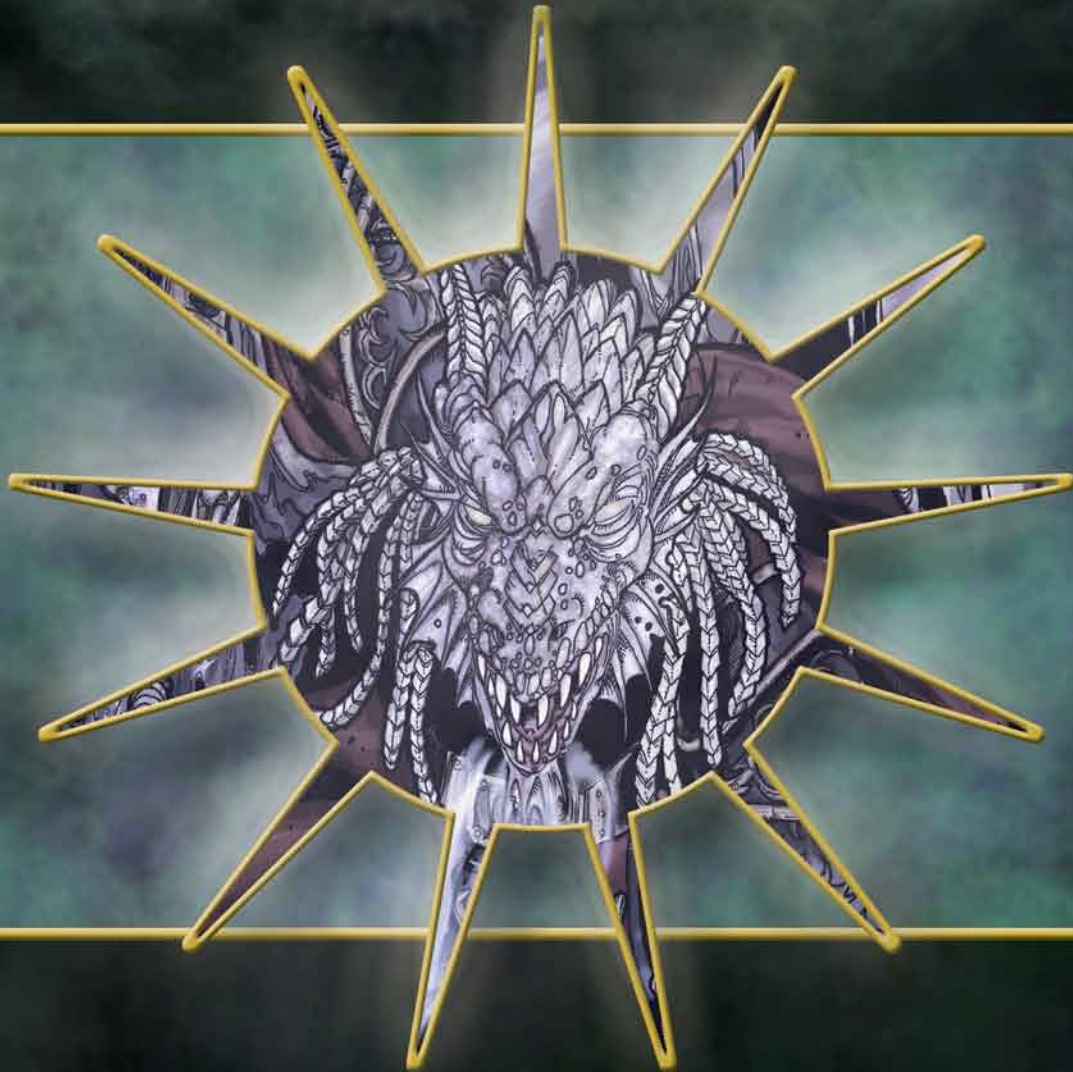


# THE SHROUD BORN



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THE  
SHROUD

WORLD  
SEED





THE  
**SHROUDBORN**  
MULTICLASS

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THE SHROUDBORN

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# THE SHROUDBORN

*“These eyes have seen beyond our world. The land of the dead waits for you!”*

The coming of the Shroud changed the landscape of the once-frozen North utterly—and called the dead forth from their graves. But its most subtle of changes was perhaps its most profound. Babies born after the Shroud came developed odd appearances, evincing milky skin, pale eyes, and strange auras in even the mildest of transformations. That would have been strange enough, but it soon became clear that more than just appearances had changed for these so-called *shroudborn*. They became creatures half a step outside of our own world, attuned to the call of the spirit-world, and at times living lives more in tune with that realm than our own.

## BECOMING SHROUDBORN

Any creature born within the Shroud can be considered shroudborn. This decision must be made at the time the character is created.

Alternatively, a character might become shroudborn by dying and coming back as a half-dead (see **RACES OF THE SHROUD: THE HALF-DEAD** for details).

Some Dungeon Masters may allow characters to become shroudborn after some significant, strange, arcane or spiritual event in play.





**The Subtle Change:** A character of *any* race may make a few changes to the racial benefits available when changing that race into a shroudborn version. These changes are even available to races that are already “natively” shroudborn, such as apelords and half-dead.

- ◆ First, if the race does not already have an ability bonus to Intelligence, any one of its +2 ability score bonuses may be swapped out for a +2 to Intelligence. This is optional.
- ◆ Second, if the base race offers racial bonuses to other skills, one of those bonuses may be swapped out with a +2 racial bonus to either Arcana or Stealth. This, too, is optional.

**Eladrin Transformation:** Left unaltered, eladrin already live half a step outside the mortal realm, one foot always in faerie ready to provide a *fey step* when it’s needed. But those eladrin born within the Shroud are deeply changed. Shroudborn eladrin lose their tie to the faerie realms, and so lose use of their *fey step* racial ability, instead gaining the *shrouded form* racial power. Where once they were creatures of faerie, shroudborn eladrin are now most fully of the Shroud itself (a fact that sadly drives many of their number mad). While there are a few shroudborn eladrin who manage to escape this alteration to their abilities, they often simply wink out of existence and never return during an early use of *fey step*. Their woodland cousins, the elves, do not seem to suffer quite as profound a transformation—perhaps because they have become more “naturalized” to the mortal realm.

### Shrouded Form Shroudborn Eladrin Racial Power

*You take a half-step out of our reality and into the spirit realm.*

Encounter ◆ Spirit

Move Action Personal

**Effect:** You may move up to your speed. While moving, you gain the phasing quality.

### THE SPIRIT KEYWORD

The powers of this multiclass all feature the **spirit** keyword—this multiclass’s power-source is derived from the spirit world, much like the Witch Doctor. If you’re not hip to the addition of a new power source in your game, we would recommend you replace the spirit keyword with either arcane or shadow (or even psionic), as suits your campaign world of choice.

## CREATING A SHROUDBORN

Many shroudborn people merely undergo the subtle change (see above) and leave it at that. But the call of the Shroud is a potent one, and it often drives those born within its mists to delve within themselves to uncover strange, potent abilities.

Those with the will (and some might say the madness) to develop their Shroud-given powers stand apart from the rest of society, even more than might be the case simply for their strange appearance. An aura of disquieting, unseen energy pulses around them at times, particularly when their emotions run high. Many people have learned to react to this telltale sign of dire power with fear and hostility.

## SHROUDBORN MULTICLASSING

The Shroudborn multiclass behaves like any other class for purposes of the multiclassing feats, as well as the usual method for paragon multiclassing. To begin on this road, however, one must first take the *Shroud Attunement* feat.

## SHROUD ATTUNEMENT [MULTICLASS SHROUDBORN]

**Prerequisite:** You must be shroudborn.

**Benefit:** You gain the ability to focus your exposure to the Shroud toward developing unique abilities. You qualify for the *novice power*, *acolyte power*, and *adept power* feats (see the **DUNGEONS & DRAGONS 4E PLAYER’S HANDBOOK**), treating shroudborn as the class into which you have multiclassed. You also gain one shroudborn benefit for which you are eligible. Availability of the benefit depends on what your race is.

### THE ARENA KEYWORD

A small number of shroudborn powers—*howling abyss strike*, *howling abyss dive*, and *howling abyss onslaught*—have the new **arena** keyword. The arena keyword indicates a power that, in essence, comes with its own map, by introducing a second battlefield into the fight, often with limited access for a few combatants. In the case of the shroudborn abilities mentioned above, this arena map is the *howling abyss*, which you can learn more about on page XX.



## SHROUDBORN BENEFITS

**Eyes of Night:** You gain low-light vision. Any race that has normal vision may choose this benefit.

**Improved Shrouded Form:** You may only choose this benefit if you are an eladrin. You gain a +2 bonus to your speed whenever you use your *shrouded form* ability.

**Shroud Boon:** You must be a human to choose this benefit. You may choose your bonus at-will power from the 1st level at-will abilities of the Shroudborn multiclass instead of your base class if you so desire. If *shroudborn attunement* is taken after the time you create your character, this benefit is still available, and allows you to replace your previous bonus at-will ability.

**Shroud Dabbler:** You must be a half-elf to choose this benefit. When choosing your *dilettante* power you may select from the 1st level at-will abilities of the Shroudborn multiclass. As with *dilettante*, that at-will power is then used as an encounter power. If *shroudborn attunement* is taken after the time your character is created, this benefit is still available, and allows you to replace your previous *dilettante* ability.

**Spirit Breath:** You must be a dragonborn to choose this benefit. You may choose to use Intelligence instead of Strength, Constitution, or Dexterity as your ability score when making attack rolls with your *dragon breath* power. In addition, you may choose necrotic, psychic, or radiant as your power's damage type.

**The Spirit Burns:** You may choose this benefit if you are a tiefling, using the fire within to burn out external influences. Once per encounter as a free action, you may wreath yourself in a faint, colorless flame, allowing you to make an immediate saving throw against any one effect you currently suffer from.

**Spirit Proof:** If you are a shroudborn dwarf, you may extend your obdurate, stone-carved self into the spirit realm. You gain a +1 racial bonus to all defenses against insubstantial enemies.

**Spirit Tracker:** You may track insubstantial creatures and those of the spirit realm just as you would a corporeal creature. The base Perception DC to track such creatures is the same as with hard ground (DC 25). Any shroudborn race may choose this benefit, though it is most often seen in apelords, elves, half-dead, and halflings.

## IMPLEMENTS

An attuned shroudborn has access to rod, staff, and orb implements to help channel their spirit-touched powers. A shroudborn wielding a magic rod, staff, or orb can add its enhancement bonus to the attack rolls and damage rolls of shroudborn powers that have the implement keyword. In addition, a special weapon called a *shrouded weapon* may be used as an implement.

### Shrouded Weapon

Level 3+

*Shroudborn creatures use these weapons to better focus their strange abilities.*

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:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus, or +1d8 damage per plus against shroudborn creatures

**Property:** This weapon functions as a shroudborn implement, adding its enhancement bonus to attack rolls and damage rolls for shroudborn powers that use implements.

**Special:** You do not gain your weapon proficiency bonus to the attack roll when using the *shrouded weapon* as an implement.

**Power (Daily): Free Action.** Add the weapon's proficiency bonus to the attack roll when using the *shrouded weapon* as an implement.

## SHROUDBORN POWERS

Attuned shroudborn draw upon their strange and sometimes tenuous connection with the spirit world to fuel their powers. Often these abilities manifest as psychic outbursts or as ethereal, necrotic, or radiant effects. Many abilities rely on the character's best mental faculty—Intelligence, Wisdom, or Charisma. Those involving use of a weapon rely on the character's Strength or Dexterity. When indicated, the character should choose which ability grants the modifier. Once chosen, that ability is “locked in” for the life of the character, and applies to all shroudborn abilities that grant such a choice.

## LEVEL 1 AT-WILL INVOCATIONS

### Banshee Cry Shroudborn Attack 1

*You scream at your opponent with both body and spirit, sundering his flesh and psyche.*

**At-Will** ♦ **Implement, Psychic, Spirit, Thunder**

**Standard Action** **Ranged 10**

**Target:** One creature

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 1d8 + Intelligence, Wisdom, or Charisma modifier psychic and thunder damage.

Increase damage to 2d8 + Intelligence, Wisdom, or Charisma modifier psychic and thunder damage at 21st level.

**Special:** Deafened creatures take half damage.

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

### Soulbending Grasp Shroudborn Attack 1

*You reach out with a glowing hand of light to twist an enemy's spirit-self painfully.*

**At-Will** ♦ **Implement, Radiant, Spirit**

**Standard Action** **Melee touch**

**Target:** One creature

**Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Hit:** 1d6 + Intelligence, Wisdom, or Charisma modifier radiant damage, and you slide the target 1 square into an unoccupied square adjacent to you.

Increase damage to 2d6 + Intelligence, Wisdom, or Charisma modifier radiant damage at 21st level.

### Spirit Strike Gambit Shroudborn Attack 1

*Half-blind, you allow a warrior spirit of old to guide your attack, tricking your foe into leaving an opening.*

**At-Will** ♦ **Spirit, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Hit:** 1[W] damage. Until the end of your next turn, you gain a power bonus to damage equal to your Intelligence, Wisdom, or Charisma modifier against the target.

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

### Veil of Fear Shroudborn Attack 1

*Drawing an unreal fabric of shadow and nothingness forth from the spirit realm, you blanket your enemies within.*

**At-Will** ♦ **Fear, Implement, Necrotic, Spirit**

**Standard Action** **Area wall 5 within 2 squares.**

**Target:** Each creature in wall

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 1d6 + Intelligence, Wisdom, or Charisma modifier necrotic damage, and you push the target 1 square.

Increase damage to 2d6 + Intelligence, Wisdom, or Charisma modifier psychic damage at 21st level.

## LEVEL 1 ENCOUNTER INVOCATIONS

### Soulbreaking Whisper Shroudborn Attack 1

*Whispering terrible half-remembered truths, you give those words a glowing form, crushing your enemy under their radiant weight.*

**Encounter** ♦ **Implement, Radiant, Spirit, Thunder**

**Standard Action** **Close burst 5**

**Target:** One creature in burst

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 2d6 + Intelligence, Wisdom, or Charisma modifier thunder and radiant damage, and the target is knocked prone.

**Special:** Deafened creatures take half damage and are not knocked prone.

### Spirit-Infected Wound Shroudborn Attack 1

*As your weapon bites into your enemy, you drive angry spirits into the wound which fight his every movement.*

**Encounter** ♦ **Necrotic, Spirit, Weapon**

**Standard Action** **Melee weapon or Ranged weapon**

**Target:** One creature

**Attack:** Strength vs. AC or Dexterity vs. AC

**Hit:** 2[W] + Strength or Dexterity modifier necrotic damage. Until the end of your next turn, the target takes necrotic damage equal to your Strength or Dexterity modifier if it moves more than 2 squares, or if it shifts at all.





## LEVEL 1 DAILY INVOCATIONS

### Soul-Cleaving Strike Shroudborn Attack 1

*You cut your enemy's spirit part-way loose from his body, leaving it to flap around on a loose tether. The spirit offers an easier target for you and your allies.*

**Daily** ♦ **Spirit, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC or Dexterity vs. AC

**Hit:** 2[W] + Strength or Dexterity modifier damage.

**Effect:** Until the end of the encounter, you and your allies gain reach 2 on melee attacks made against the target.

### Soul-Staining Shadow Shroudborn Attack 1

*You lay a writhing black shadow upon your enemy's soul.*

**Encounter** ♦ **Implement, Necrotic, Spirit**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier necrotic damage, and the target is marked (save ends).

**Effect:** Until the end of the encounter, you are always aware of the target's position if it is within 5 squares of you, ignoring any concealment or invisibility penalties.

## LEVEL 2 UTILITY INVOCATIONS

### Death Teaches a Lesson Shroudborn Utility 2

*With your body struck down by a mortal blow, your spirit passes a blessing on to your allies.*

**Daily** ♦ **Spirit**

**Immediate Reaction** Close burst 5

**Trigger:** You are reduced to 0 hit points or below by an attack

**Target:** Each ally in burst

**Effect:** Choose one damage keyword from the attack that damaged you. Each ally in the burst gains resist 5 to damage of that type for the rest of the encounter. If the attack was untyped, your allies gain 5 temporary hit points.

### Psychic Fog Shroudborn Utility 2

*You make the Shroud's presence felt upon the psychic plane.*

**Encounter** ♦ **Illusion, Psychic, Spirit, Zone**

**Standard Action** Close blast 3

**Effect:** You create a zone of illusory fog within the squares of the blast that affects the minds of those inside it. The fog is invisible to anyone who is outside the zone. Any creature that starts its turn within the zone treats all other creatures inside or outside the zone as having concealment.

**Sustain Minor:** The zone is sustained.

## LEVEL 3 ENCOUNTER INVOCATIONS

### Agonizing Touch Shroudborn Attack 3

*Brushing your fingertips over your foe's skin, you deliver the most exquisite pain.*

**Encounter** ♦ **Implement, Psychic, Spirit**

**Standard Action** Melee touch

**Target:** One creature

**Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Hit:** 1d10 + Intelligence, Wisdom, or Charisma modifier psychic damage, and the target is knocked prone. If the target is standing at the beginning of its turn, it takes 5 necrotic damage. Save ends.

### Blood Seeks Blood Shroudborn Attack 3

*With a wave of your hand, one enemy's blood is ripped from his wounds to attack his friends.*

**Encounter** ♦ **Force, Implement, Spirit**

**Standard Action** Ranged 10

**Target:** One bloodied creature

**Attack:** Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude

**Hit:** 2d6 + Intelligence, Wisdom, or Charisma force damage. Make a secondary attack against all creatures adjacent to the target.

**Secondary Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Secondary Target:** Each creature adjacent to the primary target

**Hit:** 1d6 force damage.

### Spirit-Snaring Strike Shroudborn Attack 3

*Binding enemy spirits to your weapon, you pull them towards you, so that you might better kiss them with your blade.*

**Encounter** ♦ **Spirit, Weapon**

**Standard Action** Close burst 5

**Primary Target:** One or two creatures in burst

**Primary Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** You pull the target a number of squares equal to your Intelligence, Wisdom, or Charisma modifier (minimum 1).

**Effect:** Make a secondary attack.

**Secondary Target:** One or two creatures adjacent to you

**Secondary Attack:** Strength vs. AC or Dexterity vs. AC

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





## LEVEL 5 DAILY INVOCATIONS

### Howling Abyss Strike Shroudborn Attack 5

Your weapon rips open a hole between this world and the next, taking you and your enemy into a nightmare realm for a few moments.

**Daily** ♦ **Arena, Fear, Reliable, Spirit, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. Reflex or Dexterity vs. Reflex

**Hit:** 2[W] + Strength or Dexterity modifier damage. Both you and your target disappear from the current battlefield, manifesting in the howling abyss. You may attack each other normally while there. At the end of your next turn, both of you exit this realm and return to the battlefield in an unoccupied square nearest to your original location. Upon returning, as a free action, you may push the target 1 square.

### Shadow-Trade Gambit Shroudborn Attack 5

You trade shadows with your foe. A short time later, reality corrects the error.

**Daily** ♦ **Implement, Necrotic, Spirit, Teleportation**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier necrotic damage and the target is immobilized until the end of its next turn. You exchange your shadow with that of your target. At the start of the target's next turn, you and the target teleport, switching places.

**Miss:** The target is immobilized and your shadows are swapped until the end of the target's next turn, at which point the shadows reappear in their proper places.

## LEVEL 6 UTILITY INVOCATIONS

### Eyes of Future Regret Shroudborn Utility 6

Your eyes look beyond the now, to future failures, allowing you to chart a path to avoid them.

**Daily** ♦ **Spirit**

**Free Action** Personal

**Trigger:** You miss with an encounter attack power.

**Effect:** Rewind your turn to the moment before you made the triggering attack, and you don't use the attack power. Choose a different action this turn. As far as anyone else knows, you never used the power, but instead received a vision of the future in a flash.

### Windows of the Soul Shroudborn Utility 6

Extracting a glowing mote of power from your eyes, you place it within the eyes of an ally, sharing each other's vision—and, to an extent, each other's space.

**Daily** ♦ **Stance, Spirit**

**Minor Action** Melee 1

**Effect:** Choose any one adjacent ally when you use this ability. You and that ally may now establish line of sight and line of effect from one another no matter the distance. The stance ends immediately if either of you are blinded or reduced to 0 hit points or fewer.

## LEVEL 7 ENCOUNTER INVOCATIONS

### Flare of the Frozen Soul Shroudborn Attack 7

You dig your fingers into your chest, pulling it apart to reveal the haunted soul within, freezing your enemies in its terrible light.

**Encounter** ♦ **Cold, Implement, Radiant, Spirit**

**Standard Action** Close blast 5

**Target:** Each creature in blast

**Attack:** Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude

**Hit:** 2d8 radiant damage. The target takes ongoing cold damage equal to 1 + your Intelligence, Wisdom, or Charisma modifier and is immobilized (save ends both).

**Special:** As a minor action, you may spend a healing surge after using this power. You do not regain any hit points, but you recharge this power.

### Pain Lure Shroudborn Attack 7

You pierce your target's mind with daggers of pain, laced with a compulsion to seek more.

**Encounter** ♦ **Charm, Implement, Psychic, Spirit**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 2d10 + Intelligence, Wisdom, or Charisma modifier psychic damage. You pull the target 1 square. Thereafter, every time the target takes damage, you may slide the target 1 square towards the source of that damage (save ends).

### Reality-Altering Blow Shroudborn Attack 7

Swinging your weapon, you cut the target's ties to this reality for just a moment, returning them some distance away.

**Encounter** ♦ **Spirit, Teleport, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. Will or Dexterity vs. Will

**Hit:** 1[W] + Strength or Dexterity damage. You teleport the target a number of squares equal to your Intelligence, Wisdom, or Charisma modifier (minimum 1).



## LEVEL 9 DAILY INVOCATIONS

### Mote of the Rotting Mind Shroudborn Attack 9

*Spattering your foe with psychic filth, you infect his mind with the vivid memory of a long-forgotten plague.*

**Daily** ♦ Disease, Implement, Necrotic, Psychic, Spirit

**Standard Action**      Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 3d8 + Intelligence, Wisdom, or Charisma modifier psychic and necrotic damage. The target takes a -2 penalty to its Will defense (save ends). If the target fails the saving throw against this power, the penalty increases by one, cumulatively.

**Miss:** Half damage, and the target is at -2 to its Will defense until the end of your next turn.

### Untethering Strike Shroudborn Attack 9

*You cut the target's spirit free of his body. He must either run to catch it, or suffer the pain of separation.*

**Daily** ♦ Psychic, Spirit, Weapon

**Standard Action**      Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC or Dexterity vs. AC

**Hit:** 3[W] + Strength or Dexterity modifier damage.

**Effect:** Place a spirit token on the map in an unoccupied square adjacent to the target; it remains there until the end of your next turn. No creature other than the target may occupy the same square as the token. Any ally adjacent to the spirit token may make attacks on its turn as if it were adjacent to the target and as if the target was insubstantial. If the target does not end its turn in the same square as the token, it takes 1d4 psychic damage (save ends).

**Sustain Minor:** You keep the spirit token on the map until the end of your next turn. Slide the token a number of squares equal to your Intelligence, Wisdom, or Charisma modifier. The token must end its movement in an unoccupied square.

### The Worm of Doubt Shroudborn Attack 9

*You hurl a psychic creature of gnawing doubt into the maw of your foe, planting seeds of hesitation within.*

**Daily** ♦ Fear, Implement, Psychic, Spirit

**Standard Action**      Melee touch

**Target:** One creature

**Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier psychic damage.

**Effect:** The target is slowed or weakened, your choice (save ends). If the target saves, you cannot sustain this effect.

**Sustain Minor:** 1d8 psychic damage, and you may switch your choice as to whether the target is slowed or weakened.

## LEVEL 10 UTILITY INVOCATIONS

### Loosely Anchored Spirit Shroudborn Utility 10

*When an enemy pushes your body around the battlefield, your spirit lags behind to exact retribution.*

**Encounter** ♦ Spirit

**Immediate Reaction**      Personal

**Trigger:** You are pushed, pulled, slid, or teleported by an enemy.

**Effect:** You may make a melee or ranged basic attack on the triggering enemy as a free action, using your former position as the origin square for line of sight and effect.

### Eyes From Beyond Shroudborn Utility 10

*Banishing your mortal eyes to the spiritual plane, you gain insights from their time there.*

**Daily** ♦ Spirit

**Minor Action**      Personal

**Effect:** You become blind. At the start of your next turn, you gain blindsight 5. You may regain normal sight at any time as a minor action, ending the effect. Otherwise, the effect ends at the end of the encounter.

## LEVEL 13 ENCOUNTER INVOCATIONS

### Spirit Buoyed Strike Shroudborn Attack 13

*Your flesh becomes as light as air as you fly to deliver a mighty blow to both body and spirit.*

**Encounter** ♦ Psychic, Spirit, Weapon

**Standard Action**      Melee weapon

**Target:** One creature

**Effect:** You gain a speed of fly 6 (hover) until the end of your next turn. You may charge, moving up to your full speed before making this attack.

**Attack:** Strength vs. AC or Dexterity vs. AC

**Hit:** 2[W] + Intelligence, Wisdom, or Charisma modifier psychic damage.

**Special:** An insubstantial target does not halve the damage from this attack.

### Thundering Mind Shroudborn Attack 13

*You open your mouth and scream, shaking both spirit and flesh.*

**Encounter** ♦ Psychic, Implement, Spirit, Thunder

**Standard Action**      Close blast 2

**Target:** Each creature in blast

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 1d10 + Intelligence, Wisdom, or Charisma modifier psychic and thunder damage, and the target is dazed until the end of its next turn.

**Special:** You may spend a healing surge when you use this power in order to increase the blast area to 4. You do not regain hit points if you spend the healing surge in this way.



## LEVEL 15 DAILY INVOCATIONS

### Howling Abyss Dive Shroudborn Attack 15

*Grabbing hold of your enemy, you leave the mortal realm to continue the fight in a terrifying place of screaming shadow.*

**Daily** ♦ **Arena, Fear, Necrotic, Spirit**

**Standard Action** Melee touch

**Target:** One creature

**Attack:** Intelligence + 2 vs. Reflex, Wisdom + 2 vs. Reflex, or Charisma + 2 vs. Reflex

Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.

**Hit:** 2d10 + Intelligence, Wisdom, or Charisma modifier necrotic damage, and both you and your target disappear from your current location, manifesting in the howling abyss. You both exit this realm when the target makes a save or when either of you are reduced to 0 hit points. Upon returning, you appear in an unoccupied square nearest to your original location, and if you are both still conscious you may push the target 10 squares.

**Miss:** Push the target 10 squares.

### Incandescent Soul Shroudborn Attack 15

*You strip away your flesh to reveal the radiant spirit within.*

**Daily** ♦ **Radiant, Spirit, Stance**

**Minor Action** Personal

**Effect:** Any enemy that starts its turn adjacent to you takes radiant damage equal to your Intelligence, Wisdom, or Charisma modifier. Your attacks acquire the radiant damage type in addition to any other damage type while this stance is active.

## LEVEL 16 UTILITY INVOCATIONS

### Fighting Spirit Shroudborn Utility 16

*With your body lying on the ground, your spirit rises from the flesh and continues the fight.*

**Daily** ♦ **Healing, Spirit**

**Immediate Reaction** Personal

**Trigger:** You are reduced to 0 hit points or below

**Effect:** You spend a healing surge as a free action but regain no hit points from it. Instead, a spirit-form version of you manifests, standing, with hit points equal to half your surge value, and may continue the fight in your stead. The spirit-form is insubstantial and has phasing, but is weakened. If the spirit is reduced to 0 hit points, moves more than 20 squares away from your body, or is still present when you regain consciousness, it is immediately destroyed. Otherwise it disappears at the end of the encounter.

### Warrior Spirit Infusion Shroudborn Utility 16

*Calling out to nearby warrior spirits, you guide each you find to an ally, giving them strength and vigor in an hour of need.*

**Daily** ♦ **Healing, Spirit**

**Standard Action** Close burst 3

**Target:** Each ally in burst

**Effect:** Each target gains temporary hit points equal to 5 + your Intelligence, Wisdom, or Charisma modifier. In addition, as a free action, each target may either make a melee basic attack or shift 1 square.

## LEVEL 17 ENCOUNTER INVOCATIONS

### Spectral Plaything Shroudborn Attack 17

*Heeding your summons, cackling spirits swarm your enemy, buffeting him about the battlefield as a cat does a mouse.*

**Encounter** ♦ **Force, Implement, Spirit**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Hit:** 2d8 + Intelligence, Wisdom, or Charisma modifier force damage and you slide the target 1 square. At the end of each of its turns before it rolls to save, you may slide the target a number of squares equal to the number of squares it moved that turn, minimum 1 (save ends).

### Unreal Vortex Strike Shroudborn Attack 17

*Spinning your weapon, you create a vortex of unreality where you are everywhere and nowhere at once. The single blow that falls thereafter falls upon all those trapped within.*

**Encounter** ♦ **Spirit, Teleportation, Weapon**

**Standard Action** Close blast 4

**Target:** Each creature in blast

**Attack:** Strength vs. AC or Dexterity vs. AC

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

**Effect:** After you have made all of your attacks, you may teleport into an unoccupied square adjacent to a target in the blast area.



## LEVEL 19 DAILY INVOCATIONS

### Body of Voidflesh

Shroudborn Attack 19

*Blocking your enemy's blow, your body transforms into the blackest stone, drawing those around toward its deadly touch.*

**Daily** ♦ Necrotic, Spirit, Stance

**Immediate Interrupt**    Personal

**Trigger:** You are damaged by an attack

**Effect:** You become petrified. Creatures that begin their turn adjacent to you take 2d6 necrotic damage. While petrified, you automatically make a secondary attack at the beginning of your turn. While you are petrified, this is the only action you can take. If you choose not to make this secondary attack, the stance ends.

**Secondary Target:** Each creature within 5 squares of you.

**Secondary Attack:** Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude

**Hit:** You pull the target 5 squares.

**Special:** You may voluntarily trigger this power as a minor action.

### Spirit Pinning Strike

Shroudborn Attack 19

*You drive your weapon through your enemy's spirit, pinning it to the ground, limiting the body's mobility.*

**Daily** ♦ Spirit, Weapon

**Standard Action**    Melee weapon

**Target:** One creature

**Attack:** Strength vs. Will or Dexterity vs. Will

**Hit:** 2[W] + Strength or Dexterity modifier damage.

**Effect:** Place a spirit token on the board in an unoccupied square adjacent to you. No creature other than the target may occupy the same square as the token. Any ally adjacent to the spirit token may make attacks on its turn as if the target were both adjacent to the ally and insubstantial. Until the end of the encounter, if the target begins its turn more than 5 squares away from the token, the target is slowed (save ends). If the target begins its turn more than 10 squares away from the token, it is immobilized (save ends).

## LEVEL 22 UTILITY INVOCATIONS

### Ethereal Evasion

Shroudborn Utility 22

*Your enemy lands a blow, only to find it sliding through more air than flesh.*

**Encounter** ♦ Spirit

**Immediate Interrupt**    Personal

**Trigger:** You are hit by an attack

**Effect:** You become insubstantial until the beginning of your next turn.

**Special:** If you spend a healing surge (gaining no hit points), you gain insubstantial and phasing until the end of your next turn.

### Spirit Schism Stance

Shroudborn Utility 22

*You sunder your spirit from your flesh, allowing you to occupy two spaces at once.*

**Daily** ♦ Spirit, Stance

**Minor Action**    Personal

**Effect:** Gain 10 temporary hit points. A second spectral manifestation of you appears in an adjacent unoccupied square. You may use your move action to move this manifestation instead of yourself. The manifestation is treated as an insubstantial creature with phasing. Attacks on the manifestation damage you, but deal half damage (due to the manifestation being insubstantial). Whenever you make any attack, you may use either your current square or the manifestation's square as the origin square, including for line of sight and line of effect.

### Forbidden Boon

Shroudborn Utility 22

*You open your ears to whispers from the world beyond, gaining a momentary technique of power.*

**Daily** ♦ Spirit

**Standard Action**    Personal

**Special:** During a period of short rest, you may prepare a number of shroudborn powers equal to your Intelligence, Wisdom, or Charisma modifier. Each power must be an at-will or encounter shroudborn power of a level lower than your level that you do not already possess.

**Effect:** You temporarily exchange this power for any one power from your prepared list. You retain the new power until you use it. If you have not used the new power by the end of the encounter, you regain and recharge *forbidden boon*.



## LEVEL 23 ENCOUNTER

### INVOCATIONS

#### Grasp of the Blackest Mind Shroudborn Attack 23

*Your arms grow and distend, covered in shadow, ending in clawed hands that catch and hold your foe.*

**Encounter** ♦ **Implement, Psychic, Spirit**

**Standard Action**      **Melee touch** (reach 3)

**Target:** One creature

**Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Hit:** The target is grabbed and takes psychic damage equal to your Intelligence, Wisdom, or Charisma modifier. Escape ends the grab and prevents you from sustaining the effects.

**Sustain Minor:** You sustain the grab. The target takes psychic damage equal to your Intelligence, Wisdom, or Charisma modifier, and you may slide the target 1 square to a square within your extended reach.

**Special:** You may use your Will defense instead of Reflex or Fortitude to resist the target's attempts to escape the grab. You may use your Intelligence, Wisdom, or Charisma when attempting to force the target to move instead of your Strength (see the *Dungeons & Dragons 4E Player's Handbook* for the usual particulars).

#### Spirit-Plagued Wound Shroudborn Attack 23

*Summoning the foulest spirits to coat your weapon, you infest your enemy's soul with their chattering madness.*

**Encounter** ♦ **Necrotic, Spirit, Weapon**

**Standard Action**      **Melee weapon or Ranged weapon**

**Target:** One creature

**Attack:** Strength vs. AC or Dexterity vs. AC

**Hit:** 4[W] + Strength or Dexterity modifier necrotic damage, and the target is slowed and dazed until the end of your next turn.

## LEVEL 25 DAILY INVOCATIONS

#### Creature of Terror Shroudborn Attack 25

*Dark shadows swirling around you, you attack with such ferocity that your foes cannot help but flee.*

**Daily** ♦ **Fear, Spirit, Stance, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Strength vs. AC or Dexterity vs. AC

**Hit:** 4[W] + Strength or Dexterity modifier damage.

**Effect:** Once per turn when you hit an enemy with an attack, you may make a secondary attack.

**Secondary Target:** Each enemy adjacent to the creature you hit.

**Secondary Attack:** Charisma vs. Will

**Hit:** Push the target 2 squares.

#### The Truth, or The Knife Shroudborn Attack 25

*Knives of light and shadow surround your enemy and punish defiance with the cutting blade.*

**Daily** ♦ **Force, Implement, Spirit**

**Standard Action**      **Ranged 5**

**Target:** One creature that can speak and understand you.

**Attack:** Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

**Hit:** 3d10 + Intelligence, Wisdom, or Charisma modifier force damage.

**Effect:** You may ask the target one simple question. The target must either answer truthfully or "choose the knife." If it chooses the knife, you deal 1d10 force damage to the target.

**Sustain Minor:** You may ask the target another simple question, dealing 1d10 force damage if it chooses the knife. You may only sustain this power twice (for a total of three questions), and may not sustain the power if the target is no longer in your line of sight.

**Special:** When answering, the target may attempt to lie, making a Bluff check against your passive Insight score. If successful, the answer stands and you deal no damage. If it fails, you can tell something's not right, and the target takes 2d10 force damage. An honest answer of "I don't know!" will avoid damage.

**Consideration:** DMs should take a long, hard look at this power and decide if it's something they're comfortable having in their game. Without DM sign-off, this power is not available for selection.



## LEVEL 27 ENCOUNTER

### INVOCATIONS

#### No Second Chances Shroudborn Attack 27

*Spirits give you a vision of your enemy falling beneath your blow. You are quick to see it come true.*

**Encounter** ♦ **Spirit, Weapon**

**Standard Action** Melee weapon

**Attack:** Strength vs. AC or Dexterity vs. AC

**Target:** One creature

**Hit:** 2[W] + Strength or Dexterity damage and the target is knocked prone.

**Miss:** Make a secondary attack against the target.

**Secondary Attack:** Strength + 2 vs. AC or Dexterity + 2 vs. AC

**Hit:** 1[W] + Strength or Dexterity damage and the target is knocked prone.

**Miss:** The target is knocked prone.

#### Revelation of Terrible Perfection Shroudborn Attack 27

*Your skin falls away, revealing a perfect radiant being within that burns to ash those who gaze upon it.*

**Encounter** ♦ **Fire, Implement, Radiant, Spirit**

**Standard Action** Close burst 3

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

**Hit:** 3d8 + Intelligence, Wisdom, or Charisma modifier radiant damage, and the target takes ongoing 5 fire damage (save ends).

**Special:** Blind creatures take no damage from this attack.

Before damage is rolled, a target may choose to be blinded until the end of your next turn, rendering them immune to this attack's damage.



## LEVEL 29 DAILY INVOCATIONS

#### Howling Abyss Onslaught Shroudborn Attack 29

*You rip open the doorway between this realm and a terrifying shadow-realm of screaming chaos that sucks your enemies in.*

**Daily** ♦ **Arena, Fear, Necrotic, Spirit, Teleportation, Zone**

**Standard Action** Close burst 5

**Target:** Each creature in burst.

**Effect:** Squares within the burst become a zone of swirling, screaming spirits. You exist simultaneously in two locations: the current battlefield, and another in the howling abyss. You may be targeted by and may target creatures in either location. When you take a move action, you may only move in one of the two locations.

**Attack:** Charisma + 2 vs. Reflex, Intelligence + 2 vs. Reflex, or Wisdom + 2 vs. Reflex. Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.

**Hit:** 2d10 + your Intelligence, Wisdom, or Charisma modifier necrotic damage. You teleport the target from the zone to a new location in the howling abyss. The target exits the howling abyss when it makes a save, or if either of you are reduced to 0 hit points. Upon returning, the target appears in an unoccupied square of your choosing within the zone. If the returning target is an enemy, it appears above the battlefield and falls 20 feet.

**Sustain Minor:** You sustain the zone, and may choose either of the following free actions: attack a single target in the zone in order to teleport them to the howling abyss; or cause one creature to immediately exit the abyss. If you do not sustain the zone, all targets you sent to the howling abyss return to their original locations.



# SHROUDBORN TEMPLATE

This template is done along the lines of class templates found in the **DUNGEONS & DRAGONS 4E DUNGEON MASTER'S GUIDE**. See "Choosing Class Powers" in that book for guidelines as to what powers may be selected from the shroudborn multiclass when applying this template.

## SHROUDBORN

Power Source Spirit

### Shroudborn

Elite Controller

**Defenses** +2 Will

**Saving Throws** +2

**Action Point** 1

**Hit Points** +8 per level + Constitution score

**Trained Skills** Arcana and Stealth

**Class Features** Select one valid benefit from the list found with the *shroud attunement* feat on page XX.

**Powers** As per the *Dungeons & Dragons 4E Dungeon Master's Guide* guidelines for class template powers.

## SHROUDBORN HOBGOBLIN

Many a hobgoblin tribe found themselves wrapped in the Shroud when it covered the lands of the North. Several of those pale-skinned hobgoblins born thereafter have quickly risen to power and prominence, using their strange abilities toward ill ends.

### SHROUDBORN HOBGOBLIN SOLDIER TACTICS

The shroudborn hobgoblin soldier uses its otherworldly abilities together with its native hobgoblin traits to terrifying effect. Whenever possible, it stands no more than two squares apart from other hobgoblins to make better use of its racial talents. It corrals foes with *veil of fear* and renders them vulnerable to allies with its *soul-cleaving strike*. A *spirit-infected wound* can leave an enemy stranded and separate from its friends. And when the soldier is struck down in combat, it ensures that *death teaches a lesson* to its allies.

### Shroudborn Hobgoblin Soldier Level 4 Elite Soldier

Medium shroudborn humanoid

XP 400

**Initiative** +8

**Senses** +4; low-light vision

**HP** 102; **Bloodied** 51 (see also *death teaches a lesson*)

**AC** 21 (23 with *phalanx soldier*); **Fortitude** 19, **Reflex** 17, **Will** 19

**Speed** 5

⊕ **Bastard Sword** (standard; at-will) ⊕ **Weapon**

+8 vs. AC; 1d10 + 4 damage. The target is marked and slowed until the end of the shroudborn hobgoblin soldier's next turn.

⊕ **Formation Strike** (standard; at-will) ⊕ **Weapon**

Requires bastard sword; +8 vs. AC; 1d10 + 4 damage, and the shroudborn hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.

✱ **Veil of Fear** (standard; at-will) ⊕ **Fear, Implement, Necrotic, Spirit**

Area wall 5 within 2 squares; +6 vs. Will; 1d6 + 4 necrotic damage and the target is pushed 1 square.

⊕ **Spirit-Infected Wound** (standard; encounter) ⊕ **Necrotic, Spirit, Weapon**

+11 vs. AC; 2d10+6 necrotic damage. Until the end of the shroudborn hobgoblin's next turn, the target takes 6 necrotic damage if it moves more than 2 squares, or if it shifts at all.

⊕ **Soul-Cleaving Strike** (standard; encounter) ⊕ **Spirit, Weapon**

+11 vs. AC; 2d10+6 damage. The shroudborn hobgoblin soldier and its allies gain reach 2 on melee attacks against the target until the end of the encounter.

**Death Teaches a Lesson** (immediate reaction, when the shroudborn hobgoblin soldier is reduced to 0 hit points or below by an attack; encounter) ⊕ **Spirit**

Each of the shroudborn hobgoblin soldier's allies within 5 squares gains resist 5 to a damage type matching one keyword belonging to the attack that damaged the shroudborn hobgoblin soldier.

**Hobgoblin Resilience** (immediate reaction, when the shroudborn hobgoblin soldier suffers an effect that a save can end; encounter)

The shroudborn hobgoblin soldier rolls a saving throw against the effect.

**Phalanx Soldier**

The shroudborn hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

**Alignment** Evil

**Languages** Common, Goblin

**Skills** Arcana +8, Athletics +11, History +9, Stealth +9

**Str** 19 (+6)

**Dex** 14 (+4)

**Wis** 14 (+4)

**Con** 15 (+4)

**Int** 13 (+3)

**Cha** 10 (+2)

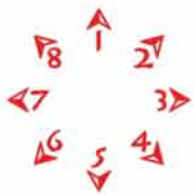
**Equipment** shrouded bastard sword +1, scale armor



## ARENA: THE HOWLING ABYSS

The howling abyss is surrounded on all sides by an impenetrable wall of barely-visible force. All creatures within the abyss gain the ability to fly (hover) at their

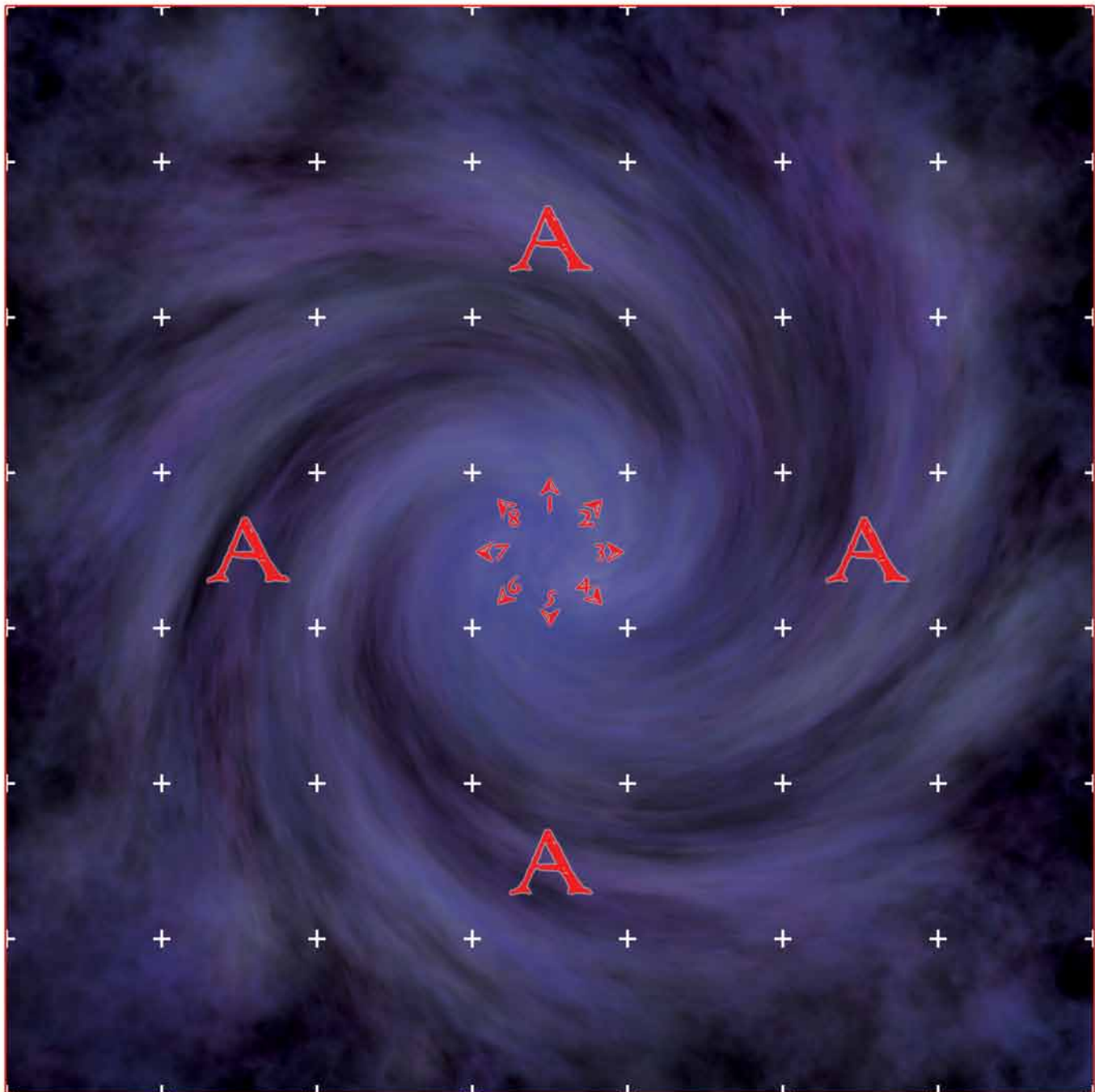
full speed, but the wall of force extends as a floor and ceiling as well, limiting flight to a maximum height of 20 feet (4 squares).



This is the starting location for all enemies. Creatures that enter this square are immediately pushed one square in the direction indicated by a d8 roll. If the square is occupied, the creature slides into the nearest adjacent square.

This is the starting location for any allies. The player that created the abyss starts on one of these squares. Any allies pulled into the abyss start on one of these as well, if unoccupied. If all such squares are occupied, pick an unoccupied square adjacent to one of these.

A





**SHROUDED FORM**  
ENCOUNTER • RACIAL POWER

**Move Action**

Personal ♦ Spirit

**Effect:** You may move up to your speed of [ ] squares. While moving, you gain the phasing quality.

*You take a half-step out of reality and into the spirit realm.*

**BANSHEE CRY**  
AT-WILL • SHROUBORN ATTACK I

**Standard Action**

Ranged 10 ♦ Implement, Psychic  
Spirit, Thunder

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** [ ]d8 + Int/Wis/Cha mod [ ] psychic and thunder damage.

**Special:** Deafened creatures take half damage, counts as a ranged basic attack.

**SOULBENDING GRASP**  
AT-WILL • SHROUBORN ATTACK I

**Standard Action**

Melee touch ♦ Implement,  
Radiant, Spirit

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Reflex

**Hit:** [ ]d6 + Int/Wis/Cha mod [ ] radiant damage. Slide the target 1 square into an unoccupied square adjacent to you.

*You reach out with a glowing hand of light to twist an enemy's spirit-self painfully.*

**SPIRIT STRIKE GAMBIT**  
AT-WILL • SHROUBORN ATTACK I

**Standard Action**

Melee weapon ♦ Spirit, Weapon

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Reflex

**Hit:** [ ]W [ ] damage. Until the end of your next turn, you gain a power bonus to damage equal to your Int/Wis/Cha modifier against the target.

*Half-blind, you allow a warrior spirit of old to guide your attack, tricking your foe into leaving an opening.*

**VEIL OF FEAR**  
AT-WILL • SHROUBORN ATTACK I

**Standard Action**

Area wall 5 ♦ Fear, Implement,  
within 2 squares Necrotic, Spirit

**Target:** Each creature in wall

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** [ ]d6 + Int/Wis/Cha mod [ ] necrotic damage. Push the target 1 square.

*Drawing an unreal fabric of shadow and nothingness forth from the spirit realm, you blanket your enemies within.*

**SOULBREAKING WHISPER**  
ENCOUNTER • SHROUBORN ATTACK I

**Standard Action**

Close burst 5 ♦ Implement,  
Radiant, Spirit, Thunder

**Target:** One creature in burst

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** 2d6 + Int/Wis/Cha modifier [ ] radiant and thunder damage. Target is knocked prone.

**Attack:** Deafened creatures take half damage and are not knocked prone.

**SPIRIT-INFECTED WOUND**  
ENCOUNTER • SHROUBORN ATTACK I

**Standard Action**

Melee weapon ♦ Necrotic, Spirit,  
or Ranged weapon Weapon

**Target:** One creature

**Attack:** Str/Dex [ ] vs. AC

**Hit:** 2[W] [ ] + Str/Dex modifier [ ] necrotic damage.

Until the end of your next turn, the target takes necrotic damage equal to your Str or Dex mod [ ] if it moves more than 2 squares, or shifts at all.

**SOUL-CLEAVING STRIKE**  
DAILY • SHROUBORN ATTACK I

**Standard Action**

Melee weapon ♦ Spirit, Weapon

**Target:** One creature

**Attack:** Str/Dex [ ] vs. AC

**Hit:** 2[W] [ ] + Str/Dex modifier [ ].

**Effect:** Until the end of the encounter, you and your allies gain reach 2 on melee attacks made against the target.

*You cut your enemy's spirit part-way loose from his body, leaving it an easy target.*

**SOUL-STAINING SHADOW**  
DAILY • SHROUBORN ATTACK I

**Standard Action**

Ranged 10 ♦ Implement,  
Necrotic, Spirit

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** 2d8 + Int/Wis/Cha modifier [ ] necrotic damage. Target is marked (save ends).

**Effect:** Until the end of the encounter, you are always aware of the target's position if it is within 5 squares of you, ignoring concealment.

DEATH TEACHES A LESSON  
DAILY • SHROUBORN UTILITY 2

Immediate Reaction

Close burst 5 ♦ Spirit

**Trigger:** You are reduced to 0 hit points or below by an attack

**Target:** Each ally in burst

**Effect:** Choose one damage keyword from the attack that damaged you. Each ally in the burst gains resist 5 to damage of that type for the rest of the encounter.

If the damage was untyped, your allies gain 5 temporary hit points.

PSYCHIC FOG  
ENCOUNTER • SHROUBORN UTILITY 2

Standard Action

Close blast 3 ♦ Illusion, Psychic, Spirit, Zone

**Effect:** You create a zone of illusory fog within the squares of the blast. The fog is invisible to anyone outside the zone. Any creature that starts its turn within the zone treats all other creatures inside or outside the zone as having concealment

*You make the Shroud's presence felt upon the psychic plane.*

AGONIZING TOUCH  
ENCOUNTER • SHROUBORN ATTACK 3

Standard Action

Melee touch ♦ Implement, Psychic, Spirit

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Reflex

**Hit:** 1d10 + Int/Wis/Cha modifier [ ] psychic damage. Target is knocked prone. If the target is standing at the beginning of its turn, it takes 5 necrotic damage (save ends).

*Brushing your fingertips over your foe's skin, you deliver the most exquisite pain.*

BLOOD SEEKS BLOOD  
ENCOUNTER • SHROUBORN ATTACK 3

Standard Action

Ranged 10 ♦ Force, Implement, Spirit

**Target:** One bloodied creature

**Attack:** Int/Wis/Cha [ ] vs. Fortitude

**Hit:** 2d6 + Int/Wis/Cha mod [ ] force damage.

**Sec Attack:** Int/Wis/Cha [ ] vs. Reflex

**Sec Target:** Each creature adjacent to the primary target.

**Hit:** 1d6 force damage.

SPIRIT-SNARING STRIKE  
ENCOUNTER • SHROUBORN ATTACK 3

Standard Action

Close burst 5 ♦ Spirit, Weapon

**Target:** One or two creatures in burst.

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** You pull the target a number of squares equal to your Int/Wis/Cha mod [ ] (minimum 1).

**Sec Target:** One or two creatures adjacent to you.

**Sec Attack:** Str/Dex [ ] vs. AC

**Hit:** 1[W] [ ] + Str/Dex mod [ ] .

HOWLING ABYSS STRIKE  
DAILY • SHROUBORN ATTACK 5

Standard Action

Melee weapon ♦ Arena, Fear, Reliable, Spirit, Weapon

**Target:** One creature

**Attack:** Str/Dex [ ] vs. Reflex

**Hit:** 2[W] [ ] + Str/Dex modifier [ ] .

You and your target disappear from the current battlefield, manifesting in the howling abyss. At the end of your next turn, both of you exit to your original location. On return, push the target 1 square.

SHADOW-TRADE GAMBIT  
DAILY • SHROUBORN ATTACK 5

Standard Action

Ranged 10 ♦ Implement, Necrotic, Spirit, Teleportation

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** 2d8 + Int/Wis/Cha modifier [ ] necrotic damage. Target immobilized until the end of its next turn.

At the start of the target's next turn, you and the target teleport, switching places.

**Target:** Target immobilized until end of its next turn.

EYES OF FUTURE REGRET  
DAILY • SHROUBORN UTILITY 6

Free Action

Personal ♦ Spirit

**Trigger:** You miss with an encounter attack power.

**Effect:** Rewind your turn to the moment before you made the triggering attack, and you don't use the attack power. Choose a different action this turn.

As far as anyone else knows, you never used the power, but instead received a vision of the future in a flash.

WINDOWS OF THE SOUL  
DAILY • SHROUBORN UTILITY 6

Minor Action

Melee 1 ♦ Stance, Spirit

**Effect:** Choose any one adjacent ally when you use this ability. You and that ally may now establish line of sight and line of effect from one another no matter the distance. The stance ends immediately if either of you are blinded or reduced to 0 hit points or fewer.

*Extracting a glowing mote of power from your eyes, you place it within the eyes of an ally, sharing each other's vision—and, to an extent, each other's space.*

**FLARE OF THE FROZEN SOUL**  
ENCOUNTER • SHROUDBORN ATTACK 7

**Standard Action**

Close blast 5 ♦ Cold, Implement, Radiant, Spirit

**Target:** Each creature in blast

**Attack:** Int/Wis/Cha [ ] vs. Fortitude

**Hit:** 2d8 radiant damage. Target takes ongoing 1 + Int/Wis/Cha mod [ ] cold damage and is immobilized (save ends both).

**Target:** As a minor action, you may spend a healing surge after using this power to recharge this power.

**PAIN LURE**  
ENCOUNTER • SHROUDBORN ATTACK 7

**Standard Action**

Ranged 10 ♦ Charm, Implement, Psychic, Spirit

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** 2d10 + Int/Wis/Cha modifier [ ] psychic damage. Pull the target 1 square.

Thereafter, every time the target takes damage, you may slide the target 1 square towards the source of that damage (save ends).

**REALITY-ALTERING BLOW**  
ENCOUNTER • SHROUDBORN ATTACK 7

**Standard Action**

Melee weapon ♦ Spirit, Teleport, Weapon

**Target:** One creature

**Attack:** Str/Dex [ ] vs. Will

**Hit:** 1[W] [ ] + Str/Dex modifier [ ] Teleport the target a number of squares equal to your Int/Wis/Cha modifier [ ] (minimum 1).

*Swinging your weapon, you cut the target's ties to this reality for just a moment, returning them some distance away.*

**MOTE OF THE ROTTING MIND**  
DAILY • SHROUDBORN ATTACK 9

**Standard Action**

Ranged 10 ♦ Disease, Implement, Necrotic, Psychic, Spirit

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Will

**Hit:** 3d8 + Int/Wis/Cha modifier [ ] necrotic and psychic damage. Target takes -2 to Will defense (save ends). Each failed save increases penalty by 1.

**Miss:** Half damage, target is at -2 to Will defense until end of your next.

**UNTETHERING STRIKE**  
DAILY • SHROUDBORN ATTACK 9

**Standard Action**

Melee weapon ♦ Psychic, Spirit, Weapon

**Target:** One creature

**Attack:** Str/Dex [ ] vs. AC

**Hit:** 3[W] [ ] + Str/Dex mod [ ]

**Effect:** Place a spirit token on the map adjacent to target, where it remains until end of your next turn. Any ally adjacent to token make attack the target as if it were adjacent and insubstantial. If target does not end turn in same square as the token, it takes 1d4 psychic (save ends).

**Sustain Minor:** Token remains on the map until end of your next turn; slide token Int/Wis/Cha mod [ ] squares.

**THE WORM OF DOUBT**  
DAILY • SHROUDBORN ATTACK 9

**Standard Action**

Melee touch ♦ Fear, Implement, Psychic, Spirit

**Target:** One creature

**Attack:** Int/Wis/Cha [ ] vs. Reflex

**Hit:** 2d8 + Int/Wis/Cha modifier [ ] psychic damage.

**Effect:** Target is slowed or weakened, your choice (save ends). If target saves, you cannot sustain this effect.

**Sustain Minor:** 1d8 psychic, may switch condition.

**LOOSELY ANCHORED SPIRIT**  
ENCOUNTER • SHROUDBORN UTILITY 10

**Immediate Reaction**

Personal ♦ Spirit

**Trigger:** You are pushed, pulled, slid, or teleported by an enemy.

**Effect:** You may make a melee or ranged basic attack on the triggering enemy as a free action, using your former position as the origin square for line of sight and effect.

*When an enemy pushes your body around the battlefield, your spirit lags behind to exact retribution.*

**EYES FROM BEYOND**  
DAILY • SHROUDBORN UTILITY 10

**Minor Action**

Personal ♦ Spirit

**Effect:** You become blind. At the start of your next turn, you gain blindsight 5. You may regain normal sight at any time as a minor action, ending the effect. Otherwise, the effect ends at the end of the encounter.

*Banishing your mortal eyes to the spiritual plane, you gain insights from their time there.*

**SPIRIT BUOYED STRIKE**  
ENCOUNTER • SHROUDBORN ATTACK 13

**Standard Action**

Melee weapon ♦ Psychic, Spirit, Weapon

**Target:** One creature

**Effect:** You gain a speed of fly 6 (hover) until the end of your next turn. You may charge, moving up to your full speed before making this attack.

**Attack:** Str/Dex [ ] vs. AC

**Hit:** 2[W] [ ] + Int/Wis/Cha mod [ ] psychic damage. Insubstantial targets do not halve this damage.



### THUNDERING MIND

ENCOUNTER • SHROUDBORN ATTACK 13

#### Standard Action

Close blast 2 ♦ Psychic, Implement, Spirit, Thunder

Target: Each creature in blast

Attack: Int/Wis/Cha [ ] vs. Will

Hit: 1d10 + Int/Wis/Cha modifier [ ] psychic and thunder damage. Target dazed until the end of its next turn.

Special: You may spend a healing surge when you use this power in order to increase the blast area to 4. You regain no HP from spending this.

### HOWLING ABYSS DIVE

DAILY • SHROUDBORN ATTACK 15

#### Standard Action

Melee touch ♦ Arena, Fear, Necrotic, Spirit

Target: One creature

Attack: Int/Wis/Cha [ ] + [ ] vs. Reflex

Hit: 2d10 + Int/Wis/Cha modifier [ ] necrotic damage. You and your target disappear from the current battlefield, manifesting in the howling abyss.

You exit the arena when target makes a save or either of you is reduced to 0 HP. On return, push target 10 squares if you are still conscious.

Miss: Push the target 10 squares.

### INCANDESCENT SOUL

DAILY • SHROUDBORN ATTACK 15

#### Minor Action

Personal ♦ Radiant, Spirit, Stance

Effect: Any enemy that starts its turn adjacent to you takes radiant damage equal to your Int/Wis/Cha modifier. Your attacks acquire the radiant damage type in addition to any other damage type while this stance is active.

*You strip away your flesh to reveal the radiant spirit within.*

### FIGHTING SPIRIT

DAILY • SHROUDBORN UTILITY 16

#### Immediate Reaction

Personal ♦ Healing, Spirit

Trigger: You are reduced to 0 hit points or below.

Effect: Spend a healing surge as a free action but regain no hit points from it. Instead, a spirit-form version of you manifests, standing, with hit points equal to half your surge value [ ], and may continue the fight in your stead. The spirit-form is insubstantial and has phasing, but is weakened. If the spirit is reduced to 0 HP, moves more than 20 squares from your body, or is still present when you regain consciousness, it is destroyed.

### WARRIOR SPIRIT INFUSION

DAILY • SHROUDBORN UTILITY 16

#### Standard Action

Close burst 3 ♦ Healing, Spirit

Target: Each ally in burst

Effect: Each target gains temporary hit points equal to 5 + your Int/Wis/Cha modifier [ ].

In addition, as a free action, each target may either make a melee basic attack or shift 1 square.

*Calling out to nearby warrior spirits, you guide each you find to an ally, giving them strength and vigor in an hour of need.*

### SPECTRAL PLAYTHING

ENCOUNTER • SHROUDBORN ATTACK 17

#### Standard Action

Ranged 10 ♦ Force, Implement, Spirit

Target: One creature

Attack: Int/Wis/Cha [ ] vs. Reflex

Hit: 2d8 + Int/Wis/Cha modifier [ ] force damage and you slide the target 1 square.

At the end of each of its turns before it rolls to save, you may slide the target a number of squares equal to the number of squares it moved that turn, minimum 1 (save ends).

### UNREAL VORTEX STRIKE

ENCOUNTER • SHROUDBORN ATTACK 17

#### Standard Action

Close blast 4 ♦ Spirit, Teleportation, Weapon

Target: Each creature in blast

Attack: Str/Dex [ ] vs. AC

Hit: 1[W] [ ] + Str/Dex modifier [ ].

Effect: After you have made all of your attack rolls, you may teleport into an unoccupied square adjacent to a target in the blast area.

### BODY OF VOIDFLESH

DAILY • SHROUDBORN ATTACK 19

#### Immediate Interrupt

Personal ♦ Necrotic, Spirit, Stance

Trigger: You are damaged by an attack (you may voluntarily trigger this power as a minor action).

Effect: You become petrified. Creatures that begin their turn adjacent to you take 2d6 necrotic damage. While petrified, you MUST automatically make a secondary attack at the beginning of your turn or the stance ends.

Secondary Target: Each creature within 5 squares of you.

Secondary Attack: Int/Wis/Cha vs. Fortitude

Hit: Pull the target 5 squares.

### SPIRIT PINNING STRIKE

DAILY • SHROUDBORN ATTACK 19

#### Standard Action

Melee weapon ♦ Spirit, Weapon

Target: One creature

Attack: Str/Dex [ ] vs. Will

Hit: 2[W] [ ] + Str/Dex mod [ ]

Effect: Place a spirit token on the board in an unoccupied square adjacent to you. No creature other than the target may occupy the same square as the token. You and any ally adjacent to the token may attack target as if it were both adjacent and insubstantial.

Until the end of encounter, if the target begins its turn more than 5 squares from token, it is slowed (save ends). If it begins its turn more than 10 squares from token, it is immobilized (save ends).

**ETHEREAL EVASION**

ENCOUNTER • SHROUDBORN UTILITY 2.2

**Immediate Interrupt****Personal** ♦ **Spirit****Trigger:** You are hit by an attack**Effect:** You become insubstantial until the beginning of your next turn.**Special:** If you spend a healing surge (gaining no hit points), you gain insubstantial and phasing until the end of your next turn.*Your enemy lands a blow, only to find it sliding through more air than flesh.***SPIRIT SCHISM STANCE**

DAILY • SHROUDBORN UTILITY 2.2

**Minor Action****Personal** ♦ **Spirit, Stance****Effect:** Gain 10 temporary hit points. A second spectral manifestation of you appears in an adjacent unoccupied square. You may use your move action to move this manifestation instead of yourself. The manifestation is treated as an insubstantial creature with phasing. Attacks on the manifestation damage you, but deal half damage.

Whenever you make any attack, you may use either your current square or the manifestation's square as the origin square, including for line of sight and line of effect.

**FORBIDDEN BOON**

DAILY • SHROUDBORN UTILITY 2.2

**Standard Action****Personal** ♦ **Spirit****Special:** During a period of short rest, you may prepare a number of shroudborn powers equal to your Int/Wis/Cha mod [ ]. Each power must be an at-will or encounter shroudborn power of a level lower than your current level that you do not already possess.**Effect:** You temporarily exchange this power for any one power from your prepared list. You retain the new power until you use it, or recharge this power at the end of the encounter.**GRASP OF THE BLACKEST MIND**

ENCOUNTER • SHROUDBORN ATTACK 2.3

**Standard Action****Melee touch (reach 3)** ♦ **Implement, Psychic, Spirit****Target:** One creature**Attack:** Int/Wis/Cha [ ] vs. Reflex**Hit:** Target is grabbed and takes Int/Wis/Cha mod [ ] psychic damage. You may use Will defense vs. escape attempts, and Int/Wis/Cha instead of Strength to force target movement. Escape ends grab and sustain.**Sustain Minor:** Sustain the grab, target takes same damage, and you may slide the target 1 square to a square within your extended reach.**SPIRIT-PLAGUED WOUND**

ENCOUNTER • SHROUDBORN ATTACK 2.3

**Standard Action****Melee weapon** ♦ **Necrotic, Spirit, or Ranged weapon** **Weapon****Target:** One creature**Attack:** Str/Dex [ ] vs. AC**Hit:** 4[W] [ ] + Str/Dex modifier [ ] necrotic damage. Target is slowed and dazed until the end of your next turn.*Summoning the foulest spirits to coat your weapon, you infest your enemy's soul with their chattering madness.***CREATURE OF TERROR**

DAILY • SHROUDBORN ATTACK 2.5

**Standard Action****Melee weapon** ♦ **Fear, Spirit, Stance, Weapon****Target:** One creature**Attack:** Str/Dex [ ] vs. AC**Hit:** 4[W] [ ] + Str/Dex modifier [ ]**Stance Effect:** Once per turn when you hit an enemy with an attack, you may make a secondary attack.**Sec Target:** Each enemy adjacent to the creature you hit.**Sec Attack:** Charisma vs. Will.**Hit:** Push the target 2 squares.**THE TRUTH OR THE KNIFE**

DAILY • SHROUDBORN ATTACK 2.5

**Standard Action****Range type** ♦ **Force, Implement, Spirit****Target:** One creature that can speak and understand you.**Attack:** Int/Wis/Cha [ ] vs. Will**Hit:** 3d10 + Int/Wis/Cha modifier [ ] force damage.**Effect:** You may ask the target a simple question. It must answer truthfully or "choose the knife" (take 1d10 force). If it lies and is caught, 2d10 force. An honest "I don't know" avoids damage.**Sustain Minor:** Ask another question, repeat the effect. Effect may only be sustained twice, for a total of 3 Q's.**NO SECOND CHANCES**

ENCOUNTER • SHROUDBORN ATTACK 2.7

**Standard Action****Melee weapon** ♦ **Spirit, Weapon****Target:** One creature**Attack:** Str/Dex [ ] vs. AC**Hit:** 2[W] [ ] + Str/Dex mod [ ] and target is knocked prone.**Miss:** Make a 2nd attack, same target.**Sec Attack:** Str/Dex + 2 [ ] vs. AC**Sec Hit:** 1[W] [ ] + Str/Dex mod [ ] and target is knocked prone.**Sec Miss:** Target is knocked prone.**REVELATION OF TERRIBLE PERFECTION**

ENCOUNTER • SHROUDBORN ATTACK 2.7

**Standard Action****Close burst 3** ♦ **Fire, Implement, Radiant, Spirit****Target:** Each creature in burst**Attack:** Int/Wis/Cha [ ] vs. Reflex**Hit:** 3d8 + Int/Wis/Cha modifier [ ] radiant damage, and the target takes ongoing 5 fire damage (save ends).**Special:** Blind creatures take no damage from this attack. Before damage, a target may choose to be blinded until the end of your next turn, rendering them immune to this attack's damage.

HOWLING ABYSS ONSLAUGHT  
DAILY • SHROUDBORN ATTACK 29

Standard Action

Close burst 5    ♦ Arena, Fear, Necrotic, Spirit, Teleportation, Zone

**Target:** Each creature in burst

**Effect:** Open the howling abyss and place a marker there representing you. You exist on the current battlefield and there; move action only moves you or the marker.

**Attack:** Int/Wis/Cha + [ ] = [ ] vs. Reflex

**Hit:** 2d10 + Int/Wis/Cha modifier [ ] necrotic. Teleport target into howling abyss. Exit on save, or if either of you are reduced to 0 HP. On return, an enemy target falls 20 feet onto the battlefield.

**Sustain Minor:** Zone is sustained, and you may choose to attack a single target in the zone to teleport them into the abyss, or force one creature to immediately exit the abyss.



For use with the 4th Edition

**DUNGEONS  
& DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.