. Their hair, cascading down behind their horns, is as likely to be dark blue, red, or purple as more common human colors.

Tieflings favor dark colors and reds, leathers and glossy furs, small spikes and buckles. Tiefling-crafted arms and armor often have an archaic style, harkening back to the glory of their long-vanished empire.

Tieflings have the same life spans and general aging patterns as humans.



Tiefling heroes

Attitudes and Beliefs

After long generations of living on the fringes of other cultures, tieflings believe strongly that all people must fend for themselves. Tieflings practice self-sufficiency with an almost religious devotion, adhering to this virtue throughout their lives. This attitude can make tieflings seem distrustful—a reputation that is deserved to some degree. Tieflings who believe that they can rely only on themselves are naturally skeptical of others that offer help. A tiefling reduced to destitution by fate will beg, borrow, steal, cajole, or do whatever else is necessary in order to eat. If that same character later becomes flush with wealth, he hoards and guards that wealth, not trusting anyone else to even hold it.

Tieflings live for today and tomorrow, only rarely dwelling on the past. This attitude, which originated in the fall of Bael Turath, enables the tieflings to overcome the darkness of their history in favor of a future when their kind will rise to prominence once more. It is easy to assume that tieflings cannot feel guilt or sadness, but the truth is that they simply do not dwell on such things. Retribution rather than mourning is the tiefling way.

Tieflings firmly believe that they cannot allow others to run roughshod over them. The scorn, derision, and violence shown to the tieflings since the fall of Bael Turath have hardened their race, such that few tieflings will willingly back down from a confrontation. To do so invites the dismissive treatment once imposed on their forebears—and a contempt that lessens the worth of the race as a whole.

Tiefling Communities

Since the fall of Bael Turath, scattered tiefling communities have formed and fallen apart countless times. In some cases, old rivalries born of the Turathi noble houses inspire infighting that brings about social unrest and collapse. Other times, the reputation of their race makes the tieflings unwelcome neighbors, driven off by suspicious humans or targeted by dragonborn mercenaries seeking to rekindle ancient rivalries.

Tiefling communities that survive for any length of time are most often found as small populations within some other society. Tieflings often have to purchase their acceptance within larger communities, and they can usually afford to do so only if they are engaged in some kind of profitable venture. As a result, a tiefling community is typically built around a vocation, from a merchant cartel operating within a cluster of human towns, to bands of tiefling mercenaries establishing themselves within the frontier outposts and citadels of other races. In larger cities, tiefling crime syndicates are common.

Across the borderlands, a small number of tiefling settlements persist in the ruins of Bael Turath. Though these villages stand in the rubble of the greatest tiefling cities, their residents typically have less knowledge of their ancestors and history than the tieflings who long ago scattered into human lands. Some tieflings avoid these communities for their proximity to the past, fearing that such cursed locations will bring ruin to all who dwell there.

Tiefling Adventurers

For generations, tieflings lived by their wits as they stayed constantly on the move along the fringes of civilization. As a result, the race produces adventurers at a rate out of proportion to its relatively low numbers. Some tiefling adventurers seek fame and fortune as a way to overcome the prejudices their race must still endure. For others, the hero's path offers a chance to redeem their people in the eyes of the world.

Druid Although tiefling druids are not common, some tieflings follow this path as a reflection of the self-reliance for which their race is known. Tiefling druids often start out as hermits and wanderers, protecting the borderlands but keeping a safe distance from its people. They easily find acceptance among other druids and rangers, since those fellow masters of primal power look beyond a tiefling's infernal exterior to focus on the quality of his or her character. The animal companion of a tiefling sentinel sometimes manifests signs of infernal influence, such as glowing red eyes, unusual coloration, or small horns.

Paladin The self-reliance of their race has long inspired tieflings to be indifferent toward the deities and their faiths. At the same time, a conscious need to atone for their ancestors' ancient association with infernal forces inspires many tieflings to take up the paladin's path. Tiefling paladins are often zealous devil hunters, harnessing divine power to strike at the fiendish evil associated with the rise and fall of Bael Turath. With a zeal born of a hunger for retribution, tieflings are among the most fervent of all paladins in their pursuit of evil.

Ranger Though tieflings pride themselves on their self-sufficiency and ability to survive hardships, those aspects of their culture lend themselves more to cunning and trickery than to wisdom and a bond with nature. Despite this fact, however, many tieflings take up the path of the ranger for the solitude it promises. Tiefling rangers are more likely to patrol monster-haunted ruins than natural wilderness. However, their drive to protect the frontier and the people who dwell there is as strong as it is in any other ranger, and their retribution against the monstrous threats that plague the borderlands is deadly and swift.



A tiefling adventurer strikes true

Warlock Though all classes have a place in tiefling society, warlocks are most common among them—more common, in fact, than many tieflings would like to admit. Their ancient ancestry and the pacts made by the masters of Bael Turath give all tieflings a latent link to infernal power. Some learn to draw on that power in the hope of controlling it, seeking a kind of vengeance for the curse inflicted on their people from their dealings with devils. Others seek to reclaim that lost heritage, for good or ill. Some tiefling warlocks seek out fey power as a means of divesting themselves of infernal influence, replacing the pacts their ancestors made. Whatever the source of their power, however, tiefling warlocks often carry themselves with a hint of the malevolence for which their race is known.

Roleplaying a Tiefling

When creating a tiefling character, here are a few points to consider.

The shadow of Bael Turath hangs over you. Your race is forever marked by your ancestors' dealings with infernal forces, and you carry the dark legend of Bael Turath with you wherever you go. Others treat you with fear and scorn—even those who do not directly blame you for the evil of your forebears. As you make your way in the world, your path will largely be defined by how you react when a stranger cowers in fear at the sight of you—or what you do when people in need refuse your aid because of your dark heritage.

Noble blood runs through your veins. Despite the tainted nature of your heritage, you never forget that all tieflings are the descendants of the nobles of Bael Turath. Even if you are poverty-stricken and destitute, you carry yourself with a bearing that suggests the confidence and dignity of your bloodline. Perhaps you seek to reclaim your rightful place among the nobility that exists today, building up wealth and power to grant yourself a station in the world that your history demands.

You are self-reliant. Your people have learned to fend for themselves over time, and you need no charity to survive. This sense of self-reliance influences everything you do, from your choice of adventuring and survival gear to how well you forge relationships with others. Although cultivating close allies is always a sensible plan in a dangerous world, you are inclined to fight alone to demonstrate your independence. You might charge into battle ahead of your allies, or occupy the attention of a dangerous monster by yourself so that those allies can slip away.

You carry the mark of your heritage. Unable to escape from the tainted image of their ancestors, many tieflings choose to embrace it. The weapons you carry might be festooned with jagged barbs in the Turathi style, even as your armor and clothing reflect the aesthetic of your lost empire. Always conscious of your noble heritage, you might embrace the fashions and attitudes of the noble houses of Bael Turath. By doing so, you draw even more attention to yourself, but this is the point. By flaunting your history in front of others, you remind them of the lost power that your race represents.

Tiefling Characteristics: Cunning, disquieting, imposing, mysterious, proud, rebellious, self-reliant, sinister, sly, unconventional

Male Names: Akmenos, Amnon, Barakas, Damakos, Deimos, Ekemon, Iados, Kairon, Leucis, Melech, Morthos, Pelaios, Skamos, Therai

Female Names: Akta, Bryseis, Damaia, Ea, Kallista, Lerissa, Makaria, Nemeia, Orianna, Phelaia, Rieta

Some young tieflings, striving to find a place in the world, choose a name that signifies a concept and then try to embody that concept. For some, the chosen name is a noble quest. For others, it is a grim destiny.

Modern Names: Art, Carrion, Chant, Despair, Excellence, Fear, Fortune, Hope, Ideal, Music, Nowhere, Random, Reverence, Sorrow, Tempest, Torment



SKILLS

Have you studied ancient tomes that describe the nature of magic and the structure of the universe? Do you have a golden tongue that can pass off the most outrageous lies as truth? Do you have a knack for getting information out of people? In the DUNGEONS & DRAGONS game, these questions are answered by the skills your character has.

Adventurers have a basic level of competence in every skill. As a character advances in level, his or her level of competence improves. A character's ability scores also affect his or her use of skills; a tiefling ranger who has a high Dexterity is better at Acrobatics than a clumsy dragonborn paladin who has a lower Dexterity. When using a skill in the game, success is measured with a skill check, a d20 roll that determines whether—and sometimes how well—your character accomplishes a skill-based task.

This chapter tells you the basics about skills. For more details on this topic, check out Chapter 4 in the *Rules Compendium*.

Skill Training

Having training in a skill means that your adventurer has some combination of formal instruction, practical experience, and natural aptitude using that skill.

An adventurer who has training in a skill gains a +5 bonus to that skill, though he or she can't gain training in a skill more than once. A character class description specifies how many skills a member of that class has training in and what skills you can choose at 1st level.

For example, if you create a 1st-level cavalier, you can pick four skills from the cavalier's list of class skills. Some feats, such as Skill Training, give an adventurer training in a skill even if it's not on the class skill list.

Have you studied ancient tomes? Do you have a golden tongue? Can you extract information from people? Your character can, with the right skills.

Key Ability

The Skills table below shows the skills available in the game and the key ability for each one. A skill's key ability determines the ability modifier used when calculating your character's modifier with that skill.

SKILLS

Skill	Key Ability
Acrobatics	Dexterity
Arcana	Intelligence
Athletics	Strength
Bluff	Charisma
Diplomacy	Charisma
Dungeoneering	Wisdom
Endurance	Constitution
Heal	Wisdom
History	Intelligence

Skill	Key Ability
Insight	Wisdom
Intimidate	Charisma
Nature	Wisdom
Perception	Wisdom
Religion	Intelligence
Stealth	Dexterity
Streetwise	Charisma
Thievery	Dexterity

USING SKILLS

The Dungeon Master determines if a skill check is appropriate in a given situation and directs players to make a check if circumstances call for one. A player often initiates a skill check by asking the DM if he or she can make one. Almost always, the DM says yes.

Making a skill check is discussed in “Playing the Game,” page 18. See page 42 for how to determine your character’s skill check modifiers.

Difficulty Class

When making skill checks, high results are best. You’re always trying to meet or beat a certain number. That number is called a Difficulty Class (DC). A skill’s DC depends on what a character is trying to accomplish with the skill check, and the Dungeon Master sets this number.

Typically, your character either succeeds or fails at a skill check, meaning your check result meets or exceeds the DC or else falls below it. Some skill checks have degrees of success or failure that depend on the difference between your check result and the DC. Unless otherwise noted, when a creature fails a skill check, it can try again with a new check.

Many of the skill entries in this chapter give sample DCs for common uses of the skills. Some DCs are fixed, whereas others scale with level. A fixed DC represents a task that gets easier as your adventurer gains levels. By the time your adventurer reaches epic level, certain tasks become trivial. In contrast, a DC that scales with level represents a task that remains at least a little challenging throughout your adventurer’s career.

The Dungeon Master can use the suggested DC for a task or set one using the Difficulty Class by Level table. The table provides three DCs at each level based on a task’s difficulty: easy, moderate, or hard. When choosing a DC from the table, the DM typically picks one at the level of the character performing the check.

DIFFICULTY CLASS BY LEVEL

Level	Easy	Moderate	Hard
1	8	12	19
2	9	13	20
3	9	13	21
4	10	14	21
5	10	15	22
6	11	15	23
7	11	16	23
8	12	16	24
9	12	17	25
10	13	18	26
11	13	19	27
12	14	20	28
13	14	20	29
14	15	21	29
15	15	22	30

Level	Easy	Moderate	Hard
16	16	22	31
17	16	23	31
18	17	23	32
19	17	24	33
20	18	25	34
21	19	26	35
22	20	27	36
23	20	27	37
24	21	28	37
25	21	29	38
26	22	29	39
27	22	30	39
28	23	30	40
29	23	31	41
30	24	32	42

The following definitions are used by the Dungeon Master to predict which of the three DCs is appropriate for a particular check.

Easy: An easy DC is a reasonable challenge for characters who do not have training in a particular skill. Such characters have about a 65 percent chance of meeting an easy DC of their level. An easy DC is a minimal challenge for a character who has training in the skill and is almost a guaranteed success for a character who has a high bonus with the skill. In group checks (page 281) or when every adventurer in a party is expected to attempt a given skill check, particularly when no one necessarily has training, the DM typically chooses an easy DC.

Moderate: A moderate DC is a reasonable challenge for characters who have training in a particular skill as well as for characters that don't have training but have a high ability score (18 or higher) in the skill's key ability. Such characters have about a 65 percent chance of meeting a moderate DC of their level. In a skill challenge (page 281), the DM typically chooses a moderate DC for a skill check that a single adventurer is expected to make.

Hard: A hard DC is a reasonable challenge for characters who have training in a particular skill and also have a high ability score (18 or higher) in the skill's key ability. Such characters have about a 65 percent chance of meeting a hard DC of their level. The DM typically chooses a hard DC for a skill check that only an expert is expected to pass consistently.

Opposed Checks

Sometimes a character makes a skill check that tests his or her ability against that of another creature that uses either the same skill or a different one. Using the Stealth skill, for example, tests a character's ability to hide against another creature's ability to spot him or her using the Perception skill. These skill contests are called opposed checks.

To make an opposed check, two creatures make checks, and the higher result wins. If there's a tie, the creature with the higher check modifier wins. If it's still a tie, both sides roll again to break the tie.

Checks without Rolls

In some situations, luck does not affect whether a skill check succeeds or fails. Two special types of checks reflect this fact: taking 10 and passive checks.

Taking 10 When characters are not in a rush or involved in an encounter, they can choose to take 10 on skill checks. When you take 10, you don't roll a d20 for the skill check. Instead, you determine the check result as if you had rolled a 10, meaning the result equals $10 + \text{the adventurer's skill check modifier}$. For mundane tasks, taking 10 usually results in a success.

Passive Checks When characters aren't actively using a skill, they're assumed to be taking 10 for any opposed checks using that skill. Doing so is called making a passive check. For example, a group of adventurers is walking through an area without making Perception checks to look for danger, so they are assumed to be using their passive Perceptions to notice hidden objects and creatures. If an adventurer's passive Perception beats a creature's Stealth check, the adventurer notices the creature without having to make a Perception check.

Aid Another

In some situations, characters can work together to use a skill or an ability. An adventurer can help another make a skill or an ability check by taking the aid another action. Given a choice, a group of adventurers should have the character who has the highest skill or ability check modifier take the lead, while the other characters cooperate to provide assistance.

Aid Another

- ◆ **Action:** Standard action. When an adventurer takes this action, he or she chooses a target adjacent to him or her.
- ◆ **DC:** The adventurer makes a skill check or an ability check with a DC equal to $10 + \text{one-half his or her level}$.

- ◆ **Success:** The target gains a +2 bonus to the next check using the same skill or ability before the end of the assisting adventurer's next turn.
- ◆ **Failure:** The target takes a -1 penalty to the next check using the same skill or ability before the end of the assisting adventurer's next turn. This penalty represents the distraction or interference caused by the failed assistance.

An adventurer can affect a particular check only once using the aid another action. However, up to four adventurers can use aid another to affect a single check.

In certain circumstances, the DM might decide that only one, two, or three adventurers can try to aid a check. For example, it is unlikely that four characters can assist in picking a lock.

Group Checks

The Dungeon Master sometimes asks the adventurers to make a check as a group. This is called making a group check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group check, everyone in the group makes a skill check or an ability check specified by the DM. A group check is almost always against an easy DC. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks might come up in a variety of situations: when the adventurers try to sneak past some sentries (using Stealth), try to scale a sheer cliff together (using Athletics), use disguises to pass as a group of orc soldiers (using Bluff), and so on. Such checks are particularly common in skill challenges (see below).

Skill Challenges

A skill challenge represents a series of tests that adventurers must face. To deal with a typical skill challenge, a group of adventurers makes a series of skill checks, sometimes spread over a few rounds and sometimes spread over days. The skill challenge is completed either when a specified number of successful skill checks is reached or when three failures are reached.

An audience with the duke, a mysterious set of sigils in a hidden chamber, finding a safe path through a haunted forest—all of these situations present opportunities for skill challenges, because they take time and a variety of skills to overcome. A skill challenge takes complex activities and structures them into a series of skill checks. A skill challenge should not replace the roleplaying, the puzzling, and the ingenuity that players put into handling those situations. Instead, it allows the Dungeon Master to define the players' efforts within the rules structure so that the players understand their options and the DM can more easily adjudicate the outcome.

A skill challenge can stand on its own as a noncombat encounter. For example, a group might have an encounter in which it tries to extract a secret from a stubborn cultist. In another skill challenge, the group might use Nature checks and Perception checks to track the cultists through a jungle, a Religion check to predict a likely spot for their hidden temple, and an Endurance check to fight off the effects of illness and exhaustion over the course of days in the jungle.

Alternatively, a skill challenge can be integrated into a combat encounter. While fighting the cult's leader, some of the adventurers might use a series of Arcana checks and Religion checks to disrupt a dark ritual that is in progress.

For more about skill challenges, see the *Rules Compendium*.

KNOWLEDGE SKILLS

Your character's skill in Arcana, Dungeoneering, History, Nature, and Religion helps determine what knowledge he or she has about particular topics. A character can use these skills to remember a useful bit of information or to recognize a clue related to one of these topics. Using a skill in this way is called making a knowledge check. With the exception of History, these skills can also be used to identify certain kinds of monsters, as noted in a skill's description.

Knowledge Checks

Refer to these rules whenever your character makes a knowledge check, regardless of the skill he or she is using.

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **DC:** See the Knowledge Checks table. The check DC increases based on the topic and how common the knowledge is. A Dungeon Master might decide that certain information is available only to adventurers who have training in the appropriate knowledge skill.
- ◆ **Success:** You recall a relevant piece of lore in the field of knowledge or recognize a clue related to it.
- ◆ **Failure:** You don't recall any pertinent information. The Dungeon Master might allow a new check if further information comes to light.

KNOWLEDGE CHECKS

Information	DC
General	Easy
Specialized	Moderate
Esoteric	Hard

Monster Knowledge Checks

Refer to these rules whenever your character makes a check to identify a monster, regardless of the knowledge skill he or she is using. The DM typically tells a player which skill to use, based on the creature's origin or relevant keyword. If a monster's origin and keyword suggest the use of two different skills, the DM decides which skill can be used to identify the monster, and might allow the use of either skill.

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **DC:** The DM sets the DC using the Difficulty Class by Level table (page 279), selecting the moderate DC for the monster's level instead of your level.
- ◆ **Success:** You identify the monster and know its origin, type, typical temperament, and keywords. If you meet or exceed the hard DC for the monster's level, he or she also knows the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information about the monster. The Dungeon Master might allow a new check if further information comes to light.

MONSTER ORIGINS AND KEYWORDS

Monster Origin or Keyword	Skill	Monster Origin or Keyword	Skill
Aberrant	Dungeoneering	Immortal	Religion
Construct	Arcana	Natural	Nature
Elemental	Arcana	Shadow	Arcana
Fey	Arcana	Undead	Religion

SKILL DESCRIPTIONS

The game's skills have many different uses—as many as you can imagine. Each skill is presented in the following format.

Key Ability: The first line of a skill description after the name of the skill shows the key ability for that skill. Use the ability modifier of a skill's key ability to help determine your skill check modifier for that skill.

Armor Check Penalty: For skills based on Strength, Constitution, and Dexterity, the line containing the key ability also includes a reminder that an armor check penalty (page 328) applies to that skill.

Typical Uses: A skill description describes typical ways that the skill is used. Each description specifies the kind of action that is usually required to use the skill. Some of the descriptions specify the consequences of success or failure. See the *Rules Compendium* for sample DCs and additional information.

A few skill uses are marked as “Trained Only,” which means a creature must have training in the skill to use it in that particular way. For instance, a creature must have training in Acrobatics to make a check to reduce falling damage when it falls.

Improvisation Suggestions: In addition to providing rules for the typical uses of a skill, some skill descriptions include suggestions in sidebars for how your character might use the skill as he or she improvises various actions in the game.

Skills are meant to be open-ended, and players are encouraged to use them creatively. Just as for regular uses of a skill, the DM sets the DCs for improvisational uses, decides what sort of action is required for the checks, and determines the consequences of success or failure. The DM also has the final say on what a skill’s possible uses are.

Acrobatics

Dexterity (Armor Check Penalty)

Adventurers typically use the Acrobatics skill to maintain their balance while walking on narrow or unstable surfaces, to slip free of a grab or restraints, and to take less damage from a fall.

Moving across a surface that is slippery doesn’t usually require an Acrobatics check; that surface is instead treated as difficult terrain. If a surface is extremely slippery, the DM might require an Acrobatics check to cross it.

Balance

Make an Acrobatics check (with at least a moderate DC) to be able to move across a surface less than 1 foot wide (such as a ledge or a tightrope) or across an unstable surface (such as a wind-tossed rope bridge or a rocking log). This check is usually part of a move action, but it can be part of any of your character’s actions that involve him or her moving.

Success: You can move on the surface for the rest of the action, using squares of movement from the action. You must spend 1 extra square of movement for each square you enter on the surface. While on the surface, you grant combat advantage and might fall if you take damage (see below).

Failure by 4 or Less: You can’t move any farther on the surface as part of your current action, but you don’t fall.

Failure by 5 or More: You can’t move any farther as part of the current move action. If you are on a narrow surface, you fall off it. If you are trying to move across an unstable surface that isn’t narrow, you instead fall prone.

Taking Damage while Balancing While on a narrow or unstable surface, your character must make a new Acrobatics check (usually against the original DC) whenever he or she takes any damage. This use is a free action.

If you succeed, you maintain your balance. If you fail, you fall or fall prone, depending on the surface upon which you are balancing.

Escape from a Grab

The escape action allows the use of an Acrobatics check to wriggle out of a grab.

Escape from Restraints

Make an Acrobatics check (hard DC) to slip free of physical restraints such as manacles. The check takes 5 minutes of uninterrupted effort. Alternatively, you can make the check as a standard action, but doing so increases the DC by 5.

Success: You slip free of the restraint.

Failure: You can try again only if someone else provides assistance, most often by using the aid another action.

Hop Down

Make a DC 15 Acrobatics check to hop down no more than 10 feet and land standing. The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Success: You land standing and take no falling damage. The downward move uses no movement from the action.

Failure: You fall.

Reduce Falling Damage (Trained Only)

If an adventurer who has training in Acrobatics falls, he or she can make an Acrobatics check to reduce the amount of falling damage he or she takes. Your character can make this check whether or not the fall is intentional. It is a free action in response to falling.

The amount of falling damage that you take is reduced by one-half the check result (rounded down). If the falling damage is reduced to 0, you land standing.

IMPROVISING WITH ACROBATICS

- ◆ Slide down a staircase on a shield while standing (hard DC)
- ◆ Somersault over a creature of the same size (hard DC)
- ◆ Swing from a chandelier (moderate DC)
- ◆ Impress onlookers with an acrobatic performance (moderate DC)

Arcana

Intelligence

The Arcana skill encompasses knowledge about magic-related lore and magical effects. Training in this skill represents academic study, either formalized or as a hobby. This knowledge can touch on any source of magical power—whether arcane, divine, primal, or another one—and extends to information about the

following planes of existence, including the creatures native to those planes: the Elemental Chaos, the Feywild, and the Shadowfell. Those who have training in Arcana also have a chance to know something about the mysterious Far Realm, but not about its creatures (such knowledge falls under the Dungeoneering skill). A character can sometimes use his or her knowledge of magic to interact with or manipulate magical phenomena.

Arcana Knowledge

Make an Arcana check to recall a relevant piece of magic-related lore or to recognize a magic-related clue (see “Knowledge Checks,” page 282).

You must have training in Arcana to know information about the Far Realm.

Monster Knowledge

Construct, Elemental, Fey, and Shadow

Make an Arcana check to identify a creature that is a construct or that has the elemental, the fey, or the shadow origin (see “Monster Knowledge Checks,” page 283).

Detect Magic (Trained Only)

Characters who have training in Arcana can use the skill to identify magical effects and to sense the presence of magic.

Identify Conjunction or Zone Make an Arcana check (moderate DC of the effect’s level) to identify a conjunction or a zone. This is a minor action. You must be able to perceive the conjunction or the zone.

Success: You identify the power used to create the conjunction or the zone and know the effects and keywords of the conjunction or the zone.

Failure: You can’t try to identify the effect again until after a short rest.

Identify Magical Phenomenon Make an Arcana check (hard DC) to identify a magical phenomenon that was created by a magical ritual or that is part of the environment, such as glowing runes on a cavern wall, an eldritch sign glimmering on an altar, a waterfall that flows upward, or a piece of earth floating in the air. This use of the skill is not normally used to identify powers, magic items, or their effects. This is a standard action, and you must be able to perceive the phenomenon.

Success: You identify the phenomenon’s power source and other keywords, if any, as well as the phenomenon’s basic purpose, if it’s not obvious. If a magical ritual created the phenomenon, you identify the ritual and are familiar with its effects.

Failure: You can’t try to identify the phenomenon again until after an extended rest.

Sense the Presence of Magic Make an Arcana check (hard DC) to sense the presence of magic in an area. Typically characters use the skill in this way when no magic is observable, but they suspect it is present. This is a standard action. You attempt to detect each source of magical energy within a number of squares equal to $5 +$ your level, ignoring all barriers. You automatically succeed in detecting any source of magical energy within range that is 5 or more levels lower than you.

Success: You detect each source of magical energy within range and learn its power sources, if any. If a source of magical energy is within line of sight, you pinpoint its location. If it's not within line of sight, you know the direction from which the magical energy emanates but do not know how far away it is.

Failure: You detect nothing, or nothing is within range to detect. You can't try again until after a short rest.

IMPROVISING WITH ARCANA

- ◆ Change the visible or audible qualities of one's magical powers when using them (moderate DC)
- ◆ Control a phenomenon by manipulating its magical energy (hard DC)
- ◆ Contribute to a negotiation with an elemental, fey, or shadow creature by exploiting knowledge of its behavior or culture (hard DC)

Athletics

Strength (Armor Check Penalty)

Adventurers use the Athletics skill to attempt physical activities that rely on muscular strength, including climbing, escaping from a grab, jumping, and swimming.

Climb

Make an Athletics check to climb up or down a surface (the surface helps determine the DC). A character who has a climb speed doesn't have to make Athletics checks to climb.

A climb check is usually part of a move action, but it can be part of any of the character's actions that involve him or her moving.

Success: You can climb on the surface for the rest of the action, using squares of movement from the action. You must spend 1 extra square of movement for each square you enter on the surface. While climbing, you grant combat advantage and might fall if you take damage (see below).

When you move from a vertical surface to a horizontal surface, such as when climbing out of a pit, you choose to arrive either standing or prone.

Failure by 4 or Less: If you were already climbing, you don't fall. If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.

Failure by 5 or More: If you were already climbing, you fall but can try to catch hold (see below). If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.

Taking Damage while Climbing While climbing, you must make a new Athletics check if you take damage. This is a free action. The check is a response to taking damage.

Success: You hold on.

Failure: You fall but can try to catch hold.

Catching Hold If you fall while climbing, you can make an Athletics check (DC of the climb plus 5) to catch hold of something to stop the fall immediately. This is a free action. The check is a response to falling.

Success: You don't fall.

Failure: You fall and can't try to catch hold again as part of this fall.

Escape from a Grab

The escape action allows the use of an Athletics check to muscle out of a grab.

Jump

Make an Athletics check to jump vertically to reach a dangling rope or a high ledge or to jump horizontally to leap over a pit, a patch of difficult terrain, a low wall, or some other obstacle.

Simply scrambling onto a terrain feature such as a table or a chair doesn't require an Athletics check, because such terrain features are usually treated as difficult terrain.

High Jump Make an Athletics check to make a high jump, usually to reach or grab hold of something overhead. The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Divide the check result by 10 (round down). This value is the number of feet you jump up, or in other words, the height that your feet clear.

All the squares of the jump, if any, use squares of movement from the action. The High Jump table summarizes the total distances of various high jumps based on Athletics check results. If you run out of movement before landing on something or grabbing onto something, you fall. However, if the jump was part of a move action, you can continue the jump as part of a double move, ending the first move action in midair and continuing the jump as part of the second move action. You make a single Athletics check for the jump but can use squares of movement from both actions for it.

Running Start: If you move at least 2 squares as part of the action and then jump, double the result before dividing by 10 (or simply divide the result by 5).

Reaching Something: To determine whether you can reach something while jumping, calculate what one-third of your height is (round down to the nearest inch). This extra one-third represents the length of your arms. Add that number to your height and the distance cleared based on your Athletics check.

HIGH JUMP

Athletics Result	Distance Cleared
9 or lower	0 feet
10-19	1 foot
20-29	2 feet
30-39	3 feet
40-49	4 feet

And so on . . .

Long Jump Make an Athletics check to make a long jump. The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Divide your Athletics check result by 10 (rounded down). This determines the number of squares you clear with the jump. You land 1 square beyond the square you clear. All the squares of the jump, including the landing square, use squares of movement from the action. The Long Jump table summarizes the total distances of various long jumps, including the landing square.

If you end your movement over a drop, you fall and can't move any farther as part of the current action. If you run out of movement before landing, you also fall. However, if the jump was part of a move action, you can continue the jump as part of a double move, ending the first move action in midair and continuing the jump as part of the second move action. You make a single Athletics check for the jump but can use squares of movement from both actions for it.

Running Start: If you move at least 2 squares as part of the action and then jump, double the result before dividing by 10 (or simply divide the result by 5).

Distance Cleared Vertically: To determine the number of feet that you clear vertically during the long jump, divide your check result by 10 and then add 2 if the result is at least 1. If you don't jump high enough to clear an obstacle along the way, you hit the obstacle, fall prone, and can't move any farther as part of the current action.

LONG JUMP

Athletics Result	Distance Cleared	Total Move
9 or lower	0 squares	0 squares
10-19	1 square (3 feet up)	2 squares
20-29	2 squares (4 feet up)	3 squares
30-39	3 squares (5 feet up)	4 squares
40-49	4 squares (6 feet up)	5 squares

And so on . . .

Swim

Make an Athletics check to swim (the water conditions help determine the DC), which includes treading water. An adventurer who has a swim speed doesn't have to make Athletics checks to swim or tread water.

Characters who hold their breath for more than 3 minutes or who take damage while holding their breath risk suffocation. See the Endurance skill for information on swimming or treading water for an hour or more.

The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Success: You can swim for the rest of the action, using squares of movement from the action. You must spend 1 extra square of movement for each square you enter while swimming. Alternatively, you simply stay afloat, treading water.

Failure by 4 or Less: You can't move any farther as part of the current action, but you tread water.

Failure by 5 or More: You can't move any farther as part of the current action, and you sink 1 square.

IMPROVISING WITH ATHLETICS

- ◆ Hang onto a wagon while being dragged behind it (hard DC)
- ◆ Force your way through an earthen tunnel that is too small for you (hard DC)
- ◆ Move into a strong headwind while flying (moderate DC)

Bluff

Charisma

Characters use the Bluff skill to make what's false seem true, what's outrageous seem plausible, and what's suspicious seem ordinary. A character makes a Bluff check to fast-talk a guard, con a merchant, gamble, pass off a disguise, fake a piece of documentation, or mislead in some other way.

A Bluff check is usually a standard action. The Dungeon Master might allow you to make a Bluff check as part of another action, depending on what you want to do.

The check is an opposed check against a target's passive Insight, or against the target's Insight check if it is actively trying to see through your deception. You can make the check against multiple targets at once, opposing the passive Insight of each target with a single Bluff check.

Success: Your deception is successful against the target that opposed the check.

Failure: The target doesn't believe your deception.

Gain Combat Advantage

Make a Bluff check to gain combat advantage against an enemy by feinting. This is a standard action. You can take this action only once per encounter.

The check is an opposed check against an adjacent target's passive Insight.

Success: You gain combat advantage against the target until the end of your next turn.

Create a Diversion to Hide

Make a Bluff check to create a diversion and become hidden using the Stealth skill.

This is a standard action. You can take this action only once per encounter.

The check is an opposed check against a target's passive Insight. The target must be able to see you. You can make the check against multiple targets at once, opposing the passive Insight of each target with a single Bluff check.

Success: You can immediately make a Stealth check opposed by the passive Perception of any target that failed the opposed Bluff check. If your Stealth check succeeds against a target, you become hidden from that target until the end of your current turn or until immediately after you make an attack.

IMPROVISING WITH BLUFF

- ◆ Entice a guard into leaving its post (hard DC)
- ◆ Impersonate someone's voice convincingly (hard DC)
- ◆ Entertain a crowd with a tall tale (moderate DC)

Diplomacy

Charisma

Adventurers use the Diplomacy skill to influence others using tact, subtlety, and social grace. Make a Diplomacy check to change opinions, inspire good will, haggle with a merchant, demonstrate proper etiquette and decorum, or negotiate a deal in good faith (a target's attitude helps determine the DC).

This is usually a standard action. The Dungeon Master might allow you to make a Diplomacy check as a free action.

Success: You achieve the desired influence. This might be the first of several successes required—perhaps as part of a skill challenge—to fully influence a target.

IMPROVISING WITH DIPLOMACY

- ◆ **Comfort a distraught person** (moderate DC)
- ◆ **Display proper etiquette at a formal event** (moderate DC)
- ◆ **Give a pleasing speech** (easy DC)
- ◆ **Give an inspiring speech** (hard DC)

Dungeoneering

Wisdom

The Dungeoneering skill represents knowledge and skills related to dungeon exploration, including finding your way through underground complexes, navigating winding caverns, recognizing subterranean hazards, and foraging for food in the Underdark.

Training in this skill represents formalized study or extensive experience. Adventurers who have training in the skill can also identify creatures of the Far Realm.

Dungeoneering Knowledge

Make a Dungeoneering check to recall a relevant piece of lore about an underground environment or to recognize an underground hazard or clue (see “Knowledge Checks,” page 282).

Examples of dungeoneering knowledge include determining cardinal directions while underground (hard DC), recognizing a dangerous underground plant (moderate DC), spotting new carvings or construction (moderate DC), and noticing a change in depth while exploring an area (moderate DC).

Monster Knowledge

Aberrant

Make a Dungeoneering check to identify a creature that has the aberrant origin (see “Monster Knowledge Checks,” page 283).

Forage

Make a Dungeoneering check to locate and gather food and water in an underground environment that includes pools of water, edible fungi or lichen, small vermin, or the like.

The check takes 1 hour of effort.

Success: You find enough food and water for 24 hours.

Failure: You find no food or water. You must wait 24 hours to try again in the same area.

IMPROVISING WITH DUNGEONEERING

- ◆ Determine how to cause part of a tunnel to collapse (hard DC)
- ◆ Figure out the direction to a source of moving air while underground (moderate DC)
- ◆ Leave well-placed marks to avoid getting lost underground (easy DC)

Endurance

Constitution (Armor Check Penalty)

The Endurance skill is used to stave off ill effects and to push beyond normal physical limits. An adventurer who has training in Endurance can hold his or her breath for long periods of time, forestall the debilitating effects of hunger and thirst, and swim or tread water for extended periods. Some hazards—including extreme temperatures, violent weather, and diseases—require characters to make Endurance checks to resist or delay debilitating effects.

Characters rarely use Endurance actively; the DM directs players to use it in response to certain hazards. Using the skill in that way requires no action, unless otherwise noted.

Swimming for an Hour or More

A character who does not have a swim speed and swims for more than an hour must make an Endurance check (DC of the swim plus 2 for each hour of swimming).

This is a free action. You make the check at the end of each hour of swimming.

Success: You can continue making Athletics checks to swim.

Failure: You can't make any further Athletics checks to swim until after an extended rest. In addition, you sink 1 square and risk suffocation.

IMPROVISING WITH ENDURANCE

- ◆ Quaff an entire stein of ale in one go (moderate DC)
- ◆ Roll down a steep slope without taking damage (moderate DC)
- ◆ Sustain a swift rowing pace for an extended period (hard DC)

Heal

Wisdom

The Heal skill is used to help others recover from wounds or debilitating conditions, including disease.

First Aid

Make a Heal check to administer first aid to a subject. This is a standard action, and the subject must be adjacent to you.

You can attempt three different tasks with this skill.

Grant Second Wind (DC 10): The subject can use his or her second wind (page 28), if available, without taking an action. The subject doesn't gain the defense bonus normally granted by second wind, but still gains any other benefits associated with second wind, such as a benefit granted by a class feature or a feat.

Grant a Saving Throw (DC 15): The subject can either make a saving throw immediately or gain a +2 bonus to a saving throw at the end of his or her next turn.

Stabilize the Dying (DC 15): If the subject is dying, the subject stops making death saving throws until he or she takes damage. Being stabilized does not change the subject's current hit point total.

Treat Disease

Make a Heal check to treat a subject infected by a disease.

Rather than taking a particular action, you must attend the subject periodically throughout an extended rest taken by the subject and make a Heal check when the rest ends. You can take an extended rest at the same time.

The check result determines the disease's effects if the result is higher than the result of the Endurance check (or other check) that the subject makes against the disease.

IMPROVISING WITH HEAL

- ◆ Ascertain whether a creature is dead (easy DC)
- ◆ Discern whether a seemingly dead or living creature is undead (opposed by Bluff)
- ◆ Deduce what kind of weapon caused an injury (moderate DC)
- ◆ Diagnose a disease affecting a creature (hard DC of the disease's level)

History

Intelligence

The History skill encompasses knowledge related to the history of a region and beyond, including the chronological record of significant events and an explanation of their causes. This knowledge includes information pertaining to royalty and other leaders, wars, legends, important personalities, laws, customs, traditions, and memorable events.

Training in this skill represents academic study, either formalized or as a hobby. Adventurers who have training in the skill are likely to know esoteric historical information.

Make a History check to remember a relevant piece of historical lore or to recognize a historical clue (see "Knowledge Checks," page 282).

IMPROVISING WITH HISTORY

- ◆ Inspire a receptive militia with tales of its heroic ancestors (moderate DC)
- ◆ Locate the secret tomb of a bandit prince by interpreting the chronicles of his final days (hard DC)
- ◆ Recite a canto from one of the epic poems of old (hard DC)
- ◆ Win a game such as chess using historic strategies (hard DC)

Insight

Wisdom

The Insight skill is used to discern intent and decipher body language during social interactions. Adventurers use the skill to comprehend motives, to read between the lines, to get a sense of moods and attitudes, and to determine how truthful someone is being.

Insight is used to oppose Bluff checks and as the social counterpart to the Perception skill. The skill can also be used to gain clues, to figure out how well a social situation is going, and to determine if someone is under the influence of an outside force.

When you use Insight, you are making a best guess about another creature's motives and truthfulness. Insight is not an exact science or a supernatural power; it represents the ability to get a sense of how a person is behaving.

The use of this skill is usually a minor action. No action is required when opposing a Bluff check. You need some amount of interaction with a target to interpret its words or behavior.

Success: You counter a Bluff check, gain a clue about a social situation, or sense an outside influence on someone.

Failure: You can't try again until circumstances change.

IMPROVISING WITH INSIGHT

- ◆ Read the mood of a crowd (easy DC)
- ◆ Discern who among a cagey group is the leader (moderate DC)
- ◆ Interpret enemies' hand signs (hard DC)
- ◆ Recognize a creature as illusory (moderate DC of the effect's level)

Intimidate

Charisma

An adventurer can make an Intimidate check to influence others through hostile actions, overt threats, or deadly persuasion.

This is usually a standard action. Outside combat, the DM might allow you to make the check as part of another action.

You make an opposed check against a target's Will (modified by the target's attitude). If you attempt to intimidate multiple creatures at once, make a separate Intimidate check against each creature's Will. Each creature must be able to see and hear you.

Whether or not the check succeeds, using this skill against a monster usually makes it unfriendly or hostile toward you.

Success: You force a bloodied creature to surrender, get a monster to reveal a secret, or cow a monster into taking some other action. This skill is not mind control, so a cowed monster is unlikely to take any action that would cause immediate harm to itself.

Failure: In combat, you can't try again against the creature during the same encounter.

IMPROVISING WITH INTIMIDATE

- ◆ Get an unruly crowd to move out of the way (hard DC)
- ◆ Badger allied soldiers into a fighting mood (moderate DC)
- ◆ Goad a person into action (hard DC)

Nature

Wisdom

The Nature skill encompasses knowledge and skills related to nature, including finding ways through wilderness, recognizing natural hazards, dealing with and identifying natural creatures, and living off the land.

Training in this skill represents formalized study or extensive experience. Adventurers who have training in the skill are likely to know esoteric information in the field of study.

Nature Knowledge

Make a Nature check to recall a relevant piece of lore about the natural world—terrain, climate, weather, plants, or seasons—or to recognize a nature-related clue (see “Knowledge Checks,” page 282).

Examples of Nature knowledge include determining cardinal directions or finding a path (easy DC), recognizing a dangerous plant or another natural hazard (moderate DC), or predicting a coming change in the weather (moderate DC).

Monster Knowledge

Natural

Make a Nature check to identify a creature that has the natural origin (see “Monster Knowledge Checks,” page 283).

Forage

Make a Nature check to locate and gather food and water in the wilderness.

This check takes 1 hour of effort.

Success: You find enough food and water for 24 hours.

Failure: You find no food or water. You must wait 24 hours to try again in the same area.

Calm Animal

Make a Nature check to calm a natural beast (hard DC of the beast's level). For instance, you might use this check to get a wild horse to let you ride it. This is a standard action. You can't try to calm a creature you are fighting.

Success: The beast is calmed.

Train Animal

Make a Nature check to teach a natural beast a simple trick (come, fetch, heel, stay, and so forth). This use of the skill is usually part of a skill challenge, which might take much longer than an encounter to complete.

IMPROVISING WITH NATURE

- ◆ Camouflage a trap or some other construction in a natural setting (opposed by Perception)
- ◆ Build a shelter that provides some protection against harsh weather (moderate DC)

Perception

Wisdom

The Perception skill encompasses perceiving things, most often by sight or sound. Make a Perception check to notice a clue, detect a secret door, find a trap, follow tracks, listen for sounds behind a closed door, or locate a hidden object.

In most situations, the DM uses passive Perception to determine if a creature notices things. A creature that has fallen asleep naturally (as opposed to being knocked unconscious by a power or other effect) is unconscious, but not totally deprived of awareness; it can use its passive Perception to hear things, but with a -5 penalty.

Perceive Something

Make a Perception check to perceive something, such as a hidden door, a concealed object, a group of creatures talking, or a monster's tracks.

This is usually a minor action. No action is required when the DM is using your passive Perception. Carefully searching an area (your space and squares adjacent to it) requires 1 minute or more.

Success: You perceive something. If you are carefully searching an area, you find something, assuming there's something to find.

Find a Hidden Creature

Make a Perception check to try to find a hidden creature (see “Stealth,” page 299). If you find a hidden creature, you might point the hidden creature out to others, resulting in them knowing its location. This is a minor action.

Make an opposed check against a target’s Stealth check. The DM might apply relevant modifiers, depending on how you are trying to find a hidden target.

Success: The target is no longer hidden from you. If you cannot see the target for some other reason, such as magical invisibility, you still know where the target is located.

IMPROVISING WITH PERCEPTION

- ◆ Sense the true direction of an echoing sound (hard DC)
- ◆ Smell a fresh, concealed corpse (hard DC)
- ◆ Notice that terrain or an object is illusory (moderate DC of the effect’s level)

Religion

Intelligence

The Religion skill encompasses knowledge about gods, sacred writings, religious ceremonies, holy symbols, and theology. This knowledge extends to information about the undead and about the Astral Sea, including the creatures of that plane.

Training in this skill represents academic study, either formalized or as a hobby. Adventurers who have training in the skill are likely to know esoteric information in the field of study.

Religion Knowledge

Make a Religion check to recall a piece of relevant religious lore or to recognize a religion-related clue (see “Knowledge Checks,” page 282).

Monster Knowledge

Immortal and Undead

Make a Religion check to identify a creature that has the immortal origin or the undead keyword (see “Monster Knowledge Checks,” page 283).

IMPROVISING WITH RELIGION

- ◆ Craft a simple nonmagical holy symbol or other sacred object (moderate DC)
- ◆ Preside over a known religious ceremony (moderate DC)
- ◆ Soothe grief-stricken or panicked peasants by chanting a hymn (hard DC)

Stealth

Dexterity (Armor Check Penalty)

Characters use the Stealth skill to conceal themselves from enemies, slink past guards, slip away without being noticed, and sneak up on others without being detected.

The check is usually at the end of a move action, but it can be at the end of any of your character's actions that involve him or her moving.

Make an opposed check against the passive Perception of each target creature present. If you move more than 2 squares during the action, you take a -5 penalty to the Stealth check. If you run, the penalty is -10.

You can make a Stealth check against a target only if you have superior cover or total concealment against that target or if you are outside the target's line of sight. Outside combat, the DM might allow you to make a Stealth check against a distracted target, even if you don't have superior cover or total concealment and aren't outside the target's line of sight. The target might be focused on something in a different direction, allowing you to sneak around it.

Success: You become hidden from the target. Being hidden means being silent and invisible.

Remaining Hidden: You remain hidden as long as you meet these requirements.

Keep out of Sight: If you no longer have any cover or concealment from a target, you don't remain hidden from the target. You don't need superior cover, total concealment, or to stay outside line of sight, but you at least need partial cover or partial concealment from a target to remain hidden. A hidden creature can't use another creature as cover to remain hidden.

Keep Quiet: If you speak louder than a whisper or otherwise draw attention to yourself with a noise, you don't remain hidden from any creature that can hear you.

Keep Still: If you move more than 2 squares during an action, you must make a Stealth check to remain hidden, with a -5 penalty, or a -10 penalty if you run. If any creature's passive Perception beats your check result, you don't remain hidden from that creature.

Don't Attack: If you make an attack, you don't remain hidden.

Not Remaining Hidden: If you take an action that causes you not to remain hidden, you retain the benefits of being hidden, such as combat advantage, until the action is resolved. You can't become hidden again as part of that same action.

Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

IMPROVISING WITH STEALTH

- ◆ Hide an object in a room (opposed by Perception)
- ◆ Craft a hidden compartment or sheath (moderate DC)
- ◆ Embed a secret message in a letter (opposed by Insight)

Streetwise

Charisma

The Streetwise skill encompasses knowledge of the ins and outs of life in a settlement (a village, a town, or a city), whether on its main streets or in its back alleys. This knowledge is gleaned from talking to people and observing them as they go about their lives, rather than from studying tomes or maps. An adventurer who has training in this skill is especially adept at getting information out of people living in settlements.

When in a settlement, make a Streetwise check to find out what's going on, who the movers and shakers are, where to get the best deals, and where the dangers are.

The check takes 1 hour of effort. The DM might allow you to use Streetwise as a knowledge skill, in which case the check requires no action; either you know the answer or not.

Success: You collect a useful bit of information, gather rumors, find out about available jobs, or locate the best deal. You usually avoid attracting unwanted attention in gathering this information.

Failure: You can try again but are likely to attract unwanted attention.

IMPROVISING WITH STREETWISE

- ◆ Lose pursuing guards down a series of alleys or in a crowd (opposed by Perception)
- ◆ Deduce a person's profession by his or her dress (moderate DC)
- ◆ Pick up a dialect of a known language (hard DC)
- ◆ Notice that merchandise is counterfeit (hard DC)

Thievery

Dexterity (Armor Check Penalty)

The Thievery skill encompasses various abilities that require nerves of steel and a steady hand: disabling traps, opening locks, picking pockets, and sleight of hand.

The DM might decide that some uses of this skill are so specialized that an adventurer is required to have training in Thievery to have a chance of succeeding.

Disable Trap

Make a Thievery check to prevent a known trap from triggering. Some traps cannot be disabled using Thievery.

This is a standard action. Unless otherwise noted, you must be adjacent to part of the trap to try to disable it.

Success: You disable the trap. Some traps, however, require multiple checks to be disabled.

Failure by 4 or Less: Nothing happens, unless the trap's description says otherwise.

Failure by 5 or More: You trigger the trap.

Open Lock

Make a Thievery check to pick a lock. This is a standard action. Unless otherwise noted, you must be adjacent to a lock to pick it.

Success: You pick the lock. A complicated lock might require multiple checks before it can be opened.

Pick Pocket

Make a Thievery check to lift a small object (such as a purse or a key) from a target creature without that creature being aware of the theft (hard DC of the target's level). This is a standard action. Unless otherwise noted, you must be adjacent to the target, and the target must not be holding the object.

Success: You lift a small object from the target without the target noticing.

Failure by 4 or Less: You fail to lift an object, but the target doesn't notice.

Failure by 5 or More: You fail to lift an object, and the target notices the attempt.

Sleight of Hand

Make a Thievery check to perform an act of legerdemain, such as palming an unattended object small enough to fit in your hand (a coin or a ring, for instance). This is a standard action. Unless otherwise noted, you must be adjacent to the object.

This is an opposed check against the passive Perception of each creature present.

Success: You pull off the sleight of hand.

Failure: You perform the sleight of hand but are obvious, unconvincing, or both.

IMPROVISING WITH THIEVERY

- ◆ Fix a broken wagon (easy DC)
- ◆ Craft a standard lock (moderate DC)
- ◆ Bind a creature with rope (check result sets escape DC)



FEATS

A feat is a talent, a knack, or a natural aptitude. It embodies the training, the experience, and the abilities you have acquired beyond what your class provides. A feat can represent the days you spent learning to handle a sword, your natural toughness and tenacity, or your unshakable faith in the gods.

You can think of feats as a flourish you add to your character, an additional layer of customization that makes him or her unique.

- ◆ **Choosing Feats:** The basics for picking feats, including how prerequisites work and feat summaries separated by category.
- ◆ **Adventurer Feats:** Complete descriptions of each feat, presented alphabetically from Aggressive Advantage to Weapon Focus.

CHOOSING FEATS

When you choose feats, you should think about the kind of character you are playing. Do you want feats that make your character more powerful? Do you like feats that express an element of your character's background or personality? Or perhaps you prefer a combination of the two. Both approaches are valid, and the decision comes down to personal preference.

You can think of feats as a flourish you add to your character, an additional layer of customization that makes him or her unique.

It's up to you to create a story that explains how your character gains the talents and abilities associated with your feat choices. If your character has feats from the divine devotion category and the learning and lore category, what does that say about him or her? Was your character a cloistered scholar who spent years studying dusty tomes? Or did your character spend months on the road, preaching the virtues of a god while learning an array of skills and stories?

Prerequisites

Some feats have "Prerequisite" entries, which specify any precondition an adventurer must meet to take those feats. If your adventurer does not meet a feat's prerequisite, you cannot select that feat.

Some feats have minimum ability scores as prerequisites. These feats represent specialized abilities that are too difficult for the average person to master. Your adventurer's ability score must be equal to or higher than the requisite ability score in order for you to select the feat.

Other feats have prerequisites that require a character to have certain other feats or to have training in particular skills. These feats require a character to achieve a minimum level of talent before mastering them.

Feat Categories

The feats in this chapter are organized into different categories based on themes. The categories have no effect on a feat's rules or mechanics. Instead, the categories represent an easy way to approach feat selection. When choosing a feat, you can start by looking at the categories that appeal to you.

Armor Training In most cases, the armor proficiencies your class provides are enough to cover your needs. However, learning to use better armor—or figuring out how to better wear your armor—can provide a useful edge in combat.

Armor Training Feats

Armor Finesse

Armor Proficiency: Chainmail

Armor Proficiency: Hide

Armor Proficiency: Leather

Armor Proficiency: Plate

Armor Proficiency: Scale

Heavy Armor Agility

Shield Finesse

Shield Proficiency: Heavy

Shield Proficiency: Light

Combat Insight Your keen perception allows you to spot advantages in battle and seize upon them. You allow no potential advantage to remain unused. You fight with a calm, collected demeanor that allows you to size up and exploit your foe's mistakes.

Combat Insight Feats

Battlewise

Distant Advantage

Terrain Advantage

Divine Devotion The gods are an important part of your life. You could be a priest or a cleric, or you might be a member of the uninitiated who makes offerings at temples before venturing into the wilds. Maybe you were raised among religious parents, or your homeland is a theocracy. Regardless of the reason, you have a close bond with a particular deity, and that bond is represented in your abilities.

The feats in this category reflect your commitment to the principles of the gods, but they don't require that you worship a single deity. You might worship many deities, so your feats reflect your respect for many different ideals.

Divine Devotion Feats

Disciple of Death

Disciple of Freedom

Disciple of Inspiration

Disciple of Justice

Disciple of Law

Disciple of Light

Disciple of Lore

Disciple of Shadow

Disciple of Stone

Disciple of Strength

Disciple of the Wild

Enduring Stamina You shrug off powerful attacks and can push on when others would fail. The feats in this category let you resist certain types of damage, bounce back faster from injuries, or survive more battles between rests.

Enduring Stamina Feats

Cold Adaptation

Durable

Great Fortitude

Heat Adaptation

Improved Defenses

Resilient Focus

Superior Fortitude

Swift Recovery

Tenacious Resolve

Toughness

Implement Training For those who wield magic rather than steel, an implement provides a conduit for deadly power. The feats in this category allow you to improve your prowess with implements. As you master their use, you learn to draw upon their unique traits.

Implement Training Feats

Implement Focus

Rod Expertise

Staff Expertise

Wand Expertise

Learning and Lore You have pondered ancient texts, listened to bards' tales, and discovered as much as you can about the world around you. The feats in this category reflect practical knowledge, academic study, and other endeavors of learning.

Learning and Lore Feats

Combat Medic

Disciple of Lore

Jack of All Trades

Linguist

Skill Focus

Skill Training

Primal Soul You respect the mighty primal spirits, the guardians of the world that drove out both the gods and the primordials. Without the primal spirits, the world long ago would have become a scarred battlefield for powers from other planes.

People of the wilderness devote themselves to the primal spirits. They seek to live in harmony with the wild, living alongside plants and animals *rather than* casting themselves as masters. You look to druids and shamans for religious guidance, rather than the clerics of the civilized world.

Primal Soul Feats

Stoneroot's Endurance

Stormhawk's Vengeance

World Serpent's Grasp

Quick Reaction When a troll lumbers around the corner, you are the first to respond. You have learned to take advantage of the subtle openings offered by enemies slower than you. The feats in this category let you act quicker in combat or grant benefits to you at the start of a battle.

Quick Reaction Feats

Aggressive Advantage

Alertness

Eager Advance

Improved Initiative

Superior Reflexes

Steadfast Willpower You know that mental prowess is just as important for an adventurer as stamina and strength. The feats in this category represent focus, discipline, and an indomitable mind. They show that even a scholar can be as resolute and unflinching as a heavily armored warrior.

Steadfast Willpower Feats

Improved Defenses

Iron Will

Resilient Focus

Superior Will

Two-Weapon Training Many adventurers, particularly those who have little use for shields, find that two weapons are better than one. Feats in this category make use of your off-hand for defense and extra offense.

Two-Weapon Training Feats

Two-Weapon Defense

Two-Weapon Fighting

Underdark Lore You have spent at least part of your life in the gloom of the Underdark. You might be a drow who escaped to the surface, a dwarf from a stronghold far beneath the mountains, or even a slave escaped from your derro or aboleth masters. In any case, you have learned to fight and survive in darkness.

Underdark Lore Feats

Blindfighting Sentinel

Blindfighting Warrior

Low-Light Adaptation

Vigilant Reflexes You have an intuitive sense of the ebb and flow of the battlefield, letting you predict when to duck out of the way. The feats in this category give you superior reactions and improved awareness, often bolstering your AC or Reflex.

Vigilant Reflexes Feats

Defensive Mobility

Improved Defenses

Lightning Reflexes

Resilient Focus

Superior Reflexes

Weapon Training Weapons offer different strengths and weaknesses, but it takes training to unlock their potential. The feats in this category allow you to make the most of your chosen weapon, granting superior accuracy and damage along with other benefits that reflect a weapon's capabilities.

Weapon Training Feats

- Axe Expertise**
- Bludgeon Expertise**
- Bow Expertise**
- Crossbow Expertise**
- Heavy Blade Expertise**
- Light Blade Expertise**
- Master at Arms**

Weapon Training Feats

- Melee Training**
- Sling Expertise**
- Spear Expertise**
- Speed Loader**
- Staff Expertise**
- Weapon Focus**
- Weapon Proficiency**



Never sneak up on a tiefling with Alertness

Wilderness Lore The feats in this category represent time spent wandering the wilderness between the civilized towns and outposts. They focus on combat tactics common to wilderness skirmishers, such as hit and run assaults, ambushes, and attacks that focus on a lone, isolated foe. In the dense forests of the wilds, a successful warrior uses the terrain as a shield against his foes.

Wilderness Lore Feats

Cunning Stalker

Hidden Sniper

Wasteland Wanderer

Wilderness Skirmisher

ADVENTURER FEATS

This section presents the feats in alphabetical order. Each feat might have the following entries.

Name and Description: The feat's name followed by a general overview of its effects and background. Some feats, such as armor proficiency feats, lack a description.

Prerequisite: Any preconditions an adventurer must fulfill before taking the feat.

Benefit: What the feat does for you.

Special: Any additional information or exceptions that apply to the feat.

Aggressive Advantage You pounce upon the slightest mistakes at the start of a fight, whether a slightly mishandled shield or a weapon not yet raised for defense.

Benefit: You gain combat advantage against all enemies during your first turn in an encounter.

Alertness The hair on the back of your neck might stand up, or perhaps your keenly honed senses detect an otherwise imperceptible change in your environment. Whatever the case, you're always ready for trouble.

Benefit: You cannot be surprised.

Also, you gain a +2 feat bonus to Perception checks.

Armor Finesse You are trained so extensively in the use of armor that it has become like a second skin to you. Its weight and bulk no longer inhibit some of your actions.

Benefit: You ignore the check penalty for wearing armor.

Armor Proficiency: Chainmail

Prerequisite: Strength 13, Constitution 13, proficiency with leather armor or hide armor

Benefit: You gain proficiency with chainmail.

Armor Proficiency: Hide

Prerequisite: Strength 13, Constitution 13, proficiency with leather armor

Benefit: You gain proficiency with hide armor.

Armor Proficiency: Leather

Benefit: You gain proficiency with leather armor.

Armor Proficiency: Plate

Prerequisite: Strength 15, Constitution 15, proficiency with scale armor

Benefit: You gain proficiency with plate armor.

Armor Proficiency: Scale

Prerequisite: Strength 13, Constitution 13, proficiency with chainmail

Benefit: You gain proficiency with scale armor.

Axe Expertise The axe is a weapon designed to cleave through armor and bone. You are trained to maximize the force you deliver with each hack of your axe.

Benefit: You gain a +1 feat bonus to weapon attack rolls you make with an axe. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, when rolling damage for a weapon attack you make with an axe, you can reroll one damage die that results in a 1, but you must use the second result.

Battlewise You keep calm and react with care in the face of an enemy's attack. Although you might not move quickly, your focus gives you readiness to fight while others still fumble for their weapons.

Benefit: You can substitute your Wisdom modifier for your Dexterity modifier when making initiative checks.

Blindsighting Sentinel Your experiences in darkened caverns have granted you an uncanny sense of your surroundings, enabling to you elude otherwise unseen enemies.

Benefit: You do not grant combat advantage to enemies invisible to you.

While you are blinded, you do not take the normal -10 penalty to Perception checks.

Also, you gain a +2 feat bonus to Perception checks.

Blindfighting Warrior You have learned to fight without relying on your sight. Your sharp hearing and ability to guess at a foe's location are the product of training and experience rather than of the supernatural ability to see in the dark, though most people cannot tell the difference.

Benefit: Your melee attacks take no penalties due to partial concealment or total concealment.

Bludgeon Expertise In your hands, a hammer or a mace delivers crushing blows that reverberate through the toughest armor. Even glancing blows are enough to wear down your enemy.

Benefit: You gain a +1 feat bonus to weapon attack rolls you make with a hammer or a mace. This bonus increases to +2 at 11th level and +3 at 21st level.

You also gain a +1 feat bonus to the number of squares you push or slide creatures with weapon attacks you make with a hammer or a mace.

Bow Expertise Your steady accuracy allows you to fire arrows with great precision. With training, you've learned to hone in on lone foes to deal out crippling strikes.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a bow. In addition, you gain a +1 bonus to the damage roll of any weapon attack you make with a bow against a single creature that is not adjacent to any other creature. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Cold Adaptation Frozen climes are home to you, whether you hail from the endless tundra or the high, snow-capped mountains. Extreme cold does little harm to you.

Benefit: You gain resist 5 cold. The resistance increases to 10 at 11th level and 15 at 21st level.

Combat Medic You know that on the battlefield, every second counts. When your companions are badly injured, you tend to their wounds with speed and confidence.

Prerequisite: Training in Heal

Benefit: You can administer first aid to stabilize a dying creature as a minor action, instead of a standard action.

Also, you gain a +2 feat bonus to Heal checks.

Crossbow Expertise In your steady hands, a crossbow is a precision weapon. You need to see only a small portion of your enemy to deliver a deadly attack.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a crossbow. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, you ignore partial cover and superior cover with weapon attacks you make with a crossbow.

Cunning Stalker The predators of the wild pick off stragglers and lone travelers, since such quarry cannot hope to defend itself from an attack that could come from any direction. You have learned from such predators and adapted your tactics to match them.

Benefit: You gain combat advantage against enemies that have no creatures adjacent to them other than you.

Defensive Mobility When you must expose yourself to an enemy's attacks, you move with speed and balance to minimize the danger.

Benefit: You gain a +2 bonus to AC against opportunity attacks.

Disciple of Death The Raven Queen watches over the gates of death and works to ensure that all creatures meet their fates. Your faith that she watches over you provides the determination to survive even the worst perils.

Prerequisite: Wisdom 13

Benefit: You gain a +5 feat bonus to death saving throws.

Disciple of Freedom Avandra believes in freedom for all creatures, and she expects you to champion its cause. To aid you against oppressors and tyrants, she grants you the power to escape bonds.

Prerequisite: Charisma 13

Benefit: You gain a +5 feat bonus to checks you make as part of the escape action.

In addition, if you are immobilized, slowed, or restrained by an effect that a save can end, you can make a saving throw against that effect at the start of your turn as well as at the end of your turn.

Disciple of Inspiration Corellon helped create arcane magic, and his traditions of artistry and beauty continue to inspire mortals to this day. You maintain his practices by striving for perfection in all your endeavors.

Prerequisite: Intelligence 13

Benefit: When you use an at-will attack power and miss every target, you gain a +1 bonus to attack rolls until the end of your next turn.

Disciple of Justice Bahamut, the Platinum Dragon, watches over the weak and defenseless, guarding them against danger. You embrace his example and give of yourself so that others might live.

Prerequisite: Charisma 13

Benefit: When you use your second wind, you can choose one ally adjacent to you to regain the hit points granted by it. If you do so, you don't regain the hit points.

Disciple of Law In the borderlands between the demon-haunted wilderness and the few surviving civilizations, the devotees of Erathis maintain law, preach unity, and work to support communities. As a champion of Erathis, you show your allies that a united group is much more powerful than lone individuals.

Prerequisite: Wisdom 13

Benefit: You gain a +5 bonus to checks you make to aid another. When you succeed at aiding another, you grant the target a +3 bonus instead of a +2 bonus.

Disciple of Light Pelor, the Sun Lord, teaches his followers to carry the sun's purifying light to the darkest corners of the world. When hope and light fade, Pelor's indomitable radiance still burns within your heart, inspiring others.

Prerequisite: Wisdom 13

Benefit: Whenever you spend a healing surge while bloodied, each ally within 5 squares of you gains 3 temporary hit points. These temporary hit points increase to 5 at 11th level and 8 at 21st level.

Disciple of Lore As god of knowledge and skill, Ioun expects her followers to achieve perfection through study and practice. Your mental acuity and relentless training allow you to excel in areas you have studied.

Prerequisite: Intelligence 13

Benefit: You gain a +1 bonus to skills in which you have training.

Disciple of Shadow The Mistress of the Moon, Sehanine, is a patron of shadows and stealth. Her blessing ensures that you can find your way even in the darkest corners of the world.

Prerequisite: Charisma 13

Benefit: You gain darkvision with a range of 2 squares.

Disciple of Stone Moradin teaches his initiates to stand firm in the face of any threat. Your faith has inured you to daunting challenges and trying circumstances. When you draw upon your reserves, you find a rich wellspring of hope and vigor.

Prerequisite: Constitution 13

Benefit: When you spend a healing surge, you gain 5 temporary hit points.

These temporary hit points increase to 7 at 11th level and 10 at 21st level.

Disciple of Strength Kord teaches that strength can overcome any challenge. In battle, you draw on your reserves to redouble your efforts and destroy your enemies.

Prerequisite: Strength 13

Benefit: When you use your second wind, you gain a +5 power bonus to the next damage roll you make with a melee weapon attack before the end of your next turn.

Disciple of the Wild To Melora, no divide exists between people and animals. In her view, civilization and the wild are one. Your devotion to the goddess lets you call upon your feral nature to lunge at foes or slink away.

Prerequisite: Dexterity 13

Benefit: When you use your second wind, you can shift up to 3 squares as a free action.

Distant Advantage When your allies flank an enemy, you know how best to aim your attack to take advantage of its distraction.

Benefit: You gain combat advantage for ranged or area attacks against any enemy flanked by your allies.

Durable Your natural tenacity and durability allows you to outlast your enemies and overcome obstacles. Over the course of a day, you can take more punishment than other adventurers.

Benefit: Your number of healing surges increases by two.

Eager Advance Your impetuous nature, quick reflexes, and tactical awareness give you an extra few steps in the opening moments of battle.

Benefit: You gain a +4 feat bonus to speed on your first turn during an encounter.

Great Fortitude You are tough enough to withstand poisons, disease, and harsh environmental conditions. You can endure brutal attacks meant to overcome your body's resilience.

Benefit: You gain a +2 feat bonus to Fortitude. This bonus increases to +3 at 11th level and +4 at 21st level.

Heat Adaptation You grew up in a hot environment, such as the Desert of Desolation, or have worked in the searing depths of a dwarven forge. In either case, you are adapted to extreme heat.

Benefit: You gain resist 5 fire. This resistance increases to 10 at 11th level and 15 at 21st level.

Heavy Armor Agility Your strength and toughness allow you to easily shoulder the burden of heavy armor. Even in plate, you move as fast as an unarmored warrior.

Prerequisite: Strength 15 or Constitution 15

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

Heavy Blade Expertise The heavy blade blends accurate attacks and quick parries into a potent package. You have learned to use your weapon to deflect enemies' attacks as you move about the battlefield.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a heavy blade. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, while wielding a heavy blade, you gain a +2 bonus to all defenses against opportunity attacks.

Hidden Sniper Long stretches of hunting through shadowy forests and murky swamps have given you the ability to conceal your deadly intent until it's too late for the enemy to react.

Benefit: If you have partial concealment against a target, you gain combat advantage against it with your ranged attacks.

Implement Focus Familiarity and practice allow you to better channel magic through your chosen implement, so the attacks you deliver with it pack a stronger punch.

Benefit: Choose an implement with which you have proficiency. You gain a +1 feat bonus to the damage rolls of implement attacks that you make with the chosen implement. This bonus increases to +2 at 11th level and +3 at 21st level.

Special: You can choose this feat more than once. Each time you select this feat, choose another implement with which you have proficiency.

Improved Defenses You hone your body and mind to guard against a variety of attacks.

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

Improved Initiative You might be slow or clumsy, but when swords are drawn, your reflexes kick in. Through practice, awareness, and agility, you tend to strike first in battle.

Benefit: You gain a +4 feat bonus to initiative.

Iron Will Your mind is as tough and resilient as iron. You effortlessly resist powerful attacks aimed at breaking your will or penetrating your psyche.

Benefit: You gain a +2 feat bonus to Will. This bonus increases to +3 at 11th level and +4 at 21st level.

Jack of All Trades You have picked up a little bit of everything in your travels. You might not be an expert in many disciplines and practices, but you are at least competent in each of them.

Prerequisite: Intelligence 13

Benefit: You gain a +2 feat bonus to untrained skill checks.

Light Blade Expertise What a light blade lacks in weight and power, it makes up in accuracy. In your hands, this advantage becomes even deadlier when your foe's defenses are down.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a light blade. In addition, you gain a +1 bonus to the damage rolls of weapon attacks that you make with a light blade against a creature granting combat advantage to you. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Lightning Reflexes A combination of battle awareness, tactical planning, and agility ensure that you dodge most attacks.

Benefit: You gain a +2 feat bonus to Reflex. This bonus increases to +3 at 11th level and +4 at 21st level.

Linguist Through study or extensive travel, you have mastered several languages.

Prerequisite: Intelligence 13

Benefit: Choose three languages. You can now speak, read, and write those languages fluently.

Special: You can take this feat more than once. Each time you select this feat, choose three new languages.

Low-Light Adaptation You grew up in the Underdark, or perhaps you have spent long hours toiling in deep caverns, mines, and dungeons. Your eyes have adapted to the darkness, allowing you to see clearly in even the dimmest light.

Benefit: You gain low-light vision.

Master at Arms Some warriors seek to master one or two weapons. You instead learned techniques to wield a variety of arms.

Benefit: You gain a +1 feat bonus to the attack rolls of weapon attacks.

The bonus increases to +2 at 11th level and +3 at 21st level.

Also, you can use a minor action to sheathe a weapon and then draw a weapon.

Melee Training Most warriors rely on raw strength to deliver melee attacks. You have developed or studied a fighting technique that draws on a different ability.

Benefit: Choose an ability other than Strength. When you make a melee basic attack using a weapon with which you have proficiency, you can use the chosen ability instead of Strength for the attack roll. In addition, you can use half of that ability's modifier, instead of your Strength modifier, for the damage roll.

Resilient Focus You are so focused on victory that magic, curses, and poisons cannot slow you down. When you face threats, you grit your teeth and push through them with sheer determination.

Benefit: You gain a +2 feat bonus to saving throws.

Rod Expertise A rod is a useful conduit for arcane energy. It is also useful when defending yourself against your foes. The magic you draw from within a rod, along with your training and expertise, allows you to use it to parry attacks.

Benefit: You gain a +1 feat bonus to implement attack rolls that you make with a rod. When you hold a rod, you gain a +1 shield bonus to AC and Reflex. The bonus to attack rolls increases to +2 at 11th level and +3 at 21st level.

Shield Finesse You use your shield with such speed and grace that it never interferes with what you're doing.

Benefit: You ignore the check penalty for wearing a shield.

Shield Proficiency: Heavy

Prerequisite: Strength 15, proficiency with light shields

Benefit: You gain proficiency with heavy shields.

Shield Proficiency: Light

Prerequisite: Strength 13

Benefit: You gain proficiency with light shields.

Skill Focus Through diligent study and endless hours of practice, you have transformed simple training in a skill into unmatched expertise.

Prerequisite: Training in chosen skill

Benefit: Choose a skill in which you have training. You gain a +3 feat bonus to the chosen skill.

Special: You can take this feat more than once. Each time you select this feat, choose a different skill.

Skill Training

Benefit: You gain training in one skill, which doesn't need to be on your class skills list.

Special: You can take this feat more than once. Each time you select this feat, choose a different skill.

Sling Expertise The sling is a versatile weapon favored by melee combatants because it is fast and light, and it can be carried in one hand. You are a master of the sling and can use it without threat from nearby foes.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a sling. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, when you make a ranged or an area attack with a sling, you don't provoke opportunity attacks for doing so.

Spear Expertise Your talent with the spear is deadliest when you are advancing upon a foe.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a spear. When charging, you also gain a +1 bonus to damage rolls of weapon attacks that you make with a spear. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Speed Loader Your quick hands and experience with the weapon allow you to reload a crossbow in the blink of an eye.

Benefit: As a free action, you can reload a crossbow you're wielding that has the load minor weapon property.

Staff Expertise The staff is the most durable implement as well as a dependable weapon. You have learned to use the staff to defend yourself while unleashing your magical powers or to strike at enemies beyond your reach.

Benefit: You gain a +1 feat bonus to the attack rolls of implement powers and weapon powers that you use with a staff. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, when you make a ranged attack or an area attack with a staff as an implement, you don't provoke opportunity attacks for doing so.

When you make a melee weapon attack with a staff, the weapon's reach for that attack increases by 1.

Stoneroot's Endurance Despite the ravages of gods, primordials, and even the implacable hand of time itself, Stoneroot survives. You take comfort in the spirit of the mountains and draw on its power to endure even the most vicious attacks.

Benefit: Whenever you are subjected to a critical hit, roll a d20. On a 10 or higher, the attack is a normal hit, not a critical hit.

Stormhawk's Vengeance The spirit Stormhawk is a creature of storms and fury. It watches over you as you battle the foes of the primal spirits. Anyone who kills you suffers a sharp rebuke of the Stormhawk's thunder.

Benefit: If an enemy reduces you to 0 or fewer hit points with an attack, it takes 10 thunder damage. This damage increases to 20 at 11th level and 30 at 21st level.

Superior Fortitude Your natural endurance is so great that you can ignore lasting injuries.

Prerequisite: Strength 15 or Constitution 15

Benefit: You gain a +2 feat bonus to Fortitude. This bonus increases to +3 at 11th level and +4 at 21st level.

You also gain resist 3 to ongoing damage. This resistance increases to 6 at 11th level and 9 at 21st level.

Superior Reflexes Your speed and agility give you the upper hand at the start of combat as well as an advantage against certain attacks.

Prerequisite: Dexterity 15 or Intelligence 15

Benefit: You gain a +2 feat bonus to Reflex. This bonus increases to +3 at 11th level and +4 at 21st level.

You also gain combat advantage against all enemies during your first turn in an encounter.

Superior Will You can shrug off attacks that try to seize your mind or leave you senseless.

Prerequisite: Wisdom 15 or Charisma 15

Benefit: You gain a +2 feat bonus to Will. This bonus increases to +3 at 11th level and +4 at 21st level.

In addition, if you are dazed or stunned, you can make a saving throw at the start of your turn to end that effect, even if the effect doesn't normally end on a save.

Swift Recovery You recover from minor cuts and bruises faster than other adventurers do. Your resilience allows you to press on when some would have to stop and rest.

Prerequisite: Training in Endurance

Benefit: You gain a +3 feat bonus to your healing surge value. The bonus increases to +4 at 11th level and +5 at 21st level.

Tenacious Resolve Your stamina and mental focus allow you to shake off persistent injuries and effects.

Prerequisite: Training in Endurance

Benefit: You gain a +5 feat bonus to saving throws against ongoing damage.

Terrain Advantage Your battle awareness allows you to notice the slightest detail of the terrain. When you attack, you angle your blow or unleash your magic to strike at precisely the right angle. When your foe attempts to shield itself, it steps on a divot, unstable ground, or some other unseen hazard that ruins its defenses.

Benefit: If a target of your attack occupies a square that is difficult terrain, you gain combat advantage against that target.

Toughness Through a combination of physical durability, mental focus, and tenacity, you are more difficult to bring down than the typical adventurer.

Benefit: You gain 5 additional hit points. These additional hit points increase to 10 at 11th level and 15 at 21st level.

Two-Weapon Defense With two weapons in hand, you use one to parry and feint and the other for attacks.

Prerequisite: Dexterity 13, Two-Weapon Fighting feat

Benefit: While wielding a melee weapon in each hand, you gain a +1 shield bonus to AC and Reflex.

Two-Weapon Fighting Your two weapons form a deadly combination. You slash and stab with both in unison, delivering punishing strikes as you press the attack.

Prerequisite: Dexterity 13

Benefit: While wielding a melee weapon in each hand, you gain a +1 bonus to the damage rolls of weapon attacks that you make with a melee weapon.

Wand Expertise The wand is the most precise implement. You have learned to use it to deliver perfectly aimed attacks in spite of any cover your foes have.

Benefit: You gain a +1 feat bonus to implement attack rolls that you make with a wand. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, you ignore partial cover and superior cover on implement attacks you make with a wand.

Wasteland Wanderer You have traveled far and wide through the untamed lands. You have learned that a keen ear, an eye for subtle signs of nature, and quick reactions are the difference between a clean escape and death at the teeth and claws of a wild beast.

Benefit: You gain a +2 feat bonus to Nature, Perception, and initiative checks.

Weapon Focus Through training and careful practice, you have learned to deal more deadly attacks with your chosen weapon.

Benefit: Choose a weapon group, such as spear or heavy blade. You gain a +1 feat bonus to the damage rolls of weapon attacks that you make with a weapon from that group. This bonus increases to +2 at 11th level and +3 at 21st level.

Special: You can take this feat more than once. Each time you select this feat, choose another weapon group.

Weapon Proficiency You have a predilection for mastering new weapons.

Benefit: You gain proficiency with a single weapon of your choice.

Special: You can take this feat more than once. Each time you select this feat, choose another weapon.

Wilderness Skirmisher You are adept at using terrain to your advantage. You can easily avoid obstacles while simultaneously using them to protect you from attacks.

Benefit: When in a square of difficult terrain, you gain partial cover against ranged attacks.

Also, you gain a +2 feat bonus to Acrobatics and Athletics checks.

World Serpent's Grasp The great World Serpent is a patient spirit. It waits to strike until its foes are at their most vulnerable, unable to dodge and escape its jaws. By following this primal spirit's example, you have learned to bring hindered enemies to the ground.

Benefit: Whenever you hit a slowed or immobilized target with an attack, you can knock it prone.



GEAR AND WEAPONS

When you leave the safety of a city or other settlement for the wilderness and the unknown, you must be prepared. Being ready means you need protection, arms, and tools to see you through potential challenges, dangers, and hardships. An unprepared adventurer all too often winds up injured or lost—or worse—so gear up for the hazards you expect on your journeys.

Here's an overview of the contents of this chapter.

- ◆ **Armor and Shields:** Essential gear for protection in combat.
- ◆ **Weapons:** The basic tools of combat, from swords to bows.
- ◆ **Adventuring Gear:** The tools of the adventuring trade. Look in this section for everburning torches, flasks of oil, backpacks, holy symbols, and spellbooks. This section also discusses arcane implements, useful for the powers of some classes.
- ◆ **Magic Items:** When you have gold to spend on magic items, this section shows you what's available. You'll find magic weapons, armor, and more.

An unprepared adventurer all too often winds up injured or lost—or worse—so gear up for the hazards you expect on your journeys.

GEAR AT 1ST LEVEL

When you create a 1st-level character, you start with basic clothing. You also get 100 gold pieces to spend on armor, weapons, and adventuring gear. This is an abstraction; your character probably doesn't walk into a store one day with a bag of coins—unless you just came into an inheritance or won a tournament of some sort. Rather, the items you start with, and any gold you have left over, might come to you as gifts from family, gear used in military service, equipment issued by a patron, or even something you made yourself. As you advance in level, you acquire more gold that you can spend, not just on mundane gear, but on fabulous magic items as well.

As a starting character, pick up some kind of armor. Go for the best that you can afford and that you can use based on your class. For fighters and paladins, that's probably scale mail or plate mail. Clerics go for chainmail, while rangers and druids seek out leather or hide armor. Rogues and warlocks also like leather armor, while wizards have proficiency only with cloth armor.

Also select a weapon. Your class dictates what weapons are best for your particular talents. Some characters want a melee weapon for close attacks, others prefer ranged weapons, and a few pick up one of each.

Hexblades and other warlocks also need implements to best perform their functions. Check out rods and wands if you're playing a hexblade.

COINS AND CURRENCY

Merchants and adventurers alike use the gold piece (gp) as the standard unit of currency for most transactions. The exchange of large amounts of money might be handled by letters of credit or gems and jewelry, but the value is always measured in gold pieces.

The common people of the world deal more widely in the silver piece (sp) and the copper piece (cp). A gold piece is worth 10 silver pieces, and a silver piece is worth 10 copper pieces.

People use copper, silver, and gold coins daily. Many of the world's ancient empires also minted platinum pieces, and merchants still accept them even if most people never see them. They're most common in ancient treasure hoards. A platinum piece is worth 100 gold pieces.

A coin is about an inch across, and weighs about a third of an ounce (50 coins to the pound).

Gems and jewelry are a more portable form of wealth favored by adventurers. Among commoners, "portable wealth" usually means cattle (with one cow worth about 10 gp in trade).

Astral Diamonds: In fantastic realms beyond the natural world—in the City of Brass in the Elemental Chaos, the Bright City in the Astral Sea, the city of Sigil, and similar markets—the astral diamond (ad) is used as currency for transactions involving staggering amounts of wealth. One astral diamond is worth 100 platinum pieces, or 10,000 gold pieces.

An astral diamond weighs one-tenth as much as a coin (500 astral diamonds weigh 1 pound).

Monetary Unit	Exchange Value				
	cp	sp	gp	pp	ad
Copper piece (cp)	1	1/10	1/100	1/10,000	1/1,000,000
Silver piece (sp)	10	1	1/10	1/1,000	1/100,000
Gold piece (gp)	100	10	1	1/100	1/10,000
Platinum piece (pp)	10,000	1,000	100	1	1/100
Astral diamond (ad)	1,000,000	100,000	10,000	100	1

ARMOR AND SHIELDS

Armor provides a barrier between you and your foes—or, more to the point, between you and damage. Every class provides proficiency with one or more kinds of armor (the ones you are trained to wear), and it's in your best interest to wear the finest armor you can.

Armor Types

Armor is grouped into categories. These categories can help you decide what armor is best for you.

Your class tells you what kinds of armor you have proficiency with. You can take feats to learn the proper use of other kinds of armor. If you wear armor you don't have proficiency with, it makes you clumsy and uncoordinated: You take a -2 penalty to attack rolls and to Reflex.

Putting on a suit of armor always takes at least 5 minutes, which means that it's an activity you can undertake only outside combat (likely while you're taking a short rest).

While wearing a suit of armor, you gain an armor bonus to Armor Class, determined by the type of armor.

Armor is defined as either *light* or *heavy*.

Light armor is easy to move in if you have proficiency with it. Cloth armor, leather armor, and hide armor are light armor. While you're wearing light armor, you add either your Intelligence modifier or your Dexterity modifier to your Armor Class, whichever is higher.

Heavy armor is more restrictive, so your natural agility matters less. When you wear heavy armor, you don't add an ability score modifier to your AC. In addition, a typical suit of heavy armor imposes a penalty to your speed, as noted in the armor's entry. Chainmail, scale armor, and plate armor are heavy armor.

As the magic enhancement on armor increases, the armor's substance requires reinforcement to sustain it. Arcane methods of construction weave magic into the armor, thereby increasing its armor bonus as well as its enhancement bonus. See page 344 for magic armor.

Cloth Armor Jackets, mantles, woven robes, and padded vests don't, by themselves, provide any significant protection. However, you can imbue them with protective magic. Cloth armor doesn't slow you down or hinder your movement at all. All characters have proficiency with cloth armor.

Leather Armor Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.

Hide Armor Thicker and heavier than leather, hide armor is composed of skin from any creature that has a tough hide, such as a bear, a griffon, or a dragon. Hide armor can bind and slightly hinder your precision, but it's light enough that it doesn't affect your speed.

Chainmail Metal rings woven together into a shirt, leggings, and a hood make up a suit of chainmail. Chainmail grants good protection, but it's cumbersome, so it reduces your mobility and agility.

Scale Armor Overlapping pieces of highly durable material, such as steel or even dragon scales, make up scale armor. Despite its heaviness, scale is surprisingly easy to wear; its straps and buckles make it adjustable and able to fit snugly on the body, allowing for flexibility and agility.

Plate Armor The heaviest type of armor, made up of shaped plates of metal or similarly resilient material, plate provides the most armor protection. The cost for its superior fortification is mobility and agility.



1. Cloth armor; 2. Leather armor; 3. Hide armor; 4. Chainmail; 5. Scale armor; 6. Plate armor; 7. Light shield; 8. Heavy shield

CHOOSING ARMOR

There are a few different aspects to determining your armor choice. Decide what you want your character to be able to do within your class role, and think about your ability scores and how they affect your Armor Class. Take a look at an armor's encumbrance (light or heavy), and think about its check penalty and speed. You might be able to have the same AC with more mobility, which could be a better choice for your character and your adventuring party. Your decision to use a shield rather than a two-handed weapon, or vice versa, might also influence whether you choose a certain suit of armor, so include that factor in your decision making.

Shield Types

A shield grants a shield bonus that you add to your AC and Reflex while you're using the shield. However, if you don't have proficiency with a shield, you don't gain its shield bonus.

To use a shield, you must strap it to your forearm. Doing so is a standard action, unless otherwise noted. Removing the shield is also a standard action.

While using a shield, you gain a shield bonus to AC and Reflex, determined by the type of shield.

Light Shield While you're using a light shield, you can use your shield hand to hold another item, to climb, and the like, but you can't make attacks with that hand or with anything in it.

Heavy Shield While you're using a heavy shield, you can't use your shield hand for any other task, since you must use that hand to handle the shield.

ARMOR AND SHIELDS

Armor	Armor Bonus	Check	Speed	Price (gp)	Weight
Cloth armor (light)	+0	—	—	1	4 lb.
Leather armor (light)	+2	—	—	25	15 lb.
Hide armor (light)	+3	-1	—	30	25 lb.
Chainmail (heavy)	+6	-1	-1	40	40 lb.
Scale armor (heavy)	+7	—	-1	45	45 lb.
Plate armor (heavy)	+8	-2	-1	50	50 lb.

Shield	Shield Bonus	Check	Speed	Price (gp)	Weight
Light shield	+1	—	—	5	6 lb.
Heavy shield	+2	-2	—	10	15 lb.

Reading the Armor and Shields Table

An armor or a shield entry on the Armor and Shields table contains the following information.

Armor Bonus: Armor provides this bonus to AC.

Shield Bonus: Shields provide this bonus to AC and Reflex.

Check: You take this armor check penalty to all Strength-, Dexterity-, and Constitution-based skill checks when you wear the armor or shield. You don't take the penalty to ability checks (such as a Strength check to break down a door or a Dexterity check to determine initiative in combat).

Speed: You take this penalty to your speed when wearing the armor or shield.

Price: The item's cost in gold pieces.

Weight: The armor or shield's weight.

WEAPONS

When you confront villains and monsters in their lairs, you often end up in situations that can be resolved only with arms and magic. If you don't have magical powers, you had better have a weapon or two. In fact, you might want a weapon to back up or even augment the powers you wield.

CHOOSING WEAPONS

If you belong to a class whose powers don't include weapon keywords, just pick weapons that you have proficiency with and that you'd like to use. You want to have an option for melee combat as well as ranged combat, even if you're not as effective at one or the other. Be sure to choose at least one of each kind of weapon. When that flying monster makes its getaway, you don't want to be left standing around with nothing to do but hurl insults at it.

Weapon Categories

Weapons fall into several categories. The two described in this book are simple weapons and military weapons.

Simple weapons are basic weapons, requiring no more skill than being able to lift one and hit with the business end.

Military weapons are designed for skilled users. Balance and precision are important factors when using military weapons, and someone without the proper training can't use them effectively.

Weapons in all categories are further defined as **melee weapons**, which you use to attack foes within reach of the weapon (1 square unless otherwise noted), or **ranged weapons**, which you use to fire at more distant targets. You can't use a ranged weapon as a melee weapon. A melee weapon with the heavy thrown or the light thrown property (see below) counts as a ranged weapon when thrown, and it can be used with ranged attack powers that have the weapon keyword.

Finally, weapons are classified as either **one-handed** or **two-handed**. A one-handed weapon is light enough or balanced enough to be used in one hand. A two-handed weapon is too heavy or unbalanced to use without two hands. Bows and some other weapons require two hands because of their construction.

Some one-handed weapons are light enough for you to use in your off hand while holding another one-handed weapon in your other hand. Doing this doesn't let you make multiple attacks in a round (unless you have powers that let you do so), but you can attack with either weapon. Other one-handed weapons are large enough that you can keep a good grip on them with two hands and deal extra damage by using them as two-handed weapons.

Weapon Groups

Weapon groups are families of weapons that share certain properties. They're wielded similarly and are equally suited to certain kinds of attacks. In game terms, some powers and feats work only when you're attacking with a weapon in a specific group.

If a weapon falls into more than one group, you can use it with powers that require a weapon from any of its groups.

Axe: Axes have bladed, heavy heads and deal vicious cuts. An axe's weight makes it fine for delivering crushing blows.

Bow: A bow is a shaft of strong, supple material with a string stretched between its two ends. It's a projectile weapon that you use to fire arrows.

Crossbow: Essentially a small metal bow mounted on a stock and equipped with a mechanical trigger, a crossbow is a point-and-shoot projectile weapon. Crossbows are popular because they require little training to master, yet the heavy pull of the metal bow gives them substantial power.

Hammer: A hammer has a blunt, heavy head with one or more flat striking surfaces attached to a haft.

Heavy Blade: Blades are balanced edged weapons. Heavy blades share some of the precision of light blades and some of the mass of axes. Heavy blades are used primarily for slashing cuts rather than stabs and thrusts.

Light Blade: Light blades reward accuracy as much as force. Pinpoint attacks, lunges, and agile defenses are the strong points of these weapons.

Mace: Much like hammers, maces are blunt weapons that have a heavier head than handle, but they're more balanced than hammers. They're useful for delivering crushing blows.

Polearm: Polearms are reach weapons mounted at the end of long hafts. All polearms have a second weapon group, such as axe or spear.

Sling: Slings are leather straps used to hurl stones or metal pellets. They are projectile weapons.

Spear: Consisting of a stabbing head on the end of a long shaft, a spear is great for lunging attacks.

Staff: In its most basic form, a staff is a long piece of wood or some other substance, roughly the same diameter along its whole length.

STRENGTH OR DEXTERITY?

As a rule, the attack you're making determines the ability you use with the attack. When you use a power, the power tells you whether you're making a Strength attack, a Dexterity attack, or an attack based on a different ability. When you make a basic attack, though, the ability you use depends on the weapon you're wielding.

A basic attack with a melee weapon is always a Strength attack. A basic attack with a ranged weapon is usually a Dexterity attack, unless the weapon you're using has the heavy thrown property (see "Weapon Properties").

Reading the Weapon Tables

A weapon entry contains the following information, organized in columns on the weapon tables.

Weapon: The weapon's name.

Prof.: Proficiency with a weapon means that you are trained in the use of that weapon, which gives you a proficiency bonus to attack rolls. The bonus appears in this column if applicable. Some weapons are more accurate than others, as reflected by their bonus. If you don't have proficiency with the weapon, you don't gain this bonus.

Damage: The weapon's damage die. When a power deals a number of weapon damage dice (such as 4[W]), you roll the number of the dice indicated by this entry. If the weapon's damage die is an expression of multiple dice, roll that number of dice the indicated number of times. For example, a greatclub (which has a damage die of 2d4) deals 8d4 damage when used with a power that deals 4[W] on a hit.

Range: Weapons that can strike at a distance have range. The number before the slash indicates the normal range (in squares) for an attack. The number

after the slash indicates the long range for an attack; an attack at long range takes a -2 penalty to the attack roll. Squares beyond the second number are considered to be out of range and can't be targeted with this weapon.

If a melee weapon has a range entry, it can be thrown and belongs to either the light thrown or the heavy thrown category.

An entry of “-” indicates that the weapon can't be used at range.

Price: The weapon's cost in gold pieces. An entry of “-” indicates that the item has no cost.

Weight: The weapon's weight in pounds. An entry of “-” indicates that the weapon's weight is negligible.

Prop: A weapon's properties, abbreviated. See below for definitions.

Group: A weapon's group. See the explanation on page 329.

Weapon Properties

Weapon properties define additional characteristics shared by weapons that might be in different groups.

Heavy Thrown (HT): You hurl a thrown weapon from your hand, rather than using it to launch a projectile. A ranged basic attack with a heavy thrown weapon uses your Strength instead of your Dexterity for the attack rolls and damage rolls, unless otherwise noted.

High Crit (HC): A high crit weapon deals more damage when you score a critical hit with it. On a critical hit, the weapon deals 1[W] extra damage at 1st-10th levels, 2[W] extra damage at 11th-20th levels, and 3[W] extra damage at 21st-30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

Light Thrown (LT): You hurl a thrown weapon from your hand, rather than using it to launch a projectile. A ranged basic attack with a light thrown weapon uses your Dexterity, unless otherwise noted.

Load (L): Ranged weapons that launch projectiles, including bows, crossbows, and slings, take some time to load. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.)

When a weapon shows “load free” (Lf) on the Ranged Weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon.

The crossbow is “load minor” (Lm), which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time for multiple projectiles is included in the action used by the power.



1. Quarterstaff; 2. Javelin; 3. Greatclub; 4. Hand crossbow; 5. Dagger; 6. Scythe; 7. Crossbow; 8. Club; 9. Sling; 10. Mace; 11. Sickle; 12. Spear

Off-Hand (O): An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.

Reach (R): With a reach weapon, you can attack enemies that are 2 squares away from you as well as adjacent enemies. You can still make opportunity attacks only against adjacent enemies. Likewise, you can flank only an adjacent enemy.

Small (S): This property describes a two-handed or a versatile weapon that a Small character can use in the same way a Medium character can. A halfling can use a shortbow, for example, even though halflings can't normally use two-handed weapons (see "Weapons and Size," below).

Versatile (V): Versatile weapons are one-handed, but you can use them two-handed. If you do, you gain a +1 bonus to the weapon's damage rolls.

A Small character such as a halfling must use a versatile weapon two-handed and doesn't gain the bonus to damage rolls.

Melee Weapons

SIMPLE MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Club	+2	1d6	—	1 gp	3 lb.	—	Mace
Dagger	+3	1d4	5/10	1 gp	1 lb.	O, LT	Light blade
Javelin	+2	1d6	10/20	5 gp	2 lb.	HT	Spear
Mace	+2	1d8	—	5 gp	6 lb.	V	Mace
Sickle	+2	1d6	—	2 gp	2 lb.	O	Light blade
Spear	+2	1d8	—	5 gp	6 lb.	V	Spear

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Greatclub	+2	2d4	—	1 gp	10 lb.	—	Mace
Quarterstaff*	+2	1d8	—	5 gp	4 lb.	--	Staff
Scythe	+2	2d4	—	5 gp	10 lb.	—	Heavy blade

*The quarterstaff also counts as a staff implement. Even a creature that doesn't have proficiency with the staff as an implement can use it as a weapon, but if the staff is magical, the creature cannot use its properties or powers, only its enhancement bonus and critical hit effect.



1. Greatsword; 2. Handaxe; 3. Longsword; 4. Shortbow; 5. Short sword; 6. Maul; 7. Greataxe; 8. Longbow; 9. Warhammer; 10. Battleaxe; 11. Throwing hammer; 12. Scimitar; 13. Rapier

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Battleaxe	+2	1d10	—	15 gp	6 lb.	V	Axe
Handaxe	+2	1d6	5/10	5 gp	3 lb.	O,HT	Axe
Longsword	+3	1d8	—	15 gp	4 lb.	V	Heavy blade
Rapier	+3	1d8	—	25 gp	2 lb.	—	Light blade
Scimitar	+2	1d8	—	10 gp	4 lb.	HC	Heavy blade
Short sword	+3	1d6	—	10 gp	2 lb.	O	Light blade
Throwing hammer	+2	1d6	5/10	5 gp	2 lb.	O,HT	Hammer
Warhammer	+2	1d10	—	15 gp	5 lb.	V	Hammer

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Greataxe	+2	1d12	—	30 gp	12 lb.	HC	Axe
Greatsword	+3	1d10	—	30 gp	8 lb.	—	Heavy blade
Longspear	+2	1d10	—	10 gp	9 lb.	R	Polearm, spear
Maul	+2	2d6	—	30 gp	12 lb.	—	Hammer

Ranged Weapons

SIMPLE RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Hand crossbow	+2	1d6	10/20	25 gp	2 lb.	Lf	Crossbow
Sling	+2	1d6	10/20	1 gp	0 lb.	L, free	Sling

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Crossbow	+2	1d8	15/30	25 gp	4 lb.	Lm	Crossbow

MILITARY RANGED WEAPONS

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Longbow	+2	1d10	20/40	30 gp	3 lb.	Lf	Bow
Shortbow	+2	1d8	15/30	25 gp	2 lb.	Lf, S	Bow

Weapons and Size

The weapon tables assume a Medium wielder, which includes almost all player characters. Characters and creatures that are smaller than Medium have special rules.

Small characters use the same weapons that Medium creatures do. However, a Small character (such as a halfling) can't use a two-handed weapon. When a Small character uses a versatile weapon, he or she must wield it two-handed and doesn't deal any extra damage for doing so.

Silvered Weapons

Some monsters, such as werewolves, are susceptible to attacks made by silvered weapons. A single weapon, 30 arrows, 10 crossbow bolts, or 20 sling bullets can be silvered at a cost of 500 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to a weapon without making it less effective.

Selling Equipment

You cannot sell mundane armor, weapons, or adventuring gear unless your Dungeon Master allows, in which case you receive one-fifth of an item's market price. Art objects or fine goods that have a specific value, such as a gold dagger worth 100 gp, bring their full price.

IMPLEMENTS

Some creatures use implements to channel the magical energy that fuels their powers. Members of certain classes, such as wizards, rely so heavily on implements that their members rarely use weapons, unleashing attacks through implements instead.

An implement is different from a weapon in many ways. It doesn't typically have a damage die, a range, or properties. In fact, nonmagical implements are little more than symbols of their users' magic; for instance, a wizard can cast any of his or her spells without needing an implement at all. See "Magic Implements," page 348, for how magic implements work.

Proficiency

Unlike weapons, an implement doesn't grant a proficiency bonus. Instead, an adventurer must have proficiency with an implement to use it at all. In the hands of a nonproficient user, an implement—magical or nonmagical—is effectively a bauble.

Using an Implement

Implements are used with powers that have the implement keyword. A creature must be holding an implement to use it, unless otherwise noted.

An implement cannot be used to make a weapon attack. Some types of implements, such as staffs, expressly break this rule.

Implement Groups Implement groups are families of implements that share certain physical qualities. Some groups are associated with certain power sources. Hexblades use the following implements.

Rod: A rod is a short, heavy cylinder, typically covered in mystic runes of inscribed crystals. Rods are crafted from a variety of materials, such as iron, wood, and bone.

Wand: Associated with the arcane power source, a wand is a slender, tapered piece of wood, ivory, or other material crafted to channel magical energy.

ADVENTURING GEAR

From meals to torches, adventuring gear is essential to your party's success. You're assumed to start with basic clothing, and before your first adventure, you should equip yourself with weapons, armor, and other gear. See the table on the following page.

Adventurer's Kit: This kit includes all the items grouped beneath its entry on the table: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

ADVENTURING GEAR

Item	Price	Weight
Adventurer's kit	15 gp	33 lb.
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Flint and steel	1 gp	—
Pouch, belt (empty)	1 gp	½ lb.
Rations, trail (10 days)	5 gp	10 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Sunrods (2)	4 gp	2 lb.
Waterskin	1 gp	4 lb.
Ammunition		
Arrows (30)	1 gp	3 lb.
Crossbow bolts (20)	1 gp	2 lb.
Sling bullets (20)	1 gp	5 lb.
Candle	1 cp	—
Chain (10 ft.)	30 gp	2 lb.
Chest (empty)	2 gp	25 lb.
Climber's kit	2 gp	11 lb.
Grappling hook	1 gp	4 lb.

ADVENTURING GEAR

Item	Price	Weight
Hammer	5 sp	2 lb.
Pitons (10)	5 sp	5 lb.
Everburning torch	50 gp	1 lb.
Fine clothing	30 gp	6 lb.
Flask (empty)	3 cp	1 lb.
Implement		
Holy symbol	10 gp	1 lb.
Rod	12 gp	2 lb.
Staff	5 gp	4 lb.
Totem	5 gp	2 lb.
Wand	7 gp	—
Journeybread (10 days)	50 gp	1 lb.
Lantern	7 gp	2 lb.
Oil (1 pint)	1 sp	1 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Spellbook	50 gp	3 lb.
Tent	10 gp	20 lb.
Thieves' tools	20 gp	1 lb.
Torch	1 sp	1 lb.

Ammunition: Arrows come in a quiver that holds thirty, crossbow bolts come in a case that holds twenty, and sling bullets come in a pouch that holds twenty. Ammunition is used up when you fire it from a projectile weapon.

Climber's Kit: This kit includes all the items grouped beneath its entry: a grappling hook, a small hammer, and ten pitons. When you use a climber's kit, you gain a +2 bonus to Athletics checks for climbing.

Everburning Torch: This torch never stops burning. It casts bright light to a radius of 5 squares but sheds no heat, so you can stow it in a bag or a pouch. You can't set fire to anything with it.

Implement: Warlocks use rods or wands as focus items for their spells. Using a nonmagical implement confers no benefit. You can purchase a magic implement to gain an enhancement bonus to attack rolls and damage rolls. A holy symbol is a finely crafted, nonmagical symbol of precious metal that characters who worship gods might carry as a representation of their deity. Similarly, druids carry staves and totems as emblems of their power.

Journeybread: This magic bread fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down.

Sunrod: This minor magic item sheds bright light to a radius of 20 squares for 4 hours before burning out.

Thieves' Tools: To use the Thievery skill properly, you need the right picks and prys, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disable a trap.

Torch: A torch is a wooden rod capped with twisted flax soaked in tallow. A torch burns for one hour and provides bright light to a radius of 5 squares.

Food, Drink, and Lodging

When you're not traveling in the wilderness, you can enjoy the comforts that a village or a town have to offer. Most settlements feature inns or taverns that provide soft beds, hot meals, and a variety of drinks—for a price.

Item	Price
Food	
Meal, common	2 sp
Meal, feast	5 gp
Drink	
Ale, pitcher	2 sp
Wine, bottle	5 gp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp

Mounts and Transport

Mounts and vehicles can improve your speed or increase the amount you can carry when you travel. This table shows the price for various kinds of transport, as well as the weight that each can carry. For mounts, the carrying capacity shown is the normal load for the creature. For vehicles, it's the maximum amount of goods you can haul with the vehicle.

Mount or Transport	Price	Carrying Capacity
Cart or wagon	20 gp	1 ton
Riding horse*	75 gp	237/475/1,187 lb.
Rowboat	50 gp	600 lb.
Warhorse*	680 gp	262/525/1,312 lb.

* Quadrupeds can carry 25 percent more than bipeds.

Carrying, Lifting, and Dragging

Adventurers carry a lot of gear, but the amount you carry should rarely be an issue. More often, you'll need to know how much weight you can push or drag along the ground—are you strong enough to slide the statue covering the trapdoor? This information is contained in your Strength score.

Multiply your Strength score by 10. That's the weight, in pounds, that you can carry around without penalty. This is considered a **normal load**.

Double that number ($\text{Strength} \times 20$). That's the maximum weight you can lift off the ground. If you try to carry that weight, though, you're slowed. Carrying such a load requires both hands. This is considered a **heavy load**.

Five times your normal load ($\text{Strength} \times 50$) is the most weight you can push or drag along the ground. You're slowed if you try to push or drag more weight than your normal load, and you can't push or drag such a heavy load over difficult terrain. This amount of weight is referred to as your **maximum drag load**.

MAGIC ITEMS

As you gain levels, the mundane equipment you purchased as a starting character becomes less important and is overshadowed by the magic items you acquire on your adventures. Magic armor that can cloak you in shadow, magic weapons that burst into flame, magic rings that turn you invisible—these items enhance and supplement the powers you gain from your class and enhance your attacks and defenses.

Magic items have levels, just as characters, powers, and monsters do. An item's level is a general measure of its power and translates to the average level of character using that item. In practice, your character will end up with some items that are three or four levels above you and others that are several levels below. There's no restriction on using or acquiring items based on their level. If your 10th-level character finds a 20th-level magic sword, you can use it to full effect.

As you adventure, you'll come across magic items as part of the treasure you acquire. Magic items range in power from common items with limited abilities to rare and wondrous items with an array of unusual characteristics.

You can sometimes buy magic items just as you can mundane equipment. It's rare to find a shop or a bazaar that routinely sells magic items, except perhaps the lowest-level items. Some fantastic places, such as Sigil, the legendary City of Doors, have such markets, but those are the exception rather than the rule. Your Dungeon Master might say that you can track down a seller for the item you want to buy or that you might have to do some searching, but in general you can buy any item you can afford.

Other rules concerning magic items and their use can be found in the *DUNGEONS & DRAGONS Rules Compendium*.

Magic Item Level and Rarity

Two aspects of a magic item determine when you are likely to find it: its level and its rarity.

Level A magic item's level is a general measure of its power and translates to the average level of characters using that item. An item's level doesn't limit who can acquire or use the item, though it's unusual for an adventurer to find magic items more than a few levels above his or her own level.

Rarity A magic item's rarity indicates how easy it is to obtain in the DUNGEONS & DRAGONS world.

Common magic items are the sort that the most advanced dwarf smiths and elf weavers create in their workshops. These items are generally simple, often having only a single special property: a bonus to certain skill checks or attacks, enhanced effects on a critical hit, and so on.

You can purchase these common magic items just as you can buy mundane equipment, though few shops or bazaars routinely sell them. Some fantastic locales, such as the legendary City of Brass in the heart of the Elemental Chaos, have such markets, but those are the exception rather than the rule. You must usually seek out the artisans who create common magic items, though they are not too difficult to find. In most situations—particularly with a little free time—you can buy any common magic item you can afford without the shopping trip becoming an adventure in its own right.

Uncommon and rare magic items are not normally created in the current age of the world. These items were crafted in the distant past, some even during the Dawn War, and the techniques for their creation have been lost to the ravages of time. Now they are found only as part of treasure hoards in ancient ruins and dangerous dungeons. Uncommon items are more complicated and potent than common items, though they usually carry only a single property or power. Rare items are even more complex and wondrous, frequently having multiple properties or powers—such a wondrous possession can define a character's identity.

Identifying Magic Items

Most of the time, you can determine the properties and powers of a magic item during a short rest. By handling the item for a few minutes, you discover what the item is and what it does. You can identify one magic item per short rest.

Rare magic items could be harder to identify. Your Dungeon Master might ask you to make a hard Arcana check to identify the properties and powers of such an item. You might even need to go on a special quest to unlock the powers of a unique magic item.

Magic Item Values

The gold piece value of a magic item depends on its level, as shown on the table below. The value of a consumable item (such as a potion) is much lower than the value of a nonconsumable item of the same level. The sale price of a magic item (the amount a character gets from selling an item) depends on the rarity of the item, as shown on the table. A common item's sale price is 20 percent of its gold piece value; an uncommon item's sale price is 50 percent of its gold piece value; and a rare item's sale price is its full gold piece value.

MAGIC ITEM VALUES

Level	Gold Piece Value	Sale Price (gp)		
		Common	Uncommon	Rare
1	360	72	180	360
2	520	104	260	520
3	680	136	340	680
4	840	168	420	840
5	1,000	200	500	1,000
6	1,800	360	900	1,800
7	2,600	520	1,300	2,600
8	3,400	680	1,700	3,400
9	4,200	840	2,100	4,200
10	5,000	1,000	2,500	5,000
11	9,000	1,800	4,500	9,000
12	13,000	2,600	6,500	13,000
13	17,000	3,400	8,500	17,000
14	21,000	4,200	10,500	21,000
15	25,000	5,000	12,500	25,000
16	45,000	9,000	22,500	45,000
17	65,000	13,000	32,500	65,000
18	85,000	17,000	42,500	85,000
19	105,000	21,000	52,500	105,000
20	125,000	25,000	62,500	125,000
21	225,000	45,000	112,500	225,000
22	325,000	65,000	162,500	325,000
23	425,000	85,000	212,500	425,000
24	525,000	105,000	262,500	525,000
25	625,000	125,000	312,500	625,000
26	1,125,000	225,000	562,500	1,125,000
27	1,625,000	325,000	812,500	1,625,000
28	2,125,000	425,000	1,062,500	2,125,000
29	2,625,000	525,000	1,312,500	2,625,000
30	3,125,000	625,000	1,562,500	3,125,000

Magic Item Categories

Magic items fall into several broad categories: *armor*, *weapons*, *implements*, *clothing* and *jewelry*, *wondrous items*, and *potions*. (The Dungeon Master's Kit has information on rings and wondrous items.) Items in a particular category have similar effects or share certain themes—all magic weapons give you bonuses when you attack with them, and magic boots typically have powers or properties relating to movement. Aside from those broad generalities, magic items have a wide variety of powers and properties. Whatever an item's effects, properties, or powers, the item's description indicates how you use them.

Within the broad category of clothing and jewelry, items are grouped by kind—whether you wear the item on your head or your feet, for example. These groups are called **item slots**, as follows: arms, feet, hands, head, neck, rings (two slots), and waist. Item slots provide a practical limit to the number of magic items you can wear and use. You can benefit from only one magic item that you wear in your arms slot even if, practically speaking, you can wear bracers and carry a shield at the same time. You benefit from the item you put on first; any other item you put in the same item slot doesn't function for you until you take off the first item. Sometimes there are physical limitations as well—you can't wear two helms at the same time.

All magic armor gives you an enhancement bonus to your Armor Class. All magic weapons and implements give you an enhancement bonus to your attack rolls and damage rolls when you use them to make an attack. All magic cloaks, amulets, and other neck slot items give you an enhancement bonus to your Fortitude, Reflex, and Will.

The rest of this chapter describes a broad selection of magic items of all levels, presented alphabetically within each category.

Reading a Magic Item

Here's a sample magic item, the *defensive weapon*:

Defensive Weapon

Level 2+ Common

This weapon glows blue when its wielder takes a defensive posture.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you take the total defense or second wind action, you add the enhancement bonus of this weapon as an item bonus to all your defenses until the start of your next turn.

Name and Level The name of the magic item, the item's level, and its rarity (common, uncommon, or rare) appear on the first line of the description.

If an item's level entry ends with a plus sign (+), that item is available at more than one level, with higher-level versions having a greater enhancement bonus or more potent powers and properties, as described later in the item's description.

Example: The *defensive weapon* is available as a 2nd-level item and also comes in higher-level versions. It's a common magic item, relatively easy to buy or sell.

Flavor Text The next entry gives a description of the item, sometimes explaining what it does in plain language, other times offering flavorful information about its appearance, origin, effect, or place in the world. This material isn't rules text; when you need to know the exact effect, look at the rules text below.

Category and Value The next line or lines indicate the magic item's various levels and enhancement bonuses (if applicable) and the gold piece value for each version of the item. For weapons, the line beneath this information lists which weapon groups can be enchanted with that set of qualities, and for armor, it notes the same for the five types of armor (plus clothing). For implements, it shows the specific kind of implement. For clothing items, the entry appears as "Item Slot" followed by the appropriate slot.

The magic item's gold piece value is either a single number (for an item with a fixed level) or a list of values.

Example: The value of a *defensive weapon* (as well as its enhancement bonus) depends on its level. The 2nd-level version is a +1 weapon and costs 520 gp, and the 27th-level version is a +6 weapon and costs 1,625,000 gp. It's found as any kind of weapon.

Enhancement For items that give an enhancement bonus, this entry specifies what that bonus applies to: AC, other defenses, or attack rolls and damage rolls.

Magic weapons and implements grant their enhancement bonus to attack rolls and damage rolls only when you use powers delivered through the weapon or the implement (or directly from the weapon or the implement, for items that have attack powers).

For example, a ranger's attacks are delivered through a weapon, so he or she adds a magic weapon's enhancement bonus to attack rolls and damage rolls. A warlock's attacks are delivered through an implement (rod or wand), so he or she adds an implement's enhancement bonus to attack rolls and damage rolls with those powers.

A power's description indicates if it functions through the use of a weapon or an implement. Each class description in Chapter 4 indicates which implements (if any) a character of that class is allowed to use when delivering powers. For example, a warlock can wield a rod or a wand.

A magic item's level and its enhancement bonus are associated. An item that has a +2 bonus is always between level 6 and level 10.

Example: Because a *defensive weapon* is a magic weapon, its enhancement bonus applies to the wielder's weapon attack rolls and damage rolls.

Item Level	Enhancement Bonus
1-5	+1
6-10	+2
11-15	
16-20	+4
21-25	+5
26-30	+6

Critical For magic weapons and implements, this entry describes what happens when you score a critical hit using that item. Just as with an enhancement bonus, this effect only applies for attacks that are delivered through the weapon or the implement. (A warlock's *hellfire blast* can't benefit from the critical hit effect noted for the magic dagger she carries, for example.)

All magic weapons and implements deal one or more extra dice of damage on a critical hit. The number of extra dice is equal to the item's enhancement bonus, and the die rolled depends on the particular weapon or implement. (The normal critical die is a d6.) Unless noted otherwise, the damage type of this extra damage is the same as the normal damage type for the weapon. An attack that does not normally deal damage still does not deal damage on a critical hit.

In addition to extra damage, some magic weapons or implements produce other effects on a critical hit. This information is noted in the weapon's description. An attack that does not deal damage still does not deal damage on a critical hit.

Example: A +4 *defensive weapon* deals 4d6 extra damage on a critical hit.

Property Some magic items have a special property that is constantly active (or active under certain conditions). A property doesn't normally require any action to use, although some properties allow you to turn them off (or on again).

Example: While wielding a *defensive weapon*, you increase your defenses whenever you take the total defense or second wind action.

Power Some uncommon and most rare magic items have a special power. This entry, when present in an item description, includes the action required to use the power and the effect of the power. In some cases, it might also specify the circumstances in which the power can be used (for instance, only if you're bloodied). In general, magic item powers follow the same rules as other powers (see Chapter 3).

Like other powers, magic item powers often have keywords, which indicate the powers' damage or effect types. When using a magic item as part of a racial power or a class power, all the keywords of the item's power and the other power apply.

Like other powers, magic item powers are sometimes at-will powers, sometimes encounter powers, and sometimes daily powers. Magic item powers have two other categories as well: healing surge powers and consumable powers. The power's category appears in parentheses following "Power" in the entry.

At-Will: These powers can be used as often as their action types allow.

Encounter: These powers can be used once per encounter and are recharged when their user takes a short rest.

Daily: A magic item's daily power can be used once per day and is recharged when its user takes an extended rest.

Healing Surge: The character begins with one use of the power per day, like a daily power. He or she can recharge this item's power by taking a standard action to funnel vitality into the item, spending a healing surge in the process. Spending a healing surge in this way doesn't restore hit points, and this standard action is separate from the action required to activate the item's power.

Consumable: Some items, particularly potions, contain one-use powers that are expended when used.

Special If any special rules or restrictions on the item's use exist, you'll find them in this section of the magic item's entry.

Magic Item Categories

The following sections provide rules and notes about the main categories of magic items.

Armor Magic armor adds an enhancement bonus to AC. If you don't have proficiency with the armor type, you take -2 penalty to attack rolls and to your Reflex but still gain the enhancement bonus of the magic armor. Magic armor has the same check speed, and weight as its base type.

Magic appears at higher levels, and grants higher armor bonuses than its mundane counterpart. Magic armor always has an enhancement bonus, and the price of the armor material is incorporated into the overall cost of the magic armor. For example, a level 22 set of +5 veteran's plate adds a total bonus of 17 to the wearer's Armor Class (12 for the armor bonus and 5 for the enhancement bonus), and costs 325,000 gp.

The category determines what kind of armors can be enchanted with that particular set of qualities. "Any" includes all armors: cloth, leather, hide, chainmail, scale, and plate.

Magic armors appear in many varieties and using construction techniques unique to specific cultures and locations. For example, magic cloth armor might be made of feyweave woven by the eladrin or starweave fashioned after patterns created in the divine dominions of the Astral Sea. Feyleather armor is cured by an elven method, while starleather armor is infused with the raw spiritual matter of the Astral Sea. Darkhide armor is a superior tiefling armor cured in fire and infused with shadow, and elderhide armor involves scouring the material with elemental forces. Forgemail armor is made with superior metallurgy and a chain-making technique perfected by the dwarves; spiritmail armor draws on techniques developed in the divine dominions. Wyrmsscale is made using ancient techniques the dragonborn invented to mimic the strength of overlapping dragon

scales, and elderscale is a similar armor scoured with elemental forces. Legend holds that Moradin made the first godplate armor for use during the Dawn War, when the gods and the primordials fought over the world. Ancient dwarf smiths copied his patterns imperfectly to make warplate armor.

MAGIC CLOTH ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+0	+1
6-10	+2	+0	+2
11-15	+3	+0	+3
16-20	+4	+1	+5
21-25	+5	+1	+6
26-30	+6	+2	+8

MAGIC LEATHER ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+2	+3
6-10	+2	+2	+4
11-15	+3	+2	+5
16-20	+4	+3	+7
21-25	+5	+3	+8
26-30	+6	+4	+10

MAGIC HIDE ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+3	+4
6-10	+2	+3	+5
11-15	+3	+3	+6
16-20	+4	+4	+8
21-25	+5	+4	+9
26-30	+6	+5	+11

MAGIC CHAINMAIL ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+6	+7
6-10	+2	+7	+9
11-15	+3	+8	+11
16-20	+4	+9	+13
21-25	+5	+10	+15
26-30	+6	+12	+18

MAGIC SCALE ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+7	+8
6-10	+2	+8	+10
11-15	+3	+9	+12
16-20	+4	+10	+14
21-25	+5	+11	+16
26-30	+6	+13	+19

MAGIC PLATE ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+8	+9
6-10	+2	+9	+11
11-15	+3	+10	+13
16-20	+4	+11	+15
21-25	+5	+12	+17
26-30	+6	+14	+20

Armor of Cleansing

Level 3+ Common

The exterior of this armor is covered with symbols of healing, while the interior has many silken bands that cradle you comfortably and move to ease your suffering.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Any

Enhancement: AC

Property: Add a +2 item bonus to your saving throws against ongoing damage.

Delver's Armor

Level 3+ Uncommon

A popular armor among adventurers, it is relatively easy to make.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Any

Enhancement: AC

Power (Daily): No Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

Fortification Armor

Level 4+ Common

Dragonborn are no strangers to battle, and they developed this armor to deflect the deadliest enemy attacks.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Scale, plate

Enhancement: AC

Property: Whenever a critical hit is scored against you, roll 1d20. On a result of 16–20, the critical hit becomes a normal hit.

Hero's Armor

Level 2+ Uncommon

This shirt of glimmering chainmail fortifies those who take bold action in battle.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Any

Enhancement: AC

Property: When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses until the end of your next turn.

Power (Daily): Free Action. **Trigger:** You spend an action point. **Effect:** You forgo the bonus to all defenses granted by the armor's property. Instead, an ally within 5 squares of you can use his or her second wind as a free action.

Magic Armor

Level 1+ Common

A set of basic yet effective enchanted armor.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Armor: Any

Enhancement: AC

Weapons

A magic weapon adds an enhancement bonus to attack rolls and damage rolls of attacks used with the weapon. The bonus does not apply to any ongoing damage dealt by those powers.

If you don't have proficiency with the weapon type, you don't gain the proficiency bonus to attack rolls, but you still gain the enhancement bonus of the magic weapon.

A magic weapon's category determines the sorts of weapons that can be enchanted with that particular set of qualities. "Any ranged" includes projectile weapons and weapons with the heavy thrown or the light thrown property. "Any" or "Any melee" includes all applicable categories.

Ammunition: Ranged projectile weapons such as bows, crossbows, and slings impart their magic to appropriate ammunition fired from them.

Thrown Weapons: Any magic light thrown or heavy thrown weapon automatically returns to its wielder's hand after a ranged attack with the weapon is resolved. Catching a returning thrown weapon is a free action.

Defensive Weapon

Level 2+ Common

This weapon glows blue when its wielder takes a defensive posture.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you take the total defense or second wind action, you add the enhancement bonus of this weapon as an item bonus to all your defenses until the start of your next turn.

Distance Weapon

Level 1+ Common

This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: None

Property: Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Luckblade

Level 3+ Uncommon

Luck favors the bold—and the wielder of this blade.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Reroll an attack roll you just made. Use the second result even if it's lower.

Magic Weapon

Level 1+ Common

A basic enchanted weapon.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Implements

If you have proficiency with an implement, you add its enhancement bonus to the attack rolls and damage rolls of attacks made with the implement, and you can use its properties and powers. The bonus does not apply to any ongoing damage dealt by those powers.

Unless noted otherwise, you can't make melee attacks with an implement.

Rods If you belong to a class that can use a rod as an implement, you can apply its enhancement bonus to the attack and damage rolls of your powers from that class that have the implement keyword, and you can use a rod's properties and powers. Members of other classes gain no benefit from wielding a rod. As with most other implements, you can't make melee attacks with a rod.

Magic Rod

Level 1+ Common

A standard rod, enchanted so as to channel arcane energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Rod of Malign Conveyance

Level 3+ Uncommon

A smoky crystal caps this rod, which allows you to use your personal teleportation powers as weapons.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and teleport the target a number of squares equal to the rod's enhancement bonus

Power (Daily ♦ Teleportation): Move Action. You teleport yourself, an ally within 5 squares of you, and an enemy within 5 squares of you each a number of squares equal to the rod's enhancement bonus.

Wands A wand is a slender, tapered piece of wood, enchanted to channel arcane energy.

Magic Wand

Level 1+ Common

A basic wand, enchanted to channel arcane energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Arms Slot Items

Shields and bracers contain powers that protect you from harm. Some magic shields are always light shields, others are always heavy shields, but most can be found as either kind of shield.

Flame Bracers

Level 3+ Uncommon

Flickering flames dance across your arm guards.

Lvl 3	680 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp		

Item Slot: Arms

Property: When you score a critical hit, the target takes 1d6 extra fire damage.

Level 13: 1d10 extra fire damage.

Level 23: 2d6 extra fire damage.

Power (Daily): Minor Action. The next time you hit with an attack, the target takes 1d6 extra fire damage.

Level 13: 2d6 extra fire damage.

Level 23: 3d6 extra fire damage.

Shield of the Guardian

Level 2+ Uncommon

This oaken shield can guard an ally as well as protect you.

Lvl 2 520 gp

Lvl 22 325,000 gp

Lvl 12 13,000 gp

Item Slot: Arms

Shield: Any

Power (Daily): Minor Action. One ally adjacent to you gains a +1 power bonus to AC until the end of the encounter.

Level 12: +2 power bonus.

Level 22: +3 power bonus.

Feet Slot Items

Boots and greaves typically contain powers that enhance your speed, provide additional movement, or otherwise assist you in movement-related situations.

Boots of Striding

Level 9 Common

These enchanted boots increase your speed if you wear light armor or no armor.

Item Slot: Feet 4,200 gp

Property: You gain a +1 item bonus to speed when wearing light or no armor.

Hands Slot Items

Gloves and gauntlets contain powers that assist with skill checks, increase attack rolls and damage rolls, and even allow rerolls in some situations.

Gloves of Agility

Level 5 Common

As you strap on these tight-fitting, fingerless gloves, your digits tingle with magic.

Item Slot: Hands 1,000 gp

Property: You gain a +1 item bonus to Acrobatics checks, Stealth checks, and Dexterity ability checks.

Head Slot Items

These items typically contain powers that improve Intelligence-based and Wisdom-based skills, increase damage, and enhance senses.

Headband of Perception

Level 1+ Common

This chiffon headwrap is stitched with eye-shaped patterns, which heighten your senses.

Lvl 1 360 gp

Lvl 21 225,000 gp

Lvl 11 9,000 gp

Item Slot: Head

Property: You gain a +1 item bonus to Perception checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Neck Slot Items

Amulets and cloaks grant an enhancement bonus to Fortitude, Reflex, and Will. Many of them provide other benefits as well.

Amulet of Health

Level 3+ Common

This golden amulet increases your defenses and resists poison.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain poison resistance equal to twice the amulet's enhancement bonus.

Amulet of Protection

Level 1+ Common

This light blue amulet increases your defenses.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Cloak of Resistance

Level 2+ Uncommon

This crimson-hemmed cloak can be activated to provide minor resistance to all attacks.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.

Level 12 or 17: Resist 10 to all damage.

Level 22 or 27: Resist 15 to all damage.

Waist Slot Items

Belts contain powers that improve Strength-based skills, healing, and resistances.

Belt of Vigor

Level 2+ Common

This chain metal belt improves your recuperative abilities.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Item Slot: Waist

Property: You gain a +1 item bonus to your healing surge value.

Level 12: +2 item bonus.

Level 22: +3 item bonus.

Potions

A potion is a magic liquid that produces its effects when imbibed. Drinking a potion is usually a minor action. Administering a potion to an unconscious creature is usually a standard action. Drawing a potion out of your pack is a minor action. Healing potions are not as effective as the healing powers of a cleric or a druid, but many adventurers find it useful to carry one or two with them on their journeys.

Potion of Healing

Level 5 Common

This simple potion draws on the body's natural healing ability to cure your wounds.

Potion 50 gp

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Potion of Life

Level 30 Common

This fabled potion not only heals wounds but can even bring back the recently deceased.

Potion 125,000 gp

Power (Consumable ♦ Healing): Standard Action. If this potion is administered to a character who died since the end of your last turn, that character is restored to life at 50 hit points.

If consumed by a living creature, this potion instead functions as a potion of recovery.

Potion of Recovery

Level 25 Common

This mighty potion uses your own stamina to restore your hit points and to help you shrug off harm.

Potion 25,000 gp

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 50 hit points and make a saving throw against each effect on you that a save can end.

Potion of Vitality

Level 15 Common

This potent curative heals wounds and can even fix other ailments.

Potion 1,000 gp

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

GLOSSARY

This glossary briefly defines many of the terms in the DUNGEONS & DRAGONS game that are not discussed elsewhere in this book. Consult the index for terms that don't appear here, and see the *Rules Compendium* for the complete rules.

adjacent squares: Two squares are adjacent if a side or a corner of one touches a side or a corner of the other. Two creatures or objects are adjacent if one of them is in a square adjacent to a square occupied or filled by the other, or if they are in the same square.

adventurer: The character controlled by a player other than the Dungeon Master. An adventurer is sometimes called a player character. See also **character**.

area of effect: An area of a specific size where a particular effect takes place. An area of effect usually has one of three types: blast, burst, or wall. Area powers and close powers almost always involve an area of effect.

armor class (AC) [defense]: Armor class measures how hard it is to land a significant blow on a creature with an attack using a weapon or a magical effect that works like a weapon. Some creatures have a high AC because they are extremely quick or intelligent and able to dodge well, while other creatures have a high AC because they wear heavy armor that is difficult to penetrate.

Astral Sea: A plane. The Astral Sea floats above the world and is home to the gods' dominions, the Nine Hells, and githyanki pirates.

attack: An attack roll and its effects, including any damage rolls. The word "attack" is sometimes used as shorthand for "attack power." Some attack powers include multiple attacks, and some powers, such as *magic missile*, are designated as attacks yet lack attack rolls (using such a power counts as making an attack if the power has a target).

automatic hit: When an attacker makes an attack roll and rolls a 20 on the d20, the attack automatically hits, regardless of modifiers. The attacker also probably scored a critical hit.

automatic miss: When an attacker makes an attack roll and rolls a 1 on the d20, the attack automatically misses, regardless of modifiers.

battle grid: The network of 1-inch squares that represents an encounter area.

blinded [condition]: While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a -10 penalty to Perception checks. It also grants combat advantage and can't flank.

blindsight: A creature that has blindsight can clearly see creatures or objects within a specified radius and within line of effect, even if they are invisible or in obscured squares. The creature otherwise relies on its other senses.

blocking terrain: An obstacle such as a large tree, a pillar, or a floor-to-ceiling wall blocks a square entirely by completely filling it. Creatures can't normally

enter a square of blocking terrain, and when blocking terrain fills a square, a creature can't move diagonally across the corner of that square.

bonus: A number added to a die roll. If a bonus has a type (such as a power or a feat bonus), the bonus is not cumulative with bonuses of the same type; only the highest bonus applies. Bonuses that have no type are called untyped bonuses. Such bonuses are cumulative. However, untyped bonuses from the same named game element (such as a power or a feat) are not cumulative; only the highest applies.

character: Another term for a creature. The term is usually used to refer to a person who is not monstrous: either an adventurer or a DM-controlled person (sometimes called a nonplayer character, or NPC).

charge [action]: A charge is a special kind of attack. As a standard action, a creature chooses a target and then moves up to its speed. Each square of movement must bring the creature closer to the target, and the creature must end the move at least 2 squares away from its starting position. At the end of the move, the creature either makes a melee basic attack against the target or uses *bull rush* against it. The creature gains a +1 bonus to the attack roll. The creature can't take any further actions this turn, except free actions.

climb speed: A creature that has a climb speed moves on vertical surfaces at that speed without having to make Athletics checks to climb. While climbing, the creature ignores difficult terrain, and climbing doesn't cause it to grant combat advantage.

combat advantage: One of the most common attack modifiers is combat advantage, which represents a situation in which a creature can't give full attention to defense. The creature is flanked by multiple enemies, stunned, surprised, or otherwise caught off guard. A creature gains a +2 bonus to attack rolls against a target granting combat advantage to it.

concealment: Many types of terrain offer places to hide or obstructions that combatants can duck behind to avoid attacks. Concealment means objects or effects that don't physically impede an attack but instead hide a creature from view. Concealment comes into play when a target is invisible or in an obscured square. See also **partial concealment** and **total concealment**.

conditions: Conditions are states imposed on creatures by various effects, including powers, traps, and the environment. A condition is usually temporary, imposing a penalty, a vulnerability, a hindrance, or a combination of effects. Some conditions include other conditions within their effects. For example, an unconscious creature is also helpless and prone.

The conditions defined in this glossary include blinded, dazed, deafened, dominated, dying, helpless, immobilized, marked, petrified, prone, removed from play, restrained, slowed, stunned, surprised, unconscious, and weakened.

coup de grace [action]: A coup de grace is a special kind of attack. As a standard action, the creature uses one of its attack powers against an adjacent target that is helpless. If the attack hits, it automatically scores a critical hit against

the target. If the critical hit deals damage greater than or equal to the target's bloodied value, the target dies.

cover: Many types of terrain offer places to hide or obstructions that combatants can duck behind to avoid attacks. Cover means solid obstructions that can physically deflect or stop objects. See the *Rules Compendium* for how to determine cover. See also **partial cover** and **superior cover**.

crawl [action]: A prone creature uses a move action to move up to half its speed.

creature: A being in the game world. Both adventurers and monsters are creatures. See also **adventurer** and **monster**.

critical hit: When an attacker makes an attack roll and rolls a 20 on the d20, the attack not only automatically hits, but is a critical hit (also called a crit) if the result of the attack roll, after all modifiers are applied, is high enough to hit the target's defense. A critical hit deals maximum damage. If an attack normally deals no damage, it still deals no damage on a crit. If a character scores a critical hit with a magic weapon or implement, or with a high crit weapon, the item causes the attack to deal a specific amount of extra damage (or to impose some special effect). If that extra damage involves a die roll, the extra damage is not automatically maximized.

damage roll: A roll of a die or dice to determine damage dealt by a power or some other effect. Modifiers to a damage roll apply to the entire roll, not to each die rolled.

damage type: A specific type of damage: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each damage type has a keyword associated with it. If a power has such a keyword, the power deals that type of damage (the exception is poison, the keyword for which refers to damage, a nondamaging effect, or both).

darkvision: A creature that has darkvision can see normally regardless of light. The creature therefore ignores concealment that is a result of dim light or darkness.

dazed [condition]: While a creature is dazed, it doesn't get its normal complement of actions on its turn; it can take either a standard, a move, or a minor action. The creature can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.

deafened [condition]: While a creature is deafened, it can't hear, and it takes a -10 penalty to Perception checks.

diagonal movement: Moving diagonally works the same as other movement, except that a creature can't cross the corner of a wall or another obstacle that fills the corner between the square the creature is in and the square it wants to enter. A creature can move diagonally past creatures, since they don't fill their squares.

difficult terrain: Rubble, undergrowth, shallow bogs, steep stairs, and other impediments are difficult terrain, which hampers movement. Each square of difficult terrain costs 1 extra square of movement to enter. Because difficult

terrain costs that extra square of movement to enter, a creature can't normally shift into it.

distance: When determining how far away one square is from another, start counting from any square adjacent to one of the squares (even one that is diagonally adjacent but around a corner), then count around blocking terrain and end up in the other square. Make sure to use the shortest path.

dominated [condition]: While a creature is dominated, it can't take actions voluntarily. Instead, the dominator chooses a single action for the creature to take on the creature's turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make the creature use are ones that can be used at will, such as at-will powers. The creature also grants combat advantage and can't flank.

double move: A creature can move twice on its turn if it takes another move action instead of a standard action. During a double move, first add the speeds of two identical move actions together. The creature moves using the combined speed.

dying [condition]: A dying creature is unconscious and must make death saving throws. This condition ends immediately on the creature when it regains hit points.

effect: The result of a game element's use. The damage and conditions caused by an attack power are the power's effects, for instance. Some powers have "Effect" entries, which contain some but not necessarily all of the powers' effects. In an attack power, the effects of such an entry are not contingent on a hit or a miss.

Elemental Chaos: A plane. The Elemental Chaos churns below the world and is populated by elementals and home to the Abyss, the abode of demons.

ending a move: A creature must have enough movement to enter its destination space. A creature can't partly enter a square: If it doesn't have enough movement or runs out on the way, its move ends in the last square it could get to.

enter a square: Move to a square on the battle grid by any means, whether willingly or unwillingly.

escape [action]: A creature can attempt to escape when it is grabbed or subject to other immobilizing effects. As a move action, the creature makes either an Acrobatics check or an Athletics check against a set DC. If the check succeeds, the immobilizing effect ends on the creature, which can then shift 1 square.

extra damage: Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage and is of the same type or types as that damage, unless otherwise noted. An effect that deals no damage cannot deal extra damage.

facing: A creature that is taking part in an encounter is assumed to be in constant motion, looking here and turning there. Because of this assumption, no one ever has to keep track of which direction a creature is facing.

falling: When a creature falls at least 10 feet, it takes 1d10 damage for each 10 feet it falls, to a maximum of 50d10. The creature falls prone when it lands, unless it took no damage from the fall. If a creature has training in Acrobatics, it can make a check to reduce the damage of a fall.

Far Realm: A plane that lies outside the normal realms of existence, the source of aberrant monsters.

Feywild: A plane. The Feywild is an enchanted reflection of the world. Coursing with arcane magic, it is home to eladrin and other fey creatures.

filling a square: When something fills a square, that thing functions as blocking terrain. Unless otherwise noted, a creature or an object such as a chair does not fill squares in its space.

flanking: To flank an enemy, a creature and an ally must be adjacent to the enemy and on opposite sides or corners of the enemy's space. Creatures have combat advantage against any enemies that they're flanking.

fly speed: A creature that has a fly speed can fly a number of squares up to that speed as a move action. If the creature is stunned or knocked prone while flying, it falls. See also **hover**.

flying: To fly, a creature takes the walk, run, or charge action but uses its fly speed in place of its walking speed. A creature that has a fly speed can also shift and take other move actions, as appropriate, while flying. While flying, a creature can move straight up, straight down, or diagonally up or down. There is no additional cost for moving up or down. If a creature falls prone while it is flying, it falls.

forced movement: Movement that a creature is compelled to do, specifically a pull, a push, or a slide. A creature can be moved in other ways, such as through teleportation, but only pulls, pushes, and slides are technically forced movement. A creature must have line of effect to any square that it pulls, pushes, or slides a target into. Forced movement doesn't provoke opportunity attacks or other opportunity actions and isn't hindered by difficult terrain.

Fortitude [defense]: Fortitude measures the inherent toughness, mass, and resilience of a creature. It is often the defense against attacks that include effects such as disease, poison, and forced movement.

grabbed [condition]: While a creature is grabbed, it is immobilized. Maintaining this condition on the creature occupies whatever appendage, object, or effect the grabber used to initiate the grab. This condition ends immediately on the creature if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

half damage: When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

heavily obscured: A measure of visibility. A creature has total concealment when it is in a heavily obscured square, although it has only partial concealment against an enemy adjacent to it. Examples: Heavy fog, smoke, or foliage. Contrast with **lightly obscured** and **totally obscured**.

helpless [condition]: While a creature is helpless, it grants combat advantage.

hidden: When a creature is hidden from an enemy, the creature is silent and invisible to that enemy. A creature normally uses the Stealth skill to become hidden. See also **invisible**.

hindering terrain: Pits, electrifying runes, lava, extremely deep water, and other harmful environmental phenomena are hindering terrain, which punishes creatures that are in it or try to enter it. A creature can make a saving throw to avoid being forced into hindering terrain, whether it is pulled, pushed, slid, teleported, or otherwise moved against its will.

hover: If a creature can hover, it can remain in the air if it is stunned. See also **fly speed**.

immobilized [condition]: When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.

immunity: If a creature has immunity to a damage type, it doesn't take that type of damage. If a creature is immune to charm, fear, illusion, or poison, it is unaffected by the nondamaging effects of a power that has that keyword.

initiative: Before the first round of combat, each creature rolls initiative to determine the order of turns within a round. Then the participants take turns, round after round in the initiative order from highest to lowest, until one side or the other flees or is defeated and the encounter ends. See page 39 for how to calculate your initiative modifier.

insubstantial: When a creature is insubstantial, it takes half damage from any damage source, including ongoing damage. See also **half damage**.

invisibility: The most common way to become invisible is to use the Stealth skill to become hidden. An invisible creature can't be seen by normal forms of vision. It has total concealment against any enemy that can't see it, and gains combat advantage against any enemy that can't see it (but it still has to be able to see the enemy). It doesn't provoke opportunity attacks from enemies that can't see it.

knowledge check: A skill check used to remember a useful bit of information in a particular field of knowledge. Arcana, Dungeoneering, History, Nature, and Religion are the skills most commonly used to make knowledge checks.

leave a square: Move out of a square on the battle grid by any means, whether willingly or unwillingly.

lightly obscured: A measure of visibility. A creature has partial concealment when it is in a lightly obscured square. Examples: Dim light, foliage, fog, smoke, and heavy rain or falling snow. Contrast with **heavily obscured** and **totally obscured**.

line of effect: A clear line from one point in space to another point in an encounter that doesn't pass through or touch blocking terrain. Unless noted otherwise, there must be line of effect between the origin square of an effect and its intended target for that target to be affected.

line of sight: A clear line from one point in space to another point in an encounter that doesn't pass through or touch an object or an effect—such as a stone wall, a thick curtain, or a cloud of fog—that blocks the vision of the viewer.

low-light vision: A creature that has low-light vision can see in dim light without penalty.

marked [condition]: When a creature marks a target, the target takes a -2 penalty to attack rolls for any attack that doesn't include the marking creature as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes an old one. A mark ends immediately when its creator dies or falls unconscious.

milestone: A character reaches a milestone each time he or she completes two encounters without taking an extended rest. Each character who reaches a milestone gains 1 action point.

modifier: A bonus or a penalty applied to a die roll. See **bonus** and **penalty**.

monster: A creature controlled by the Dungeon Master. The term is usually used to refer to creatures that are hostile to the adventurers (often including DM-controlled characters). See also **adventurer**, **character**, and **creature**.

move: Any instance of movement, whether it is done willingly or unwillingly.

Whenever a creature, an object, or an effect leaves a square to enter another, it is moving. Shifting, teleporting, and being pushed are all examples of moves.

nearest creature or square: To determine the nearest creature or square, count distance normally. When two or more creatures or squares are equally close, the creature's player can pick either one as the nearest.

occupied squares: A creature occupies all the squares of its space. A creature can enter an ally's space, but it can end its move in an ally's space only if the ally is prone. A creature can't enter an enemy's space unless that enemy is helpless or two size categories larger or smaller than it. A creature can end its move in an enemy's space only if the enemy is helpless.

once per round: Some effects can occur only once per round. When a creature uses such an effect, the creature can't use the effect again until the start of its next turn.

once per turn: Some effects can occur only once per turn. When a creature uses such an effect, the creature can use the effect on each turn, not only during its turn.

ongoing damage: Damage that occurs on consecutive turns. When a creature is subjected to ongoing damage, it does not take the damage right away. Instead, the creature takes the specified damage at the start of each of its turns until the ongoing damage ends. Unless noted otherwise, an instance of ongoing

damage lasts on a creature until the creature makes a successful saving throw against it. See “Saving Throws,” page 25.

origin square: The square where an effect originates. Every power has an origin square. A power’s attack or utility type determines the origin square’s location.

partial concealment: A target in a lightly obscured square or in a heavily obscured square but adjacent to an attacker has partial concealment against that attacker, causing the attacker to take a -2 penalty to melee and ranged attack rolls against the target.

partial cover: An attacker takes a -2 penalty to attack rolls against a target that has partial cover. When a creature makes a ranged attack against an enemy target and other enemies are in the way, the target has partial cover.

penalty: A number subtracted from a die roll. Unlike bonuses, penalties don’t have types. Penalties add together, unless they’re from the same named game element (such as a power or a trait).

petrified [condition]: While a creature is petrified, it is unconscious. In addition, it has resist 20 to all damage and doesn’t age.

phasing: While phasing, a creature ignores difficult terrain, and it can enter squares containing enemies, blocking terrain, or other obstacles. The creature follows the normal rules for where it must end its movement (normally an unoccupied space).

planes: Other planes of existence exist around or outside the world. They are home to creatures beyond the mortal realm.

position: The location of a creature, an object, or an effect on the battle grid.

prone [condition]: When a creature is prone, it is lying down. If the creature is climbing or flying when it is knocked prone, it falls instead. A prone creature takes a -2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren’t adjacent to it. A creature can end this condition on itself by standing up. A creature can drop prone as a minor action.

pull (forced movement): Pulling a target means that each square of the forced movement must bring the target closer to the creature or effect that is pulling it.

push (forced movement): Pushing a target means that each square of the forced movement must move the target farther away from the creature or effect that is pushing it.

range: The maximum distance that an effect can reach. Range is often expressed as a number of squares.

reach: A creature’s size affects its reach, which is measured in squares. A creature’s reach can influence several things in the game, such as how far away the

creature can touch or grab something as well as the range of some of its melee powers. A typical adventurer's reach is 1 square.

Reflex [defense]: Reflex measures a creature's ability to predict attacks or to deflect or dodge an attack. It's often useful against areas of effect such as dragon breath or a fireball spell.

regeneration: Regeneration is a special form of healing that restores a fixed number of hit points every round without drawing on healing surges. A creature regains the hit points at the start of its turn, but only if it has at least 1 hit point.

removed from play [condition]: Some effects can temporarily remove a creature from play. While a creature is removed from play, its turns start and end as normal, but it can't take actions. In addition, it has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

resistance: Resistance means a creature takes less damage from a specific damage type. "Resist 5 fire," for example, means that any time the creature takes fire damage, that damage is reduced by 5. (An attack can't do less than 0 damage.)

restrained [condition]: While a creature is restrained, it can't move, unless it teleports. It can't even be pulled, pushed, or slid. It also takes a -2 penalty to attack rolls, and it grants combat advantage.

round: A round represents about 6 seconds in the game world. In a round, every combatant takes a turn. See also **turn** and **once per round**.

run [action]: A creature uses a move action to move its speed plus up to 2 additional squares. As soon as a creature begins running, it grants combat advantage and takes a -5 penalty to attack rolls until the start of its next turn.

save: A successful saving throw. A save ends an effect that includes one of the following notations: "save ends," "save ends both," or "save ends all."

Shadowfell: A plane. The Shadowfell is a dark echo of the world. It is the first destination of souls after death and inhabited by undead.

shift [action]: A creature uses a move action to move 1 square (certain powers allow a creature to shift more than 1 square). Shifting doesn't trigger opportunity actions such as opportunity attacks.

size: One of six categories—Tiny, Small, Medium, Large, Huge, or Gargantuan—that determines the extent of a creature's space. Depending on his or her race, an adventurer's size is usually either Small or Medium.

slide (forced movement): Sliding a target can move it in any direction.

Sometimes a creature can swap places with a target. Doing so is a special kind of slide; the creature slides the target into its space and then shifts so that its space includes at least 1 square that the target just left.

slowed [condition]: When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes

(walking, flying, and so on), but it does not apply to forced movement against it, teleportation, or any other movement that doesn't use the creature's speed. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed.

solid obstacle: See **blocking terrain**.

space: A creature's space is the area—measured in squares—that the creature occupies on the battle grid. This area represents the cubic space that the creature needs to take part in an encounter, allowing it to turn around, attack, fall prone, and so on.

speed: Each creature has a speed that is measured in squares. This speed represents how far a creature can move using the walk action. The most common way that a creature moves is by taking a move action, such as the walk or the run action, that is based on its speed. See page 39 for how to determine your character's speed.

square: A 1-inch square on the battle grid, which is equivalent to a 5-foot square in the game world. The square is the main unit of measurement in the game.

stand up [action]: A prone creature uses a move action to stand up, which ends the prone condition on it.

stunned [condition]: While a creature is stunned, it can't take actions. It also grants combat advantage and can't flank. The creature falls if it is flying, unless it can hover.

superior cover: An attacker takes a -5 penalty to attack rolls against a target that has superior cover.

surprise round: Some combat encounters begin with a surprise round. All creatures that aren't surprised can take one action in initiative order during that round. A creature can also take free actions, but it cannot spend an action point. Surprised creatures can't act at all during the surprise round.

surprised [condition]: While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.

swim speed: A creature that has a swim speed moves through water at that speed without having to make Athletics checks to swim.

telepathy: A creature that has telepathy can communicate mentally with any creature that has a language, even if they don't share the language. The other creature must be within line of effect and within a specified range. Telepathy allows for two-way communication.

teleportation: A teleportation power transports creatures or objects instantly from one location to another.

threatening reach: A creature that has threatening reach can make an opportunity attack against any enemy within its reach that provokes an opportunity attack.

total concealment: A target that an attacker can't see at all—because the attacker is invisible or the target is in a totally obscured square or in a heavily obscured square and not adjacent to the attacker—has total concealment, causing the attacker to take a -5 penalty to melee and ranged attack rolls against the target.

total defense [action]: As a standard action, a creature can focus its attention on defense to gain a +2 bonus to all defenses until the start of its next turn.

totally obscured: A measure of visibility. A creature has total concealment when it is in a totally obscured square. *Example:* Total darkness. Contrast with **heavily obscured** and **lightly obscured**.

tremorsense: A creature that has tremorsense can clearly see creatures or objects within a specified radius, even if they are invisible, obscured, or outside line of effect, but both they and the creature must be in contact with the ground or the same substance, such as water or a web. The creature otherwise relies on its other senses.

turn: On a creature's turn, it takes actions: a standard action, a move action, a minor action, and any number of free actions, in any order it wishes. See also **once per turn**.

unconscious [condition]: While a creature is unconscious, it is helpless, it can't take actions, and it takes a -5 penalty to all defenses. It also can't flank and is unaware of its surroundings. When a creature is subjected to this condition, it falls prone, if possible. See also **helpless** and **prone**.

unoccupied square: A square that is neither occupied by a creature nor filled by an object.

vulnerability: Vulnerability to a damage type means the creature takes extra damage from that damage type. "Vulnerable 5 fire" means that any time the creature takes fire damage, it takes 5 extra fire damage.

walk [action]: A creature uses a move action to move up to its speed.

weakened [condition]: While a creature is weakened, its attacks deal half damage. However, two kinds of damage that it deals are not affected: ongoing damage and damage that isn't generated by an attack roll. See also **half damage**.

Will [defense]: Will is a creature's defense against effects that disorient, confuse, or overpower the mind. It measures self-discipline, strength of will, and devotion.

willing movement: Movement of any sort that a creature does of its own free will. Any other sort of movement, such as forced movement, is unwilling.

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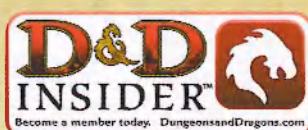
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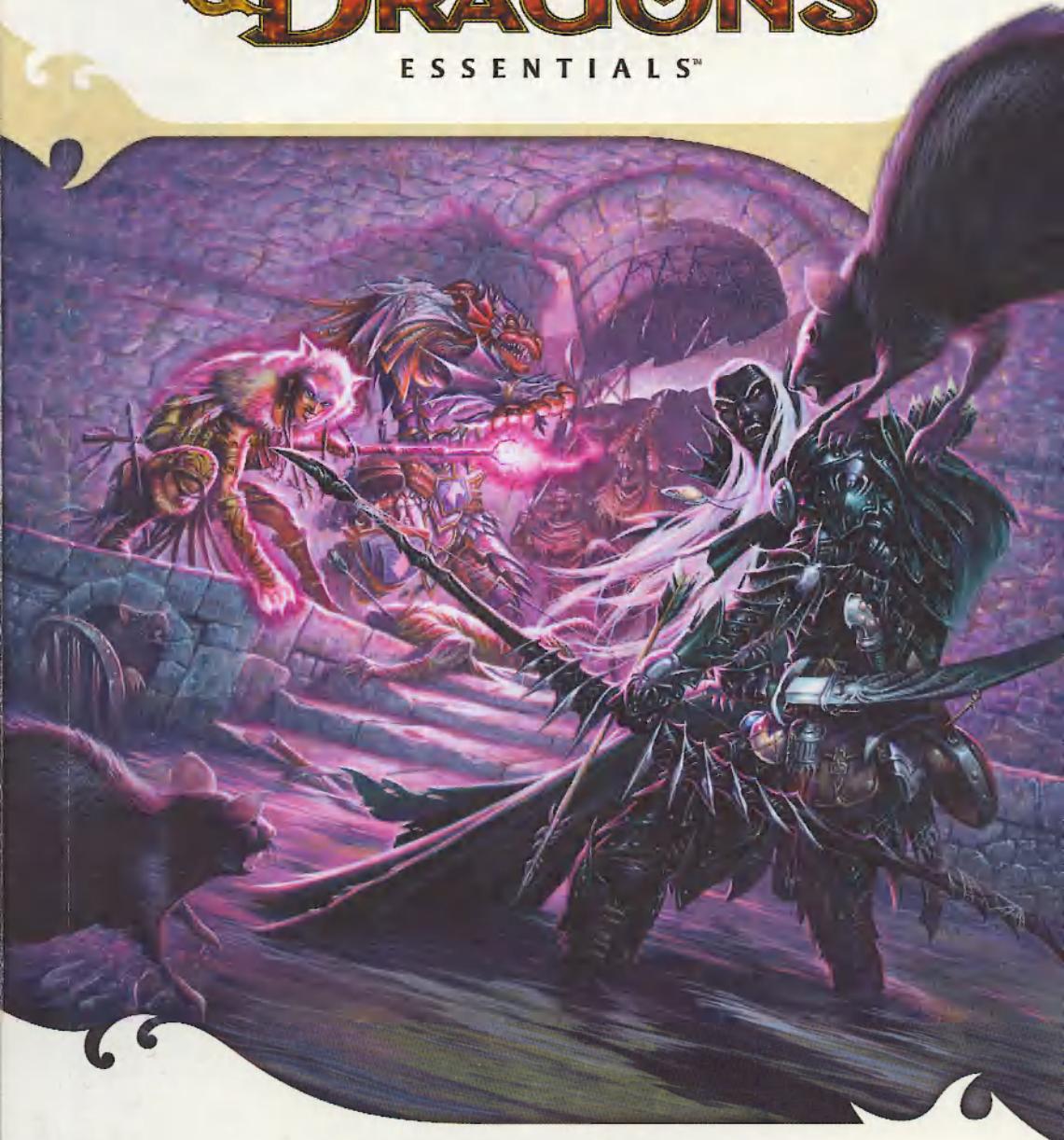


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