

DAVE ARNESON'S
BLACKMOOR[™]

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.

PROLOGUE: SON OF FLAME

THE NIGHT WIND cut like an arrow across the high prairie, but inside the tent the air was hot and thick with the smoke of dung fires. Fierce warriors, Peshwah raiders, sat shoulder to shoulder atop felted mats, drinking fermented grazer milk and tearing at skewers of roasted meat. Girded in armor of boiled leather and iron rings, their faces burnt from the sun and endless wind, they laughed with the abandon of wanted men. Twenty-seven winters ago invading Afridhi hordes had driven the peaceful Peshwah from their homelands. Now the herders returned as warriors, with scimitar and bow in hand, united in their thirst for vengeance.

A solemn grey-beard, Leado of the Adiel, raised his bow and brought the crowd to silence with a single phrase.

"Afridhi war bands have returned," he declared. "Death stalks the High Hak." He waited for the whispers and furious oaths to pass. "Peshwah no Trika, tell us what you've learned."

A wind-hardened scout stepped to the Leado's side. "Outriders came across Afridhi supply trains this morning. I estimate five hundred reavers, if not more. They've built their marching camp at the foot of the Wyvern hills, not half a day's ride from here."

"What could they want?" one warrior demanded. "Have the invasions begun again?"

"We cannot know the answers to these questions," the Leado said in measured tones.

"Call forth riders from the Twelve Tribes!" another man shouted. "Let us bury them beneath the Hak!"

The Leado shook his head. "My heart burns for revenge as much as any Peshwah, but our numbers are few and we cannot choose our battles so lightly.

"No," the grey-beard concluded. "For now we must cede the day and save our strength. Trika, are all the families accounted for?"

"Only one is missing, Leado."

"Who?" the grey-beard demanded. "Who is so high as to ignore the summons?"

"Your son," Trika answered softly, "Peshwah no Tasi."

"My son," the Leado scoffed, his lips curled in anger, "is a worthless liar and a thief, but he is no Peshwah."

The Leado spat on the hard packed ground. "Gather your herds and families. We ride before moonrise."



Tasi dropped from the back of his horse and knelt in the tall prairie grass. His mare had scented blood early in the night, and now she tossed her head with nervous fear. He scanned the darkness with eager eyes. Was it a cougar or a lion? Perhaps a war-party of goblins down from the Kerman Peaks. Soon the moon would rise and then he would find whatever it was that had spooked his horse and threatened the Hak. He'd bring back its hide as a trophy and cast it on the ground before his clansmen. Perhaps then his father would finally give Tasi the praise he awarded others so freely.

The young Peshwah tied his horse off on the stump of a fallen pine, and slid his bow from its case, hanging the fur-trimmed quiver over his shoulder. Silent as a mouse, he threaded his way through the boulders to the top of the rise.

Among his people, the ridge was called the Dragon Cairns. Years ago, before the Afridhi had chased them from the Hak, Peshwah had gathered here to hunt young drakes, making the plains safe for their herds of grazers. The herders made certain to respect the dragons, and built pyramids of rocks atop the ridge to appease the spirits of the fallen drakes.

The crest of the ridge was bare, except for the cairns and a handful of stunted oaks, bent from the constant wind. Below him, the High Hak stretched for mile after mile, rolling like an ocean of grass capped by dark, rocky ridges.

Tasi's heart nearly stopped. To the north massive campfires danced and shone in the night. Unlike the loose camps built by the Peshwah, these campfires were laid out in perfect rows, like an advancing army of flames.

The young Peshwah leaped to his feet and sprinted back down the ridge, forsaking stealth for speed. He had to get back to camp and warn the tribe that the Afridhi invaders had returned.

And then a silent shadow eclipsed the rising moon, cutting a swath of darkness through the night.

The macabre war-banner rested atop the hard-packed mound, its red flames and goutts of black smoke visible for miles in every direction. The towering beams were carved from the trunks of a mighty redwood, the flapping banners sewn from the skins of flayed elves, and one hundred Peshwah scalps danced in the wind from the crossbeams. But most terrible of all was the open-jawed elephant skull adorning the peak of the banner; arcane flames, fed by the fat of slaves, danced fiercely within the skull, shining through the wide eye sockets and broken cranium. A fiery evocation of death and despair, the banner signaled terror to all who beheld it.

Suth-Kali, a priestess of Zugzul, knelt before the mighty banner and raised her bare arms in exultation. In one hand she held an obsidian dagger, in the other a human heart wet with gore.

"Mighty Toska Rusa, Mother Destroyer, grant me your vision so that I might know the will of our Master."

Suth-Kali plunged the dagger into the heart and the organ burst into smoldering flames. The priestess ignored the burning heat and inhaled the black smoke, savoring the pain as the fumes scalded her lungs. Through the fire she saw a vision of the Mother Destroyer, sitting in a dark throne high atop a mountain of piled skulls. Behind her rose an even greater throne, but Suth-Kali quickly turned her eyes away. Many were the fools that sought to look upon Zugzul, the Heart of Darkness and Fire, and all had had their souls seared to ash.

Speak, child.

"I have led my army to the Hak," Suth-Kali declared, "and it is as you have foretold. The Horseclans return to the plains. Each day their stinking herds sprawl further onto the Hak."

Ours are the mightiest armies of the world. Suth-Kali thought she detected amusement in the Mother Destroyer's voice. Can you not defeat a band of wastrel nomads?

"Defeating the Horseclans is easy, conquering them impossible," Suth-Kali swore. "They fight like fleas. Swat one tribe and another dozen spring up."

The spirit of their fallen god fills them with false-courage.

"Then how?" Suth-Kali asked bitterly.

When Lord Hadeen fell from the heavens, he cast his Bow across the plains. Even now the Peshwah search for his mighty weapon. Capture the Bow of Hadeen, and you will break the spine of the Horseclans.

"Your will shall be done, Mother Destroyer."

I have seen the future, Toska Rusa warned. The thread of your life is snarled and frayed. Fail to capture the Bow, and the thread shall tear, a new one woven in its place.

Behind the Mother Destroyer, the throne of Zugzul flared brightly. Suth-Kali felt a rush of heat that scorched her eyebrows and stung her skin. The priestess leaped away from the war-banner and the vision fled, replaced by a cloud of quickly dissipating smoke.

Suth-Kali rubbed the soot from her singed face, musing on the Mother Destroyer's prophecy. Slowly her pride returned, and with it the priestess' indomitable determination. Suth-Kali laughed in the dark night. She and her army had witnessed the fall of the Goblin Kush. They had smashed the armies of Ten and laid waste to the mighty Vales. Her war-banner had ridden at the head of the armies they stormed the walls of Rusagern, and its fires would rule the High Hak, even if she had to personally cut down every last nomad.

All that stood in her way were a few nomad tribes.

The Bow of Hadeen? With such an artifact she could rule the North.

Suth-Kali stood and called for her generals. Before the night was over the Peshwah would regret ever returning to the High Hak.

The dragon streaked through the darkness like a lance hurled from heaven. Tasi's mare didn't even have the time to start before the dragon crashed down atop it, seizing the horse with a snap of its enormous maw. The drake tossed the horse into the air, flipping it end over end. For a moment Tasi's anger overcame his terror. His hand mechanically felt for his quiver, nocking a long black arrow and drawing on the serpentine form.

The dragon tracked the horse's path through the night sky, then lashed out with a single extended claw. The horse struck the ground, splitting open from belly to throat. The long drake settled over the steaming organs, picking through the corpse like a bored fisherman gutting a salmon.

The arrow slipped from Tasi's bow, his anger replaced by awe and dread. Some unconscious knowledge, buried in his bones, rose into understanding:

To tempt a dragon was madness.

No shield could check its mighty blows; no armor could annul its wicked fangs. Taut muscles rippled the length of its shimmering, serpentine form, and the drake's bulk alone could crush two-score men. To watch it move through the night was like witnessing a force of nature, absolutely indifferent to the finite concerns of man.

Tasi's arrow clattered softly to the bare rock and the dragon's head snapped to attention. Without waiting Tasi sprang away into the darkness, spilling and stumbling down the rocky slope.

The dragon was already in motion, leathery wings beating with the force of a gale. Before Tasi had covered a dozen steps, the wyrm rounded the ridge, scouring him with sand and rocks.

Tasi lost his footing, spilling to the ground and sliding helplessly towards a cliff edge. A single massive talon struck the rock before him, arresting his slide.

The pitted nail was encrusted with blood and the black tar of time. As long as a spear, as thick as a stallion's neck, and sharper than any blade honed by dwarf or elf, the claw glistened wetly in the moonlight.

"Jump, man-ling," the dragon hissed softly. "Leap to your death... if you have the courage."

The dragon fixed a single black eye on Tasi. "Thought you to run? To hide? To call up your armies and smite me from the evening skies? Have your people dismissed the legends of Deumat? I have leveled cities for my pleasure. I hear every whisper uttered on the wind. I witness all that transpires in my domain." The dragon cocked its massive head. "You, who once called me 'Scourge of the Plains,' have you so quickly forgotten?"

Tasi lay perfectly still. "Forgive me, great wyrm, but my people tell no such tales. Even I," he swallowed hard, "greatest of all the northern skalds, and speaker for the Barons of Blackmoor, have never trembled at your name. We are a short-lived race, and legends have a way of fading."

Deumat lifted its head to the skies and roared, causing the very rocks beneath them to tremble. The sharp talon tore free from the cliff's edge and caught up Tasi by the tunic.

"Run, little mouse. Tell your people that Deumat has awakened from his torpor of a hundred years, and that they will answer for their neglectful ways. Tell them I will brand the memory of my might into the heart of every child. Tell them that for every legend lost, for every myth forgotten, I will tutor them tenfold."

The dragon reared up, blotting out the moon, and cast the Peshwah down the steep ridge.

Tasi bounced and rolled down the slope, finally sliding to a stop. It took him a moment to realize the truth: he was free! He leaped to his feet like a rabbit freed from the jaws of a wolf, sprinting toward freedom. He ran across the rolling hillsides, his lungs burning with exhaustion, until he collapsed in the tall grass, his sides splitting with laughter.

He had lied. He had lied to a dragon and lived! Tasi thought back to his father and all the ceaseless tales of Peshwah honesty... how wrong they were! Tasi rolled back into the soft grass, reveling in the light of the moon and the brush of the cool night air on his skin.

In the distance, mournful Peshwah horns called across the hills. The clan was on the move. Tasi climbed to his feet. With any luck he would be with them inside an hour, and then he could leave this nightmare behind.

Tasi started off again, then tumbled forward as a dozen tiny barbs snared his leg. He pitched forward and a net closed in around him. He gave a cry and tried to roll over but only succeeded in snaring himself deeper in the folds of hooks and braided twine.

A war net! Tasi cursed his frustration. In his terror of the dragon he had forgotten about the Afridhi war camp! Their warriors must be somewhere nearby, and it might be only moments before they returned.

Tasi drove his hand toward his dagger, tearing jagged lines across the flesh of his forearm and wrist. Swallowing back the tears, he eased the long blade from its sheath and began to saw through the oily threads. As he worked, his eyes searched the darkness, wary of the hunters that had set the trap.

Hands slick with blood, Tasi worked one arm free and then the other. With every move, the barbs bored deeper and deeper into his flesh. Exhausted from his flight from the dragon, bleeding from dozens of wounds cut by the shallow barbs, Tasi wanted nothing more than to surrender, to collapse in the darkness.

But still he worked on, cutting himself free at an agonizingly slow pace. He was nearly free when he heard the combat whistles calling back and forth....

The Afridhi warriors came at him through the darkness: Three dark-skinned warriors with flaming red beards. Each was shorter than Tasi by a head, but with powerful limbs born from a life of violence. Their eyes burned beneath leather cowls as their lips curled in savage joy. They were scouts and hunters, wearing shirts of black chainmail and wielding hook-beaked spears. These warriors, or men like them, had ravaged the plains of the Hak, chasing the peaceful Peshwah from their homeland to die by the thousands.

Tasi sprang at the Afridhi with the desperate ferocity of a cornered lion. He swung the net around the head of the first warrior and pulled hard, delighting in the cry of pain as the barbs and hooks tore free, pulling patches of flesh with them.

He continued in his charge, ducking past the ungainly spear and slamming into the surprised Afridhi warrior. The two tumbled to the ground, the Afridhi crushing Tasi in a bear hug as the Peshwah plunged the long hunting knife into the Afridhi's legs and groin. Anywhere the chain shirt was not, he drove the knife home, until Tasi felt the iron grip slack and finally break.

Tasi struggled to sit up, dimly aware of the last warrior, when the butt of the spear crashed down on the back of his head, shooting stars through his vision. The second blow caught him in the ribs, knocking him prone. He looked up just in time to see the roaring warrior raise the butt of the spear for a final blow.

Tasi drew back his knife and threw.

The knife spun blade over hilt, burying itself squarely in the Afridhi's throat. Gurgling in agony, helpless to stem the pulsing gouts of blood, the Afridhi dropped to its knees, then fell to the side, dead.

Tasi stumbled over to the corpse and eased his knife from the Afridhi's throat. Somewhere in the darkness the last Afridhi thrashed about blindly, but Tasi didn't have the heart to kill him. He was utterly exhausted, every last reserve spent. Even the act of breathing brought shudders of pain.

Why did the Afridhi want to capture him? They seldom took prisoners, and yet, if they had wanted to, the three warriors could have killed him easily. Instead they tried to bring him back alive. Tasi cringed at the thought. For those few prisoners the Afridhi had taken in their invasions, death was nothing short of a release.

The gentle keening of a flute drifted through the night air. For a moment Tasi thought he imagined the sweet, soft tones, but they grew steadily stronger. Tasi took up a spear and faced the newcomer.

A slim youth walked towards him through the darkness. What Tasi had mistaken for a flute was the child's voice, clear as any woodwind. The youth was dark-skinned and dressed as an Afridhi warrior, but its bare chin and soft face gave no indication to its gender.

"Stand down," Tasi warned, threatening with the long spear. "I have already slain three Afridhi this night. I won't hesitate to make it four."

The youth smiled, and all illusions of delicacy fled, erased by the sight of a leering maw of sharpened teeth set beneath coal-black eyes.

Tasi cried out in fear and hurled the spear with all the strength left in him. The youth stepped effortlessly aside, then moved to close the distance.

Tasi warded the child off with his knife, fumbling backwards through the night. "I am warning you..."

The child drew closer, its calm, dark eyes fixed on Tasi. As it walked, it began to sing again, this time in praise of Zugzul. Tasi turned to run, but felt a sharp blow strike his back. The Peshwah warrior's limbs went rigid and he tumbled to the ground, stunned. Unable to scream or even turn, he felt rather than saw the child roll him onto his back.

The sweet-faced youth stood over Tasi, its head cocked to one side. He watched as it raised one dirt-caked fist back to strike, and then the night faded to merciful darkness.

DAVE ARNESON'S
BLACKMOOR[™]

THE FIRST CAMPAIGN

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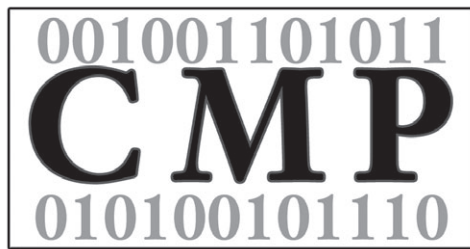
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PREFACE: THE GENESIS OF BLACKMOOR

ONE DAY, about thirty-five years ago now, I discovered that I was bored. Faced with a long weekend without gaming, I turned to the television. I tried to occupy my time sitting on a couch, watching cheesy 50's monster movies and reading "fantasy hero" novels until I could find something better to do.

I noted that the hero in the movie I was watching had again failed to pick up the gun and blast the monster. Even if such a puny weapon did not stop the critter, it would probably slow it down. Why didn't the heroes make better decisions?

The fantasy hero in my novel had once again dodged the magic spell and solved his problems with a sword. All this in the face of clear indicators that told him (and the reader) exactly what he must do to destroy the evil menace through an easier route! Even I could write better junk than this!

I began to reflect on the latest bad translation quoted from an obscure historical tome that would call for major rule changes in the Napoleonic miniatures campaign. The campaign that I was running had become a drag. It was consumed with these long, tedious battles and constant bickering over historical details. And these most recently uncovered details would mess up next week's battle. Curses on all such books! Why not just use one source and be done with it?

CLICK!

Graph paper, pencil, the old 20-sided dice we never used, some really poorly sculpted plastic monsters. I began to imagine a dungeon. My mind raced...I began to draw. Maybe I can fill it with critters and gold? This dungeon needs a name. Hmm, it's a dark place in the wilds of wherever. Ahh! Blackmoor!

By Sunday night, the first six levels of the dungeon were done and the gaming table in the basement had been transformed into a small medieval town with a castle. A dungeon seemed like a good idea since it would keep the players from running all over the place. We still needed some more details... Ah! I drew a map of the town and the country around it. These last details took me most of the rest of the week to complete. I was really excited about this idea. Now everyone could be a hero like in a book, but without a tight (and often dumb) plot. They could do just about anything that they wanted to do, for better or for worse.

In that short time, Blackmoor was born. I had a few rules and no plans for anything beneath the sixth level in the dungeon, or beyond the tabletop boundaries into a greater world. With the basic idea laid out, there were still questions to answer:

Where did the players meet? Inns were popular in a lot of books and it was logical that the guys would meet in a public establishment. And there had been this neat medieval restaurant in Chicago called The Comeback Inn.

What was their goal? Why, money, of course. They sought great treasure and cool magic items. These were quite popular quests in fantasy novels and movies. Maybe they will quest after the "Magic McGuffin Amulet!"

The campaign setting now known as Blackmoor was done within the month, with additional details added as needed. Both the setting and the rules continued to grow over the weeks. Most, but alas not all, the guys liked the game and wanted to keep playing. So the next few weeks were spent fleshing things out and trying to maintain the structure. In a very real way, I have continued to "flesh things out" over the last thirty years.

Major combat changed from rolling a pair of dice that resulted in victory or death to one where the hero could fight on beyond the first swing, just like in the movies! Killing critters in one blow was fine but not when it meant getting your character killed. Within the first month the players were getting quite attached to their characters. Then came the next big question: "Shouldn't we be getting better at killing stuff, like experienced troops on our Napoleonic campaign?" OK, lets work something out.

Many major adventure quests were planned out into new areas of the map, such as the Temple of the Frog, the City of the Gods, etc. Complement these adventures with invasions by evil forces and migrating hordes, and you have a good amount of fun on your hands. Some things worked and others didn't go so well. The Frogs were supposed to be a one-shot adventure, but everyone loved it so much that I did sequel adventures for them. Nefarious enemies like the Egg of Coot weren't popular opponents at first. The Egg was OK while it stayed out of the mainstream, but no one liked adventuring near it. Some new weapons were added, as the same Napoleonic guys that had hassled me before about assorted minutiae came around with tomes on medieval weapons! "So, Dave, what can this device do?" (I thought that I had escaped that stuff!)

There was no master plan at the start, and portions of the campaign have had to be updated over the years. At least once a year, many of the old players get together and journey again through the land of Blackmoor. I continue to run the Blackmoor campaign in the games I judge at conventions and in my classroom.

Over the years, some 5,000+ people have adventured in the Blackmoor campaign, in excess of 1,500 game sessions. The roads are well traveled, but the adventures never end.

Dave Arneson



CHARACTERS

IN BLACKMOOR'S LONG AND TROUBLED history, many would-be heroes have quested to find the power and riches long rumored buried in the harsh, cold north. Innumerable stories tell of these great adventurers' bravery, heroism and skill. Despite their best efforts, however, Blackmoor remains a troubled land. Monsters roam unchecked, terrorizing the innocent. Enemy armies advance on all borders. The Kingdom of Blackmoor once again calls on its protectors to save it from complete domination. Will you answer the call? Can you find the strength to help heal the wounds of a weary land?

The fate of the kingdom is in your hands.

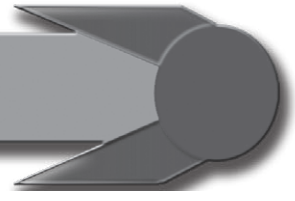
In *Dave Arneson's Blackmoor*, characters learn the importance of alliances and friendships, as well as the value of cold steel. The many races and cultures of this rich world have their own histories and legends for you to learn, but the character you create is your first step in writing your own legend in a legendary world.

Blackmoor was the first published fantasy campaign setting for role-playing games, and therefore just about any kind of fantasy character can find a home within its borders. Now you can take a role in the classic campaign, and not only benefit from its storied past, but help sculpt its exciting future, as well. A character created using the *Wizards of the Coast 4th Edition Player's Handbook* is one tailor-made for a Blackmoor campaign.

YOUR ADVENTURE STARTS HERE!







MANY RACES and empires have risen to glory and fallen into dust throughout Blackmoor's long history. The legacies of these peoples continue in present-day Blackmoor. Many races are found in both the charted and uncharted areas of the world of Blackmoor, and each of these races is rich in history and lore.

The races that can be selected for player characters are the docrae, dragonborn, dwarves, eladrin, elves (Cumasti and Westryn), half-elves, halflings, humans (High Thonians, Peshwah, and Thonians), and tieflings. Each race (or sub-race, in the case of elves and humans) generally hails from a different region.

In terms of game mechanics, each of the races functions as described in the *Wizards of the Coast 4th Edition Player's Handbook*. While Blackmoor does have sub-races of elves and humans, the differences between them are largely cultural. Only the docrae—unique to Blackmoor—are distinct enough to necessitate independent game statistics.

DOCRAE



Small but tough warriors who defend their communities from invasion and oppression.

RACIAL TRAITS

Average Height: 3'6"–3'10"

Average Weight: 65–75 lb.

Ability Scores: +2 Dexterity, +2 Constitution

Size: Small

Speed: 6 squares

Vision: Normal

Languages: Common, Docrae

Skill Bonuses: +2 Insight, +2 Perception

Born Hurler: You gain a +1 racial bonus to attack rolls with weapons with a thrown property.

Never Surrender: You can use never surrender as an encounter power.

Survivor: When you're bloodied, you gain a +1 racial bonus to Fortitude and Will defense.

Never Surrender

Racial Power

When the chips are down, you have a reserve of confidence that pulls you through adversity.

Encounter

Immediate Reaction

Personal

Trigger: You are bloodied by an attack

Effect: You can spend a healing surge

The docrae are a race of small humanoids with a long and troubled past. Legend marks them as a race of fun-loving and curious folk, each with the appetite of two men. The old stories paint a picture of a curious people who enjoy comfortable homes near their large and long-lived families. Sadly, these legends are but relics of a long-gone past. Even before the Afridhi invasion, other races preyed upon

the docrae, enslaving them and manipulating their trusting nature to their own ends. Many docrae escaped from the main Afridhi invasion force and headed north in search of an area where they could live peacefully, away from those who would do them harm. Today the docrae are a hardy and wise folk who have cultivated their warrior nature out of the need to protect themselves and their families from exploitation or violence. Despite their small physical stature, docrae are formidable opponents who are masters of ranged weaponry and warfare.

PLAY A DOCRAE IF YOU WANT...

- ◆ to be a time-hardened survivor who stands up to injustice and oppression.
- ◆ to be determined, self-reliant, and tough.
- ◆ to be a member of a race that favors the fighter, ranger, and warlord classes.

PHYSICAL QUALITIES

Docrae skin is very similar to that of humans, and their hair is normally black and straight. Docrae usually have black or brown eyes, though green eyes are not unknown. While not as strong as their human counterparts, docrae use agility and cunning to deliver critical strikes capable of besting much larger opponents.

Docrae men braid their hair into intricate patterns, often attaching small jewels or similar decorations to their braids as signs of their strength and status in docrae society. Docrae women wear their hair straight and comparatively short, and docrae society prohibits women from braiding their hair unless they have earned the right to do so through a brave or heroic act. Docrae favor comfortable and practical clothes, as they must always be ready for battle.

When not living under occupation, docrae can live to be as old as the oldest humans.

BEING SMALL

Small characters follow most of the same rules as Medium ones, with the following exceptions.

- ◆ You can't use two-handed weapons, such as greatswords and halberds.
- ◆ When you use a versatile weapon, such as a longsword, you must use it two-handed, but you don't deal additional damage for doing so.

PLAYING A DOCRAE

Docrae culture consists of a single large clan in which warriors are highly revered. The clan includes many families, but a single docrae leads them all. This leader is known as the Freekeeper. Docrae elders raise the clan's wisest and bravest warrior to the position of Freekeeper. The Freekeeper is charged with maintaining the safety of the docrae and their lands, to the point of ignoring domestic and political needs within the clan. Docrae worship Tilla, their patron goddess, whom many believe delivered the docrae to freedom.

Since the invasion, docrae have settled the lands near the main halfling settlement at Booh, moving as far east as the base of the Peaks of Booh. These mountains are located to Blackmoor's southwest and were named by the halflings who use them as a backdrop for their main settlement.

Stories tell of deep natural cave dwellings that docrae inhabit within the Peaks of Booh. Rumors maintain that wards created by docrae shamans protect these caves, and that the stonework rivals some of the lesser dwarven settlements. No reliable outside reports of these caves, or the manner in which they might be protected or hidden, yet exist.

Docrae are generally ambivalent to other races. The only exception to this rule is humans, whom the docrae more quickly accept. Docrae are also kind and generous to friends. They value the sanctity of honor and their duty to family. While docrae are wary of outsiders, they have begun to open their settlements to other races once again. A sense of relative safety has come to docrae who live in peaceful areas, and some of them have fearlessly rekindled the traditional celebrations of their heritage. The docrae have found a kindred relationship with the men of Blackmoor, who have proved themselves trustworthy. These humans are welcomed in Booh and given better treatment than members of other races.

The docrae have learned to make a living selling wares and providing lodging for travelers on the War Road. While they are willing to do business with other races, docrae are slow to befriend them. But if a member of another race saves a docrae's life, he becomes a member of the docrae clan and remains one until death.

Docrae Characteristics: Brave, determined, discerning, honorable, indomitable, proud, prudent, tough.

Male Names: Altair, Arto, Aski, Basil, Dagny, Eiro, Frovan, Linkt, Mello, Naeul, Nothro, Okko, Ulerd, Vaun.

Female Names: Almilia, Bea, Enera, Faeo, Frei, Larar, Melae, Merva, Nalla, Payel, Sairi, Sibna, Tia, Trista.

OTHER RACES

DRAGONBORN

The dragonborn of Blackmoor are an enigma to some, an omen to others, and a curiosity to all. For an age, the entire race existed as nothing but rumor—stories told around campfires along the War Road, or as cautionary tales to those who would brave the harsh landscape of the southern mountain ranges that comprise the Gut, the Kerman Peaks, and most infamously, the Spine of the Dragon. Once in a generation, an exhausted traveler or explorer would return from the snow-capped peaks bearing tales of a mountain people who lived lives of quiet isolation and bore the heads of dragons, Blackmoor’s mightiest beings. Only among the Peshwah tribes of the Eastern Hak did the tales take root, for the Peshwah had always believed.

At long last, the stories have been confirmed as fact, the rumors crystalized into truth. The dragonborn live.

Personality: Little is known about the dragonborn of the southern ranges, beyond the face they’ve presented to the outside world. Like their climate would suggest, they seem to be an isolated and private people, possessed of a quiet strength that makes them seem reserved, even cold. With the normalization of relations between the dragonborn and humanity, the lands of the kingdom have seen individual dragonborn making their way across the lands of Blackmoor, and in each case, the individual seems possessed of a curiosity that rivals that of the most dedicated researcher of the Cabal. What that says about the whole of dragonborn culture remains to be seen.

Relations: In the spring of 1030, a contingent of dragonborn arrived in Dragonia on what they called a mission of diplomacy. There, they established preliminary relations with the Kingdom of Blackmoor, by means of an agreement with Dragonia’s newly appointed baron, Peshwan na Shepro. The terms of the agreement were simple enough. Blackmoor would recognize the independence and sovereignty of the dragonborn nation, maintaining all official dealings through its consulate in Dragonia, and the dragonborn would provide information and assistance against mutual threats, from both the Dragon Hills and invaders from the south.

For now, the relationship is very much in its infancy, with both parties feeling one another out. But while the differences between them are many, the potential for mutual prosperity is vast and worth exploring.

Religion: The dragonborn do not discuss their religious beliefs with outsiders, but many believe that the state faith of their civilization revolves around Insellageth in some form or another.

Names: Blackmoor’s dragonborn seem to have given names as well as family names.

Male Names: Aviro, Bela, Egyor, Dmidri, Kiril, Levno, Leonid, Maksum, Pavil, Ruslon, Stepan, Timor.

Female Names: Alina, Anstazya, Bogdana, Enzhela, Eyrina, Gulina, Lezya, Volyera, Virinoka, Znaida.

Family Names: Surnames seem to follow a patronymic, ending with either “n” or “v” (eg., Belarov, Egyorov,

Dmidrov, Levnov, Leonidin, Maksumov, etc.). Females adopt the surnames of their mates.

DWARVES

The dwarves of Blackmoor are an industrious and proud people. For generations they have created beautiful and awe-inspiring crafts, as well as immense cities of stone. Dwarven cities are wondrous to behold, yet outsiders seldom see them. Rumors say that the entire City of Blackmoor could fit within the Regent of the Mines’ mighty stronghold.

As the chief miners in Blackmoor, the dwarves play an important role in procuring precious metals such as gold, platinum, and mithral. While these metals are valuable, the dwarves also control the major locations of the raw gems needed to create spell foci. This makes the dwarves an important ally for the Wizards’ Cabal, which often stations arcane warriors near dwarven settlements to keep an eye on the mines.

Dwarves in Blackmoor have also applied science to their industrious efforts. They have mastered great steam engines that assist in mining, helping them delve deep into the hearts of Blackmoor’s mountains.

Personality: Dwarves are proud of their heritage as well as their handiwork. They are quick to boast about their achievements and their people. Fond of good drink and fine food, dwarves are often drawn to the art of cooking. They are fiercely loyal to their kin and slow to befriend outsiders. At times, a dwarf may dub a foreign companion “Dwarf-Friend,” thus creating a lifelong bond between the dwarf and a trusted ally. This bond transcends simple mortality and often passes on to such a friend’s family and heirs. It is not uncommon for dwarves to adopt the immediate members of a Dwarf-Friend’s family.

Relations: Dwarves are leery of other races, seeing them as possible threats until proven otherwise. They have a strong distrust of Cumasti and Westryn elves, believing that elves take advantage of other races and try to exert their power over others.

Dwarves have a fiery hatred of orcs and goblins, and they attack them out of hand. Orcs and goblins are ancient enemies that continue to threaten dwarven settlements to this day. A dwarf must summon great control to restrain himself from attacking such creatures on sight.

Dwarven Lands: Wherever mountains stand in Blackmoor, dwarves are found. Some barren mountains may not currently be inhabited, but proof of prior dwarf residency is certain to be evident. Dwarves seek out riches below the mountains and construct giant cities in their depths.

The dwarves’ main settlement is the halls of the Regent of the Mines near Mount Uberstar in eastern Blackmoor. The Regent unites and oversees the various dwarf clans. Within the dwarven strongholds, all clans are sworn to the service of the Regent. The dwarves have a nominal king, but that title holds no real value among them. In fact, dwarven kingship is actually a mark of insult thrust upon a particularly lethargic or unproductive dwarf. Many times this so-called “King of

the Dwarves” is sent out to negotiate with those with whom the dwarves have no real interest in dealing.

Dwarven Culture: Dwarves are born into clans. They are given their names by their clan leaders and then required to live out their lives in the service of their clan and the Regent. Dwarves willingly lay down their lives to protect their clans and their Dwarf-Friends.

The number of dwarf clans in Blackmoor is too numerous to list. Traditionally, dwarves have been a male-dominated society, but that ancient tradition may be in jeopardy as the number of female births is rumored to have steadily declined. This has caused a rise in the role of females in the culture and threatens to advance females to higher positions of power within the clan structure.

Religion: Dwarves have their own pantheon of deities. Most worship Dhumnon, lord of the dwarven gods. Large underground temple complexes are devoted to the dwarven deities Hemgrid, Koorzun, and Gorrim.

Names: A dwarf has a given name and a clan name. The clan name has a bearing on the dwarf’s standing in society. Dwarves are quick to defend their clan’s honor when it is challenged.

Male Names: Grond, Havraad, Korm, Kudgum, Nordu, Odo, Ornurgam, Rordum, Zomdu.

Female Names: Aussa, Bavmin, Dawonor, Dewna, Kumna, Okrozu, Vamna, Vorra.

Clan Names: Benodond, Dragun, Gorduhendo, Grubumd, Khundan, Nokvorm, Wumnozu.

ELADRIN

Deep in the wilds of the Red Wood Forest lie the quiet, secret places known only to the fey creatures who call the region home. Humans and even elves are warned against trespassing in such places, for those who do tend never to be seen or heard from again. Within the last few years, however, human and elf alike have been treated to first-hand glimpses of just what sort of beings dwell in the sacred groves of the Red Wood.

Emerging from the forest to travel the highways and byways of their elven cousins and human neighbors are a race of fey calling themselves the eladrin. Spoken of in the oldest song and dustiest tomes of Ringlo Hall, the eladrin are, if the tales are to be believed, Blackmoor’s first and oldest resident humanoid race. They tell of a time when the world was young and their forest home covered nearly the breadth of what is today the North. When asked why they are emerging now, the eladrin make reference to something they call “the Wheel,” saying simply that it has turned, and with it, so too must they rejoin the mortal races.

Personality: Eladrin are perhaps the most enigmatic race in Blackmoor. Even the elves know little of their ways, but for that which hangs immortalized in song or sits stained in the ink of long-forgotten pages. They are few in number, but seem to travel in pairs, emerging from the forest to explore Blackmoor or offer their services to those in need.

In this regard, they are among the most open of all races, sharing neither the resentment of ages nor the damaging preconceptions found among members of more familiar races.

Thus far, their behavior tends toward the slightly anachronistic, with many of them finding the advances in clock- and steam-powered technology either fascinating, distressing, or a curious combination of both.

Relations: So far, the eladrin are still rare in Blackmoor, and thus tend to relate to others on an individual, case-by-case basis. But the trends seem to indicate a friendly if oddly awkward attitude toward the Cumasti elves, and a distanced respect for the Westryn. They find humans endlessly fascinating, and thus far refuse to share in their cousins’ mistrust of the dwarves, an attitude they find childish and unproductive.

Religion: The eladrin system of faith seems to overlap extensively with the elves’, especially with regards to the god Faunus, who is a shared patron between the two races. Unlike their cousins, however, the eladrin pay great homage to Death, often revering her even above Ordana. In some eladrin myths, it is Death who gave birth to the eladrin, and she who sits by Faunus’ side in the Feywild. Rumors have begun to surface that another, unknown deity lies at the core of eladrin belief, further separating them from their cousins.

Names: If the eladrin have surnames, they have thus far kept them a secret from the other races.

Male Names: Aramil, Berrian, Erevan, Galin, Hadorai, Imoril, Midaris, Paelion, Quarion, Sovelis.

Female Names: Althaea, Anastriana, Bethryna, Caelinna, Meriele, Qualana, Shainara, Valena.

ELVES

Once a single elf culture, an alliance with humans resulted in a betrayal and curse that caused an irreparable divide between the elves of eastern and western Blackmoor. Numerous efforts have been made to restore the culture to a single race, but to no avail.

Blackmoor’s elves are as diverse and changing as the many tribes of man. Due to their low birth rates and the loss of much of their ancestral lands to humans, orcs, and other humanoids, elves are beginning to die out. They have begun looking into magical avenues to extend their race’s longevity and to help slow their attrition rate.

CUMASTI ELVES

The Cumasti elves have a long and rich history. Their race dates back to prehistory as one of the first good races to walk the world. They possess an inspirational ability to perform great works of magic, art, and music. Until modern humans came to the world, elves ruled the lush forests and plains. The elves aided men in establishing themselves as a good race but the humans ultimately betrayed them.

The betrayal of the Cumasti split their society into two opposing factions. Cumasti loyalists sought to mend the

wounds left by the human betrayal, believing that humans choose their paths as individuals, not as a collective race. The other elves, later to be called the Westryn elves, retreated from the world, scarred by the human betrayal and vowing to never again trust any other race so fully.

Personality: Cumasti are intelligent and willing to experience life in all its facets. They follow the traditions laid down for them so many centuries ago by the first elves to walk the world. They love nature and all that it offers. Cumasti are trusting and friendly, living to experience the diversity of the peoples with whom they share. They hold no hatred for any good race, though they find dwarves too dirty and crass for their refined sensibilities. They view each person as an individual whose deeds are weighed on a scale larger than the elf's ability to judge.

Cumasti elves are short and slender, with men typically heavier and taller than the women. Cumasti have light-colored hair, ranging from honey to ash blonde, and have eyes of rich green, deep blue, or soft brown. Other races view Cumasti as nearly ethereal—hauntingly beautiful and graceful. Cumasti skin tones are light, even after hours in the sun.

Elven Lands of the East: Most Cumasti live in the Forest Kingdoms of the East. These lands are made up of the Elven Forest and three smaller forests. The four Forest Kingdoms of the East are Redwood Court (located in the Red Woods, with its capital city of Ringlo Hall), Potter's Down (found in Potter's Forest, south of Dirk's Cove), the Noris Kingdom (located in the Noris Wood, south of the Root River and north of the Crystal Peaks), and the Wurmthrone (found in the Wurmwood, west of the Black Hills and south of the Regent of the Mines).

Religion: Cumasti worship the goddess Ordana, patron of elves and all sylvan creatures. They also worship the Six

Elemental Lords and Faunus, the King of the Divine Forest. Because of their close ties to nature, it is not uncommon for Cumasti clergy in some remote villages to be wokans.

Male Names: Baetho, Dundin, Elvan, Giiran, Hathrik, Kyvryn, Maiele, Mede, Mithgilivyr, Mylaeth, Nyrndyr, Rhyllirin, Rundusk, Seneralos, Soddil, Strast, Tothraern, Uhlmar, Uvynglos, Zanyll.

Female Names: Claen, Elune, Fhaeress, Geladyl, Ghilula, Holaline, Hylone, Ista, Itaarel, Itera, Jhiilira, Liathloen, Luoranyl, Mallune, Milshera, Nadylnue, Polinyra, Throrthryra, Tinnaryll, Yrnyriah.

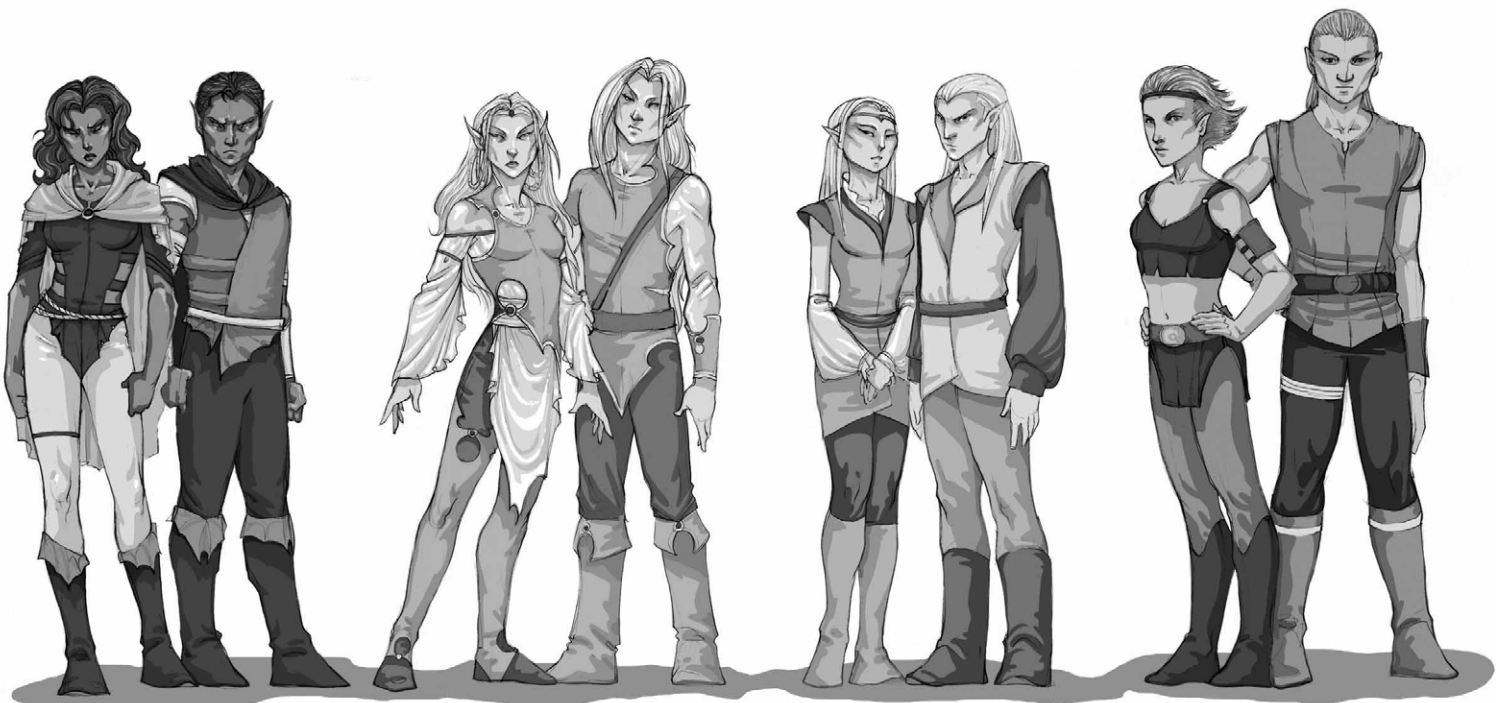
Family Names: Artulvar, Asanthen, Coselë, Dirimë, Eäbin, Edath, Gladair, Ibar, Mairlis, Narth, Pyltari, Salë, Sethila, Shubail, Smemynë, Soavedin, Soavel, Teveld, Thobin, Usern.

WESTRYN ELVES

Once part of the greater elven race, the Westryn elves have branched away from their Cumasti cousins since the Black Queen's fall and her father's curse on the Forest Realms of the West. The "Black Curse," as the Westryn call it, has made it impossible for the Westryn to produce viable offspring with any other race. This fact coupled with a policy of isolation has alienated them from other races and cultures.

Westryn are slightly taller than their Cumasti cousins, with no difference in height based on gender. They are powerfully built and swarthy—they are not slight or of pale complexion like the Cumasti. Westryn eyes range in color from dark green to deep blue, and their hair varies from greenish-blond to shimmering raven black.

Personality: The serious and rarely smiling Westryn elves are the sourest bunch of grapes on the good races' vine. Westryn elves have large chips on their shoulders and are extremely



xenophobic. They rarely trust any race outside of other elves, and those few individuals that they do trust have won that prize only after a hard-fought struggle. Westryn are quiet but quick to anger and are blunt and brusque with other races.

Westryn elves do not care for the activities of any other race, save those of their Cumasti cousins. They are indifferent towards most good races, but act with open suspicion toward most humans and dwarves.

Orcs, goblins, and ogres are the bitter enemies to the Westryn, who battle them in the Peaks of Booh and the Gargoyle Hills. Yet of all creatures that roam the world, Westryn reserve their deepest hatred for undead. Westryn, especially those from the Wild Realm near the Duchy of Ten, consider it their personal duty to destroy all undead creatures.

Elven Lands of the West: The Westryn rule over the six Forest Realms of the West. This dominion is actually the origin of their racial name; human explorers could not understand the thick Elven accent of these people when they called themselves the “Peoples of the Western Woods.”

The Forest Realms of the West include the Western Realm, the Wild Realm, the Greenwood, and several minor regions. The Westryn capital is in the Western Realm, located within the Westwood’s confines. Most Westryn live within the Westwood, keeping close to family, clan, and king.

The Wild Realm, within the Wilds of Ten, borders the Duchy of Ten. The Wild Realms’ king laid the Black Curse, and the Black Queen is said to hail from this dark land. The Green Realm is found in the Greenwood north of the Tower of Booh; sadly, the wood’s southern portion was lost to undead long ago.

The final three realms are minor realms, which Westryn consider backward and rustic. These realms are located in the Westwood, Pelham Wood, and Unicorn Wood. Ruins of a small Westryn realm are found in the Bloodwood, on the western shore of Blood Lake, north of Boggy Bottom. The Blood Realm, as it is now called, is filled with elven undead—cursed by a powerful wizard for some unknown crime.

Religion: Most Westryn clergy are wokans who worship Faunus, King of the Divine Forest and Lord of the Wilds. Small sects of worshippers bow their heads to the Six Elemental Lords. Westryn rarely worship the peaceful elven goddess Ordana, but whisper her name with reverence at births and funerals.

Male Names: Anvodrim, Berurthane, Calarg, Garodrarg, Glad, Glormak, Gramgel, Imanak, Imginarg, Imgudrone, Korodrand, Kuhisheth, Lorard, Malermone, Thimakil, Thirolay, Thorengrorn, Torarak, Ugrorthorn, Urthim.

Female Names: Bagolim, Celadrog, Ceridrone, Glind, Glosmorn, Harangrath, Ibonarg, Imgirkine, Ingak, Itrak, Lathith, Lireth, Lumikorn, Thashangrarg, Thomitrim, Thongrak, Ungarthorn, Vorin, Vosagrorn, Zovorn.

Family Names: Amusse, Brate, Calo, Drindae, Flassa, Jaleel, Menan, Mesun, Opael, Saru, Yubalem.

HALF-ELVES

Blackmoorian half-elves are rare since they come only from the union of a Cumasti elf and a human. Half-elves often feel lost, not knowing where they fit in. They wander the world, looking for a home where they can live in peace.

Humans use the term “half-elf” to describe this race. Cumasti call them Ni’ssillin (“Lost Ones”) and Westryn call them Do’rioa (“Cursed Blood”).

Personality: Half elves are a very accepting people. They do not judge individuals by race alone. They realize that circumstances can sometimes create strange situations. Because of this, they tend to take their time when making decisions and are outwardly slow to warm up to others.

Religion: Blackmoor half-elves worship any number of human and elven gods, though they rarely find the desire to look to the heavens except in their most desperate hours. During these times, half-elves call out to any deity that will listen.

Names: Half-elves may be named according to human or Cumasti traditions, though half-elves commonly have elven names.

Male Names: Anvodrim, Bellow, Berurthane, Braddle, Calarg, Garodrarg, Glad, Glormak, Gramgel, Imanak, Imginarg, Imgudrone, Korodrand, Kuhisheth, Lorard, Urthim, Yest, Karn.

Female Names: Bagolim, Bimber, Celadrog, Ceridrone, Glind, Glosmorn, Harangrath, Ibonarg, Imgirkine, Ingak, Itrak, Lathith, Lireth, Lumikorn, Patrice, Robin, Shyla, Thashangrarg, Thomitrim, Thongrak, Ungarthorn, Vorin, Vosagrorn, Zovorn.

Family Names: Artulvar, Asanthen, Coselë, Dirimë, Eäbin, Edath, Gladair, Ibar, Mairlis, Narth, Pyltari, Salë, Sethila, Shubail, Smemynë, Soavedin, Soavel, Teveld, Thobin, Usern.

HALFLINGS

Blackmoor’s halfling races have a long and storied past. They are kind friends and stalwart allies of all good beings. When Uther Andahar revolted against the Thonian Emperor, the halflings of Booh fought alongside him against the Emperor’s forces. Many halflings aided in the fight against the Thonian Emperor’s forces at the Battle of Root River, contributing to the Thonians’ defeat and the subsequent declaration of Andahar as King of Blackmoor.

Halflings are generally liked, though orcs and men subjugate some halflings in southern Blackmoor. A sizeable group of halfling-like beings escaped during the Afridhi invasion and refused to allow themselves to be dominated ever again. They named themselves “Docrae,” which means “fighter” in their language. Unlike other halflings, the Docrae are a defensive and untrusting people who mostly keep to themselves.

Halflings are the most welcome of visitors throughout Blackmoor. They bring stories and goods to trade and are free from other races’ mistrust. Halflings are uniquely able to obtain secret information, a trait which has made them important friends in dangerous lands.

Personality: Halflings are kind and friendly folk who love to tell stories and eat. They are known throughout the land for their ability to entertain. While they are friendly, they are also skilled traders and drive hard bargains, using their natural charisma to influence their dealings with others. Halflings are industrious and quickly adapt to the customs of the lands in which they settle.

Relations: Halflings are welcome in all of Blackmoor's lands, and their shops can be found in every major town. Halflings are known for their ability to obtain items and information. Docrae, while friendly to halflings, think that they are naive and too trusting.

Halfling Lands: Halflings call no single place their home; instead they find themselves guests in the lands of others. The largest halfling settlements are in Booh and Ramshead. Halflings have opened shops and inns on the War Road and welcome guests of all types. Halflings also make their homes in human cities.

Halfling Culture: Halflings raise their families wherever they can earn their keep. Family is a strong tie in halfling communities, though the dwarven clan concept does not find a home within halfling society. Halflings are fond of cooking and have developed such an affinity for the craft that they are often sought as chefs by humanoid nobles. Halflings tend to seek out their own fortunes and focus their wealth and successes on their immediate families.

Religion: Halflings worship a pantheon of gods that they share with humans. Their deities range from those who control the areas of commerce, contracts, and wealth to those who abide over larceny, extortion, and murder. Clerics are not particularly common among halflings.

Male Names: Ashmiler, Flilthoner, Gornor, Gally, Jigimy, Norge, Thedecenn, Vitigais.

Female Names: Adda, Arnria, Bilimil, Binema, Friti, Mirnquiza, Rilta.

Family Names: Hudan, Kany, Loterman, Sogridan, Sonymay, Sudard, Upendon.

HUMANS

Humans, being the dominant race in Blackmoor, are divided into different sub-groups, some along cultural lines, others along regional lines. A few groups of humans, such as the Afridhi and the Skandaharians, are mostly antagonistic, and are thus reserved for NPC play. Those that are appropriate as player characters are the High Thonians, Peshwah, and Thonians.

HIGH THONIANS

The High Thonians are members of the highest, most powerful human social caste within Blackmoor's borders. While High Thonians tend to come from advantaged backgrounds, not all of them have the stomach for politics or fighting. Many use their family names and backgrounds to pursue science and other academic matters. Several teachers at the University of Blackmoor are High Thonians from important families.

Personality: High Thonians are studious people and excellent entertainers. They spend their time learning and finding new and interesting ways to entertain themselves and their wealthy friends. Noble Thonians spend their money freely to impress others or to purchase necessary parts for their inventions. They are kind and gentle to others but are venomously possessive of their expansive libraries and eccentric inventions.

High Thonian skin is fair, with hair that tends toward blond or brown. To demonstrate their excellent grooming, most



High Thonian men do not wear beards. High Thonians are long-lived by human standards, with life spans reaching well over 100 years. Some attribute this longevity to breeding, but others suspect a magical source.

Relations: High Thonians are receptive to doing business with other races. They barter and trade for books and needed supplies for their inventions.

High Thonian Lands: When the Valley of the Kings stood strong, High Thonian nobles ruled much of present-day Blackmoor. The bloodline's fall, as well as invasion and civil war, eroded much of what was once the unified kingdom of Blackmoor. Many High Thonians are preparing to use their technology to reclaim some of the lands they believe have been stolen from them over time. Most High Thonians live in and around Blackmoor itself.

Religion: High Thonians do not worship one particular god. Many become clerics and priests of popular Blackmoor deities, but the average High Thonian puts his faith in himself and his own creations.

Names: High Thonians have given names as well as family names. The family names are honored and respected in accordance with noble tradition. No Thonian noble is to bring disgrace upon his house.

Male Names: Andor, Brody, Dindle, Eng, Grall, Helms, Kang, Lex, Mikeel, Neg, Pang, Stephen, Uther, Ule.

Female Names: Aimee, Alicu, Beacle, Cella, Dello, Friella, Katrina, Lail, Meadow, Neula, Silin, Triol.

Family Names: Andarian, BroadBelt, Caldeel, Dragoneye, Ellemba, Freely, Grax, Walcrest, Wilde.

PESHWAH

Not so long ago, a tribe of humans settled the Plains of Hak, bringing their horses with them. This tribe is known as the Peshwah. The Peshwah are gentle and nomadic souls who enjoy the feel of life from the back of their horses. Until they met the Afridhi, they knew neither war nor even serious conflict.

As the Afridhi drove these peaceful people in front of them across the plains, spilling their blood and killing their fathers and sons, the Peshwah grew hard and fierce—proving that even a horse will turn to face the lion. After the combined forces of the northern barons and the other good races halted the Afridhi's advance, the Peshwah once again settled into their windswept homeland. This time though, they have a purpose: the vengeance pounding in their collective heart.

Personality: Peshwah are a well-meaning people. They have pleasant natures and are willing to help their own kind without asking for anything in return. Peshwah are not trusting of outsiders, including the other human cultures, but they are rarely hostile toward them. The burning racial anger they hold in their hearts is for the Afridhi alone.

After riding across the wind-swept Plains of Hak for generations, the Peshwah have become a dark-skinned people. Though of human stock, Peshwah are shorter and stockier than their northern Blackmoor brethren. Their features are

hard, and culminate in large, straight noses. Their hair is dark brown or deep red; curly hair is uncommon.

Peshwah Lands: The Peshwah claim the Plains of Hak as their own. Large and windswept flatlands are key to their semi-nomadic lifestyle. Some Peshwah have begun settling in fixed communities, and cities and towns are beginning to sprout up on the plains.

Religion: The Peshwah's highest god is the Lord of Horses, Hak. Peshwah also revere numerous other gods in an entire pantheon of their own.

Names: Peshwah receive a single name to identify themselves. Some Peshwah also use their tribal name as their family name where required. It is common for a Peshwah's given name to be prefixed with the Peshwahan term "Peshwah na" which means "Person named." For example, a Peshwah named Bika would be likely referred to as "Peshwah na Bika".

Male Names: Bhatish, Bika, Dugulan, Kitain, Puras, Shepro, Sishtha, Tri, Vashtri, Vidas, Vimunas, Vitar.

Female Names: Bhima, Brinda, Chamjin, Dani, Dene, Deras, Dersta, Idjin, Prthavil, Torchu, Vashtri.

Tribal Names: Adiel, Bortai, Briela, Faleem, Irfat, Leron, Ornidri, Peshneath, Qulaam, Somhak, Sufz, Zah.

THONIANS

Thonians are the everyday citizens in Blackmoor and its surrounding vicinity. The noble caste rules them, and many take jobs as servants in High Thonian houses. Many long for better lives and strive to find wealth and power.

Personality: Thonians are very much normal humans. They are well-tempered but sometimes show disdain for their lot in life. Thonians do not share in the privilege or money that they see all around them. Thonians also are angered that they cannot join the nobility, regardless of their financial status, without a direct appointment from the king. They are family-loving people who try to better themselves.

Thonian skin is dark, and their hair is black or brown. Thonians do not share the longevity of their High Thonian rulers. They achieve adulthood at age 16 and typically live only into their seventies.

Relations: Thonians stay at home and only have exposure to other cultures in their town centers. They stay away from strangers but are happy to peddle wares and offer lodging to travelers who do not appear dangerous.

Religion: Thonians do not have a unique deity of their own. They are a spiritual people but worship a host of gods that serve their interests and requirements.

Names: Thonians have given names as well as family names.

Male Names: Abeel, Aslu, Bellow, Braddle, Denge, Freg, Mandle, Nall, Karn, Sted, Sliw, Tray, Yest.

Female Names: Awna, Avell, Bimber, Cliel, Follae, Glinda, Liveer, Meala, Nona, Patrice, Robin, Shyla. Family Names: Cork, Dable, Fogle, Grainger, Mason, Oland, Patro, Quig, Ramble, Sallo, Shew, Trader, Veel, Winslo.

TIEFLINGS

Before a century ago, there was no such thing as a “tiefling” in the lands of Blackmoor. And only in the last thirty years or so has the race’s existence even become recognized as fact by those in the know, and it remains unknown to the vast majority of the kingdom. A generation after the formation of the Wizards’ Cabal, the poorest among the Thonians began to notice a strange trend emerging in their communities: Children being born with no fear of fire, and more often than not, a strong, innate aptitude for arcane magic. The occurrence was extremely rare at first (and still isn’t common), but as time passed and people talked, it became clear that more and more of these unique children were being born to the poorest Thonian women.

Fearing the wrath of the inquisitors of the Wizards’ Cabal, most of these children were secreted away, raised in isolation or under the auspices of a few kindly patrons. Others simply left more populated areas of their own accord, either wandering into the wild or to lands outside the kingdom when they came of age. Some have come to love and accept these castaways, while others react to their mere existence with hate.

Personality: The tieflings of Blackmoor are similar of temperament to ordinary Thonians, with the added personality variances that come from being born not only different, but in the case of younger tieflings, “malformed” of appearance. Being a destitute peasant is bad enough; being a destitute peasant that others think could be the spawn of a devil is that much harder to bear.

Blackmoor’s tieflings are almost indistinguishable from the Thonians among whom they are born, and the oldest of them truly are indistinguishable. The youngest, however—those born within the last two generations or so—bear some malformity or other, marking them as distinctively inhuman

under close scrutiny. Some such malformities, such as small nubs of bone protruding from the high forehead, can be hidden under clothing, while others, such as red- or yellow-tinged eyes, are not so easily concealed. For those living with the latter, only complete isolation or magical obfuscation allows them to live their lives in peace.

Relations: The notion of relations with others is central to tieflings, and more complicated than it is for any other race. Older tieflings can pass for human easily, and thus have no more or less difficulty relating to others than do other Thonians. Younger tieflings, however, who bear what can only be described as “infernal” features, can only live and travel where they are understood and accepted. Even a whisper of a person bearing horns and yellow eyes might bring the wrath of the Wizards’ Cabal straight to a tiefling’s door.

Religion: While there are almost as many views on religion among the tieflings as there are tieflings to hold them, it tends to go without saying that all tieflings are spiritual in some fashion or another. The mere matter of their existence poses numerous difficult questions, and each searches for answers in his own way. Some devote their entire lives to the worship of a single deity, while others forsake organized faith entirely (if for no other reason than the risks it poses), preferring to worship either in private, or not at all. A growing number favor the path of the mystic, whereby they hope to find satisfying answers within themselves.

Names: As they come from Thonian stock, and have no interest in calling attention to themselves, Blackmoor’s tieflings share names and naming conventions with ordinary Thonians.



CHARACTER CLASSES

THIS SECTION details six new base classes that have been added for play in a Blackmoor campaign. They add new flavor and options that fit within Blackmoor's core philosophies and organizations. Much of the supporting materials throughout the rest of this book reference these classes, so any Blackmoor DM should be familiar with their inner workings.

ARCANE WARRIOR



“With strong arms, martial prowess and mystical might, I defend the rightful powers of Blackmoor and lay low their enemies.”

CLASS TRAITS

Role: Defender. Your natural toughness is buttressed by elemental training that adds damage to your attacks, grants you resistance against incoming blows, and moves your foes about the battlefield.

Power Source: Arcane. You have trained long and hard with weapons and armor, but your true power lies in special arcane augmentations.

Key Abilities: Strength, Intelligence, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged

Implements: Badge of authority

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges per Day: 9 + Constitution modifier

Trained Skills: Arcana. From the class skills list below, choose three more trained skills at 1st level.

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

Build Options: Arcane protector, Arcane Punisher

Class Features: Arcane Aura, Counter-Maneuver, *Elemental Brand*

Arcane warriors boast a proud and illustrious history. Skelfer drew the initial company of these mystical fighters from his first class of students. With them at his side, he destroyed a group of evil sorcerers and ended the Mage Wars. For many years after that, arcane warrior training was the exclusive

province of the Wizard's Cabal. In time, the secrets of the profession have spread, but it is rare to find an arcane warrior who does not abide by the code of conduct handed down to the first arcane warriors by Skelfer. Most arcane warriors are beholden to defend and uphold the orders of the High Council of the Wizards' Cabal, but anyone dedicated to subduing magical revolts or rogue sorcerers might receive the requisite training.

An arcane warrior's greatest calling is the policing of arcane magic in Blackmoor. Whether sanctified and authorized by the Wizards' Cabal, or by another self-proclaimed defender against arcane abuse, the arcane warrior acts to ensure that arcane magic is used for the betterment, not the subjugation, of the people of Blackmoor. Arcane warriors make up the front-line fighters of the Cabal, and are stationed at both the Wizards' Watch and at Coot's Watch to keep a steady eye on the schemes of the Egg of Coot and its thralls.

You represent a fighting class of magic-user who specializes in protecting his companions against arcane threats. At an early age, you likely swore an oath to protect and honor the people of Blackmoor and their rightful leaders. Should you ever break this oath, you will almost assuredly face the judgment of your peers and that of the Wizards' Cabal. Through harsh experience, common folk have come to fear magic and arcane might, but the proud traditions of your kind mitigate that dread. The people have come to rely on you to protect them from forces that if left unchecked, could bring calamity upon them.

CREATING AN ARCANE WARRIOR

You can choose any mix of powers, but arcane warriors generally fall into one of two groups: offensive-oriented warriors called arcane punishers and those focused more heavily on defense, called arcane protectors. All arcane warriors rely on Strength for their attacks. Whether you favor Intelligence over Wisdom, or vice versa, depends on which path you decide to follow. You are not required to choose one of these two builds, but doing so opens up ancillary

ARCANE WARRIOR OVERVIEW

Characteristics: You are a tough defender, capable of standing side-by-side with a fighter, paladin, or mystic in defense of your allies. You have a slightly greater ability to fight at range than other defenders, thanks to a few of your spells, but like any good defender, your ability to focus opponents on you is what makes you an invaluable ally.

Religion: Arcane warriors may be of any religion, but they naturally favor gods of knowledge, magic, honor and war. A sizeable number of arcane warriors worship no single deity, but offer prayers to the gods as a whole, that they may better focus the bulk of their efforts on their secular duties.

Races: The vast majority of arcane warriors are human, with most of the remainder being half-elves. The class is wholly unknown among the eladrin.

benefits for certain class powers, and is thus recommended highly.

ARCANE PROTECTOR

You are dedicated to keeping your companions safe from harm. A one-handed weapon and shield maximizes your defense. Like any defender, Strength is your primary ability score, ensuring that you hit as often as possible with your weapon attacks. Wisdom is your second most important score, as it buttresses your defenses and helps you better control movement on the battlefield. Intelligence is important for raising an enemy's vulnerability, but that remains your tertiary focus.

Suggested Feat: Armor Proficiency (Plate) (Human feat: Human Perseverance)

Suggested Skills: Arcana, Endurance, Heal, Insight

Suggested At-Will Powers: *draw the foe, shield of frost*

Suggested Encounter Power: *shock of law*

Suggested Daily Power: *thunderous shout*

ARCANE PUNISHER

You believe that the best defense is overwhelming offense. You forego the strongest defenses to maximize the damage you inflict. For that reason, a two-handed weapon is often favored. You fight best with a high Strength, so that is your primary ability score. Intelligence is prized next for its ability to benefit your opportunity attacks and to raise the vulnerability of your enemies. Wisdom is of tertiary importance, as it impacts your defenses and hinders your enemies' movement.

Suggested Feat: Power Attack (Human feat: Action Surge)

Suggested Skills: Arcana, Athletics, Insight, Intimidate

Suggested At-Will Powers: *slashing fire, spark of law*

Suggested Encounter Power: *fire of authority*

Suggested Daily Power: *fiery passage*

IMPLEMENT

Arcane warriors make use of a badge of authority to legitimize and direct their arcane powers. An arcane warrior wearing or holding a badge of authority can add its enhancement bonus to the attack rolls and damage rolls of arcane warrior powers, as well as arcane warrior paragon path powers, that have the implement keyword. These powers can still be used without a badge, but no implement bonus is provided.

The greatest of arcane warriors are awarded a weapon of legitimacy. This special magic weapon can also be used as an implement for arcane warrior powers and arcane warrior paragon path powers.

ARCANE WARRIOR

CLASS FEATURES

You have the following class features.

ARCANE AURA

You gain a +1 bonus to all defenses against powers with the charm, conjuration, fear, illusion, polymorph, sleep, or zone keyword. This bonus increases to +2 at 11th level and to +3 at 21st level.

COUNTER-MANEUVER

You gain a bonus to opportunity attacks equal to your Wisdom modifier. Before or after you make an opportunity attack, you can choose to use your elemental brand (see below) against the targeted enemy as a free action.

ELEMENTAL BRAND

By channeling arcane forces, you can use the elemental brand power to mark an enemy of your choice.

ARCANE WARRIOR POWERS

Arcane warriors supplement their weapon attacks with magic, usually casting and striking simultaneously. Their powers are called spells.

CLASS FEATURES

The arcane warrior has one class feature that works like a power: *Elemental Brand*.



Elemental Brand

Arcane Warrior Feature

With a whispered arcane phrase, you channel elemental forces at your enemy, raising his vulnerability.

At-Will ♦ Arcane, Acid, Cold, Fire, Lightning, or Thunder

Minor Action

Close burst 5

Target: One Creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target or until you fail to engage the target (see below). A creature can be subject to only one mark at a time, and a new mark supersedes a mark that was already in place.

While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. Also, the first time it makes an attack that doesn't include you as a target, before the start of your next turn it gains vulnerable 4 + your Intelligence modifier against attacks with your choice of one of the following keywords: acid, cold, fire, lightning, or thunder. This vulnerability increases to 7 + your Intelligence modifier at 11th level, and to 10 + your Intelligence modifier at 21st level. The target only suffers this vulnerability against the next attack bearing the appropriate keyword while the mark is still active.

On your turn, you must engage the target you've branded or else brand a different target. To engage the target, you must either attack it or end your turn adjacent to it. If neither of these events occur by the end of your turn, the marked condition ends and you can't use elemental brand on your next turn.

You can use elemental brand once per turn.

Special: Once the type of vulnerability is chosen, this power takes on that keyword and loses all others except arcane.

LEVEL 1 AT-WILL SPELLS

Draw the Foe

Arcane Warrior Attack 1

Brandishing your badge and bellowing with indignation, you draw an enemy toward you.

At-Will ♦ Arcane, Charm, Implement
Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier damage, and you pull the target 1 square if it is your size, smaller than you, or one size category larger.

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

Shield of Frost Arcane Warrior Attack I

The bitter cold of your guard directs your foe away from an ally.

At-Will ♦ Arcane, Cold, Weapon
Standard Action Melee weapon

Requirement: You must be using a shield

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier cold damage, and you grant one ally within a number of squares equal to 1 + your Wisdom modifier a +2 power bonus to AC until the end of your next turn.

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

Slashing Fire Arcane Warrior Attack I

With a word, your weapon ignites, blazing your way to victory.

At-Will ♦ Arcane, Fire, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier + one-half Intelligence modifier fire damage.

Increase damage to 2[W] + Strength modifier + one-half Intelligence modifier at 21st level.

Spark of Law Arcane Warrior Attack I

Charged with power, your weapon crackles with electric sparks.

At-Will ♦ Arcane, Lightning, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier lightning damage.

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

Miss: One-half Intelligence modifier lightning damage. If you're wielding a two-handed weapon, you instead deal lightning damage equal to your Intelligence modifier.

Special: Damage dealt on a miss does not deal extra damage with lightning vulnerability.

LEVEL 1 ENCOUNTER SPELLS

Fire of Authority Arcane Warrior Attack I

Your rightful rage calls forth fiery retribution against your enemy.

Encounter ♦ Arcane, Fire, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier + Intelligence modifier fire damage.

Arcane Punisher: The target takes an additional Intelligence modifier fire damage at the start of your next turn.

Chill of Dread Arcane Warrior Attack I

Your command sounds over your badge, stiffening your enemy's limbs and slowing its advance.

Encounter ♦ Arcane, Cold, Implement
Standard Action Ranged 5

Target: One creature

Attack: Intelligence or Wisdom vs. Will

Hit: 2d6 + Intelligence or Wisdom modifier cold damage. In addition, the target is slowed and cannot shift until the end of your next turn.

Glancing Flourish Arcane Warrior Attack I

Striking with uncanny precision, you skim your weapon off your enemy, setting up a second, more devastating blow.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Dexterity modifier damage. Make a secondary attack.

Secondary Attack: Strength +2 vs. AC

Hit: 1[W] + Strength modifier damage.

Shock of Law Arcane Warrior Attack I

Touching your weapon to your shield and badge, you generate a powerful spark that sends an enemy reeling.

Encounter ♦ Arcane, Implement, Lightning
Standard Action Ranged 5

Requirement: You must be using a shield

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier lightning damage, and the target is pushed up to 2 squares.

Arcane Protector: The target is pushed a number of squares equal to 1 + your Wisdom modifier.

LEVEL 1 DAILY SPELLS

Acid Wash Arcane Warrior Attack I

Caustic liquid gushes from your weapon as you bring it to bear upon your enemy.

Daily ♦ Acid, Arcane, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier acid damage.

Effect: The target takes ongoing 5 acid damage (save ends).

Fiery Passage Arcane Warrior Attack 1

As licks of fire gather along your weapon, you strike, raising treacherous flames on the ground around your foe.

Daily ♦ Arcane, Fire, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire damage.

Effect: The target's square and all squares adjacent to it become difficult terrain until the end of the encounter.

Arcane Punisher: On a hit, the target suffers an additional Intelligence modifier fire damage.

Thunderous Shout Arcane Warrior Attack 1

Your scream of power echoes off your badge and pounds into your enemies' skulls.

Daily ♦ Arcane, Implement, Thunder
Standard Action Close blast 3

Target: One creature (special)
Attack: Intelligence or Wisdom vs. Fortitude

Hit: 2d8 + Intelligence or Wisdom modifier thunder damage, and all other creatures in blast take Intelligence or Wisdom modifier thunder damage.

Miss: All creatures in blast take Intelligence or Wisdom modifier thunder damage.

Arcane Protector: All creatures that take damage from this power are pushed 2 squares.

LEVEL 2 UTILITY SPELLS

Arcane Resolve Arcane Warrior Utility 2

Calling upon your dedication and duty, you can overcome nearly any weakness.

Encounter ♦ Arcane
Minor Action Personal

Effect: You make a saving throw with a bonus equal to your Intelligence modifier.

Arcane Sensitivity Arcane Warrior Utility 2

You have an innate feel for the mystic arts that buttresses your training and intellect.

Daily ♦ Arcane
Minor Action Personal

Effect: You gain a +4 power bonus to Arcana checks until the end of the encounter.

Call to Aid Arcane Warrior Utility 2

Sensing that your strength and support are needed, you appear beside a besieged charge.

Encounter ♦ Arcane, Teleportation
Move Action Personal

Effect: Teleport to an unoccupied square adjacent to any ally within 5 squares.

Mystic Shield Arcane Warrior Utility 2

With a word, you place a disc of force between an ally and those who would do him harm.

Encounter ♦ Arcane, Force
Immediate Interrupt Ranged 10

Requirement: You must be wielding a shield
Trigger: An ally is hit by a melee or a ranged attack
Target: One ally

Effect: The target gains a power bonus to AC and Reflex defense equal to your Wisdom modifier until the end of your next turn.

LEVEL 3 ENCOUNTER SPELLS

Fiery Strike Arcane Warrior Attack 3

Your weapon crackles with flame, igniting your foe as you strike.

Encounter ♦ Arcane, Fire, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire damage, and the target takes ongoing 3 fire damage (save ends).

Arcane Punisher: The ongoing fire damage equals 2 + your Intelligence modifier (save ends) instead.

Frozen in Place Arcane Warrior Attack 3

Ice crystals run down to the haft of your weapon, shattering when you hit and collecting about your enemy's feet.

Encounter ♦ Arcane, Cold, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier cold damage, and the target is immobilized until the end of your next turn.

Law's Dread Arcane Warrior Attack 3

Your badge of law keeps those who oppose you at bay.

Encounter ♦ Arcane, Fear, Force, Implement
Standard Action Close burst 3

Target: Each enemy in burst
Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier force damage, and the target is pushed 2 squares.

Arcane Protector: The target is pushed a number of squares equal to 1 + your Wisdom modifier.

Relentless Fatigue Arcane Warrior Attack 3

Hammering your foe with a resounding blow, you sorely deplete his reserves.

Encounter ♦ Arcane, Thunder, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier thunder damage, and the target is weakened until the start of your next turn.

LEVEL 5 DAILY SPELLS

Flames of Retribution Arcane Warrior Attack 5

Your body comes ablaze with indignation, punishing those who would trespass against you.

Daily ♦ Arcane, Fire
Standard Action Melee weapon

Requirement: You can use this power only when you are bloodied.

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier fire damage.

Effect: You are wreathed in flames. Until the end of the encounter, any enemy that hits you with a melee attack takes 5 fire damage as an immediate reaction. A given enemy suffers this damage only once per round, regardless of how many times it hits you.

Law's Decree Arcane Warrior Attack 5

You shout a challenge over your badge, forcing the foe to draw near.

Daily ♦ Arcane, Force, Implement
Standard Action Ranged 5

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier force damage. If the target is your size, smaller than you, or one size category larger than you, you may also pull the target to an unoccupied square adjacent to you.

Mystic Injunction Arcane Warrior Attack 5

With a word and a touch to your badge, the wrongdoer is filled with numbing pain and bewilderment.

Daily ♦ Arcane, Force, Implement
Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier force damage, and the target is dazed until the end of your next turn. In addition, you may slide the target a number of squares equal to your Wisdom modifier.

Punish the Wicked Arcane Warrior Attack 5

Channeling your anger with your authority, you unleash a brutal blow that bestows an elemental weakness.

Daily ♦ Acid, Arcane, Cold, Fire, Lightning, Thunder, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target gains vulnerability 5 to acid, cold, fire, lightning, or thunder (choose one) until the end of the encounter.

Miss: Half damage, and the target gains no vulnerability.

Special: Once the vulnerability is chosen, this power loses all four remaining damage type keywords.

LEVEL 6 UTILITY SPELLS

Arcane Resilience Arcane Warrior Utility 6

Bolstered by your magic, you stand strong in the face of your enemy's blows.

Daily ♦ Arcane
Minor Action Personal

Effect: You gain temporary hit points equal to 2d6 + your Intelligence modifier.

Arcane Stand Arcane Warrior Utility 6

A current of arcane power flows through your body, buttressing it against incoming attacks.

Daily ♦ Arcane, Stance
Minor Action Personal

Effect: You gain a power bonus to your Fortitude, Reflex, or Will defense equal to your Wisdom modifier.

Expeditious Positioning Arcane Warrior Utility 6

Magic transports you to where you are needed most.

Daily ♦ Arcane
Minor Action Personal

Effect: Shift up to twice your speed.

Sure Strike Arcane Warrior Utility 6

The unshakeable authority of law guides your hand.

Encounter ♦ Arcane
Minor Action Personal

Effect: You gain a power bonus to your next attack roll equal to your Intelligence or Wisdom modifier.

LEVEL 7 ENCOUNTER SPELLS

Arcing Strike Arcane Warrior Attack 7

A charge builds along your weapon, arcing from your blow to another enemy.

Encounter ♦ Arcane, Lightning, Weapon
Standard Action **Melee weapon**

Target: Primary Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier lightning damage. Make a secondary attack.

Secondary Target: One enemy within 3 squares, other than the primary target

Secondary Attack: Intelligence or Wisdom vs. Reflex

Hit: 1d6 + Intelligence or Wisdom modifier lightning damage.

Merciless Sentence Arcane Warrior Attack 7

Headless of your own safety, you bring the full might of the law to bear on the transgressor.

Encounter ♦ Arcane, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength + 2 vs. AC (can score a critical hit against a marked enemy on a roll of 19–20)

Hit: 2[W] + Strength modifier damage, and the target is knocked prone. You grant combat advantage to all enemies until the beginning of your next turn.

Sheet of Flame Arcane Warrior Attack 7

With a wide sweep of your weapon, you bathe an entire area in the fires of justice.

Encounter ♦ Arcane, Fire, Weapon
Standard Action **Close blast 3**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire damage, and each other creature in blast takes 3 fire damage.

Arcane Punisher: Each other creature in blast takes 2 + your Intelligence modifier fire damage.

Winter's Fury Arcane Warrior Attack 7

Frigid crystals build up on your weapon, then shatter outward in a blizzard of deadly shards.

Encounter ♦ Arcane, Cold, Weapon
Standard Action **Close blast 3**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier cold damage.

Effect: A blizzard erupts in the area of the burst and continues until the end of your next turn. While it remains, the area grants concealment and any creature that enters the area or starts its turn there takes 3 cold damage. You can end this effect as a minor action.

Arcane Protector: Any creature that enters the area or starts its turn there takes 2 + your Wisdom modifier cold damage and is slowed until the end of your next turn.

LEVEL 9 DAILY SPELLS

Blade of Retaliation Arcane Warrior Attack 9

With a touch of your badge, you form a small blade of light that punishes any who have the temerity to assault you or your charge.

Daily ♦ Arcane, Conjuraction, Force
Minor Action **Personal**

Effect: You conjure a dagger of force that hovers in your square until the end of your next turn. Once per round, when an enemy hits you or an ally you can see, you may send the dagger to strike that enemy unerringly. The enemy takes 3 + Intelligence or Wisdom modifier force damage, and the blade instantly returns to your square.

Sustain Minor: The blade of force remains another round.

Bring It On Arcane Warrior Attack 9

Howling a raucous challenge as you strike, you dare your enemies to try and take you down.

Daily ♦ Arcane, Force, Weapon
Standard Action **Melee weapon**

Primary Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Make a secondary attack.

Secondary Target: Each enemy in close burst 5

Secondary Attack: Intelligence or Wisdom vs. Will

Hit: 1d10 + Intelligence or Wisdom force damage, and the target is pulled 2 squares.

Shield of Law Arcane Warrior Attack 9

Grasping your badge, you howl with rage, forcing your enemies to think twice about attacking you.

Daily ♦ Arcane, Fear, Implement
Standard Action Close burst 3

Target: Each creature in burst
Attack: Intelligence or Wisdom vs. Will

Hit: 1d10 + Intelligence or Wisdom modifier damage, and you gain a +2 power bonus to all defenses for the rest of the encounter.

LEVEL 10 UTILITY SPELLS

Absorb Power Arcane Warrior Utility 10

You bow your head as the danger washes over you, accepting it fully to spare your allies harm.

Daily ♦ Arcane
Immediate Interrupt Personal

Trigger: You are targeted by a close attack or an area attack

Effect: The attack automatically hits you, but any allies who are also hit take only half damage. This power does not affect any other effects the attack might cause.

In the Name of the Law Arcane Warrior Utility 10

Those who have done wrong feel your wrath keenly.

Encounter ♦ Arcane
Minor Action Personal

Effect: You gain a power bonus to your next damage roll equal to your Intelligence or Wisdom modifier.

Lawful Advance Arcane Warrior Utility 10

Eager to engage and bring the power of the law to bear, you stride forward swiftly.

Encounter ♦ Arcane
Move Action Personal

Effect: You can shift a number of squares equal to your Intelligence modifier, so long as you end your movement adjacent to an enemy.

Ward of Law Arcane Warrior Utility 10

A whispered word and a touch to your badge produce a scintillating aura that wards you against harm.

Daily ♦ Arcane
Minor Action Personal

Effect: Choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, you gain resistance equal to one-half your level + your Wisdom modifier against the chosen damage type. When you do, this power gains that keyword.

LEVEL 13 ENCOUNTER SPELLS

From Harm's Way Arcane Warrior Attack 13

By bellowing a challenge to all nearby, you focus your assault, distract your enemies, and allow an ally to move to a safer spot.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and one ally within 5 squares can shift 3 squares to any unoccupied square that is not adjacent to an enemy.

Arcane Protector: The ally within 5 squares can shift a number of squares equal to 2 + your Wisdom modifier to any unoccupied square that is not adjacent to an enemy.

Storm of Authority Arcane Warrior Attack 13

The power of the storm propels you into the midst of your enemies, where you land with a strike like a thunderclap.

Encounter ♦ Arcane, Thunder, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Effect: You shift 2 squares and can make an attack.

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

Arcane Punisher: You can shift a number of squares equal to 1 + your Intelligence modifier and then make an attack.

Wind of Punishment Arcane Warrior Attack 13

Whirling your weapon in ever swifter arcs, you raise a wind that scours your enemies.

Encounter ♦ Arcane, Weapon
Standard Action Close burst 1

Target: Each enemy in burst
Attack: Strength vs. AC

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

Yield to the Law Arcane Warrior Attack 13

Flaunting your badge, you bring the force of your authority down on an enemy, rooting him in place.

Encounter ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature
Attack: Intelligence or Wisdom + 2 vs. Will

Hit: 2d8 + Intelligence or Wisdom modifier force damage, and the target is immobilized until the end of your next turn.

LEVEL 15 DAILY SPELLS

Aggravated Sentence Arcane Warrior Attack 15

Focusing your might, you bring the thunderous force of the law to bear against the wicked.

Daily ♦ Arcane, Thunder, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 4[W] + Strength modifier thunder damage.

Miss: Half damage.

Grasp of Law Arcane Warrior Attack 15

You point at an enemy and clench your fist around your badge, surrounding your foe in crushing weight and binding force.

Daily ♦ Arcane, Conjunction, Force, Implement
Standard Action Close burst 3

Target: One creature
Attack: Intelligence or Wisdom vs. Reflex

Effect: You conjure a 5-foot tall hand of pure force in a square within range. The hand attacks an enemy within range. If the hand is not grabbing a target, you can make it attack a new target within range as a move action. The hand lasts until the end of your next turn.

Hit: 2d8 + Intelligence or Wisdom modifier force damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Reflex defense.

Sustain Minor: The hand persists.

Law's Relentlessness Arcane Warrior Attack 15

You strike hard, declaring an enemy a transgressor and vowing swift and unending retribution.

Daily ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever the target hits you or an ally you can see, you can make a secondary attack against the target as an immediate reaction.

Secondary Attack: Intelligence or Wisdom vs. Will

Hit: 2d10 + Intelligence or Wisdom modifier damage.

Miss: Half damage.

Prison of Fire Arcane Warrior Attack 15

You brush your badge and raise your hands in the air, calling forth a cage of flame to hold your enemy.

Daily ♦ Arcane, Conjunction, Fire, Implement
Standard Action Close blast 3

Effect: You conjure a wall of fire that forms a cube surrounding one creature of Large size or smaller, filling all 9 squares and extending 2 squares high. Any creature that starts its turn adjacent to a square of fire takes 1d8 + Intelligence or Wisdom modifier fire damage. If a creature moves into the wall's space or starts its turn there, that creature takes 2d8 + Intelligence or Wisdom modifier fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The cage lasts until the end of your next turn.

Sustain Minor: The wall persists.

LEVEL 16 UTILITY SPELLS

Dazzle and Push Arcane Warrior Utility 16

A spark jumps from your weapon, skipping off an enemy's brow and creating an opening.

Encounter ♦ Arcane
Minor Action Melee 1

Effect: Slide an adjacent enemy 1 square. You may then shift 1 square.

Energize Arcane Warrior Utility 16

Pulling arcane power from the air around you, you fortify yourself for the battles to come.

Daily ♦ Arcane, Healing
Immediate Reaction Personal

Trigger: An attack with the fire, lightning, radiant, or thunder keyword targets you or an ally within 5 squares.

Effect: You may spend a healing surge, gaining additional hit points equal to 2d6 + your Intelligence modifier. In addition, you may make a saving throw against one effect that a save can end.

Law's Sacrifice Arcane Warrior Utility 16

Clutching your badge, you react to an assault by interposing your body between the enemy and an ally.

Daily ♦ Arcane, Teleportation
Immediate Interrupt Personal

Trigger: An ally within 5 squares of you is hit by an attack

Effect: You teleport to an unoccupied square adjacent to the ally and are hit by the attack instead.

Rock of Law

Arcane Warrior Utility 16

*Your authority steels your body, your resolve, and your position on the battlefield.***Encounter ♦ Arcane**
Minor Action **Personal****Effect:** Until the end of your next turn, you gain resist 10 to all damage; you cannot move or shift; you cannot be pulled, pushed, or slid; and cannot be knocked prone. You can end this effect as a minor action.**LEVEL 17 ENCOUNTER SPELLS****Blast of Authority**

Arcane Warrior Attack 17

*A swing of your weapon and a touch to your badge produces a wave of force, pushing away wrongdoers.***Encounter ♦ Arcane, Force, Implement**
Standard Action **Close blast 3****Target:** Each enemy in blast
Attack: Intelligence or Wisdom vs. Reflex**Hit:** 3d8 + Intelligence or Wisdom modifier force damage, and the target is pushed 2 squares.**Frigid Interdiction**

Arcane Warrior Attack 17

*Dictating with your weapon, you hold all foes in the immediate area in place.***Encounter ♦ Arcane, Cold, Weapon**
Standard Action **Melee weapon****Target:** One creature
Attack: Strength vs. AC**Hit:** 3[W] + Strength modifier cold damage, and all enemies within 3 squares of you are immobilized until the end of your next turn.**Effect:** Until the end of your next turn, all squares within 3 squares of you are difficult terrain. You can shift, but cannot move or be pushed, pulled, or slid until the end of your next turn.**Shock of Authority**

Arcane Warrior Attack 17

*Through the instrument of your weapon, you impress upon the enemy the error of his ways.***Encounter ♦ Arcane, Lightning, Weapon**
Standard Action **Melee weapon****Target:** One creature
Attack: Strength vs. AC**Hit:** 3[W] + Strength modifier lightning damage, and the target is stunned until the start of your next turn.**Double Sentence**

Arcane Warrior Attack 17

*The fire within you speeds your blows and burns those it touches.***Encounter ♦ Arcane, Fire, Weapon**
Standard Action **Melee weapon****Target:** One or two creatures
Attack: Strength vs. AC, two attacks**Hit:** 2[W] + Strength modifier fire damage per attack.**LEVEL 19 DAILY SPELLS****Corruption of the Trespasser**

Arcane Warrior Attack 19

*With a mighty strike, you leave the transgressor a lasting mark of his wrongdoing.***Daily ♦ Acid, Arcane, Weapon**
Standard Action **Melee weapon****Target:** One creature
Attack: Strength vs. AC**Hit:** 4[W] + Strength modifier acid damage, and the target takes ongoing 10 acid damage (save ends). If the target saves, it takes ongoing 5 acid damage (save ends).**Miss:** Half damage, and the target takes ongoing 5 acid damage (save ends).**Effect:** If the enemy moves or shifts during its turn, it loses its saving throw against the ongoing damage.**Law's Elemental Sentence**

Arcane Warrior Attack 19

*A touch to your badge and an over-handed smash evinces your authority to pass judgment on your foe.***Daily ♦ Arcane, Weapon**
Standard Action **Melee weapon****Target:** One creature
Attack: Strength vs. AC**Hit:** 4[W] + Strength modifier damage, and the target is treated as if affected by your elemental brand until the end of the encounter. This condition is not affected by your subsequent use of the elemental brand power on another target.**Wrath's Eruption**

Arcane Warrior Attack 19

*Your wounds cause the arcane power within you to explode outward.***Encounter ♦ Arcane, Fire, Implement**
Standard Action **Close burst 2****Requirement:** You must be bloodied to use this power.
Target: Each enemy you can see in burst
Attack: Intelligence or Wisdom vs. Reflex**Hit:** 3d10 + Intelligence or Wisdom fire damage.**Miss:** Half damage.**LEVEL 22 UTILITY SPELLS****Clear the Decks**

Arcane Warrior Utility 22

*With a roar of outrage, you free the area around you of opponents.***Daily ♦ Arcane**
Minor Action **Close burst 3****Effect:** Each enemy in the burst is pushed up to 4 squares.**Law's Cleansing Power**

Arcane Warrior Utility 22

*Your mission focuses you, allowing you to set aside hindrances and debilitations.***Daily ♦ Arcane**
Minor Action **Personal****Effect:** Every condition that a save can end is removed from you.

The Law Never Rests Arcane Warrior Utility 22

The arcane power coursing through you will not allow you to fall.

Daily ♦ Arcane, Healing, Stance
Minor Action Personal

Effect: You gain regeneration equal to your Intelligence or Wisdom modifier, and do not fall unconscious or prone when your hit points drop to 0 or fewer (unless you die).

Special: As you are not dying while this power is in effect, any healing you receive while your hit point total is 0 or fewer does not automatically return you to 0 hit points before the healing is applied.

LEVEL 23 ENCOUNTER SPELLS**Chain Lightning Strike** Arcane Warrior Attack 23

Smashing one enemy with your weapon, you tap your badge, creating a blast of blue lightning that leaps from one foe to the next.

Encounter ♦ Arcane, Lightning, Weapon
Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier lightning damage. Make a secondary attack.

Secondary Target: Two other creatures within 5 squares of the primary target.

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Arcane Punisher: Add your Intelligence modifier to your secondary damage rolls.

Special: You add your implement benefits to your secondary attack rolls and damage rolls with this power.

Law's Elemental Judgment Arcane Warrior Attack 23

Your badge and your weapon give you authority to label those around you as trespassers subject to arcane punishment.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon

Target: Primary Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: Each enemy within close blast 3 is treated as if affected by your elemental brand until the end of your next turn. You must choose the same keyword for all affected enemies. This condition is not affected by your subsequent use of the elemental brand power on another target.

Protector's Decree Arcane Warrior Attack 23

By striking an enemy with a resounding blow, you remind him that you must be attended, even as you scorn his attempts to do so.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of your next turn, any time the target deals damage to an ally, you can choose to take that damage instead of the ally. You gain resistance 5 against that damage.

Arcane Protector: The resistance you gain is equal to 5 + your Wisdom modifier.

Stand Before Judgment Arcane Warrior Attack 23

You demand an enemy's presence; the power of the law compels him, and resistance only makes it more painful.

Encounter ♦ Arcane, Force, Implement
Standard Action Ranged 5

Target: One creature

Attack: Intelligence or Wisdom vs. Will

Hit: 4d8 + Intelligence or Wisdom modifier force damage, and the target is pulled to an unoccupied square adjacent to you.

LEVEL 25 DAILY SPELLS**Lasting Fires of Retribution** Arcane Warrior Attack 25

Your weapon explodes with searing flames as you lay into the transgressor, igniting him with a lasting impression.

Daily ♦ Arcane, Fire, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends). The target is marked until the end of your next turn.

Miss: Half damage, and ongoing 10 fire damage (save ends). The target is marked until the end of your next turn.

Law is Blind Arcane Warrior Attack 25

Your powerful strike robs the enemy of his sight, if not his senses.

Daily ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and the target is blinded (save ends).

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

Lightning's Embrace Arcane Warrior Attack 25

Concentrating your will through your badge, you produce a crackling cage of energy that enervates and imprisons those in its embrace.

Daily ♦ Arcane, Lightning, Implement, Zone
Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Intelligence or Wisdom vs. Reflex

Hit: 3d6 + Intelligence or Wisdom modifier lightning damage, and the target is dazed and weakened (save ends both).

Effect: The blast creates a zone of lightning that lasts until the end of your next turn. The zone is difficult terrain. Any creature in the zone at the starts of its turn takes 2d6 lightning damage and is dazed and weakened (save ends both).

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes.

LEVEL 27 ENCOUNTER SPELLS

Imprisonment Arcane Warrior Attack 27

By your dictate, an enemy is caged in his own guilt, barely able to see or defend.

Encounter ♦ Arcane, Force, Implement
Standard Action **Close blast 3**

Target: One creature

Attack: Intelligence or Wisdom vs. Will

Hit: 3d8 + Intelligence or Wisdom modifier force damage. The target is confined in a cage of force lines until the end of your next turn. While confined, the target is immobilized, grants combat advantage, and cannot gain line of effect against non-adjacent enemies.

The Law Provides Arcane Warrior Attack 27

Called by your duty, you appear where you are needed and lay into the wrongdoer.

Encounter ♦ Arcane, Teleportation, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Special: You can teleport up to 5 squares before or after you attack

Hit: 4[W] + Strength modifier damage.

Frigid Defense Arcane Warrior Attack 27

A devastating pounding with your weapon brings forth ice crystals that coalesce about your shield, extending it without adding encumbrance.

Encounter ♦ Arcane, Cold, Weapon
Standard Action **Melee weapon**

Requirement: You must be wielding a shield.

Target: One creature

Attack: Strength vs. AC

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

Effect: You gain a +2 power bonus to AC and Reflex defense until the end of your next turn.

Thunder of Law Arcane Warrior Attack 27

With a mighty, storm-laced blow, you rob an enemy of his senses.

Encounter ♦ Arcane, Thunder, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier thunder damage, and the target is knocked prone. In addition, the target is stunned until the end of your next turn.

LEVEL 29 DAILY SPELLS

Extreme Prejudice Arcane Warrior Attack 29

Channeling your power, you become the embodiment of the law's supreme punishment.

Daily ♦ Arcane, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage.

Miss: Half damage.

Law's Elemental Edict Arcane Warrior Attack 29

A touch to your badge and an over-handed smash evinces your authority to pass lasting judgment on all those around you.

Daily ♦ Arcane, Weapon
Standard Action **Melee weapon**

Primary Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage.

Effect: Each enemy in blast 3 is treated as if affected by your elemental brand until the end of the encounter. You must choose the same keyword for all affected enemies. This condition is not affected by your subsequent use of the elemental brand power on another target.

Rain of Justice Arcane Warrior Attack 29

Calling down the fires of authority, you sentence all enemies around you to a searing fate.

Daily ♦ Arcane, Fire, Implement
Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Intelligence or Wisdom vs. Reflex

Hit: 5d10 + Intelligence or Wisdom modifier fire damage, and the target takes ongoing 10 fire damage (save ends).

Miss: Half damage, and the target takes ongoing 5 fire damage (save ends).

PARAGON PATHS

AUTHORIZED ARCANIST

“My arcane brothers impose their dictates on the battlefield from afar. I choose to do so from the front line.”

Prerequisite: Arcane Warrior class

You have always been fascinated by the controlling powers of wizards and some warlocks. Although more suited to the physical, and typically content to focus on arms and armaments, you have worked hard to incorporate many of the secrets of your arcane brothers and sisters’ area effects. For this reason, your badge is often times more important than your weapon.

AUTHORIZED ARCANIST PATH FEATURES

Extended Punishment (11th level): You can spend an action point to extend the duration of an effect created by one of your spells that would otherwise end at the end of your next turn. The effect instead ends at the end of your following turn after that.

Long Arm of the Law (11th level): Once per encounter, you can add 1 to the range of any of your close burst or close blast spells.

Reinforced Punishment (16th level): Enemies suffer a –1 penalty to saving throws against conditions imposed by your spells.

AUTHORIZED ARCANIST POWERS

Icy Shockwave Authorized Arcanist Attack 11

Bolstered by your badge, you create a wave of electrified ice shards that coat an adjacent area.

Encounter ♦ Arcane, Cold, Lightning, Implement
Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence or Wisdom vs. Reflex

Hit: 2d6 + Intelligence or Wisdom modifier cold and lightning damage.

Effect: This power’s area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes 5 cold and lightning damage. You can dismiss this effect as a minor action.

Shifting the Field Authorized Arcanist Utility 12

Merging with the battlefield effects you’ve created, you move about the battlefield in an instant.

Daily ♦ Arcane, Teleportation
Move Action Personal

Effect: You can teleport to an unoccupied square adjacent to an effect that you have created with one of your spells. The effect must be ongoing when you teleport.

Mystic Rain Authorized Arcanist Attack 20

Flesh-searing acid pours from above, rendering an area obscure and uninhabitable.

Daily ♦ Arcane, Acid, Implement, Zone
Standard Action Area burst 3 within 10 squares

Target: Each creature in burst

Attack: Intelligence or Wisdom vs. Fortitude

Hit: 1d10 + Intelligence or Wisdom modifier acid damage.

Effect: The blast creates a zone of acid shower that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + your Intelligence or Wisdom modifier acid damage. The zone also blocks line of sight. As a move action, you can move the zone up to 3 squares.

Sustain Minor: The zone persists.

DRAGON KNIGHT

“I am one with my armor and my weapon. Together, no evil can stand against us.”

Prerequisite: Arcane Warrior class

Dragon knights are specially trained warriors who quickly travel to places of turmoil. They are mystically bonded to their weapons, armor, and each other so they function without thinking. They combine their difficult physical training with intense metaphysical studies so they may protect the world from abominations, elementals, demons, and every other horror found in the Dragon Hills or elsewhere. Dragon knights bear a special reverence for dragons, and sometimes even offer prayers to the draconic deity Insellageth.

DRAGON KNIGHT PATH FEATURES

Bonded Arms (11th level): After performing an hour-long ritual and spending two healing surges (which cannot be recovered until the bond is broken), you bond with one type of armor and one melee weapon. The bonded armor’s Check and Speed penalties are reduced by 1. The bonded weapon gains the high crit property; a weapon that already had the high crit property gains +1[W] damage when a critical hit is scored.

Branded Weapon (11th level): When you spend an action point to gain an extra action, your bonded weapon gains a bonus to damage equal to your Intelligence or Wisdom modifier until the end of your next turn. During the time that your bonded weapon gains this extra damage, all damage dealt by the bonded weapon gains your choice of one of the following keywords: acid, cold, fire, lightning, or thunder.

Selective Enforcement (16th level): When attacking with your bonded weapon, you gain a +2 bonus to melee damage rolls against aberrant, elemental, and immortal origin creatures.

DRAGON KNIGHT SPELLS

Shield of the Warrior Dragon Knight Attack 11

A glorious shout and a vicious blow draw the attention of all nearby enemies, giving your allies a respite.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you grant each ally within 5 squares a +2 power bonus to all defenses until the end of your next turn.

Call of the Warrior Dragon Knight Utility 12

Your bellow heartens your allies, focusing their might on the task at hand.

Daily ♦ Arcane
Minor Action Close burst 3

Effect: Each ally in the burst gains a +2 power bonus to attack rolls, damage rolls, and saving throws until the end of your next turn. Other dragon knights gain a +4 power bonus instead.

Strike of Fate Dragon Knight Attack 20

Concentrating all your energy on one enemy, you petition fate to pass sentence upon him

Daily ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: You grant combat advantage to all enemies until the start of your next turn.

Special: This attack scores a critical on a natural roll of 17–20. If the damage from this power reduces the target to 0 hit points, its soul is consigned to its fate. It cannot benefit from the Raise Dead ritual, nor can it regain hit points in any way.

KNIGHT INQUISITOR

“Let the accused bring the foulest of magics against me. I am steeled against such depredations. Make no mistake, the transgressor shall be brought to justice.”

Prerequisite: Arcane Warrior class

As the Mage Wars concluded, new protectors went forth into Blackmoor to bring renegade spellcasters to justice for their deeds. These knight inquisitors are highly resistant to magic and are dedicated to identifying and subduing those who would use magic as a means of dominion over others. Knight inquisitors are stationed throughout the land and are usually found in any large town. With an innate resistance to magic and the ability to dispel magical energy, inquisitors are particularly capable of defeating spellcasters.

KNIGHT INQUISITOR PATH FEATURES

Inquisitor’s Duty (11th level): When you spend an action point to gain an extra action, you can make a saving throw against each effect that a save can end. Each roll is a free action that gains a +2 bonus.

Inquisitor’s Eye (11th level): You gain any two of the following feats: Skill Focus (Insight), Skill Focus (Perception), Skill Training (Insight), or Skill Training (Perception).

Reinforced Aura (16th level): You gain resistance equal to 10 + your Wisdom modifier to all damage from a power with the charm, conjuration, fear, illusion, polymorph, sleep, or zone keyword.

KNIGHT INQUISITOR SPELLS

Alleviating Strike Knight Inquisitor Attack 11

As you bring your weapon to bear, a blast of restorative energy steels an ally against his afflictions.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and one ally within 5 squares makes a saving throw against each effect that a save can end, with a power bonus equal to your Wisdom modifier.

Dissipate Knight Inquisitor Utility 12

Your strength of conviction and mystic awareness wash outward, dissipating nearby magical effects.

Daily ♦ Arcane
Standard Action Close burst 10

Target: One or two conjurations or zones in burst
Attack: Intelligence vs. the Will defense of the creator of the conjuration or zone

Effect: The target is destroyed. All its effects end, including those that normally last until a target saves.

Inquisitor’s Justice Knight Inquisitor Attack 20

You sentence your foe, creating a retributive force that punishes him for attacking you or those under your protection.

Daily ♦ Arcane, Implement
Standard Action Ranged 1

Target: One creature
Attack: Intelligence or Wisdom vs. Will

Hit: 2d10 + Intelligence or Wisdom modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever the target uses an attack power, you can make a secondary attack against the target as an immediate reaction.

Secondary Attack: Intelligence or Wisdom vs. Fortitude

Hit: 1d10 + Intelligence or Wisdom modifier damage.

Special: If the target uses an attack power with the arcane keyword, the damage on your secondary attack becomes 2d10 + Intelligence or Wisdom modifier.

SOLDIER OF ARCANE FAITH

“Although my brethren stand for arcane protection and retribution as a matter of obligation, I view it as a sacred duty. This creates in me a divine purpose.”

Prerequisite: Arcane Warrior; must worship a deity of knowledge and/or magic

Your vows to protect innocents and punish arcane abusers are supplemented by an additional duty—that to your deity. You gain abilities usually reserved for divinely inspired faithful, and certain of your arcane powers mirror the healing and preservation generally associated with the divine sphere. In exchange, you bring the light and commandments of your deity to all you say and do. Arcane faith nurtures and sustains you as an instrument of a larger power.

SOLDIER OF ARCANE FAITH PATH FEATURES

Arcane Faith’s Action (11th level): Whenever you spend an action point to take an extra action, each ally within 5 squares regains hit points equal to your Intelligence or Wisdom modifier.

Divine Channeling (11th level): Once per encounter, you can invoke divine power. This invocation is treated as either the paladin’s Channel Divinity: Divine Strength or Channel Divinity: Divine Mettle power.

Faith Healing (16th level): Once per day, as an immediate reaction in a turn when you become bloodied, you can use the paladin’s lay on hands at-will power.

SOLDIER OF ARCANE FAITH SPELLS

Law’s Resolve Soldier of Arcane Faith

Attack 11

Your faith combines with your authority to bolster your vigor during trying times.

Encounter ♦ Arcane, Healing, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you gain temporary hit points equal to 10 + your Intelligence or Wisdom modifier.

Law’s Respite Soldier of Arcane Faith

Utility 12

Calling upon your deity’s favor and the authority of your badge, you restore yourself.

Daily ♦ Arcane, Healing
Minor Action Personal

Effect: You can spend a healing surge and regain additional hit points equal to your Intelligence or Wisdom modifier.

Retribution and Rehabilitation Soldier of Arcane Faith

Attack 20

A wave of divine force radiates from your badge, harming an enemy and healing your allies.

Daily ♦ Arcane, Healing, Radiant, Implement
Standard Action Close burst 3

Target: One creature

Attack: Intelligence or Wisdom vs. Fortitude

Hit: 3[W] + Intelligence or Wisdom modifier radiant damage.

Effect: Each ally in burst can spend a healing surge and regains additional hit points equal to your Intelligence or Wisdom modifier.

ELDERKIN



“I am the whisper in the darkness, the dread shadow... the very reason that you fear the dark.”

CLASS TRAITS

Role: Controller. Elderkin command spirits that can affect large sections of a battlefield, harming, slowing and confusing their enemies.

Power Source: Divine. The power of elderkin comes not from the gods, but from a divine connection to the spirits of the fallen, particularly family ancestors.

Key Abilities: Wisdom, Charisma, Dexterity

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, simple ranged

Implements: Orbs, rods, staffs

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges: 6 + Constitution modifier

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

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

Build Options: Control elderkin, dread elderkin

Class Features: Elderkin’s Curse, spirit guides, trifles

You have a talent precious few others in Blackmoor possess: You can traffic with the dead. As a child you had an invisible friend, like so many other children do, but in your case it was no mere childhood fantasy. As you failed to grow out of it, others began to suspect that your special relationship was more than just a figment of an overactive imagination; something different from the fairy-tale knights and mythic princesses with whom the other children played. In time the truth became clear: a ghost traveled with you.

Your spirit guide has been with you as long as you can remember, and seeks to aid and protect you. Through your guide, you can affect both the material world and, eventually, the spirit realm of the dead. Your guide is a constant companion, as much a part of you as your own hands or eyes. You cannot imagine life without it, nor would you want to.

Although most of your powers manifest through your spirit guide, that is not to suggest they are without skill or effort on your part. You have explored deeply the limitations of what the spirit world can do, and learned to summon powerful death magics through your connection with your

guide. Your guide is a conduit, but it is your will that drives the increasingly amazing powers you can channel through it.

CREATING AN ELDERKIN

Elderkin powers often hamper foes more than damage them, and can sometimes be used to assist allies as well. Most elderkin focus on powers that allow them to change the flow of battle, eliminating large numbers of weak foes, or hindering more potent enemies to aid in their destruction at the hands of allies. All elderkin powers are driven primarily by Wisdom, with Charisma a secondary concern. With little armor training and few defensive powers, a good Dexterity (to avoid attacks) is also recommended.

CONTROL ELDERKIN

You focus on powers that help manipulate the battlefield, driving back enemies with nightmares and guarding sections of the battlefield with black tentacles. You help your allies secure victory by mitigating foes' ability to move about and target freely.

Suggested Feat: Ritual Caster (Human feat: Human Perseverance)

Suggested Skills: Arcana, Diplomacy, History, Religion

Suggested At-Will powers: *nightmares, spirit blade*

Suggested Encounter power: *black tentacles*

Suggested Daily power: *shadow wall*

DREAD ELDERKIN

Rather than try to control the field of battle, you make life very difficult for one or two key foes. You may hammer on a single target with drain life, preventing it from maneuvering to its advantage while you slowly kill it, or impede its actions with waves of dreadful energies.

Suggested Feat: Improved Initiative (Human feat: Dark Fury)

ELDERKIN OVERVIEW

Characteristics: You are a divine controller, a master of shifting enemies and allies about the field of battle and striking down large numbers of foes at once. You may not deal as much damage as other adventurers, but your ability to alter the flow of a fight, combined with your minor healing and divination powers, makes you an excellent ally.

Religion: Elderkin may be of any religion, though evil elderkin often worship gods of death, blood, pain, and the undead. However, even good-aligned elderkin are often ostracised by their faiths, treated as necromancers even when using their power to speak with spirits for beneficent causes.

Races: Elves and eladrin claim to have the first elderkin among their number, but whatever divine force grants this special affinity has long since granted it to worthy individuals of all races.

Suggested Skills: Arcana, Insight, Intimidate, Religion

Suggested At-Will powers: *drain life, shadowblast*

Suggested Encounter power: *dread*

Suggested Daily power: *manifest curse*

IMPLEMENTS

Elderkin make use of orbs, rods, and staffs to help channel and direct their spirit guide-based divine powers. An elderkin using a magic orb, rod or staff receives an extra boost to these powers. Without an implement, an elderkin can still use any elderkin power, but it lacks the extra boost provided by an implement.

ELDERKIN CLASS FEATURES

All elderkin have the following class features.

ELDERKIN'S CURSE

One of the few powers you possess in your own right is the power to lay an elderkin's curse on a creature. This turns the spirit world against the target, making life difficult in subtle but persistent ways. As a minor action, you can lay an elderkin's curse on a target you can see, and it lasts until the end of the encounter or until the target drops to 0 or fewer hit points. A creature under an elderkin's curse takes a -1 penalty to all saving throws.

You can have multiple elderkin's curses active on different targets, but no more than one curse on any given target. For purposes of the properties and powers of rods, an elderkin's curse counts as a warlock's curse, allowing an elderkin to benefit from such items in much the same way a warlock does, save that any property or power that takes effect when a pact boon is triggered instead takes effect whenever an enemy that you have cursed is reduced to 0 or fewer hit points.

SPIRIT GUIDES

With the exception of the elderkin's curse, all elderkin powers involve directing a spirit guide to perform tasks for them. For simplicity of play, little is established regarding exactly where a spirit guide is or how it manages to maintain one power until the end of an elderkin's turn while beginning a new one elsewhere. Spirit guides are powerful and flexible beings, immune to most attacks and able to do many things at once. They are invisible and inaudible to everyone but you, except in the moment when they materialize to invoke one of your attack powers. And even then, they are still immune to almost all attacks (see sidebar).

All of your heroic tier powers are provided by one, specific spirit guide, while a second (more powerful) spirit arrives to provide paragon tier powers, with a third appearing when you reach the epic tier. Thus, a 5th level elderkin normally has access to only one spirit guide (see the additional guide 6th-level utility power, however), while a 13th-level elderkin can call upon the power of two different spirit guides. Each time you call on an heroic tier (level 1 to 10) power, you are calling upon the same spirit guide to perform it, invoke it, or otherwise assist you in bringing it into being. Likewise with paragon tier powers and epic tier powers, and their respective

spirit guides. The exceptions to this are your at-will powers and trifles, which any spirit guide can invoke on your behalf. Certain utility powers also grow more effective if you have additional spirit guides to call upon.

Each spirit guide you select also grants you a minor, permanent bonus. You select this bonus when you first gain powers of the level of the appropriate tier (i.e., at 1st, 11th, and 21st level), and you cannot change it thereafter. Whenever you gain an additional spirit guide (at 11th and 21st level), that spirit guide grants you its own benefit. Once chosen, these benefits cannot be stripped or suppressed, even while your spirit guides are dismissed. You may not have two guides of the same type.

Defender Guide: Your spirit guide is always looking out for you. You gain a +1 bonus to your AC.

Healer Guide: Your guide aids you in the recovery of wounds. Whenever you spend a healing surge, you regain an additional 2d4 hit points.

Mystic Guide: A master of arcane talents of the ancient past, your spirit guide advises you on matters arcane. You gain a +2 bonus on all Arcana checks, and a +1 bonus to the damage rolls of encounter and daily attack powers with the Implement keyword. You must be trained in Arcana to select this guide.

Psychic Guide: Your spirit guide monitors the condition of your thoughts and dreams. You gain a +1 bonus to Will defense and a +2 bonus to saving throws against fear effects.

Visionary Guide: Your spirit guide brings details to your attention you might otherwise have missed. You gain a +2 bonus to Perception checks and to any checks you make as part of a skill challenge.

Warrior Guide: You spirit guide, once a great warrior himself, aids you in combat. You gain a +1 bonus to all weapon attack and weapon damage rolls.

DISMISSAL

Being spirits of the deceased, spirit guides are subject to the turn undead function of the Channel Divinity power. If you are within range when someone (friend or foe) attempts to turn undead, the attack targets your Will defense as well. The attacker must make a separate roll for each spirit guide you have. Each “hit” temporarily dismisses that spirit guide, denying you access to all encounter, daily, and utility powers granted by that guide until after the end of your next turn. If only your heroic guide is turned, you still have access to your paragon (level 11–20) tier powers during your next turn, and vice versa. If an enemy readies turn undead to use in reaction to one of your encounter, daily, or utility powers, a successful hit can disrupt (i.e., expend without effect) that use of the power and temporarily dismiss that spirit guide until the end of your next turn.

Some of your powers cause a spirit guide to not only manifest in a distant square, but to remain there for a time. While a spirit guide is so manifested, it can be targeted by a turn undead attempt, even though you yourself may be out of range. In this instance, only that spirit guide (or another within range) risks being dismissed.

TRIFLES

Not everything you ask a spirit guide to do is a major effort. Some effects are mere trifles, things your guide can do for you at will, with no particular strain on you or your guide. You can use the trifles *sense undeath*, *shadow hand* and *whispers* as at-will powers.

Sense Undeath

Elderkin Trifle

Your guide looks at the spirit of a creature, and silent imparts the truth of whether the being lives or not.

At-Will ♦ Divine

Minor Action

Ranged 10

Target: One creature

Attack: Wisdom +2 vs. Will

Hit: Your spirit guide tells you if the target creature is undead, and if so, whether it is insubstantial.

Miss: Your spirit guide finds no reason to believe that the creature is undead.

Special: You can only target a given creature once per encounter with this power. The DM tells you the results of your attack, but not whether you hit.

Shadow Hand Elderkin Trifle

Your shadow serves as a host for your spirit guide, and stretches out to pick up or move an object.

At-Will ♦ Conjunction, Divine
Minor Action **Personal (Special)**

Effect: You create a hand-shaped force out of shadow stuff in your own square. As a move action, you can move the hand up to 10 squares away from you. The hand can pick up, put down, or manipulate an object, though it is only as nimble as a gloved hand. The hand can lift up to 10 pounds. If you and the hand are each holding an item, you can swap the items as a minor action. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: The hand persists.

Special: You can create only one shadow hand at a time.

Whispers Elderkin Trifle

You whisper, and your guide carries the sound far from your lips.

At-Will ♦ Divine
Standard Action **Ranged 10**

Target: One square

Effect: You create a series of whispers in your own voice that emanate from a distant square. These whispers can be just loud enough for only creatures in that square or in adjacent squares to hear, or they can be audible up to 3 squares away. If a creature in the target square or in an adjacent square opts to whisper a reply before the start of your next turn, your spirit guide carries the reply back to you.

LEVEL 1 AT-WILL PRAYERS**Drain Life** Elderkin Attack I

You command the spirit realm to focus itself on your foe, bleeding its life into the great beyond.

At-Will ♦ Divine, Implement, Necrotic
Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

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

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

Nightmares Elderkin Attack I

Your spirit guide carries your worst imaginings to the minds of nearby foes.

At-Will ♦ Divine, Implement, Fear, Psychic
Standard Action **Close blast 3**

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier psychic damage, and target must move at least 1 square away from you at the start of its next turn.

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

Shadowblast Elderkin Attack I

The shadows leap out to drain the vitality from all those near your spirit guide.

At-Will ♦ Divine, Implement, Necrotic
Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier necrotic damage.

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

Spirit Blade Elderkin Attack I

Your spirit guide manifests with a ghostly weapon in hand, swinging it at your foe.

At-Will ♦ Divine, Force, Implement
Standard Action **Area 1 square within 10 squares**

Target: Each enemy in square

Attack: Wisdom vs. AC

Hit: 1d6 + Wisdom modifier force damage.

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

Effect: The spirit guide remains in the area until the end of your next turn. Any enemy that ends its turn in or adjacent to that square suffers an attack of Wisdom vs. AC, dealing your Wisdom modifier force damage on a successful hit. You can dispel the effect (and dematerialize your guide) earlier as a free action.

LEVEL 1 ENCOUNTER PRAYERS**Black Tendrils** Elderkin Attack I

You slash your hand out, and a shimmering figure flies the route you describe, opening a black gash in the air that releases tendrils that draw all nearby life into themselves.

Encounter ♦ Divine, Implement, Necrotic
Standard Action **Area burst 1 within 10 squares**

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier necrotic damage.

Effect: The area is filled with shadowy tendrils. Any creature that enters the area or starts its turn there takes necrotic damage equal to your Charisma modifier. The tendrils remain in place until the end of your next turn. You can dispel them earlier as a minor action.

Chill of the Grave Elderkin Attack I

Spirits following your command bring the unearthly cold of the tomb to your foes.

Encounter ♦ Cold, Divine, Implement
Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier cold damage, and the target is slowed until the start of your next turn.

Dread Elderkin Attack I
All creatures fear oblivion.
Encounter ♦ Divine, Implement, Psychic
Standard Action Ranged 10
Target: One creature
Attack: Wisdom vs. Will
Hit: 2d8 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.

Languor Elderkin Attack I
A flickering shadow, your spirit guide feeds off the energy of your foes.
Encounter ♦ Divine, Implement, Necrotic
Standard Action Area burst 1 within 10 squares
Target: Each enemy in burst
Attack: Wisdom vs. Fortitude
Hit: Wisdom modifier necrotic damage, and the target is weakened until the start of your next turn.

Spirit Scythe Elderkin Attack I
You point and a flickering shape appears, swinging a mighty scythe of force at your target.
Encounter ♦ Divine, Force, Implement
Standard Action Ranged 10
Target: One creature
Attack: Wisdom vs. AC
Hit: 2d10 + Wisdom modifier force damage, and the target is knocked prone.

LEVEL 1 DAILY PRAYERS

Breath of the Dead Elderkin Attack I
As though an invisible giant has exhaled, a freezing mist forms around your foes.
Daily ♦ Cold, Divine, Implement
Standard Action Area burst 2 within 10 squares
Target: Each enemy in burst
Attack: Wisdom vs. Fortitude
Hit: 2d8 + Wisdom modifier cold damage, and the target is slowed until the end of your next turn.
Miss: Half damage, and the target is slowed until the end of your next turn.

Manifest Curse Elderkin Attack I
Your curse is boosted by spirit forces, to become directly harmful.
Daily ♦ Divine, Implement, Necrotic
Standard Action Ranged 20
Target: One creature you have cursed
Attack: Wisdom vs. Will
Hit: 2d8 + Wisdom modifier necrotic damage, and the target grants combat advantage (save ends).
Miss: Half damage, and the target grants combat advantage until the start of your next turn.

Shadow Bind Elderkin Attack I
Your spirit guide possesses the shadow of your enemy, hampering its owner's movements.
Daily ♦ Divine, Implement
Standard Action Ranged 10
Target: One creature
Attack: Wisdom vs. Will
Hit: The target is weakened (save ends).
Miss: The target is slowed (save ends).

Shadow Wall Elderkin Attack I
One shadowy form becomes a dozen, freezing foes and blocking their vision.
Daily ♦ Cold, Conjuration, Divine, Implement
Standard Action Area wall 5 within 20 squares
Target: Each creature within the wall's space
Attack: Wisdom vs. Will
Hit: 1d8 + Wisdom modifier cold damage, and the target cannot make a ranged attack until the end of its next turn.
Effect: The five squares affected by the power (which must all connect, though they may connect at corners or sides) prevent line of sight being established through them by your enemies until the end of your next turn.
Sustain Minor: The shadow wall persists.

LEVEL 2 UTILITY PRAYERS

Death's Door Elderkin Utility 2
Your spirit guide temporarily anchors one ally's spirit to its body.
Daily ♦ Divine
Minor Action Ranged 10
Target: You or one ally
Effect: Until the end of the encounter, the target receives a +5 power bonus to all death saving throws.

Great Curse Elderkin Utility 2
Like a wave of unearthly energy, your curse spreads out from you to affect a field of foes.
Daily ♦ Divine
Minor Action Close burst 10
Target: Each enemy in burst
Effect: The target is affected by your elderkin's curse.

Kindred Spirit Elderkin Utility 2

With a thought, you direct your guide to forge a link between your soul and that of an ally.

Daily ♦ Divine
Minor Action Ranged 10

Target: One ally

Effect: One power bonus you currently have is also granted to the target until the end of your next turn.

Sustain Minor: The shared power bonus persists another round, if possible.

Spirit Guides: If you have a paragon tier spirit guide, you can share the power bonus with one additional ally. If you have an epic tier spirit guide, you can share the power bonus with two additional allies.

Shadow Shield Elderkin Utility 2

Your spirit guide wraps your shadow around you, defending you from oncoming attacks.

Encounter ♦ Divine, Force
Minor Action Personal

Effect: You gain a +1 power bonus to AC and Reflex Defense until the end of your next turn.

Sustain Minor: The bonuses persist for another round. You may only sustain this power once.

LEVEL 3 ENCOUNTER PRAYERS**Death Mask** Elderkin Attack 3

The face that forms in front of your own shows the horrors of death and decay.

Encounter ♦ Divine, Fear, Implement, Psychic
Standard Action Close blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom psychic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

Dirge Elderkin Attack 3

With a wave of your hand, you summon the dreadful songs of the dead.

Encounter ♦ Divine, Implement, Thunder
Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier thunder damage, and the target is deafened (save ends).

Fatigue Elderkin Attack 3

The pall and stillness of the dead settle upon your foes.

Encounter ♦ Divine, Implement
Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: The target is unable to use any power other than basic attacks (melee or ranged) and at-will powers until the end of your next turn.

Pyre Cloak Elderkin Attack 3

Some spirits remember too well the flames of their consumption, and can summon them on your behalf.

Encounter ♦ Divine, Fire, Implement
Standard Action Ranged 10

Target: One or two creatures

Attack: Wisdom vs. Reflex, one attack per target

Hit: 1d10 + Wisdom modifier fire damage. Until the end of your next turn, any enemy that hits you with a melee attack takes 5 points of fire damage.

LEVEL 5 DAILY PRAYERS**Ancestral Vengeance** Elderkin Attack 5

You call forth the wrath of generations long past.

Daily ♦ Divine, Implement, Necrotic
Standard Action Area burst 3 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier necrotic damage.

Miss: Half damage.

Exorcise Elderkin Attack 5

You unleash the power of your spirit guide against those not of this earth.

Daily ♦ Divine, Implement, Paralysis
Standard Action Area burst 3 within 20 squares

Target: Each elemental, fey, immortal, or shadow creature in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier damage, and the target is immobilized (save ends).

Greater Spirit Scythe Elderkin Attack 5

A huge black scythe cuts through into the living world, bringing death to the one you summoned it to slay.

Daily ♦ Divine, Conjunction, Force, Implement
Standard Action Ranged 10

Target: One creature
Attack: Wisdom vs. AC

Hit: 1d10 + Wisdom modifier force damage.

Miss: Half damage.

Effect: You conjure a shadowy black scythe that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the scythe up to 10 squares as a minor action, but only to keep up with the movement of its target. The scythe lasts until the end of your next turn.

Sustain Minor: When you sustain the power, repeat the attack. Your allies continue to gain combat advantage against the weapon's target. If the target leaves your line of sight, the scythe simply hovers in place.

Mind Tomb Elderkin Attack 5

Darkness descends, and shows your foes the gruesome fate that awaits them.

Daily ♦ Divine, Implement, Psychic
Standard Action Close burst 3

Target: Each enemy in burst
Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier psychic damage, and the target is blind and deaf (save ends both).

Miss: Target is blind and deaf until the start of your next turn.

LEVEL 6 UTILITY PRAYERS

Additional Guide Elderkin Utility 6

You call up a new spirit guide to assist you.

At-Will ♦ Divine
Minor Action Personal

Effect: You call an additional spirit guide, which may be of any level of guide you can summon (heroic, paragon, or epic). For the rest of the encounter it grants you a new spirit guide benefit of your choice, and can supply your prayers if your normal guide of that tier is dismissed. It does not allow you to use more prayers per round than normal.

Special: You can only have one additional guide active at a time, and if it is turned, it leaves (forcing you to take a minor action to summon a new additional guide). You may dismiss your additional guide as a minor action.

Antagonize Elderkin Utility 6

Your spirit guide whispers endless insults into your foe's mind.

Daily ♦ Divine
Standard Action Ranged 10

Target: One creature

Effect: The target is marked until the end of the encounter. You may designate yourself the target's quarry, or, if there is an ally in range willing to assume the designation, it may do so. If anyone else marks the target during the encounter, your mark is suppressed, but it returns as soon as the target is unmarked again.

Invisibility to Undead Elderkin Utility 6

You are shielded from the eyes of the living dead.

Daily ♦ Divine, Illusion
Standard Action Personal

Effect: You have total concealment from all undead until the end of the encounter, or for 5 minutes.

Spirit Walk Elderkin Utility 6

In a reversal of roles, your guide pulls you briefly into the realm of the dead and returns you elsewhere.

Daily ♦ Divine, Teleportation
Standard Action Personal

Effect: Teleport yourself and your belongings up to 10 squares.

Spirit Guides: If you have a paragon tier spirit guide, one adjacent ally can also teleport up to 10 squares. If you have an epic tier spirit guide, two adjacent allies can also teleport up to 10 squares.

LEVEL 7 ENCOUNTER PRAYERS

Burning Curse Elderkin Attack 7

The subject of your curse bursts into flames!

Encounter ♦ Divine, Fire, Implement
Standard Action Ranged 20

Primary Target: One creature you have cursed
Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier fire damage. If the target moves before the end of your next turn, it takes an additional 1d6 + Wisdom modifier fire damage.

Secondary Target: Each creature that starts or ends its turn adjacent to the primary target before the end of your next turn

Secondary Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier fire damage.

Protective Strike Elderkin Attack 7*You send your guide to aid a foundering ally.***Encounter ♦ Divine, Implement, Necrotic**
Standard Action Ranged 10**Target:** One creature
Attack: Wisdom vs. AC**Hit:** 2d8 + Wisdom modifier necrotic damage, and you can slide the target up to 2 squares.**Effect:** One ally adjacent to the target can shift up to 2 squares.**Sea of Skeletons** Elderkin Attack 7*The ground explodes with skeletal arms, clawing and grabbing at your foes.***Encounter ♦ Divine, Implement**
Standard Action Area burst 2 within 10 squares**Target:** Each creature in burst
Attack: Wisdom vs. AC**Hit:** 2d6 + Wisdom modifier damage, and the target is knocked prone.**Effect:** The target is slowed until the end of your next turn.**Spirit Spotter** Elderkin Attack 7*Your spirit guide materializes and explodes into motion, clawing at your foes and revealing their locations.***Encounter ♦ Divine, Implement, Necrotic**
Standard Action Area blast 3 within 20 squares**Target:** Each creature in blast
Attack: Wisdom vs. Reflex**Hit:** 2d8 + Wisdom modifier necrotic damage, and the target does not gain the benefit of concealment until the end of your next turn. The target benefits from total concealment normally.**LEVEL 9 DAILY PRAYERS****Crippling Curse** Elderkin Attack 9*Your curse is given much greater power, harming and constantly hampering its victim.***Daily ♦ Divine, Implement, Psychic**
Standard Action Ranged 10**Target:** One creature you have cursed
Attack: Wisdom vs. Will**Hit:** 2d8 + Wisdom modifier psychic damage, and the target is slowed and suffers a penalty of -2 to all attack rolls (save ends both).**Miss:** The target is slowed and suffers a penalty of -1 to all attack rolls (save ends both).**Effect:** The target's saving throw penalty imposed by your curse increases to -2 (save ends).**Guarded Vitality** Elderkin Attack 9*Attacking your health has consequences.***Daily ♦ Divine, Implement, Necrotic**
Immediate Interrupt Close burst 10**Trigger:** You are hit with an attack versus Fortitude or Will**Target:** Attacker triggering the power**Attack:** Wisdom vs. Reflex**Hit:** 2d8 + Wisdom modifier necrotic damage, and the triggering attack misses you.**Miss:** Half damage, but the triggering attack hits and affects you normally.**Spectral Warrior** Elderkin Attack 9*Cloaked and bearing a gleaming scythe, your spectral ally lays into your foes.***Daily ♦ Divine, Conjunction, Implement, Necrotic**
Standard Action Ranged 20**Target:** One creature adjacent to the spectral warrior
Attack: Wisdom vs. AC**Effect:** You create a spectral warrior in an unoccupied square within 20 squares, and the warrior attacks one creature of your choice adjacent to it. As a minor action, you can move the warrior up to 10 squares. The warrior remains until the end of your next turn.**Hit:** 2d8 + Wisdom modifier necrotic damage, and the target is slowed (save ends).**Sustain Minor:** When you sustain the power, repeat the spectral warrior's attack (if there's an enemy adjacent to it when the warrior's done moving). During a round when you sustain this power, the warrior deals only 1d8 + Wisdom modifier necrotic damage on a hit, slowing its target until the end of your next turn.**LEVEL 10 UTILITY PRAYERS****Beneficent Possession** Elderkin Utility 10*You call on the knowledge and knacks of the departed.***Daily ♦ Divine**
Minor Action Personal**Effect:** Select one skill. If you are not trained in that skill, you act as if you are trained. If you are trained, you gain a +4 power bonus to checks for that skill. This effect lasts until the end of the encounter, or for 5 minutes.**Dread Health** Elderkin Utility 10*You replace life energy with a temporary, shadowy substitute.***Daily ♦ Divine**
Minor Action Ranged 10**Requirement:** You must spend a healing surge without regaining any hit points**Target:** You or one ally**Effect:** The target gains 15 temporary hit points, or the target may choose to spend a healing surge.

Shadow Implement Elderkin Utility 10

You call for the shadow of an implement once used by a dead ally.

Daily ♦ Divine
Minor Action **Personal**

Effect: For the rest of the encounter, you act as if you had an implement of a specific type (chosen when you invoke this power). The implement hovers beside you, and cannot be grabbed or damaged. The implement has no properties or powers, but does have a +2 bonus to attack rolls and damage rolls. This bonus increases to +3 at 15th level, +4 at 20th, +5 at 25th, and +6 at 30th level. On a critical hit, the implement deals an additional 1d8 points of damage per plus.

Spectral Strike Elderkin Utility 10

You can command your spirit guide to take advantage of every opportunity.

Daily ♦ Divine
Immediate Reaction **Personal**

Trigger: An enemy provokes an opportunity attack from you

Effect: You may use an at-will attack or encounter power as your attack when taking an opportunity attack. This power does not grant an additional use of any encounter power.

Vengeful Spirit Elderkin Utility 10

When you are badly injured, your guardian spirit lashes out.

Daily ♦ Divine
Immediate Interrupt **Personal**

Trigger: You are bloodied, or you drop to 0 hit points or fewer.

Effect: Use an at-will attack power.

Spirit Guides: If you have a paragon tier spirit guide, you can use an encounter power instead. If you have an epic tier spirit guide, you can use a daily power instead. This power does not grant an additional use of any encounter power or daily power.

LEVEL 13 ENCOUNTER PRAYERS

Barrow Land Elderkin Attack 13

Mist crawls along the ground and mounds of shadow form, turning a field into a land of barrows.

Encounter ♦ Divine, Implement, Necrotic
Standard Action **Area burst 2 within 20 squares**

Target: Each creature in burst
Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier necrotic damage, and the target is slowed until the end of your next turn.

Effect: This power's area is difficult terrain until the end of your next turn. You can dismiss the effect as a minor action.

Face of Oblivion Elderkin Attack 13

Your spirit guide gazes at your foe, who sees its own death reflected in the black pools of the spirit's eyes.

Encounter ♦ Divine, Implement, Psychic
Standard Action **Ranged 10**

Target: One creature
Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier psychic damage, and the target is blinded until the end of your next turn.

Life Leech Elderkin Attack 13

You foes turn pale, as their life force is drained away to the lands of the dead.

Encounter ♦ Divine, Implement, Necrotic
Standard Action **Ranged 20**

Target: One, two, or three creatures
Attack: Wisdom vs. Fortitude, one attack per target

Hit: 2d6 + Wisdom modifier necrotic damage, and target is slowed and weakened until the end of your next turn.

Special: If you target only one creature with this power, you gain a +2 power bonus to the attack roll.

Toll of Doom Elderkin Attack 13

The peal of a massive bell signals the arrival of another soul in the lands of the dead.

Encounter ♦ Divine, Implement, Thunder
Standard Action **Area burst 2 within 20 squares**

Target: Each creature in burst
Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier thunder damage, and the target is dazed until the end of your next turn.

LEVEL 15 DAILY PRAYERS

Bone Cage Elderkin Attack 15

Massive ribs jut up from the earth, as though a titan's skeleton was rising from its grave.

Daily ♦ Divine, Conjuration, Force, Implement
Standard Action **Area burst 2 within 20**

Target: Each creature in burst
Attack: Wisdom vs. Reflex

Effect: You create a 16-square barrier of force along the outer edge of the burst area. Creatures in any of those 16 squares are pushed inside the burst if hit, and pushed outside if missed. Moving through the barrier requires three squares of movement and inflicts force damage equal to your Charisma modifier.

Hit: 2d6 + Wisdom modifier force damage.

Sustain Minor: The cage persists another round.

Freezing Curse Elderkin Attack 15

Your curse victim begins to shiver and grow frost.

Encounter ♦ Cold, Divine, Implement Standard Action **Ranged 20**

Target: Primary Target: One creature you have cursed
Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier cold damage, and the target is slowed and takes ongoing 5 cold damage (save ends).

Secondary Target: Any creature that starts or ends its turn adjacent to the primary target before it saves.

Secondary Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier cold damage.

Suppress Resistance Elderkin Attack 15

You can overwhelm a creature's resistance to the very damage your spirit guides prefer to inflict.

Daily ♦ Cold, Divine, Force, Implement, Necrotic, Psychic Standard Action **Ranged 10**

Target: One creature
Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier cold, force, necrotic, or psychic damage. Make a secondary attack against the same target.

Miss: Half damage, no secondary attack.

Secondary Attack: Wisdom vs. Will

Hit: The target's resistance to the selected damage type is negated until the end of the encounter.

Miss: The target's resistance to the selected damage type is negated until the start of your next turn.

Special: When you select a damage type to inflict, this power loses all other damage type keywords.

LEVEL 16 UTILITY PRAYERS

Deathly Aid Elderkin Utility 16

The closer you are to exhaustion, the more easily your spirit guide can assist you.

Daily ♦ Divine Free Action **Personal**

Effect: When you use your last daily power, you gain a +3 power bonus to all attack rolls and damage rolls for that power.

Edge of Life Elderkin Utility 16

Coming close to death is as close as your spirit guide will allow you to get.

Daily ♦ Divine Immediate Interrupt **Personal**

Trigger: You fall to 0 or fewer hit points

Effect: You can spend a healing surge, and recover an additional 3d6 hit points.

Greater Beneficial Possession Elderkin Utility 16

Your spirit guide will not allow you to fall.

Daily ♦ Divine Immediate Interrupt **Personal**

Trigger: You are stunned, or you drop to 0 hit points or fewer.

Effect: You gain 15 temporary hit points. You may continue to take actions, but may not use any heroic- or paragon-tier Elderkin powers. You continue to act until you run out of temporary hit points, until you are no longer stunned or at 0 true hit points (whichever triggered the power), or until the end of the encounter.

Spirit Channel Elderkin Utility 16

Even when you are exhausted, you can call upon the aid of your spirit guide by forcing your body to channel its deathly power, painful though it may be.

Daily ♦ Divine Minor Action **Personal**

Effect: You can spend a healing surge to use an encounter power you have already expended.

Spirit Guides: If you have an epic tier spirit guide, you can spend two healing surges to use a daily power you have already expended.

LEVEL 17 ENCOUNTER PRAYERS

Black Fire Elderkin Attack 17

Your spirit guide bathes your opponent in the purple-black flames of the underworld.

Encounter ♦ Divine, Fire, Implement, Necrotic Standard Action **Area burst 3 within 20 squares**

Target: Each enemy in burst
Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier fire and necrotic damage.

Midnight Veil Elderkin Attack 17

A curtain of black night pours from a rift in the sky.

Encounter ♦ Cold, Divine, Implement, Psychic Standard Action **Area burst 4 within 20 squares**

Target: Each creature in burst
Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier cold and psychic damage.

Paralyze Elderkin Attack 17

Faintly humming cords of shadowstuff spring from your fingertips or your implement and streak across the battlefield, striking your enemy with staggering force.

Encounter ♦ Divine, Force, Implement, Paralysis Standard Action **Ranged 20**

Target: One creature
Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier force damage, and the target is restrained until the end of your next turn.

Spectral Warden Elderkin Attack 17

You spirit guide lashes out against your foes with chains and manacles.

Encounter ♦ Divine, Force, Implement
Standard Action Ranged 20

Target: One or two creatures, one attack per target

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier force damage, and the target is immobilized until the end of your next turn.

LEVEL 19 DAILY PRAYERS

Graveyard Elderkin Attack 19

You summon forth a massive section of the lands of the dead, miring your foes in life-sucking soft earth.

Daily ♦ Divine, Conjunction, Implement, Necrotic
Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

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

Effect: The graveyard lasts until the end of the encounter. The area is difficult terrain. Any creature that enters the graveyard or starts its turn there takes 2d6 necrotic damage.

Guarded Flesh Elderkin Attack 19

Attacking your corporeal form has consequences.

Daily ♦ Divine, Implement, Necrotic
Immediate Interrupt Close burst 10

Trigger: You are hit with an attack versus your AC or Reflex defense

Target: Attacker triggering the power

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier necrotic damage, and the triggering attack misses you.

Miss: Half damage, but the triggering attack hits and affects you normally.

Shadow Prison Elderkin Attack 19

You send your foe into the realm of the dead while you deal with its allies.

Daily ♦ Divine, Implement, Necrotic, Teleportation
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier necrotic damage, and the target is teleported to an empty and harmless section of the shadow realm. At the end of your next turn, the target returns to the same square it occupied before (or the nearest unoccupied square, if occupied).

Miss: Full damage, but no teleportation. The target is dazed until the start of your next turn.

LEVEL 22 UTILITY PRAYERS

Greater Kindred Spirit Elderkin Utility 22

With a thought, you direct your guide to forge a powerful sympathetic link between yourself and an ally.

Daily ♦ Divine
Minor Action Ranged 20

Target: You or one ally

Effect: All power bonuses either you or one willing ally currently have are also granted to the other target of this prayer until the end of your next turn.

Sustain Minor: The shared bonuses persist another round, if possible. You can sustain this power twice.

Mass Dread Health Elderkin Utility 22

Your spirit guide flies from you to your allies, imbuing each one in turn with a dark semblance of life.

Daily ♦ Divine
Standard Action Close burst 3

Requirement: You must spend a healing surge without regaining any hit points

Target: You and all allies in burst

Effect: The target gains temporary hit points equal to 20 + your Charisma modifier.

Reaper's Wings Elderkin Utility 22

Great wings made of jagged bone grow from your back, bearing you aloft.

Daily ♦ Divine
Minor Action Personal

Effect: You gain a speed of fly 6 until the end of your next turn. Any foe that starts its turn or ends its movement adjacent to you takes 5 points of damage.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. Whenever the effect ends, you float to the ground without taking falling damage or falling prone.

LEVEL 23 ENCOUNTER PRAYERS

Guided Netherbolt Elderkin Attack 23

A bolt of crackling black energy streaks unerringly through the air toward its fated target.

Encounter ♦ Divine, Implement, Necrotic
Standard Action Ranged 20

Target: One creature

Attack: Wisdom +2 vs. Reflex

Special: If your attack roll misses, you may spend an action point to reroll your attack roll.

Hit: 4d6 + Wisdom modifier necrotic damage, and the target is weakened until the end of your next turn.

Miss: Half damage.

Murder of Crows Elderkin Attack 23

Spectral crows explode from every shadow, clawing at and briefly lifting your enemies into the air.

Encounter ♦ Divine, Force, Implement
Standard Action Ranged 20

Target: One or two creatures

Attack: Wisdom vs. Reflex, one attack per target

Hit: 4d6 + Wisdom modifier force damage, and you may slide the target up to 3 squares.

Excruciating Curse Elderkin Attack 23

Your dread curse begins to wrack its target with unspeakable pain.

Encounter ♦ Divine, Implement, Psychic
Standard Action Area burst 2 within 20 squares

Target: Each creature in burst that you have cursed

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier psychic damage, and the target is dazed and slowed until the end of your next turn.

Effect: The target's saving throw penalty imposed by your curse increases to -2 (save ends).

LEVEL 25 DAILY PRAYERS**Death Rain** Elderkin Attack 25

An invocation brings forth caustic, burning rain from the realms of the dead, tainted with black energies.

Daily ♦ Acid, Divine, Fire, Implement, Necrotic
Standard Action Area burst 4 within 20 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier acid, fire, and necrotic damage, and the target suffers ongoing 5 acid, fire and necrotic damage (save ends).

Miss: Half damage, no ongoing damage.

Special: A target must be able to resist all the damage types of this power in order to apply its resistance, and it only gains the least of its resistances. If a target has vulnerability to any of the damage types, it suffers that vulnerability.

Spirit Champion Elderkin Attack 25

Your spirit guide brings forth a manifest ancestor warrior, prepared to battle your foes.

Daily ♦ Conjunction, Divine, Force, Implement, Necrotic
Standard Action Ranged 20

Target: One creature adjacent to the spirit champion

Attack: Wisdom vs. AC

Hit: 3d8 + Wisdom modifier force and necrotic damage. You and any allies adjacent to the spirit champion gain temporary hit points equal to your Wisdom modifier.

Effect: The spirit champion appears in an unoccupied square within range and immediately attacks an enemy adjacent to it. You can move the champion 8 squares (fly, hover) as a move action, though it cannot move out of range. Once per round as a minor action, you can make the avenger repeat its attack on an enemy adjacent to it. Allies and enemies can move through the champion's square, but enemies provoke an attack from it. The champion cannot be attacked or damaged, and it lasts until the end of the encounter.

Wall of Bones Elderkin Attack 25

The remains of the dead explode into a churning, clawing barrier.

Daily ♦ Divine, Conjunction, Implement
Standard Action Area wall 8 within 10 squares

Effect: You conjure a wall that consists of contiguous squares filled with jagged bones. It can be up to 10 squares long and up to 5 squares high, and all squares must be within the power's range. The wall remains until the end of the encounter or for one minute.

Any creature that starts its turn adjacent to the wall takes 2d6 + Wisdom modifier damage. If a creature moves into the wall's space or starts its turn there, the creature takes 4d6 + Wisdom modifier damage. Any creature that ends its turn in the wall's space is weakened until the end of its next turn.

Special: Leaving a square occupied by the wall costs 2 extra squares of movement. A creature may enter with only 1 square of movement, but then becomes caught until it can generate enough movement to leave.

LEVEL 27 ENCOUNTER PRAYERS**Entomb** Elderkin Attack 27

You briefly summon a small tomb, complete with religious icons and today's date as the date of death, to encase your foe.

Encounter ♦ Divine, Implement, Paralysis
Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier damage, and the target is encased in stone. The target is restrained, and attacks cannot gain line of effect against it. This effect lasts until the end of your next turn.

Plane Lock Elderkin Attack 27

Spirits surround your target, constricting it and binding it to this plane.

Encounter ♦ Divine, Implement, Psychic
Standard Action Ranged 20

Target: One creature
Attack: Wisdom vs. Will

Hit: 6d6 + Wisdom modifier psychic damage. Until the end of your next turn, the target is immobilized and cannot use any power with the teleportation keyword.

Sustain Minor: When you sustain this power, make a Wisdom vs. Will attack on the target. On a hit, the teleportation ban (only) persists for another round. On a miss, you can't sustain this power again.

Storm of Spirits Elderkin Attack 27

Dozens of spirits explode out of you, swirling about and slashing at your foes.

Encounter ♦ Divine, Force, Implement
Standard Action Close blast 5

Target: Each enemy in blast
Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier force damage, and the target is slowed until the end of your next turn.

LEVEL 29 DAILY PRAYERS

Guarded Life Elderkin Attack 29

Your spirit guide strikes out at any threat that dares assault your person.

Daily ♦ Divine, Implement, Necrotic
Immediate Interrupt Close burst 20

Trigger: You are hit with an attack
Target: Attacker triggering the power
Attack: Wisdom vs. Reflex

Hit: 5d8 + Wisdom modifier necrotic damage, and the triggering attack misses you.

Miss: Full damage, but the triggering attack hits and affects you normally.

Slow Death Elderkin Attack 29

A black shadow settles over your foe as its life drains slowly away.

Daily ♦ Divine, Implement, Necrotic
Standard Action Ranged 20

Target: One creature
Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wisdom modifier necrotic damage, plus ongoing 15 necrotic damage and the target is slowed. The first successful saving throw reduces the ongoing damage to 10. The second saving throw made reduces ongoing damage to 5. The third successful save ends both the ongoing damage and the slow effect.

Miss: 2d8 + Wisdom modifier necrotic damage, plus ongoing 5 necrotic damage (save ends).

Wave of Fatigue Elderkin Attack 29

A rolling black mist clings to your foes, slowing and enervating them.

Daily ♦ Divine, Implement, Necrotic
Standard Action Area blast 5 within 20 squares

Target: Each creature in blast
Attack: Wisdom vs. Fortitude

Hit: 5d8 + Wisdom modifier necrotic damage, and the target is slowed and weakened (save ends both).

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

PARAGON PATHS

LICH LORD

"The secret of immortality can only be kept secret for so long."

Prerequisite: Elderkin class

Your spirit guide is showing you a specific path, the route to immortality as one of the living dead! You have no need for fancy rituals and obscure phylacteries, as you shall become immortal inch by inch, by understanding and internalizing the energies of death itself. It may not be precisely the same state wizards and clerics have sought for generations, but it is closer than most of them will ever actually come.

LICH LORD PATH FEATURES

Necromancer (11th level): You gain a bonus to attack and damage rolls against undead equal to your Charisma modifier (minimum +1).

Black Aura (11th level): Whenever you spend an action point to take an extra action, all enemies within 2 squares of you take 5 necrotic damage. This damage increases to 10 at 21st level.

Faux Dead (16th level): You gain resist 10 disease and resist 10 poison, and a +5 power bonus to saves vs. disease and poison. You gain vulnerable 5 radiant, and any power you invoke that inflicts radiant damage now inflicts necrotic damage instead (with the appropriate change of keyword).

LICH LORD PRAYERS

Lichbolt Lich Lord Attack 11

You summon a bolt of pure arcane magic from the lore of a dozen dead wizards whispering in your ear.

Encounter ♦ Acid, Cold, Divine, Fire, Implement, Lightning, Thunder
Standard Action Close burst 1

Target: Each enemy in burst
Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier acid, cold, fire, lightning and thunder damage.

Special: A target must be able to resist all the damage types of this power in order to apply its resistance, and it only gains the least of its resistances. If a target has vulnerability to any of the damage types, it suffers that vulnerability.

Walking Dead Lich Lord Utility 12*You no longer eat or sleep.***Encounter ♦ Divine**
No Action**Personal****Effect:** You have no need to eat, sleep, or breathe. When taking an extended rest, you do not sleep but must not use any encounter or daily powers for a period of six hours, in order to recharge your dark energies.**Steal Vitality** Lich Lord Attack 20*Though you are no vampire, you can feed on the life-force of the breathing.***Daily ♦ Divine, Healing, Implement, Necrotic**
Standard Action Area burst 3 within 20
squares**Target:** Each enemy in burst**Attack:** Wisdom vs. Fortitude**Hit:** 3d10 + Wisdom modifier necrotic damage.**Miss:** Half damage.**Effect:** You gain temporary hit points equal to the damage you roll. If you kill a living, sentient creature with this attack, you do not age for one year.

SHADOW WALKER

*“I am the walker in darkness, the light within the shadow of death.”***Prerequisite:** Elderkin class

To you death is the ultimate shadow, the dark silhouette of life. You see all things as shadows, and have learned to move through them without being seen or heard. Your spirit guide is another shadow, able to show you the way between worlds, in the dark spaces where light does not exist.

SHADOW WALKER PATH FEATURES

Unseen (11th level): You gain Stealth as a trained skill. At 21st level, you gain a +5 bonus to Stealth checks.**Shadow Walk (11th level):** Whenever you spend an action point to take an extra action, you may also teleport a number of squares equal to 5 + your Charisma modifier.**Shadow Patch (16th level):** Whenever you make a Heal check to grant an ally a healing surge, that ally also gains 5 temporary hit points.

SHADOW WALKER PRAYERS

Shadow Jump Shadow Walker Attack 11*You fall into your own shadow and leap out of your foe's, causing his shadow to ripple as the link between your target and its shadow tears open.***Encounter ♦ Divine, Implement**
Standard Action Ranged 20**Target:** One target**Attack:** Wisdom vs. Will**Hit:** 1d6 + Wisdom modifier damage, and until the end of your next turn, the target takes 1d6 damage for every square it leaves.**Effect:** You teleport to a square adjacent to the target. If there is no free square adjacent to the target, you cannot use this power.**Shadow Journey** Shadow Walker Utility 12*You carry yourself and allies through the dark shadow realm.***Daily ♦ Divine, Teleportation**
Move Action Close burst 1**Effect:** You and any one adjacent ally teleport up to 10 squares. An ally that goes with you takes 1d6 cold damage.**Shadow Self** Shadow Walker Attack 20*You become a living shadow as your foe stabs at you, allowing the attack to pass through you while your foe freezes in your dark and heatless mass.***Daily ♦ Cold, Divine, Implement**
Immediate Reaction Close burst 20**Trigger:** You are hit with a weapon or ranged attack**Target:** Attacker triggering this power**Attack:** Wisdom vs. Reflex**Hit:** 3d6 + Wisdom modifier cold damage, and the triggering attack does not hit you.**Effect:** Until the end of your next turn, you take half damage from necrotic, ranged, and weapon attacks.

VOICE OF THE DEAD

*“How do I know you are a murderer? Because your murdered wife and child tell me so. Prepare to rejoin your family, murderer.”***Prerequisite:** Elderkin class

You have known since you were young that the dead had no voice of their own. You have learned to be that voice, to grant those of the realms of the dead a chance to right old wrongs, strike down old foes, and aid those they must make peace with. All your life, you have listened to the dead. Now you will speak.

VOICE OF THE DEAD PATH FEATURES

Gentle Repose (11th level): Once per day you may perform the Gentle Repose ritual, with no training nor materials cost. If you actually perform a true Gentle Repose ritual, you double the duration of its effects.

Ancestral Allies (11th level): Every time you spend an action point, all allies within 6 squares gain a +3 power bonus to the next attack roll or skill check they make before the end of your next turn.

Consult the Dead (16th level): Once per day you may perform the Speak With Dead ritual, with no training nor materials cost. (You make a Religion check normally). If you actually perform a true Speak With Dead ritual, you gain 1 more question than your Religion check would normally grant you.

VOICE OF THE DEAD PRAYERS

Whispered Secrets Voice of the Dead Attack 11

You whisper to your foes in a voice only they can hear, and it reveals secrets from the dead too terrible for mortal minds.

Encounter ♦ Divine, Implement, Psychic
Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

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

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

Channel Beloved Voice of the Dead Utility 12

You speak with the voice of a beloved lost love, and hope the person you are speaking with hears the truth in your voice.

Daily ♦ Divine
Minor Action Personal

Effect: You gain a +10 power bonus to a single Skill check you make during a skill challenge. If the check is a failure, it counts as two failures.

Unfinished Business Voice of the Dead Attack 20

You channel a dead spirit that has issues to settle with your enemy.

Daily ♦ Divine, Implement, Necrotic, Psychic
Standard Action Ranged 10

Target: One creature you have cursed

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier necrotic damage, and you can slide the target up to its speed. The target is dazed and immobilized until the end of your next turn.

Miss: Half damage, no other effects.

WHITE ENVOY

“Do not fear the presence of the dead around me. They are the heroes of old, watching over a hero of today.”

Prerequisite: Elderkin class

Those around you have long told you the spirits that guide you are the souls of the departed, but that never seemed the whole truth to you. You now realize your guides are not souls of the departed, but angels sent to aid you in bringing holy light to the world. They often take the form of those close to you, but are in truth immortal spirits dedicated to aiding you in an endless struggle against the forces of ultimate darkness.

WHITE ENVOY PATH FEATURES

White Invocation (11th level): Any power you invoke that deals necrotic damage deals radiant damage instead (with the appropriate keyword change) and gains a +1 bonus to attack rolls.

Zealous Heart (11th level): Whenever you spend an action point to take an extra action, all allies within 5 squares of you regain 5 hit points, and all undead within 5 squares of you take 5 radiant damage.

White Guides (16th level): You gain a +4 to Will defense when resisting Turn Undead attempts for your spirit guides. Any attacks you make that bear the radiant keyword gain a +1 bonus to damage rolls.

WHITE ENVOY PRAYERS

White Lance White Envoy Attack 11

You fire a lance of pure, white radiance that explodes into a burst of purifying energy.

Encounter ♦ Divine, Implement, Radiant
Standard Action Ranged burst 2 within 20

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier radiant damage, and target is blinded until the end of your next turn.

Effect: Any ally adjacent to you or adjacent to a target of this attack regains hit points equal to 1d8 + your Charisma modifier.

Wave of Vigor White Envoy Utility 12

You summon pure, angelic healing and vigor to aid your allies.

Daily ♦ Divine, Implement
Standard Action Area blast 3 within 10

Target: Each ally in blast

Effect: The target may either spend a healing surge and recover an additional 2d6 hit points, or make a saving throw with a +2 power bonus against one effect a save can end. The target can shift up to 3 squares.

Radiant Guard White Envoy Attack 20

An angel of righteous battle joins your fray.

Daily ♦ Conjuration, Divine, Implement, Radiant
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. AC

Hit: 1d10 + Wisdom modifier radiant damage.

Effect: You summon a translucent warrior that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the radiant guard 5 squares as a move action. It cannot be attacked or damaged, and it lasts until the end of your next turn.

Special: Any ally (including yourself) adjacent to the radiant guard when it comes into play gains 5 temporary hit points. Any enemy adjacent to the radiant guard when it comes into play takes 5 radiant damage.

Sustain Minor: When you sustain this power, repeat the radiant guard's attack.

IDOLATER



“Your soul vibrates like a plucked string. Can you hear its hum?
Rest assured... I can.”

CHARACTERS

1

CLASS TRAITS

Role: Controller. You call upon the essential energy of sentience to bend others to your will.

Power Source: Spiritual. What drives you is neither arcane formulae nor divine grace, but your own will.

Key Abilities: Charisma, Constitution, Wisdom

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Club, dagger, sickle, sling

Implements: Idols, Orbs

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Arcana. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Int), Religion (Int)

Build Options: Occult idolater, Primordial Idolater

Class Features: *Antipathy*, Attained Spiritualist, Craft Idol, Ritual Casting

SPIRITUAL POWER

The world of Dave Arneson’s Blackmoor introduces a new power source to the game: Spiritual power. Unlike divine energy, which comes from gods or from the hosts of the departed, spiritual energy comes from the living soul, from the power of sentience itself. Accessed through practiced ritual and meditation, spiritual power is the power source for two classes appearing in this book: the idolater, who exerts his will to manipulate the world around him, and the mystic, whose mastery over his own soul allows him to perform superhuman feats of divination and strength.

Powers with a spiritual power source are known as techniques.

It is said that many mystical arts have come and gone in the history of the lands of Blackmoor, but where some have been lost to time, one refuses stubbornly to fade in the face of the gods’ collective might: the art of the idolater. Just as a rare few are blessed with the gift of trafficking with the departed, so known as the ‘elderkin,’ so too are some individuals born with an extremely powerful sense of self, and of the unseen

forces that bind all sentient beings to reality and to one another. Such an individual is called ‘idolater,’ for the idols he carries that serve as both focus for his will and as symbols of the power within.

Most idolaters are born seekers; preferring to remain on the move in life, never staying too long in the same place and forging close bonds with only a handful of other souls—those who most fully understand and accept their companion’s unusual ways. The idolater’s art requires a combination of intense spiritual focus and rigorous physical discipline, in mostly equal measure (depending upon which idolater path one takes). Different cultures have different terms for their idolaters, be it “witch-doctor,” “bodhisattva” or “houngan,” but all peoples recognize the power of a master spiritualist when they come face to face with it.

As an idolater, you are among the most gifted ritual practitioners the world has ever seen. More capable even than the wizard in such matters, you craft fetishes capable of containing ritual power and releasing it at a mere moment’s notice. The power of your soul and of its self-awareness dwarfs that of most other sentient creatures, allowing you to pull others’ strings like puppets or otherwise bend them to your will. You are not nearly as effective against mindless beasts, or beings who lack even a basic self-awareness, but that is why you recognize the value of keeping good company while you walk the long road to enlightenment.

CREATING AN IDOLATER

The two basic types of idolater are the Occult Idolater and the Primordial Idolater. Occult idolaters depend primarily on Charisma to impose their wills on external energies and souls, while primordial idolaters rely more on Constitution, to better bear the brunt of channeling the raw power of Creation. Wisdom is of strong secondary concern for all idolaters.

IDOLATER OVERVIEW

Characteristics: You are a powerful manipulator of the spirit and competently serve your party in a similar role as might a wizard. Your powers unleash supernatural manipulations, as well as reveal occult insight.

Religion: Idolaters are usually respectful of religion and the powers of gods, but ultimately their focus on matters of the self lies at odds with most religious dogma.

Races: Elves and tieflings make excellent occult idolaters, while dragonborn, dwarves, and eladrin seem to make better primordial idolaters. Half-elves and humans can and do excel at either path.

OCCULT IDOLATER

You possess an innate sense of how spiritual essence connects all things, and you use that to manipulate the actions and events that occur around you. You create situations by routing them to events that have already occurred or might occur, and alter the perceptions of those around you by

manipulating the essential spirit. Your attack powers rely heavily on Charisma, so that should be your best ability score. Wisdom and Constitution are secondary, to help you delve into other idolater powers and to bolster your healing surges.

Suggested Feat: Dark Fury (Human Feat: Human Perseverance)

Suggested Skills: Arcana, History, Intimidate, Religion

Suggested At-Will Powers: *soul blade, sympathetic strike*

Suggested Encounter Power: *primal scream*

Suggested Daily Power: *rite of discord*

PRIMORDIAL IDOLATER

Unlike your occult counterpart, there is no dialogue between yourself and the instruments of your will. Your body is the only vessel of real significance, so that is where you focus the bulk of your efforts. Constitution aids in the effectiveness of almost all your powers, so make that your best ability score. Wisdom should be your second best score, so you can manipulate other idolater powers and improve your Will defense. Select powers that make the best use of your high Constitution score.

Suggested Feat: Durable (Human Feat: Action Surge)

Suggested Skills: Arcana, Endurance, Heal, Insight

Suggested At-Will Powers: *primordial chill, sympathetic strike*

Suggested Encounter Power: *pocket of lethargy*

Suggested Daily Power: *blistering flesh*

IDOLATER CLASS FEATURES

You have the following class features.

ANTIPATHY

You can use the antipathy power to drive other sentient beings from your presence (see sidebar).

SENTIENCE AS MECHANIC

Idolaters are master manipulators of the soul, and as such, some of their powers work better or only when turned upon sentient creatures. In terms of mechanics, “sentient” is a new game term that denotes a creature with Charisma, Intelligence, and Wisdom scores of 3 or higher. If a creature has even one of these three abilities at a score below 3, that creature does not qualify as sentient. Temporary adjustments to these abilities do not affect whether or not a creature is sentient; only base values count for the purpose of determining sentience. Sentience can be ascertained with a successful Monster Knowledge check (DC 15).

ATTAINED SPIRITUALIST

Your self-mastery has made you resistant to the manipulations of other spiritualists. You gain a +2 bonus to your Fortitude and Will defenses against attacks with the spiritual keyword. If an attack with the spiritual keyword imposes a condition or ongoing damage on you, you may make a saving throw as an immediate reaction to negate that condition or ongoing damage.

In addition, choose one of the following two benefits.

Occult Spiritualist: You gain a +2 bonus to any skill checks made to perform a ritual. In addition, you gain the Comprehend Language ritual as a bonus ritual at 1st level.

Primordial Spiritualist: You gain a +1 bonus to your Fortitude defense. In addition, you gain the ability to speak Primordial, and to read and write in the Barazhad script, as a bonus language.

CRAFT IDOL

Perhaps the most archetypal feature of the idolater is the ability to create idols that help him focus his power and act as anchors for the sympathetic links he forges with allies and enemies alike. Idols typically take the form of small statues of wood, earth, or metal, but can also consist of icons, fetishes, or puppets. When you craft an idol, you needn't actually build it from scratch, but rather you ritually prepare it to serve your needs, as only an idolater can.

Once you have your idol, you can mystically store within it the magic of any ritual you can cast, allowing you (or another idolater) to call upon its effects at a later time, much like a ritual scroll. You do this by performing the ritual as usual, but at the end of the casting time, the ritual's magic enters the idol instead of resolving itself. Calling a ritual back out of an idol is faster than reading a ritual scroll, requiring only a standard action, and the idol is not consumed in the casting of the ritual, but is simply "empty" and ready to accept a new ritual thereafter. You cannot store a ritual with a casting time of longer than 30 minutes. Although you can have as many idols as you like, you begin play only able to store a total of one ritual at a time. Certain feats allow you to store additional rituals, and eventually to store those with longer casting times, but no matter how many feats you take, you are limited to a total number of stored rituals equal to 1 + your Wisdom modifier (minimum 1).

An "empty" idol radiates no magic, unless the idol itself is also a magic implement. An idol presently containing a ritual does radiate magic, which can be detected by anyone trained in Arcana (using the Sense the Presence of Magic action). Only an idolater, however, can hope to identify which ritual lays dormant within the idol, by means of the Identify Ritual action. A stored ritual's power source is spiritual.

RITUAL CASTING

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You possess a ritual book, and it contains three 1st-level rituals of your choice that you have mastered.

At 5th level, and again at 11th, 15th, 21st, and 25th level, you master two more rituals of your choice and add them to your ritual book. Any ritual you add must be of your level or lower.

IMPLEMENTS

Idolaters make use of idols and orbs to focus their spiritual power and enhance the sympathetic link between their will and the target of their powers. An idolater wielding a magic idol or orb can add its enhancement bonus to the attack rolls and the damage rolls of idolater powers, as well as idolater paragon path powers, that have the implement keyword. Without a magic idol or orb, an idolater can still use these powers, but doesn't gain the benefits provided by the magic implement.

IDOLATER POWERS

Like other classes with the spiritual power source, your powers are known as techniques. Your techniques are effects produced by manipulating the essence of sentience. Different techniques are associated with different keyword types of spiritual power, but you aren't limited to choosing techniques from a single source, and most idolaters manipulate a variety of techniques to maintain a range of versatility.

CLASS FEATURE

The idolater's antipathy class feature works like a power and is presented below.

Antipathy

Idolater Feature

You concentrate for a moment and a wave of psychic repulsion radiates outward from you in all directions.

Encounter ♦ Implement, Psychic, Spiritual
Standard Action **Close burst 2 (5 at 11th level, 8 at 21st level)**

Target: Each sentient enemy in burst

Attack: Charisma or Constitution vs. Will

Hit: 1d8 + Charisma or Constitution modifier psychic damage, and you push the target a number of squares equal to 3 + your Wisdom modifier. The target is immobilized until the end of your next turn.

Increase damage to 2d8 + Cha or Con modifier at 11th level and 3d8 + Cha or Con modifier at 21st level.

Miss: Half damage, and the target is not pushed or immobilized.

LEVEL 1 AT-WILL TECHNIQUES

Primordial Chill	Idolater Attack I
<i>You bathe your target in a chilling corona of primordial essence.</i>	
At-Will ♦ Cold, Implement, Spiritual	
Standard Action	Ranged 10
Target: One creature	
Attack: Constitution vs. Fortitude	
Hit: 1d6 + Constitution modifier cold damage, and the target is slowed until the end of your next turn.	
Increase damage to 2d6 + Constitution modifier at 21st level.	
Spirit Blade	Idolater Attack I
<i>You evoke an intangible blade of swirling smoke that spins in violent defense of an ally's soul.</i>	
At-Will ♦ Implement, Spiritual	
Standard Action	Area burst 1 within 10 squares
Requirement: You must center the burst in your square or in an ally's square.	
Attack: Charisma vs. AC	
Target: Each Enemy in burst	
Hit: 1d8 + Charisma modifier damage.	
Increase damage to 2d8 + Charisma modifier at 21st level.	
Sympathetic Strike	Idolater Attack I
<i>You dig your nails into the soft clay of the idol, drawing cries of pain and surprise from your opponent.</i>	
At-Will ♦ Implement, Psychic, Spiritual	
Standard Action	Ranged 20
Target: One creature	
Attack: Charisma or Constitution vs. Will	
Hit: 1d6 + Charisma or Constitution modifier psychic damage.	
Increase damage to 2d6 + Charisma modifier at 21st level.	
Sentient: On a hit, a sentient target suffers additional psychic damage equal to your Wisdom modifier.	
Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.	
Touch of Ages	Idolater Attack I
<i>You reach out and an ancient force races through your enemies, turning their own bodies against them.</i>	
At-Will ♦ Implement, Spiritual	
Standard Action	Close blast 3
Target: Each creature in blast	
Attack: Charisma or Constitution vs. Fortitude	
Hit: 1d6 + Charisma or Constitution modifier damage. If the target moves before the start of your next turn, it takes additional damage equal to your Wisdom modifier.	
Increase base damage to 2d6 + Constitution modifier at 21st level.	

LEVEL 1 ENCOUNTER TECHNIQUES

Acid Sweat	Idolater Attack I
<i>You cause the target's body to begin exuding a caustic and volatile fluid.</i>	
Encounter ♦ Acid, Implement, Spiritual	
Standard Action	Ranged 10
Target: One creature	
Attack: Constitution vs. Fortitude	
Hit: 1d10 + Constitution modifier acid damage, and the target takes a penalty to Fortitude defense equal to your Wisdom modifier until the end of your next turn.	
Ego Dampening	Idolater Attack I
<i>You reach out with your will, convoluting your opponent's sense of selfhood.</i>	
Encounter ♦ Implement, Psychic, Spiritual	
Standard Action	Ranged 10
Target: One creature	
Attack: Charisma vs. Will	
Hit: 2d8 + Charisma modifier psychic damage.	
Sentient: On a hit, you suppress a sentient target's Charisma modifier, penalizing it by a number equal to your Wisdom modifier, until the start of your next turn.	
Pocket of Lethargy	Idolater Attack I
<i>You raise your idol to the sky and a pocket of cold nothingness yawns open in the midst of your enemies.</i>	
Encounter ♦ Cold, Implement, Spiritual	
Standard Action	Area burst 1 within 10 squares
Target: Each creature in burst	
Attack: Constitution vs. Fortitude	
Hit: 2d6 + Constitution modifier cold damage.	
Effect: The burst creates a pocket of chilled space that lasts until the end of your next turn. The area is difficult terrain. You can end this effect as a minor action.	
Sentient: On a hit, a sentient target is slowed until the end of your next turn.	
Primal Scream	Idolater Attack I
<i>You unleash a spiritual howl that tears through the minds of nearby enemies.</i>	
Encounter ♦ Implement, Psychic, Spiritual	
Standard Action	Close burst 2
Target: Each creature in burst	
Attack: Charisma vs. Will	
Hit: 1d6 + Charisma modifier psychic damage, and the target is dazed until the start of your next turn.	

LEVEL 1 DAILY TECHNIQUES

Betrayal of Bones Idolater Attack 1

You point your idol and your opponent's escaping life force further warps and splinters its own form.

Daily ♦ Implement, Spiritual
Immediate Reaction **Ranged 10**

Trigger: An enemy becomes bloodied

Target: The bloodied enemy

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage, and ongoing 3 damage (save ends).

Blistering Flesh Idolater Attack 1

You channel the forgotten fire of a dead sun, at once numbing and searing the flesh of your enemies.

Daily ♦ Cold, Fire, Implement, Spiritual
Standard Action **Ranged 10**

Target: One or two creatures

Attack: Constitution vs. Fortitude, one attack per target

Hit: 2d8 + Constitution modifier cold and fire damage, and the target is slowed (save ends).

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

Rite of Discord Idolater Attack 1

Your brief litany unleashes a wave of cacophony that shakes your enemies where they stand.

Daily ♦ Implement, Psychic, Spiritual, Thunder
Standard Action **Close burst 3**

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier psychic and thunder damage, and the target is dazed and deafened until the end of your next turn.

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

Visage of Horror Idolater Attack 1

Terrible images of ages past manifest on your countenance, casting terror into the hearts of your enemies.

Daily ♦ Fear, Implement, Psychic, Spiritual
Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage, and the target gains vulnerability 5 to all your attacks (save ends).

Miss: Half damage, and the target gains no vulnerability.

Effect: The target suffers a -1 penalty to attack rolls until the end of your next turn.

LEVEL 2 UTILITY TECHNIQUES

Epiphany Idolater Utility 2

You tap into the collective subconscious and it grants you profound insight into matters beyond your scope.

Encounter ♦ Spiritual
Minor Action **Personal**

Effect: Add your Wisdom modifier to any Knowledge check you make until the end of your next turn.

Icon Armor Idolater Utility 2

You wrap yourself in the spiritual force of your allies made manifest, protecting you from harm.

Daily ♦ Spiritual
Minor Action **Personal**

Requirement: You must have at least one ally within 20 squares to activate this power

Effect: You gain a +2 power bonus to AC, Fortitude, and Reflex defense until the end of your next turn.

Sustain Minor: The armor persists. If all of your allies are unconscious and/or at 0 hit points or fewer at the same time, your icon armor burns away into useless wisps of ephemera.

Synesthesia Idolater Utility 2

You attune your thoughts to your environment, perceiving the world through its vast senses.

Daily ♦ Spiritual
Minor Action **Personal**

Effect: You can use any sense to perceive your surroundings. If blinded, you can “see” with your ears; if deafened, you can “hear” with your eyes; and so on. You cannot be blinded, deafened, or surprised. The effect lasts until the end of your next turn.

Sustain Minor: The effect persists. You can keep sustaining this power until the end of the encounter, or for 5 minutes.

Walk the Beyond Idolater Utility 2

With but a moment's meditation, you slip just out of phase with reality, appearing as a smoky blur.

Daily ♦ Spiritual, Teleportation
Move Action **Personal**

Effect: Teleport a number of squares equal to 1 + your Wisdom modifier. Until the end of your next turn, you have concealment and you are insubstantial.

Sustain Minor: When you sustain this power, you gain concealment until the end of your next turn.

LEVEL 3 ENCOUNTER TECHNIQUES

Displacing Attack Idolater Attack 3

Pulling upon invisible strings of essence, you or an ally seems to shift in place, becoming harder to hit.

Encounter ♦ Implement, Spiritual
Immediate Interrupt **Ranged 10**

Trigger: You or an ally is attacked by a creature

Target: The attacking creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier damage, and the target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wisdom modifier.

Haunt the Soul Idolater Attack 3

You bombard your enemies with strange visions of the ancient and the unknowable.

Encounter ♦ Fear, Implement, Psychic, Spiritual
Standard Action **Area burst 2 within 10 squares**

Target: Each creature in burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Sentient: On a hit, a sentient target takes a –2 penalty to attack rolls until the end of your next turn.

Impale Idolater Attack 3

You channel a great spiritual force that buries itself like a ballista bolt in your enemy's mind.

Encounter ♦ Implement, Psychic, Spiritual
Standard Action **Ranged 5**

Target: One creature

Attack: Constitution vs. Will

Hit: 2d10 + Constitution modifier psychic damage.

Sentient: On a hit, a sentient target is immobilized until the end of your next turn.

Primordial Thorns Idolater Attack 3

You focus on your target's suffering and a spray of barbed thorns bursts from beneath the creature's skin.

Encounter ♦ Implement, Spiritual
Standard Action **Ranged 10**

Target: Primary Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d6 + Constitution modifier damage, and ongoing 5 damage (save ends). Make a secondary attack.

Secondary Targets: Each creature adjacent to the primary target

Secondary Attack: Constitution vs. Reflex

Hit: 1d6 + Constitution modifier damage.

LEVEL 5 DAILY TECHNIQUES

Mind Shadow Idolater Attack 5

You settle upon your target's soul like a shadow, blanketing it in the cold darkness of your thoughts.

Daily ♦ Implement, Spiritual
Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: Choose Charisma, Intelligence, or Wisdom. The target suffers a penalty equal to your Wisdom modifier to the modifier of the chosen ability (save ends).

Primordial Tendrils Idolater Attack 5

You call forth a patch of ghostly vines that strike your opponents and sap their life force.

Daily ♦ Cold, Implement, Spiritual, Zone
Standard Action **Area burst 3 within 10 squares**

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 1d10 + Constitution modifier cold damage.

Effect: The burst creates a zone of vaporous tendrils that lasts until the end of your next turn. Creatures entering the zone or starting their turns there take 1d10 + Constitution modifier cold damage. As a move action, you can move the zone up to 3 squares.

Sustain Minor: The zone persists.

Spirit Cobra Idolater Attack 5

A snake-like spirit thing flies from your mouth and strikes at your enemy with a venomous bite.

Daily ♦ Implement, Poison, Psychic, Spiritual
Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier psychic damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). If the target fails its first saving throw against this power, the target becomes immobilized instead of slowed (save ends both the ongoing damage and the immobilization).

Vigor Leech Idolater Attack 5

With a powerful flex, your soul reaches out and leeches the strength from the souls of its enemies.

Daily ♦ Implement, Psychic, Spiritual
Standard Action **Close blast 3**

Target: Each enemy in blast

Attack: Constitution vs. Fortitude

Hit: The target is weakened until the end of your next turn. In addition, the target suffers ongoing psychic damage equal to 3 + your Wisdom modifier (save ends). You gain temporary hit points equal to your Wisdom modifier for each target hit.

LEVEL 6 UTILITY TECHNIQUES

Body Temple Idolater Utility 6

Meditation has filled your body with spiritual essence, which flows quickly in your time of need.

Daily ♦ Healing, Spiritual
Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: Spend a healing surge and regain an additional 2d6 hit points.

Contort the Self Idolater Utility 6

Surrendering to the will of the unknown, you let the power of possibility warp the shape of your body.

Encounter ♦ Polymorph, Spiritual
Move Action **Personal**

Effect: Until the end of your next turn, you can change the shape of your body, though not your overall body mass. You can extend your reach by 1 square, slip through openings as though you were two sizes smaller than you are, or gain a +5 bonus to Acrobatics or Athletics skill checks.

Primordial Flicker Idolater Utility 6

You feel rather than think your reaction to the attack, instantly becoming but a shadow of your earthly self.

Daily ♦ Polymorph, Spiritual
Immediate Interrupt **Personal**

Trigger: You are attacked by a creature

Effect: You turn partially insubstantial, granting you total concealment until the start of your next turn. You can shift 1 square.

Sustain Minor: Your total concealment persists. This effect lasts until you attack or until the start of your next turn.

Soul Glide Idolater Utility 6

Primordial forces lift and move you about.

Encounter ♦ Spiritual
Minor Action **Personal**

Effect: You move freely over difficult or hazardous terrain or empty space until the end of your next turn.

Spirit Sanctum Idolater Utility 6

You summon primordial spirits to form a ghostly barrier around you and your allies.

Daily ♦ Conjuraton, Spiritual
Standard Action **Area wall 8 within 10 squares**

Effect: You summon a host of primordial spirits to create a line of contiguous squares. The wall can be up to 8 squares long and up to 2 squares high, and it lasts until the end of your next turn. The wall grants resist 5 necrotic and resist 5 radiant to creatures in its space, and blocks line of sight.

Sustain Minor: The wall persists. You may sustain this power a number of times equal to your Wisdom modifier (minimum 1).

LEVEL 7 ENCOUNTER TECHNIQUES

Echoes of the Past Idolater Attack 7

You summon forth terrifying and haunting echoes that wash over your opponents like a tide of madness.

Encounter ♦ Implement, Psychic, Spiritual
Standard Action **Area burst 2 within 10 squares**

Target: Each creature in burst

Attack: Wisdom vs. Will

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

Sentient: On a hit, a sentient target is blinded until the end of your next turn.

Nerve Spike Idolater Attack 7

You plunge your razor-sharp will deep into the soft loam of your opponent's mind.

Encounter ♦ Implement, Psychic, Spiritual
Standard Action **Ranged 5**

Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, and the target is slowed until the end of your next turn.

Sentient: On a hit, a sentient target suffers a penalty to Reflex and Will defense equal to your Wisdom modifier until the end of your next turn.

Shadow Swarm Idolater Attack 7

You point at your enemies and a swarm of shadows bursts forth to suck the life from them.

Encounter ♦ Cold, Implement, Spiritual, Zone
Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Charisma or Constitution vs. Reflex

Hit: 2d8 + Charisma or Constitution modifier cold damage.

Effect: The blast creates a zone of swarming shadows. It persists until the end of your next turn. Creatures that enter the zone or end their turns there take 2d8 + Charisma or Constitution modifier cold damage.

Sentient: On a hit, a sentient target is slowed until the end of your next turn.

Venomous Maw Idolater Attack 7

You open a shadowy rift in space, the edges of which are lined with rows of shark's teeth slick with poison.

Encounter ♦ Cold, Implement, Poison, Spiritual
Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Reflex

Hit: 2d8 + Constitution modifier cold damage, and the target takes ongoing 5 poison damage (save ends).

Miss: Half damage, and no ongoing damage.

LEVEL 9 DAILY TECHNIQUES

Bloat Idolater Attack 9

With a word, you cause your enemy's form to swell and contort painfully.

Daily ♦ Implement, Polymorph, Spiritual
Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d8 + Constitution modifier damage, and the target is slowed (save ends). If the target saves, you cannot sustain this power.

Sustain Minor: If the target moves for any reason, it takes 2d8 damage. It suffers this damage once per round, no matter how many times it moves.

Miss: Half damage, and the target is not slowed.

Flock of Shades Idolater Attack 9

You summon a flock of fluttering shadows, which descend with fury on a nearby area.

Daily ♦ Cold, Implement, Spiritual, Zone
Standard Action **Area burst 2 within 20 squares**

Effect: The burst creates a zone of violent shadows that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 3d6 + Charisma modifier cold damage. As a move action, you can move the zone up to 3 squares.

Sustain Minor: The zone persists.

Infest Idolater Attack 9

You conjure a hive of primordial larvae and have it manifest inside your foe.

Daily ♦ Conjuration, Implement, Poison, Spiritual
Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 2d10 + Constitution modifier poison damage, and the target is weakened (save ends).

Miss: Half damage, and the target is not weakened.

Psychic Riposte Idolater Attack 9

A foe's attack releases a crippling wave of spiritual energy.

Daily ♦ Implement, Psychic, Spiritual
Immediate Reaction **Ranged 10**

Trigger: You are hit by an attack

Target: The attacking creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier psychic damage, and the target is dazed (save ends).

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

LEVEL 10 UTILITY TECHNIQUES

Cloak of Darkness Idolater Utility 10

You wrap yourself in protective swirls of black energy.

Daily ♦ Conjuration, Spiritual
Minor Action **Personal**

Effect: Until the end of your next turn, you gain resist 5 cold, resist 5 necrotic, and a +2 power bonus to all defenses.

Sustain Minor: You sustain this power until the end of the encounter, or for 5 minutes.

Eyes of the Beyond

Idolater Utility 10

You see things beyond what most mortals can see, granting you supernatural insight.

Daily ♦ Spiritual
Minor Action

Personal

Effect: Until the end of the encounter, you can ignore penalties imposed by concealment or total concealment, up to a maximum number equal to your Wisdom modifier (minimum 1). During this time, you can also see invisible enemies well enough to target them with opportunity attacks and/or deny them combat advantage against you, but not well enough to discern facial features or other visual characteristics.

Renewed Purpose

Idolater Utility 10

You take a moment to refocus, revitalizing your body and mind.

Daily ♦ Spiritual
Minor Action

Close burst 10

Target: You and each ally in burst

Effect: The target regains the use of his second wind. If a target has not yet used his second wind, he instead gains temporary hit points equal to 1d6 + your Wisdom modifier.

Shadow Step

Idolater Utility 10

You open a spiritual corridor into the spaces between worlds.

Daily ♦ Spiritual, Teleportation
Minor Action

Personal

Effect: You tear a shadowy opening in space that lasts until the end of your turn. The opening connects your square and another square within 20 squares. While the opening exists, any creature can pass freely from one connected square to the other, as if it were an adjacent square. A creature cannot pass through the opening if either square is occupied by another creature. You can collapse the opening as a free action.

Special: If you collapse the opening while another creature is traveling from one connected square to the other, that creature takes 1d10 psychic damage and is knocked prone in the square from which it entered.

Sustain Minor: The opening persists. You can sustain this power a number of times equal to your Wisdom modifier (minimum 1). If you collapse the opening, you cannot sustain this power.

LEVEL 13 ENCOUNTER TECHNIQUES

Disfigure

Idolater Attack 13

The flesh of your enemy suddenly erupts in grotesque, acidic boils.

Encounter ♦ Acid, Implement, Spiritual
Standard Action Ranged 10

Target: One or two creatures

Attack: Constitution vs. Fortitude, one attack per target

Hit: 3d6 + Constitution modifier acid damage, and the target is blinded until the end of your next turn.

Sentient: On a hit, a sentient target suffers a –2 penalty to Will defense until the end of your next turn.

Psychic Assault

Idolater Attack 13

You evoke a swirling hail of psychic needles that lacerate your enemies' minds.

Encounter ♦ Implement, Spiritual, Psychic, Zone
Standard Action Area burst 2 within 20 squares

Target: Each creature within burst

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage.

Effect: The burst creates a zone of psychic force that lasts until the end of your next turn. You can dismiss the effect as a minor action.

Sustain Minor: The zone persists. When you sustain this power, make a Wisdom vs. Will attack against each creature in the zone. On a hit, a target takes 1d6 + Wisdom modifier psychic damage. You can sustain the power a number of times equal to your Wisdom modifier (minimum 1).

Soul Bind

Idolater Attack 15

Your will commands an ancient force that surrounds a foe like a ghostly cocoon, binding him fast.

Encounter ♦ Implement, Psychic, Spiritual
Standard Action Ranged 10

Target: One creature

Attack: Charisma or Constitution vs. Will

Hit: 2d6 + Wisdom modifier psychic damage, and you grab the target from a distance. Unlike an ordinary grab, however, you can move without ending the grab, your reach has no bearing on the grab, and you make a Charisma or Constitution attack to try to move the target, rather than a Strength attack. The target uses your Fortitude or Will defense (your choice) to make his escape attempts.

Miss: Half damage, and no grab.

Subvert Spirit

Idolater Attack 13

*You project your powerful will into the mind of your adversary, dominating it utterly.***Encounter ♦ Charm, Implement, Spiritual, Psychic**
Standard Action Close burst 1**Target:** One adjacent creature
Attack: Charisma vs. Will**Hit:** 1d6 + Charisma modifier psychic damage, and the target is stunned until the start of your next turn.**Sentient:** On a hit against a sentient creature, make a secondary attack against the same target.**Secondary Attack:** Charisma vs. Will**Hit:** The target is dominated until the start of your next turn, instead of stunned.**LEVEL 15 DAILY TECHNIQUES****Circle of Wasting**

Idolater Attack 15

*With a surge of your own spiritual energy, you drain the vitality from nearby foes and give it to your allies.***Daily ♦ Implement, Spiritual**
Standard Action Close burst 4**Requirement:** You must spend a healing surge without regaining any hit points**Target:** Each enemy in burst
Attack: Constitution vs. Fortitude**Hit:** 2d8 + Constitution modifier damage, and the target is weakened (save ends). You and all allies in the burst gain temporary hit points equal to the damage dealt on any one of this power's successful attacks.**Consume Power**

Idolater Attack 15

*Your hand becomes an insubstantial haze as you thrust it into an opponent and rip out its very essence.***Daily ♦ Implement, Spiritual**
Standard Action Close burst 1**Target:** One adjacent creature
Attack: Wisdom vs. Will**Hit:** The target expends an encounter power of its choice, but gains no benefit from doing so. If it has no encounter powers remaining, it is instead denied use of a recharge power of its choice until the end of your next turn. If it has no recharge powers, it instead expends a daily power of its choice without effect. If it has no daily powers remaining, this power has no effect. Regain use of one of your spent encounter powers.**Singularity**

Idolater Attack 15

*You conjure a black vortex of primordial essence that draws opponents inexorably towards it.***Daily ♦ Cold, Conjuration, Implement, Spiritual, Teleportation**
Standard Action Area 1 square within 20 squares**Target:** Each creature within 5 squares
Attack: Charisma or Constitution vs. Will**Effect:** You create a zone of vacuum within the area square and it attacks immediately. What happens on a hit depends on where the target is relative to the zone: If a target is in the same square as the zone, the target suffers 3d8 + Wisdom modifier cold damage and you teleport it to an unoccupied square that is not within or adjacent to the zone; the target arrives prone at its destination square. If a target is adjacent to the zone, that target suffers 2d8 + Wisdom modifier cold damage, is slowed (save ends), and is pulled into the zone's square, if possible. If a target is between 2 and 5 squares from the zone, it suffers 1d8 + Wisdom modifier cold damage, and is pulled 2 squares towards the zone.**Sustain Standard:** The zone persists. When you sustain this power, repeat the attack. You can sustain this power a number of times equal to your Wisdom modifier (minimum 1).**Special:** When the zone attacks, the DM should resolve the attacks starting with those closest to the zone.**Vision of Death**

Idolater Attack 15

*You flood your foe's mind with the horrific realization that he is already dead.***Daily ♦ Charm, Implement, Psychic, Spiritual**
Standard Action Ranged 5**Target:** One creature
Attack: Charisma vs. Will**Hit:** 3d8 + Charisma modifier psychic damage, and the target is stunned (save ends).**Miss:** Half damage, and the target is dazed (save ends).**LEVEL 16 UTILITY TECHNIQUES****Eternal Mind**

Idolater Utility 16

*For a time, you possess an uncanny awareness of yourself and everything around you.***Daily ♦ Spiritual**
Minor Action Personal**Effect:** Until the end of the encounter or for 5 minutes, you have darkvision and cannot be blinded, dazed, deafened, dominated, stunned, or surprised.

Mystic Adaptation Idolater Utility 16

Your flesh becomes rubbery and magically resilient, causing attacks of all sorts to bounce off you.

Daily ♦ Polymorph, Spiritual
Minor Action **Ranged 10**

Target: You or one ally

Effect: The target gains a +2 power bonus to AC, Fortitude, and Reflex defense and a +5 power bonus to escape checks until the end of the encounter, or for 5 minutes.

Primordial Shape Idolater Utility 16

You transform into a being of pure essence.

Daily ♦ Polymorph, Spiritual
Standard Action **Personal**

Effect: You become insubstantial until the end of the encounter or for 5 minutes. While you are insubstantial, you gain darkvision and you are immune to critical hits. All effects end if you make an attack.

Spirit Wind Idolater Utility 16

A strange force surrounds you and lifts you high into the night sky.

Daily ♦ Spiritual
Standard Action **Ranged 10**

Target: You or one ally

Effect: The target gains a fly speed of 6 until the end of the encounter, or for 5 minutes. If the power ends while the target is in the air, the target floats to the ground without taking falling damage.

LEVEL 17 ENCOUNTER TECHNIQUES**Aenima Blast** Idolater Attack 17

Jagged streaks of black energy shoot out from your idol's eyes, scouring your enemies, body and soul.

Encounter ♦ Cold, Implement, Psychic, Spiritual
Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Charisma vs. Reflex and Will

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 3d6 + Wisdom modifier cold damage.

Sentient: On a hit against Reflex defense, a sentient target is slowed until the end of your next turn.

Hit (Will): If the attack hits the target's Will defense, the target takes 3d6 + Wisdom modifier psychic damage.

Sentient: On a hit against Will defense, a sentient target is dazed until the start of your next turn.

Lashing Spasms Idolater Attack 17

A torrent of occult energy rips through your opponents, sending them into wracking convulsions.

Encounter ♦ Implement, Spiritual
Standard Action **Close blast 3**

Target: Primary Target: Each creature in blast

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage, and the target falls prone.

Sustain Minor: When you sustain this power, make a secondary attack. You may sustain this power a number of times equal to your Wisdom modifier.

Secondary Targets: Each primary target you hit with the initial attack

Secondary Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier damage, and the target falls prone.

Special: When you sustain this power, you only get a secondary attack against a target you hit on your last attack. Thus, you cannot sustain this power if you missed all secondary targets with a secondary attack.

Marrow Drain Idolater Attack 17

With a strange gesture, you drain dry the marrow of your enemy.

Encounter ♦ Implement, Spiritual
Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 3d8 + Constitution modifier damage, and the target is weakened (save ends).

Sentient: On a miss, a sentient target suffers half damage and is slowed until the end of your next turn.

Wave of Nausea Idolater Attack 17

You unleash a sickening wave of spiritual unease.

Encounter ♦ Implement, Psychic, Spiritual
Standard Action **Close burst 3**

Target: Each creature in burst

Attack: Constitution vs. Fortitude

Hit: 3d6 + Constitution modifier psychic damage, and the target is dazed until the end of your next turn.

Miss: Half damage, and the target is not dazed.

LEVEL 19 DAILY TECHNIQUES

Asphyxiate Idolater Attack 19

You squeeze your idol and your enemies fall to their knees, desperately clasping their throats.

Daily ♦ Implement, Spiritual
Standard Action **Ranged 20**

Target: One or two creatures

Attack: Constitution vs. Fortitude, one attack per target

Hit: 4d10 + Constitution modifier damage, and ongoing 10 damage (save ends). If a living target fails its first save against the ongoing damage, that target falls unconscious (save ends). If the target saves, it takes ongoing 5 damage (save ends).

Miss: 2d10 + Constitution modifier damage, and ongoing 5 damage (save ends).

Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll.

Bloodbath Idolater Attack 19

With a brief mystical word, you cause a pool of moving, viscous gore to appear in the desired location.

Daily ♦ Implement, Spiritual, Zone
Standard Action **Area burst 4 within 10 squares**

Target: Each non-flying creature in burst

Attack: Constitution vs. Reflex

Hit: 2d10 + Constitution modifier damage, and the target is knocked prone.

Effect: The burst creates a zone of challenging terrain. Each square of the zone requires 2 squares of movement to pass through. Any non-flying creature that enters the zone or starts its turn there is subjected to the zone's attack. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

Spirit-Ridden Idolater Attack 19

You conjure a primordial spirit to invade your enemy's soul.

Daily ♦ Implement, Psychic, Spiritual
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier psychic damage, and the target is stunned until the end of your next turn.

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

Withering Fog

Idolater Attack 19

Howling wisps leak up from the ground, swirling in place like an eerie, sentient fog.

Daily ♦ Cold, Implement, Spiritual, Zone
Standard Action **Area burst 3 within 10 squares**

Target: Each creature in burst

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier cold damage, and the target is weakened (save ends).

Effect: The burst creates a zone of life-leeching wisps that lasts until the end of your next turn.

Sustain Minor: When you sustain the power, repeat the attack against any creature within the zone that is not weakened, and deal 1d10 cold damage to creatures that are weakened.

LEVEL 22 UTILITY TECHNIQUES

Death Walker

Idolater Utility 22

Primordial forces reinvigorate you in your moment of need.

Daily ♦ Healing, Spiritual
Immediate Reaction **Personal**

Requirement: You must have at least three unspent healing surges.

Trigger: You fall to 0 hit points or fewer.

Effect: Spend two healing surges and regain additional hit points equal to your Wisdom modifier.

Spirit Sense

Idolater Utility 22

You sense the nature and presence of other nearby creatures.

Daily ♦ Spiritual
Minor Action **Personal**

Effect: Until the end of your next turn, you can sense the type and number of creatures within 20 squares of you, regardless of whether they be hidden, invisible, or even concealed behind walls. You gain no knowledge of the creatures' motivations, powers, or precise locations, merely their kind (origin, type, and keywords) and number.

Sustain Minor: The effect persists. You may sustain this power a number of times equal to your Wisdom modifier.

Temporal Disjunction

Idolater Utility 22

You focus your power and your entire party slips momentarily out of phase with the flow of time.

Daily ♦ Spiritual, Teleportation
Standard Action **Close burst 3**

Effect: You and all willing allies within the burst are pulled momentary out of time. You and each ally in the burst gain one extra standard action (or a move action and a minor action, or two minor actions), which can't be used to attack other creatures.

LEVEL 23 ENCOUNTER TECHNIQUES**Soul Rot**

Idolater Attack 23

With a word, hostile forces invade the souls of your enemies, leaving spiritual decay in their wake.

Encounter ♦ Implement, Psychic, Spiritual
Standard Action **Area burst 4 within 10 squares**

Target: Each creature in burst
Attack: Charisma or Constitution vs. Will

Hit: 3d6 + Charisma or Constitution modifier psychic damage, and the target is slowed (save ends).

Thunder's Will

Idolater Attack 23

You point your idol and around your foe erupts a swirling vortex of spiritual energy.

Encounter ♦ Implement, Spiritual, Thunder
Standard Action **Ranged 20**

Target: Primary Target: One creature
Attack: Charisma vs. Fortitude

Hit: 3d6 + Charisma modifier thunder damage, and the target is deafened (save ends).

Secondary Targets: Each enemy within 2 squares of the primary target

Secondary Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier thunder damage, and the target is deafened (save ends).

Sentient: On a hit, a sentient target suffers a -1 penalty to Will defense (save ends both the penalty and the deafened condition).

Vampiric Ray

Idolater Attack 23

You raise your idol, and from its open mouth streams a ribbon of coruscating blackness that drains your opponent's soul energy and reinvigorates you.

Encounter ♦ Cold, Implement, Spiritual
Standard Action **Ranged 20**

Target: One creature
Attack: Constitution vs. Reflex

Hit: 4d6 + Constitution modifier cold damage.

Sentient: On a hit on a sentient target, make a secondary attack against the same target.

Secondary Attack: Constitution vs. Fortitude

Hit: The target is weakened until the end of your next turn, and you regain one spent healing surge. If you have all your healing surges, you instead gain a number of temporary hit points equal to your healing surge value. This power does not allow you to spend a healing surge.

LEVEL 25 DAILY TECHNIQUES**Flensing Waves**

Idolater Attack 25

Gouts of spiritual energy spray forth, peeling away living skin and transforming it to a ghostly mist.

Daily ♦ Acid, Implement, Spiritual
Standard Action **Close blast 5**

Target: Each enemy in blast
Attack: Constitution vs. Fortitude

Hit: 6d6 + Constitution modifier acid damage, and ongoing 10 acid damage (save ends).

Miss: Half damage, and ongoing 5 acid damage (save ends).

Rain of Frogs

Idolater Attack 25

As if by the will of an angry god, the skies shatter into a tumultuous rain of poisonous frogs.

Daily ♦ Implement, Poison, Spiritual, Zone
Standard Action **Area burst 4 within 20 squares**

Target: Each creature in burst
Attack: Charisma vs. Reflex

Hit: 4d6 + Charisma modifier damage, and ongoing 10 poison damage (save ends).

Effect: The burst creates a zone of raining frogs that lasts until the end of your next turn. The zone is difficult terrain. Any creature that enters the zone or starts its turn there takes 2d6 damage and ongoing 10 poison damage (save ends). As a move action, you can move the zone 3 squares. You can dismiss the zone as a free action.

Sustain Minor: The rain of frogs continues.

Soul Vice

Idolater Attack 25

*Incomprehensible forces engulf and crush the collective will of your enemies.***Daily ♦ Implement, Psychic, Spiritual**
Standard Action Area burst 3 within 20 squares**Target:** Each enemy in burst
Attack: Charisma or Constitution vs. Will**Hit:** 3d6 + Charisma or Constitution modifier psychic damage, and the target is stunned (save ends).**Miss:** Half damage, and the target is dazed until the end of your next turn.**LEVEL 27 ENCOUNTER TECHNIQUES****Immolate**

Idolater Attack 27

*With but a whisper, your foe bursts into a raging pyre of spiritual flame.***Encounter ♦ Fire, Implement, Psychic, Spiritual**
Standard Action Ranged 20**Target:** One creature
Attack: Charisma vs. Fortitude**Hit:** 3d10 + Charisma modifier fire and psychic damage, and ongoing 10 fire and psychic damage (save ends).**Miss:** Half damage, and ongoing 5 fire and psychic damage (save ends).**Secondary Targets:** Each enemy within 3 squares of the primary target**Secondary Attack:** Charisma vs. Reflex**Secondary Hit:** 2d10 + Charisma modifier fire and psychic damage.**Sentient:** On a hit, a sentient target suffers a -2 penalty to Fortitude defense until the end of your next turn.**Prison of Flesh**

Idolater Attack 27

*Thousands of scars rise to the surface of your foe's skin, hardening until its own flesh freezes it in place.***Encounter ♦ Implement, Spiritual**
Standard Action Ranged 20**Target:** One creature
Attack: Constitution vs. Fortitude**Hit:** 3d10 + Constitution modifier damage, and the target is petrified (save ends). If the target saves against the petrification, it is slowed (save ends).**Miss:** Half damage, and the target is slowed until the end of your next turn.**Sentient:** On a hit, a sentient target suffers a -2 penalty to Will defense until the end of your next turn.**Sympathetic Shock**

Idolater Attack 27

*You symbolically destroy your idol, and your enemies respond as though slain themselves.***Encounter ♦ Implement, Spiritual**
Standard Action Area burst 4 within 20 squares**Target:** Each enemy in burst
Attack: Charisma or Constitution vs. Will**Hit:** 2d10 + Charisma or Constitution modifier damage, and is the target is stunned until the end of your next turn.**Miss:** Half damage, and the target is dazed until the end of your next turn.**Sentient:** On a hit, a sentient target takes additional psychic damage equal to your Wisdom modifier.**LEVEL 29 DAILY TECHNIQUES****Flesh to Dust**

Idolater Attack 29

*You release a wave of life-rending force that erodes physical matter into a dull gray dust.***Daily ♦ Acid, Implement, Spiritual**
Standard Action Close burst 10**Target:** Each enemy in burst
Attack: Constitution vs. Fortitude**Hit:** 4d10 + Constitution modifier acid damage, and ongoing 10 acid damage (save ends). If the target saves, it takes ongoing 5 acid damage (save ends).**Miss:** Half damage, and ongoing 5 acid damage (save ends).

Primordial Typhoon

Idolater Attack 29

*You invoke a deadly whirlwind of howling, otherworldly entities.***Daily ♦ Implement, Psychic, Spiritual, Thunder, Zone Standard Action**
Area burst 5 within 20 squares**Target:** Each creature in burst**Attack:** Charisma vs. Fortitude, Will**Hit (Fortitude):** You can slide the target up to 2 squares.**Miss:** You can slide the target 1 square.**Hit (Will):** 5d6 + Charisma modifier psychic and thunder damage.**Miss:** Half damage.**Effect:** The burst creates a zone of shrieking spirit-things that lasts until the end of your next turn. The zone is difficult terrain. You can dismiss the zone as a minor action.**Sustain Standard:** The zone persists. When you sustain the power, repeat the attack. You may sustain the power a number of times equal to your Wisdom modifier.**Special:** You make only one attack, but compare that attack result against both defenses. A target might be subject to either, both, or neither of the effects, depending on how many defenses were hit.

Soul Quake

Idolater Attack 29

*Clutching your idol in both hands, you close your eyes and the very earth trembles beneath your feet.***Daily ♦ Implement, Psychic, Spiritual, Thunder Standard Action**
Close burst 10**Target:** Each enemy in burst**Attack:** Charisma or Constitution vs. Reflex, Will**Hit (Reflex):** 3d6 + Constitution modifier thunder damage, and the target is knocked prone.**Miss:** Half damage.**Hit (Will):** 3d6 + Charisma modifier psychic damage, and the target is dazed (save ends).**Miss:** Half damage.**Special:** You make only one attack, but compare that attack result against both defenses. A target might be subject to either, both, or neither of the effects, depending on how many defenses were hit.

PARAGON PATHS

DISCORDANT

*“Can you hear that? That’s the sound of the universe humming a little tune called ‘oblivion.’”***Prerequisite:** Idolater class

You have learned the secrets of primordial tones, what some call “the music of the spheres.” These are the the sounds of primal chaos, the songs of making and unmaking that heralded the coming of the gods. As a discordant, you can “tune in” to these tones, using them to buttress your own magics.

DISCORDANT PATH FEATURES

Psychic Thunder (11th level): Whenever you use an attack power that deals psychic damage, you also deal thunder damage. Once per encounter, when you use an attack power with the thunder keyword, you can add your Wisdom modifier to any damage dealt.**Discordant’s Action (11th level):** Once per encounter, when you spend an action point to take an extra action, you may regain the use of one idolater encounter power instead of taking an extra action.**Oblivion’s Shell (16th level):** You gain resist 15 thunder damage.

DISCORDANT TECHNIQUES

Entropic Resonance

Discordant Attack 11

*You cause your enemy’s entire body to vibrate with a swelling, sonorous tone. Suddenly the tone erupts, tearing violently from your foe’s flesh and striking a second nearby target.***Encounter ♦ Implement, Spiritual, Thunder Standard Action**
Ranged 10**Target:** Primary Target: One creature**Attack:** Charisma or Constitution vs. Fortitude**Hit:** 2d12 + Charisma or Constitution modifier thunder damage, and the target is knocked prone.**Miss:** Half damage.**Secondary Target:** One enemy within 3 squares of the primary target**Secondary Attack:** Charisma or Constitution vs. Fortitude**Hit:** 1d12 + Charisma or Constitution modifier thunder damage.

Tonal Plexus Discordant Utility 12

Deep within your thoughts, you hear a soft tone just waiting to be released.

Daily ♦ Spiritual
Immediate Interrupt **Personal**

Trigger: You are hit by an attack against your Will defense

Effect: You only take half damage from the attack, including ongoing damage. Your attacker takes the other half of the attack's damage. If the attack bestows a condition, you gain an immediate save against it.

Utterance of Cacophony Discordant Attack 20

You sputter a slow pattern of indecipherable syllables that quickly grows into a maddening explosion of sound.

Daily ♦ Implement, Spiritual, Thunder
Standard Action **Close burst 4**

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 4d6 + Charisma modifier thunder damage, and the target is dazed until the end of your next turn.

Miss: Half damage, and the target is not dazed.

MASTER OF NEEDLES

“How small a needle is, and yet, with proper stitching one can tighten the seams of destiny.”

Prerequisite: Idolater class

By inserting sharp needles into his idol, a master of needles manipulates the unseen with terrible precision. Through great effort and patience, you designate the precise locations you desire your techniques to effect. You target specific opponents with pinpoint accuracy, and few can withstand your painful attacks. Most idolaters pursuing the master of needles paragon path prefer idols of softer materials. Those with harder idols typically bore a patterned series of holes into them to assure proper needle placement.

MASTER OF NEEDLES PATH FEATURES

Master of Needles Action (11th level): When you spend an action point to take an extra action, you deal extra damage equal to your Wisdom modifier if your extra action bears the implement keyword.

Needle of Precision (11th level): As a minor action, you can alter the next blast or burst power you use by inserting a needle into one of your idols. That technique's effect is altered so that it only targets a single creature that you can see and that is within 20 squares of you. Effects that create a zone of effect cannot be so altered, and powers with secondary attacks do not resolve their secondary attacks.

Needle of Persistence (16th level): Once per day, after you deal damage to an opponent with a power with the

implement keyword, you can use your next standard action to insert a needle into your idol to make that opponent suffer ongoing 10 damage of the same type as that dealt by the power (save ends).

MASTER OF NEEDLES TECHNIQUES

Debilitating Jab Master of Needles Attack 11

Jamming a needle into your idol's stomach, your opponent suddenly doubles over in pain.

Encounter ♦ Implement, Spiritual
Standard Action **Ranged 20**

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage, and the target falls prone.

Sentient: On a hit, a sentient target suffers a -2 penalty to AC until the end of your next turn.

Acupuncture Master of Needles Utility 12

You methodically insert a needle into your idol, releasing the pain and suffering of a nearby ally.

Encounter ♦ Healing, Spiritual
Standard Action **Ranged 20**

Target: You or one ally

Effect: The target makes a saving throw against one effect a save can end. The target also regains hit points equal to its level + your Wisdom modifier.

Master's Incision Master of Needles Attack 20

With a sharp strike you slip a needle into the back of your idol's neck, causing your foe to seize up.

Daily ♦ Implement, Spiritual
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 4d8 + Charisma modifier damage, and the target is immobilized (save ends).

PYROCLAST

“Perhaps you'd like to feel just how hot the forges of the earth once burned?”

Prerequisite: Idolater class

Not all ancient spirits dwell in darkness. Some rage in the brightest flames, remnants of ancient fires that once scoured the earth. You have unlocked the secrets of primordial fire. Calling them forth, you imbue your techniques with their dynamic energy. Channeling their essence, you create blistering attacks, immolating blasts, and even wreath your own body in protective flames.

PYROCLAST CLASS FEATURES

Battle Action (11th level): When you spend an action point to take an extra action, your allies' weapons burst into flame, dealing an extra 1d6 fire damage on a hit until the end of your next turn.

Vever of the First Flame (11th level): You have learned the vever of primordial flame. As a minor action, you can add the fire keyword to any attack power that bears the implement keyword, causing that power to inflict fire damage along with its other keyword damage types.

Burning Surge (16th level): Whenever you use your second wind, all enemies within 5 squares of you take fire damage equal to your Constitution modifier. Any such enemy that is currently suffering from an ongoing condition or ongoing damage takes additional fire damage equal to your Wisdom modifier.

PYROCLAST TECHNIQUES

Fists of Flame	Pyroclast Attack 11
<i>With a word, your fists erupt into balls of swirling fire that burst outward.</i>	
Encounter ♦ Fire, Implement, Spiritual	Close blast 3
Standard Action	
Target: Each creature in blast	
Attack: Constitution vs. Reflex	
Hit: 2d6 + Constitution modifier fire damage, and ongoing 5 fire damage (save ends).	

Cloak of Flame	Pyroclast Utility 12
<i>Primordial flames erupt from the surrounding darkness, wreathing you in a cloak of fiery essence.</i>	
Daily ♦ Spiritual	Personal
Minor Action	
Effect: The flames bathe everything within 5 squares of you in bright light. You gain resist 10 fire, resist 5 cold, and any creature that hits you with a melee attack takes 1d8 fire damage. The effects last until the end of the encounter or 5 minutes.	

Pyroclastic Blast	Pyroclast Attack 20
<i>You unleash a gushing torrent of molten earth.</i>	
Daily ♦ Fire, Implement, Spiritual	Area blast 5 within 20 squares
Standard Action	
Target: Each creature in blast	
Attack: Constitution vs. Reflex	
Hit: 3d10 + Constitution modifier fire damage, and ongoing 10 fire damage (save ends). If the target saves, it takes ongoing 5 fire damage (save ends).	
Miss: Half damage, and ongoing 5 fire damage (save ends).	

SPIRIT WARDEN

"Why do you doubt the nightmares are real? Just because you cannot see them when you are awake?"

Prerequisite: Idolater class

As a spirit warden, you live in two worlds, your very soul tied to forces as old as time itself. With each step in the physical realm, you walk alongside the echoes of the oldest primordial entities. Shadows cling to you, whispering secrets in long-forgotten languages, filling your soul with ancient wisdom... and power.

SPIRIT WARDEN PATH FEATURES

Spirit Warden Action (11th level): Whenever you spend an action point to take an extra action, one ally within 10 squares can take a move action as a free action.

Spirit Strength (11th level): You gain a +1 bonus to your Will defense.

Spirit Soul (16th level): When you first become bloodied in an encounter, you can shift a number of squares equal to your Charisma modifier as a free action.

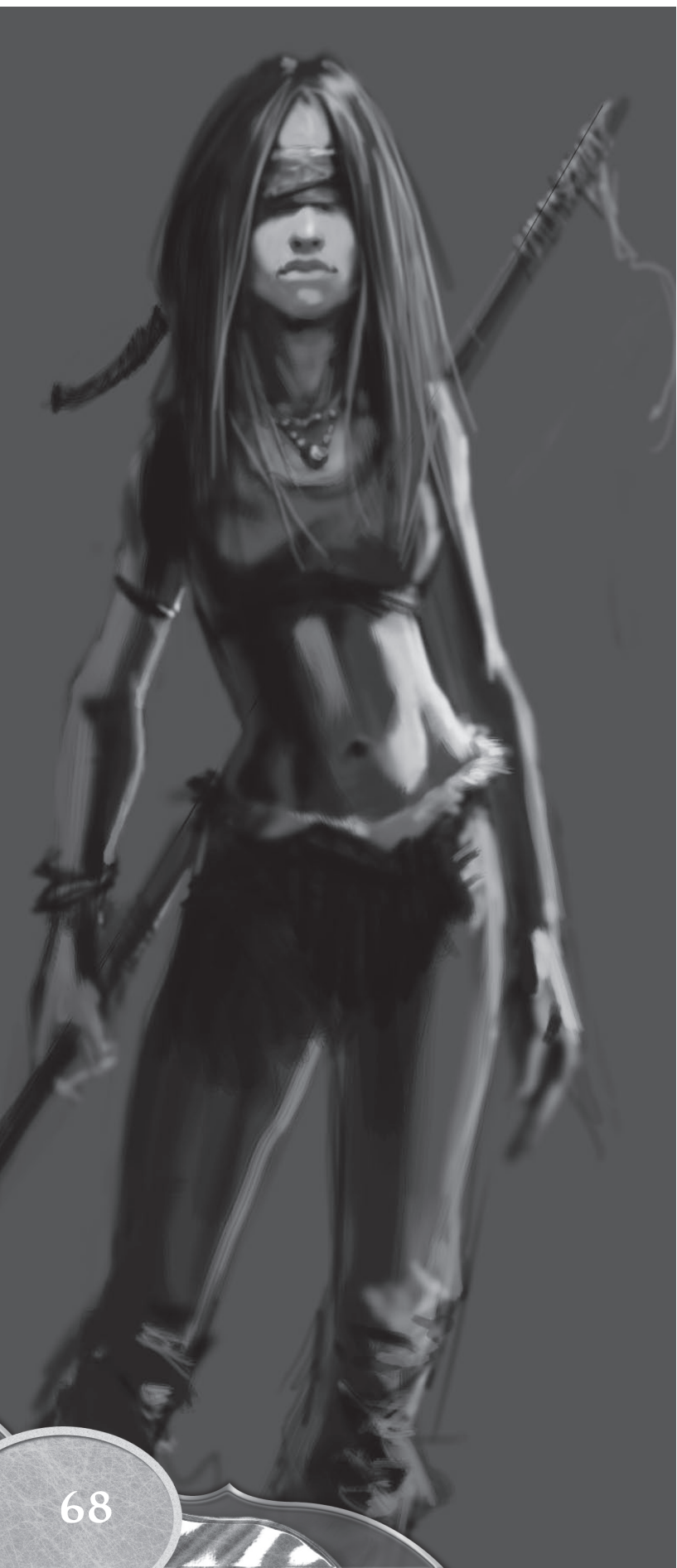
SPIRIT WARDEN TECHNIQUES

Spirit Touch	Spirit Warden Attack 11
<i>You transform your hand into a wispy, insubstantial claw and lash at your foes.</i>	
Encounter ♦ Implement, Psychic, Spiritual	Melee 1
Standard Action	
Target: One creature	
Attack: Charisma vs. Reflex	
Hit: 2d10 + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends).	

Between Two Worlds	Spirit Warden Utility 12
<i>You become partially insubstantial, and your form flickers and disappears into a hazy fog.</i>	
Encounter ♦ Spiritual	Personal
Minor Action	
Effect: You gain concealment until the end of the encounter. Furthermore, opponents more than 5 squares away from you cannot see you until the effect ends. You may dismiss the effect as a minor action.	

Spirit Jaunt	Spirit Warden Attack 20
<i>Turning insubstantial, you step through your opponents, stripping life essence from them as you go.</i>	
Daily ♦ Implement, Spiritual	Personal
Standard Action	
Target: Targets: Special	
Effect: You turn insubstantial until the start of your next turn, and can shift your speed + your Charisma modifier. During this shift, you can pass directly through enemies' squares without provoking opportunity attacks, dealing 3d10 + Charisma modifier damage to each enemy you pass through. You can pass through a given enemy's space more than once, but you only deal damage once per enemy.	

MYSTIC



“You seek to break my flesh, but you will not break my spirit.”

CLASS TRAITS

Role: Defender. You know that those with less devotion than yourself need protection and support. You can interpose your own body between your allies and those that wish them harm.

Power Source: Spiritual. You have trained yourself to understand all things are possible through the focus and application of your own vigor. Your body is just a vessel for your truer, more powerful self.

Key Abilities: Wisdom, Dexterity, Constitution

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, simple ranged

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

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 6

Healing Surges: 11 + Constitution modifier

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

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

Build Options: Guardian mystic, Harbinger Mystic

Class Features: Fatebringer, Focus of Doom, Strong Spirit, unarmed combat

Mystics are sage-warriors who master the arts of precognitive divination, self-mastery, and unarmed combat. Mystics know that the only way to change the world is to first change themselves, and all other needs will flow naturally from their own improvement. In time, they learn to see not just future events, but the lines of fate and destiny that connect the present to what comes after. A mystic knows that these strings of fate can be pulled, twisted, and sometimes even severed.

Although mystics constantly test themselves against the world to learn their own strengths and weaknesses, just as many take up dangerous missions to serve noble ends, make the world a better place, or to simply find their destinies. A mystic is always on the path to self-improvement, but the dreams and visions that show a mystic his path are just as likely to make them tyrants and villains as teachers and heroes. While other goals are secondary to a mystic's path of enlightenment, the mystic pursues those goals with determination as part of his own personal journey.

As a mystic, you are on the front lines of any battle, pitting your own skills and insights against the most dangerous foes you can find. You see defeat as another opportunity to learn, and pain as a gauge of your own success. Where others flinch away from confrontation, you seek to use your visions to guide you on the path of greatest victory and enlightenment, no matter the odds.

CREATING A MYSTIC

You can choose any mystic powers you like for your character, but mystics generally follow one of two paths: the guardian mystic and the harbinger mystic. All mystics depend on high Wisdom, Dexterity and Constitution scores, and many also find a good Strength useful.

GUARDIAN MYSTIC

You are still up front-and center to keep foes away from your allies, but you are more concerned with ensuring those allies take advantage of the time you give them than making things difficult for the foes facing you. You may carry a few weapons to augment your damage potential (especially a ranged weapon, for when you can't reach your foes), but keep your shield arm free to help get fallen allies to safety. Your best ability score should be Wisdom, followed by Dexterity and Constitution. Select the Guardian class features, and powers that work well in conjunction with them.

Suggested Feat: Improved Initiative (Human Feat: Human Perserverence)

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

Suggested At-Will Powers: *defensive strike, misdirecting strike*

Suggested Encounter Power: *revitalizing strike*

Suggested Daily Power: *shout of warning*

MYSTIC OVERVIEW

Characteristics: You are remarkably tough, with good hit points and healing surges to spare. Although you may not deal as much damage as other melee combatants, you can avoid wasting time drawing a weapon and are extremely mobile, using light armor to keep your speed up, and having powers that allow you to reach choke-points in combat quickly.

Religion: Mystics often worship no gods, instead focusing on the improvement of their personal abilities and following the visions that show them a positive life path.

Races: Mystics are often human, but dwarf and elf mystic traditions exist as well. Although mystics of other races are rare, anyone with the gift of vision and a desire to see it to the end can become a mystic.

HARBINGER MYSTIC

You focus on defending your allies by making life difficult for your foes. You may actually do more damage unarmed than with a weapon, but forego a shield to leave your mobility high and hands free to take advantage of the cruel fates you arrange for your enemies. Your best ability score should be Dexterity, followed closely by Wisdom and Constitution. Strength is also useful for you, but not as much as the other two. Select the Harbinger class features, and powers that work well with them to maximize your efficiency.

Suggested Feat: Power Technique (Human Feat: Action Surge)

Suggested Skills: Heal, Insight, Perception, Religion, Stealth

Suggested At-Will Powers: *hindering strike, punishing strike*

Suggested Encounter Power: *fated fist*

Suggested Daily Power: *guided strike*

MYSTIC CLASS FEATURES

Some of your most important class features include the ability to make devastating unarmed attacks, your superior stamina, and your high level of mobility. In addition, you have several unique class features.

FATEBRINGER

Choose one of the following two benefits. Which benefit you choose will impact how other class features and powers work, as outlined in those features and powers. Once this choice is made, it cannot be changed.

Guardian: You see the lives of others as a vast tapestry of possibilities, and can help your allies navigate the twisting path of fate. Once per encounter as a minor action, you can grant one ally within 10 squares an immediate save against any one effect.

Harbinger: You are not only able to see the doom in the futures of your foes, but can also be the agent that brings about such a reality. Once per encounter as a minor action, you can force an enemy that you have marked with Focus of Doom to treat the squares adjacent to either you or itself as difficult terrain until the end of your next turn.

FOCUS OF DOOM

You can bring your prophetic power to bear on a single foe, making his near future inexorably tied to yours. As a minor action, you can mark an enemy within 5 squares. The mark lasts until the end of your next turn. While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target.

STRONG SPIRIT

For you, action points are much more than a well of determination and confidence with which to bolster your deeds. They are also a sign of how your precognition is giving you an increasingly accurate view of future moments in your own life and in the lives of those with whom you

interact. When you rest, you are inactive for so long that your vision of the future becomes less clear, but as you pass milestones (and gather action points) you see more and more how you can alter the sensitive strings of destiny, altering your prospects and the fates of friends and foes alike. As you take actions to alter the future (by spending action points), you change the clarity with which you can see the future.

After an extended rest, you have two action points, rather than one. You can still only spend one action point per encounter to gain an extra action, but you start with a greater reserve of potential than other characters (and some mystic powers require that you have an action point). In addition, you gain a unique benefit whenever you spend an action point, as befits your power to twist the strings of fate. Which of the following two benefits you gain depends upon which Fatebringer class feature you selected.

Guardian: The dangers your allies will face can become sharply clear to you. Whenever you spend an action point, one ally within 10 squares gains temporary hit points equal to 1 + your Wisdom modifier.

Harbinger: You can see how moving a single pebble can ultimately trip up an army. Whenever you spend an action point, choose one enemy within 10 squares. That enemy is slowed until the end of your next turn.

UNARMED COMBAT

You are a master of unarmed combat, striking with the power of a maul and blocking attacks with your own battle-hardened limbs. You can use any melee power that calls for a weapon (including a basic attack) without actually having a weapon, instead making an unarmed attack. You can make an unarmed basic melee attack using Dexterity or Wisdom, rather than Strength. You gain a +3 proficiency bonus to unarmed attack rolls and deal 1d8 + your Dexterity or Wisdom modifier (your choice) damage on a hit.

At 3rd level you treat any unarmed melee attack you make as if you had a +1 magic weapon (+1 to attack and damage rolls, +1d8 damage on a critical hit). This bonus and the additional critical damage dice increase by another +1 at 8th level, and every 5 levels thereafter, to a maximum of +6/+6d8 at 28th level. In addition, you gain one of the following benefits, as determined by your choice of Fatebringer class feature.

Guardian: When wearing light armor or no armor and not wielding a weapon, you gain a +1 shield bonus to your AC and Reflex defense. This bonus increases to +2 at 11th level, and to +3 at 21st level.

Harbinger: When wearing light armor or no armor and making an unarmed attack, you gain a +1 bonus to the damage roll. This bonus increases to +2 at 11th level, and to +3 at 21st level.

MYSTIC POWERS

Your powers are called techniques. Some techniques work better for harbingers and some work better for guardians, but you can choose any power you like when you reach the appropriate level.

LEVEL 1 AT-WILL TECHNIQUES

Defensive Strike Mystic Attack I

You guard against incoming attacks, even those your enemies have not yet decided to make.

At-Will ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and one adjacent ally gains a +1 power bonus to AC and Reflex defense until the start of your next turn.

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

Hindering Strike Mystic Attack I

Even as you strike your foe, you foresee how best to entangle with your next attack.

At-Will ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

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

Effect: If you take an opportunity attack before the start of your next turn, any target struck is slowed until the end of your next turn.

Misdirecting Strike Mystic Attack I

Your foe thinks you simply make a weak attack, but in truth you are redirecting the flow of the battle.

At-Will ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] damage, and you may slide the target up to 2 squares.

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

Punishing Strike Mystic Attack I

It's easy to tilt a foe when that foe foolishly turns its back on you.

At-Will ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

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

Effect: If the target makes an attack that does not include you as a target before the start of your next turn, you may make a melee basic attack against the target as an immediate interrupt.

LEVEL 1 ENCOUNTER TECHNIQUES

Fated Fist Mystic Attack 1*There is a single, perfect attack that your foe cannot avoid.***Encounter ♦ Spiritual, Weapon**
Standard Action **Melee weapon****Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage.**Miss:** Wisdom modifier damage. If the target is a minion of your level or lower, any damage dealt on a miss destroys that minion, despite the normal rules regarding minions and missed attacks.**Harbinger:** On a hit, the target cannot shift until the end of your next turn.Follow in Front Mystic Attack 1*As your foe backpedals, you cut it off by leaping to its destination.***Encounter ♦ Spiritual, Weapon**
Standard Action **Melee weapon****Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 2[W] + Dexterity modifier damage. If the target moves 6 squares or fewer before the start of your next turn, you may shift up to the same number of squares to remain adjacent to it.**Miss:** If the target moves 3 squares or fewer before the start of your next turn, you may shift up to the same number of squares to remain adjacent to it.Revitalizing Strike Mystic Attack 1*Your vision of the near future is so clear, you can stop to catch your breath without putting yourself at risk.***Encounter ♦ Spiritual, Weapon**
Standard Action **Melee weapon****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 1[W] + Wisdom modifier damage, and you can spend a healing surge.**Guardian:** On a hit, one ally within 10 squares may also spend a healing surge.Vision of Chaos Mystic Attack 1*In a flash, you see where all combatants will be in the next moment, and how best to take advantage of their confusion.***Encounter ♦ Spiritual, Weapon**
Standard Action **Close burst 1****Target:** Each enemy in burst**Attack:** Wisdom vs. AC**Hit:** 1[W] + Wisdom modifier damage, and the target is slowed until the end of your next turn.

LEVEL 1 DAILY TECHNIQUES

Guided Strike Mystic Attack 1*You depend on your strength of heart, rather than your strength of fist, to strike your foe.***Daily ♦ Spiritual, Weapon**
Standard Action **Melee weapon****Target:** One creature**Attack:** Dexterity +2 vs. Reflex**Hit:** 3[W] + Dexterity modifier damage.**Miss:** Half damage.Set-Up Attack Mystic Attack 1*You may not hit your foe with this attack, but you already see the next opportunity to land a blow.***Daily ♦ Reliable, Spiritual, Weapon**
Standard Action **Melee weapon****Target:** One creature**Attack:** Dexterity vs. AC**Hit:** 3[W] + Wisdom modifier damage.Shout of Warning Mystic Attack 1*Hearing the sounds of battle echoing back from the future, you move yourself advantageously and shout warnings of upcoming threats to your allies.***Daily ♦ Spiritual, Weapon**
Standard Action **Melee weapon****Target:** One creature**Attack:** Wisdom vs. AC**Hit:** 2[W] + Wisdom modifier damage. You and all allies who can hear you do not grant combat advantage until the end of your next turn.**Miss:** Half damage, and one ally who can hear you does not grant combat advantage until the end of your next turn.

LEVEL 2 UTILITY TECHNIQUES

Defensive Foresight Mystic Utility 2*You move to avoid attacks before your foes even make them.***Daily ♦ Spiritual, Stance**
Minor Action **Personal****Effect:** You gain a +2 power bonus to your AC and Reflex defense.**Harbinger:** If a foe hits you while the effect is active, you mark that enemy until the end of your next turn.Force of Will Mystic Utility 2*You knew this would befall you, and were prepared to resist it.***Encounter ♦ Spiritual**
Minor Action **Personal****Effect:** Make a saving throw against one effect with a bonus equal to your Wisdom modifier.**Special:** If you spend an action point on this power, the effect extends to all allies within 5 squares of you.

Just the Thing Mystic Utility 2

You weren't sure why you had made these preparations, but it's all clear now.

Daily ♦ Spiritual
Standard Action Close burst 10

Targets: You and each ally in burst

Effect: The targets gain a bonus to all skill checks for one skill challenge equal to your Wisdom modifier.

Sure Path Mystic Utility 2

You can see a faster path to your destination, running around unseen obstacles.

Encounter ♦ Spiritual
Free Action Personal

Effect: Until the end of your next turn, you gain a bonus to your speed equal to your Wisdom modifier.

Unbloodied Wounds Mystic Utility 2

Although your injuries seem severe, you foresaw where you would be struck and thus took steps to minimize the damage.

Daily ♦ Healing, Spiritual
Minor Action Personal

Effect: You regain a number of hit points equal to 2d6 + your Wisdom modifier.

Guardian: One ally within 10 squares regains a number of hit points equal to your Wisdom modifier.

LEVEL 3 ENCOUNTER TECHNIQUES

Refusing Attack Mystic Attack 3

You stand in your foe's way, wherever he may try to move.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

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

Steal Fate Mystic Attack 3

Though you seem to attack empty air, instead you're stealing the good fortune that was to befall your foe.

Encounter ♦ Healing, Spiritual, Weapon
Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you can spend a healing surge.

Guardian: On a hit, one ally within 5 squares gains 2d6 temporary hit points.

Third Eye Strike Mystic Attack 3

You pull your focus in tight, sensing the presence of your enemy even when you can not see him.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC, ignoring all penalties from concealment

Hit: 2[W] damage.

Harbinger: Add your Wisdom modifier to the damage.

Winds of Change Mystic Attack 3

Now is the time for the flow of combat to change!

Encounter ♦ Spiritual, Weapon
Standard Action Close burst 1

Target: Each enemy in burst

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you may push the target a number of squares equal to your Constitution modifier.

LEVEL 5 DAILY TECHNIQUES

Dance of Parries Mystic Attack 5

You see how your enemies plan to attack you, and by your movements force them into each other's way.

Daily ♦ Spiritual, Weapon
Standard Action Close burst 1

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: Until the end of the encounter, you gain a power bonus to AC and Reflex defense equal to the number of targets hit.

Effect: Each target that starts its next turn adjacent to you is marked until the end of its turn.

Pierce Defenses Mystic Attack 5

You strike your foe in the same place where your allies' attacks will soon land.

Daily ♦ Reliable, Spiritual, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity or Wisdom vs. Fortitude

Hit: 3[W] + Strength modifier damage. The target is considered bloodied, regardless of its hit point total (save ends).

Twist of Fate Mystic Attack 5

You weave a thin thread of fate, dooming your foe to suffer more than dictated by its original destiny.

Daily ♦ Reliable, Spiritual, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. Choose one of the following damage types: cold, fire, lightning, necrotic, psychic, radiant. The target gains vulnerability 5 to that damage type (save ends).

LEVEL 6 UTILITY TECHNIQUES**Avoid Fate** Mystic Utility 6

You twist aside at the last moment, preventing a mortal blow.

Daily ♦ Healing, Spiritual
Immediate Reaction Personal

Trigger: You fall to 0 hit points or fewer

Effect: You can spend a healing surge. Add your Wisdom modifier to the hit points regained.

Harbinger: You gain concealment until the end of your next turn.

Soften Fate Mystic Utility 6

You steel yourself and your nearby allies against a brutal attack.

Encounter ♦ Spiritual
Minor Action Close burst 1

Requirement: You must have an action point available to use this power, but need not spend one

Effect: You and allies in the burst gain resist all equal to your Wisdom modifier until the end of your next turn.

Guardian: One ally in the burst may make an immediate saving throw against one effect a save can end.

Unsurprised Mystic Utility 6

A flash of warning, and you realize that danger is upon you!

Daily ♦ Spiritual
Immediate Reaction Personal

Trigger: A surprise round of combat begins

Effect: You are not surprised, and may act normally this round.

Special: If you spend an action point on this power, the effect extends to all allies within 5 squares of you.

LEVEL 7 ENCOUNTER TECHNIQUES**Balance of Fate** Mystic Attack 7

Your ferocious blow sends your foe off-guard, opening him to the attacks of your allies.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Harbinger: On a hit, the target takes –2 penalty to all defenses against the attacks of your allies until the end of your next turn.

Sweeping Attack Mystic Attack 7

You explode into a flurry of strikes at the knees, ankles, and mid-sections of unbalanced foes.

Encounter ♦ Spiritual, Weapon
Standard Action Close burst 1

Target: Each enemy in burst
Attack: Dexterity vs. AC

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

Thunderous Meditation Mystic Attack 7

You close your eyes and focus on your enemies, and a blast of spiritual power radiates out from you.

Encounter ♦ Spiritual, Thunder, Weapon
Standard Action Close burst 1

Target: Each enemy in burst
Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier thunder damage, and the target is dazed until the end of your next turn.

Two-Bird Strike Mystic Attack 7

You strike your foe, using the same motion to clear your mind of worries and your body of pain.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Requirement: You must have at least one healing surge remaining to use this power.

Target: One creature
Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you can spend a healing surge. In addition, you can make a saving throw with a bonus equal to your Wisdom modifier against one effect that a save can end.

Guardian: Allies within 10 squares gain a bonus to saving throws equal to your Wisdom modifier until the end of your next turn.

LEVEL 9 DAILY TECHNIQUES

Fate of Failure Mystic Attack 9

With a strong blow, you maneuver your foe into a place upon which fortune does not smile.

Daily ♦ Spiritual, Reliable, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage. You and all allies within 10 squares gain a +2 bonus to saving throws against effects imposed by the target for the rest of the encounter.

Hampering Hand Mystic Attack 9

You need not defeat your foes to make them too ineffective to alter your destiny.

Daily ♦ Spiritual, Reliable, Weapon
Standard Action **Close burst 1**

Target: Each enemy in burst
Attack: Dexterity vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is slowed and weakened (save ends both).

Delayed Fate Mystic Attack 9

Those futures you cannot stop, you can at least delay.

Daily ♦ Spiritual, Weapon
Immediate Interrupt **Melee weapon**

Trigger: A creature leaves a square that you threaten
Target: The creature activating the trigger
Attack: Dexterity vs. AC

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

LEVEL 10 UTILITY TECHNIQUES

Accept Fate Mystic Utility 10

You move yourself to take upon yourself the harsh fate of an ally.

Encounter ♦ Spiritual, Teleportation
Immediate Reaction **Personal**

Trigger: One ally within 10 squares takes damage

Effect: You and the triggering ally swap places. You take the damage that triggered this power, instead of your ally. No power or effect can reduce this damage.

Harbinger: You mark the attacking enemy until the end of your next turn.

Change Destiny Mystic Utility 10

You can see how circumstances could have brought you to a different place, and change your destiny to match your current needs.

Encounter ♦ Spiritual, Teleportation
Move Action **Personal**

Effect: You can teleport up to 5 squares.

Special: If you spend an action point on this power, you can teleport 5 + your Wisdom modifier squares.

Good Fortune Mystic Utility 10

You briefly sacrifice your ability to alter the futures of others to bring about a wave of good fortune for yourself.

Daily ♦ Spiritual
Free Action **Personal**

Effect: End one effect you are suffering that a save can end. You take a –2 penalty to all your attacks until end of your next turn.

Guardian: You can end one effect that a save can end on an ally you can see, instead of on yourself. However, you still take a –2 penalty to all your attacks until the end of your next turn.

LEVEL 13 ENCOUNTER TECHNIQUES

Find Weakness Mystic Attack 13

You hear your foe's cry of pain echoing from the future, and know just where you must strike to generate that sound.

Encounter ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and ongoing 5 damage (save ends).

Harbinger: The target suffers a –2 penalty to saving throws against the ongoing damage.

Hammerfist Mystic Attack 13

You land a fury of blows on your foes, forcing them to focus foremost on you.

Encounter ♦ Spiritual, Weapon
Standard Action **Close burst 1**

Target: Each enemy in burst
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier + Strength modifier damage, and you mark the target.

Perfect Strike Mystic Attack 13

You aim not with your eyes, but with your sense of the flow of fate.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Wisdom +2 vs. Reflex

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

Venom of Doom Mystic Attack 13

You see the toxins sitting dormant within your foe, and strike in a manner that causes them to awaken.

Encounter ♦ Poison, Spiritual, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wisdom modifier damage, and ongoing 5 poison damage (save ends).

Guardian: You or one ally you can see that is taking ongoing poison damage stops taking that damage.

LEVEL 15 DAILY TECHNIQUES**Hard Throw** Mystic Attack 15

All creatures have vulnerable points of balance, and you strike at them without mercy or error.

Daily ♦ Reliable, Spiritual, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage. If the target is smaller than you, your size, or one size larger than you, it is pushed 4 squares and knocked prone. If it's more than one size larger than you, it just falls prone.

Perfect Motion Mystic Attack 15

You dance through the battle, guided by your vision of a perfect set of strikes and counterstrikes.

Daily ♦ Spiritual, Stance, Weapon
Minor Action Personal

Effect: When you shift, you may shift up to your Dexterity modifier squares. Any enemy that starts its turn adjacent to you is marked by you. You gain 5 temporary hit points at the start of each of your turns. You deal additional damage equal to your Wisdom modifier on a hit with any unarmed melee attack.

Unexpected Assault Mystic Attack 15

You explode in a flurry of unexpected and unorthodox attacks.

Daily ♦ Spiritual, Weapon
Standard Action Close burst 1

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target grants combat advantage until the end of your next turn.

Miss: Half damage, and no combat advantage.

LEVEL 16 UTILITY TECHNIQUES**Kip-up** Mystic Utility 16

Seeing the event in advance, you are standing before you are even done falling.

At-Will ♦ Spiritual
Immediate Reaction Personal

Trigger: You are prone.

Effect: You immediately stand.

Persistent Divination Mystic Utility 16

You focus your precognition on your enemies, seeing clearly their weaknesses and vulnerabilities.

Encounter ♦ Spiritual
Minor Action Personal

Effect: Until the end of your next turn, you have combat advantage against any enemy you have marked. If an enemy you have marked is vulnerable to a damage type, you learn the damage type.

Sure Leap Mystic Utility 16

You jump with the confidence of someone who has already foreseen the landing.

At-Will ♦ Spiritual
Move Action Personal

Effect: Fly a number of squares equal to your speed. You cannot go more than two squares up. You must end your move on a solid surface, in an unoccupied square other than the one in which you started, or else you cannot use this power.

Special: You can only use this power once per round, even if you elect to take more than one move action.

Warding Foresight Mystic Utility 16

Your visuals warn you of attacks long before your foes make them.

Daily ♦ Spiritual, Stance
Minor Action Personal

Effect: You gain a +4 power bonus to your AC and Reflex Defense, and +2 power bonus to your Fortitude and Will defenses.

LEVEL 17 ENCOUNTER TECHNIQUES

Battle Scrying Mystic Attack 17

You gain insight into your foes' backgrounds and weaknesses.

Encounter ♦ Psychic, Spiritual, Weapon
Standard Action **Ranged 5**

Target: One creature
Attack: Wisdom vs. Will

Hit: 2[W] + Wisdom modifier psychic damage, and ongoing 5 psychic damage (save ends).

Effect: Make a monster knowledge check on the target with a bonus equal to your Wisdom modifier.

Guardian: On a hit, the target takes a –2 penalty to attack rolls until the end of your next turn.

Dance of Destiny Mystic Attack 17

Before you can gain victory, there are a dozen threads of fate that must be snipped short.

Encounter ♦ Spiritual, Weapon
Standard Action **Close burst 1**

Target: Each enemy in burst
Attack: Dexterity vs. AC

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

Effect: You can shift to any unoccupied space that is adjacent to any square within the burst.

Head Strike Mystic Attack 17

Not all unarmed blows are made with fist or foot.

Encounter ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Requirement: This attack must be made unarmed.
Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Constitution modifier damage, and the target is stunned until the start of your next turn.

Harbinger: You may use this attack against an enemy that is grabbing you, and you take no penalty to the attack roll. If you are grabbed, you automatically escape.

Sealed Fate Mystic Attack 17

You place yourself everywhere your foes could wish to attack from, and punish them if they ignore you for even a second.

Encounter ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Effect: Until the end of your next turn, as an immediate reaction you can make a basic melee attack against any adjacent enemy that makes an attack that does not include you as a target.

LEVEL 19 DAILY TECHNIQUES

Deprivation Technique Mystic Attack 19

You know the great value of seeing and hearing, and deny those valuable abilities to your opponent.

Daily ♦ Reliable, Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is blinded and deafened (save ends both).

Destined Fist Mystic Attack 19

Bypassing the lifeless barrier of armor, you set your pure will against the pure will of your enemy.

Daily ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Requirement: This attack must be performed unarmed.

Target: One creature
Attack: Wisdom vs. Reflex

Hit: 3[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: For the rest of the encounter, you score a critical hit with an unarmed attack on a natural roll of 19–20 against the target.

Wave of Predestination Mystic Attack 19

You are the agent of a dangerous destiny for those who draw your ire.

Daily ♦ Spiritual, Weapon
Standard Action **Close burst 1**

Target: Each enemy in burst
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is slowed and marked until the end of your next turn.

Miss: Half damage, and you mark the target until the end of your next turn.

Effect: Until the end of the encounter, enemies treat squares adjacent to you as difficult terrain.

LEVEL 22 UTILITY TECHNIQUES

Cheat the Fates Mystic Utility 22

You subtly manipulate your own destiny to allow you to affect things beyond your capability in the present.

Daily ♦ Spiritual
Minor Action **Personal**

Effect: You can spend an action point for any action or effect that requires an action point, or any power that requires that you have an unspent action point. You may do this even if you have already spent an action point in this encounter. If you do, and if you have already spent an action point in this encounter, you take a –2 penalty to all attacks for the rest of the encounter.

Harbinger: You deal an additional 1d10 damage on all your attacks until the end of your next turn.

Gift of Oneness Mystic Utility 22

Reaching out with your will, you cleanse the spirits of your beleaguered allies.

Daily ♦ Spiritual
Minor Action **Close burst 5**

Target: You and each ally in burst

Effect: All targets make a saving throw against each effect that a save can end. The dazed, dominated, and stunned conditions are removed automatically, without need for a roll.

Not This Day Mystic Utility 22

You will not allow things to go down the dark path you see looming ahead in your visions.

Daily ♦ Healing, Spiritual
Immediate Reaction **Personal**

Requirement: You must have at least one healing surge remaining.

Trigger: An ally within 10 squares drops to 0 hit points or below

Target: The triggering ally

Effect: You spend a healing surge. The target immediately regains hit points as if it had spent a healing surge. Add your Wisdom modifier to the hit points regained.

Guardian: One ally you can see can make a saving throw with a bonus equal to your Wisdom modifier against one effect that a save can end.

LEVEL 23 ENCOUNTER TECHNIQUES

Twist of Fate Mystic Attack 23

You strike your foe not to do direct harm, but to twist the body so that its next movement causes it agony.

Encounter ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 4[W] + Dexterity modifier damage.

Harbinger: On a hit, the target is weakened until the end of your next turn.

Shared Destiny Mystic Attack 23

What was to befall only one foe, now causes harm to two.

Encounter ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Primary Target: One creature

Attack: Dexterity or Wisdom vs. AC

Hit: 3[W] + Dexterity or Wisdom modifier damage. Make a secondary attack.

Secondary Target: One other creature adjacent to you or to the primary target

Secondary Attack: Wisdom vs. Will

Hit: The secondary target takes the same damage as the primary target.

Synchronicity Mystic Attack 23

You make a small change in the fabric of fate, and wait for an intertwined destiny to lay low your enemy.

Encounter ♦ Spiritual
Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 4d8 + Wisdom modifier damage. Until the end of your next turn, any time the target deals damage, you can make a Wisdom vs. Will attack on the target as an immediate reaction. If you hit, the target takes the same amount and type of damage it just dealt. This power does not bypass a target's resistances.

Guardian: You mark the target until the end of your next turn.

LEVEL 25 DAILY TECHNIQUES

Forceful Vision Mystic Attack 25

You cut off every possible future where your foe does not battle you and you alone.

Daily ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage. Until the end of the encounter, the target can't activate powers that do not include you as a target.

Effect: Until the end of the encounter, the target is marked by you at any time it is not marked by an ally, and the target provokes an opportunity attack from you every time it makes an attack that does not include you as a target.

Greater and Lesser Fates Mystic Attack 25

Your visions show you one foe that must be felled at once, and ways to harm its allies with the same attack.

Daily ♦ Spiritual, Weapon
Standard Action Melee weapon

Primary Target: One creature
Attack: Wisdom vs. AC

Hit: 5[W] + Wisdom modifier damage.

Miss: Half damage.

Secondary Target: Each enemy in close burst 1, other than the primary target

Secondary Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

Effect: Each enemy in close burst 1 is marked until the end of your next turn.

Reversal of Fortunes Mystic Attack 25

You spin a web of fate from an ally to a foe.

Daily ♦ Spiritual, Weapon
Standard Action Ranged 10

Effect: One effect that a save can end is removed from you or from an ally in range and imposed on an enemy in range (save ends). Once the effect is moved, you are considered its source. Regardless of when the enemy saves, the effect does not return to you or your ally.

LEVEL 27 ENCOUNTER TECHNIQUES

Restore Fate Mystic Attack 27

The tiniest of changes in your posture show you the difficult path to greater personal power.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you regain the use of one encounter power you have used.

Harbinger: The target takes a -2 penalty to saving throws until the end of your next turn.

Vision of Safety Mystic Attack 27

You see what must be done to protect your allies.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier damage.

Effect: You mark each enemy within 4 squares until the end of your next turn. Your allies take half damage from enemies you have marked until the end of your next turn.

Guardian: Enemies that you have marked are weakened (save ends).

Vision of Vulnerability Mystic Attack 27

You see what must be done to open your enemy to your allies' attacks.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Wisdom vs. Will

Hit: 3[W] + Wisdom modifier damage, and the target is stunned until the end of your next turn.

Vision of Weakness Mystic Attack 27

You see what must be done to reduce your foe to an insignificant threat.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity modifier damage, and the target is dazed and weakened (save ends both).

LEVEL 29 DAILY POWERS

Drive Destiny Mystic Attack 29*You don't see the future, you create it.***Daily ♦ Spiritual, Stance**
Minor Action Personal**Effect:** You and all allies within 10 squares of you deal additional damage equal to your Wisdom modifier on attacks. If an enemy starts its turn adjacent to you, you can mark that enemy as a free action at the start of its turn, as long as you are able to make opportunity attacks. When you activate this power you gain an Action Point.Final Fate Mystic Attack 29*You cut the final thread of fate for one true enemy.***Daily ♦ Spiritual, Reliable, Weapon**
Standard Action Melee weapon**Target:** One creature
Attack: Dexterity vs. AC**Hit:** 6[W] + Dexterity modifier damage. If you use a standard action gained from spending an action point to use this power, it instead deals 8[W] + Dexterity modifier damage on a hit.Puppet of Providence Mystic Attack 29*Seeing the future of your enemy, you set your will against its mind and force it to follow a new path.***Daily ♦ Reliable, Spiritual**
Standard Action Ranged 15**Target:** One creature
Attack: Wisdom vs. Will**Hit:** 5d8 + Wisdom modifier damage, and the target is dazed and immobilized (save ends both). If the target fails its first save against this power, the target is dominated (save ends).

PARAGON PATHS

IRON SHIRT MASTER

*"If you would see my blood, I'm afraid you must strike a great deal harder than that!"***Prerequisite:** Mystic class

All mystics are fit, but you have imbued your body with enough spiritual energy to make it hard as iron. You combine meditative training with a rigorous physical regimen to make your body incredibly resilient, hardened to even the toughest of incoming attacks. All mystics are resilient... you are tough as nails.

IRON SHIRT MASTER PATH FEATURES

Iron Shirt (11th level): When wearing no armor, you gain a +6 armor bonus to AC.**Iron Action (11th level):** Whenever you spend an action point to take an extra action, you gain resist 5 all until the end of your next turn.**Greater Iron Shirt (16th level):** When wearing no armor, you gain a +8 armor bonus to AC.

IRON SHIRT MASTER TECHNIQUES

Break the Blade Iron Shirt Master Attack 11*Even weapons can crack against your spirit-hardened form.***Encounter ♦ Spiritual, Weapon**
Standard Action Melee weapon**Target:** One creature
Attack: Constitution vs. AC**Hit:** 2[W] + Constitution modifier damage. All attacks made by the weapon your enemy is wielding take a -4 penalty until the end of the encounter. (Natural weapons, such as claws and teeth, do not count.)**Special:** If you score a critical hit with this power, the target's weapon is destroyed, unless it is enchanted.Flowing Iron Iron Shirt Master Utility 12*Any mar upon your perfect, spirit-powered form can be repaired through force of will.***Encounter ♦ Healing, Spiritual**
Immediate Reaction Personal**Trigger:** You take damage that renders you bloodied, or you take a critical hit.**Effect:** You may spend a healing surge, and heal an additional 1d6 + Constitution modifier hit points.

With skin of iron comes the ability to deliver blows of iron.

Daily ♦ Spiritual, Weapon
Standard Action Melee weapon

Requirement: This attack must be made unarmed.

Target: One creature

Attack: Constitution vs. AC

Hit: 5[W] + Constitution modifier damage, and the target is knocked prone. In addition, the target is dazed until the end of your next turn.

Miss: Half damage.

SIGHTLESS SISTER

“The purpose of vision is to see truth... and I don’t need eyes for that.”

Prerequisite: Mystic class, must be permanently blind

Even among mystics, the ability of the sightless sister to see things as they are and as they might be is nearly unmatched. You go through life sightless, either from a mystical affliction of your eyesight or from a more physical alteration of your eyes themselves, but that only opens your mind’s eye to the greater truths. Many sightless sisters are members of an organization called the Sightless Sisterhood, a group which members stand and work for acceptance, honor and justice throughout the lands of Blackmoor.

SIGHTLESS SISTER PATH FEATURES

Sightless Vision (11th level): You may be blinded, but your combat effectiveness doesn’t suffer much for it. You gain blindsight 2 (*MM*, 280). In addition, you are immune to gaze attacks and gain a +5 bonus to Insight checks made to resist feint attempts (*PHB*, 183). Unlike other creatures with blindsight, you do not automatically fail Perception checks beyond the range of your blindsight, nor do you suffer any penalty to Perception checks that rely primarily on hearing.

Sightless Action (11th level): Whenever you spend an action point to take an extra action, you cannot be dazed and you do not grant combat advantage. Both effects last until the end of your next turn.

True Sight (16th level): You now have blindsight 5. In addition, whenever you are hit with a power that bears the illusion keyword, you gain an immediate saving throw. If the save is successful, you suffer no ill effect from the power.

SIGHTLESS SISTER TECHNIQUES

You focus your spiritual power into a single, unerring strike.

Encounter ♦ Spiritual, Weapon
Standard Action Melee weapon

Requirement: You cannot use this power if you move more than 1 square before or after the attack.

Target: One creature

Attack: Dexterity or Wisdom +2 vs. AC

Hit: 2[W] + Dexterity or Wisdom modifier damage. Make a secondary attack against the target.

Secondary Attack: Wisdom vs. Will

Hit: The target is dazed until the end of your next turn, and this power is not expended.

Your mind is buttressed against unwanted intrusion.

At-Will ♦ Spiritual
No Action Personal

Effect: You gain resist 10 psychic.

You make your opponent know how it feels to walk through life sightless.

Daily ♦ Reliable, Spiritual, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity or Wisdom vs. AC

Hit: 3[W] + Dexterity modifier damage, and ongoing 5 damage and the target is blinded (save ends both).

SWORD SAINT

“With this blade, even the strings of fate may be cut.”

Prerequisite: Mystic class

While most mystics prefer to focus on hand-to-hand combat, you have focused your spiritual energy on a particular bladed weapon of choice. A sword saint’s relationship to his weapon is profound, bordering on the sacred: You and your blade are as one. A master of the bladed attack, you are able to employ your steel in ways that no lesser warrior can even imagine.

SWORD SAINT PATH FEATURES

One With Steel (11th level): When you fight with a light blade or a non-polearm heavy blade, you can use either of the mystic at-will powers defensive strike or punishing strike instead of your melee basic attack.

Saint’s Action (11th level): Whenever you spend an action point to take an extra action, you can mark all enemies within 5 squares of you as a free action. They remain marked until the end of your next turn.

Sword Master (16th level): You can use a light blade or a non-polearm heavy blade in conjunction with any power that ordinarily requires you to make an unarmed attack.

SWORD SAINT TECHNIQUES

Perfect Slice Sword Saint Attack 11

You perform the perfect sword attack, from which few can dodge or block.

Encounter ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Requirement: You must be wielding a light blade or a non-polearm heavy blade.

Target: One creature

Attack: Dexterity +2 vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Intercepting Blade Sword Saint Utility 12

With perfect timing, you block attacks before your foes even know they're making them.

Daily ♦ Spiritual, Stance
Minor Action **Personal**

Requirement: You must be wielding a light blade or a non-polearm heavy blade.

Effect: You gain a power bonus to AC equal to your Wisdom modifier.

Blade of Fate Sword Saint Attack 20

Your sword takes on a life of its own, slicing and stabbing at foes based on its knowledge of your visions.

Daily ♦ Spiritual, Weapon
Standard Action **Close burst 1**

Requirement: You must be wielding a light blade or a non-polearm heavy blade.

Target: Each enemy in burst

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, any time an enemy that is adjacent to you shifts or moves, you can make a melee basic attack against that enemy as an immediate interrupt.

VISIONARY

"If you only understood the future as I do, you would realize the futility of your course in the present."

Prerequisite: Mystic class

Everything is secondary to your vision of the future, a single future you can see as clearly as reality and which requires you to defend it. Others might question the veracity of your visions, and the claims that stem therefrom, but you know the rightness of your path, and you'll not be deterred from following it. You see things as they should be, but not as they must be; not without your focused intervention.

VISIONARY PATH FEATURES

Little Things (11th level): Whenever you spend an action point to take an extra action, you also gain one additional minor action to use in the same turn, and another minor action on your next turn.

Sense Fate (11th level): You cannot be surprised. In addition, you gain a +3 bonus to all Insight checks and initiative checks.

Precognition (16th level): You may spend an action point and a healing surge to re-roll any one d20 roll you just made. You make this decision after seeing the result of your d20 roll. You must have both an action point and a healing surge available to use this power. If your second d20 result is between 1 and 10, you add 10 (i.e., you always get a result of 11–20 on the re-roll). You must use the result of the re-roll.

VISIONARY TECHNIQUES

Vision of Failure Visionary Attack 11

You foresee everything your foe will attempt, and move to prevent any chance of success.

Encounter ♦ Spiritual, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. Until the end of your next turn, the target takes a penalty to attack rolls and saving throws equal to your Wisdom modifier.

Vision of Success Visionary Utility 12

While you couldn't warn your ally in advance, you foresaw the failure and made preparations to prevent it.

Daily ♦ Spiritual
Immediate Reaction **Ranged 10**

Trigger: An ally within range rolls an undesirable result on an attack roll, skill check, or saving throw.

Effect: You grant the ally a re-roll with a bonus equal to your Wisdom modifier.

Vision of Sacrifice Visionary Attack 20

You see the path that leads to victory, but it is a path that asks much of you.

Daily ♦ Spiritual, Weapon
Standard Action **Close burst 1**

Targets: Each enemy in burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage, and the target is dazed and weakened (save ends both).

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

Effect: You and all allies in the burst heal 2d10 hit points and gain a +2 power bonus to their next attack roll made before the end of your next turn.

Special: You must spend a healing surge without regaining any hit points to use this power. As a result of using the power, you take ongoing 10 damage (save ends) and a –2 penalty to all defenses until you take an extended rest. No power or effect can reduce or negate these penalties.

NOBLE



Nobles belong to a caste of individuals who, by blood or (on rare occasion) deed, hold significant social and political importance. They are the physical embodiment of tradition, law, and culture in Blackmoor. Depending on a given noble's lineage, he can inspire awe, fear, hope, or even oppression. A noble's ability to rally others to righteous conquest is a combination of the power of his family name and his own personal deeds.

While noble adventurers were once a rarity, King Uther Andahar issued a decree that all nobles loyal to Blackmoor must spend at least five years traveling the land they are destined to rule. This trial period is formally referred to as "validation." Still, many other factors motivate nobles to roam the lands of Blackmoor. As a noble, you might be one of many children seeking to prove yourself to your father; a brash and youthful black sheep drawn to a romantic life of adventuring; an upstart whelp serving a sentence of exile for a political crime; or a proud blue-blood trying to rebuild the name of a family fading in the twilight of its former glory. Regardless of your background, you stand as a powerful symbol of royalty, a commanding presence to ally and foe alike... and, of course, an expert combatant.

"Knaves, do you not know that I am royalty by birth? Stand aside, lest you pay for your insolence in blood."

CLASS TRAITS

Role: Leader. Born of the ruling aristocracy, you bear the responsibility of serving and protecting your people, and to this end you wield your authority as deftly as you wield your blade.

Power Source: Martial. Your noble birth allows you to both inspire and intimidate those around you. What you lack in natural talent, you make up for in training, education, and resources far beyond those available to common folk. Your studies include forays into dueling, history, philosophy, politics, and the fine arts.

Key Abilities: Charisma, Dexterity, Strength

Armor Proficiencies: Cloth, leather, chainmail; light shield

Weapon Proficiencies: Simple melee, military melee; simple ranged, military ranged

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Diplomacy. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidation (Cha), Perception (Wis)

Build Options: Chivalric noble, Incursive Noble

Class Features: Bestow Vassalage, Blue Blood, Coat of Arms, House Language, *sovereign blade*, *voice of nobility*

Bearing the blood of kings, the very world was set before you at birth. The dawn calls you to raise up your coat of arms, gather your allies, and claim your birthright. Whatever your specific quest may be, you set upon it eager to prove the worthiness of your title.

CREATING A NOBLE

All nobles rely on the strength of character provided by their Charisma, to better aid them in intimidating rivals and inspiring allies. After Charisma, a noble focuses most on either Strength or Dexterity, depending on his choice of style in combat. These are the most important abilities for the two noble builds: the chivalric noble and the incursive noble.

NOBLE OVERVIEW

Characteristics: You are a trained and capable warrior in melee, able to stand beside the fighter or paladin in your party. Your powers bolster allies' attacks and defenses, grant the ability to shift to more favorable positions in combat, and inspire inner strength, resulting in timely battlefield healing and the regaining of second winds.

Religion: Nobles favor the gods of their ancestors, and in particular, gods worshipped as the patrons of nobility, such as Fronaus, Hadeen, Henrin and Sacwhynne.

Races: Every race loyal to the kingdom of Blackmoor has a highborn, aristocratic class that exemplifies its cultural ethos. Members of this class form the backbone of its noble houses, but the definition of what constitutes nobility varies from one culture to the next. For example, doctrae tend to be strong-willed and militaristic, almost always following the path of the incursive noble, as do the martially-minded dragonborn. Conversely, dwarves tend to focus on righteousness and lawmaking, and therefore follow the chivalric path, as do cumasti elves, who esteem an individual by his own actions over the deeds of his forbears.

CHIVALRIC NOBLE

Chivalric nobles are born leaders, focused on bolstering allies and upholding ancient codes of honor. In combat, your ardent words and heartfelt actions imbue your allies with valor and daring, strengthening their resolve to fight beyond their injuries. Conversely, you can launch barbed words at your enemies, which dishearten them, wreaking havoc upon their morale and provoking them into making grave errors. Charisma and Dexterity should be your highest scores, followed closely by Strength.

Suggested Feat: Defensive Mobility (Human feat: Human Perseverance)

Suggested Skills: Bluff, Diplomacy, Insight, Intimidation

Suggested At-Will Powers: *counting coup, volt-riposte*

Suggested Encounter Power: *fire at will*

Suggested Daily Power: *royal proclamation*

INCURSIVE NOBLE

As a formally trained knight, your fighting style focuses on elaborate combinations of sly strikes and punishing blows. In combat you react quickly and intelligently, making holes in the enemy's defenses that allow allies to make additional attacks and move through threatening positions in safety. Your attacks force opponents to fight defensively, while you position them towards the weapons of your comrades. Make Strength and Charisma your two primary abilities, as most of your powers will rely upon one or the other, with Dexterity being your third highest ability.

Suggested Feat: Blade Opportunist (Human feat: Action Surge)

Suggested Skills: Diplomacy, Insight, Intimidation, Perception

Suggested At-Will Powers: *distracting blow, momentous swing*

Suggested Encounter Power: *instrument of justice*

Suggested Daily Power: *bolster morale*

NOBLE CLASS FEATURES

All nobles have the following class features.

BESTOW VASSALAGE

Nobles in the service of Blackmoor's ruling class have the power to bestow vassalage, re-making even the lowliest serf into a respected soldier of the kingdom. In game terms, vassalage is a special status that you can confer onto willing allies you feel have proven themselves worthy of the honor. Certain noble powers work better (or only) when they target vassal allies. Moreover, vassal allies receive an additional +1 bonus to attack rolls when they flank opponents—on top of the +2 bonus granted by combat advantage—provided the other flanker is either you or another vassal ally. A vassal ally flanking a target with someone other than you or another vassal ally does not receive this bonus, nor do you receive this bonus yourself. You merely help your vassal ally gain position.

Your first and foremost vassal ally is called your champion. Also called a first knight, a champion is usually (but not always) an ally of considerable martial skill, such as a fighter or ranger. Beyond your champion, you may bestow vassalage upon one additional ally per tier of game play. Thus, an heroic tier noble can have up to two vassal allies (including his champion), a paragon tier noble can have up to three, and an epic tier noble can have up to four. Once you have made an ally a vassal, that ally retains the status until you either remove it or bestow it upon a different ally. Simply removing the vassal status is a standard action that requires you to display your coat of arms (see below). Bestowing the vassal status upon an ally requires a coat of arms display and involves a short (one minute) ceremony that may only be performed following an extended rest.

THE ROGUE IS MY VASSAL?

The notion of vassalage is one that carries a great deal of conceptual connotation, so it's worth clarifying the nature of the beast in this case. The vassalage granted by the Bestow Vassalage class feature is primarily a game mechanic, denoting little actual bond or obligation between the parties (though it can easily mean more than that, depending on the specific relationship between the noble and his vassal). The exception to this rule is the noble's champion. A champion may have his own goals and ideals, but so far as the Kingdom of Blackmoor is concerned, he is a just and loyal member of the noble's house, afforded the respect of any other scion. The DM may, at his discretion, modify the overall cultural or political significance of the vassalage granted to those allies who are not the noble's champion (or even that of the champion, himself).

BLUE BLOOD

When dealing with members of your own noble house, or with any individuals sworn to the service thereof (including any vassal allies), you gain a +3 bonus on all Diplomacy checks.

COAT OF ARMS

You have a coat of arms: a crest or insignia that is carved, threaded, or painted onto an amulet, banner, cloak, suit of armor, or shield to invoke the power and majesty of your noble blood. A coat of arms is uniquely personal and represents both family lineage and individual accomplishment. As you grow in fame and power, your coat of arms becomes a potent symbol of your identity, one that may even change over time as your deeds become represented in symbolism. Displaying your coat of arms reveals your title and house identity to others, provoking awe, fear, and sometimes enmity. As a noble, some of your class powers require you to display your coat of arms in order to activate them. These powers carry the keyword "Coat of Arms," which will appear in each such entry.

In Blackmoor, a coat of arms is also a new type of magic item, with its own magic item slot.

HOUSE LANGUAGE

Each noble house possesses its own secret language. Specific techniques vary by house and culture, but the premise remains similar across all houses: Secret house languages modify existing language, and by design, center around manipulating extremely complex meanings easily subject to misinterpretation. Those attempting to decipher a specific house language, whether by normal or magical means, find it impossible to sift through sentences laden with dozens of possible interpretations. In fact, it is difficult to even tell when a noble is duplicitously speaking in his secret language. As a noble, you can make an Insight check, contested by a speaker's Bluff check, to attempt to identify when a secret language is being spoken within earshot, but you cannot translate what you hear.

SOVEREIGN BLADE

Using the sovereign blade power, you can inspire your vassal allies to greater effectiveness in combat.

VOICE OF NOBILITY

Every noble can call upon the voice of nobility, a power boosting his diplomatic aplomb.

THE RIGHTS OF NOBILITY

Not all benefits of nobility can (or should) be expressed in game terms. Some situations call for a noble to exercise the rights of his noble blood narratively; when taking land, for example, or arguing in court, or otherwise performing noble duties in the service of his house or kingdom. As these situations arise infrequently, they are not tied to standard class features and may vary greatly depending upon the situation. Guidelines for sample situations are provided below, but as always, final administration is up to the DM.

Master of Intrigue (Heroic): An heroic tier noble can sway the loyalty of assassins, spies, heralds, and similar individuals currently in the service of another noble house. This can involve Bluff or Diplomacy skill challenges, or it can be handled without rolls, as the DM prefers. If you are successful, you can counter-offer any bribes or payments made to such individuals, causing them to shift the tides of their loyalty in your favor (if not in your house's favor). This privilege only works on employees or allies of a rival house, and never affects nobles, knights, or other proper members of that house.

Arbiter of Law (Paragon): A paragon tier noble can also legally arrest and detain any lawbreaker for up to five days without a trial. Alternately, you can legally place a bounty on an individual, or request the exile of an individual, within your demesne. In situations where members of other noble houses are involved, the outcome of such incidents is often determined by formal dispute before the noble's sovereign or by the High Court of Regents. Judgment typically falls to the winner of a Dispute skill challenge, in which both parties present their arguments in a series of opposed Diplomacy checks.

Lord of the Land (Epic): As an epic tier noble, you possess the right and responsibility to lord over real property. You may raise an army and construct a keep within any domain owing fealty to your house. Alternately, you could start a colony or otherwise claim undiscovered territory in the name of your sovereign; or you might break from your house entirely and found your own noble house, which becomes properly referenced by the Council of Regents. Nobles this powerful hold great sway throughout Blackmoor.

NOBLE POWERS

Your exploits involve wicked duels, displays of unflinching bravery, and the capable command of your blood-born rights. Some powers are better suited for the chivalric noble, others for the incursive noble, but you are free to choose any powers you like.

CLASS FEATURES

The noble has two class features that work like powers: *sovereign blade* and *voice of nobility*.

Sovereign Blade Noble Feature

You raise your weapon to the sky, and a wave of courage and purpose flows into the hearts of your most devoted allies.

Encounter (Special) ♦ Coat of Arms, Martial
Minor Action **Close burst 5 (10 at 11th level, 15 at 21st level)**

Requirement: This power works only on those allies you have made vassals using your Bestow Vassalage class feature.

Target: Each vassal ally in burst

Effect: The target gains a power bonus to weapon damage rolls equal to your Charisma modifier until the end of your next turn.

Voice of Nobility Noble Feature

Your words carry the power of the rulers of Blackmoor.

Daily ♦ Coat of Arms, Martial
Free Action **Personal**

Effect: You may reroll any one Diplomacy check you have just made. Regardless of the outcome, you must accept the result of the second roll.

LEVEL 1 AT-WILL EXPLOITS

Counting Coup Noble Attack I

The deadly grace of your weapon-play shames your opponent, wounding confidence and pride more deeply than flesh.

At-Will ♦ Martial, Weapon
Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: Deal damage equal to your Dexterity modifier, and each vassal ally adjacent to either you or the target applies your Charisma modifier as a power bonus to the attack roll on his next attack against the target. If a vassal ally does not attack the target by the end of your next turn, he loses the bonus.

Distracting Blow Noble Attack I

With a loud roar and a dramatic arch of your weapon, you distract your enemy just long enough for your sworn compatriots to move into position.

At-Will ♦ Martial, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and each vassal ally adjacent to either you or the target can immediately shift 1 square as a free action.

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

Momentous Swing Noble Attack I

Your perfectly executed blow strikes home, renewing the spirit of battle in a nearby ally.

At-Will ♦ Martial, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and one ally that can see you gains temporary hit points equal to your Charisma modifier.

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

Volt-Riposte Noble Attack I

With stunning speed, you turn aside your opponent's weapon and plant yours deep into his flesh.

At-Will ♦ Martial, Weapon
Standard Action **Melee weapon**

Requirement: You must be wielding a one-handed blade (light or heavy).

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If you have combat advantage against the target, you gain a bonus to the damage roll equal to your Strength modifier.

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

LEVEL 1 ENCOUNTER EXPLOITS

Cowering Assault Noble Attack I

With a flash of your coat of arms, you slam your weapon into your foe, sending him stumbling back in fear.

Encounter ♦ Coat of Arms, Fear, Martial
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square. Make a secondary attack on the same target.

Secondary Attack: Charisma vs. Will

Hit: The target must devote its next standard action to taking total defense, if it can. Any target immune to fear effects is immune to this effect.

Fire at Will Noble Attack 1

You pronounce judgment upon your foe, and your cohorts enforce its authority at once.

Encounter ♦ Martial, Weapon
Standard Action Melee or Ranged weapon

Target: One creature
Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 1[W] damage. All vassal allies who can hear you, and who are within 10 squares of you, can make a melee basic or ranged basic attack against the target as a free action.

Instrument of Justice Noble Attack 1

Your weapon cuts righteously through your enemy's defenses, piercing the very heart of his weakness.

Encounter ♦ Martial, Weapon
Standard Action Melee or Ranged weapon

Target: One creature
Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. If the target is bloodied or becomes bloodied by this attack, it is immobilized (save ends).

Monarch's Stand Noble Attack 1

Your inspiring attack bolsters your allies' confidence in their combat training.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. All vassal allies adjacent to you gain a +1 power bonus to AC and cannot be pulled, pushed, or slid until the end of your next turn.

Miss: All vassal allies adjacent to you gain a +1 power bonus to AC until the end of your next turn.

LEVEL 1 DAILY EXPLOITS

Aura of Grace Noble Attack 1

The grace of your martial prowess imbues nearby allies with fierce determination.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage. All adjacent allies gain a +2 power bonus to all defenses until the end of the encounter.

Miss: Until the end of the encounter, all adjacent allies gain a +1 power bonus to AC and Reflex defense.

Bolster Morale Noble Attack 1

You charge fearlessly into the fray, filling your comrades' hearts with renewed resolve.

Daily ♦ Healing, Martial, Weapon
Standard Action Melee weapon

Requirement: You must perform a charge to use this power.
Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and each vassal ally within 5 squares can spend a healing surge.

Miss: One vassal ally within 5 squares can spend a healing surge.

Royal Proclamation Noble Attack 1

You loudly pronounce your noble status, causing opponents to falter in mid-stride.

Daily ♦ Coat of Arms, Martial
Standard Action Close burst 3

Requirement: Targets must be able to hear you (though they need not understand you).
Target: Each enemy in burst
Attack: Charisma vs. Will

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

Rush of Steel Noble Attack 1

Using fancy footwork and lightning-quick thrusts, you force your opponent to back-pedal.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you can push the target up to 2 squares. You can move to remain adjacent to the target, or move to occupy one of the target's vacated squares.

Miss: You can push the target 1 square and can move to occupy the vacated square.

LEVEL 2 UTILITY EXPLOITS

Close Ranks Noble Utility 2

With a quick command, you draw your sworn comrades to your side.

Encounter ♦ Martial
Move Action Close burst 10

Target: Each willing vassal ally in burst.

Effect: You pull the target a number of squares equal to your Charisma modifier.

Command Honesty Noble Utility 2

If you catch a rival in a lie, you can use your political acumen to uncover the truth.

Encounter ♦ Coat of Arms, Martial
Immediate Reaction Personal

Trigger: You catch a creature being deceptive with a successful Insight check

Effect: You gain a +4 power bonus on Diplomacy and Intimidation checks until the end of your next turn.

Inspiring Stance Noble Utility 2

You stand your ground with fierce determination, vitalizing your sworn allies to fight on.

Daily ♦ Healing, Martial
Move Action Close burst 10

Target: You and each vassal ally in burst

Effect: So long as you are bloodied, the target gains regeneration 2 + your Charisma modifier until the end of your next turn.

Sustain Move: The effect persists.

Majesty Noble Utility 2

Calling upon your royal blood, you imbue yourself with the majesty of kings.

Daily ♦ Martial, Stance
Minor Action Personal

Effect: So long as you are not bloodied, you gain a +2 power bonus to all defenses.

Master's Voice Noble Utility 2

The comforting timbre of your voice helps you or a stricken ally overcome an affliction.

Encounter ♦ Martial
Minor Action Ranged 10

Target: You or one ally

Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier.

LEVEL 3 ENCOUNTER EXPLOITS**Branding Crest** Noble Attack 3

With a wicked slash and a flash of your coat of arms, you lay the mark of judgment upon your foe.

Encounter ♦ Coat of Arms, Martial
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Choose one willing vassal ally that can see you. You mark the target on behalf of that vassal ally until the end of the encounter, or until another character marks it. If there are no willing vassal allies that can see you, you mark the target yourself.

Contre-Temp Noble Attack 3

Your quick strike throws your opponent off balance.

Encounter ♦ Martial
Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage.

Effect: You gain a bonus equal to your Charisma modifier on your next attempt to feint (use the Bluff skill to gain combat advantage) against the target. This bonus lasts until the end of your next turn.

Duelist's Strike Noble Attack 3

Your well-executed attack draws your opponent forth, so that he almost throws himself upon your blade.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Requirement: You must be wielding a one-handed blade (light or heavy).

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier + Intelligence modifier damage. If you have combat advantage against the target, make a secondary attack against the target.

Secondary Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage.

Noble's Wrath Noble Attack 3

Bellowing the creed of your noble house, you cover your enemies and hearten your allies.

Encounter ♦ Coat of Arms, Martial, Weapon
Standard Action Close blast 3

Target: Each enemy in blast

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier damage, and you or an ally of your choice does not grant combat advantage until the end of your next turn.

Effect: One ally who can see and hear you makes a saving throw.

LEVEL 5 DAILY EXPLOITS

Noble's Advance Noble Attack 5

Your mighty blow disorients your enemies momentarily, allowing your allies to move in uncontested.

Daily ♦ Martial, Weapon
Standard Action **Melee or Ranged weapon**

Target: One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 3[W] + Strength modifier damage (melee) or 3[W] + Dexterity modifier damage (ranged). As a free action, you and each ally that can see you shifts a number of squares equal to 1 + your Charisma modifier.

Miss: You and each vassal ally that can see you shifts a number of squares equal to 1 + your Charisma modifier.

Raise the Weary Noble Attack 5

Brandishing your coat of arms, you fall upon your foes while restoring confidence to battle-weary allies.

Daily ♦ Coat of Arms, Healing, Martial
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Each ally within 10 squares can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Rescuing Strike Noble Attack 5

You lash out as an opponent attempts to attack one of your allies.

Daily ♦ Martial, Weapon
Immediate Interrupt **Melee weapon**

Trigger: An adjacent creature attacks an ally

Target: The attacking creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you can slide the attacked ally 1 square. If this movement moves your ally out of the range of the target's attack, the target misses with that attack.

Sovereign's Might Noble Attack 5

You unleash a powerful strike upon your enemy, freezing his allies' hearts with cold terror.

Daily ♦ Coat of Arms, Martial, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC or Strength vs. AC

Hit: 3[W] + Dexterity or Strength modifier damage. If the target is bloodied or becomes bloodied by this attack, make a secondary attack.

Secondary Targets: Each enemy within close burst 5

Secondary Attack: Charisma vs. Will

Hit: The target is immobilized (save ends).

LEVEL 6 UTILITY EXPLOITS

Declare Feud Noble Utility 6

In the name of your noble house, you proclaim a vengeful feud upon your enemies.

Daily ♦ Coat of Arms, Martial
Minor Action **Close burst 10**

Target: Each enemy in burst

Effect: You can mark a number of targets equal to your Charisma modifier. This mark is considered imposed by all willing vassal allies within the burst, simultaneously. (Thus, in order to escape the mark's penalty, a target must make an attack that includes at least one of your vassal allies as a target.) If there are no willing vassal allies within the burst, then all targets within the burst are marked by you. The mark imposed by this power lasts until the end of the encounter, but if another character marks a given target, the marked condition ends for that target.

Platinum Tongue Noble Utility 6

Your speech flows with courtly etiquette and the deft eloquence of a formal education.

At-Will ♦ Martial
Minor Action **Personal**

Effect: Add your Intelligence modifier to your next Diplomacy skill check.

Rousing Oration Noble Utility 6

Your words stir the hearts of your loyal men, reinvigorating them for the battle to come.

Encounter ♦ Healing, Martial
Minor Action **Close burst 5**

Target: Each vassal ally in burst

Effect: Each target regains the use of his second wind.

Steadfast Warrior Noble Utility 6

With a few words of encouragement, you bolster one loyal ally's resolve to win the day for you.

Daily ♦ Coat of Arms, Martial
Minor Action Close burst 5

Target: One ally in burst

Effect: The target gains a +2 power bonus to Fortitude, Reflex, or Will defense until the end of the encounter.

LEVEL 7 ENCOUNTER EXPLOITS**Articulate Feint** Noble Attack 7

Using a quick combination of jabs and feints, you set your opponent up for an ally's attack.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. One ally adjacent to you or adjacent to the target makes a basic attack with combat advantage against the target as a free action. The ally gains a bonus to the attack roll equal to your Charisma modifier.

Emboldening Force Noble Attack 7

You step to the aid of an ally, lending him your strength and courage.

Encounter ♦ Martial, Healing, Weapon
Standard Action Melee weapon

Target: One creature adjacent to an ally

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the adjacent ally gains temporary hit points equal to 10 + your Charisma modifier.

Spinning Thrust Noble Attack 7

You spin off your attack, opening your enemy up for counter-attacks from allies.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target suffers a –1 penalty to attack rolls until the end of your next turn. If the target misses with its first attack during its next turn, it provokes an opportunity attack from you and from any vassal allies adjacent to it.

Yield to Nobility Noble Attack 7

As your blade bites deep, your commanding presence shakes your enemy's confidence.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target takes a –2 penalty to AC until the end of your next turn.

LEVEL 9 DAILY EXPLOITS**Fancy Footwork** Noble Attack 9

You deftly side-step your opponent before you strike, and maintain the same dance throughout the duel.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: You can shift to any other square adjacent to the target and then make a Dexterity vs. AC attack

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, as long as you are adjacent to the target, you can shift to any other square adjacent to the target before making a melee attack against it.

Parry and Counter Noble Attack 9

You bat aside an opponent's attack, and quickly land one of your own.

Daily ♦ Martial, Weapon
Immediate Interrupt Melee weapon

Trigger: You are attacked by a creature

Target: The attacking creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

Strike of Lordly Might Noble Attack 9

You unleash a mighty attack that topples your enemy and fills your allies with confidence.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier, and the target is knocked prone.

Miss: No damage, but the target is knocked prone.

Effect: Each vassal ally within 10 squares of you gains 10 temporary hit points.

Strike of Noble Birth Noble Attack 9

Waiting for just the right moment, you land a blow that rings with the power of your ancestors.

Daily ♦ Martial, Reliable, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier + Charisma modifier damage.

Valor's Stride Noble Utility 10

You see an approaching enemy and take steps to bring an ally quickly to your defense.

Daily ♦ Martial
Immediate Interrupt Personal

Trigger: An enemy moves adjacent to you

Effect: You can shift 1 square and then slide a willing ally a number of squares equal to 1 + your Charisma modifier.

Special: If the willing ally is your champion, add 2 to the number of squares you can slide him.

LEVEL 10 UTILITY EXPLOITS

Breath of Life Noble Utility 10

Your invigorating words breathe life back into your exhausted allies.

Daily ♦ Coat of Arms, Healing, Martial
Minor Action Close burst 5

Target: Each vassal ally in burst

Effect: Each target can spend a healing surge and make a saving throw against any single effect that a save can end.

Invoke Duel Noble Utility 10

You invoke the timeless tradition of one-on-one combat.

Daily ♦ Coat of Arms, Martial
Minor Action Ranged 10

Target: One Creature

Effect: The target is marked by either you or your champion (your choice) until the end of the encounter. Unlike other marks, no mark can supercede this mark until the end of the encounter. While the target is so marked, every time it makes an attack that doesn't include the source of the mark (you or your champion) as a target, the source of the mark and all allies within 10 squares can make a basic attack on the target as a free action. The marked condition ends if the source of the mark drops to 0 or fewer hit points, or fails to engage the target. To engage the target, the source of the mark must attack it or end his turn adjacent to it.

On the Defensive Noble Utility 10

Your comrades fight better on the defensive, thanks to your inspired guidance and presence.

At-Will ♦ Coat of Arms, Martial
No Action Close burst 10

Effect: Allies in range add your Charisma modifier to their defenses when using the total defense action.

LEVEL 13 ENCOUNTER EXPLOITS

Censuring Blow Noble Attack 13

You level a brutal blow that tells your opponent he must not contend with your ally.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage.

Effect: Choose one ally within 5 squares of you. The target cannot attack that ally with melee attacks or ranged attacks (save ends).

Dual Strike Noble Attack 13

With but a single weapon, you engage two opponents simultaneously.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One or two creatures

Attack: Dexterity vs. AC, one attack per target

Special: If you target only one creature with this power, you gain a +4 bonus to the attack roll.

Hit: 2[W] + Dexterity modifier damage per hit.

Gaping Wound Noble Attack 13

Your attack opens a gruesome wound that refuses to stop bleeding.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

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

Terrifying Hew Noble Attack 13

You cleave ruthlessly into your opponent, hammering him to the ground.

Encounter ♦ Martial, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier, and the target is knocked prone. If the target is bloodied or becomes bloodied by this attack, it is also dazed until the end of your next turn.

LEVEL 15 DAILY EXPLOITS**Bloodied But Unbowed** Noble Attack 15

Though bruised and bloodied, you are not beaten, as you make your opponent painfully aware.

Daily ♦ Martial, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. For the rest of the encounter, no power or effect can knock you prone until your hit points drop to 0 or fewer.

Miss: Half damage, and no power or effect can knock you prone until the end of your next turn.

Effect: You and all allies that can see you gain temporary hit points equal to 5 + your Charisma modifier.

Special: If you use this power when you are bloodied, the temporary hit points gained equal 10 + your Charisma modifier. Also, no power or effect can knock your allies prone until the end of your next turn.

Exploit Weakness Noble Attack 15

You observe your opponent for a long moment, finding just the perfect place to strike... and strike hard.

Daily ♦ Martial, Weapon
Standard Action **Melee weapon**

Requirement: You cannot take a move action in the turn you use this power

Target: One creature

Attack: Dexterity +2 vs. AC

Hit: 3[W] + Dexterity modifier damage. Make a secondary attack against the target.

Miss: Half damage, no secondary attack.

Secondary Attack: Dexterity vs. Fortitude (you score a critical hit on a roll of 17–20)

Hit: 2[W] + Strength modifier damage.

War Cry Noble Attack 15

You unleash a loud roar, stopping your foes in their tracks and filling your champion's heart with purpose.

Daily ♦ Fear, Martial, Thunder
Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier thunder damage, and the target is immobilized (save ends).

Miss: Half damage, and no immobilization.

Effect: Until the end of the encounter, your champion can score a critical hit against a marked enemy on a roll of 19–20.

LEVEL 16 UTILITY EXPLOITS**Coordinated Charge** Noble Utility 16

When you charge, your entire party moves in, just as you trained it to do.

Encounter ♦ Martial
Immediate Reaction **Close burst 3**

Trigger: You charge an enemy

Effect: Each vassal ally in the burst can move up to his speed and make a basic attack as a free action. Your champion can use an at-will power instead of making a basic attack.

Forced March Noble Utility 16

With a simple gesture, your allies begin to move in double time.

Daily ♦ Martial
Minor Action **Close burst 10**

Target: You and each ally in burst

Effect: The target's speed increases by 2 until the end of the encounter.

Incite Confidence Noble Utility 16

With a surge of inner strength you pull yourself back into the fight, inciting your comrades to do the same.

Daily ♦ Healing, Martial
Standard Action **Close burst 5**

Effect: Spend your second wind. Each ally within the burst regains hit points equal to your healing surge value, and gains a +2 power bonus to all defenses until the end of the encounter.

Restore the House Noble Utility 16

Your words fortify your allies' courage and resolve to carry on in the name of your family.

Daily ♦ Healing, Martial
Standard Action **Close burst 5**

Target: You and each vassal ally in burst

Effect: The target can make a saving throw against one effect that a save can end, and gains resist 5 to all damage until the end of the encounter.

LEVEL 17 ENCOUNTER EXPLOITS

Command Deference Noble Attack 17

Your noble bearing and forceful words give your enemies pause.

Encounter ♦ Martial

Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: The target is immobilized and unable to make attacks against you (save ends). If you attack a target, the effect ends immediately for that target.

Forceful Advance Noble Attack 17

You roar like a lion, knocking aside your foes and clearing the way for your allies' advance.

Encounter ♦ Martial, Thunder

Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier thunder damage, and you push the target a number of squares equal to 3 + your Charisma modifier.

Effect: Allies in the blast can shift a number of squares equal to your Charisma modifier.

Torrent of Steel Noble Attack 17

Your attacks come faster than the eye can track, hitting your enemy before he even realizes you've struck.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC, three attacks

Hit: 1[W] + Dexterity modifier damage per attack. A target hit twice takes an extra 1[W] damage. A target hit three times is dazed until the end of your next turn.

Wrath of Lords Noble Attack 17

Your attack puts your foe at the mercy of your allies, who eagerly rain death down upon him.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Each ally within 5 squares can make a melee basic or ranged basic attack against the target as a free action.

LEVEL 19 DAILY EXPLOITS

Harrying Flurry Noble Attack 19

With a series of quick strikes, you keep your opponent off-balance and on the defensive.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Requirement: You must be using a one-handed blade (light or heavy).

Target: One creature

Attack: Dexterity vs. AC, three attacks

Hit: 2[W] + Dexterity modifier per attack. Each time you hit, you can slide the target 1 square and then move into the square it just vacated before making the next attack.

Miss: Half damage per attack.

Onward to Victory Noble Attack 19

You let loose a cry of victory, demoralizing your foes and filling your allies with vigor.

Daily ♦ Martial, Thunder

Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 3d6 + Charisma modifier thunder damage, and the target grants combat advantage to you and your allies (save ends).

Miss: Half damage, and the target does not grant combat advantage.

Effect: You and each ally in the burst regain hit points as if you had each spent a healing surge.

Take a Head Noble Attack 19

You lay the conquering blow upon a foe, then turn and leave the finishing blow to your champion

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. Make a secondary attack against the target.

Miss: Half damage, no secondary attack.

Secondary Attack: Strength vs. Fortitude

Hit: The target is dazed until the start of your next turn. A vassal ally of your choice that is adjacent to the target can use an at-will attack power against it as a free action. If the vassal ally is your champion, he scores a critical hit on a roll of 17–20 on this attack.

LEVEL 22 UTILITY EXPLOITS

Courage is Contagious Noble Utility 22*You cause the spirit of valor to move, like a beneficent plague, from one ally to the next.***Daily ♦ Healing, Martial**
Standard Action Close burst 10

Effect: Choose an ally within range. That ally becomes immune to charm and fear effects until the end of the encounter. In addition, the ally can spend a healing surge as a minor action. At the end of the ally's turn, the effect moves to the next ally in the initiative order in range, who likewise becomes immune to charm and fear effects until the end of the encounter and gains the ability to spend a healing surge as a minor action. At the end of each ally's turn, the effect again moves to the next ally in the initiative order. When the effect moves, the immunities remain but not the ability to spend a healing surge as a minor action. Once the healing effect has spent a turn on each ally in the initiative order in range (including you), that effect ends.

King's Keep Noble Utility 22*Your noble presence empowers those who fight in your name.***Daily ♦ Martial, Zone**
Standard Action Close burst 3**Target:** Each ally in burst

Effect: The burst creates a zone that moves with you and lasts until the end of the encounter. Targets in the zone can't be dazed, immobilized, pulled, pushed, restrained, slid, stunned, or weakened. A target who is your champion also can't be charmed or dominated.

Special: Although technically a zone, this power's effect is not subject to dispel magic and similar powers.

Lionheart Noble Utility 22*You sound your battle cry and it bolsters your loyal allies' ability to throw off their afflictions.***Daily ♦ Martial**
Minor Action Close burst 5**Target:** Each vassal ally in burst

Effect: Every effect that a save can end is removed from each target that can hear you.

LEVEL 23 ENCOUNTER EXPLOITS

Deadly Flourish Noble Attack 23*Stepping around your opponent's defenses, you unleash a furious combination jabs and lashing strikes.***Encounter ♦ Martial, Weapon**
Standard Action Melee weapon**Target:** One creature**Attack:** Dexterity vs. Reflex**Hit:** 4[W] + Dexterity modifier damage.**Miss:** Deal damage equal to your Dexterity modifier + Strength modifier.**Inspire Fervor** Noble Attack 23*With a sweep of your weapon, you ignite the fervor of your party.***Encounter ♦ Martial, Weapon**
Standard Action Melee weapon**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage.

Effect: You and each ally within 5 squares of you gain a power bonus to all defenses equal to your Charisma modifier until the end of your next turn and can spend a healing surge. Vassal allies add your Charisma modifier to the hit points regained.

King's Castle Noble Attack 23*You rush to the defense of one of your allies, allowing him to step clear from danger.***Encounter ♦ Martial, Weapon**
Immediate Reaction Ranged 5**Trigger:** A creature attacks an ally**Primary Target:** The attacked ally

Effect: The primary target shifts a number of squares equal to your Charisma modifier. You shift to the square vacated by the attacked ally and make a secondary attack.

Secondary Target: One enemy within your melee reach**Secondary Attack:** Dexterity vs. AC**Hit:** 3[W] + Dexterity modifier damage.

Secondary Effect: If the original attacking creature is still capable of resolving its attack, it does so now. If the primary target is no longer a viable target, the creature can choose a new one.

To the Hilt Noble Attack 23

The force of your thrust carries through your opponent, driving him backwards.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you push your target a number of squares equal to your Strength modifier. You can shift to occupy any square vacated by the target.

LEVEL 25 DAILY EXPLOITS

Bladewall Noble Attack 25

Stepping between your allies, you strengthen their line with your steel and honor.

Daily ♦ Martial, Stance
Minor Action Close burst 3

Target: Each ally in burst

Effect: The target can score a critical hit on a roll of 19–20 on any melee attack. In addition, a target who is a vassal ally gains a +2 power bonus to all attacks made against marked opponents. A target who is your champion also adds your Charisma modifier to damage rolls against marked opponents.

Gutting Stroke Noble Attack 25

You lunge around your foe's attack, driving your weapon deep into his gut.

Daily ♦ Martial, Weapon
Immediate Interrupt Melee weapon

Trigger: An adjacent creature attacks you
Target: The attacking creature
Attack: Dexterity vs. AC (you score a critical hit on a roll of 17–20)

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

Miss: Half damage, and ongoing 5 damage (save ends).

Shatter Confidence Noble Attack 25

With a terrifying blow, you level your opponent's self-confidence.

Daily ♦ Martial, Reliable, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Effect: The target takes a –2 penalty to all defenses (save ends).

LEVEL 27 ENCOUNTER EXPLOITS

Dazzling Strike Noble Attack 27

You execute a dizzying attack combination that blinds one enemy and leaves others staggered.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Primary Target: One creature
Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is blinded (save ends). Make a secondary attack.

Secondary Targets: Each enemy adjacent to you other than primary target

Secondary Attack: Dexterity vs. AC

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

Deadly Arc of Steel Noble Attack 27

With the poise of a diving raptor, your blade spins in a 360-degree arc, slashing anything in its path.

Encounter ♦ Martial, Weapon
Standard Action Close burst 1

Target: Each enemy in burst
Attack: Dexterity vs. Reflex

Hit: 3[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).

Relentless Battery Noble Attack 27

You execute a seemingly ceaseless torrent of blows.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Target: One or more creatures
Attack: Strength vs. AC. Keep making attacks until you miss. As soon as an attack misses, this attack ends.

Hit: 3[W] + Strength modifier damage per attack.

Spur the Charge Noble Attack 27

Charging fearlessly into the fray, you inspire your allies to follow suit.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Requirement: You must make a charge as part of this attack
Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of your next turn, any ally who can see you can use an at-will attack power as a free action after hitting with a basic melee attack as part of a charge.

LEVEL 29 DAILY EXPLOITS

House Supremacy Noble Attack 29

Like a colossus of iron, you plant yourself in the midst of your allies, forming a deadly phalanx.

Daily ♦ Martial, Stance
Move Action **Close burst 3**

Effect: You and all allies within the burst gain a +2 power bonus to all defenses and a +2 power bonus to saving throws. Any enemy within the burst or adjacent to you or an ally within the burst grants combat advantage. Any enemy that starts its turn within the burst takes 4d6 damage and is slowed until the end of its turn. If your champion starts his turn within the burst, all of his melee attacks score a critical hit on a roll of 18–20 until the start of his next turn.

Sovereign's Wrath Noble Attack 29

Unleashing your fury upon an enemy, you inspire the ardent onslaught of your allies.

Daily ♦ Martial, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, each ally within 5 squares of you adds your Charisma modifier to attack rolls and can shift up to his speed.

Sustain Minor: The effect continues. You cannot sustain the effect if you miss.

Vanquish Noble Attack 29

With a final, well-placed strike, you put a fitting end to the duel.

Daily ♦ Martial, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Dexterity vs. AC
(you score a critical hit on a roll of 19–20)

Hit: 6[W] + Dexterity modifier damage.

Miss: Half damage.

Special: If you have combat advantage against the target, you score a critical hit on a roll of 17–20 and double any extra damage from a critical hit.

PARAGON PATHS

BLACK SHEEP

“Do not be fooled by my lack of finery and humble company. Look only to the fire in my eyes and you shall know you stand before a true son of Blackmoor.”

Prerequisites: Noble class

During your validation you forged tight bonds with many of the vassals of your house’s domain, bonds which some within the nobility at large might question, if they possessed sufficient rank or nerve. Despite your unconventional behavior, or indeed perhaps because of it, you are still recognized as a legitimate heir to your house (although “legitimate” and “apparent” are two very different things). Still, there is little question that you’ve forged your own way, separate from the traditional path laid down for young nobles.

BLACK SHEEP PATH FEATURES

Never Say Die (11th level): Whenever an attack bloodies you, as an immediate reaction, you can spend an action point to take an extra action. In addition, whenever you spend an action point to take an extra action, you also gain temporary hit points equal to one-half your level + your Charisma modifier.

Strong-Willed (11th level): You gain a +1 bonus to your Will defense.

True Ally (16th level): Once per day, when you attack a creature that is adjacent to one of your vassal allies, you can reroll the attack roll as a free action. You must use the second roll, regardless of the result.

BLACK SHEEP EXPLOITS

Common Cause Black Sheep Attack 11

You eagerly lead the charge for your allies, raising their fervor as you push opponents aside.

Encounter ♦ Martial, Weapon
Standard Action **Melee weapon**

Requirement: You must make a charge as part of this attack

Target: One creature
Attack: Dexterity vs. Reflex or Strength vs. Reflex

Hit: 2[W] + Dexterity or Strength modifier damage. If the target takes damage from this hit, it falls prone. If the target falls prone, each vassal ally that has line of sight to you can shift a number of squares equal to your Charisma modifier as a free action.

Brothers in Arms Black Sheep Utility 12

A loyal ally is inspired by your act of bravery.

Daily ♦ Martial
Immediate Reaction **Ranged 10**

Trigger: You spend an action point to take an extra action

Effect: A vassal ally of your choice gains an action point that he must spend before the end of his next turn.

In a wave of violence, you and your comrades descend upon your foes.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Requirement: You must make a charge as part of this attack

Target: One creature

Attack: Dexterity vs. AC or Strength vs. AC

Hit: 3[W] + Dexterity or Strength modifier, and you and your allies do not provoke opportunity attacks until the end of your next turn.

Miss: Half damage.

Effect: Each vassal ally that can see you can make a charge as a free action.

DUELIST

“If it cannot be settled by a contest of swordsmanship, then it cannot be settled.”

Prerequisite: Noble class

A master swordsman, you wield both blade and title to prove yourself, and at every opportunity, challenge others to put your skills to the test. Few nobles would oppose you in an open contest of swords, and your renown in the art of dueling has even reached the High Council of Regents. In fact, its members might even curry your favor when they need a formal representative to stand in for a duel.

DUELIST PATH FEATURES

Duelist’s Action (11th level): Whenever you spend an action point to take an extra action, you gain a +4 bonus to attack rolls until the start of your next turn.

Lightning Hand (11th level): You and each vassal ally that can see you can’t be surprised. Also, when wielding a one-handed weapon, you roll twice when making an initiative check; use the roll you prefer.

Cunning Swordsman (16th level): While wielding a one-handed weapon, you gain a +1 bonus to your AC and Reflex defense.

DUELIST EXPLOITS

Cornering Strike

Duelist Attack 11

You cunningly draw your opponent into position.

Encounter ♦ Martial, Weapon
Standard Action Melee weapon

Requirement: You must be wielding a one-handed blade (light or heavy).

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and you slide your target to any square adjacent to you.

Effect: As long as the target is in an adjacent square, whenever you deal damage to the target with a one-handed weapon, you deal additional damage equal to your Intelligence modifier. This effect begins after this attack and lasts until the end of the encounter, or until you end your turn in a square that’s not adjacent to the target.

Defensive Stance

Duelist Utility 12

You take a position that allows you to fend off incoming attacks with greater ease.

Encounter ♦ Martial, Stance
Minor Action Personal

Requirement: You must be wielding a one-handed blade (light or heavy).

Effect: You take a –2 penalty to attack rolls and gain a +2 bonus to AC and Reflex defense.

Rapid Riposte

Duelist Attack 20

Quick as lightning you retaliate against your foe, attacking with deadly speed and accuracy.

Daily ♦ Martial, Weapon
Standard Action Melee weapon

Requirement: You must be wielding a one-handed blade (light or heavy).

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: If the target makes an attack against you before the end of your next turn, you can use an at-will attack power against the target as an immediate interrupt.

REGENT ENFORCER

“Your authority holds no weight compared to the will of the Regents’ Council.”

Prerequisite: Noble class

You have proven your noble qualities beyond the measure of your house, and have risen to serve Blackmoor as an enforcer for the Council of Regents. While still a member of your house, your words and deeds now carry authority of King Uther Andahar, the Rectifier. Your position affords you no greater rank or station within your house, or within Blackmoor’s nobility at large, but it does grant you some modicum of extra respect, provided you neither displease nor forget those whom you serve.

REGENT ENFORCER PATH FEATURES

Enforcer’s Action (11th level): Whenever you spend an action point to take an extra action, you also add your Charisma modifier to any damage dealt by any of your attacks until the start of your next turn.

Regent’s Authority (11th level): When displaying your coat of arms, you gain a +2 bonus to Bluff, Diplomacy, and Intimidate checks.

Regent’s Will (16th level): Whenever you are hit by a charm or sleep effect, or gain the dazed or dominated condition, you can make a saving throw as an immediate reaction. Even if you fail, you gain a +2 bonus to saving throws to overcome such afflictions.

REGENT ENFORCER EXPLOITS

Victorious Swing Regent Enforcer Attack 11

Despite your injuries, you raise your weapon once more, inspiring your wounded allies to fight on.

Encounter ♦ Martial, Weapon
Standard Action **Melee weapon**

Requirement:

Trigger:

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier.

Effect: You and each bloodied ally within 10 of you squares can spend a healing surge. Your champion adds your Charisma modifier to the hit points he regains.

Shrug it Off Regent Enforcer Utility 12

With a shout, you call for your allies to toughen up and shake off their injuries.

Daily ♦ Healing, Martial
Minor Action **Close burst 5**

Target: Each ally in burst

Effect: Each target makes a saving throw against every effect that a save can end.



Pressing Stance

Regent Enforcer Attack 20

*You hold your ground, defying your enemies and inspiring your allies.***Daily ♦ Martial, Weapon****Standard Action****Melee weapon****Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage, and you cannot be pulled, pushed, slid, or knocked prone until the end of your next turn.**Miss:** Half damage, and you cannot be pushed or knocked prone until the end of your next turn.**Effect:** Until the end of the encounter, you and your allies can spend your second wind as a move action.

RIGHTEOUS CONQUEROR

*“On the honor of my ancestors, the spire of my enemy shall fly my flag come daybreak.”***Prerequisite:** Noble class

You act as the hand of your sovereign, reaching out to new lands and grasping territory and power to bring honor to your family name. You have honed your bargaining skills to the sharpness of an obsidian shard, but should diplomacy fail, you are ready to call upon the dull power of brute force. Even when not on campaign, you are the very epitome of the strength of Blackmoor’s ruling class.

RIGHTEOUS CONQUEROR PATH FEATURES

Conqueror’s Action (11th level): You can spend an action point to regain one noble encounter power you have already used, instead of taking an extra action.**House Pride (11th level):** If you display your coat of arms when you mark a target, your allies add your Charisma modifier to attacks made against marked targets until the end of your next turn.**House Power (16th level):** You and all vassal allies within 5 squares of you gain a bonus to damage rolls when making opportunity attacks equal to your Charisma modifier.

RIGHTEOUS CONQUEROR EXPLOITS

Mark of Kin

Righteous Conqueror Attack 11

*In the name of your noble house, you claim the very soil your foes stand upon.***Encounter ♦ Martial****Standard Action****Area burst 1 within 10 squares****Target:** Each enemy in burst**Effect:** The target is marked until the end of your next turn.**Adamant Resolve**

Righteous Conqueror Utility 12

*By sheer force of will, you take a blow that would drop a lesser man.***Encounter ♦ Martial****Immediate Interrupt****Personal****Trigger:** You are hit by an attack**Effect:** You take half damage from the attack that hit you, and are slowed until the end of your next turn.**Conqueror’s Wrath**

Righteous Conqueror Attack 20

*With ungodly precision, you strike down an opponent in the name of your house sovereign.***Daily ♦ Fear, Martial, Weapon****Standard Action****Melee weapon****Target:** One creature**Attack:** Strength vs AC**Hit:** 4[W] + Strength modifier damage.**Effect:** If the target is bloodied or becomes bloodied by this attack, he moves his speed away from you. The fleeing target avoids unsafe squares and difficult terrain, if it can. This movement provokes opportunity attacks from your allies.

WOKAN



“I summon the forces of nature itself to oppose you.”

CLASS TRAITS

Role: Hybrid. Your power comes from commanding the primal forces of the world, allowing you the freedom to perform a variety of functions for your party. You can use your primal powers to defend yourself, aid your allies, show paths through travail that cannot be seen from this side of reality, and more.

Power Source: Primal. You call on the basic, primitive energies from which the natural world is created. Because your own mind is a complex, organized thing of matter, you visualize the energies you control as embodiments of natural forces called evocations. However, you are aware that evocations are just one form of primal power, and others with the same power source may interact with it differently.

Key Abilities: Charisma, Constitution, Wisdom

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, simple ranged

Implements: Rods, staves

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 7 + Constitution modifier

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

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

Build Options: Force of Nature, Wildling

Class Features: Herbalism, *nature's bond*, Power of the Wilds, *refreshing wind*

Wokans are guides, herbalists, mouthpieces of nature and commanders of the forces of the wild. As a wokan you have vast power to summon the energies of nature, in forms called evocations, and to assign these evocations to aid your allies and strike down your foes. You can use evocations to aid yourself, as well, making you heartier and more mobile than your appearance might suggest.

Wokans often live far from civilization, existing in the wild like the beasts and primal forces with which they traffic. Few wokans are particularly comfortable in large cities, but many do keep lodging in a village or modest town, staying near friends and allies until the siren call of the natural world proves too powerful to resist. The popular image of a wokan defending untamed wilderness from threat or encroachment

is a convenient trope, but many wokan also see themselves as guardians of those civilizations that are willing to live in harmony with nature.

You draw on the primal energies of the world not only to invoke evocations, and the effects they can create, but to craft herbal remedies and to sympathetically identify with primal creatures in times of need, drawing upon the strengths of such creatures to make yourself a better hand-to-hand combatant. In this regard, you have a versatility no other single class can claim, with the freedom to choose just how much a part of each role you wish to fulfill.

CREATING A WOKAN

As a hybrid class, the wokan has numerous potential builds. You can choose any wokan powers you like for your character, but conceptually speaking, wokan generally fall into one of two broad archetypes: the force of nature and the wildling. Some wokan are proudly hermitic, self-sufficient to the point of isolationist, but most wokan do best as part of a team, though a wokan found in the wilderness might have a “team” comprised of beasts, rather than men.

FORCE OF NATURE

The Force of Nature is an archetypal wokan, drawing on a range of primal energies to gain powers usable in a broad range of circumstances. Most of the force of nature’s powers are ranged or area attacks, encouraging him to fight from behind a trusted defender or two. As a hybrid, the Force of Nature leans most heavily toward the leader role, using his evocations to bring aid and healing to himself and his allies. A Force of Nature focuses primarily on Charisma, with Constitution and Wisdom as secondary abilities.

Suggested Feat: Raging Storm (Human feat: Human Perseverance)

Suggested Skills: Dungeoneering, Heal, Nature, Perception

Suggested At-Will Powers: *evocation of snow*, *evocation of thunder*

Suggested Encounter Power: *autumn storm*

Suggested Daily Power: *feywild fire*

WILDLING

The Wildling focuses primarily on animalistic affinities, and is often tough enough stand up front beside the defenders and strikers. He leads by example, and reserves the flashier powers of nature for special occasions. This wokan often trains himself to wear heavier armor and carry bigger weapons than others of his kind, and often has the same kinds of feats and gear as rangers. A Wildling focuses on Constitution above all else, as it both powers his most effective melee attacks and gives him the additional staying power needed to survive front-line fighting. Charisma is almost as important as Constitution, but Dexterity is only needed if the wokan forgoes heavy armor.

Suggested Feat: Armor Proficiency (Chainmail) (Human feat: Durable)

Suggested Skills: Athletics, Heal, Nature, Perception

Suggested At-Will Powers: *evocation of the horn*, *evocation of thorns*

Suggested Encounter Power: *pounce*

Suggested Daily Power: *evocation of earth*

WOKAN OVERVIEW

Characteristics: You have a mix of melee, ranged, close and area attacks, most of which either directly aid your allies or hamper foes so allies can more effectively deal with them.

Religion: A religious wokan most often worships gods of nature, but some honor deities of specific elements, or of chaos and luck. A great many eschew traditional religions entirely.

Races: Elf and half-elf wokans are very common, and in some communities they are more numerous than clerics. Tiedling wokans are rare, as the primal forces of the world do not come easily to them. Ultimately, however, the race you play has very little effect on your wokan’s ability to harness the power of the wilds.

WOKAN CLASS FEATURES

As a wokan, you have a good mix of melee, ranged and area powers, many of which both harm your enemies and aid your allies. In addition, you have several unique class features.

HERBALISM

Wokan are gifted with a unique knowledge of and affinity for natural plants, roots and seeds, and can distill their expertise into a series of utility powers known collectively as herbalism. Distinguished by the presence of the word “herbs” in their names, herbalism powers function much like other powers, with one significant difference: In most cases, the character activating an herbalism power need not be the wokan, himself. Rather, the wokan infuses the herbs with primal power, thereby allowing any ally who possesses them to make use of them thereafter. Most herbs need to be ingested—requiring a minor action on the part of the creature administering the herbs—before they can impart their benefits, and any ongoing effects of multiple ingestions of the same herb never “stack.” Creatures incapable of ingesting or otherwise biologically processing ingested herbs can’t make use of their benefits.

All herbalism powers are daily powers, and each usage creates a variable number of “doses” (usually two), an indicator of how many times the herbs’ effect can be called upon per usage. Your special herbs are empowered through your force of will, and thus retain their potency only until you take an extended rest, though the duration of a given dose’s actual effect will vary from power to power. Due to this bond you share with your creations, any empowered herbs that have not yet been ingested lose their potency whenever you fall unconscious. Herbs that you have not yet empowered suffer no penalty, nor do herbs that have already been ingested.

OPTIONAL RULE: PRIMAL SEPSIS

Consuming strange herbs that have been supercharged with primal power may seem, well, natural to a wokan. But to those for whom the ways of primal energy are unfamiliar, the practice can put a strain on both body and mind, especially when taken in increasingly large amounts. If such individuals ingest too many empowered herbs at once, they begin to suffer a condition called primal sepsis—a mystical toxification of the brain and/or central nervous system.

Any time a creature other than a wokan ingests more than one empowered herb that bestows an ongoing effect, that creature suffers penalties as follows:

- ◆ Two herbs: –1 to all attack rolls, damage rolls and skill checks.
- ◆ Three herbs: –2 to all attack rolls, damage rolls and skill checks, and is slowed.
- ◆ Four herbs: –3 to all attack rolls, damage rolls, and skill checks, and is slowed and weakened.
- ◆ Five or more: Stunned (save ends, reinstates penalties given for four herbs).

These penalties last until the character is no longer under the effects of one or more herbs, at which point the penalties scale downward, as listed above. If the DM decides to use this optional rule, only the wokan class is immune to the deleterious effects of primal sepsis.

NATURE'S BOND

Using the nature's bond power, you can shrug off effects that would use natural forces to harm you.

POWER OF THE WILDS

A wokan is most effective when dealing with creatures that are themselves of the natural realm. Against enemies of fey or natural origin, and who are also of the beast type or plant sub-type (i.e., fey beasts, fey plants, natural beasts, and natural plants), you gain a +1 bonus to damage rolls. In addition, you gain a +1 bonus to all defenses against the attacks of such creatures. You do not gain these bonuses when facing any other origin or type of creature. Thus, you would gain the bonuses when facing a dryad—a fey humanoid (plant)—but not a cyclops (a fey humanoid).

REFRESHING WIND

With the refreshing wind power, you can call upon the natural world to heal the wounds of yourself and your allies.

IMPLEMENTS

A wokan wielding a magic rod or staff can add its enhancement bonus to the attack rolls and the damage rolls of wokan powers, as well as wokan paragon path powers, that have the implement keyword. Without a rod or a staff a wokan can still use these powers, but he doesn't gain the bonus provided by the implement.

WOKAN POWERS

Your powers are called evocations, and each represents a single aspect of nature you can call, command, and shape to accomplish a specific goal. Some evocations are designed to strike down your enemies, while others draw up your allies or do some combination of the two. You can select any evocations you wish, but the choices you make have a strong impact on how you function in combat and in other stressful situations.

CLASS FEATURES

The wokan has two class features that work powers: *nature's bond* and *refreshing wind*.

Nature's Bond

Wokan Feature

Even as the pain of the attack washes over you, your bond with the natural world acts to ward away harm.

Daily ◆ **Acid, Cold, Fire, Lightning, Poison, Polymorph, Primal, Thunder**

Immediate Reaction **Personal**

Trigger: You are hit by an attack that bestows an ongoing condition or ongoing damage, and that possesses one of the following keywords: acid, cold, fire, lightning, poison, polymorph, or thunder.

Effect: You gain a +5 power bonus on your next save to end that attack's ongoing condition or damage.

Special: You can use this power twice per day starting at 11th level, but only once per round. You can use this power three times per day starting at 21st level, but only once per round.

Refreshing Wind Wokan Feature

The power of spring flows through you like a refreshing wind, cooling your allies' faces.

Encounter (Special) ♦ Healing, Primal
Minor Action Close burst 5 (10 at 11th level, 15 at 21st level)

Target: One or two living creatures in burst

Effect: The target can spend a healing surge.

Targets regain an additional 1d6 hit points when you reach 6th level, 2d6 at 11th level, 3d6 at 16th level, 4d6 at 21st level, and 5d6 at 26th level.

Special: You can use this power twice per encounter at 16th level, but only once per round.

LEVEL 1 AT-WILL EVOCATIONS

Evocation of Snow Wokan Attack I

You summon the easily controlled winds of early winter-chill but not frozen to deadly sharpness.

At-Will ♦ Cold, Implement, Primal
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier cold damage. You and one adjacent ally gain resist 5 fire until the start of your next turn.

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

Evocation of the Horn Wokan Attack I

You draw on the might of ram, bull and rhino to fill you with the power to smite your foes.

At-Will ♦ Primal, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage, and one ally who can see you gains a +2 power bonus to attack rolls against the target until the start of your next turn.

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

Special: You can move up to your speed in a straight line before making this attack

Evocation of Thorns Wokan Attack I

Vines and barbed creepers wrap around your enemies, tearing at them while protecting you.

At-Will ♦ Conjuraction, Implement, Primal
Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. AC

Hit: 1d4 + Charisma modifier damage. If the target moves before the start of your next turn, you may make another attack roll for the same damage as an immediate interrupt.

Increase damage to 2d4 + Charisma modifier at 21st level.

Evocation of Thunder Wokan Attack I

You call upon the weakest evocation of storms, the rolling peal of nature's fury, which hammers your enemy and bolsters an ally's confidence.

At-Will ♦ Implement, Primal, Thunder
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier thunder damage, and you or one ally who can see you gains temporary hit points equal to your Wisdom modifier + one-half your level.

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

LEVEL 1 ENCOUNTER EVOCATIONS

Autumn Storm Wokan Attack I

A light storm, but one that obeys your bidding, gusting against friend and foe alike.

Encounter ♦ Implement, Lightning, Primal
Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Hit: 1d6 + Charisma modifier lightning damage, and you may slide the target 1 square.

Effect: You can slide each ally in the burst a number of squares equal to your Wisdom modifier.

Pounce Wokan Attack I

You draw the essence of a great predator into yourself, leaping savagely upon your foe.

Encounter ♦ Primal, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier damage. One ally adjacent to the target may make a melee basic attack on the target as a free action.

Special: If you move at least 2 squares just prior to making this attack, your target is knocked prone on a successful hit, provided the target is smaller than you, your size, or one size larger than you.

Evocation of Flame Wokan Attack 1

You summon the power of the fire controlled-the torch, campfire and hearth-to burn your enemy and warm your friends.

Encounter ♦ Fire, Healing, Implement, Primal
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier fire damage. The target takes an additional 5 fire damage at the start of its next turn.

Effect: Allies within 5 squares of the target may spend a healing surge as a minor action on their next turn.

Viper Swarm Wokan Attack 1

You summon a nest of vipers, and it quickly swarms with toxic fangs over your foes.

Encounter ♦ Conjunction, Implement, Poison, Primal
Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage + Constitution modifier poison damage.

LEVEL 1 DAILY EVOCATIONS**Boa Strike** Wokan Attack 1

You summon a massive constrictor snake to bind your enemy fast.

Daily ♦ Conjunction, Implement, Primal
Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. AC

Hit: 2d8 + Charisma modifier damage and the target is grabbed by you, provided it is not too large for you to grab. You may sustain the grab as a minor action, but you can't move while you have the target grabbed. The effect ends when the target escapes the grab, or when you choose to end the effect (a free action).

Miss: Until the end of the encounter, the attack automatically repeats itself (with no effort on your part) against the same target once per round on your turn, until it hits or until you end the effect.

Feywild Fire Wokan Attack 1

You blanket your enemies in shimmering, multicolored flames, outlining them and inspiring your allies.

Daily ♦ Fire, Implement, Primal
Standard Action Area burst 3 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: Charisma modifier fire damage. Melee and ranged attacks against the target gain a +2 power bonus to the attack roll (save ends).

Effect: Each ally in the burst may spend a healing surge.

Evocation of Earth Wokan Attack 1

You wrap yourself in the raw power of stone.

Daily ♦ Primal
Standard Action Melee 1

Target: One creature

Attack: Constitution vs. AC

Hit: 3d8 + Constitution modifier damage, and you gain resist 10 all until the end of your next turn.

Miss: Half damage, and you gain resist 5 all until the end of your next turn.

LEVEL 2 UTILITY EVOCATIONS**Bearwort Herbs** Wokan Utility 2

You draw on the primal power of the strongest beasts.

Daily ♦ Primal
Standard Action Personal

Effect: You create three doses of bearwort, a strengthening herb. Through your will, the herbs are infused with the power of wild animals. You or an ally can take or administer a dose of bearwort as a minor action. The ingester gains a +2 bonus to Strength- and Constitution-based skill and ability checks until the end of the encounter.

Beast Senses Wokan Utility 2

You develop the keen eyes and nose of a thing of the wild.

At-Will ♦ Primal
Minor Action Personal

Effect: You gain low-light vision and a +3 power bonus to all Perception checks made to find tracks. The effects of this power last until the end of the encounter.

Charm Animal

Wokan Utility 2

*You call on the forces of nature to give you limited control over one animal.***Daily ♦ Charm, Implement, Primal**
Standard Action Ranged 10**Requirement:** The target must be able to see you and hear you**Target:** One non-Elite and non-Solo natural beast**Attack:** Charisma vs. Will**Hit:** Slide the target up to 6 squares as a free action. If the target ends its slide adjacent to an enemy of yours, the target can make a basic attack against that enemy. You may sustain the charm as a minor action. If you do, you may again slide the target, have it make a basic attack, or both, in each turn that you sustain the charm. Although it acts on your turn, the target must take a standard action to use its attack, as normal.**Effect:** You gain a +2 power bonus to all defenses against the attacks of natural beasts until the end of the encounter.**Special:** If you are riding a natural beast with the mount keyword, you gain its mounted ability, even if you lack the Mounted Combat feat.**Sustain Minor:** The charm persists. When the charm ends the target remains non-hostile to you, and will not attack you or your allies unless attacked first. The target's normal inclinations reassert themselves once you have left its line of sight for at least 5 minutes.**Springleaf Herbs**

Wokan Utility 2

*You distill the essence of rejuvenation into an herbal unguent that heals when consumed.***Daily ♦ Primal**
Standard Action Personal**Effect:** You create two doses of springleaf, a healing herb. Through your will, the herbs are infused with the power of spring and renewal. You or an ally can take or administer a dose of springleaf as a minor action. The ingester can spend a healing surge and regain additional hit points equal to your Charisma modifier.**Stormroot Herbs**

Wokan Utility 2

*You draw upon the storm's vast, rolling power to affect large areas.***Daily ♦ Primal**
Standard Action Personal**Effect:** You create two doses of stormroot, an augmenting herb. Through your will, the herbs are infused with the power of sprawling storms and far-reaching winds. You or an ally can take or administer a dose of stormroot as a minor action. The ingester gains a +1 bonus to all area and close attack rolls, and a +1 bonus to all area and close damage rolls. These bonuses remain for the rest of the encounter.**LEVEL 3 ENCOUNTER EVOCATIONS****Briar Net**

Wokan Attack 3

*You weave a painful net of briars and thorny vines to enwrap your foe.***Encounter ♦ Conjuraction, Implement, Primal**
Standard Action Ranged 10**Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 2d8 + Charisma damage. If the target moves during its next turn, it takes another 5 points of damage.**Effect:** All melee attacks against the target gain a +2 power bonus until the end of your next turn.**Cyclone**

Wokan Attack 3

*You surround yourself with a strong, twisting wind.***Encounter ♦ Implement, Primal**
Standard Action Close burst 3**Target:** Each enemy in burst**Hit:** 1d8 + Charisma modifier damage, and the target is knocked prone.**Effect:** You and each ally in the burst gains a +2 power bonus to AC and Reflex defense against ranged attacks until the end of your next turn.**Feywild Gaze**

Wokan Attack 3

*The power of fey creatures to confuse mortals with a look is yours to command.***Encounter ♦ Gaze, Implement, Primal**
Standard Action Ranged 10**Target:** One creature that can see you**Attack:** Charisma vs. Will**Hit:** The target is stunned until the end of its next turn. If the target is stunned, you can slide it up to 3 squares.**Thunder Strike**

Wokan Attack 3

*You unleash a peal of thunder with your weapon, shaking your friends out of their confused states.***Encounter ♦ Primal, Thunder, Weapon**
Standard Action Melee weapon**Target:** One creature**Attack:** Constitution vs. AC**Hit:** 2[W] + Constitution modifier thunder damage, and the target is deafened (save ends). Any ally within 10 squares that is dazed, dominated, or stunned may make an immediate saving throw against that effect.

LEVEL 5 DAILY EVOCATIONS

Contagion Wokan Attack 5*You strike down a foe with a plague of sickness spirits.***Daily ♦ Implement, Poison, Primal**
Standard Action Ranged 10**Target:** One creature**Attack:** Charisma vs. Fortitude**Hit:** 1d8 + Charisma modifier poison damage. In addition, the target suffers ongoing 5 poison damage and cannot regain or regenerate hit points (save ends both).**Miss:** Half damage and no ongoing damage. If the target takes damage from this power, it cannot regenerate hit points until the end of your next turn.Fiery Avenger Wokan Attack 5*You summon a creature of the Elemental Chaos to serve you for a time.***Daily ♦ Conjuation, Implement, Fire, Primal**
Standard Action Ranged 10**Effect:** You summon a creature of fire that occupies any 1 square in range. You can move the avenger up to 5 squares as a minor action. The avenger can take opportunity attacks against your enemies. Any enemy that enters the avenger's square or ends its turn adjacent to the avenger suffers a Charisma vs. Reflex attack, taking 1d8 + Charisma modifier fire damage on a hit. Any ally (including you) that is adjacent to the avenger or within its square gains resist 10 cold. The avenger lasts until the end of the encounter.Predator's Rake Wokan Attack 5*You become a thing of savage fury, tearing into your opponent like a wild animal.***Daily ♦ Polymorph, Primal**
Standard Action Melee 1**Target:** One creature**Attack:** Constitution vs. AC, two attacks**Hit:** 2d8 + Constitution modifier damage per attack. If you hit with both attacks, you do additional damage equal to your Constitution modifier and the target is slowed until the end of your next turn.**Miss:** Half damage per attack.Wall of Thorns Wokan Attack 5*You draw on the power of plant spirits to imbue your weapon with sharp, curved thorns of force.***Daily ♦ Implement, Primal, Zone**
Standard Action Area wall 4 within 10 squares**Effect:** You create a wall of thorns that remains until the end of your next turn. It may be up to 2 squares tall and 4 squares long. The squares of the wall are difficult terrain, and any enemy entering a square of the wall or starting its turn there takes 2d6 + Charisma modifier damage.**Sustain Minor:** The wall persists.

LEVEL 6 UTILITY EVOCATIONS

Beast Step Wokan Utility 6*You don an aspect of nature, drawing on the agility of the greatest predators and hunters.***Daily ♦ Polymorph, Primal**
Move Action Personal**Effect:** You gain a +2 power bonus to your speed, and a power bonus to Athletics and Acrobatics checks equal to your Charisma modifier. You take a -2 penalty to Diplomacy and Streetwise checks. All effects last until the end of your next turn.**Sustain Minor:** The effect persists.Restmoss Herbs Wokan Utility 6*You distill the essence of convalescence into an herbal unguent.***Daily ♦ Primal**
Standard Action Personal**Effect:** You create two doses of restmoss, a healing herb. The herbs are infused with the power of recuperation through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of restmoss as a minor action. Doing so allows the ingester to either regain the use of his second wind or make a saving throw with a bonus equal to your Charisma modifier.Rock Platform Wokan Utility 6*You summon the earth to flatten out and cover over dangerous terrain.***Daily ♦ Primal, Zone**
Minor Action Area burst 4 within 10 squares**Effect:** All squares within the burst stop being difficult terrain until the end of your next turn.**Sustain Minor:** The effect persists.

Snakewood Herbs Wokan Utility 6

You draw upon the strengths of the reptile world to create a dose that grants affinity with the same.

Daily ♦ Primal
Standard Action **Personal**

Effect: You create two doses of snakewood, an augmenting herb. The herbs are infused with the power of reptiles through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of snakewood as a minor action. The ingester gains a +2 bonus to all Dexterity-based skill and ability checks, as well as resist 5 poison and a +2 bonus to all saving throws against ongoing poison effects and damage. All effects last until the end of the encounter.

Wolvesvale Herbs Wokan Utility 6

You distill the savagery and might of the greatest hunting animals into an herbal concoction.

Daily ♦ Primal
Standard Action **Personal**

Effect: You create two doses of wolvesvale, a strengthening herb. The herbs are infused with the power of hunting animals through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of wolvesvale as a minor action. Until the end of the encounter, the ingester gains a +1 bonus to speed and can shift 2 as a move action.

LEVEL 7 ENCOUNTER EVOCATIONS

Cloudstrike Wokan Attack 7

A small cloud, angry with electrical charge, surrounds your foe, shocking and illuminating it.

Encounter ♦ Implement, Lightning, Primal
Standard Action **Ranged 10**

Target: One creature
Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier lightning damage, and ranged attacks against the target gain a +2 power bonus to their attack rolls until the end of your next turn.

Ice Hammer Wokan Attack 7

Sheathing your weapon in ice, you chill your enemy to the bone.

Encounter ♦ Cold, Primal, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Constitution vs. Fortitude

Hit: 2[W] + Constitution modifier cold damage, and the target is slowed (save ends).

Moonglow Wokan Attack 7

You summon the mystic light of the feywild moon, bathing the battlefield in a silvery light that sears your foes and heals your allies.

Encounter ♦ Healing, Implement, Primal, Radiant
Standard Action **Area burst 3 within 10 squares**

Target: Each enemy in burst
Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier radiant damage.

Effect: Each ally in the burst (including you) may spend a healing surge, regaining additional hit points equal to your Charisma modifier.

Mudbolt Wokan Attack 7

You assail your enemy with a stream of burning, hampering mud.

Encounter ♦ Acid, Implement, Primal
Standard Action **Ranged 10**

Target: One creature
Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier acid damage, and the target takes a penalty to attack rolls equal to your Charisma modifier on its next attack before the end of your next turn.

LEVEL 9 DAILY EVOCATIONS

Blessing of Thorns Wokan Attack 9

You draw on the power of plant spirits to cover a weapon with wickedly sharp thorns of force.

Daily ♦ Conjuration, Force, Primal
Minor Action **Melee touch**

Target: One weapon

Effect: The target weapon deals an additional 1d8 points of force damage on a successful hit until the end of the encounter. Creatures hit by the weapon are slowed until the end of their next turn.

Jagged Earth Wokan Attack 9

The ground itself attacks your foes and aids your allies.

Daily ♦ Implement, Primal, Zone
Standard Action **Close burst 3**

Effect: The burst becomes a zone of stony growths that lasts until the end of your next turn. The zone is difficult terrain for your enemies, and any enemy entering the zone or starting its turn there takes 2d8 + Charisma modifier damage. If you move from the origin square of the zone, you may choose to have the zone move with you, but your speed is reduced by 2 while the effect persists.

Sustain Minor: The zone persists.

Three-Claw Strike Wokan Attack 9

With claws borrowed from the beasts of nature, you unleash a flurry of attacks on your foe.

Daily ♦ Polymorph, Primal
Standard Action Melee 1

Target: One creature

Attack: Constitution vs. AC, three attacks

Hit: 2d8 + Constitution modifier damage per attack. If you hit with the first two attacks, you gain a +2 bonus to the third attack roll. A target hit with all three attacks takes ongoing 5 damage (save ends).

Miss: Half damage per attack.

LEVEL 10 UTILITY EVOCATIONS**Camouflage** Wokan Utility 10

You gain the coloration and patterning of your surroundings.

At-Will ♦ Polymorph, Primal
Minor Action Personal

Effect: Until the end of your next turn, you gain concealment against enemies 2 or more squares away from you. You do not gain concealment against adjacent enemies.

Catseye Herbs Wokan Utility 10

You imbue a few bits of plant matter with the keen senses of the great hunting cats.

Daily ♦ Primal
Standard Action Personal

Effect: You create two doses of catseye, an augmenting herb. The herbs are infused with the power of keen senses through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of catseye as a minor action. The ingester gains low-light vision and a +2 bonus to all Perception checks until the end of the encounter or for 5 minutes. If the ingester already possesses low-light vision, he instead gains darkvision until the end of the encounter or for 5 minutes.

Oxbark Herbs Wokan Utility 10

You draw upon the sheer might of the largest beasts of burden to create a dose that grants great strength.

Daily ♦ Primal
Standard Action Personal

Effect: You create two doses of oxbark, a strengthening herb. The herbs are infused with the power of large beasts and hardened horns through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of oxbark as a minor action. The ingester gains a +1 bonus to melee attack rolls based on Constitution or Strength, and a +2 bonus to melee damage rolls. All effects last until the end of the encounter.

Sweetgrass Herbs Wokan Utility 10

You imbue these precious herbs with the power of life itself.

Daily ♦ Primal
Standard Action Personal

Effect: You create two doses of sweetgrass, a healing herb. Through your will the herbs are infused with the calm of the glade and power of the raging waterfall, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of sweetgrass as a minor action. The ingester gains 3d6 temporary hit points and a +2 power bonus to Fortitude and Will defenses until the end of the encounter.

Wall of Fair Winds Wokan Utility 10

You summon a barrier composed of the legendary “fair winds” spoken of by sailors.

Encounter ♦ Conjunction, Primal
Standard Action Area wall 8 within 10 squares

Effect: You create a barrier of wind that lasts until the end of the encounter. The barrier may be up to 8 contiguous squares long and up to 4 squares tall. You and your allies gain cover from any ranged attack that passes through or originates in a square of the wall. The squares of the wall are difficult terrain for enemies (even flying ones). Any bloodied ally (including you) who ends a move in a square of the barrier regains hit points equal to your Charisma modifier (minimum 1). You may end the wall as a minor action.

LEVEL 13 ENCOUNTER EVOCATIONS**Beast Form** Wokan Attack 13

Just before you strike, your form blends into that of a great beast.

Encounter ♦ Polymorph, Primal
Standard Action Melee 1

Target: One creature

Attack: Constitution vs. AC

Hit: 2d8 + Constitution modifier damage.

Effect: You take on the appearance of a natural beast that is your size or one size category smaller. Until the start of your next turn, you gain a +2 power bonus to speed, a climb speed equal to half your speed, a +2 power bonus to AC and Reflex defense, and you can't use the properties or powers of your magic items.

Sustain Standard: The effect persists.

Noonday Sun Wokan Attack 13*The power of the blazing sun erupts from your hands.***Encounter ♦ Implement, Primal, Radiant**
Standard Action Area burst 3 within 10 squares**Target:** Each enemy in burst
Attack: Charisma vs. Fortitude**Hit:** 1d8 + Charisma modifier radiant damage, and the target is blinded until the start of your next turn.**Special:** Targets with the undead keyword gain vulnerability 5 against this attack and suffer half damage on a miss.**Evocation of Fire** Wokan Attack 13*You summon the power of fire unleashed to burn your enemy and warm your friends.***Encounter ♦ Fire, Implement, Primal**
Standard Action Ranged 10**Target:** One creature
Attack: Charisma vs. Reflex**Hit:** 2d8 + Charisma fire damage, and the target takes ongoing 5 fire damage (save ends).**Effect:** Any of your allies within 10 squares may spend a healing surge as a minor action on their next turn, regaining additional hit points equal to your Charisma modifier.**Evocation of Wind** Wokan Attack 13*The west wind blows in to buffet your enemies and sweep your allies to safety.***Encounter ♦ Implement, Primal**
Standard Action Area burst 4 within 10 squares**Target:** Creatures in burst
Attack: Charisma vs. Reflex**Hit:** 1d8 + Charisma modifier damage, and you may slide each target 2 squares.**Effect:** Slide any of your allies in the burst a number of squares equal to your Wisdom modifier.**LEVEL 15 DAILY EVOCATIONS****Acid Rain** Wokan Attack 15*Drawing on the dark side of primal forces, you unleash a torrent of caustic precipitation.***Daily ♦ Acid, Implement, Primal**
Standard Action Area burst 3 within 10 squares**Target:** Each enemy in burst
Attack: Charisma vs. Fortitude**Hit:** 3d10 + Charisma modifier acid damage, and ongoing 10 acid damage (save ends).**Miss:** Half damage, and no ongoing damage.**Beast Evocation** Wokan Attack 15*Just as you strike, your form morphs into that of a mighty beast of nature.***Daily ♦ Polymorph, Primal**
Standard Action Melee 1**Target:** One creature
Attack: Constitution vs. AC**Hit:** 3d8 + Constitution modifier damage.**Miss:** Half damage.**Effect:** You take on the appearance of a natural beast that is your size or one size category smaller. Until the end of the encounter, you gain a +4 power bonus to speed, a climb speed equal to half your speed, a +2 power bonus to all defenses, a +5 power bonus to Acrobatics and Perception checks, and you can't use the properties or powers of your magic items. You gain the use of the Pounce power as an encounter power (even if you don't have the actual power, or have already used it in this encounter.) Any power with the weapon keyword you may use unarmed, with a weapon damage of 1d10. You can speak normally in this form, and can end the effect as a minor action.**Icy Avenger** Wokan Attack 15*You summon a creature of elemental ice and winter to freeze your foes.***Daily ♦ Cold, Conjuration, Implement, Primal**
Standard Action Ranged 10**Target:** One creature adjacent to the avenger
Attack: Charisma vs. AC**Hit:** 2d8 + Charisma modifier cold damage.**Effect:** You conjure a being of ice that occupies one square within range, and the avenger attacks an adjacent creature. Every round, you can move the avenger up to 4 squares as a move action. Once per round as a minor action, you can make the avenger attack an adjacent creature. Any ally (including you) that is adjacent to the avenger gains resist 10 cold and resist 5 fire. Enemies can attack the avenger. It has 50 hit points and vulnerability 10 to fire, but any creature that makes a melee attack against it takes 2d8 cold damage. The avenger lasts until the end of the encounter.

LEVEL 16 UTILITY EVOCATIONS

Blizzardthorn Herbs Wokan Utility 16

You call upon the power of the fiercest winter storms to create herbs that grant versatility to their ingester.

Daily ♦ Primal
Standard Action **Personal**

Effect: You create two doses of blizzardthorn, an elemental herb. The herbs are infused with the power of deadly winter storms through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of blizzardthorn as a minor action. For the rest of the encounter, any attack the ingester makes that bears the cold keyword gains the thunder keyword as well, and any power with thunder keyword likewise gains the cold keyword. To resist such attacks, a target must have resistance to both cold and thunder, and gains only the lesser of the two resistances. If a target is vulnerable to either damage type, it suffers that vulnerability against the attack.

Feysht Herbs Wokan Utility 16

Drawing upon the ageless power of the Feywild, you imbue the herbs with the power to aid ranged attacks.

Daily ♦ Primal
Standard Action **Personal**

Effect: You create two doses of feysht, an augmenting herb. The herbs are infused with the power of ancient fey magic, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of feysht as a minor action. For the rest of the encounter, any ranged attacks the ingester makes gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls.

Lands of Life Wokan Utility 16

Primal power flows strongly through the land, and life flows with it.

Daily ♦ Healing, Primal, Zone
Standard Action **Close burst 5**

Effect: The burst creates an immobile zone of accelerated rejuvenation. Any ally (including you) within the zone gains a +2 power bonus to all saving throws and may spend his second wind as a minor action. Enemies within the zone treat the area as difficult terrain. The zone lasts until the end of the encounter.

Red Lotus Herbs

Wokan Utility 16

You call upon the power of wildfires and heat lightning to craft herbs that grant versatility to their ingester.

Daily ♦ Primal
Standard Action **Personal**

Effect: You create two doses of red lotus, an elemental herb. The herbs are infused with the power of lightning and wildfires through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of red lotus as a minor action. For the rest of the encounter, any attack the ingester makes that bears the fire keyword gains the lightning keyword as well, and any power with lightning keyword likewise gains the fire keyword. To resist such attacks, a target must have resistance to both fire and lightning, and gains only the lesser of the two resistances. If a target is vulnerable to either damage type, it suffers that vulnerability against the attack.

Evocation of Spring

Wokan Utility 16

You borrow the energy of the season of renewal and growth.

Daily ♦ Healing, Primal
Standard Action **Area burst 5 within 10 squares**

Targets: You and each ally in burst

Effect: Each target regains hit points as if he had spent a healing surge, and can make a saving throw against any one effect that a save can end. Until the end of the encounter, any target who spends a healing surge regains an additional 5 + Charisma modifier hit points.

LEVEL 17 ENCOUNTER EVOCATIONS

Bloodvine

Wokan Attack 17

You create a mystic bloodvine, siphoning health from your foe and sending it to your ally.

Encounter ♦ Healing, Implement, Primal
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage. Choose one ally within range. That ally gains as many temporary hit points as you dealt to your target with this attack.

Elemental Evocation

Wokan Attack 17

*Just as you strike your enemy, you fill your body with elemental energies.***Encounter ♦ Polymorph, Primal**
Standard Action **Melee 1****Target:** One creature**Attack:** Constitution vs. AC**Hit:** 2d8 + Constitution modifier damage. Choose one keyword: acid, cold, fire, lightning, or thunder. This attack deals damage of the chosen type, and this power gains the chosen keyword.**Effect:** You take the appearance of an elemental creature. Until the end of your next turn, you can make a melee basic attack on any creature that hits you with a melee attack, dealing damage of the chosen type. You gain an additional benefit until the end of your next turn, based on the damage type you selected:

Acid: Resist 10 acid.

Cold: Resist 10 cold and 5 fire.

Fire: Resist 10 fire and 5 cold.

Lightning: Resist 10 lightning and 5 thunder.

Thunder: Resist 10 thunder and 5 lightning.

Hailstorm

Wokan Attack 17

*You summon a flashing cloud that pelts your enemies with frozen rain and lightning.***Encounter ♦ Cold, Implement, Lightning, Primal**
Standard Action **Area burst 4 within 15 squares****Target:** Each enemy in burst**Attack:** Charisma vs. Reflex**Hit:** 3d8 + Charisma modifier cold and lightning damage. To resist this attack, a target must have resistance to both cold and lightning, and gains only the lesser of the two resistances. If the target is vulnerable to either damage type, it suffers that vulnerability against the attack.**Evocation of Bristles**

Wokan Attack 17

*A bush of thistles and barbs wraps itself around your foes.***Encounter ♦ Implement, Primal**
Standard Action **Ranged 15****Target:** One creature or two adjacent creatures**Attack:** Charisma vs. Reflex, one attack per target**Hit:** 3d8 + Charisma modifier damage. The target grants combat advantage until the end of your next turn.**LEVEL 19 DAILY EVOCATIONS****Elemental Form**

Wokan Attack 19

*You weave a cocoon of elemental energies around your body.***Encounter ♦ Polymorph, Primal**
Standard Action **Melee 1****Target:** One creature**Attack:** Constitution vs. Reflex**Hit:** 5d8 + Constitution modifier damage. Choose one of the following keywords: acid, cold, fire, lightning, or thunder. This attack deals damage of the chosen type, and this power gains the chosen keyword.**Miss:** Half damage.**Effect:** You take the appearance of an elemental creature. Until the end of the encounter, you can make a melee basic attack on any creature that hits you with a melee attack, dealing damage of the chosen type, and you gain an additional benefits based on the damage type you selected:

Acid: Resist 10 acid, and turn any damage you deal into acid damage.

Cold: Resist 10 cold and 5 fire, and turn any damage you deal into cold damage.

Fire: Resist 10 fire and 5 cold, and turn any damage you deal into fire damage.

Lightning: Resist 10 lightning and 5 thunder, and turn any damage you deal into lightning damage.

Thunder: Resist 10 thunder and 5 lightning, and turn any damage you deal into thunder damage.

Lightning Storm

Wokan Attack 19

*You call down the awesome power of a raging storm.***Encounter ♦ Implement, Lightning, Primal, Zone**
Standard Action **Area burst 5 within 10 squares****Target:** Each enemy in burst**Attack:** Charisma vs. Reflex**Hit:** 5d8 + Charisma modifier lightning damage.**Miss:** Half damage.**Effect:** The burst creates a zone of stormy weather that lasts until the end of your next turn. The zone is difficult terrain for your enemies, and enemies that start their turns in the zone take 1d8 + Charisma modifier lightning damage.**Sustain Minor:** The zone persists.

Stormy Avenger

Wokan Attack 19

You summon a creature of the Elemental Chaos to shock your foes and conceal your allies.

Daily ♦ Conjunction, Implement, Lightning, Primal, Thunder
Standard Action **Ranged 10**

Target: One creature adjacent to the avenger

Attack: Charisma vs. AC

Hit: 3d8 + Charisma modifier lightning and thunder damage.

Effect: You conjure a being of lightning and thunder that occupies a square within range, and the avenger attacks an adjacent creature. Once per round as a minor action, you can make the avenger repeat its attack on an enemy adjacent to it. Every round, you can move the avenger 4 squares (fly, hover) as a move action. Any ally (including you) that is adjacent to the avenger gains concealment. Creatures can move through the space occupied by the avenger. It can't be attacked or damaged, and it lasts until the end of the encounter.

LEVEL 22 UTILITY EVOCATIONS**Black Lotus Herbs**

Wokan Utility 22

You touch the most powerful of primal energies, and spin them into a bit of black petals.

Daily ♦ Primal
Standard Action **Personal**

Effect: You create two doses of black lotus, an elemental herb. Through your will, the herb is infused with the very essence of life and death. You or an ally can take or administer a dose of black lotus as a minor action. Until the end of the encounter, any melee or ranged attacks the ingester makes gain both the necrotic and radiant keywords, and lose any other damage type. To resist such attacks, a target must have resistance to both necrotic and radiant damage, and gains only the lesser of the two resistances. If the target is vulnerable to either damage type, it suffers that vulnerability against the attack.

Fierce Heart

Wokan Utility 22

You call upon the fierce nature of beasts of prey, and lay that fighting spirit onto an ally.

Encounter ♦ Primal
Minor Action **Ranged 10**

Target: You or one ally

Effect: The target gains a +5 power bonus to attack rolls and damage rolls until the start of your next turn.

Ironvine Herbs

Wokan Utility 22

You force earth and ore into plant, forming an herb that contains the energies of both.

Daily ♦ Primal
Standard Action **Personal**

Effect: You create two doses of ironvine, an augmenting herb. The herbs are infused with the hardness of stone and iron through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of ironvine as a minor action. The ingester gains resist 5 all until the end of the encounter.

Evocation of Awakening

Wokan Utility 22

The most primal of powers, life and death, bend to your will for just a moment.

Daily ♦ Healing, Primal
Standard Action **Melee touch**

Requirement: You must spend a healing surge without regaining any hit points

Target: One creature

Effect: If the target died since the end of your last turn, it returns to life at 0 hit points, and you take damage equal to your healing surge value. You can't avoid or reduce this damage in any way.

Silverblossom Herbs

Wokan Utility 22

You spin the purity and grace of silver into a silken herb.

Daily ♦ Healing, Primal
Standard Action **Personal**

Effect: You create two doses of silverblossom, a healing herb. The herbs are infused with the power of flowering life and rebirth through your will, and remain potent only until you take an extended rest. You or an ally can take or administer a dose of silverblossom as a minor action. The ingester regains hit points as if he spent a healing surge, and regains an additional 20 hit points.

Additionally, any creature ingesting silverblossom deals weapon damage as if its weapon was silvered and gains low-light vision. Both effects last until the end of the encounter.

LEVEL 23 ENCOUNTER EVOCATIONS

Chasm Wokan Attack 23

Rock and stone explodes out as you create a chasm in the very earth.

Encounter ♦ Conjunction, Implement, Primal
Standard Action **Area burst 5 within 20 squares**

Target: Each enemy in burst
Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage, and the target is pushed to a perimeter square of the burst.

Effect: You may slide any ally in the burst a number of squares equal to your Wisdom modifier, but no further than 1 square outside the burst. You may make any 1 square within the burst into a 10-foot deep pit, with difficult terrain at the bottom. The chasm lasts until the end of the encounter, or until you take a minor action to end it.

Earthquake Wokan Attack 23

The earth itself rears up to smite your foes.

Encounter ♦ Implement, Primal, Thunder
Standard Action **Close burst 5**

Target: Each enemy in burst
Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier thunder damage, and the target is knocked prone.

Effect: You and any allies within the burst who are prone stand up, and any that are grabbed, escape.

Stormhand Wokan Attack 23

A thundercloud forms around your hand, and its vapor engulfs your body.

Encounter ♦ Lightning, Primal
Standard Action **Melee 1**

Target: One creature
Attack: Constitution vs. Reflex

Hit: 4d8 + Constitution modifier lightning damage.

Effect: You or one adjacent ally has concealment until the end of your next turn.

Thistle Cloud Wokan Attack 23

You rain thorns and barbs down upon your foes.

Encounter ♦ Implement, Primal
Standard Action **Area burst 5 within 15 squares**

Target: Each enemy in burst
Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier damage, and ongoing 5 damage (save ends).

Effect: Until the end of the encounter, weapon attacks against the targets deal an additional 5 points of damage per hit.

LEVEL 25 DAILY EVOCATIONS

Earthen Avenger Wokan Attack 25

You summon a creature of elemental earth to smite your foes and guard your allies.

Daily ♦ Conjunction, Implement, Primal
Standard Action **Ranged 10**

Target: Each enemy adjacent to the avenger
Attack: Charisma vs. AC

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

Effect: You summon a being of rock and stone that occupies a 2-by-2 square area (as a Large creature), and the avenger attacks all enemies adjacent to it. Once per round as a minor action, you can make the avenger repeat its attack against all enemies adjacent to it. Every round, you can move the avenger 5 squares as a move action. Any ally (including you) that is adjacent to the avenger gains cover from all attacks. The avenger can't be attacked or damaged, and it lasts until the end of the encounter.

Phoenix Wokan Attack 25

You channel the power of the legendary phoenix, stirring fire into your foe's heart and boosting your allies' morale.

Daily ♦ Fire, Implement, Primal
Standard Action **Ranged 10**

Primary Target: One creature
Attack: Constitution vs. Fortitude

Hit: 5d8 + Constitution modifier fire damage. Make a secondary attack.

Secondary Targets: Each enemy within 5 squares of the primary target

Special: If the primary target is bloodied, you gain a +2 bonus on the secondary attack

Secondary Attack: Charisma vs. Will

Hit: At the start of its next turn, the target must move its speed away from the primary target. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Effect: Each ally within 10 squares of you may either spend a healing surge or take a move action.

Primal Storm

Wokan Attack 25

You call up a storm composed of all the primal energies, a chaotic maelstrom never seen in nature.

Daily ♦ Acid, Cold, Fire, Implement, Lightning, Primal, Thunder
Standard Action **Area burst 5 within 10 squares**

Targets: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier acid, cold, fire, lightning and thunder damage. To resist this attack, a target must have resistance to all the damage types, and gains only the lesser of its resistances. If the target is vulnerable to any listed damage type, it suffers that vulnerability against the attack.

Sustain Standard: Each time you sustain this power, repeat the attack. You can't sustain this power if you are bloodied.

LEVEL 27 ENCOUNTER EVOCATIONS

Black Blizzard

Wokan Attack 27

You bend to your will the power of a storm that poisons your foes and heals your allies.

Encounter ♦ Cold, Implement, Poison, Primal
Standard Action **Area burst 4 within 10 squares**

Targets: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier cold and poison damage.

Effect: Each ally in the burst gains 10 + Charisma modifier temporary hit points, and immediately ends one ongoing poison effect afflicting him.

Dust Devils

Wokan Attack 27

Spirits of wild winds whip around you.

Encounter ♦ Implement, Primal
Standard Action **Close burst 5**

Targets: Each enemy in burst

Attack: Charisma vs. Reflex

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

Effect: You and one ally within the burst gain a +5 power bonus against ranged attacks until the end of your next turn, and may shift a number of squares equal to your Wisdom modifier.

Evocation of Tusks

Wokan Attack 27

You channel all the power of a stampeding elephant or enraged boar into your fists.

Encounter ♦ Primal
Standard Action **Melee 1**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 4d8 + Constitution modifier damage, and the target is pushed 6 squares and knocked prone.

Miss: Constitution modifier damage, and the target is pushed 3 squares and not knocked prone.

Evocation of Wildfire

Wokan Attack 27

You summon the power of fire uncontained, the raging wildfire and the town turned to ash, to burn your enemies and warm your friends.

Encounter ♦ Fire, Healing, Implement, Primal
Standard Action **Area burst 2 within 10 squares**

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier fire damage, and ongoing 10 fire damage (save ends).

Effect: Allies in the burst regain hit points equal to 10 + your Charisma modifier and make a saving throw.

LEVEL 29 DAILY EVOCATIONS

Fiery Avenger

Wokan Attack 29

You summon an entity of elemental flame to serve you.

Daily ♦ Conjuration, Fire, Implement, Primal
Standard Action **Ranged 20**

Target: Each enemy adjacent to the avenger

Attack: Charisma vs. AC

Hit: 4d8 + Charisma modifier fire damage, and ongoing 10 fire damage (save ends).

Effect: You summon a fiery being that occupies a 2-by-2 square area (as a Large creature), and the avenger attacks all enemies adjacent to it. Once per round as a minor action, you can make the avenger repeat its attack against all enemies adjacent to it. Every round, you can move the avenger 6 squares (fly, hover) as a move action. Any ally (including you) that is adjacent to the avenger gains resist 20 fire and resist 10 cold. Any enemy that starts its turn adjacent to the avenger takes 1d8 + Charisma modifier fire damage. The avenger can't be attacked or damaged, and it lasts until the end of the encounter.

Root

Wokan Attack 29

*You begin to transform your enemy into a tree!***Daily ♦ Implement, Polymorph, Primal Standard Action** Ranged 10**Target:** One creature**Attack:** Constitution vs. Fortitude**Hit:** 7d8 + Constitution modifier damage, and the target is immobilized (save ends). If the target fails its first saving throw against this power, the target becomes petrified wood (save ends).**Miss:** Half damage, and the target is immobilized (save ends).**Special:** If a living target dies as a result this attack, it instantly and permanently transforms into an ordinary living tree that occupies the same number of squares that the target occupied while alive.**Tornado**

Wokan Attack 29

*Your eyes cloud over white as an angry tornado unleashes itself upon your foes.***Daily ♦ Implement, Primal Standard Action** Close burst 10**Target:** Targets: Each enemy in burst**Attack:** Charisma vs. Reflex**Hit:** 5d8 + Charisma modifier damage, and you slide the target a number of squares equal to 5 + your Wisdom modifier. Each target is knocked prone at the end of the slide.**Miss:** Half damage, and you slide the target a number of squares equal to your Wisdom modifier.**Effect:** You can slide each ally within the burst a number of squares equal to your Wisdom modifier.

PARAGON PATHS

HEART OF WINTER

*“Intrude upon this glade again and I will freeze the very blood within your veins.”***Prerequisite:** Wokan class

You have dedicated yourself to the season of death and white silence. You do not neglect the other elements of nature, or of your class, but prefer to focus your studies on the elemental power of cold and ice, and of the things that dwell within such elements. No matter how warm your heart, your art is cold.

HEART OF WINTER PATH FEATURES

Rimechild (11th level): Any attack you make that bears the implement keyword may deal cold damage in place of any one of its listed damage types. In addition, you gain resist 5 cold.**Winter’s Chill (11th level):** Whenever you spend an action point to take an extra action, all enemies adjacent to you take cold damage equal to your Charisma modifier.**Touch of Frost (16th level):** You gain resist 10 cold, and any damage roll you make that deals cold damage gains a +2 power bonus.

HEART OF WINTER EVOCATIONS

Wind Chill

Heart of Winter Attack 11

*Freezing winds whip around your targets.***Encounter ♦ Cold, Implement, Primal Standard Action** Close burst 5**Target:** Each enemy in burst**Attack:** Charisma vs. Fortitude**Hit:** 2d8 + Charisma modifier cold damage, and the target is slowed (save at –2 ends).**Ice Patch**

Heart of Winter Utility 12

*You spread a patch of ice across the ground.***Daily ♦ Primal, Zone Standard Action** Area burst 4 within 10 squares**Effect:** The burst creates a zone of ice. While in a square of the zone, you gain the ability to shift 4 as a move action and your allies can shift 2 as a move action. Your enemies treat the zone as difficult terrain, and if pushed, pulled or slid through a square of the zone, must make a DC 20 Acrobatics check or fall prone. The zone lasts until the end of the encounter. You may end this effect as a minor action.**Avalanche**

Heart of Winter Attack 20

*You bury your foes beneath a wave of conjured snow and ice.***Daily ♦ Cold, Implement, Primal Standard Action** Area blast 5 within 15 squares**Target:** Each creature in blast**Attack:** Charisma vs. Reflex**Hit:** 4d8 + Charisma modifier cold damage. The target is pushed 4 squares and knocked prone. You may push each target a different number of squares, as you choose.**Miss:** Half damage, and the target is pushed 2 squares and not knocked prone.

MASTER HERBALIST

*“You might be surprised at the power of this little flower.”***Prerequisite:** Wokan class

You have focused your wokan training on the mystic imbuing of primal energies into special herbs. All wokans have the power of their herbs at their disposal, but you have made your herbalism your life’s work. No wokan gets more use out of his herbs than a master herbalist.

MASTER HERBALIST PATH FEATURES

Herbalist's Action (11th level): Whenever you spend an action point to take an extra action, any creature within 10 squares who has benefitted from any of your herbalism utility powers within the same encounter instantly regains a number of hit points equal to 5 + your Charisma modifier.

Potent Herbs (11th level): Any herb you create with a wokan herbalism utility power also gives its ingester temporary hit points equal to your Charisma modifier.

Plentiful Harvest (16th level): Once per day, whenever you use one of your wokan herb utility powers, you may create one more dose of herbs than the power normally produces.

MASTER HERBALIST EVOCATIONS

Spore Cloud	Master Herbalist Attack 11
<i>You create a vast cloud of toxic, choking spores.</i>	
Encounter ♦ Implement, Poison, Primal	Area burst 3 within 10 squares
Standard Action	
Target: Each enemy within burst	
Attack: Charisma vs. Fortitude	
Hit: 2d10 + Charisma modifier poison damage. Make a secondary attack against the same target.	
Secondary Attack: Charisma vs. Will	
Hit: The target is immobilized and takes ongoing 5 poison damage (save ends both).	

Blue Lotus Herbs	Master Herbalist Utility 12
<i>You summon the power of the rare blue lotus, a plant of vast magic power.</i>	
Daily ♦ Primal	Personal
Standard Action	
Effect: You create two doses of blue lotus, an augmenting herb. The herb is infused with the powers of magic through your will. You or an ally can take or administer a dose of blue lotus as a minor action. Until the end of the encounter, any time the ingester uses an attack power with the implement keyword, he gains a +2 power bonus to the attack roll and the damage roll.	

Vine Field	Master Herbalist Attack 20
<i>You send creepers and ivy out to slow and crush your foes.</i>	
Daily ♦ Implement, Primal	Close burst 5
Standard Action	
Target: Each enemy in burst	
Attack: Charisma vs. Reflex	
Hit: 3d8 + Charisma modifier damage, and the target is slowed (save at -2 ends). If a target fails its first saving throw, it becomes immobilized (save ends).	
Miss: Half damage, and the target is slowed until the end of your next turn.	

SKINCHANGER

"I prefer beasts to humanoids. Their teeth are sharper, and a sharp tooth tells no lies."

Prerequisite: Wokan class

Your wild affinity allows you to assume the likenesses and aspects of other primal creatures. You prefer to get up close to your opponents, fighting side by side with the defenders and strikers, so you can feel your opponents fall beneath your claws and teeth. Of all wokans, the skinchanger is perhaps the most in touch with the natural world from which he draws his power.

SKINCHANGER PATH FEATURES

Beast Skin (11th level): Once per encounter, you can make a special Bluff check to appear to be a Medium natural beast for one turn. You change form as a move action, and make a Bluff check in an effort to both change your appearance and gain combat advantage until the end of your next turn (see the Bluff skill). This special Bluff check is 1d20 + your Charisma modifier +10. This brief change of skin does not confer any other special abilities or features.

Skinchanger's Action (11th level): Whenever you spend an action point to take an extra action, up to two allies within 10 squares of you may take an immediate move action.

Beast Form (16th level): You can now make unarmed attacks as if you had a weapon (+3 proficiency bonus, 1d8 damage, light blade). You also gain low-light vision (or darkvision, if you already had low-light vision), +1 to your speed, and a +6 armor bonus to AC when unarmored or wearing only light armor.

SKINCHANGER EVOCATIONS

Charging Pounce	Skinchanger Attack 11
<i>You look, move, and attack like a predatory beast.</i>	
Encounter ♦ Primal	Melee 1
Standard Action	
Target: One creature	
Attack: Constitution vs. AC	
Hit: 2d8 + Constitution modifier damage, and the target is knocked prone if it is no more than one size larger than you.	
Special: You can move up to your speed before making this attack	
Beast Move	Skinchanger Utility 12
<i>You borrow a beast's form to move as it would.</i>	
Encounter ♦ Primal	Personal
Move Action	
Effect: You gain fly 6 (hover), or swim 6, or burrow 4 until the end of your next turn.	
Sustain Minor: You may sustain the effect once.	

Flurry of Claws

Skinchanger Attack 20

*You become a wild animal, and explode in a frenzy of attacks.***Daily ♦ Primal**
Standard Action**Close burst 2****Target:** Each enemy in burst**Attack:** Constitution vs. AC**Hit:** 3d8 + Constitution modifier damage, and ongoing 5 damage (save ends).**Miss:** Half damage.**Effect:** You can shift to any square adjacent to any target at the end of your attack.

STORM LORD

*“I am the sudden wind, the darkening sky, the flash of lightning on the horizon.”***Prerequisite:** Wokan class

You are a child of the tempests, and carry within you their shock and fury. Much of your studies and explorations into the mysteries of the natural realm focus on the elemental might of wind, lightning and thunder. True to your inspiration, you have a capricious temperament, but it rarely overshadows your judgment.

STORM LORD PATH FEATURES

Master of Storms (11th level): When making any attack with the word “storm” in the power name, or that deals lightning or thunder damage, you gain a +1 bonus to attack rolls.

Storm Lord’s Action (11th level): When you spend an action point to take an extra action, each enemy adjacent to you is dazed until the start of your next turn.

Touched by the Bolt (16th level): You gain resist 10 lightning and resist 10 thunder.

STORM LORD EVOCATIONS

Shock Bolt

Storm Lord Attack 11

*A quick bolt of lightning forks out to strike at your foes.***Encounter ♦ Implement, Lightning, Primal**
Standard Action **Ranged 10****Primary Target:** One creature**Attack:** Charisma vs. Reflex**Hit:** 2d10 + Charisma modifier lightning damage.**Secondary Target:** One creature within 5 squares of the primary target**Secondary Attack:** Charisma vs. Reflex**Hit:** 1d10 + Charisma modifier lightning damage.**Wind Wings**

Storm Lord Utility 12

*Storm clouds swirl in to lift you aloft.***Daily ♦ Primal**
Standard Action**Personal****Effect:** You gain a fly speed of 6 until the end of your next turn.

Sustain Minor: You sustain the effect. If you do not sustain it, you float to the ground in one turn, taking no falling damage.

Storm Aura

Storm Lord Attack 20

*You imbue yourself with the raw power of a raging storm.***Daily ♦ Implement, Lightning, Primal, Thunder**
Standard Action **Close burst 5****Target:** Each enemy in burst**Attack:** Charisma vs. Reflex**Hit:** 4d8 + Charisma modifier lightning and thunder damage, and the target is stunned (save ends).**Miss:** Half damage, and the target is dazed until the end of your next turn.**Effect:** Until the end of the encounter, any attack you make that bears the implement keyword deals lightning and thunder damage, and does +1d8 damage on a hit. You may end this effect as a minor action.

NEW PARAGON PATHS



INQUISITOR

“No longer will you terrify the peasantry with your reckless magics. Your days of marauding are over.”

Prerequisite: Wizard class, support of the Wizards’ Cabal
You are sworn to bringing renegade spellcasters to justice, whether by handing them over to the Wizards’ Cabal or, in the case of especially dangerous sorcerers, by subduing them yourself. In this solemn endeavor you have the support of the Regency Council, and by extension, the kingdom. You might also work with an arcane warrior or two, particularly from among the knight inquisitors, in the furtherance of your duties.

INQUISITOR PATH FEATURES

Arcane Defense (11th level): Whenever you are hit by a spell (i.e., a power with an arcane power source) that bestows an ongoing condition or ongoing damage, you gain an immediate saving throw to overcome that ongoing condition or damage. In addition, you gain a +2 bonus to saving throws against spells.

Arcane Expertise (11th level): Whenever an enemy you can see uses a power, you know whether that power’s source is arcane. If it is, you also learn the type of power (at-will, daily, encounter, or recharge).

Rote Negation (16th level): Once per encounter, you can spend an action point to regain use of either the dispel magic power (if you have it) or the counterspell power (see below).

INQUISITOR SPELLS

Arcane Reaver Inquisitor Attack 11

You reach out with your mind, striking at the heart of your opponent’s ability to wield magic.

Encounter ♦ Arcane, Implement, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage. The target expends without effect one unspent encounter power bearing the arcane keyword. If it has no unspent encounter spells, it expends one recharge power with the arcane keyword. If it has none, or no powers with the arcane keyword, there is no additional effect.

Counterspell Inquisitor Utility 12

You negate the magic of an enemy caster’s spell as it is being cast.

Encounter ♦ Arcane
Immediate Interrupt **Ranged 10**

Trigger: An enemy casts a spell (i.e., uses a power with the arcane power source)

Attack: Intelligence vs. Will of the enemy caster. If the enemy’s spell is a daily power, you suffer a –4 penalty to the attack roll.

Hit: The enemy’s spell fails to resolve, and is expended.

Inquisitor’s Justice Inquisitor Attack 20

You place a powerful arcane curse upon an enemy spellcaster.

Daily ♦ Arcane, Implement, Psychic
Standard Action **Range 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 5d6 + Intelligence modifier psychic damage. Until the end of the encounter, every time the target uses a power with the arcane keyword, it takes 2d6 psychic damage.

Miss: Half damage, no additional effect.

OUTLOOK

“You cannot fathom the responsibility I bear. Now stand aside; I can’t see the road with you in the way.”

Prerequisite: Docræ race

You have been charged with the duty and the honor of defending docræ settlements from outside threats. Whether stationed along a road or posted in a treetop, you keep watch over your charge and sound the alarm when you see danger. You have sworn to give your life, if necessary, so that the civilian population might have the time to escape. It is a grim duty, but one you have taken on willingly and with great pride.

OUTLOOK PATH FEATURES

Outlook’s Action (11th level): Whenever you spend an action point to take an extra action, you also gain a free move action.



Outlook Training (11th level): You gain a +2 bonus to Acrobatics, Perception, and Stealth checks.

Elusive (16th level): When a ranged attack targeting your AC or Reflex defense misses you but deals damage on a miss, you take no damage from the attack. In addition, you gain a +1 bonus to AC and Reflex defense against ranged attacks.

OUTLOOK EXPLOITS

Distracting Banter

Outlook Attack 11

You use a series of barked phrases to momentarily irritate and distract your opponents.

Encounter ♦ Martial
Standard Action

Close burst 15

Target: Each enemy that can hear you in burst
Attack: Charisma vs. Will

Hit: The target moves its speed + your Charisma modifier towards you, avoiding unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Controlled Descent

Outlook Utility 12

You have learned how to fall from great heights without suffering much harm.

Encounter ♦ Martial
Immediate Reaction

Personal

Trigger: You make an Acrobatics check to reduce falling damage

Effect: Reduce the amount of falling damage you take by your Acrobatics check result.

Peppering Volley

Outlook Attack 20

You launch a series of quick strikes at range, wounding and enraging your enemies.

Daily ♦ Martial
Standard Action

Ranged weapon

Target: Each enemy in range
Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. You mark the target until the end of your next turn.

SUNSINGER

“I bring the sun’s music to the ears of the just, and the sun’s burning light to the faces of the wicked.”

Prerequisite: Cleric class, non-evil alignment

In a world rife with darkness and fear, you strive to cast the light of life into the shadows, banishing them. Your duty is to keep places of light from falling to darkness, and to bring light, music and love to those who are most in need of them. You use your voice as an instrument of positive change, cheering the hearts of allies who hear it and searing the ears and minds of creatures of darkness and evil.

SUNINGER PATH FEATURES

Banish Darkness (11th level): When making an attack against an undead target, you gain a +1 bonus to attack and damage rolls. In addition, you can use the light cantrip (PHB, 158) as an at-will power, but it loses the arcane keyword and gains the divine keyword. You must be able to speak to use this power.

Undead Bane (11th level): You can Channel Divinity one additional time per encounter, but only to use the Turn Undead power. You must be able to speak to use this class feature.

Sunsinger's Action (16th level): Whenever you spend an action point to take an extra action, all undead within 5 squares of you take ongoing radiant damage equal to your class level (save ends).



SUNINGER PRAYERS

Sun Song

Sunsinger Attack 11

You raise your voice and a divine light radiates outward, searing your enemies and warming your allies.

Encounter ♦ Divine, Implement, Radiant
Standard Action **Close burst 8**

Requirement: You must be able to speak to activate this power

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier radiant damage. If the target is undead, it is also stunned until the end of your next turn.

Effect: Each ally in the burst gains temporary hit points equal to 5 + your Charisma modifier.

Veil of Light

Sunsinger Utility 12

You utter a single, perfect note and a shimmering wreath of light surrounds you.

Encounter ♦ Divine
Minor Action **Personal**

Requirement: You must be able to speak to activate this power

Effect: Until the end of your next turn, you gain resist 10 necrotic and a +2 power bonus to all defenses against the attacks of undead.

Sustain Minor: The effect persists.

Hymn of Righteousness

Sunsinger Attack 20

You sing a song of divine grace, and it sends waves of radiant energy in all directions.

Daily ♦ Divine, Implement, Radiant
Standard Action **Close burst 10**

Requirement: You must be able to speak to activate this power

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 5d10 + Wisdom modifier radiant damage. If the target is undead, you push it a number of squares equal to 3 + your Wisdom modifier and it is immobilized until the end of your next turn.

Miss: Half damage, and the target is not pushed or immobilized.

Effect: Until the end of your next turn, you and all allies in the burst gain resist 10 all to damage caused by the attacks of undead.

NEW FEATS

AS CHARACTERS grow in power and knowledge, they learn new techniques that let them perform feats beyond the abilities of common folk. Most of the feats presented here are available during the Heroic Tier. Those that aren't available until the Paragon Tier or the Epic Tier are designated as such.

ARMOR EXPERTISE [PARAGON]

Prerequisites: Str 15, Armor Proficiency (Chainmail or Plate)

Benefit: When wearing heavy armor with which you are proficient, your check penalty is reduced by 1.

BORN RIDER

Benefit: You gain a +3 feat bonus to Athletics and Nature checks when they apply to mounts that are natural beasts.

CHARIS'S WAY [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Charis.

Benefit: You can invoke the power of your deity to use Charis's way.

Channel Divinity: Feat Power
Charis's Way

Nature and the earth ease your movement, covering any evidence of your presence after you pass.

Encounter ♦ Divine
Minor Action **Ranged 5**

Target: You or One Ally

Effect: The target ignores difficult terrain until the end of your next turn. Add 5 to the Perception DC of any creature attempting to track the target's passage during this movement.

Special: You must take the Charis's Way feat to use this power.

CONCENTRATED EFFORT

Prerequisites: Dex 13, Combat Reflexes

Benefit: Whenever you spend an action point to take an extra action, you can choose a target. You gain a +1 feat bonus on attack rolls against the target, and a +1 feat bonus to AC versus attacks made by the target, until the start of your next turn. If you do, you take a -2 penalty to your AC against attacks from other sources until the start of your next turn.

DHUMNON'S BOND [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Dhumnon

Benefit: You can invoke the power of your deity to use Dhumnon's Bond.

Channel Divinity: Feat Power
Dhumnon's Bond

Through an unbreakable bond sanctified by your divine lord and master, you aid one ally as you buttress another.

Encounter ♦ Divine
Minor Action **Ranged 5**

Target: You and One Ally

Effect: When you use this power, designate an ally within range. Until the end of the encounter, the first time you heal an ally or grant a power bonus to an ally, the same benefit is applied to the designated ally. If the designated ally regains hit points as a result of this power, this power gains the healing keyword.

Special: You must take the Dhumnon's Bond feat to use this power.

DREAD CURSE [ELDERKIN]

Prerequisites: Wis 13, elderkin

Benefit: Whenever an enemy under the effect of your Elderkin's Curse fails a saving throw, that enemy takes a -2 penalty to subsequent saving throws to overcome the same effect, instead of a -1 penalty.

ENNOBLED BLOOD [MULTICLASS NOBLE]

Prerequisite: Str 13 or Cha 13

Benefit: You gain training in one skill of your choice from the noble's class skill list.

You gain the noble's Blue Blood, Coat of Arms, and House Language class features.

EPIC IDOLATRY [EPIC, IDOLATER]

Prerequisites: Wis 13, Idol Paragon

Benefit: You can now store rituals of any length of casting time in your idol(s). Any ritual with a casting time of under 1 hour takes only a standard action to invoke, once cast into an idol. Any ritual with a casting time of 1 hour or longer takes 10 minutes to call forth from an idol.

FAUNUS'S ACCURACY [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Faunus, proficiency with any kind of bow

Benefit: You can invoke the power of your deity to use Faunus's accuracy.

Channel Divinity: Feat Power
Faunus's Accuracy

Your attack flies true, uncannily avoiding obstacles or obscuration.

Encounter ♦ Divine
Minor Action Personal

Effect: Until the end of your next turn, your next ranged attack with a longbow or shortbow gains a +2 feat bonus to attack rolls and damage rolls, and ignores concealment, total concealment, and cover (but not superior cover).

Special: You must take the Faunus's Accuracy feat to use this power.

HEART OF PHELLIA [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Phellia

Benefit: You can invoke the power of your deity to use heart of Phellia.

Channel Divinity: Feat Power
Heart of Phellia

A shimmering cloak of opalescence appears about your shoulders, wrapping you in Phellia's love and care.

Encounter ♦ Divine, Healing
Standard Action Ranged 10

Target: You and One Ally

Effect: Until the end of your next turn, the targets can spend their second wind as a minor action.

Special: You must take the Heart of Phellia feat to use this power.





HEMGRID'S PASSAGE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Hemgrid

Benefit: You can invoke the power of your deity to use Hemgrid's passage.

Channel Divinity: Feat Power
Hemgrid's Passage

Searching for a way forward, or simply divining the presence of the richest mineral vein, you meld with the rock before you.

Daily ♦ Divine
Move Action

Personal

Effect: You can merge into any rock, stone, or other mineral surface, traveling 3 squares in whatever direction you choose. If you have not reached an unoccupied square by the end of the move, you are shunted back to your original square. You are aware of the composition of any material you pass through.

Special: You must take the Hemgrid's Passage feat to use this power.

HORSE BOND [PESHWAH]

Prerequisite: Cha 13, Peshwah

Benefit: You can create a powerful bond between yourself and a single horse. Creating the bond takes one week. Once the bond is created, you can communicate with the bonded horse empathically. This allows you to know whenever your horse is afraid, hungry, or in pain, out to a range of about 1 mile. In addition, when you are with your horse, you can look in its eyes and get a sense of what it has seen in the past 12 hours. (This sense is not a vivid picture, but a rough understanding of the animal's perspective.) You can only have one bond of this type at a time.

If you are ever permanently separated from your bonded horse, or if the bonded horse dies, the bond is broken and you take a -2 penalty on all attack rolls, saving throws, and skill checks for one week due to the extreme trauma. This penalty applies even if the horse is ultimately raised from the dead. After this mourning period, you may bond with a new horse or reset the previously existing bond.

IDOL CHATTER [IDOLATER]

Prerequisites: Wis 13, 6th level

Benefit: You can store one extra ritual of your choice in your idol(s).

IDOL PARAGON [IDOLATER, PARAGON]

Prerequisites: Wis 13

Benefit: You can store one extra ritual of your choice in your idol(s).

Special: You can take this feat more than once. Each time you select this feat, you can store one additional ritual in your idol(s).

IMPROVED ARCANE AURA [ARCANE WARRIOR]

Prerequisites: Int 13 or Wis 13, arcane warrior

Benefit: Choose one of the keywords associated with your Arcane Aura class feature: charm, conjuration, fear, illusion, polymorph, sleep, or zone. You gain an additional +1 to your defenses against attacks with the chosen keyword.

IMPROVED PARRY ARROWS [EPIC, MYSTIC]

Prerequisites: Dex 19, mystic, Parry Arrows

Benefit: As Parry Arrows, except that you can parry one additional ranged basic weapon attack each round.

INFAMY

Prerequisites: Cha 13, must have performed an infamous deed (requires DM approval).

Benefit: Select a race, such as Cumasti, dwarves, or goblins. You gain a +4 bonus on Intimidate checks when dealing with non-player characters of that race.

Special: You may take this feat multiple times. Each time you take it, it applies to a different race.

INITIATE OF THE STRAND [MULTICLASS IDOLATER]

Prerequisites: Wis 13

Benefit: You gain training in either the Arcana skill or the Religion skill (your choice).

You gain the Ritual Caster feat as a bonus feat, along with one 1st-level ritual of your choice. If you already have the Ritual Caster feat, you instead gain a free ritual of your choice of any level you can cast.

In addition, you can use an idol or an orb as an implement when using an idolater power or an idolater paragon path power.

INITIATE OF THE WILD [MULTICLASS WOKAN]

Prerequisite: Charisma 13

Benefit: You gain training in the Nature skill.

Once per day, you can use the wokan's nature's bond power.

In addition, you can use a rod or a staff as an implement when using a wokan power or a wokan paragon path power.

INSELLAGETH'S INCANTATION [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Insellageth

Benefit: You can invoke the power of your deity to use Insellageth's incantation.

Channel Divinity: Feat Power
Insellageth's Incantation

The item you hold glows with golden light, charging with the arcane might of Insellageth.

Daily ♦ Divine
Standard Action **Ranged 5**

Target: One weapon, armor, or neck slot item

Effect: The item gains a +1 enhancement bonus until the end of the encounter. This stacks with any enhancement bonus the item already possesses. The item's properties and powers are unaffected, nor does the item increase its value.

Special: You must take the Insellageth's Incantation feat to use this power.

NOBILITY OF FRONAUS [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Fronaus

Benefit: You can invoke the power of your deity to use nobility of Fronaus.

Channel Divinity: Feat Power
Nobility of Fronaus

For a brief moment, the blue flames of Fronaus's sword surround you, restoring the spirits of your allies.

Encounter ♦ Divine
Minor Action **Close burst 5**

Target: You and each ally in burst

Effect: Any target suffering from a blinded, dazed, dominated, stunned, or surprised condition can make an immediate saving throw with a +2 feat bonus to overcome that condition.

Special: You must take the Nobility of Fronaus feat to use this power.

ODIR'S LORE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Odir

Benefit: You can invoke the power of your deity to use Odir's lore.

Channel Divinity: Feat Power
Odir's Lore

The greater god of knowledge grants you the information you seek.

Daily ♦ Divine
Minor Action **Ranged 5**

Target: You or One Ally

Effect: Until the end of the encounter, the target gains a +5 feat bonus on his or her next knowledge check.

Special: You must take the Odir's Lore feat to use this power.

PARRY ARROWS [MYSTIC, PARAGON]

Prerequisites: Dex 15, mystic

Benefit: Once per round as a free action, when you would normally be hit with a ranged basic weapon attack, you may attempt to parry it so that you take no damage from it. You must be aware of the attack and not surprised. To parry an incoming ranged weapon, you make a melee basic attack. If your total attack result equals or exceeds the total attack result of the incoming missile, you parry it. Ranged weapons sized for creatures two or more size categories larger than you cannot be parried by means of this feat.

POWER TECHNIQUE [MYSTIC]

Prerequisites: Dex 15, mystic

Benefit: When wearing light armor or no armor, you can choose to take a –2 penalty to the attack roll when making any unarmed attack. If the unarmed attack hits, you gain a +2 bonus to the damage roll (or a +3 bonus to the damage roll if you are not carrying a shield).

This extra damage increases by level, as shown on the table below, but the attack penalty remains the same.

Level	Extra Shield	Damage (No)
1st–10th		+2 (+3)
11th–20th		+4 (+6)
21st–30th		+6 (+9)

PRACTICED SWORDSMAN [NOBLE]

Prerequisites: Str 13 or Dex 13, noble

Benefit: When flanking an enemy with your champion, you gain a +1 feat bonus to melee weapon damage rolls.

RACIAL REPUTATION

Prerequisites: Cha 13, completion of special task (requires DM approval).

Benefit: Select a race, such as docrae, dwarves, or goblins. You gain a +4 competency bonus to Diplomacy checks when dealing with non-player characters of that race.

Special: You may take this feat multiple times. Each time you take it, it applies to a different race.

SHIELD EXPERTISE [PARAGON]

Prerequisites: Str 15, Shield Proficiency (Heavy).

Benefit: When carrying a heavy shield, your armor check penalty is reduced by 1.

SHIELD OF SHAU [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship Shau

Benefit: You can invoke the power of your deity to use shield of Shau.

Channel Divinity: Feat Power
Shield of Shau

A shining disc of illumination interposes itself between the creature and its target, protecting and preserving those blessed by Shau.

Encounter ♦ Divine
Immediate Interrupt **Ranged 5**

Trigger: You or an ally is hit by an attack

Effect: You or the ally gains a +4 feat bonus to all defenses against the triggering attack.

Special: You must take the Shield of Shau feat to use this power.

SHORT IN STATURE, TALL IN POWER [DOCRAE]

Prerequisites: Docrae

Benefit: You gain a +2 feat bonus to melee damage rolls against enemies that are at least two size categories larger than you.

SPEAKER OF THE DEAD [MULTICLASS ELDERKIN]

Prerequisite: Wis 13

Benefit: You gain training in the Religion skill.

Choose a 1st-level elderkin at-will power. You can use that power once per encounter.

In addition, you can use an orb, rod, or staff as an implement when using an elderkin power or an elderkin paragon path power.

STUDENT OF THE ARCANE [MULTICLASS ARCANE WARRIOR]

Prerequisite: Int 13

Benefit: You gain training in the Arcana skill.

You can use the arcane warrior's elemental brand power once per encounter.

In addition, you can use a badge of authority as an implement when using an arcane warrior power or an arcane warrior paragon path power.

STUDENT OF THE WAY [MULTICLASS MYSTIC]**Prerequisites:** Wis 13**Benefit:** You gain training in the Insight skill.

You can use any melee power that calls for a weapon (including a basic attack) without actually having a weapon, instead making an unarmed attack. You gain a +3 proficiency bonus to unarmed attack rolls and deal 1d8 + your Dexterity or Wisdom modifier (your choice) damage on a hit.

In addition, you can use the mystic's Focus of Doom class feature once per encounter.

UNARMED MASTERY [EPIC]**Prerequisites:** Dexterity 19, Wisdom 19**Benefit:** When you make a melee weapon attack unarmed, you can score a critical hit on a natural roll of 19 or 20.**VISION OF ORDANA [DIVINITY]****Prerequisites:** Channel Divinity class feature, must worship Ordana**Benefit:** You can invoke the power of your deity to use vision of Ordana.

Channel Divinity: Feat Power
Vision of Ordana

The pathways to knowledge, blocked or cloudy for some, are clear to you.

Daily ♦ Divine
Standard Action **Personal**

Target: You or One Ally

Effect: When performing a divination, scrying, or information-oriented exploration ritual, you can choose to either gain a +10 feat bonus to the skill check or to eliminate the component cost.

Special: You must take the Vision of Ordana feat to use this power.**WIND OF HAK [DIVINITY]****Prerequisites:** Channel Divinity class feature, must worship Hak**Benefit:** You can invoke the power of your deity to use wind of Hak.

Channel Divinity: Feat Power
Wind of Hak

A targeted force of air rises swiftly, shifts positions on the battlefield, and then dissipates.

Encounter ♦ Divine
Minor Action **Ranged 5**

Target: You or One Ally

Effect: Slide the target a number of squares equal to your Wisdom modifier.

Special: You must take the Wind of Hak feat to use this power.**WOKAN'S BOND [WOKAN]****Prerequisites:** Cha 13, wokan**Benefit:** You can use your nature's bond power to grant an ally the bonus to a saving throw. The ally must be able to see you. This feat does not allow you to use nature's bond more times per day than normal.**Normal:** The nature's bond power only affects you.**ZUGZUL'S FLAMES [DIVINITY]****Prerequisites:** Channel Divinity class feature, must worship Zugzul**Benefit:** You can invoke the power of your deity to use Zugzul's Flames.

Channel Divinity: Feat Power
Zugzul's Flames

Your body is bathed in unnatural-looking flames, burning your vitality as they punish your enemies.

Encounter ♦ Divine
Minor Action **Personal**

Requirement: You must spend a healing surge without regaining any hit points

Effect: You are surrounded in an aura of black-tinged flame. Until the end of the encounter, the first enemy that hits you with a melee attack takes ongoing fire damage equal to your level (save ends).

Special: You must take the Zugzul's Flames feat to use this power.

MAGIC OF THE REALM

“MAGIC” AND **“BLACKMOOR”** have been synonymous for centuries. Magic permeates the land’s every leaf, stone, and crevice. Long ago, wizards traveled to Blackmoor from distant locales to attempt to control the area’s raging and unpredictable magical energies. This untapped prize proved to be all too tempting for some selfish, opportunistic spellcasters.

Greedy and power-mad sorcerers populated the North. As their numbers grew, they hatched plans to dominate Blackmoor and subjugate all within their grasp—an endeavor that quickly succeeded. One by one, human cities and frontier settlements fell under the mages’ power. The dwarves fled to the safety of their underground dwellings. The elves blended into their forests. The halflings tried to stay out from underfoot, and the docrae were enslaved. When the conquest was finished, the entire area was under the magical warlords’ direct and brutal control.

These mages soon wished to expand their borders at the expense of each other and came to despise their neighboring brethren. Their hatred grew to the point where they turned on each other and openly battled for ultimate control of the land and its wild magic. Thus began the Mage Wars.

The Mage Wars continued for two decades as the warlords bitterly fought for supremacy. The fires of war raged, yet no single mage proved significantly stronger than any other and no clear winner could be declared. Despite this fact, the arcanists never seemed to lose their enthusiasm for war. The common folk were injured and killed as the mages battled throughout populated regions. Blackmoor had fallen under a dark shroud that lasted for many, many years. Salvation would come in an unexpected way, but it would cost many more lives before it was complete.





SKELFER'S SCIENTIFIC PRECISION

While the Mage Wars raged on, some wizards chose not to fight but to continue to refine their own abilities and study magic in peace. Skelfer Ard was one such wizard. Skelfer was a gifted spellcaster from meager beginnings in the seaside town of Archlis. He turned his back on war to study wild magic, and in doing so he inspired the ire of many evil and power-hungry wizards.

Skelfer maintained a laboratory in the Dragon Hills, far from his home in Archlis. He worked in seclusion, dedicating himself to mastering wild magic. He used revolutionary research methods to identify the various components that together formed the whole of wild magic. Skelfer studied his art deeply and was rewarded for his diligence, when he finally solved the mystery of wild magic.

This event was recorded in his personal journal:

Journal Entry Dated Nuol 13th in the Year 886

"I have made a major breakthrough in my analysis. The wild magic resists most attempts to harness its power in a direct manner, yet I have now discovered that the magical energies present in wild magic can be distilled to energize more specific and precise spells. Using a palm-sized emerald, I have managed to control several of my existing spells more precisely, and with more than double the power of my previous casting methods. I believe there may be other types of materials that may allow me to focus the energy of wild magic as well. From this day forward, I rename wild magic "White Magic," as it represents what I believe to be a nearly infinite spectrum of precise magical energy bands, akin to the way white light encompasses a myriad of colors. With enough time, I should be able to harness more of these energy bands and create more spells based upon them. I am excited and yet fearful of what powerful secrets this White Magic hides."

THE WIZARDS' CABAL

Skelfer studied White Magic in seclusion for another eight years before he returned to Archlis. After ten years of study, Skelfer was far more powerful than any other wizard in the North. He was a master of White Magic and was ready to teach his findings and research techniques to other peaceful wizards.

Upon returning home to Archlis, Skelfer found the terrible remnants of his former city—it had been destroyed by the battling mages. Many residents had died and many more were enslaved. Enraged, Skelfer decided that the only way to bring peace to the land was to purge Blackmoor of the scourge that the evil wizards had wrought. Enlisting his first students as magic-wielding arcane warriors, Skelfer led a major assault against the magical warlords and defeated them soundly.

With the Mage Wars at an end, Skelfer sought to instruct others in his knowledge of White Magic. Over time, his students grew in number. Skelfer decided to form an academic institution that could instruct magically inclined students in the power and responsibility behind the use of magic. This ideal became a reality when he founded the Wizards' Cabal in Vestfold.

With the Wizards' Cabal in place, commoners and mages alike began to change their perceptions of magic. The founding principles of service and knowledge through dedication lasted in wizards' minds for many centuries. The Spellwise, as the early graduates were called, served nobles and commoners alike. The Spellwise were dedicated to promoting scientific research, academic learning through example, and selfless service to Blackmoor's people. This premise continues to this day at the Wizards' Cabal.

Recognizing the need to protect the North from future magical assaults, Skelfer organized his arcane warriors into a formal institution for magical justice. Over time, Skelfer sensed that the populace had grown increasingly angry and prejudiced against spellcasters, despite the good deeds of Skelfer and his students. The formation of the arcane warriors proved to be a key step in regaining the people's confidence. As time passed, the people began to trust and rely on the arcane warriors to protect them.

MAGICAL RENEGADES

While the Wizards' Cabal is the prime authority on magic in Blackmoor, its members are certainly not the only magic-users in the land. Within the realm of Blackmoor, many warlocks, rogue wizards, and others wield magic for their own purposes. These spellcasters—known collectively (and often pejoratively) as "sorcerers"—stand outside the law and are persecuted by the Cabal.

King Andahar, in an effort to restore confidence in his ruling ability, issued a mandate that outlaws non-Cabal-affiliated sorcerers. The king does not actually monitor the Cabal or its prosecution of "renegade" spellcasters at all; a secret agreement merely gives the king apparent control of magical law throughout Blackmoor. In reality, the Cabal itself makes and enforces the laws regarding magic and is not itself bound by any such laws. This has left a number of unaffiliated sorcerers disenchanted with not only the Cabal, but the king as well. Some previously law-abiding mages have gone so far as to declare themselves open enemies of Blackmoor because they perceive the Cabal to be leading a never-ending witch hunt.

Throughout Blackmoor, a law holds that magic cannot be cast within a town or other populated area, except at a temple or by an authorized Cabal spellcaster. The true purpose of this law is to give authority to the Cabal's agents, who monitor and hold those whose behavior the Cabal finds suspicious.

Because of a common fear of magic, laws encourage commoners to expose outlaw sorcerers. A crusade-like aura surrounds this cause, and "sorcerer gangs" are found in many towns. These groups actively pursue the unauthorized use of magic to protect their towns from the harm magic

can bring. Most commoners who see any sort of spellcasting without the use of a focus, such as the Cabal's wizards use, immediately notify the nearest arcane warrior. In recent times, some sorcerers have successfully disguised themselves as Cabalists by using fake foci. This practice grows more and more common as the prosecution of outlaw spellcasters increases in intensity, especially on the frontier.

WHITE MAGIC

White Magic is the totality of all non-divine magical energies. It is a spectrum composed of ranges of magical power. Spellcasters can use these ranges as a united whole or harness them individually for more powerful spell effects. All magic is researched at the Wizards' Cabal. The well-known Skelfer Scale of Magical Energy is used to delineate the magical spectrum's known power bands.

Skelfer determined that there were also unidentified magical ranges outside the known spectrum. His work on the subject was limited, but he contended that the gods were able to manipulate such magical forces in ways unknown to mortals. Skelfer logically assumed that the clerics and paladins of specific gods were themselves human spell foci that could channel the wills of their gods.

THE SPELL FOCUS

In Blackmoor, magical energy is as abundant as air. Only a few well-trained individuals can access this might, however. For certain arcane spellcasters, including wizards, intelligence, practice, and concentration are generally sufficient to open the portals to mystical power. For the most powerful spells, and those not focused entirely on attack, the processes are complicated and delicate. For these spells, the arcane caster needs a memorization aid.

In the early stages of training, a wizard relies on a spellbook to store the details of his or her daily and utility spells. Writing, while difficult and time-consuming, is at least somewhat familiar to the rawest of magical talent. Once the pathways of power are a bit easier to travel, however, many arcane casters, including nearly all those trained by the Wizard's Cabal, dispense with their cumbersome spellbook in favor of a spell focus. From that point on, the arcanist stores spells and rituals in the spell focus, just as if it were a spellbook.

A spell focus is normally created from a gem or other dense mineral through the use of the Create Spell Focus ritual. Creating the focus transforms the mineral into a magic item, although it retains its outward appearance and value as a gem.

The wizard mentally imbues the focus with spells that he would otherwise study from his or her spellbook or spell storage item. During this process, crystalline formations appear inside the focus. These formations are tied to specific spell effects. The total number of pages that a particular focus can hold depends on its quality (see page 140). If an arcane caster wants to store a spell in the focus, the focus must have enough storage space available or the process fails. The caster knows how much storage remains within a focus at any given time. Spells and rituals from scrolls, spellbooks, or other nonspell focus sources may be imbued into any focus

without restriction. An arcanist can read and copy spells he or she has not imbued in a spell focus using the Analyze Spell Focus ritual. The caster cannot refresh any spell from a spell focus that he or she has not imbued in that focus.

Spell foci are valuable and must be carefully protected from theft or loss, just like a spellbook. If a wizard loses his spell focus, daily and utility spells may not be cast unless he has access to a spellbook or scrolls. A wizard may commission a new focus to replace a missing one, but this takes time and can be costly. On the other hand, a spell focus is much less susceptible to damage and is less bulky than a spellbook of equivalent capacity (particularly at higher designations). Furthermore, a spell focus can be worked into a weapon or other item much easier. For example, a spell focus could be set at the top of a staff, in a necklace, or as part of a headpiece.

SPELL FOCUS IMPLEMENTS

Not only can a spell focus be used in place of a spellbook, but a wizard can choose to use the mystically active gem as an implement.

A spell focus must be attuned to a particular wizard before it may be used as an implement. This is accomplished through a day-long process of study and manipulation that must occur immediately after an extended rest. Any arcane caster who stores spells in a spell focus can attune a focus as an implement. No special training or ritual is needed. A wizard may have only one focus attuned as an implement at a time, and a focus may be attuned as an implement to only one wizard at a time.

Once attuned, a spell focus acts in all ways as an implement. This includes having the capacity to be enchanted using the Enchant Item Ritual, thus adding enhancement bonuses to attack and damage rolls and possibly granting powers and properties. A properly attuned spell focus implement created from the proper gemstone may also mastered. The following is an alternative form of the Arcane Implement Mastery, available to wizards.

A wizard's level determines which types of spell foci can be attuned. Heroic tier wizards can benefit from initiate foci, paragon tier wizards can use magister foci, and epic tier wizards can attune supreme foci.



Gem of Power: Once per encounter as a free action, you can use your spell focus to gain a bonus to damage rolls on a spell attack with the proper keyword. The bonus is +5 damage for initiate spell foci, +10 damage for magister spell foci, and +15 damage for supreme spell foci. The spell focus must be properly attuned to you, you must be casting a spell with the keyword appropriate to the type of gem, and you must be in close proximity to your spell focus to benefit from this feature. The gems and their associated keywords are as follows:

Magically-Conductive Material	Spell Keyword
Amethyst	Psychic
Aquamarine	Force
Emerald	Acid
Heliodor	Lightning
Onyx	Necrotic
Opal	Radiant
Ruby	Fire
Sapphire	Cold
Topaz	Thunder
Turquoise	Poison

When being used as an implement, the wizard conducts ambient White Magic through the focus. Observers can see the energy current flowing about the wizard as he casts a spell. This visible magical energy intimidates commoners, though it is harmless when properly controlled and does not impede the wizard's vision. The arcane caster can suppress this effect if desired, but must choose to do so each time a spell is cast.

Unlike other implements, a focus need not actually be held in the hand to be used. One mounted on a staff or other hand-held item suffers no detriment. If the focus is not in close proximity to the wizard, however, its power is limited. A wizard attempting to use a focus at a distance risks spell failure. Roll a d20. If the result is equal to or higher than the number specified on the Spell Focus Distance table, the spell manifests as normal. Otherwise, it fails to resolve. The action used to cast the spell is still expended. A wizard can use an attuned focus even without line of sight, but no focus implement can be used at a distance of greater than a number of squares equal to the wizard's Intelligence modifier.

Distance	Success
1 square	5+
2 squares	10+
3 squares	15+
4+ squares	20

INDEPENDENT WIZARDS' GROUPS

While the Wizards' Cabal counts the majority of Blackmoor's wizards within its ranks, a number of other wizards' groups exist outside their reach and control.

ORDO ELEMENTARUM

The group known as the Ordo Elementarum, or Order of the Elements, was founded by the archmage Merrick Fen and the wokan Mithgilivyr Goss long before the Cabal came to power. A student of Kargas, Fen created the group in order to study elemental magic as a means of improving the lives of the common folk.

ORGANIZATION

As a small group, the order has little need for formal organization. A council of five senior members called ministers leads the order and directs the group's research. The most senior minister is the Minister Primus, but this title offers little in the way of real power. Under the ministers, other senior members see to the training of new apprentices and direct specific research projects, most geared toward furthering the understanding of elemental, temporal, or planar magics.

Members of Ordo Elementarum are primarily wizards, though membership within the group is formally open to wokan, as well. Less formally, the order has more than a few warlocks in its ranks, though this fact is kept well hidden from the Wizard's Cabal.

HISTORY

Merrick Fen studied under Kargas, seeking to understand the forces at work in the North that caused the birth of sorcerers in vast numbers. Working with Kargas taught Merrick many things about that land and its power, not the least of which was how to harness the wild magic and use it to fuel his own spellcasting. This knowledge led him to seek out other spellcasters, particularly the native wokan, to examine the relationship between their magic and the land. One of the wokan he studied with was Mithgilivyr Goss (a cousin of Raddan Goss, central figure in the Mage Wars). Mithgilivyr was a powerful wokan with a penchant for fire-based evocations. Merrick learned much from Mithgilivyr, and later from Mithgilivyr's compatriots studying other elemental paths.

By spending time among the Cumasti, Merrick learned to appreciate nature in a way that most other mages did not. He did not study magic for power alone, but rather to protect the land he had learned so much about. To further this end, he and Mithgilivyr founded Ordo Elementarum ("Order of the Elements" in an ancient dialect of Thonian) to further the study of elemental magic. Eventually, the order's work would touch on planar studies.

When the Mage Wars began, the order withdrew itself from the conflict, hiding within the forests in order to continue their studies without outside interference. Eventually, though, Raddan Goss discovered the order's location and tried to bring its members to heel. Faced with possible destruction and little time to prepare, members of the order

made the decision to leave for the planes and attempt to wait the wars out.

Order members traveled to another plane, hoping that this would give them more time to prepare themselves should the Mage Wars still be ongoing when they returned. Nearly half the order died there as a result of the terrible dangers of the plane. Merrick himself was killed when he was crushed by a gigantic gearworks beyond which the order hoped to find shelter.

Eventually, the survivors created a fortress and stayed there for twenty years of study and planning. However, when the members of the order finally returned to the North under the leadership of Mithgilivyr, they discovered to their horror that some three hundred years had passed.

In a world they no longer recognized, the followers of Ordo Elementarum had missed the rise of the Cabal, the freeing of Blackmoor from the Thonian Empire, the Egg of Coot, and another dozen lifetimes worth of history. Wary and afraid, they hid for a time to observe and plan. However, in doing so, the order discovered disturbing signs—the development of clockwork and steamworks in the North.

While on the other plane, Mithgilivyr and his followers spent much of their efforts on understanding the world around them, including an area made up of gigantic gearworks and steam pipes working away in endless mechanical fury. Their studies showed that a malevolent force manipulated and controlled those gears for its own ends—a view confirmed by a friendly group of natives of the plane, led by an entity the order came to call Tempus Abbatis. Many of the Cumasti in the group came to view Tempus Abbatis as a planar deity similar to Hydros or Fiumarra. Back in the real world, when members of the order came up against Col the Clockwork Inquisitor, they were certain that this malign influence had come to roost in the North.

Ordo Elementarum has since begun a campaign of destruction, attempting to ruin any clockwork devices they come across. The order watches and waits for the time when they can finally rid the North of what they see as a great evil, and they are actively recruiting others to take up the cause.

NOTABLE FIGURES

The most high-profile member of Ordo Elementarum is Mithgilivyr Goss, the Minister Primus. He inherited the position by default after the death of Merrick Fen. Other members of note include Lorian Fen, Merrick's fifteen-year-old daughter, and Lorian's mother Sielene. Lorian misses her father dearly, and Sielene does her best to raise her daughter while maintaining her position as a minister and elder elemental.

QUINCKE'S BRIGADE

Quincke's Brigade is a group of wizards who vehemently disagree with the Wizards' Cabal's methods and goals. They believe that all magic, regardless of source, should see free use away from the watchful and controlling eyes of others. Their numbers are not comprised of any one race or group, but rather, an assortment of individuals willing to stand up

for their beliefs. This is not how they began, but time can change many things.

ORGANIZATION

Currently, the brigade's goal is simple: to bring about the free use of arcane magic by all people, regardless of race or class. The order is a loose-knit group of wizards following the lead of Irenaeus Quincke. Members exchange information and report in once a week by the use of white carrier pigeons. While the use of magic would be easier and quicker, such messages are more likely to be intercepted by the Wizards' Cabal.

Members of Quincke's Brigade often wander the lands of Blackmoor in search of information that might weaken the Cabal. Each member has a different set of skills that aid in the continued success of the organization. The identities of other members are made known only when the situation warrants it. As such, it is not uncommon for two members of Quincke's Brigade to meet without realizing they are working for the same group. Only Irenaeus Quincke and Laws Milton (see below) know the identity of all members of the order.

HISTORY

Quincke's Brigade was originally founded in 885 by the wizard Christoff Gen Quincke. During the Mage Wars that ravaged the lands of Blackmoor, Christoff was content to protect the small town in which he lived. He had no desire to dominate or rule over others, instead preferring to live in peace using his minor magical powers to improve the lives of his neighboring townsfolk.

War came crashing down upon Christoff and his people, however, when the town was claimed by the Arcane Dominion of Raddai, ruled by the half-elf Wizard King Raddan Goss. As much as new territory, Raddan sought to claim new sources of magical power. Christoff was forced to flee, leaving his wife and family behind. In retaliation, Raddan had Christoff's mother and brother located among the commoners and brought to him for personal interrogation. When they refused to divulge Christoff's location, he killed them both by his own hand.

Upon hearing of the deaths, Christoff's rage knew no bounds. At the same time, he knew that to attack Raddan would mean a swift death. Adopting the life of an itinerant wanderer, Christoff vowed to master the arcane power he held, seeking out lore across the North. Nearly six years passed as he studied and developed his arcane skills, all the while steering clear of watchful eyes. However, while purchasing supplies in a small village, he was spotted by two of Raddan's scouts. With his now-powerful magic, Christoff slew one on sight even as the other escaped.

Knowing that he would be hunted, Christoff redoubled his efforts. Over the next five years, he befriended several other arcane spellcasters, forming a group that came to be known as Quincke's Brigade by the common folk. Their main goal was to deny the Arcane Dominion of Raddai the power it sought in Blackmoor, but Christoff's personal desire for revenge still burned bright.

In 896, Skelfer Ard slew the half-elf wizard king Raddan in a devastating mage duel. Unable to personally slay Raddan, Christoff's hatred was turned against Skelfer and his followers. When the Wizards' Cabal was formally announced, Christoff saw it as Skelfer's means to rule and dominate others like Raddan had done years before. The last act of Quincke's Brigade was a doomed attempt to attack the Cabal in Vestfold—a failure that cost Christoff his life.

Over the years, memory of the brigade faded outside Quincke's family, who dutifully saved and passed on the tales of his exploits. Then in 1020, the Wizard's Cabal put down a sorcerer's revolt in Vestfold—an event that drew the attention of Christoff's great-great-grandson, Irenaeus. Inspired by the tales of his ancestor's crusade, he sought to follow in the first Quincke's footsteps, quietly studying under a number of non-Cabal spellcasters over the next five years. Like his forebear, Irenaeus then gathered others who shared his suspicion and distrust of the Wizards' Cabal to his side. However, only today has the Cabal begun to take notice of the actions of this group.

NOTABLE FIGURES

Irenaeus Quincke has led the second generation of Quincke's Brigade for five years now. A pleasant-looking but fiery Thonian, he has a reputation for taking risks in his attempts to subvert the Wizards' Cabal's domination of arcane magic. At times, he struggles with the question of whether the path he has chosen will ultimately bring harm to his family, including his five-year old son.

Two other notable members of Quincke's Brigade are Martyn Bannister and Laws Milton. Martyn is a young male half-elf with a calm smile and a soothing voice. He handles the group's propaganda mission, exposing the Wizards' Cabal's darker secrets to the general populace. Laws is a High Thonian in his mid-thirties, and a key researcher for the organization. It was his assistance that helped Irenaeus decipher several of Christoff's old scrolls. In addition to researching new magic, Laws attempts to uncover hidden secrets of the Wizards' Cabal to pass onto his comrade Martyn Bannister.

SCROLL AND BLADE

Working as a sword-for-hire in the various battle-hardened mercenary companies of the North has always been a way to make a decent wage. Of all those companies, one group stands out by virtue of its exploits—the warrior spellcasters of Scroll and Blade.

ORGANIZATION

Scroll and Blade is the largest mercenary company in the North composed solely of wizards and hardened arcane warriors. Unlike the stereotypical frail wizard of the Cabal, all members of Scroll and Blade are physically fit and trained in at least one form of combat. Members of the group prefer the field of battle to any candle-lit study or library, and when not on assignment, their days are spent in combat training and the honing of their arcane craft.

Scroll and Blade maintains an impenetrable fortress in Bramwald as their headquarters. With some two hundred and fifty members, the company is a magical force to be reckoned with. It hires its members out only on a contractual basis, but takes jobs of virtually any size, scope, and degree of covertness. While the common folk cannot afford their services, some of the wealthier noble houses have used Scroll and Blade mercenaries to fill their ranks when fighting between houses breaks out. The Wizards' Cabal has hired the company in the past to crack down on members of the Eldritch Underground while their own attention was focused on the machinations of the Egg of Coot. Even the kingdom itself has used the taxpayers' good money to take advantage of Scroll and Blade's services.

Each member of the company knows his or her role in combat and rarely deviates from it. While many wizards are known for their inflated egos, the members of Scroll and Blade focus on disciplined teamwork. As a result, the company is a devastating presence on the battlefield, even against much larger forces.

HISTORY

Scroll and Blade was founded in 1005 by four highly militaristic war wizards of the Wizards' Cabal. They respected how the Cabal upheld the law, but grated at their leadership's lack of vision. While one capable wizard could wreak havoc upon scores of enemy troops, the Cabal rejected the notion of a combat-ready arcane fighting force. Even in the tumultuous environs of the North, the Cabal leadership saw little demand for such a group.

The four thought otherwise, however, and when they elected to part ways with the Cabal on amicable terms, they took a number of current and former students with them. From this core group of wizards more comfortable in combat than in the laboratory, an all-wizard mercenary company was formed that would move from assignment to assignment, battlefield to battlefield. Scroll and Blade was born.

Over time, the Wizards' Cabal and Scroll and Blade have worked out various agreements allowing crossover in their memberships. The Wizards' Cabal and the Arcane Inquisition have allowed their members to join the ranks of Scroll and Blade for set periods, both for the training it provides and as a way for Cabal members to earn a solid wage. Members of the Wizards' Cabal on short-term assignment with the company still need to meet the normal prerequisites for service.

NOTABLE FIGURES

The current leader of Scroll and Blade is Siegard the Scorched, a no-nonsense war wizard from Vestfold. No one knows his history outside of his time in the company and his training in the Wizards' Cabal. The air around him is always thick with an oppressive cloud of pipe smoke, and it is said that he only speaks to bark directives or orders.

Hando Copperking is the public face of Scroll and Blade. He works out all the company's contracts and seeks out new employers. He is a shrewd entrepreneur, and his success and

business sense have made Scroll and Blade the envy of other mercenary companies.

THE ELDRITCH UNDERGROUND

A loose alliance of outlaw warlocks and rogue wizards, the Eldritch Underground seeks to accomplish what few arcane societies or barons dare dream: thwarting the draconian rule of the Wizards' Cabal.

Opinions of the Underground and its work vary by community and social class. Peasants living in the outlands of Blackmoor tell stories of the mysterious Eldritch Underground to frighten misbehaving children. According to these tales, agents of the Underground can transform themselves into mere shadows and are capable of casting deadly spells forbidden by the Cabal. Superstitious peasants and common folk looking to contact members of the Underground bury offerings at the point where two country roads cross. Whether or not the Underground answers the request is said to depend on the virtue and intent of the petitioner, reinforcing the belief that its agents can see into mortal hearts.

For their part, the nobility and landed gentry of Blackmoor dismiss the Eldritch Underground as a product of old legends and pranksters. After all, how could a band of unschooled sorcerers succeed in standing against the might of the Wizards' Cabal? When questioned about the recent string of sorcerer disappearances in Jackport, the barons are quick to point out that a sorcerer committed to living in defiance of the Cabal receives only what she deserves.

ORGANIZATION

The Eldritch Underground is not as powerful as the superstitious are led to believe, but neither is it as quickly dismissed as Blackmoor's barons would like. The truth, known by few outside the Underground and the Wizards' Cabal, is that the Underground survives by concentrating on just one goal: protecting and defending the sorcerers of Blackmoor. The Cabal works tirelessly to ferret out agents of the Underground, but for every agent captured and tortured in the Cabal's dungeons, two more will rally to the Underground's call for justice.

Key to the Underground's success is its establishment of scores of cells scattered across the land. Each cell is independent and self-reliant, and has contacts to only a handful of other cells. In this way, a captured agent can reveal little or no information regarding the extents and operation of the organization as a whole. There have been recorded instances of single-minded Cabal inquisitors succeeding in infiltrating cells, but even aided by magic, such tactics can only go so far before the tenuous relationship between connecting cells collapses. Meanwhile, the friends and families of captured sorcerers seek out agents in the hopes of joining Underground resistance, fueled by their vendetta against the Cabal's iron fist.

Despite the myths and legends surrounding it, much of the Underground's work is surprisingly mundane. Agents of the resistance typically construct boltholes and safehouses to conceal wanted sorcerers, and arrange routes for smuggling

outlaws in and out of cities. One cell's work might be to simply keep a fresh horse always at the ready so that a fleeing sorcerer can trade out mounts on a moment's notice. Other cells specialize in preparing travel packs, replete with rations, potions, and scrolls.

More ambitious cells might actively seek out warlocks before they manifest their talents, saving them from the attentions of the Cabal. In cities, cells are rumored to run orphanages and workhouses where all the children are secretly sorcerers in training. Very few cells promote rescuing captured sorcerers, since this risks drawing the immediate wrath of the Cabal. However, certain heroes of the Eldritch Underground (see below) are renowned for their courage in the face of danger.

The agents known as the Sworn of Angvile are the exception to the Underground's rule of steering clear of the Wizards' Cabal. Driven by the tales of their legendary founder, the sworn actively work to thwart the Cabal, and many Underground cells have been wiped out when a charismatic leader convinces his fellows to take up the fight with sword and spell. Those cells that do survive a brush with the Cabal most often do so only by luck, or because they have been infiltrated by Cabal agents.

The Sworn of Angvile refuse to stand by and watch fellow sorcerers suffer at the hands of the Cabal. However, more than one sworn agent has died beneath a hail of magic missiles when an attempted rescue turns out to be a Cabal ambush instead. It is believed that the sworn were responsible for organizing the ambush that led to Skelfer Ard's disappearance. For this reason alone, every inquisitor and arcane warrior of the Cabal has orders to kill sworn agents on sight.

The Sworn of Angvile are rumored to be active in many cities of the North, especially Maus and Blackmoor City. They can be identified by the brand of a dagger hidden somewhere on their body. Once branded, agents are never permitted to leave the ranks of the sworn, and few agents live to die of old age.

The strength of the Underground's secrecy is also its greatest weakness. With only a handful of allies to turn to in emergencies, each cell is expected to handle any trouble that comes its way.

Any agent with knowledge of the Underground above the level of a single cell is known as an initiate. The order is believed to be composed of seven circles of initiates, ranging from lowly operatives to those at the upper levels responsible for orchestrating meetings between agents. The most trusted initiates are those charged with eliminating traitors to the cause.

Most initiates are warlocks, but all have taken up other professions to aid in maintaining their public personas. Many play the role of the skald, the mercenary, or the common rogue. Initiates all swear to embrace death before betraying the Underground, with some scarred by magic runes designed to reduce an agent to a feeble-minded simpleton in case of capture. This effect is mimicked by the sworn, though their version is far more macabre, transforming the agent into a raging killer who is automatically slain when the effect

ends. Such magic is one of the reasons inquisitors and arcane warriors alike tread carefully when on the hunt for agents of the Underground.

Those seeking to parlay with agents of the Eldritch Underground are often stymied by the order's secrecy. A search for contacts in the Underground commonly consists of asking obtuse questions of disreputable sages, leaving messages in smoke-filled gambling dens, or bribing back-alley dealers in forbidden magic and wicked idols. If a seeker is persistent (and passes the Underground's checks into his identity and motives), he might be invited to a late-night meeting on a lonely beach, or in the back of a musty library.

For those needing to find the Underground in a hurry, nothing works better than drawing the wrath of the Wizards' Cabal. Many a character has found herself suddenly aided by a member of the Underground while being chased down by a pack of stone-faced inquisitors. However, such characters are always thoroughly vetted and investigated before being allowed any contact with even the lowliest Underground cell.

HISTORY

Because its early agents rarely left written records of their work or boasted of their achievements, the history of the Eldritch Underground is largely unknown. Many stories surrounding the group are apocryphal, and even those commonly accepted as truth are difficult to prove.

Legend holds that the Eldritch Underground began as a band of mighty sorcerers fleeing the wrath of the early Cabal. Drawing off the raw magic inherent in the lands of Blackmoor, the sorcerers eluded all Cabal agents sent to hunt them down. Retreating to an arcane fastness hidden high in the Stormkiller Mountains, they lived under the able leadership of a blue-eyed sorcerer known by sages as the Witch of the Fane. This band of sorcerers lived for some years in relative peace, using magic to raise and sculpt the living rock walls of their stronghold of Sipris Mountain against waves of predatory giants, orcs, and ogres.

Their peace was not to last. After ten long years of searching, agents of the Cabal discovered the mountain citadel. Raising an army of wizards, arcane warriors, and magical beasts, the army of the Cabal marched upon the mountain. The defenders, refusing to attack their former brethren, fell back before the onslaught as the Cabal's forces laid waste to the citadel's defenses.

In the innermost sanctums of the citadel, the Witch of the Fane regrouped her rebels and offered them an ultimatum: flee the citadel forever, or turn their arcane might upon their brothers and sisters of the Cabal.

The defenders were split evenly, half choosing the way of peace and opting to flee; the other half desiring only to die in battle, raining spellfire down upon their foes. The Witch of the Fane used her powerful magics to smuggle her peaceful sorcerers to safety, while her lover, Angvile the Chaotic, led the remaining defenders against the army of the Cabal.

Survivors' accounts allege that Angvile cast down the very mountain upon his foes, even as he called down lightning

from the skies and summoned forth infernal demons and devils to lay waste to his hated foes. Whatever the truth, the Army of the Cabal was destroyed that day. Where the magnificent Sipris Mountain once stood, today there is only a smoking caldera.

Those who fled the citadel went on to form the group that would one day be known as the Eldritch Underground. At the same time, the memory of the defenders who gave their lives at Sipris gave rise to the Underground's militant sect, the Sworn of Angvile.

A little-known theory held by certain disreputable sages suggests that the Witch of the Fane was, in fact, the granddaughter of Skelfer Ard. Before Ard mastered White Magic and the science of creating the arcane focus, he was said to have experimented with the potential of fusing the magic of Blackmoor with living creatures. Hoping to create a being capable of calling forth and shaping magic at will, Ard supposedly experimented on his own granddaughter, accidentally turning loose an arcane plague that leaped from spellcaster to spellcaster.

Although the plague killed most of those it touched, its few survivors were transformed into beings of great magical power. The legend goes on to say that the Cabal's attempts at stamping out sorcerers were intended to prevent the deadly plague from infecting all Blackmoor. However, skeptics are quick to point out that if the legend were true, that same arcane scourge would surely be present in the land today. As such, the theory seems doomed to remain nothing more than a fanciful story hailing from the mists of Blackmoor's past.

NOTABLE FIGURES

The activities of the Eldritch Underground revolve around a number of memorable characters.

Cagkol: A low-rank initiate of the Underground, Cagkol is a sorcerer known as the Baron-Killer—an ominous title for such a solemn gray-beard. Cagkol's latent talents were discovered on a hunting trip with his brother, heir to a minor barony. When his brother shot and brought down a stag, young Cagkol was so moved by the death of the magnificent beast that his emotions ignited a ball of fire in the surrounding arbor. The forest fire, though brief, claimed his brother's life. Cagkol was accused of regicide, but instead of facing trial, the boy fled into the wilderness, appearing many years later as a hardened adventurer.

Cagkol seldom takes a hand in the day-to-day intrigues of the Underground, preferring to spend his time researching the nature of Blackmoor's innate magic. On occasion, he summons a band of adventurers to delve deep into some newly discovered ruin, often returning with lost magic that predates the advent of the Wizard's Cabal. Though a kind soul, his demeanor has been sharpened by years of persecution. Acquaintances often remark how stern Cagkol appears, until they see him in a moment of kindness with a child or an old friend.

Cagkol is a High Thonian in his late forties. Lean of build with a thin frame, he still retains the muscle of his more active

adventuring days. He is fond of wearing nondescript robes of homespun, and carries a polished ironwood staff with him at all times. His thick head of hair is graying, and his beard is often braided and decorated with platinum and silver charms given to him by old dwarf friends. Cagkol travels only on missions specific to the Underground, and makes his home in a simple hovel located at the base of the Iron Hills. Rumors tell of a series of caves hidden beneath the Hills where Cagkol keeps his libraries and treasures.

Helyl Memseesh: Helyl is a portly, balding man with a penchant for young women and sweet wine. Memseesh has been a devoted servant of the Wizards' Cabal since his initiation at the age of sixteen, but he was loyal to the Sworn of Angvile much earlier than that.

Helyl's guise as a portly hedge wizard conceals one of the most talented spellcasters in modern Blackmoor. He has pursued the path of a war wizard diligently during his time with the Cabal, but his skills as a warlock are even more powerful. That Helyl has been able to keep his dual lives a secret from the Cabal for so long is a testament to his skill at deception.

Helyl's semblance of a sweaty, barrel-chested lecher is only partially an act. He adopted the role in order to drive away those who might befriend him and pry into his history, but in doing so, he has found that he enjoys playing the part of an amoral pig. After all, Helyl tells himself after a night of depravity and sadistic violence, it's only an act.

Presently, Helyl serves as a minor librarian in the war college at Ardenn. He reports on the movements of inquisitors and arcane warriors to the sworn, and has personally arranged for the deaths of five inquisitors in the last year. He delights in causing harm to the Cabal, and if common Blackmoorians should suffer, such is the price of their complicity. So far, the Cabal has yet to detect the traitor in their midst, and should he inadvertently give himself away, Helyl will likely be gone long before an investigation can even begin.

Kaufar'i of the High Hak: This slight, wild-haired barbarian spends her time adventuring in north Blackmoor. A Peshwah nomad clad in buckskin and furs, she eagerly partakes of all civilization has to offer. Kaufar'i is infamous in the city of Maus for her insatiable thirst and wild temper, and tavern owners and guards both fear her. She is renowned for returning from some hitherto unknown dungeon with a sack of loot over her shoulder—treasure quickly spent in marathon gambling and drinking celebrations that can go on for days. Gold seems to flow through her hands like water, easily won and just as easily lost.

Less well known is Kaufar'i's dark side, and her reasons for leaving the High Hak. Trained as a clan sorcerer, Kaufar'i was captured as a young woman by a party of High Thonian nobles. The nobles returned with her to their manor, where she was imprisoned and foully assaulted for six days. On the seventh day, she succeeded in slipping free of her bonds and murdering all but one of the nobles in their sleep. The last she awakened in order to defeat him in single combat, hanging his eviscerated corpse from the highest tower for the ravens to devour.

Shamed in the eyes of her tribesfolk and unable to regain her lost honor, Kaufar'i traveled east along the Gold Road, plying her skills as a mercenary and pit fighter. Civilization was a strange and curious thing to the young barbarian, but it wasn't until she cast a simple spell outside of Ramshead that she came to understand the violence concealed by civilization's thin veneer. Kaufar'i was set upon by a gang of peasants intent on doing the will of the Cabal, but she had sworn to never be captured again. In the madness of her rage, she murdered the peasants, but before the Cabal's inquisitors could retaliate, Kaufar'i had been spirited away by agents of the Eldritch Underground.

Now Kaufar'i serves as an agent of the Underground herself, masking her work for the organization beneath a savage façade of the barbarian. She travels extensively throughout the North, relaying messages and transporting relics too dangerous or fragile to be sent by spell. At times, she has been used as an assassin, but the initiates are loath to lose such a valuable agent on anything as trivial as murder. For her part, Kaufar'i understands civilization far more than she is given credit for, and her cunning has saved her on as many occasions as her rage.

Kaufar'i has an untamed appearance, with tangled hair, wind-burned skin, and wild eyes. She typically disdains heavy armor for a shirt of chain and leather, and fights with a heavy scimitar recovered from a wyvern's horde high in the Ash Mountains. She is always eager for company, but is never as gullible as she allows herself to appear.

Tomas Thodescul: The proprietor of the Black Dragon Tavern, Tomas Thodescul has lived in Blackmoor City since the day he was born, never once setting foot into the wilds beyond. Blessed with a loving wife and a beautiful daughter, Tomas seemed destined to live and die a life of quiet servitude, but such was not his fate.

On his daughter's seventh birthday, she manifested powerful arcane talents. Terrified for his frightened and confused girl, Tomas summoned the Cabal, who quickly swept his daughter away. When he realized the horror of his deed, he rushed after the Cabal agents, only to receive a blade upside the head for his troubles.

In short order, Tomas's life was turned upside down. His wife left him, refusing to forgive Tomas for turning his daughter over to the Cabal. His girl, affectionately named Tigerlily, was never seen again. When approached by agents of the Underground, Tomas eagerly accepted the offer to join their ranks.

Once a kind, gregarious soul, Tomas is now dark, sullen, and driven. He has devoted his life to serving the Underground, using the cellars beneath the Black Dragon to arrange meetings between agents, store supplies for the order, and hide sorcerers on the run from the Cabal.

Apart from aiding the resistance, Tomas also has his own agenda. It is well known throughout Blackmoor City that the proprietor of the Black Dragon pays handsomely for any information on sorcerers abducted by the Cabal. Even though his daughter has been missing for over a decade now,

Tomas still believes that she is alive, and will go to any lengths to find her. Adventurers aiding him in his quest can expect to be amply rewarded from the Black Dragon's coffers, but few are courageous enough to openly contest the Cabal.

T'vadan of the Many Eyes: The creature known as T'vadan is an initiate active in the Eldritch Underground's upper circles, and one of the few agents who has survived multiple encounters with inquisitors and lived to tell about it. Little of substance can be said of the origins or nature of this creature. It often takes a hand in orchestrating the flight of refugee sorcerers, guiding agents from one safehouse to the next. T'vadan rarely becomes involved in any actual conflicts, though when they do occur, the creature reportedly wields magics beyond the ken of mortal sorcerers.

T'vadan's chief role in the resistance is assigning missions to lower-ranking initiates. These can range from quests to regain lost artifacts, to seeking out young warlocks before they manifest their talents.

T'vadan appears as a robed humanoid over 7 feet in height. Its thick robes are as black as the night sky, and seem to sparkle and shimmer with stars. Even in the brightest light, its shadowed hood hides the initiate's features, if there are even any to be seen.

Cabal sources allege that T'vadan is connected on some level to the Egg of Coot, though this might just be rumor spread to sully the reputation of the Eldritch Underground. At any time, there are at least three inquisitors tasked with tracking down and capturing T'vadan. Those associating with the initiate should take care to cover their own tracks, lest they be deemed guilty by association.

Lady Tyger and the Red Lantern Circus: The tall, charismatic leader of the traveling freak show known as the Red Lantern Circus is also a freak in her own right. The woman hiding behind the stage name of Lady Tyger is a warlock.

As a child, Lady Tyger was abducted at a young age by the Cabal, resisting all attempts to reeducate her despite spending several years in their dungeons. Strong-willed and determined, the child was being transported to one of the Cabal's notorious death prisons when her caravan was ambushed by agents of the Sworn of Angvile. Many of the prisoners died in the battle, but the young woman who would become Lady Tyger escaped to flee into the slums of Jackport. There, she fell in with agents of the Eldritch Underground who traveled in the guise of freak show performers. The young woman took up the stage name of Lady Tyger and has been traveling with the Red Lantern Circus ever since.

Tall with a shock of red hair, Lady Tyger is in her early twenties. She seems to delight in her time on stage directing the company of freaks, but her eyes convey a sadness that refuses to be salvaged. After years spent in Cabal dungeons, Tyger can hardly recall her family, and has given up hope of ever finding them again.

NEW MAGIC ITEMS

BADGES OF AUTHORITY

Members of a class that uses badges of authority as implements can apply the enhancement bonus of a badge to the attack rolls and damage rolls of any class power that has the implement keyword. Those with another class gain no benefit from wearing or holding a badge of authority.

A badge of authority can be fashioned from fine metals, or purchased from those who traffic in less legitimate items. In either case, the cost is 5 gold pieces. Generally, a badge of authority is awarded by an organization such as the Wizard's Cabal after an initiate completes a certain level of training and indoctrination.

Melee attacks cannot be made with a badge of authority. You need only wear a badge for its enhancement, property, or power to function. If you wear more than one badge, none of your badges functions.

Magic Badge of Authority		Level 1+
<i>This mark of legitimacy is imbued with arcane power.</i>		

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
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Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
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Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
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Implement (Badge of Authority)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Accusing Badge		Level 3+
<i>Sounding the authority of the law, you bring retribution down upon a wrongdoer.</i>		

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
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Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
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Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
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Implement (Badge of Authority)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. You can use your elemental brand on any enemy in sight.

Badge of Restraint		Level 2+
<i>Your overwhelming presence freezes your enemy in his tracks.</i>		

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
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Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
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Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
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Implement (Badge of Authority)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Cold): Free Action. Use this power when you hit with an attack using the badge. The target is immobilized (save ends).

COAT OF ARMS ITEMS

A coat of arms is a crest or insignia that is carved, threaded, or painted onto an amulet, banner, cloak, suit of armor, or shield to invoke the power and majesty of one's royal birth. A coat of arms is uniquely personal and represents both family lineage and individual accomplishment. A magical coat of arms is not an implement, and does not provide an enhancement bonus to attack and damage rolls; nor is it a wondrous item. A coat of arms is a separate magic item slot. Therefore, a character have have only one magical coat of arms in effect at one time. Displaying a coat of arms that does not represent one's own family, or a family to which one is a sworn bannerman, is a serious offense in the kingdom of Blackmoor.

Banner of Blood		Level 1+
<i>This banner fills you with purpose when your opponent is on the run.</i>		

Lvl 1	360 gp	Lvl 21	225,000 gp
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Lvl 11	9,000 gp
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Item Slot: Coat of Arms

Power (Daily): Immediate Reaction. You can use this power when an enemy is bloodied by your attack. You gain a +1 item bonus to weapon damage rolls against that opponent until the end of your next turn.

Level 11: +2 item bonus to weapon damage rolls.

Level 22: +3 item bonus to weapon damage rolls.

Crest of Kings Level 5+
This beautifully rendered crest inspires awe in all those who see it.

Lvl 5	1,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp		

Item Slot: Coat of Arms

Property: Gain a +1 item bonus to Diplomacy checks and Intimidate checks.

Level 15: +2 item bonus.

Level 25: +3 item bonus.

Power (Daily): Free Action. Reroll a Diplomacy check or Intimidate check you just rolled. Use the new result.

Insignia of Battle Level 6+
This coat of arms helps your allies persevere in dire situations.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Coat of Arms

Property: Each ally within 10 squares of you gains a +1 item bonus to his healing surge value.

Level 16: +2 item bonus.

Level 26: +3 item bonus.

OTHER MAGIC ITEMS

Amulet Against Magic Level 5+
A black-enameled gold star dangles at the end of a intricate chain etched with Draconic runes.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that does not have a martial or spiritual keyword. Gain a +5 bonus to your defense against that attack.

Book of the Seer Level 6
This solid tome contains hundreds of thick pages bound in worked leather, but is surprisingly weightless.

Lvl 6	1,800 gp
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Property: When held, this item grants a +2 item bonus to knowledge checks.

Power (Daily): Free Action. You can take 10 on a knowledge check even if distracted or threatened.

Special: This item is usually granted only to the most learned individuals to come out of the University of Blackmoor.

Dwarven Warband Helm Level 3+
This steel helmet is banded with a silver circlet and engraved with a dwarven war cry.

Lvl 3	680 gp	Lvl 18	85,000 gp
Lvl 8	3,400 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp	Lvl 28	2,125,000 gp

Property: When you use inspiring word, the targets regains an extra 2 hit points.

Level 8: An extra 3 hit points.

Level 13: An extra 4 hit points.

Level 18: An extra 5 hit points.

Level 23: An extra 6 hit points.

Level 28: An extra 7 hit points.

Power (Daily): Free Action. Use this power when an enemy scores a critical hit against you. The critical hit is negated and the attack does normal damage.

Gray Wizard's Vest Level 3+
The stars, moons, and other arcane symbols on this gray velvet vest are etched in silver and gold shavings and bound by alchemical adhesives.

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: Cloth

Enhancement: AC

Power (Healing Surge): Minor Action. While you are bloodied, you can use this power to gain resist 5 against all damage until the end of your next turn.

Level 8 or 13: Resist 10 to all damage.

Level 23 or 28: Resist 15 to all damage



Holy Icon				Level 10+	
<i>A symbol of the faith of its wielder, a holy icon glorifies the most devoted.</i>					

Lvl 10	+2	3,400 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	17,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	85,000 gp			

Weapon: Mace, Spear, Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus, and you can spend a healing surge

Property: A holy icon deals an extra 1d6 radiant damage when the power you use to make the attack has the radiant keyword.

Property: Gain a +2 item bonus on your Will defense.

Power (Daily): Minor Action. Gain a +5 power bonus on Strength checks or Strength-based skill checks until the end of your next turn.

Power (Daily): Minor Action. You can see invisible creatures as if they were visible until the end of your next turn.

Special: A *holy icon* can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls and the extra damage granted by its property (if applicable) when used in this manner. You do not gain your weapon proficiency bonus to an attack roll when using a holy icon as an implement.

New Moon		Level 14	
<i>This intricately-fashioned silver ring bears a stylized wolf head superimposed over a full moon.</i>			

Lvl 14	21,000 gp
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Item Slot: Ring

Property: You cannot change shape or use any other power with the polymorph keyword, either purposefully or involuntarily.

Regent's Helmet		Level 7+	
<i>This adamantine full helmet is banded with a gold circlet. A single emerald is set above the eyes, and two black raven's wings extend back from the ear guards.</i>			

Lvl 7	2,600 gp	Lvl 17	65,000 gp
Lvl 12	13,000 gp	Lvl 22	325,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to Diplomacy checks and Insight checks.

Level 12: +3 item bonus.

Level 17: +4 item bonus.

Level 22: +5 item bonus.

Power (Daily): Immediate Interrupt. You can use this power when you are hit by an attack that targets your Will defense. Gain a +2 power bonus to Will defense against the attack.

Level 12: +3 power bonus.

Level 17: +4 power bonus.

Level 22: +5 power bonus.

Weapon of Legitimacy		Level 25+	
<i>The ultimate symbol of an arcane warrior's authority.</i>			

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Weapon: Axe, Hammer, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Before damage is rolled, you can apply your elemental brand to the target struck as a free action.

Power (Daily): Minor Action. Each ally within 5 squares gains the benefit of your Arcane Aura class feature until the end of your next turn.

Special: A weapon of legitimacy can be used as a badge of authority. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to an attack roll using a weapon of legitimacy as an implement.

NEW RITUALS

ANALYZE SPELL FOCUS

Peering deeply into the foreign spell focus, you study the crystalline formations. In time, you discern the mystical forces mirrored there and the powers they unleash.

Level: 5
Category: Divination
Time: 6 hours
Duration: Permanent

Component Cost: Varies
Market Price: 1000 gp
Key Skill: Arcana

You target a spell focus that contains spells you have not imbued in it.

If you seek to learn which spells or rituals are contained in the spell focus, roll an Arcana check. You learn the name and nature of any stored spell or ritual with a level equal to or lower than your check result. The component cost to read a spell focus is 100 gp.

If you seek to copy a spell or ritual from the spell focus, you must already know that the spell or ritual is contained in the focus (usually from a prior use of this ritual). You may copy one spell or ritual per use of this ritual as long as your Arcana check result is equal to or greater than the level of the spell or ritual to be copied. The spell or ritual may be copied into a spellbook, ritual book, spell focus, or a ritual scroll.

When reading or copying from a magister spell focus, your Arcana check suffers a –5 penalty. That penalty rises to –10 when mentally manipulating a supreme spell focus.

CABAL'S CURSE

In accordance with the dictates of the High Council of the Wizard's Cabal, you and four other companions impose the ultimate sentence on a wrongdoer, short of death.

Level: 10
Category: Binding
Time: 6 hours
Duration: 24 hours (special)

Component Cost: 5,000 gp
Market Price: n/a
Key Skill: Arcana

This ritual requires the participation of five casters, but only the lead caster makes the skill check (the other casters grant no bonus to that check). Each must spend a healing surge during the performance. This surge is not recovered until 48 hours after the ritual is completed. The lead caster may sustain the ritual for another 24 hours by spending, or designating a participant to spend a healing surge. Sacrificing a daily healing surge to the cause of punishing the Cabal's enemies is a standard initiation requirement. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent.

The Cabal's Curse is a sentence placed on magical miscreants deemed too dangerous to imprison or penalize, but, for whatever reason, cannot be put to death. The ritual is a closely guarded secret and is not available for purchase. Attaining the details of the ritual would require someone to secure it from the Cabal, and survive long enough to pass it along.

At the close of the ritual time, the lead caster makes an Arcana check with a –15 penalty. If the check result is equal to or greater than the level of the accused, the target sustains a level 10 curse with one of the following afflictions (as determined by the lead caster):

–20 penalty to Intelligence (minimum 3),

–20 penalty to Wisdom (minimum 3),

–20 penalty to Charisma (minimum 3), or

–10 penalty on attack rolls and skill checks.

If the check fails, the components and healing surges are consumed, but no other result occurs.

CREATE SPELL FOCUS

Through great and sustained concentration, you channel White Magic through the gem before you. By smoothing mystical pathways through the item, it becomes a magically active wizard's boon.

Level: 5
Category: Creation
Time: 24 hours
Duration: Permanent

Component Cost: Varies
Market Price: 500 gp
Key Skill: Arcana

Channeling the power of White Magic through your body and into the palm-sized gem before you, great changes are worked upon the material. It becomes a Spell Focus, capable of being used as a spellbook. The capacity of the focus depends on the value of the mineral used, and the result of an Arcana check.

Arcana Check Result	Quality	Value	Capacity	Weight
19 or lower	Initiate	30 gp	96 pages	1 lb.
20–29	Magister	3000 gp	160 pages	2 lb.
30+	Supreme	300,000 gp	259 pages	3 lbs.

The component cost of the ritual is 10 gp + the value of the mineral infused.

If the proper gem is used, the ritualist can choose imbue the item with a damage type affiliation during the creation process. This adds another day to the time that must be spent on the ritual, but does not increase the component cost.

No special effort or expense is needed to use a spell focus as an implement. A spell focus implement may be enhanced using the Enchant Magic Item ritual, and this does not disrupt its capacity or use as a spellbook.

SKELFER'S RECKONING

Through great and sustained concentration, you channel White Magic through the gem before you. By smoothing mystical pathways through the item, it becomes a magically active wizard's boon.

Level: 20 **Component Cost:** 50,000 gp
Category: Creation **Market Price:** 200,000 gp
Time: 24 hours **Key Skill:** Arcana
Duration: Permanent

This ritual requires the participation of seven casters, but only the lead caster makes the skill check (the other casters grant no bonus to that check). All magical effects and magic items within the area of effect of the ritual, except those held or touched by a caster, have a chance to be dispelled or disenchanting. The range of the ritual depends on the Arcana check result.

Arcana Check Result	Range
Under 20	Up to close burst 4 from lead caster
20–29	Up to close burst 6 from lead caster
30–39	Up to close burst 8 from lead caster
40+	Up to close burst 10 from lead caster

Subtract 10 from the Arcana check total. That result is an attack roll result against each effect or item in range. An item's defense is its level, or the Will defense of any nonparticipating creature carrying or holding it, whichever is higher. If the attack hits, the effect is permanently dispelled or the item disenchanting as if by the Disenchant Magic Item ritual. If the attack misses, the effect or item is suppressed for 24 hours.

While its effect on nearby magic can be devastating, Skelfer's Reckoning is most effective against spell foci. All spells stored in spell foci within 3 miles of the lead caster are erased if the spell level is lower than the Arcana attack roll described above. If all spells within one spell focus are erased, that spell focus is destroyed. An hour before the completion of the ritual, all spell foci in range begin to vibrate. A DC 20 Arcana check reveals the danger to anyone in possession of, or who has line of sight to, a threatened focus. To save the focus, the possessor must carry it outside the area of effect before the ritual is completed.

BLACKMOOR ARTIFACTS

Blackmoor contains at once some of the mightiest and the most colorful of artifacts, and this section offers a detailed look at a sampling of them. As artifacts are largely a DM matter, it is strongly recommended that players avoid reading the remainder of this chapter, for the sake of their own enjoyment.

MAROON

Maroon is appropriate for epic level adventurers. It is a proud weapon, accustomed to being wielded by the powerful and the wealthy. It expects to be treated to the finest in all things, and will not tolerate any less.

Maroon

Epic Level

Dhummnon, the God-King, gifted maroon to the first dwarves and commanded them to use it as a binding symbol of honor, steadfastness, and accumulation of wealth. Maroon is content to be exchanged for vast sums or to be part of a horde of treasure, but it is most satisfied being wielded by a powerful mortal who truly appreciates the finest the world has to offer. As a result of past transgressions, it has an abiding hatred of orcs and the undead.

Maroon is a +5 dancing greatsword with the following properties and powers.

Enhancement: Attack rolls and damage rolls

Critical: +5d6 damage, or +5d10 damage against chaotic evil creatures

Property: The weapon deals an extra 2d10 damage against orcs or undead.

Property: You gain a +2 item bonus to Insight and Intimidate checks, and a +4 item bonus to Diplomacy checks when negotiating a contract or haggling.

Property: When drawn, maroon glows with a golden light that is the equivalent of the wizard's light cantrip, and emits a swelling ambient noise. Both serve to draw attention to the weapon.

Power (Daily): Move Action. You teleport up to 5 squares.

Power (Daily): Minor Action. You gain truesight 10 until the end of the encounter.

GOALS OF MAROON

- ◆ Promote honorable dealing and the sanctity of contracts.
- ◆ Be the center of attention, treated in the best possible manner, and surrounded by the finest of all things.
- ◆ Be used to accumulate wealth.

ROLEPLAYING MAROON

Maroon is noble and testy, and has high expectations. Although not given to incessant chatter, it is not hesitant to voice its concerns when the actions of its wielder or its surroundings are not to its liking. Given its excessive

demands about behavior and accoutrements, there's a great deal of room to fall short. Constant attention, gifts (a new and shinier scabbard, belt, gem for the pommel), and praise are necessary to keep it quiescent.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner is primarily responsible for negotiating an honorable arrangement	+1
Owner completes quest that garners 500,000 gp or more in treasure	+1
Owner breaks his word or undermines an honorable arrangement	-2
Owner fails to impress the weapon through gift or treatment (1/month)	-1

PLEASED (16-20)

Largely as a result of the munificence and splendor of the greatest of all artifacts, I have become a symbol of the wealth, power, and prestige available to those who honor their word.

Maroon is convinced that it is being treated as is its due, and that its wielder is steadfast in his goals and principals.

Maroon's enhancement bonus increases to +6.

Critical: +6d6 damage, or +6d10 damage against chaotic evil creatures

Property: The weapon deals an extra 3d10 damage against orcs or undead.

Power (Daily ♦ Weapon): Standard Action. You explode in glorious energy, attacking each enemy in range. Close burst 3; Charisma vs. Reflex; 2d6 + Charisma modifier radiant damage, and the target is dazed (save ends).

Special: The wielder's share of any treasure awarded by agreement of all his companions is increased by 10 percent without decreasing the share of any other.

SATISFIED (12-15)

Maroon is quiet. I'm certain that it sees greater potential in me, but can find nothing at present to rail against.

Maroon finds its treatment, and the actions of its wielder, acceptable... for now.

Power (Daily): Minor Action. You regain hit points as if you had spent two healing surges.

NORMAL (5-11)

I am bidden to treat my word as my law, and to honor my blade above all else. I only hope I can meet expectations.

Maroon has expressed its desires regarding treatment and the actions of its wielder. It believes the future will be a glorious one, but it watches carefully.

UNSATISFIED (1-4)

I have not been completely true to my word, and I have not yet pleased my blade.

The wielder has not honored an honorable arrangement or has slipped in his treatment of maroon. If the character does not change his ways, the artifact will soon abandon him.

Property: You suffer a -2 penalty to attack rolls and damage rolls except against orcs or undead. This applies whether or not you are holding or using maroon.

ANGERED (0 OR LOWER)

I cannot be trusted, and do not honor or respect my greatest asset. Or so I'm told, repeatedly.

The wielder has disappointed maroon and made the item regret its decision to place it in the wielder's care. It will not remain in the character's possession for long.

Maroon's enhancement bonus decreases to +4.

Critical: +4d6 damage, or +4d10 damage against chaotic evil creatures

Property: The weapon deals an extra 1d10 damage against orcs or undead.

Property: You suffer a -5 penalty to attack rolls and damage rolls except against orcs or undead. This applies whether or not you are holding or using maroon.

MOVING ON

I have basked in maroon's glory long enough. It is time to share the wealth. Maroon believes it is time for another to honor it. When the character next gains a level, maroon disappears. If the item is at least satisfied, it leaves behind a normal +6 dancing greatsword in compensation, meager though that is compared to the wondrous blade.

THE WHITE SPEAR

This weapon, beholden to Odir and the Church of the Holy Spear, is appropriate for heroic-level characters. Bishop Garamond is the custodian of the White Sword, not its owner. He never uses it himself but grants its use to holy champions battling on behalf of the church.

The White Spear

Heroic Level

Handed down in ages past by Odir, the white spear symbolizes all that is good and proper in the Church of the Holy Spear. It is ever thirsty for knowledge and arcane secrets, and is never afraid of exacting righteous punishment.

The white spear is a +2 dragonslayer spear with the following properties and powers.

Enhancement: Attack rolls and damage rolls

Critical: +2d8 damage, or +2d12 damage against dragons and undead

Property: The weapon deals an extra 1d10 damage against chaotic evil creatures.

Property: You gain darkvision.

Property: You gain a +2 item bonus to knowledge checks.

Property: The spear flairs with radiance whenever it is within 10 squares of an evil or chaotic evil creature.

Power (Daily): Minor Action. You and each ally in close burst 5 gain a +1 power bonus to attack rolls until the end of the encounter.

Power (Daily ♦ Healing): Standard Action. You or an ally in close burst 5 regains hit points as if you had spent two healing surges.

GOALS OF THE WHITE SPEAR

- ♦ Uphold the traditions and objectives of the Church of the Holy Spear.
- ♦ Bring ruin to the Egg of Coot and its minions.
- ♦ Accumulate knowledge in all matters and from all sources.

ROLEPLAYING THE WHITE SPEAR

The white spear will only agree to be held by someone who has gone through a lengthy, ritualistic anointing process, during which the proposed wielder pledges himself to Odir and the Church of the Holy Spear. The weapon is demanding and ever mindful of straying from the righteous way. It is also bloodthirsty toward dragons, undead, and those in league with the Egg of Coot.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner is a cleric, paladin, or warlock	+1
Owner completes quest that aids the Church or undermines the Egg of Coot	+1
Owner or ally attacks a member of the Church of the Holy Spear	-1
Owner or ally acts, voluntarily or not, in a way that aids the Egg of Coot	-2

PLEASED (16–20)

I am a seeker of knowledge, a wielder of magic, the bane of the Egg, and righteous in all I do.

The white spear is well pleased with its wielder. It enacts the will of Odir and glorifies in its molding of this mortal soul.

The white spear's enhancement bonus increases to +3.

Critical: +3d8 damage, or +3d12 damage against dragons and undead

Property: The weapon deals an extra 2d10 damage against chaotic evil creatures.

Power (Daily ♦ Psychic): Standard Action. You bring crushing despair to each enemy in range. Close burst 3; Charisma vs. Will; 1d10 + Charisma psychic damage, and the target is dazed (save ends)

Special: An exarch or angel in Odir's service might occasionally emerge from woodhold to give you prophetic guidance or send you on a quest. It won't fight for you.

SATISFIED (12–15)

The white spear and the will of Odir command me and I accept that duty.

You have satisfied the white spear with your dedication, but it does not hesitate to point out your remaining flaws, or to issue commands on various matters.

Power (Daily): Adjacent creatures do not gain the benefit of concealment or invisibility against you for the remainder of the encounter. This means you can make opportunity attacks against creatures you can't see.

NORMAL (5–11)

I am pledged to uphold the dictates of Odir and the Church of the Holy Spear. I hope to prove myself worthy.

The white spear is vigilant, expecting the wielder to fail in upholding his vows and obligations. The weapon is a tireless voice of instruction.

UNSATISFIED (1–4)

I must try harder to become what my soul desires and my weapon demands.

The wielder has disappointed the white spear and cannot escape the weapon's derision and exhortations to better himself. If the character does not change his ways, the artifact will soon abandon him.

Property: You suffer a -2 penalty to attack rolls and damage rolls except against dragons and undead. This applies whether or not you are holding or using the white spear.

ANGERED (0 OR LOWER)

The voice of outraged righteousness resounds in me, and I have been found wanting.

The white spear is unyielding in its condemnation, and hardly allows the wielder to rest unless his head is bowed in prayer. It will not remain in the character's possession for long.

The white spear's enhancement bonus decreases to +1.

Critical: +1d8 damage, or +1d12 damage against dragons and undead

Property: The weapon deals an extra 1d6 damage against chaotic evil creatures.

Property: You suffer a -5 penalty to attack rolls and damage rolls except against dragons or undead. This applies whether or not you are holding or using the white spear.

MOVING ON

I am forced to accept life without the guidance and vigilance of the white spear. The white spear is finished with the wielder. When the character next gains a level, the weapon disappears. If the item is at least satisfied, it leaves behind a normal +3 dragonslayer spear as a way to remember the just way.

FEYHOLD (TEL'AQUASSIRU)

This ancient advisor to the Cumasti kings is appropriate for paragon-level characters. Given the proper circumstances and mission, feyhold will advise Menander Ithamis, Lord of the Northern Cumasti Elves, that it is needed in the hands of another.

Feyhold (Tel'aquassiru)

Paragon Level

When it was a living elf, Tel'aquassiru was a devoted Cumasti advisor and family man, which influences his information. He was placed within feyhold by powerful Cumasti magic upon his death, at his request, so that he can continue to defend eladrin and the eladrin way of life.

Feyhold is a +3 lightning longsword with the following properties and powers.

Enhancement: Attack rolls and damage rolls

Critical: +3d6 damage, or +3d10 damage against creatures with the shadow origin

Property: The weapon deals an extra 2d10 damage against chaotic evil creatures.

Property: You gain a +2 item bonus to Perception and Insight.

Property: Eladrin within 5 squares gain a +1 item bonus to attack rolls, defenses, and saving throws.

Property: You can speak and understand the Cumasti language and read the Cumasti script.

Power (Daily): Move Action. You gain a speed of fly 8 until the end of your next turn. Sustain minor. If you don't sustain the power, you float to the ground without taking falling damage.

Power (Daily ♦ Illusion): Standard Action. Close burst 5. The burst creates a zone of illusion as you desired. The zone is difficult terrain. Any creature in the zone at the start of its turn is dazed and cannot attack (save ends). If a creature in the zone is damaged, the effect ends automatically.

GOALS OF FEYHOLD

- ◆ Help the Cumasti flourish in keeping with their ancient traditions.
- ◆ Preserve natural areas, particularly the Feywild, from degradation.
- ◆ Bring honor and fame to the Cumasti people.

ROLEPLAYING FEYHOLD

Feyhold is a calm and patient judge of character. The sword rarely speaks to its wielder, but when it does it divulges information that is key to the wielder's well being. The item never willingly harms a child, even if not doing so means its own destruction.

CONCORDANCE

Starting score	5
Owner gains a level	+1d10
Owner is an eladrin or elf	+2
Owner completes quest on behalf of Cumasti leader	+1
Owner or ally attacks an eladrin or elf	-1
Owner or ally acts against interests of the Cumasti	-2

PLEASED (16-20)

The law, traditions, and culture of the Cumasti eladrin guide me in all ways, and I flow with the magic of the Feywild.

Feyhold is clearly in tune with its wielder at this point, and together they are doing the will of Cumasti peoples.

Feyhold's enhancement bonus increases to +4.

Critical: +4d6 damage, or +4d10 damage against creatures with the shadow origin

Property: The weapon deals an extra 3d6 damage against chaotic evil creatures.

Power (Daily): Minor Action. An ally who is younger than you gains a +4 power bonus to all defenses until the end of your next turn.

Special: An exarch or angel in the service of one of the Cumasti deities might occasionally emerge from feyhold to give you prophetic guidance or send you on a quest. It won't fight for you.

SATISFIED (12-15)

Beware all who would threaten the Cumasti way of life. Feyhold commands you to suffer for your transgressions.

Feyhold is satisfied that its wielder serves the interests of the Cumasti king and people, but it is mindful of acts that undermine that faith.

Power (Daily): Immediate Reaction. When you become bloodied, you gain 3d6 temporary hit points.

NORMAL (5-11)

Tel'aquassiru seeks my hand in a mission of utmost importance to the Cumasti royal line and people.

Feyhold is reserved and cautious with the wielder until the character has proven his loyalty and worth.

UNSATISFIED (1-4)

I have brought dishonor to myself, and as a result, to feyhold and the Cumasti.

The wielder has not honored his promise to uphold the eladrin way of life or the commands of the Cumasti leaders. If the character does not change his ways, the artifact will soon abandon him.

Property: You suffer a -2 penalty to attack rolls and damage rolls except against chaotic evil creatures. This applies whether or not you are holding or using feyhold.

ANGERED (0 OR LOWER)

Tel'aquassiru tells me it is displeased with me, and shamed by my presence.

The wielder has disappointed feyhold and made the item regret its decision to place it in the wielder's care. It will not remain in the character's possession for long.

Feyhold's enhancement bonus decreases to +2.

Critical: +2d6 damage, or +2d10 damage against creatures with the shadow origin

Property: The weapon deals an extra 1d6 damage against chaotic evil creatures.

Property: You suffer a -5 penalty to attack rolls and damage rolls except against chaotic evil creatures. This applies whether or not you are holding or using feyhold.

MOVING ON

It's time Tel'aquassiru returned to its king and its people.

Feyhold realizes that its time with the wielder is concluded. When the character next gains a level, feyhold disappears. If the item is at least satisfied, it leaves behind a normal +4 lightning longsword as an expression of the Cumasti people's gratitude.

THE KINGDOM OF BLACKMOOR

BLACKMOOR IS A HARSH LAND to call home. For centuries it has remained a lightly settled frontier, full of death and despair but rich with natural resources and opportunities for profit. Those who brave its hazards understand that such opportunities come at a high price. Blackmoor is home to strange magics and even stranger creatures; a land where malicious raiders and unknowable horrors wipe out entire outlying villages. Although life in Blackmoor is trying at times, it is an exciting place, full of adventure. Those brave souls who survive in the North will be heralded as heroes by its people.

This chapter describes life in Blackmoor, covering major aspects of day-to-day existence in the cities and towns that characters may encounter during their adventures. The DM should feel free to modify or expand any of the ideas presented here to better fit the specific campaign.

This chapter covers the following topics:

- ◆ **Timeline:** A timeline of Blackmoor, from the foundation of the Thonian Empire
- ◆ **Life in Blackmoor:** Day-to-day basics, from the structure of the Kingdom of Blackmoor to its calendar, customs and economics
- ◆ **Geographical Features:** The physical make-up of the North, including its towering mountain ranges and raging rivers
- ◆ **Locations:** An in-depth look at the settlements of the kingdom, from Archlis to Williamsfort



A BLACKMOOR TIMELINE

- 0 Thonia founded.
–Emperor Robert I founds Blackmoor, which in turn becomes the first port and castle in North.
- 500 Worshippers at the Temple of Id prepare for conquest. The forces of Blackmoor mount a pre-emptive surprise attack. The Temple is destroyed.
- 500–525 Uberstar founds the Great Mines in what is today southeastern Blackmoor.
- 700 First Unwanted begin to settle along Misauga River. A second group of Unwanted begin to settle along the coast, founding the towns of Hanford, Robinsport and Silverbell.
–The foundation of Port Dacoit by pirates.
- 725 After a minor political upheaval in Thonia, ten noble families leave to join the Unwanted in the west. Oktagern is founded by House Degern.
- 805 Power hungry wizards begin to press for power.
- 815 The Mage Wars begin.
- 886 Skelfer Ard discovers the Spell Focus.
- 894 Skelfer returns to Archlis to find it destroyed.
- 896 The Mage Wars come to an end. Skelfer’s Sojourn begins.
- 900 End of Skelfer’s Sojourn.
- 910 The Wizards’ Cabal is officially founded and begins teaching its first class.
- 925 Thonia expands its borders to the Misauga River. The Duchy of Ten is founded and the construction of Starmorgan begins. Ten starts to raid Thonian territory beyond the Misauga River.
–Menander Ithamis becomes lord of Ringlo Hall.
- 970 The Realm of the Egg is noticed for the first time.
- 985 Uther Andahar born.
–Baron of Blackmoor Alveraz killed in a surprise attack by barbarians.
- 994 Marfeldt the Barbarian begins his legendary rampage through the Peaks.
- 995 First Coot Invasion of Blackmoor. Blackmoor City is heavily damaged in the battle requiring massive repair. Blackmoor rebuilt.
- 996 Willem of the Heath picks up armor and weaponry from Blackmoor Dungeon and becomes the Blue Rider. Battle against two towers of wizardry, giant vultures in “six hills” of Wolf’s Head Pass. Svenson, Bishop Carr, the Blue Rider, and Mello Feather toes build Freehold to guard the pass. Svenson takes command of a small force of 30 men and defeats the Skandaharians at Wolf’s Head Pass.
- 997 Large-scale invasions by the Egg and its former servant, the “Ran of Ah Foooh.”
–Freehold sacked for the first time.
–The Egg’s second siege of Blackmoor. Most of the Castle’s leadership is slain and the castle itself falls within a week.
–The orc king Funk I, with his Grand Army, controls Blackmoor Castle, ruling all orcs from its dungeons.
–The northern barons regroup. Bramwald and her dwarf allies rally to the side of Thonia, with reinforcements from outside (starting with Archlis).
–The evil forces continue their assault on the North’s fortified cities. Overconfident, they also launch unprovoked attacks on the southern Peshwah. Duchy of Ten withdraws. Thonian forces begin counter-offensive. Northern lords send a token force and the Peshwah send their whole cavalry.
- 998 Elf adventurers successfully take Blackmoor. The orcs are driven to the deeper dungeons. Svenson slays Funk I. Svenson later rebuilds Freehold, deciding to steer clear of Blackmoor politics.
- 998–999 Nomads and their Tenian allies from the Plains of Hak repulsed by Svenson and “the Sniders.”
–Marfeldt the Barbarian loots the Merchants’ Guild of Maus.
- 1000 Accession of the child-emperor Iyx I.
–Afridhi start their eastward march under Toska Rusa. Svenson begins building the dungeons of Vestfold and is declared “Protector of the Faith.”
- 1001 Earldom of Vestfold eliminated, although Vestfold remains the center of northern politics. A Council of Regents decides policy, then led by Co-Regent Bakura. Bishop Carr succeeded by Garamond Bolitho. Sildonis cleans out Pete’s Place, becomes the new Wizard of the Wood.
- 1002 Afridhi overrun the Vales.
- 1003 Afridhi make the Vales a province and begin to move through the Plains of Hak.
- 1005 Uther’s father killed in battle against Skandaharians.
–Uther becomes Baron of Blackmoor.
–Ten invades the North and is defeated by Uther at Lake Berne.
–Afridhi reach Ten.
- 1006 Afridhi go to war with Ten. A succession of sieges begins.
- 1007 Blackmoor Castle is subdued enough that the king may reside there again.
- 1008 Northern barons seek Thonian support to let them help the Duchy of Ten. This request is denied.
–Egg invades the North for a third time and is repelled by Uther.
- 1013 The Terror in Ten, and the first Tenian revolt in reaction.
- 1014 Dwarves complete construction of the Steam Bore.

- 1015 During the first six months of occupation, Thonian temples are burned and the worship of Zugzul declared mandatory. The Peel, Walcheron, and Stuyvesant houses are exterminated. Only Kay and Hubal survive for House Degern.
- Afridhi raid the Barony of the Lakes. Northern barons aid Han Aleford's return raid on the Afridhi. Governor of the North sent to arrest Aleford, but Uther and Timothy Curlytop stop him at Booh.
 - Thonian forces chase Uther out of Blackmoor.
 - Famous Battle of Root River. Orcs, led by Funk II, lay siege to Bramwald. Uther retakes Blackmoor without a fight.
 - Battle of the Neck, wherein 10,000 Afridhi are slain in routing the Northern barons, as they lose an entire wing on the banks of Lake Temperance. Afridhi forced to withdraw.
 - A large contingent of docrae escape slavery at the hands of the Afridhi and head north.
 - The Northern Revolt. King Uther is backed by Bascom Ungulian and Han Aleford.
 - Thonian invasion repelled. Han Aleford killed by Thonian cavalry. Svenson is made Regent of the Lakes.
 - Rissa Aleford made Baroness of the Lakes.
 - Battle of Glendower against the Egg. The Flying Monk burns down the forest.
 - Ithamis designated as the lord of the Northern Elves.
- 1016 Battle of the Downs: Skandahar beaten. Battle of Blackmoor: Afridhi beaten again.
- 1018 Thonians turned back again in Crystal Peaks, this time suffering heavy casualties.
- 1019 Newgate, Dragonia, and Ramshead founded.
- The docrae settle at Booh.
 - Williamsfort stripped of its baron and run from Newgate by the Svenson.
- 1020 Wizards' Cabal suppresses sorcerer revolt in Vestfold.
- 1022 Ungulian invades the Realm of the Egg and is captured.
- 1024 Uberstar Khazakhum, Regent of the Mines, taken by Orcs of the Black Hand in Crystal Peaks. Lortz Kharnundrum invades their stronghold, but is driven back.
- Ungulian returns from the clutches of the Egg of Coot. Sixth Dwarf-Orc War begins in Crystal Peaks, spreads to the Stormkiller Mountains by winter.
- 1030 The campaign begins.

THE KINGDOM OF BLACKMOOR

Capital: Blackmoor

Government: Monarchy

Religions: All known deities in the Northern pantheon

Imports: Cumasti crafts, metals, spices

Exports: Furs, grains, vegetables

The Kingdom of Blackmoor stretches across a large portion of the North. With its capital in the city of Blackmoor, the realm stretches west all the way to Lake Gloomy, home of the Baroness of the Lakes. To the east, Blackmoor stretches to the North Sea's shores. The southern side of Rat Lake, bordering the Dragon Hills, marks the kingdom's southernmost point. This broad expanse of land encompasses most of the Westryn realms as well. However, the kingdom of Blackmoor has only limited ties with the Westryn, and Blackmoor does not lay claim to their lands. The Westryn ignore borders and rarely venture beyond their forests.

Blackmoor's reigning government is a monarchy. Blackmoor is a hard land and requires a sturdy and capable leader. Leadership in Blackmoor comes in the form of its king, Uther Andahar. The baron of Blackmoor when it was a part of the Thonian Empire, Uther rejected the Thonian Emperor's mandates to pursue peace with the Afridhi, even as they pressed closer to Blackmoor's borders. As the Afridhi forces crossed the Misauga River, Uther rallied his forces and repelled the Afridhi. The Afridhi suffered heavy losses, forcing them to retreat back across the river, where they remain to this day. In light of Uther's impressive leadership, the region's other barons supported his claim to Blackmoor's throne. They swore fealty to him and his promise to defend Blackmoor from invasion.

Currently, King Uther controls his lands through a system of baronies. To avoid continued bloodshed after repulsing the Afridhi, Uther secured peace with Blackmoor's major races. The kingdom of Blackmoor recognizes the sovereignty of the Cumasti, dwarf, halfling, and docrae nations and landholdings (even those that lie in areas claimed by the kingdom) in exchange for a tight alliance that emphasizes mutual defense and open trade routes.

The only major peoples missing from this alliance are the Peshwah and the Westryn elves. The Peshwah continue to search for their own solution to the Afridhi advances. This search is costly, and rumors say that a Peshwah alliance with Blackmoor is inevitable. The Westryn maintain no animosity or belligerent intentions toward the North's other races, but they prefer to stay neutral as they are mired in their own conflicts.

THE REGENCY COUNCIL

The Blackmoor Regency Council manages the North's intricate alliances. One representative from each allied race sits on the council, along with some luminaries from Blackmoor's academic circles. Each major culture sends a group of potential council members to the king so that he may handpick his advisors. Many appointees adventured and fought alongside the king and have earned these esteemed positions because of their abilities and proven loyalty. Uther trusts the council completely. In fact, he has ordained that the Regency Council shall take control of his kingdom, should something untoward befall him.

While the council is meant to provide an open forum for all participants to air grievances and create or rescind legislation,

the king has the final say on the council's actions, because of his strong bond of trust with the membership. The others place high value on his leadership and his wisdom and have come to view him as their honorary leader.

Listed below are the council's current members and their respective positions in Blackmoorian politics.

THE REGENCY COUNCIL

Timothy Curlytop	Regent of the Halflings of the Northern Marches
Svale Highfellow	Freekeeper of the docrae
Menander Ithamis	Lord of the Cumasti
Uberstar Khazakhum	Regent of the Mines
Sildonis	Spellwise of the Wizards' Cabal
Svenson	Baron of Newgate

BARONIES IN BLACKMOOR

Blackmoor's powerful barons are responsible for maintaining peace as well as expanding Blackmoor's borders by further settling the frontiers. The Thonian Emperor originally established the baronies to encourage nobles to leave their established lands and settle the northern wilderness of Blackmoor. Settling such a wild area proved a considerable—and often deadly—task. After many decades, the seeds of infrastructure planted by those first barons have begun to mature. While Blackmoor is still considered a frontier, some areas show considerable growth and robust economies.

The barons are charged with collecting taxes, encouraging trade, and expanding their lands through the growth of settlements along the frontier. In exchange for this service, the barons are awarded large pieces of land and the right to rule in their regions. The barons raise and maintain armies to assist in this effort. The baronies and their leaders are listed below.

BLACKMOOR'S BARONS

Archlis	Wolper Gannet
Bramwald	Bram Tagus
Dragonina	Peshwan na Shepro
Glendower	Bascom Ungulian
The Lakes	Rissa Aleford
Maus	Piter Rall
Newgate	Svenson

UTHER'S DECREE

When Uther Andahar became Blackmoor's king, he issued a decree to the region's nobles. Because of the dangers of living on a frontier, Uther and the Regency Council mandated that

all nobles of all races loyal to Blackmoor be required, upon reaching maturity, to spend five years traveling throughout the land in service to their people. Only after a noble completes this test, called "validation," can he assume power.

The decree was designed to encourage communication between traveling nobles of different races, and it serves as a rite of passage into nobility's upper echelons. This decree has had an interesting effect, as it is responsible for keeping the nobility's growth to a negligible amount, as many have proven unable to survive for even five short years in Blackmoor's wilds. Those who do survive are much wiser for it and become regarded as strong and reputable leaders.

Uther is praised for this decree and for providing the common folk with such ready access to their future leaders of Blackmoor. The Peshwah and Westryn mock and ignore this order, as they have their own rites of passage. They see the test as weak, since no real danger comes to those who travel carefully out of harm's way.

LIFE IN BLACKMOOR

A typical Blackmoorian city resident is a hard-working laborer. With the frontier's land-owning opportunities, many Thonians left their homes to settle Blackmoor and increase their wealth through the land's rich lumber and natural resources. Blackmoor's harsh winter sent many of these immigrants into the cities where they now serve nobles or assist in the local economy as merchants, barkeeps, or entertainers.

Many skilled craftsman also inhabit Blackmoor's towns and cities. In the largest cities, craft guilds require such craftsmen to obtain membership in order to practice their trade. These guilds charge administrative fees to the craftsmen; in exchange, they prevent non-guild craftsmen from taking work in the area and thus competing with the members. Some cities employ local craftsmen to expand the settlement's defenses as well as to construct new homes and shops.

Wooden houses are common in Blackmoor. These dwellings are often roofed with slate shingles, but may be crafted of lesser materials depending on the proximity to the frontier and the flow of trade through the region. Homes are built in very close proximity to each other, with just a few feet of space separating them. A typical Thonian's home is populated by his immediate, and sometimes extended, family. An entire family often serves a single noble. Such a family may be housed within servants' quarters on the noble's estate.

One of the challenges facing city-dwellers in Blackmoor, and one which they can unfortunately do little to alleviate, is the frequent shortage of goods. Supply and trade routes are long and dangerous in the North, and orc and beastman raiders destroy or steal goods bound for cities. In Blackmoor's most remote regions, these raiders also attack outlying farms; these raids have caused extreme food shortages on more than one occasion. Entire cities depend on the success of a single crop in order to feed the populace. Most cities have a network of

rural farms that provide their produce and livestock. Should these resources fail, the community's survival is jeopardized.

For protection, most cities keep a small complement of warriors under the local baron's command. Larger forces garrison some border settlements. The taxes a city raises are used to better fortify and protect the settlement with new walls or small keeps, as well as to maintain the warriors and guards. By royal decree, each baron must improve the city's defenses in any year in which the community shows a profit.

EDUCATION

Extended formal education on a frontier like the North is uncommon. Education's particulars are left to cultural demands. Elves, dwarves, and halflings all provide formal education for their children as they mature as part of their social contracts. Humans, the most recent inhabitants of Blackmoor, put little emphasis on education. Many villagers rely on travelers and wandering clerics to teach them the most basic skills of reading and writing.

Some barons provide minimal education to the children in their lands. A barony's warriors often trade portions of their pay for formal education. Those who live in cities can send their children to the local temple of Odir for edification. While not complete in any sense, this jumbled schooling leads to a reasonably educated, literate populace.

Education for the nobility is much more extensive. Nobles are taught geographical and political subjects, as well as foreign languages and the customs of the land's various cultures. Nobles also receive basic combat training so they can participate in their holdings' defense. This education is designed to prepare them to occupy their positions in a dignified and effective manner.

THE UNIVERSITY OF BLACKMOOR

The University of Blackmoor provides a home for scientists and researchers to continue their studies alongside the more traditional history and humanities. The University's libraries are expansive, but pale in comparison to their counterparts in the Thonian Empire.

The majority of the university's students are of noble background or are the children of prosperous merchants. The rest are from various allied races and lower-class individuals. Most hail from the immediate region, but others travel from far away to learn the fine skills of clockwork engineering or the sciences of alchemy, biology and physics.

Fletcher William oversees the University of Blackmoor and prevents the students from causing trouble in the city. He also informs the king of new discoveries made at the university.

LIFE ON THE FRONTIER

By far the most dangerous place to live in Blackmoor is the rural frontier. Those who seek to become landowners risk their own lives, and the lives of their families, in the wilds.

The frontier is saturated with monsters and undead horrors that frighten away all but the most stubborn or brave settlers. Some frontiersmen are able to establish quick settlements with other like-minded individuals. Barons and local temples subsidize these settlements with horses, tools, and materials. Nobles seeking appointment often sponsor settlers in an effort to expand their own lands and to garner favor with the king.

The typical frontier inhabitant lives in a log cabin or thatched hut, homes that can be built swiftly so that the inhabitants may focus on other matters. Settlers sponsored by a temple quickly build shrines for protection before they build permanent shelters.

Life on the frontier is a daily struggle for survival. Constant raids reduce the numbers of settlers, as does the search for food. Hunters find plenty of food for their families, but are likely to encounter trouble with the beasts and monsters that share the land's resources.

If a rural settlement grows to a population of thirty and shows promise, a baron may grant the settlement an official name and appoint the founder as the settlement's sheriff. The baron provides the new sheriff with a small complement of warriors to help protect the village's continued growth.

Though still a dangerous task, frontier settlement can be a tempting mechanism for change in a common Thonian's life. Each year many such settlements are founded, but most are destroyed before they can establish a foothold.

THE BLACKMOOR CALENDAR

The North holds to Blackmoor's Royal Calendar, also known as the King's Calendar or Uther's Calendar. The Blackmoor year consists of twelve months, with between 28 and 32 days in each month. These days are separated into ten-day increments called "tendays." The months of Uther's Calendar, with their equivalent Gregorian calendar months, are as follows.

THE BLACKMOOR CALENDAR

Month	Gregorian Month	Days
Asum	January	32
Chrislina	February	28
Yovenouom	March	30
Nuol	April	30
Kavain	May	32
Tihumia	June	30
Fukakas	July	32
Kuilan	August	20
Dumimia	September	30
Eaiwe	October	32
Hotien	November	30
Jekumal	December	32

Asum: The first month of the year is cold and offers little sunlight. Long-distance trade grinds to a halt due to heavy snowfall and snow-choked roads around Blackmoor. This is a quiet month of reflection and time with family since snow covers the fields and the weather is too cold for war.

Chrislina: Those who enjoy recreation in the snow take advantage of this month. Occasional snowstorms threaten the region, but the average temperature is higher, and people leave their homes, readying themselves for spring.

Yovenouom: This month marks the end of winter and the beginning of spring. Cold winds blow the last clouds away, and the days grow brighter and warmer.

Nuol: Spring comes into full bloom. Fields have been turned; rain falls in sheets, and the planting begins. Adventuring companies begin their exploits, and armies rally for coming battles.

Kavain: The crisp spring mornings warm as the sun rises over the horizon earlier and earlier each day. The growing season is fully underway, and merchants travel the road to deliver much-needed goods to the North's far-flung corners.

Tihumia: Armies fall on each other. Bandits shake off the winter's chill and the spring's dampness. Now is the time of the sword-for-hire: merchant caravans need to be protected, as do traveling nobles who venture away from their winter homes.

Fukakas: Uncomfortably hot days followed by muggy nights are the norm. Adventures, trading, and intrigue are at their highest during this part of the summer. Plagues begin to strike larger towns as more people come and go from the cities, inadvertently spreading disease.

Kuilan: The heat of summer quickly cools off toward the end of this month. Harvesting begins as mercenaries, merchants, and adventurers conclude their summer travels.

Dumimia: Autumn officially begins. Armies recede back to their homelands to stand down and assist with the final crop harvests, noble children are sent off to academies to begin their lessons, and merchants tally their profits from the year's trading.

Eaiwe: Leaves change colors as the cold north winds drive across the land. Adventurers are left alone on the roads, while merchants meet with fellow guild members and scheme about the next year's trading.

Hotien: Overcast skies and cold rain meet increasingly shortened days. Mercenaries find warm inns and safe taverns, brave bards and minstrels make their final seasonal rounds to tell the year's tales, and adventurers mourn their losses and count their gains.

Jekumal: The final month of the year sees winter's bite grab hold of the North. The year has been long, and the people that call the North their home have lived to see snow blanket the land again.

HOLIDAYS

The North has many holidays, but those that are commonly shared by all races and castes are special times to rejoice. The following are common holidays that all people in the North celebrate; only the cruelest landowners would force their serfs to work on these days.

Kissing Day (Chrislina 16): It is said that Blackmoor's nobles founded Kissing Day as a custom observed at the first party of the New Year. The custom of kissing one another on this day first carried over to the peasant populace and then to other races that found it to be a charming custom. On this day, people dress in colorful clothes and extravagant masks and head outside for citywide street parties all over the North. At the stroke of midnight, but more often much earlier, complete strangers take off their masks and kiss each other. Rumors say that kings and queens go out in disguise and mingle with the common folk so they too can partake in this festival.



Spring Equinox (Yovenouom 21): Originally one of the four High Holidays, the Spring Equinox has become a day that all celebrate. On this day, farmers show their prized cattle; nobles purchase large quantities of seeds for the coming farming months, and festivals take place in even the smallest villages. The day after the festival is the official beginning of the planting and grazing seasons, even though some farmers begin toiling in the fields long before.

King's Day (Nuol 6): This festival honors King Uther's birthday. Tournaments of swordplay and jousting are customary. Nobles from all over the North travel to Blackmoor to participate in or watch the King's Tourney. Following the tournament, a coronation ceremony takes place as the winners are crowned and inducted into the Friends of the King's Companions, a group of loyal warriors who defend the king and his court and are trained by the original King's Companions. Feasts are common, but so too are murderous intrigues and plots against visiting foreign dignitaries.

Remembrance (Kavain 3–4): This is the most important holiday in doctrae culture. Remembrance marks the day when the first doctrae escaped from the South and headed north. The most spiritual doctrae retrace this route so that the trail remains blazed for those who remain in captivity. Remembrance is marked by a two-day celebration that culminates in a massive feast and a speech by the doctrae Freekeeper, reminding all to remember the past and enjoy the present.

Ascendance (Kavain 24–26): A revered and holy time, Ascendance is a three-day religious ceremony for most of the North's religions. High priests are announced, common folk flock to temples, and powerful items of holy might are created. By edicts of the king and temples, no work is performed on these holy days under penalty of imprisonment and a heavy monetary fine. Priests, paladins, and wokans observe Ascendance by passing out alms and tending to the starving and sick.

Summer Solstice (Tihumia 22): On this second of the four High Holidays, commoners seek out the fairs and carnivals that spring up in celebration. Games of chance, jousting, and grand demonstrations of magic are commonplace during the festivals.

Ten's Day (Fukakas 10): This is a day of mourning and remembrance to those who fell during the Afridhi invasion of the Duchy of Ten. Thousands of men and women gave their lives to stop the Afridhi hordes on the banks of the Misauga River. This is a day for people to visit the resting places of their departed loved ones. Ten's Day is also a time to swear oaths. Arcane warriors take their vows of fealty to the Wizard's Cabal on this day.

Merryweather (Kuilan 26): Merryweather is the official beginning of the harvest. Much like the Summer Solstice, people gather in town squares and hold games of chance. Knights take to the field for the last jousts of the year. No one works on Merryweather since plenty of hard labor comes over the next few weeks.

Autumn Equinox (Dumimia 24): This is the greatest of the four High Holidays. When all the crops are reaped and all the cattle brought to auction, wokans from across the land travel to farms and villages to bless the fields for the coming year and to thank the gods of nature for all they have granted the peoples of the North. Racial hatreds are set aside on this day so that everyone can relax and bask in the warm feelings of a good year's work. Bards and minstrels make their rounds and tell stories of the year's adventures. Conscripted soldiers

are temporarily released from service to spend this day at home with their families for the celebrations and blessings of the wokans.

Spirit Eve (Eaiwe 14): This day invites dread. During the time leading up to Spirit Eve, people lock their doors, shutter their windows, and pray to any gods who listen. On Spirit Eve, the restless and vengeful dead rise from their graves to walk the world of the living. Crowds of travelers huddle in taverns and inns, listening to the ghost stories of war veterans who use undead creatures passing by the windows as visual aids. Children go to bed early, nestled snugly in their blankets away from the ghosts, ghouls, and worse that roam the streets at nightfall. Sometimes, stragglers left out in the night are never heard from again. When dawn comes, the dead return to their uneasy sleep for another year.

Star Fall (Hotien 30): This is the yearly anniversary of the falling of a great star from the sky. Mystics and priests view the Falling as a sign both horrible and splendid. The Peshwah believe that their god Hadeen fell to the realms of man, killed by his own god-brother, Calelrin. Merchant guilds observe this day by renewing contracts or forging new alliances, adventuring groups travel to local constables and magistrates to renew their adventuring charters, and nobles forge alliances through weddings and pacts on this day.

Winter Solstice (Jekumal 25): The last of the four High Holidays is also the most widely celebrated holiday in the North. The Winter Solstice is a day of sharing and gift giving. Songs are sung and fires rage in hearths across the North. Children hear wondrous tales of kindly mages who bring presents to good girls and boys, while wokans forecast the next year's events by reading omens in the skies. According to Blackmoor's customs, wizards and wokans must take on hopeful apprentices at this time. They also must give free magic shows in the streets for all to see. Normally, wizards find this custom as much fun as the children who delight in the great and colorful explosions in the skies.

BLACKMOOR HOLIDAYS

Holiday	Date
Kissing Day	Chrislina 16
Spring Equinox	Yovenouom 21
King's Day	Nuol 6
Remembrance	Kavain 3–4
Ascendance	Kavain 24–26
Summer Solstice	Tihumia 22
Ten's Day	Fukakas 10
Merryweather	Kuilan 26
Autumn Equinox	Dumimia 24
Spirit Eve	Eaiwe 14
Star Fall	Hotien 30
Winter Solstice	Jekumal 25

MAGIC IN BLACKMOOR

While magic is a common element of life in Blackmoor, the ability to manipulate it is not. Commoners do not fully comprehend the use of magic and are afraid of it. In an effort to avoid trouble, wizards are very careful to avoid spellcasting unless absolutely necessary. Some spellcasters are not so reserved and must deal with the area's magical authorities if they are caught.

In recent days, the presence of magic-users has led communities to form "sorcerer gangs"—vigilante squads that openly seek and attempt to capture renegade spellcasters. Many rogue wizards have been carried away during their daily spell preparation and stoned to death on the mere suspicion that they might cause trouble or bring horrid monstrosities to the area. Magic-users learn that drawing attention often draws trouble as well.

THE WIZARDS' CABAL

With the formation of the Wizards' Cabal, Skelfer Ard determined that one of the organization's responsibilities would be the protecting the populace from harmful or dominating magic. Over the years, its influence has waxed and waned, but today the Cabal dispatches arcane warriors to police various regions and cities in the North. These warriors have the authority of the Cabal and King Uther to regulate and control magic in populated regions. While many still fear magic-users, they respect and welcome arcane warriors and view them as the chief defenders against renegade sorcerers.

The Cabal also requires all of its graduates to spend one year serving one of Blackmoor's nobles. This service allows the people to see the mages' work firsthand and makes quite a difference in the populace's perceptions. The people have begun to trust the Cabal's representatives, though they still hold strong fear and prejudice toward those who do not openly belong to that organization.

This unfortunate reality causes a number of sorcerers to hide their magical abilities from their families and friends. Many sorcerers deny their abilities completely in an attempt to maintain a normal life. Those who refuse to do so find themselves facing the Cabal's arcane warriors or, worse, its inquisitors.

SORCERER GANGS

In towns where anti-magical sentiment runs high, groups of local townspeople fear magic and hate renegade spellcasters. Calling themselves "sorcerer gangs," these groups search the local areas to find and identify renegades in their midst. These gangs often become ruthless mobs that stone suspected spellcasters to death rather than await the presence of the Cabal's arcane warriors or inquisitors for true identification.

Sorcerer gangs are responsible for the deaths of many people, most of whom were not magically inclined at all. The local authorities have different approaches to these mobs. Some ignore such activities or even take part, while others oppose them and jail the offenders for breaking laws and acting without authority.

MERCHANTS AND TRADE

Merchants conduct open trade throughout Blackmoor's settled regions. Only limited laws exist to regulate commerce, and as long as a merchant pays his taxes he is free to conduct business as he sees fit. While the land boasts a wide range of capable merchants, stores run by the Merchants' Guild are the best stocked, often selling goods that no one else can obtain. While conducting what they consider to be a fair business, the members of the Merchants' Guild have an intricate communication network that allows them to rapidly identify profitable opportunities. These opportunities often come in the forms of adventuring parties who seek treasure and fame. Upon entering a town, many adventurers find the prices increasing as they drag large caches of treasure into the market.

Merchants do not openly cheat adventurers, but they have a knack for appraising valuable items, setting exchange rates, and coming up with service fees. Adventurers who disagree with a merchant's appraisal skills are welcome to take items and gems to another town in hopes of a better deal. Local Merchants' Guild stores keep considerable amounts of coin on-hand for such transactions. With such large stashes of gold and silver, local Merchants' Guild stores also serve as banks and lending institutions in smaller towns or on the frontier.

The Merchants' Guild is a wealthy organization that makes considerable profit from its members' knowledge and wares. The guild often hires protectors to guard stores or shipments. The guild is known to use pressure tactics as well as violence to protect their shipping routes and strength in an area. Rumors persist that the Merchants' Guild is actually a front for a strong-arm smuggling ring that takes spoils from Skandaharian raiders and thieves and sells them back to the populace.

ENGINEERING AND TECHNOLOGY

The rise of academic magic in Blackmoor has recently been overshadowed by rapid developments in technology. Mechanical men are employed as guards in some freeholds, and some nobles keep mechanical animals as guards and even pets. Most recently, dwarves fielded a steam-powered war machine to repel a large orc army near the Dragon Hills. This extraordinary machine shook the ground and sent the orcs fleeing in panic. Such technological wonders astonish all, particularly the common folk who fail to comprehend steam technology and clockworks.

Magic has incredible power in the land, but the rise of science and the scientific method's implementation allow for these remarkable creations to move from concept to reality. While some of these inventions are truly impressive, others are dismal failures. Many inventors give their lives to their creations in the pursuit of knowledge.

The two main divisions of current technology are steam power and clockwork. Although other technologies, such as wind power, are in development, none have yet proven their worth. Most technological developments stem from dwarven or High Thonian minds. While most believe that dwarves

made the earliest and most direct advances in understanding the precise nature of clockworks, the raw wealth at the disposal of the High Thonians allows them to create or purchase the components required to complete their inventions.

Every major city in Blackmoor has a shop that caters to inventors. These shops sell expensive components and complete inventions. While some of these contraptions work flawlessly, merchants make no guarantees on their products since a single misplaced component can cause the entire mechanism to break or jam. They offer to attempt repair on anything that someone has purchased from them—for a fee, of course.

STEAM POWER

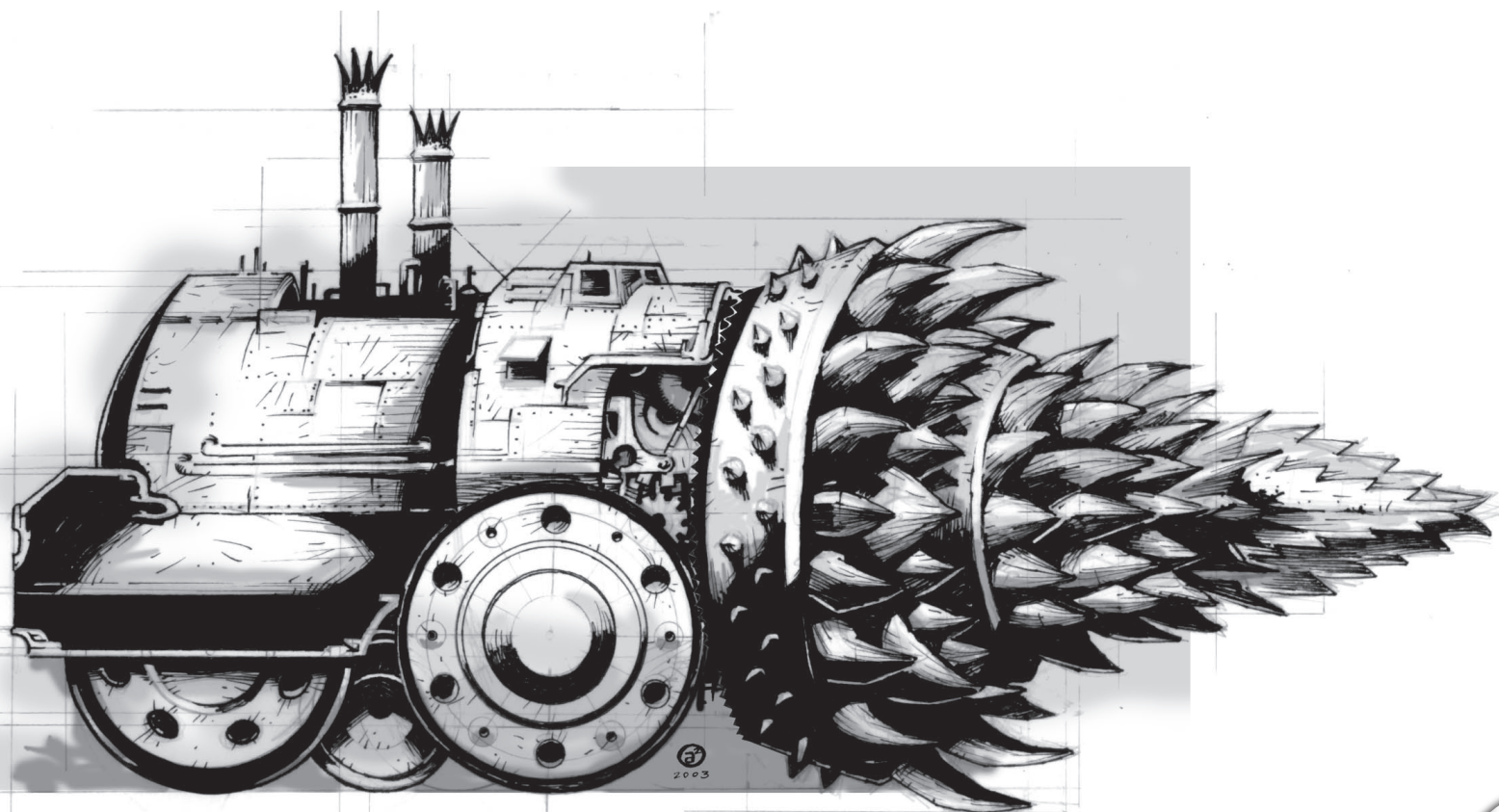
Some decades ago, dwarven scientists harnessed the power of steam to help in their mining efforts. They had long been masters of the forge and learned to manipulate steam quickly. The first major steam-powered machine was called the steam bore, a massive device that drills through mountains, exposing rich veins of mithral, silver, and gold. When the steam bore's construction began, the more traditional dwarven leaders voiced opposition, claiming the project was a waste of time, money, and labor that could be used for mining. The traditionalists were unconvinced that a machine could ever prove superior to strong dwarven backs.

Construction continued on the bore despite this opposition. When it was finished, the first public demonstration was astounding. The steam bore cut through 30 feet of solid rock in its first hour, a feat that would have taken 72 hard

dwarf-hours with conventional tools. Even the staunchest opposition fell silent at this incredible productivity. Dwarves now use steam bores to open large tunnels in mountains, granting access to the minerals within; these mines often grow into intricate networks of crosshatching tunnels. While steam bores continue to expose valuable ore, they are also prone to breaking down. The general expectation for a steam bore engine is five to seven hours of consistent use before some component fails. While these breakdowns cause delays, the bores are consistently able to outwork common dwarf miners by a factor of nearly one hundred.

When a bore breaks down, the dwarves return to their regular mining tools until repairs are finished. At this point, the majority of the manual labor in the mines is relegated to sifting through the tons of material excavated by the bore and creating support infrastructure by timbering the walls and ceilings. The dwarves use interlocking sets of timbers to support large chambers. These “square sets” allow the dwarves to open a large cavern for use as a living area or meeting hall. In time, the dwarves replace the wood timbers with stone pillars and may continue to decorate the area with carvings and other traditional handiwork.

After the steam bore, the next advances in technology took much longer to manifest. Content with the functionality of the steam bore, the dwarves attempted to employ their newfound power for their other major love: war. Dwarven leaders designed a steam-powered machine that could rid them of the orcs near their mines. On a regular basis, orc hordes rained down upon mines in the Stormkiller Mountains



and the Dragon Hills. While the dwarves were always able to repel the orcs, they could never soundly eliminate them.

After a couple of years, the first dwarven war machine made its debut. In anticipation of the demonstration, the dwarves sent out advance parties to skirmish and roust the orcs to battle. While pretending to retreat from the orcs, they lured them in for the kill. Soon a swarm of orcs surrounded a major mine in the Dragon Hills. This orc force was much larger than any that they had fielded in earlier battles, offering more of a fight than the dwarves anticipated.

Sticking to their plan, the dwarves baited the orcs to come closer. When the orcs moved halfway up the mine's road, the dwarven engineers let loose their war machine. The mechanical monstrosity rolled down upon the orc horde like a landslide. Its massive wheels crushed so many orcs that a streak of green blood and bone splinters stretched behind it for hundreds of feet. The machine's colossal sound was so great and terrifying that most of the orcs fled instantly. Those who foolishly chose to fight or could not escape were ground into lumpy paste. The massacre was so resounding that the dwarves renamed the road "Oorku Waumuk," which means "Orc Road." Many say that this decision was made as a joke: since so many orcs put their lives into the road, they should be acknowledged for their contribution. Since that great battle, the orcs have not returned to the Dragon Hills.

The war machine's success keeps a number of dwarven engineers and scientists busy creating new methods to use steam in war. While the war machine proved powerful, the device is difficult to control and is only good for short bursts of speed. When the machine depletes its steam reserve, it grinds to a halt. Since it is incredibly heavy, it requires huge teams of horses and dwarves to haul it back to its stronghold. For this reason, the dwarves pour research into developing a lighter steam engine and a more maneuverable war machine.

CLOCKWORK POWER

Complex clockwork inventions comprise Blackmoor's other major technological field of study. Scholars at the University of Blackmoor construct expansive laboratories filled with precise gears and springs that can be used to construct a great many machines. While the dwarves have utilized clockwork within their machinery, the High Thonians have proven to be the masters of clockwork. The main research in this complex technology continues at the University of Blackmoor. While most inventions fall under the University's control, a number of affluent nobles employ engineers and inventors to construct impressive machinery for their own amusement and, in some cases, protection.

Initial research into clockwork produced the discovery of the pendulum and its use in precise timekeeping. This innovation proved an important advance in the field but was limited by the amount of time that a pendulum can continue swinging. Further advancements led to the discovery and creation of an escapement mechanism that maintains a pendulum's swing for much greater periods.

The pendulum is still used in clockwork inventions but is considered an old technology compared to the modern

oscillating wheel and springs that move and control shifts in gears. Wheels and springs provide a more efficient way to run clockwork inventions. Tiny pendulums allow inventions containing fragile clockwork to be more easily protected and operated for prolonged periods. Currently, the limitation of most self-contained clockwork inventions is that they are dependent upon the amount of energy supplied through winding a spring. When the spring depletes its energy, the mechanism stops functioning. To overcome this limitation, inventors use multiple springs to increase a device's power.

Some of the more interesting clockwork inventions include prosthetic limbs, designed at the University of Blackmoor. These limbs are expensive but provide maneuverability to those who have lost legs or arms. Other impressive clockwork inventions include mechanical men and animals. Though unable to act independently, these constructs prove useful for completing simple tasks and impressing the guests of wealthy nobles.

MAJOR GEOGRAPHICAL FEATURES

The Kingdom of Blackmoor encompasses a number of geographical regions. This young kingdom stands in the North's center and is crossed by a limited number of roads. The roads move through the land and allow for reasonable travel, but safety away from the strongholds and settlements is never guaranteed.

In general, Blackmoor is composed of hills and fields to the east and southeast of the capital. Blackmoor's western portion is riddled with mountain peak and swampy bogs. To say that the kingdom is young and relatively unsettled is an understatement.

THE HAVEN PEAKS

To the south of the Barony of Maus lies the Haven Peaks. These mountains are rumored to have once contained a great dragon's lair. The only current inhabitants are renegade dwarves who keep to themselves, coming to Maus only occasionally to sell or drop off custom mechanical items. The Regent of the Mines does not recognize these dwarves, and many believe them to be outcasts who mixed technology and magic for the purposes of evil.

Most think the mountains to be barren of ore. In the past, dwarven expeditions came to the Haven Peaks and labeled them off limits to dwarves. The Regent of the Mines also declared that anyone undertaking an expedition to the Haven Peaks would suffer the complete termination of relations with Mount Uberstar. Many believe the Regent is hiding something—perhaps something of great value he wishes to take for himself. While a number of small ventures have entered the mountains, none have found anything of note, and many did not return at all.

THE PEAKS OF BOOH

To the immediate south and west, a long mountain range known as the Peaks of Booh borders Blackmoor. This range stretches nearly 120 miles into the south of Blackmoor, and terminates a few miles from the convergence of the

Barleycorn River and the Draco Channel. The Peaks of Booh have few, if any, dwarven inhabitants. Tunnels and caves serve as evidence of past dwarven occupation; many of these places remain secret, known only to the docrae who reside in Booh and Ramshead.

Although the peaks are not tall, only two passages, one on the Greenway and one on the War Road, allow travel through the mountains. Travel along these paths is certainly easier than climbing, but the route is hazardous—especially for merchants' slow, plodding wagons. These roads make easy hiding places for bandits and are staffed with guards. Even the best of guards, however, can patrol only so much of the road.

On the other side of the Peaks of Booh lies the comfortable town of Booh. Friendly halflings and suspicious docrae inhabit this town. Travelers often stop in Booh to obtain protection before heading on to Blackmoor. One can always find swords for hire in or around Booh.

RIVERS IN BLACKMOOR

Within the kingdom lies an unparalleled network of rivers, streams, and lakes. This makes travel by water particularly common in Blackmoor. The rivers are marked by their unnatural depth, and are capable of handling even the largest of ships. Because of this proximity to water, Blackmoor's people are normally able to feed themselves on fish and similar aquatic food. Rumor maintains that Blackmoor's rivers run so deep that strange aquatic cultures inhabit the depths, never seeing—or being seen in—the light. Local legends claim that Blackmoor's original founders have gone down into these depths, and still protect the kingdom by keeping these creatures at bay.

BLACKMOOR

Rising above a slick, shimmering black mass of stone is the city of Blackmoor, a thriving and growing place, built on a truly ancient foundation. Numerous other settlements have been built on the strange rocky protuberance that now serves as Blackmoor's foundation; all of them have fallen to a horrible fate. Their ruins remain beneath the city streets, the stones from their long-crumbled walls becoming building material for the current generation. The rock has a curious dark shade, which lets off an eerie glimmer when light strikes it at just the right angle. Even the North's most erudite alchemists have yet to identify the cause of this strange hue. Investigations make two things clear about the dark rock upon which Blackmoor sits: it is magical, and it is dangerous.

Those who call Blackmoor home are a brave lot indeed. As the capital of the Kingdom of Blackmoor and home of King Uther Andahar, this city is a fine target for any number of enemies. Blackmoor is practically encircled with foes that assault her by land, sea, and air. This ever-present danger breeds an air of uncertainty in the people. While most of Blackmoor's citizens feel safe, they are obliged to keep an eye out for suspicious behavior and sometimes overreact to what they perceive to be threatening. Blackmoor is widely populated by a diverse group of races and professions who have formed small but territorial pockets within the city's

center. They band together not merely for protection, but to interact and voice concerns relating to their homelands.

The city is well fortified with a number of tall stone and timber towers that keep watch over the populace. The height of a building within Blackmoor often signifies its importance. One of the city's most important buildings is the Regency Hall, where the Regency Council meets and debates the kingdom's course. Most important buildings are constructed of sturdy stone and boast guard posts on the roofs for protection. The great aqueduct can be seen drawing in water from the bay and passing it through a number of flowing pools throughout the city. A powerful magic ward ensures the water flowing through the aqueduct is indeed potable.

One of Blackmoor's most distinguishing features is the famous Castle Blackmoor. The specter of this haunted fortification looms over the city like a long, evening shadow. The people fear this place, as it continues to claim the lives of local and visiting fools who dare to enter and explore its lower dungeons. Even King Uther and the others who live in the castle avoid certain areas.

Blackmoor's population is organized by caste. The nobility occupies the city's southern and inland areas, dwelling in large, walled homes staffed by their personal guards. The common laborers live in the crumbling, less hospitable stone buildings and wooden homes—some of which date from the settlement's earliest days—on the city's western and eastern sides. Blackmoor's northern segment is almost exclusively dedicated to its large garrison, which resides in strong stone barracks. The king's greathouse is located here and is under direct military protection. This garrison is currently estimated at some seven hundred strong within the martial center, with another three to five hundred troops on patrol in and around the city. Because of the number of troops on patrol, the crime rate in Blackmoor is very low—especially compared to other cities in the North.

A deep moat encircles the entire city. While it is filled primarily with water, a black, flammable residue pools upon the surface. Several hundred yards outside the city walls is a large pool of bubbling black oil that slowly seeps up from the rock. During times of war, large amounts of oil are held in solid casks in the guard towers and cast down upon those unfortunate enough to cross the flaming moat. Due to the availability of this oil, flasks and casks of oil are always available at a 25% discount in Blackmoor.

Due to the intense magical nature of the stone on which Blackmoor is built, arcane spellcasters in the city gain several benefits. The University of Blackmoor stands upon the epicenter of the region's magical forces, and the university's main rises above what was once known as the Wizard's Pit. Long before the current castle was constructed, an ancient and mad wizard ruled the land of the Black Moor (as it was then known). His eventual defeat resulted in a bottomless crater almost 60 yards across. The University has built a solid wooden floor over it, and girded it with adamantite bars, arcane locks, and binding sigils—just in case.

Those with the ability to cast arcane spells find their magical senses attuned once they have spent an hour within any

building built of the black stone (including the castle), or sitting or standing upon the stone itself. Any Arcana checks the character makes in this attuned state (which lasts as long as the caster maintains contact with the stone or stays within a dwelling built of the material) receive a +2 circumstance bonus. For some unexplained reason, the black stone loses its power when it is chipped away or removed. By the king's decree, removing the black stone is a criminal offense. As a consequence of these benefits, many wizards journey to the city both for research and to craft magic items.

Few better places on the entire continent exist to buy and sell magic items. The availability of items, from the cheapest scroll to the mightiest staff, is even greater than in Maus. Prices vary widely, although the university controls the availability and price of arcane ritual scrolls. Scrolls of any arcane ritual from levels 1 to 7 are available from the university at their normal price, though scrolls of spells beyond 2nd level are restricted to those who maintain a cordial relationship with the university. Scrolls of rituals above 4th level are available only to students and faculty.

The university has special permission from the Wizards' Cabal to sell such items and honors Cabal requests to limit access to powerful magic. Wizards who have graduated and are in good standing may utilize the library to scribe rituals (up to 7th level) into ritualbooks provided that they pay an honorarium of 100 gold pieces per ritual level scribed. This honorarium is used to keep the books in good condition and to pay for the library staff. Wizards are allowed access a total of three times a year.

A wizard wishing more frequent access to the library or access to rituals higher than 7th level must obtain special dispensation. The university library is peerless, but cannot be accessed without a sage's fee. Strangers are never allowed in the library; sages fetch books and allow visitors to peruse them in a well-guarded reading room. Rumors that some of the sages continue their service beyond the extent of their natural lives are dismissed as rubbish by university staff. While the citizens prefer to believe that all Blackmoor's dangers are restricted to the area directly beneath the castle, this wishful thinking is not true. Along with the occasional haunting, several supernatural hot spots within the city limits are considered particularly dangerous. First among these is the catacombs, the resting place of many of the previous nobility who lived and died near Blackmoor.

A large hillside on the west end of town (close to the peninsula leading to the castle) bears a huge crypt entrance. Around the crypt are many old graves, and within the crypt is the catacombs' entrance. The catacombs' depths are unknown, but judging from some of the creatures that have emerged they must reach dangerously deep indeed. Additionally, the ancient ruins of the Temple of Id are northwest of the city of Blackmoor. These ruins are rumored to hold a secret entrance to the lost levels of Blackmoor dungeon. These remain rumors as no one has lived to verify them.

CASTLE BLACKMOOR

The long dead King Robert of Geneva built Blackmoor's current castle, which stands on a protrusion of land in Blackmoor Bay. The battlements rise up from the sea, with walls extending down to such steep cliffs that any marine assault is certain suicide. The castle is connected to the greater landmass only along a narrow peninsula, which is blockaded by an old stone structure that shows clear signs of Cumasti craftsmanship.

While the walls around the city are substantial, the natural barriers aiding in the castle's protection are a tremendous impediment to would be conquerors. In more than one war, the city of Blackmoor has fallen long before the castle could be breached. While this breeds some unease among the populace, few citizens would choose to flee to the castle's interior, primarily due to the fact that the castle is haunted. The current castle lies upon the ruins of at least three previous layers of occupation, and unmapped ruins may lie deeper still. Infrequent survey missions travel into the ruins beneath the castle, but they return screaming like gibbering idiots as frequently as they return with any usable maps of the deeper reaches.

While the castle is an important part of both the city's defense and the kingdom's rule, certain towers within its walls are uninhabitable. While many of the suspected hauntings are no more than mere hoaxes, enough strange activity occurs in and around the castle to keep a full-time staff of a half-dozen inquisitors busy. While the inquisitors and their clerical assistants from the Church of Blackmoor work hard to banish any evil presence they conclusively detect, the magical nature of the black stones that form the castle walls provides refuge for numerous spirits that meld into the stone to escape the exorcists' eyes and spells.

All undead within the castle gain a +4 bonus to defenses to resist being turned. In addition to the ruins beneath Blackmoor, an immense dungeon complex exists deep beneath the sturdy castle walls.

The deceased Bloody Duke (who, rumor has it, still dwells within the complex) was a notorious sadist who spent the duchy into poverty to build a tremendous dungeon in which he imprisoned all who opposed his rule. Whatever else he might have been, the duke was a creative man and a fine architectural planner. His dungeon is so full of tricks, traps, and fiendish puzzles that even those who survive a journey "down under" are never quite right in the head when they return. It is said that hundreds of slaves were sent into the lowest depths of the dungeon to expand it even deeper.

While many of their corpses are accounted for, some explorers claim that fresh construction can be found in the depths, and that whole generations of lost slaves may still be trapped beneath Blackmoor, continuing to fulfill the Bloody Duke's whims. King Uther refuses to imprison criminals in the dungeon, as the place has become so wild and dangerous that few who are locked in even the topmost cells are likely to be seen again.

THE COMEBACK INN

One of the most famous locations in Blackmoor is the Comeback Inn. The proprietors and patrons of this incredible place regale its visitors with tales of legend and magic that cannot be found elsewhere. Many adventurers frequent the Comeback Inn when in Blackmoor City, and participate in the tale-telling and negotiation of typical adventurer business.

The Comeback Inn is a solidly constructed, L-shaped building. A sturdy stone foundation supports four stories of stout oaken timber for the public house and lodgings. The west wing is a two-story wooden structure, which contains the stables and hayloft. From the outside, the inn, although of fine workmanship and impeccable upkeep, appears normal; in fact, to some who have traveled widely it appears suspiciously average. Once characters enter the inn, passing the pair of well-groomed guardsmen stationed on either side of the front door, evidence of the potent enchantments that are woven into the place's structure slowly becomes apparent.

Within the inn is a large public hall, containing numerous tables, booths, and a long oaken bar. Hanging about the place, as decoration above the booths, are tokens left by past guests of the inn. While many of the objects (primarily helms, shields, brooches, and tabards—never weapons) appear familiar, among them are several objects that, while ordinary in general form (i.e., an object that is obviously a helm), are completely out of the ordinary in terms of style and fashion.

When pressed about such objects the barkeep or any of the barmaids reply that they are from “visitors” and that the inn has always attracted “people from all over.” Local rumors (DC 15 Streetwise) attest to the fact that the inn is often the source of new fashions. From time to time, oddly dressed and equipped persons stop at the inn, and sometimes the local folk find that newcomers carry superior equipment and clothing.

Food and drink are plentiful, high quality, and inexpensive. For this reason the inn is almost always filled near capacity, especially around mealtimes and in the early evening (providing a +2 circumstance bonus on Streetwise checks). Those who return at different times of the year find that the food stays remarkably consistent in quality from season to season. This stability is due to the enchanted cellar, which, at the stroke of midnight, magically regenerates all foodstuffs (animal or vegetable) within it.

The bones and scraps of leftover meat become fresh hams and whole, plucked geese, while the few vegetables left in each of the produce bins duplicate themselves until each bin is full of fresh carrots, cabbages, and potatoes. Similarly, the kegs refill themselves with fresh, crisp ale and rich, creamy stout (depending upon the keg, of course).

In addition to the magically-enhanced mealtimes, the inn is under several potent protective enchantments that help make it a safe place in a wild land. Of primary importance is the fact that no one (other than the owner and his direct employees) can leave the inn of his own accord. Attempts to walk out through either the front or rear door fail, causing the character to be instantly teleported back into the place,

turned completely around. Similarly, a character leaping off the roof or out the windows lands in the middle of the main hall. Magical means of transportation only move characters about within the inn (and sometimes into others' rooms).

The only known way to leave the place is for someone from outside the inn lend a hand and pull the individual out. In general, the innkeeper only instruct the guards at the front door to let you out if you paid your bill and he is happy with your behavior while inside the inn. The innkeeper and his direct employees are immune to this enchantment and may leave freely.

Some believe that the Comeback Inn exists in many worlds simultaneously. It is rumored that deep within the inn's basement stands a shimmering, rippling, black, vertical surface that serves as the opening to a magic gate. Peering into the surface provides little information. The gate leads both to nowhere and to almost everywhere (although each and every “everywhere” to which it leads is within the basement of a comfortable inn). It is said that scholars have discerned several features about this gate. First, it is not always open, and under certain circumstances attempts to enter the gate prove fruitless. Second, the gate's opening cycles are associated strongly with the moon and planets. Certain celestial alignments portend more substantial voyages. Third, a character can influence control over the outcome of a journey through the gate with powerful talismans, constructed specifically for the manipulation of gate travel.

These talismans must be constructed from rare combinations of metals, such as a bronze like alloy made from copper and platinum. While this portal can be used to leave Blackmoor, it is also a likely place from which adventurers from afar might emerge, arriving in the cellar of the Comeback Inn or from another plane simply by coming right through the front door.

ARCHLIS

The remote town of Archlis lies at the south end of the Crab Coast, just above the cluster of islands known as the Dancers. Isolated from the North by hills, mountains, forest, and rivers, the people of Archlis interact with others almost exclusively through their visits to Blackmoor's many ports.

Acknowledged as the most capable seamen to sail the North Sea, Archlis' people are unconcerned with politics, governments, and other such ephemeral manners. Instead, they care about dry wood and strong rope—the supplies that make or break a man at sea, where politics take a second-row seat behind storm and wind.

The people of Archlis, though not truly unfriendly, cannot be described as particularly sociable, either. They are tough-minded folk who live difficult lives and know only as much about the outside world as their seagoing brethren tell them. Since most of what shipmen learn of the world occurs in the dockyards of large port cities, Archlis' people view the world as generally sick and depraved.

Heavy storms are not uncommon in Archlis and can cause extensive damage. Though they live good lives, the local fisherman are not wealthy and construct most buildings

as sturdy wooden structures with flat wooden roofs. Some of the more wealthy residents have stonework homes with high brick walls that slow high winds. The town is bland and lifeless, saving all its splendor for Archlis' greatest attribute: a small port on the North Sea.

Archlis' actual port is a testament to the industrious nature of its people. The salty air blows strong with the smell of fresh fish, causing excitement and anticipation of the day's fortune. The long wooden dock stretches far out of sight along a bustling, cobbled road filled with horse drawn carts loaded with the North Sea's latest offerings. Tall ships sway to and fro as the busy fishermen carefully extract fish-filled nets and barrels. Singing comes from the nearby circles of women who work with calloused hands to sew and repair the heavy nets for tomorrow's labors. The port of Archlis is the mainstay of the population and most of its people are found near the port or the water throughout the day, leaving their dull homes behind for the excitement of the sea.

Captains sometimes stop at Archlis for new crewmembers. However, ever since a famous incident known as "Six Mothers and their Oars" (immortalized in a popular sea shanty sung constantly in the town), most captains are wise enough to avoid the shanghai technique, unless they like being beaten to a pulp by old women wielding oars with an uncanny level of proficiency.

Archlis' people have a good trading relationship with the Regent of the Mines and exchange fish for metal items. When the coastal Skandaharian raids become too severe for Archlis to combat on its own, the dwarves of the Iron Hills send much-needed aid. These raids have taken a toll upon Archlis' people, and many of those who live within Archlis and the surrounding countryside bear a substantial physical resemblance to the Skandaharians. It is best, for those who wish to keep their tongues, to avoid mentioning this.

BOGGY BOTTOM

While the entire North is a wild frontier, the people of this bustling town live in a wilder world still. Far enough from Blackmoor City to be outside the close scrutiny of the king's men, yet far enough as well from the swamp to be out of the line of fire, Boggy Bottom is known as a haven of ill-repute. While the place is not yet as corrupt as Port Dacoit, the town attracts its share of gamblers and prostitutes.

Boggy Bottom is positioned at the meeting of the Root River and the Blood Lake. Due to the frequent waterborne traffic, this town is small but busily occupied by merchants who seem anxious to complete their tasks and depart as soon as possible. The town has a ubiquitous brimstone smell that annoys all newcomers but is ignored by the locals. This smell can be traced to a moderately sized, sulfur-laden spring on the town's border. Most of the locals call it the "Stink Pit." This obnoxious odor makes Boggy Bottom the subject of a number of jokes—jokes that every last one of the residents are utterly sick of hearing.

The town's lack of growth, coupled with the frequent presence of waterborne merchants and traders, draws a substantial criminal element to the town. Raiding parties

organized in the town often set out to victimize neighboring areas, returning days later with their spoils. Occasionally they return in boats pirated from those foolish enough to bring them aboard. This scheming pervades the local mentality; the people here try to get ahead on the suffering or foolish generosity of others. As these stories filter back to the east, Boggy Bottom earns a reputation as a tough town without any true authority.

Blackmoorians tolerate Boggy Bottom partly because of the lucrative trade revenues that flow through the town's central market, but also because the place serves the needs of the many soldiers stationed on the Great Dismal Swamp's fringes. Their harsh lives are made a little less dreary by the knowledge that their next leave of absence may take them to the Soggy Bog, Boggy Bottom's most infamous pub. Living every day as though it might well be their last, the people of Boggy Bottom drink late into the night and rarely bother to hold on to their money.

In addition to Boggy Bottom's finely brewed beer, the town is known for its local specialty liquor, Mesok. This potent concoction is distilled from the honey of giant bees. While bringing one to the point of intoxication quickly, it also has therapeutic effects, granting anyone who drinks a full cup a +1 item bonus on saving throws for the next hour. Often fed to those who are diseased or poisoned, it has never been clear if the goal of such administration is curative or just a distraction from the pain.

BOOH

Nestled against the foothills of the great Peaks of Booh, the halfling settlement known by the same name has grown up around a tall guard tower, built in ancient days to protect access to the two main passes through the peaks. The great tower itself so substantially dwarfs the rest of the settlement that from a distance the town seems invisible, and only the tower is seen. However, hundreds of comfortable dwellings are built into the hills surrounding the tower, most of them concealed by fantastic gardens and lush hedgerows.

Along the War Road's edges are small shops and stalls, where Booh's halflings ply their wares. Fresh fruits and vegetables, cured meats, fermented beverages, and baked goods are the most common items for sale in the town. Many other goods and services are available to those who are willing to poke about and haggle with the little people of Booh. General supplies (not weapons or armor) are available in Booh for between 95% and 105% of the list price. Magic items, weapons, and armor are rarely found at the local shops but can be purchased through the merchant caravans traveling through the town.

On Booh's east side, the small hillside dwellings in which the halflings live are built right into the earth and rock. Geologically speaking, Glendower, Blackmoor, and Booh are all placed upon the same ancient, rocky protrusion, of which the Peaks of Booh are also a part. Although Booh's flagstones are not cut from the same black, magically-infused rock that forms Blackmoor's foundations, many say that the deep tunnels beneath the town are somehow connected to

the massive cavern network that runs through the Peaks, south as far as Blackmoor City and north as far as Glendower.

The tunnels beneath the town carry with them several important boons. Hot spring water trickles from the earth at the town's far east end. Stone aqueducts capture the water and direct it to a low-lying building that contains hot public baths. Nowhere in Blackmoor are people as clean as those who live on the east side of Booh. A rivalry exists between individuals living on Booh's west side, from where much of the trade comes, and those living to the east—the town's west end is dustier, more commercialized, and more at risk from assaults along the War Road.

As well as sources of hot water, the tunnels beneath Booh's hills are used as secret storage locations and refuges in times of war. The Peaks of Booh have never been completely purged of monsters and humanoids and, from time to time, trouble creeps into town through the vast network of subterranean caverns.

The tunnels allow foes into the town often enough for Booh's guards to form a special company of Tunnel Fighters. Halflings, dwarves, and even a few docrae make up this elite group of warriors, trained to fight in dark, close quarters. They enjoy substantial prestige among Booh's halflings, and if they survive long enough they often retire to important positions within the town.

BRAMWALD

Bramwald has remained loyal to the Thonian Empire—one of only two communities in the North to have done so. While the duke of Bramwald argued in favor of Blackmoor's independence, he refused to join the rebellious faction that broke away from the empire's control. Now, as a heavily fortified city at the Stormkiller Mountains' southern edge, Bramwald is a small outpost of imperial control in a transformed political landscape. Through both force of arms and diplomatic skill, Bramwald remains loyal to the empire despite the strong belief of many members of Blackmoor's Regency Council that the North would be better off without a fortified imperial city in its midst—one inhabited by almost a thousand enemy troops.

Due to a strong, long-term agreement with the Regent of the Mines, whom no party wishes to alienate, Bramwald retains its imperial association without any substantive threat from the Kingdom of Blackmoor. Bramwald's alliance with the Regent also helps keep the empire's hated Iron Duke from controlling Bramwald and preserves the dwarves' independent control of the Iron and Black Hills.

Unlike the rest of the imperial-controlled North, Bramwald is not short of metal. Armed to the teeth, the city contains a large foundry and many competent smiths. As they serve more as an occupying force than a standing military troop. The proportion of armed warriors within the city is among the highest in all of Blackmoor.

At first glance, Bramwald is clearly a Thonian city. Its tall spires and walls indicate the empire's early attempts to calm and reassure the nobles who left their lands for this new frontier. The roads are well kept, repaired with new bricks

and cobblestones on a daily basis. The people's homes are wooden, with slate roofs in the traditional Thonian style. Bramwald is a glistening gem, with its tall, proud statues to the emperor inspiring a feeling of safety to citizens loyal to Thonia. Even on the edge of the wilderness, Bramwald's people are more concerned with thieves and pickpockets than they are of an invasion from Blackmoor. Confidence in the armed forces is high and pervades the city.

Although the baron of Bramwald attempts to maintain cordial relations with Blackmoor's Regency Council, all know that Thonian operatives have a base of operations in Bramwald. Bramwald agents have, on more than one occasion, prevented subversive Thonian forces from launching attacks on the surrounding baronies and framing Bramwald for starting the trouble. All trade in and out of the city is scrutinized, as no one knows who or what might be on the road between Bramwald and Newgate. Opinions differ regarding the border between Bramwald and baronies loyal to Blackmoor, and substantial areas surrounding the town are no-man's lands. So long as neither side provokes the other, these areas act as buffer zones, keeping opposing troops far enough apart from each other to prevent petty border skirmishes.

While travel into and out of Bramwald is a bit thorny, Jackport's thieves' guild can always arrange passage. The restriction on trade between Maus and Bramwald makes smuggling too profitable an endeavor for the guild and other shady characters to resist. Bramwald's authorities are well aware of the amount of illicit trade heading north out of their city, but from their perspective, to crack down on it would be to sacrifice a portion of their economy they cannot afford to lose.

Certain Thonian prestige goods, such as embroidered shawls, blessed imperial fonts, candles for High Thonian church rituals, and many southern plant products, are available nowhere in the North except Bramwald. Prices are steep, however, and availability is limited. A substantial market for divine scrolls exists in Bramwald, since the North's only legitimate High Thonian Church is found in the city's center.

CLOUDTOP

High atop Mount Kergwailin is a tall stone tower wreathed in thick misty clouds. Few mortals ever set foot within the place, yet tales of its inhabitant are plentiful across the North. Cloudtop is the home of Robert the Bald, believed to be the single most powerful wizard in all the North. His reputation for impatience is uncontested, and none are foolish enough to drop in for a visit without his express permission.

While Skelfer practiced his magical experiments, Robert the Bald performed his own studies, which enabled him to become Skelfer's equal. Unlike Skelfer, Robert has no interest in the political tide or the common man's perception of magic.

Robert the Bald keeps his distance from the Wizards' Cabal and prefers continued experimentation over promoting magical goodwill. Robert has neither an apprentice nor any living servants, though other creatures do indeed dwell

within the tower. Robert uses constructs and unseen servants to maintain the tower since living, breathing assistants have proved unreliable in the past. Within his tower, the wizard performs all manner of strange magical experiments, some of them involving the breeding of rare creatures in the hopes of creating ever more wondrous beings. Many of these creatures, especially those that prove to be dangerous, hostile, and stupid, find themselves dumped out in the foothills surrounding Kergwailin.

If one can make it through the sea of outcast, mutant creatures at the base of Robert's mountain, one must ascend the tremendous peak to reach the tower. On the way up the slope, the many creations that Robert considers successful (meaning dangerous, hostile, and intelligent enough to be controlled) are found in dens and lairs screened by permanent illusions. Anyone who makes it past these dangerous challenges not only finds a fine view, but is also met at the top by a pair of stone golems.

These golems always seem to know exactly why a traveler has come and ask very difficult questions. The precise nature of these questions varies. Most often, they cover arcane matters, and range from the practical (the exact ingredients required to make a particular potion) to the truly obscure (the precise statements written on an arcane text found in Vestfold). Alternatively, the golems may ask general questions regarding the petitioner's knowledge of the lands through which he has traveled (such as the exact distance from a random point to the tower, or the cultural practices of a particular tribe or community). Only if the newcomer answers their questions successfully do the golems grant access to the tower. Additionally, the visitor is expected to provide a magic gift of substantial value (at least 10,000 gp) upon admission.

THE COOT'S WATCH

This small outpost serves as a watchtower from which Blackmoorians watch nervously for signs of invasion from the Egg of Coot. Guards ride along the coast day and night, alert for any possible incursion. A stable of fast horses is kept ready at all hours in case messengers need to race south to alert inland settlements between the outpost and Glendower. A small flotilla of cutters is kept nearby to allow messengers to alert the coastal inhabitants of impending trouble. A single Cabalist wizard also occupies the outpost, waiting to teleport away at a moment's notice.

When the alarm is raised, each of these groups departs the outpost to fulfill their missions. A small contingent of warriors and doctrae outlooks will remain as a delaying force against the insurgence, making every effort to hold their foes to the last. Only volunteers from Blackmoor's regiments and doctrae outlooks man the Coot's Watch.

CROC'S NEST

Located on the War Road, halfway between the Tower of Midge and Lake Gloomy is the trade spot known as Croc's Nest. Built in the swamps, many of the structures found in this hamlet tend to be built on raised platforms. The main streets of Croc's Nest are built on man-made mounds measuring 5-feet in height. The mounds slope up to a flat road, paved

with cobblestones, and allowing a person not to get stuck in the mud. Upon entering the hamlet it becomes apparent where the name comes from—the numerous crocodiles freely wandering the streets.

Founded fifty years ago by a group of merchants, Croc's Nest is the ideal spot to buy and sell goods from not only the Duchy of Ten, but from the east as well. Though located in the swamps, numerous small communities flock to the growing trade center to not only buy much needed goods, but also sell goods in demand elsewhere. Starting small, the merchants hoped that the increased trade and wealth would not only help grow the center into a major city, but bring them a large return on their investment. Sadly this dream was short lived, and no one counted on the engineering feat it would take to build permanent structures in the swamps. The growth and development have come slow for Croc's Nest, and the population remains small.

A mayor is elected every six years, runs the hamlet and it is their duty to oversee the safety and security of the hamlet. The current mayor is Tiabee Zalver, and not only does she hold the distinction of being the first woman to serve as mayor, but she also has served for the longest. Now starting her third term, Tiabee has been responsible for the development and building efforts currently underway. It was her idea to build the raised roads, and currently she is trying to secure funding for the building of a system of dikes so land can be claimed from the swamp and used not only for farming, but also for more building.

Helping to keep the peace, and enforce the law a Sheriff is employed, who has fifteen deputies under his command. Hugh the Small is the current sheriff. A dwarf originally hailing from the Regent of the Mines, many within Croc's Nest respect him, and contribute the lack of civil disobedience to him.

Though always prosperous, the recent troubles in Ten have seen Croc's Nest become the center point for a thriving smuggling ring, as well as a staging ground for Ten liberation. The close proximity to Hanford has seen many elements move in seeking a way to make a profit out of the situation. Though the Brothers of the Greenwood are partially based in Croc's Nest, it is rumored that the Golden Collar Smuggling Ring finds refuge here as well.

DRAGONIA

Located at Blackmoor's southernmost tip, this well armed settlement is the only substantial population center within the new barony that bears its name. King Uther granted the barony to Shepro, a tough-minded, swarthy Thonian, after his many successes as a field commander during the rebellion against the Thonian Empire.

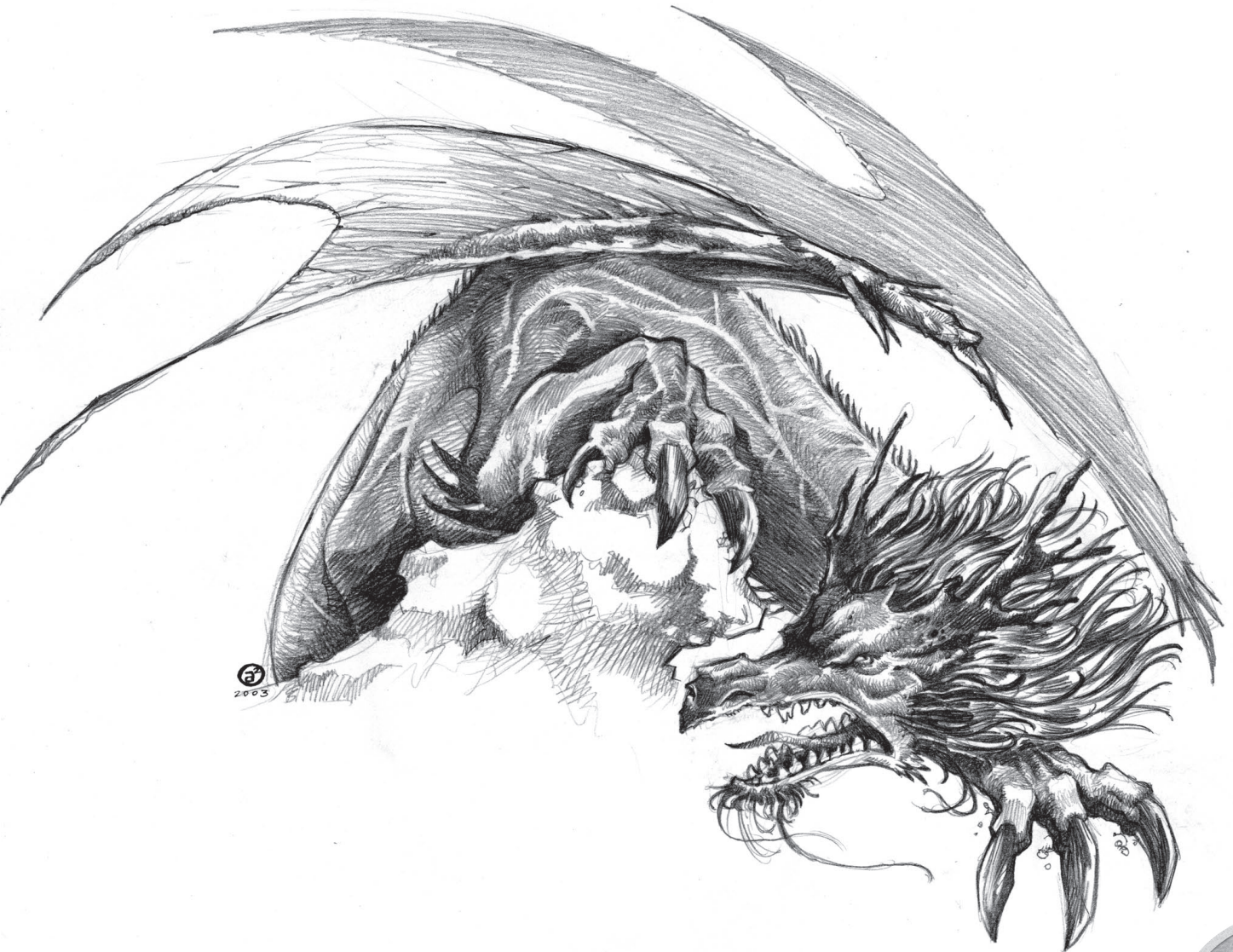
Shepro spent a great number of years with the Peshwah's Bortai tribe before the rebellion, becoming an honorary member of the tribe and one of the few Blackmoorians ever given a Peshwah name—"Peshwan Na Shepro." King Uther decided to use Shepro's standing with the Peshwah to improve relations and stop their raids in Blackmoor's south by offering him a fief at the headwaters of Wurm River. Shepro

now stands guard against incursions from the Peshwah or the Thonian Empire. His appointment as Baron of Dragonia has proven wise and has nearly eliminated the Peshwah raids. However, the recent war between the orcs and dwarves throughout the Crystal Peaks spreads beyond the hills and threatens Fairfield Abbey, the only other significant human settlement within the barony. Now with their attention divided, Dragonia's people call upon Uther to put an end to the war in the Crystal Peaks, as they claim it destabilizes their region and makes it impossible for them to devote their full attentions southwards.

Of course, given its name, one might suspect that Dragonia has trouble with large, scaly, winged beasts. Dragonia's close proximity to the Dragon Hills is possibly the single worst danger it faces, notwithstanding the possibility of a huge Thonian invasion. Dragons frequently storm the city, attacking it from all angles without apparent reason. One rumor states that thieves steal the dragon's eggs, but the residents have never seen such eggs in their town. Another rumor cites a powerful wizard who experiments with his control over dragons by letting them loose on Dragonia. Unfortunately, the Dragonians have no clue why they are the targets of these draconic assaults.

Having learned much from the Peshwah, the Dragonians adopt many subtle tricks to reduce the possibility of dragon attack and to increase their chances of survival. City law mandates that no building may be constructed with a flat roof, for these provide stable perches to hostile dragons. All roofs must be sharply peaked, and many possess spires or spikes. Further, all buildings are constructed of stone; the town permits no wooden structures, regardless of the expense saved, for stone is far less vulnerable to fire and lightning attacks. Some homes contain small, tightly sealed rooms where families shelter from the gas attacks of green dragons, and many buildings have wide overhanging roofs to provide shelter for anyone passing by. Many private homes, and all the guard posts, are equipped with ballistae or other siege engines mounted on ramps, kept angled upward. Dragonia's streets are strategically narrow, which grants a claustrophobic feel to the entire town. The natives are accustomed to squeezing past each other in these narrow passages and to carrying goods by hand or cart where larger wagons cannot pass, but strangers to Dragonia are uncomfortable in the tight confines and bustling masses.

Those making camp in Dragonia are prudent to post an extra guard to scan the skies. In Dragonia (and also among the



Bortai Peshwah), a distinction is made between men who stand guard and those who stand “sky guard.” Good eyes are prized commodities, as early warning of a dragon’s presence is the best way to avoid destruction. Dragonian sky guards are more alert and sharp-eyed than standard soldiers—particularly in the summer months, when dragon attacks are more frequent. Dragonian patrols include more horses than riders. If the patrol spots a dragon, they cut loose the riderless horses and drive them toward an open area while the rest of the group scatters and flees. While a single old horse is not much of a meal for a dragon, this distraction buys time for others to escape. Among those who speak the Dragonian dialect, the expression “saved by a mare’s flesh” has become a popular way to refer to any narrow escape.

All this fear and caution, watching the skies for dragons and the south for Thonians, makes the citizens of Dragonia a somber—and, some might say, paranoid—people. They dress in dull colors, fearing that bright hues might allow dragons to pick them out easily. Their eyes constantly dart about, ever alert for attack or espionage, and most grow nervous if forced to remain in one spot for long.

Although no law expressly prohibits it, the town’s government frowns on large gatherings for fear that such assemblies present attractive targets to airborne predators or enemy agents. Dragonia’s people have a reputation for unfriendliness. This reputation is not deserved; the folk here are not hostile to outsiders, they are just slow to open up and never allow themselves to fully relax. If an outsider acclimates himself to Dragonia’s unusual circumstances, he never finds another place where his neighbors are as likely to watch out for his own safety. If their position teaches Dragonia’s citizens anything, it is that they must look out for one another—for nobody else will.

ERAK

The second of the two Northern communities still loyal to Thonia, Erak is in a difficult position. While not nearly as large as Bramwald, Erak is strategically important as an east-facing port. The water running in from North Sea is deep all the way to Erak, and larger vessels cannot easily navigate it beyond Erak’s harbor. A great deal of land based trade flows along the short road between Bramwald and Erak. While the Blackmoorian government does not condone raids against this trade route, they do nothing to dissuade it. This condition makes life very difficult for those who dwell in Erak. Supplies are hard to come by (no more than a 70% chance to find even standard goods when shopping in Erak) and never cheap (at least 15% markup above the base price). Although the town is not yet at the point of starvation, a single poor growing season or a successful raid from the sea could cause severe famine.

As one walks through Erak’s streets, the toll this unfortunate situation takes on the village becomes clear. The formerly bustling port is now deserted, save for the dozen or so guards that inspect incoming cargo ships. In days gone by Erak served as a resting point on the first leg of the journey into Blackmoor. The fancy inns that used to be filled to capacity now crumble to dust. The cobbled streets are filthy and littered

with garbage and the distinct smell of rotting flesh. The dead are impossible to miss, as they too litter the streets without drawing the slightest response from the locals. Children play with dismembered body parts in macabre games that clearly show the indifference these people feel for their plight. Most residents occupy wooden buildings and houses within the city. The majority of the town’s buildings are so dilapidated that they appear as though they may collapse at any time.

New visitors to Erak are often mobbed by those who still cling to hope that some relief will come to them. Many townspeople offer menial service in attempts to earn a few coppers. Beggars and cripples seem suddenly healed, and amble into position for the small chance to acquire some food or money. Visitors who are too open with their wealth may encounter problems of a different sort as rogues and thieves do not hesitate more death to the streets.

Certain factions within Erak see their current position as a suspended death sentence and attempt to abandon their subordinate position as the northernmost part of the Thonian Empire. However, the town’s current magistrate understands just how precarious their situation is, as the military force in Bramwald is more than enough to subdue any rebellion that the Erakians could muster. For this reason, Erak harshly oppresses any dissenters. Traitors (often defined as anyone who says a single good word about Blackmoor or King Uther) are hanged with alarming frequency, and morale drops steadily. Rumor has it that Blackmoor intends to liberate both Erak and Bramwald, but the current residents have yet to see anything to prove it true.

Only constant immigration from the empire keeps Erak’s population from plummeting. Only the desperately poor or the terribly misinformed make the trip north, and once they arrive the local authorities do not make it easy for them to escape their lot. A small community of escaped Erakians lives in the foothills of the Stormkiller Mountains; however, this community is very unstable, as fierce humanoids force them to remain mobile and prevent the refugees from founding a new village.

GLENDOWER

Perpetually in the line of fire, Glendower is a town built so solidly that only soldiers are comfortable living there. Always in danger and prepared for a constant state of emergency, Glendower is Blackmoor’s first line of defense against invasion from its northern shores. Skandaharian raiders and the Egg of Coot’s minions are the town’s most common foes, though seafaring goblinoids, corrupt water elementals, and a host of other enemies are recorded in Glendower’s annals. These assaults are unpredictable, but they are often timed to coincide with the thick mists that waft out of the ocean’s currents. These fogs coat Glendower so thickly that vision becomes completely obscured at five paces. Glendower’s inhabitants fear these times, and when the mists come, the town accepts a noisemaking curfew so the guardians can hear invaders approaching the walls. At these times, the town is incredibly tense, waiting for what they call the “fog of war” to pass them over one more time and leave them to enjoy the sight of their rocky peninsula.

The fact that Glendower is constructed to resist these frequent attacks causes discomfort among civilians. Multiple stone lookout towers are positioned on the great walls that encircle the city. These towers are manned day and night, and the guards' suspicious eyes watch over everyone in the street no matter how innocuous his activities. New buildings have to pass a rigid inspection by the military, who must be assured that the new construction does not undermine the city's ability to defend itself. Glendower's roads are cobbled and extremely well maintained to give the greatest possible maneuverability to siege weapons and warriors. Local traffic is subject to military rule and is inconsistently directed. Military personnel always have right of way, causing delays and spoilage of foodstuffs.

This rough edge causes discomfort for the civilians as they attempt to scurry underfoot and live their daily lives without interfering with the military. Were it not for the government stipend paid to the residents and the throngs of frequently rotated warriors, Glendower would likely be little more than a military outpost. As it stands today, Glendower's merchants and craftsmen pocket quite a profit from the ordeal. For this reason, they force themselves to tolerate the day-to-day concerns of war.

Glendower's warriors and guardsmen command great prestige—so much, in fact, that very few young men do not seek to become a part of its militia. For this reason, women hold many important economic positions. Even female smiths (a rarity in Blackmoor) are not uncommon within Glendower's walls. Women from Glendower make



their names as great craftspeople all over Blackmoor, perhaps leading the way for the North's women to take on more untraditional roles.

At the time of the rebellion, the baron of Glendower was, along with the Baron of the Lakes, among the first to join Uther in rebellion against the empire. Glendower's militiamen and guards took the brunt of the initial imperial attacks, and for this reason the men of Glendower are considered the most loyal and honorable men-at-arms in the North. Prized for their skill at arms as well as their courage, their services are in high demand throughout the region. Caravans stop in Glendower to recruit guards for their more valuable or dangerous cargoes. "Upon the rocks of Glendower" is an oath used among mercenaries and other folk who wish to back up their promises with a statement of their honor and trustworthiness.

Despite their reputation for honor and duty, Glendower's soldiers seem to have taken, "Eat, drink and be merry, for tomorrow we may die!" as their motto. The attitude should come as no surprise for a city that has been stuck in a state of military alert for years on end and has yet managed to keep morale high.

JACKPORT

The source of many of the world's half-elves, Jackport is a human settlement built at the confluence of the Champion River and the West Channel, east of the Red Wood. Away from the main line of trade between Blackmoor and Maus and the paths of the many armies that march through the North, Jackport is remote, yet anything but sleepy. Often the first place curious or disgruntled Cumasti go when they wish to learn about human ways, the town is also a well-known location for humans to visit if they wish to see true elves.

Jackport has become an unwitting cultural experiment, as the elves who stay influence the town's development in many interesting ways. Jackport's architecture is a mashing of Cumasti and human building techniques. Detailed woodcarvings wind from building to building as if they were the roots and branches of trees that knew no mortal boundaries. Often these carvings are so dense that the distinction between structures is difficult to see. Though most newcomers think this style odd, the winding decoratives show a firm and strong relationship between the humans and elves who are happy to live and work together. This rapport is particularly obvious on the town's few stone structures, where stonemasons, rather than woodcarvers, continue the patterns. In several locations, the designs are so perfectly melded that only the change from wood to stone marks their boundaries; the shapes and curves are perfectly aligned.

Certainly, some elves and humans in Jackport wish to stay separated. These camps are found at the town's extreme ends, where more traditional architecture distinguish the homes. Without the benefit of lush forests, Cumasti surrogate large plants imported from the Redwood and combine them with tall grasses to remind them of their forest home. These plants help pass the time until the nearby groves, recently planted by the Cumasti, come of age. Humans also employ traditional

styles for their homes' construction. They use sturdy wood to build residences with thatched roofs. Travelers have noted that the town itself has become a balanced scale, with the extremes on either edge and new friendships marking the center.

With more inns than one would expect for a town of its size, Jackport is always full of foreigners. In fact, the town has developed the closest thing to a tourist trade that exists within Blackmoor. This situation leads to a substantial industry of pickpockets, charlatans, and others wishing to separate the naive from their pouches.

Given Jackport's close association with the Cumasti, most elven goods are available, including mithral shirts and elven chainmail. The markup is always substantial (at least 20% above normal), although the proprietors are not as picky about their customers as those in Ringlo Hall. Spell components are also available, and elven wizards sell low-level scrolls at reasonable prices (not more than 10% above normal). Jackport is famous for its fine perfumes; some say those made here are the finest in the North. Innovative merchants in Jackport make deals with the dwarves of the Stormkiller Mountains and, on occasion, clockwork and steam-powered technology is found here.

While Jackport is an appealing town to visit, its isolation prevents it from growing larger. The Elf Road passes out of Ringlo Hall's sphere of control long before it reaches Jackport, and giant spiders, beastmen, ettercaps, dire beasts, and other horrors pose dangers to those traveling from the west. Lycanthropes infest the point of land sticking out into Dirk's Cove above Jackport. Wererats roam the land, and a strange, aquatic lycanthrope inhabits the river and channel. Travelers are warned to be very careful of unsolicited offers by boatmen in this region.

To the south, between Jackport and the Cut, are several summer encampments used by pirates who work the many channels and coves in the area. Thus, those who come to Jackport by boat are in at least as much danger as those who traverse the Redwood. Even within the town, people go missing with relative frequency. Recent rumors suggest that doppelgangers pose as local merchants. It is unclear if this rumor is a real threat, or if some merchants are yet again spreading lies in the hopes of harming competitors' business.

KENVILLE

Many of Blackmoor's peasants do not understand how well off they are compared to those who live in other kingdoms. In Kenville, however, the relative bounty that Blackmoor's peasants enjoy is clearly evident. The population of the town itself is not large, as few of Kenville's people actually live within the town proper. The strip of stalls and shops known as Kenville is really more of a central market that supports the large number of villages clustered in the region. An important part of Blackmoor's agricultural heart, the population around the town is packed as densely as any area in the North. Most of Kenville's residents are farmers or fishermen who live in wooden homes on the town's fringes. A hard day's labor is often rewarded with a visit to the main

part of town where traveling entertainers stop on their way to or from Blackmoor.

Swimming is a popular pastime in Kenville. Kenville is surrounded on three sides by waters and was founded in a relatively swampy area. The residents are competent swimmers and enjoy taking dips in the Lake of Mists. When not working or shopping, swimming is the most popular activity among the residents.

With Kenville's culture strongly tied to the seasons, the goods available for sale change as the year progresses. Itinerant merchants pass through Kenville, bringing craft goods, rare foodstuffs, and even components useful for creating scrolls, potions, and other exotic items. In general, the chance of finding a rare item in Kenville is double that of other markets. Even though Kenville's rich markets attract a fair number of thieves, the substantial military presence of the Blackmoorian Guard limits crime and keeps violence to a minimum.

LAKE GLOOMY

Only a few settlements lurk within the thick, dark wetland known as the Great Dismal Swamp. Lake Gloomy is perhaps the proudest of these places, as it is the seat of the barony of the Lakes. Being regal in such a place is not easy, but the stalwart folk of this dismal outpost take their roles very seriously. One might not realize the amount of effort that goes into polishing every piece of metal in the town, especially if one does not know that the clouds pour down a foul-smelling sulfurous rain 270 days a year and that unattended swords rust to paste within a month. Yet beyond an eye for detail and a strong arm with metal polish, Lake Gloomy's people have a stern determination that grants them a measure of respect no matter where they roam. Men who know what it means to give one's life for one's lord understand that the average man from Lake Gloomy does at least as much as the best men from other hinterland towns.

Surrounded on all sides by wild territory, Lake Gloomy is a veritable fortress. The people of the barony of the Lakes have many enemies: to the north are the hostile Westryn elves, while to the west is the Afridhi-occupied Duchy of Ten. To the south and the east lies the Great Dismal Swamp, from which many of Lake Gloomy's problems originate. As well as enduring chronic assaults by swamp trolls, marsh goblins, and frog-men, Lake Gloomy is set squarely on one of the most popular routes into Blackmoor—known to many as the "War Road." Lake Gloomy's people know that when trouble rises in Blackmoor, it arrives first on their doorstep, and they prepare accordingly. While the town has fallen more than once in its history, people from all over Blackmoor always lend their hands to rebuild the settlement more securely each time. As the town is a place of almost constant conflict, its men are accustomed to combat. The town's citizens are not only allowed to carry weapons anywhere they wish, once they reach the age of fourteen they are expected to be armed (usually with a short sword) at all times.

A palisade of logs and sharpened stakes surrounds Lake Gloomy on all sides. It is, perhaps, a primitive defense for a town that prides itself on its regal appearance, but it is easily

maintained and a metal fence would rust quickly, and the region simply does not provide enough stone for a defensive wall. Still, the palisade's gates include both wooden doors and polished bronze portcullises, and woe to the soldiers whose shift commander finds a spot of tarnish on the bronze. Most of the roads through Lake Gloomy are dirt (or, more accurately, mud), but the roads that lead through the main gates, and to the town's central market, are cobbled. Work crews labor constantly to replace and straighten cobbles lost or shifted in the mud, but this work is a small price to pay to ensure that merchants traveling the War Road can easily reach the market and sell their wares.

The road is not the only portion of town subject to constant maintenance. Town mandate requires that every shop and private residence to maintain a high level of cleanliness, as though the town's leaders could make travelers forget they are in a swamp. Stone is kept scrubbed, wood polished or whitewashed. The town's poor includes a thriving industry of cleaners-for-hire, who make a living scrubbing other people's homes. Of course, some prefer to do it themselves, and a few folks would rather pay the fine for dirty properties than the fees to keep them clean. Most of the townsfolk put on airs, conveying a superior and a "seen it all" attitude toward outsiders. They keep their town so scrupulously clean almost as a mark of defiance, as if to say, "Look, we refuse to even acknowledge the swamp. What sort of impact can you hope to make?"

While portions of the town are constructed on solid earth, others must find ways to cope with the mud, or even the waters, of the swamp. Many structures are built on heavy stilts, thick (and polished, of course) wooden pylons that keep the house level no matter the mud's consistency, or high above the water and the creatures that swim within. Despite the hassles of maintaining a stilt-house, many of the city's richest inhabitants prefer them, treating them as a mark of resilience and accomplishment. (The fact that the accomplishment actually belongs to the workers that maintain the place, rather than its owner, is something better left unmentioned.)

MAUS

By far the largest population center in the North, the walled city of Maus lies in the far northeast of Blackmoor and provides access to the North Sea. With walls as thick as buildings and higher than the masts of the tallest ships, Maus is a massive fortress that stood independently before men inhabited the rest of the North. At first a small freehold set up for trade, the city grew rapidly, and despite having been sacked on occasion by Skandaharian raiders, nothing prevents Maus' continued growth.

Maus is the North's only truly cosmopolitan location, as no other city approaches its size or its style. Drawing residents and visitors from the four corners of the world, Maus is one of the North's few human settlements where one can get by without speaking a word of Common. Due to its size, it is also the one place where one can truly hide in plain sight, and many individuals with dark pasts settle here, where they can fade anonymously into the crowd.

Because of the city's sheer size and the wealth within its walls, it boasts a wide range of architectural styles. The land's best architects and masons reside in Maus and, with the patronage of various nobles, continue to experiment and build new styles and structures. Maus was the first city to experiment with plaster over wooden frame walls, and this led to a number of artistic decorations on these buildings. The city is pockmarked with differing styles, old and new coexisting in a riot of colors, angles, and materials. Maus' streets are subjected to the same style of experimentation as the buildings. The roads vary from hard-packed dirt, to cobblestone, to the newly laid brick roads in the market's center. The streets are constantly repaired to avoid any delays or damage to goods coming into or out of the city.

While places like Robinsport and Vestfold are substantial trading ports, Maus is an enormous economic center; its reputation extends far beyond the North. Any goods and services imaginable are available here, including masterwork items, clockworks, steam-powered machines, and magic items. Prices vary tremendously, and unlike in Vestfold, the Merchants' Guild of Maus gains much of its power by avoiding careful scrutiny of incoming ships' cargoes. Unsavory items, such as slaves, poison, and cursed objects, are found on the town's southeast side. This area is known to many as the "Shallows," because of the proximity of a shallow waterway leading south and because of the sorts of social relationships typical in the area.

Objects that cannot be unloaded in any other part of Blackmoor are sold in Maus, though rarely at anything approaching fair value; the buyers here know full well that the sellers have nowhere else they can go. Prices for rare art seldom fetch more than 80% of their appraised value. Strange magic items can be sold here, but anything too odd risks provoking the inquisitors' attentions. The Wizards' Cabal keeps a close watch on the merchants of Maus, despite the best efforts of the Merchants' Guild to maintain what it calls "free trade"—often a euphemism for contraband.

Maus' political situation is curious, as the city is much larger than the tiny barony that initially spawned it. The city's mayor influences regional politics to a far greater degree than the baron of Maus. While the city is officially part of the Kingdom of Blackmoor, the policies of Blackmoor's Regency Council have little effect on Maus' legal codes and trade negotiations. Nevertheless, for Maus to hold anything but cordial relations with the powerful and popular King Uther would be imprudent. If the kingdom's political situation were to change in the near future, the mayor of Maus would be among the first to curry favor with whatever new regime came to power.

NEWGATE

Newgate is one of the newest communities in Blackmoor, and it is undoubtedly the fastest growing. Positioned at the intersection of the Root River, the Draco Channel, and Southlake, this inland town commands an essential strategic position, both for the long-term defense of Blackmoor against the Thonian Empire and in the development of river trade across the North. Grain from Kenville, weapons

from Uberstar, and perfumes from Ringlo Hall pass through Newgate on the many small riverboats and large barges that transport goods across the North.

The town's strategic position for trade and defense are not the only factors responsible for its swift growth. Ever since the Afridhi invaded the Duchy of Ten, refugees and prudent souls seeking more secure living conditions travel eastward in a steady migration, and many settle in Newgate. Svenson, Baron of Newgate, is a great hero and defender of the poor. Thus it is not only Newgate's tactical position that attracts those who fear the Afridhi, but also the baron's charismatic reputation as the strongest of all Blackmoor's knights.

Within the town dwell more non-humans than in any other Blackmoorian settlement except the city of Blackmoor. Thonian clock workers have shops here, as the availability of parts and materials from both the University of Blackmoor and the nearby dwarven waterpower projects make Newgate a technological hotspot. Halflings from Ramshead come to Newgate with fresh casks of cured pipe weed, and dwarven miners spend their holidays sipping the creamy Mesok imported from Boggy Bottom and feasting on the cooking of the halflings who run several local inns.

Many say that the finest roast meats in all Blackmoor are found at the Ram's Hoof Tavern, located on the southeast edge of town. The tavern caters to all manner of customers, but especially to dwarves, halflings, and docrae. Not only do they offer lower chairs, but the shorter-legged tables and chairs are placed on raised platforms, making every tabletop in the room the same height. While this technique causes a bit of trouble when drunken dwarves tumble off the platforms, no injuries have yet been serious enough to dissuade the short folk from drinking.

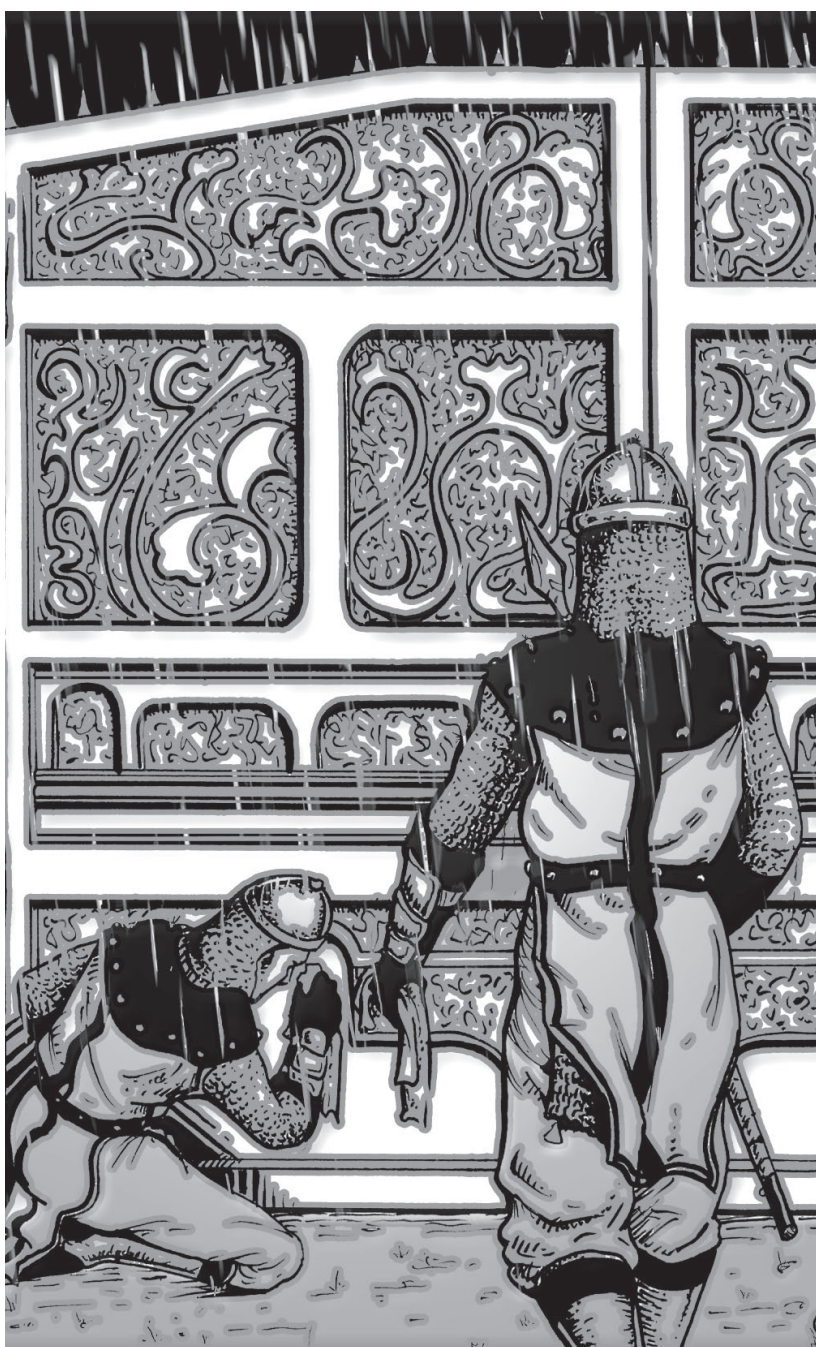
In an effort to keep the commerce in a consistent state of growth, the law enforces Common as the language of commercial choice in Newgate. Those doing business in other languages face stiff penalties and possible confiscation of their goods. This decree is not much of a problem, as most merchants barely keep ahead of demand and do not dare challenge the law.

The heavy rate of immigration combined with the high rate of commercial growth causes a number of awkward and unplanned occurrences within Newgate. The streets are littered and unkempt. The buildings are a mishmash of new and old structures sitting side by side. This clash in architectural style and decoration causes the city have a run-down look despite the many workers who raise new buildings each day. Due to this growth, the town's districts all see explosive and intrusive encroachment into areas never intended for such use. These problems can be attributed to the city planners, who were not prepared to manage growth of this scale. They approved a high number of building requests and failed to increase taxes or limit expansion to a manageable rate.

Immigrant Tenians sleeping in the shadows of wealthy homes are common sights. Many of these refugees are homeless and hungry. This fact weighs heavily on Baron Svenson and causes him to take measures to help. His natural charisma

and his people's trust allow for the sponsorship of a number of social programs aimed at alleviating this problem. Many able-bodied men are conscripted into the baron's army, giving them and their families access to the benefits of service. Others are apprenticed at guilds or put to work at local farms. While these measures help, more people flood into Newgate each day. Many wonder how much longer the city can sustain these masses before the overcrowding causes a plague, famine, or similar social disaster.

The loyalty of Newgate's soldiers is nothing less than spectacular. Due to Svenson's astounding background and achievements, he is every man's hero, and not a soldier or guardsman in Newgate hesitates to give his life for his lord. The people talk admiringly about their baron, especially



when he is away and they long for his return. The only sure way to get into trouble in Newgate is to bad-mouth Svenson. Anyone doing so generally ends up beaten, ostracized, and thrown in the mud.

OLD NORTH WATCH

In the past, the Old North Watch (then known simply as the North Watch) was an active guard post where a company of horsemen stood guard over trade between Blackmoor and Maus. Since Blackmoor's unification, the trade route has become substantially safer, although raiders still appear occasionally. Now long abandoned as a guard post, all sane creatures actively avoid the Old North Watch. Rumors hold that it is a frequent resting place of the mighty dragon Chamber, who is more affectionately called "Watchworks" in this region. For several decades, no one has entered the watch, explored it, and returned to tell a credible tale of their adventures.

PEBBLETOWN

Located south of the city of Maus and east of the Redwood is a rapidly growing settlement that is the product of the efforts of a few merchants. Seeing that the location between Maus and Jackport is ripe with travelers, it was decided that a town needed to be built to not only cater to travelers but also allow interested merchants to tap into this potential monetary gold mine.

Although it was the halfling Regis Tammerdown idea to build the town, he did not have enough capital to do it himself. As a successful wine merchant, Regis had connections with a few prominent merchants in Booh. Calling a meeting the group of five talked about the idea and decided that it was something worth pursuing. The five merchants formed the Pebbletown Cooperation, and invested equal portions allowing them to have equal shares into the profits.

The set up of Pebbletown is one allowing the maximum return on the corporation's investment. Merchants wanting to setup shop in Pebbletown agree to pay a percentage of their sales to the corporation. In return the merchant is allowed to sell and operate in the town.

Currently only about 25% of the town has been completed, and the remaining 75% is still in various stages of construction. Though under construction, the town is a busy place, and travelers can find a wide variety of growing services available. The majority of the population in Pebbletown is halfling, and this is due to the draw of the founding partners also being halflings. With the growth of the town a few Thonian merchants as well as dwarf merchants have started to arrive and set up shop.

While Pebbletown is under construction, there is a large presence of guards who are under the command of Containable Ebner Elkheart. Elkheart has been friends with Tammerdown for many years, and for a time has served as his personal bodyguard. Ebner is a tough no-nonsense fighter, who is one of the few permanent Thonians found in the town. Under his command the town guard have been

very well trained, and stand vigilant ensuring the peace of Pebbletown is maintained.

Recently, during one of Ebner's rare absences, a group of goblins and beastmen were terrorizing the populace and extorting money from the villagers who wanted to build with rocks gathered from the Haven Peaks. Rumor has it that a group of adventures eliminated this goblin threat restoring peace to the small village.

RAMSHEAD

On a short peninsula ending in a tall bluff that overhangs the mouth of the Wurm River lies the comfortable and well fortified town of Ramshead. To see the place from a distance makes clear the priorities of those who rule it. The site was chosen for the sound protection it provides to the many small dwellings nestled on the bluff's back slope, while at the same time allowing easy access to the rich fields that benefit from the river's steady nurture. Here, many of Blackmoor's halflings make their homes. The town is far enough from most human settlements to provide its residents the peace of mind they relish and close enough to dwarven settlements to comfortably maintain a steady stream of trade.

Ramshead's people have gradually transformed the surrounding landscape into one of the most picturesque locations in the North. The dwellings in Ramshead are particularly sturdy. They are constructed from brick and stone and roofed with thick wooden slates. Taking advantage of the commerce that travels through the town, the locals often have ornate decorations on doors and columns to indicate their acceptance and friendly dispositions. Assorted crops grow in the gently rolling fields, making a multicolored view that is broken only by the great stone granaries that hold both local and imported crops as they are prepared for distribution. Ramshead is quaint and comfortable. Those who visit the town long for the safety and solitude that can be found away from the busy docks.

While Ramshead's economy is made up primarily of grain agriculture and brewing, it also generates a large amount of funds by selling and importing goods. Ramshead's merchants take in steady streams of clothing, ore, weaponry, and foodstuffs by longboat and wagon. The normal shipments come to a peak in the third week of each month, and long trains of wagon carts leave Ramshead carrying goods of all kinds.

Any excitement in Ramshead arises with the quarterly festivals held in honor of the many nymphs and dryads that dwell in the nearby copses and vales. Fierce competition among the shepherds determines which prize ram is sacrificed at such a ceremony. Sometimes, if judging the rams does not settle the issue, the shepherds engage in a variety of contests in order to settle the matter. Smoke ring blowing, long-distance spitting, and rock skipping are especially common methods used to settle these disputes.

The current serenity follows many difficult years, and the older halflings know just how bad times can be. Tales of the docrae's enslavement are told to children to encourage them to stay near the town, lest they be snatched up by "the

greedy Freedy,” as the local halflings refer to the Afridhi. Ramshead’s sheriff, Philo Holbytn, is constantly alert, and he is determined that no trouble will come to those under his protection. To this end, he employs not only eighty quick-witted halfling scouts, who constantly patrol the region’s outskirts, but he also enlists a small dwarven garrison who live on the edge of town.

While they are officially “metalworkers” who run an active forge, there is not one among them who is not an experienced warrior in addition to their other skills. In return, an active company of halfling observers (“cooks”) is stationed at Mount Uberstar under the command of the Regent of the Mines.

SOUTH PIM

South Pim and Lake Gloomy together contain the majority of the population of the barony of the Lakes. While the two towns are thus linked politically, it is difficult to find two such culturally dissimilar locations within a single barony. While those in the barony’s capital fight against the swamp, always vigilant and ever shining in their polished metal armor, the people of South Pim adopt a very different attitude. They allow the swamp to permeate their lives to such an extent that the border between town and swamp is barely perceptible.

The stout wooden palisade that surrounds the small settlement is built of a wide variety of local wood, and from a distance appears to be nothing more than a thick copse of trees struggling up out of the swamp (add +5 to the DC of any Perception check made to notice the town from a distance). Countless sharp spikes top the wall, most plucked from the spiny cush-anat tree. Each of these spikes is wrapped with coils of thorny brambles, which both add to the illusion and also make scaling the wall extremely dangerous. Most of the population stays close to the town. Men die in the swamp within a stone’s throw of the walls. As the lost, feverish, or mad are not desired as citizens, if they fall outside the city walls, few are likely to mourn them.

While Lake Gloomy’s main gate is polished brass, a bright beacon to those traveling east along the War Road, the front gates of South Pim send a different signal. They are built of the skull and bones of a gigantic alligator that once lurked in the deeper waterways. The skull of this tremendous creature functions both as a solid gateway and a warning.

That the men of Pim slew this great beast (known at one time as the “Dragon of the Swamp,” and venerated as the living god of a broadgrin colony) shows that they are fully capable of dealing with any other menace. Within the walls, the town is just as fierce, with bits and pieces of fallen foes woven into the buildings that provide both structural support (troll skulls are remarkably strong, as it turns out) and ornamentation (marsh ogre knuckle-bones serve as doorknobs for distinguished warriors).

Making full use of the swamp’s myriad resources, South Pim is a strange-looking place, especially to those who arrive after a visit to Lake Gloomy. Metal is all but forsaken here, and in its place is a host of sharp spines, scales, and teeth. One finds belt buckles held together by carved crab claws, knives

made from giant alligator teeth, and needles carved from the spines of poisonous fish. Make no mistake, though; while the people of South Pim make use of the swamp’s materials and have given up their polished breastplates for woven turtle shell armor, they still believe strongly in the barony’s mission and work tirelessly to patrol Blackmoor’s boundaries against incursions from the Great Dismal Swamp. Some would say, due to their methods, they are even more effective at this task than those within Lake Gloomy, though they are seen less often.

Due to the wide variety of unusual materials and ingredients available in South Pim, several alchemists and sorcerers set up shop within the town’s walls. Alchemical components are available at a 10% discount. Potion brewing ingredients, healer’s kits (regular and masterwork), and rare spell components are found on the shelves of the alchemists’ cupboards. Everyone in South Pim remembers the day when the town’s vital supply of antivenom ran out, and several shops work diligently to make sure such a catastrophe never happens again. Along with the various conscripts sent from Blackmoor to the town’s garrison, the area attracts an eccentric mix of people.

Halflings especially enjoy their time in South Pim since they can live quiet lives, doing their work without being bothered or annoyed by others. Most of the town’s inhabitants are skilled in wilderness survival, and portions of the place more closely resemble temporary military encampments than permanent town quarters. While the walls are not comparatively tall, an elaborate scheme of traps and moats protects South Pim, one of which is filled with pitch that can be set alight on a moment’s notice. The penalty for unnecessarily igniting the moat is now set at 420 casks of oil or a six-month sentence spent rendering pitch from the peat bog south-southwest of town.

VESTFOLD

Nestled against the fertile plains at the mouth of the Barleycorn River, the walled city of Vestfold overlooks the calm waters of the Bay of Reeve. Like many powerful cities, Vestfold prospered because of its well-defended position and access to waterways. Trade up and down the Barleycorn keeps merchants busy during the windy storm season, when large ships fear to exit the bay around the point known as the Breakers. During the nine months of the year when seagoing ships can freely round the Breakers, the north docks are a hectic place, and the city as a whole is a hive of activity.

Vestfold is always a law-abiding and well-organized settlement. Due to the high level of protection provided within its walls, the city serves as a frequent meeting place of the Regency Council when they wish to assemble away from the bustle of the capital or the eyes of Uther’s enemies. It also serves as a secure location for political luminaries in times of danger. This situation has surprisingly little effect upon the city, other than giving the residents unappealing, haughty attitudes.

For most who live on the frontier, Vestfold is an impressive sight. Tall stone buildings climb into the sky. Temples

representing most of Blackmoor's pantheons have been constructed with respect and quality. The streets are crowded, bustling with the everyday activities of a population that threatens to overgrow the city's walls.

The local cuisine is a source of particular pride to Vestfoldites. Fresh fruit, meat, fish, and spices are in no shortage. The great millhouses fill the morning air with the scents of fresh breads and cakes. Vestfold attracts many renowned chefs and bakers who use their skills to the delight of the masses.

Transportation is well organized in Vestfold. Recent growth sees many new streets go uncobbled, remaining as hard, compacted dirt or clay until they can be paved properly. Entrepreneurs stand on every corner, seeking investors and participants for all manner of inventions, military coups, or quests for greatness and glory. Any number of adventurers can be found on corners or in jam-packed taverns, commissioning local bards for ballads and themes indicative of their greatness. With its bustling commerce and abundant population of thrill seekers, Vestfold is a true city of the North.

Trade is carefully scrutinized in Vestfold, and few merchants can avoid paying their taxes in full, let alone smuggle contraband into or out of the city. Despite the easy access to raw materials and useful products, the impositions of taxes and the restrictions on trade mean that most items cost 5% more than normal within Vestfold. While this may seem excessive to some, the city's Merchants' Guild guarantees the quality of all merchandise stamped with the mark of a guild craftsman in good standing, so many consider the goods worth the extra cost. Shoddy goods are rare in Vestfold, and stamped, defective items may be freely returned. Because of the scrutiny that the guild places on their craftsman, returns are rare. Any guild craftsman who has his work returned on a regular basis may be drummed out of the guild and run out of town. The Merchants' Guild vigorously enforces this return policy, and anyone who seeks to sell less than first-class goods soon learns that he would be wise to go elsewhere.

While Vestfold's merchants are well regulated, the city is no stranger to crime. Within Vestfold lurks the best organized and, perhaps, strongest thieves' guild in all of Blackmoor. The guild master's identity remains so well hidden that only rumors hint at his or her (or its) appearance. The guild performs few overt actions within the city walls, instead remaining hidden and planning operations that are carried out in other cities. Other guilds make repeated attempts to assassinate members of Vestfold's guild; such attempts almost always fail. Oddly enough, many of these assassinations are thwarted not by the guild's agents, but by the Vestfold government's highly effective secret police. The secret police are good at everything except finding incriminating evidence against the Vestfold thieves' guild.

WILLIAMSFORT

In ages past, when humans first colonized the North, a band of struggling settlers skirted the Stormkiller Mountains, and as soon as their feet touched arable land, they stopped and settled. Pushed up against the majestic peaks of the

Stormkiller Mountains, Williamsfort is a beautiful town, with a view stretching across the broad plain that lies between the mountains and the Redwood forest. Most of Williamsfort's homes are built of wood and stone pulled from the base of the mountains.

A log palisade fence, substantially reinforced with stones, surrounds the town. The fence provides more than enough protection for the locals, so much so that Williamsfort is an excellent base of operations for small military excursions. Although the town is very old and the view is very nice, Williamsfort has few other notable features. It has grown little, as anyone with any sense can find a better place to live. The soils are slightly acidic and the winters very cold, making agricultural life difficult. Without access to rivers, trade bypasses the town by way of Southlake and the Root River.

Only in times of war is Williamsfort a bustling place. This fact was particularly true during the rebellion, since the town lies near the border of Blackmoor and Bramwald. Guards from each town patrol the areas directly surrounding their cities, but they have no interest in engaging one another and have thus created a wide no-man's land into which neither army crosses. This exacerbates the trouble with humanoid raiders, as they thrive in the interstices and steadily increase their numbers while staying out of sight of the major patrols.

Williamsfort sits on the inside edge of Blackmoor, and its people are dour. They do not have a close alliance with the dwarves, the humanoids from the Stormkillers raid their flocks, and the fierce might of the Empire of Thonia is just down the road. It is a wonder that Williamsfort has as many inhabitants as it does.

THE WIZARD'S WATCH

The Wizard's Watch is located on top of some truly ancient ruins, far out on a long spit of land that extends into the Bay of Reeve. The spit's far end is completely uninhabited, and a large iron gate easily isolates the peninsula's base from the rest of Blackmoor in case of emergency.

The Wizard's Watch is under the direct control and supervision of the Wizards' Cabal, which continues to use it to train wizards far enough away from the general population so as not to raise suspicion. The Watch's gated entrance holds powerful magical wards that monitor and watch over all those who pass through it. This not only prevents enemies from entering, but also detains those who do not have permission to leave. The wizards who founded this place took great pains to protect it with powerful spells placed around the entire peninsula. These spells aid in capturing and controlling conjured and created beasts.

Young wizards training in the art of summoning and binding magical and demonic outsiders are responsible for a great many accidents in the Wizards' Watch, and the protective wards are the only reason many such creatures do not escape into the outside world. This area also serves as the main training grounds for the inquisitors, who learn how to best counter the magic of opponents. Most training is done out on the sand flats to the north of the outpost, to avoid accidental incineration of the buildings, students or teachers.

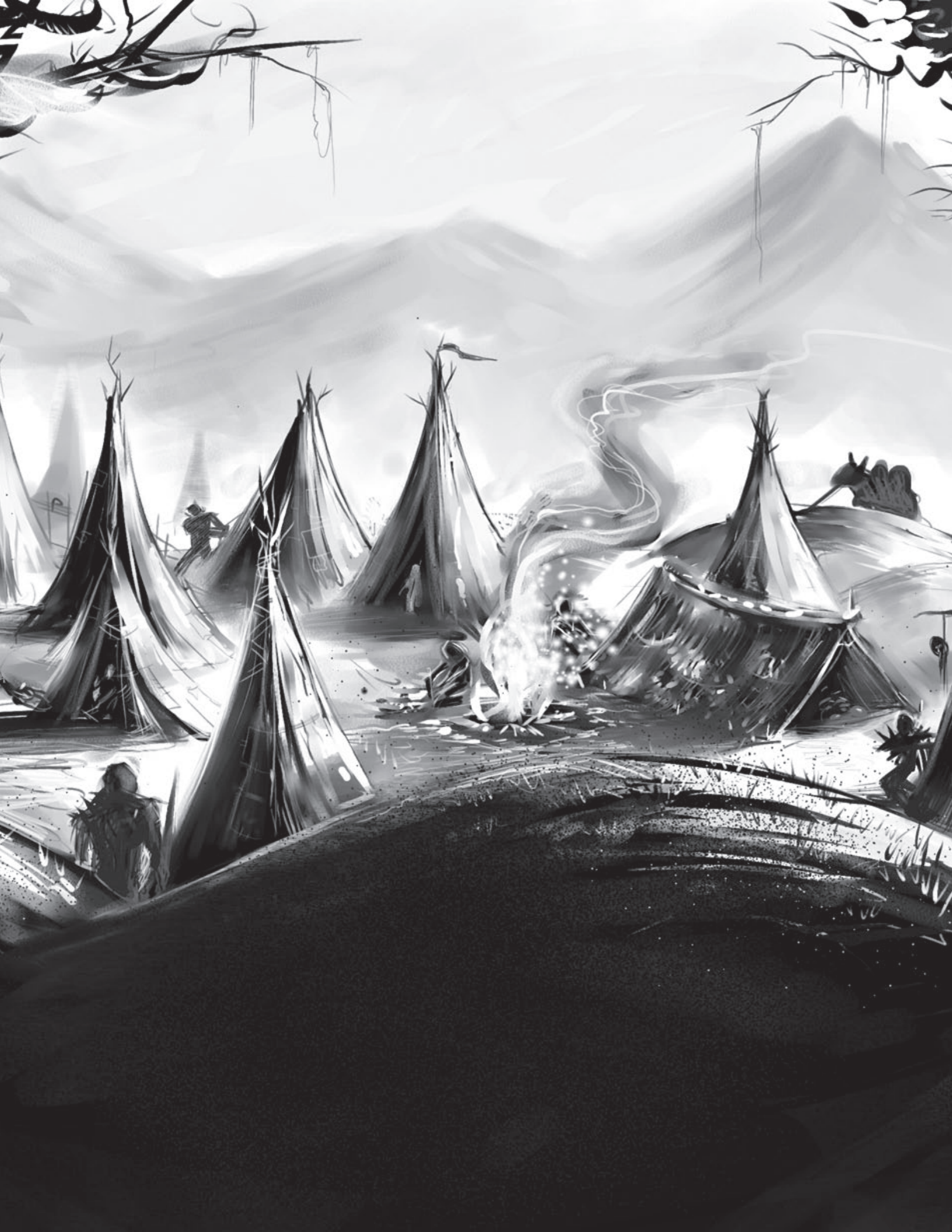
THE LANDS BEYOND

ALTHOUGH THE KINGDOM OF BLACKMOOR lends its name to the region, it most certainly does not account for the entirety of the wide and sprawling Northern Marches. Other nations, communities, and cultures exist there as well, and they are only marginally less prominent in the region than Blackmoor itself. This chapter details the most prominent of those locations.

These external locations are broken up into the following sub-groups:

- ◆ **The Duchy of Ten:** An in-depth look at the kingdom's Afridhi-occupied neighbor, from its life and society to its major settlements
- ◆ **Elf Lands:** Divided into the lands of the Cumasti and those of the Westryn, the forest homes of both are covered in detail
- ◆ **The Hak:** A vast land of plains, scrubland and deserts, the three realms of Hak are the ancestral homes of the Peshwah people
- ◆ **Lands of the Regent of the Mines:** The mountain holds of the race of dwarves, from Mount Uberstar to the Iron Hills
- ◆ **The Valley of the Ancients:** The harsh land beyond the mountains to the south, where no civilized race holds sway





THE DUCHY OF TEN

Capital: Starmorgan

Government: Currently overthrown; traditionally a quasi-republican duchy

Religions: Zugzul, Thonian High Church, Brothers of the Greenwood

Imports: Horses, metals, weapons

Exports: Furs, grains, produce

The Duchy of Ten (formerly known as the “Duchy of the Ten Heroes”) was founded when outcasts and rogues from the northern edges of the Thonian empire fled across the Misauga river to form an independent state on the northwestern edge of the fledgling barony of Blackmoor. Initially, the empire completely ignored these people, which earned them the nickname “the Unwanted.”

Eventually, the struggling people mastered the harsh lands and drew attention as their power grew. In time, the imperial government decided to reign in the northern wild lands. Their attempts to crush the growing power of the Unwanted did not merely fail; they failed spectacularly. The empire’s efforts succeeded only in offering the region’s formerly disparate pirates a common foe, inspiring them to unite in a powerful independent state. In the wake of the “war for independence” (or the “pirates’ insurrection,” as the Thonian scribes call it), the people of Ten came to be ruled by a governing council led by ten of the war’s greatest heroes.

Proclaiming their independence from the Thonian Empire, the Duchy of Ten became the first free republic in the land, recognizing the authority of no king or emperor. Unfortunately, that which was born of this union was lost with the coming of the Afridhi’s murderous hordes.

LIFE AND SOCIETY

Today, Ten’s entire political fabric is sundered, its brilliant political system lost to history, as the land now lies under the cruel Afridhi’s iron-shod boots. Still, to understand the lands of Ten, one must know something of its unique history.

While the Afridhi have tried their best to destroy the duchy and enslave its people, the Tenians still strive for their freedom. Even in the midst of the Afridhi occupation, the Tenians’ desire for independence grows and swells. One day, they are sure, the Afridhi yoke will be raised from their necks and they will live free in the North once more. While the nation is known as the Duchy of Ten, “duchy” is somewhat misleading as the governing system of Ten was not beholden to any ruler. No single duke has ever ruled the land, for no one person has ever won the hearts of the entire population.

As the land of Ten was formed by a hasty union of rebellious rabble, the duchy’s leadership was forged in a similar manner. Nine men (some of whom had held official titles as noblemen in the Thonian Empire) and one woman rose from the Unwanted to become great heroes of the rebellion. In the wake of the violence, they formed a ruling council, each taking the title of duke or duchess to show that none would sit higher than any other. They maintained control of Ten’s wild lands until the Afridhi invasion.

The loss of Ten to the Afridhi is a long and painful story, full of suffering and tragedy. The Afridhi incursion reaches from the southwest (well beyond the far-flung trading outpost of White Horse and the lands of the Peshwah) to the banks of the Misauga River in the east, and as far as the mouth of the Firefrost Channel in the north. They now control of the cities and towns in Ten. All that remains of the free peoples of Ten are a few small groups of bandits and outlaws trapped in the region’s hills, forests, and swamps. Only the swampy border with the kingdom of Blackmoor held back the Afridhi, and some say the horde is even now massing along the eastern frontier, ready to push through the Great Dismal Swamp into Blackmoor and complete their conquest of the North.

At present, the (former) Duchy of Ten represents the largest portion of occupied Afridhi land. With the complete defeat of the duchy’s forces, all travel and commerce along roadways in the region is under Afridhi control. However, as they come from a landlocked homeland, the Afridhi are not as yet a skilled seafaring people. Ten’s many small rivers and cove pocked coastlines are the nation’s last remaining portions that still provide a limited degree of free travel and trade within Afridhi-occupied territory.

The Afridhi have chosen to make their new eastern capital in the castle of Starmorgan, the duchy’s former capital. Very little is known of the Afridhi’s ruling structure. The most reliable reports identify their leader as a powerful female cleric named Toska Rusa, alleged to be the bride of the “one god,” Zugzul. He has supposedly chosen to make the entire North a wedding gift for his new bride, and thus her people storm across the land to make their great god’s word into truth. (None have yet discovered how Toska Rusa and her zealots managed to gain such control over the Afridhi war-leaders.)

The present Afridhi theocracy is composed primarily of women who belong to a religious caste known as the Handmaidens of Zugzul, deadly warriors and powerful sorceresses who place enchantments on their soldiers to assist them in combat. The Handmaidens enter deep trancelike states, induced by obscene ceremonies conducted before the sacred fires of Zugzul. Much of their decision making relies on visions and dreams they experience while in these states, visions they believe are sent by Zugzul himself. These savage ceremonies involve several distinct forms of human sacrifice, each designed to please the evil deity Zugzul and to petition for his infinite insight.

AN INSURGENT FORCE

Within the Afridhi-controlled lands, brave men and women still oppose the Afridhi’s savage rule. Some of Ten’s more prudent residents escaped before the invasion’s full force fell upon them. One rebel group makes its home to the northwest of the great Barrier Swamp, in an area known as the Empty Lands. Led by the former Duke of Oktager, an army of two thousand stands ready to retake their lands. Afridhi forces constantly comb this area, seeking to find and eliminate these rebels.

The Brothers of the Greenwood is another group that opposes Afridhi control. Serving as spies and saboteurs, this group claims to have a membership of over eight thousand. The Brothers are composed of a substantial Tenian militia who fight to retake their lands. Rumors persist that the kingdom of Blackmoor supplies this group with weapons, and on this basis the Afridhi claim that they must subjugate Blackmoor's Barony of the Lakes in order to protect their "rightful god-given lands." The Brothers of the Greenwood use guerilla tactics of infiltration and subversion to hinder the internal workings of the Afridhi state. They have developed into a dangerous force and now pose a substantial threat to the stability of the Afridhi occupation.

MAJOR GEOGRAPHICAL FEATURES

The Duchy of Ten sits primarily on a fertile plume of land situated around the delta of the Misauga River, nestled at the feet of the dry and dusty Gargoyle Hills. It is bordered by the Misauga River to the east and, to the south, the thick fens produced by that slow-moving river. The great Amber Channel to the north provides access to the sea for trade. Two main features define the duchy's western edge. While the plains of Hak create a long, vague, and uncontrolled border to the southwest, in the northwest the deadly Barrier Swamp forms a sharp natural boundary, which the Afridhi must actively patrol to prevent incursion from the many vicious creatures that dwell within.

BARRIER SWAMP

To the duchy's north lies a vast, cold marsh known as the Barrier Swamp. When the Unwanted first crossed the Misauga River and passed beyond Thonian control, they found a fertile belt of land that stretched as far as the eye could see. Centuries later, however, the Tenians have found the natural end to their expansion. Even the tough folk of Oktagern fear to enter the vast Barrier Swamp. Sixty miles across at its widest, even the swamp's narrowest portions present at least twenty miles of slow-going, dangerous wetlands.

Some compare this area to the Great Dismal Swamp between Ten and Blackmoor, but the Barrier Swamp is, if possible, even less pleasant. A large part of the swamp is a brackish mixture of slow-moving freshwater and icy cold seawater. While many southern amphibian creatures cannot tolerate this mixture, it provides inland habitat for many of the seas' more vicious denizens. Along the coast, the swamp is said to be as bleak as an open plain and as deadly as the jungle.

The Barrier Swamp's coastal flats provide little shelter from the constant, driving wind and rain that sweep out of Firefrost Channel. Among the tussocks lurk the tendrils of shambling mounds and the tentacles of dire octopi. On the many small waterlogged islands along the gradual transition from land to sea, coveys of sea hags make their filthy homes. Throughout the marsh, deeper channels act as thoroughfares for the larger, faster-swimming ocean creatures that penetrate the marsh in their constant search for food.

Various seagoing races wage constant war just beneath the murky surface, along the deeper channels that cut their

way through the swamp's filth. Each race seeks to expand its oceanic empire onto the land by way of the swamp. The swamp's channels serve as both staging areas from where these races mount assaults and highways along which they ferry slaves and booty. Were it not for the endless conflict between these evil races, the northern end of Ten might well be an even more dangerous place than it already is.

While much of the swamp near the coast is filled with cold, brackish water, the inland reaches grow warmer due to the hot sulfurous springs that pour from the foothills of the volcanic Barrens of Karsh. These waters form a warm oasis in an otherwise cold land, drawing all manner of creatures that would not otherwise tolerate each other's company. Filthy yellow-green scum conceals ponds that contain ancient lairs of unknown horrors, while the large rocky outcroppings along the swamp's western edge provide excellent lairs for trolls (both of the terrestrial and aquatic persuasions, as well as those curious individuals that fall somewhere in between). These voracious carnivores harry all those who attempt to pass into the swamp from the Karsh.

Unique to the swamp, and found primarily in the intermediate zone where the water is only subtly warmed by the inland springs, is a strange assortment of manlike creatures that, with long, toothy muzzles, resemble humanoid alligators. These humanoids, called broadgrins, form dense settlements within the swamp. They present the best-organized and fiercest resistance to any who attempt to enter the swamp, and pose great danger to all who dwell nearby. Not only are these gatormen carnivorous, they require a constant supply of warm-blooded flesh to placate their great, aquatic gods.

THE GREAT DISMAL SWAMP

Between Blackmoor and the Duchy of Ten lies The Great Dismal Swamp, a different but equally dangerous wetland. This region is almost universally recognized as one of the more dangerous areas in the entire northwest. Warm, still puddles of muck and thick, tangled vegetation conceal all manner of vicious and venomous creatures that lust for nothing more than the sweet taste of soft, civilized flesh. The swamp's edges are innocuous, and that is part of their danger—those new to the region can unsuspectingly walk into the swamp, first plagued by nothing more than a few mosquito bites and wet boots. The first few minutes of travel into the mists may turn out to be the last few minutes of life for those unprepared for the swamp's dangers.

Upon entering the swamp's depths, one is immediately surrounded by a constant barrage of buzzing insects, oozes, slimes, and other foul vermin. Dangerous as these are, they often prove even more hazardous as distractions, for patches of deadly quicksand lie concealed beneath layers of leaves and mud. Exiting the swamp is often far more difficult than entering, as mists close in around the unwary, cutting visibility to 30 feet even on the brightest of days. After an hour within the swamp, a living creature takes a -1 morale penalty on all saving throws until he reaches safety within the swamp, or leaves the swamp entirely. Many adventuring parties have tried to take shortcuts through the swamp—only to find their numbers, and not their travels, cut short.

Home to all manner of abominations, the Great Dismal Swamp almost throbs with an evil life force. Sometimes desperate bandits lurk on the outskirts, as they know no sane person would follow them into the swamp. As often as not, they end up the prey of the more sinister creatures that dwell beneath the waters. As the whole dank mass of terrain is positively teeming with life (mostly of an amphibious nature), the chance for random encounters is double standard. Creatures with soft, bloated, wet bodies thrive within the swamp's stale waters. Aboleths, curious froglike humanoids, and giant leeches all dwell here in great numbers. However, the swamp is not only the home of the living, but also an abode for the dead. Rot infested zombies and wailing banshees are found within the swamp, most often among the ancient ruins that lie beneath the waters.

Rumors tell that under the swamp's waters lie the remains of a great civilization that collapsed long before mankind knew Blackmoor. Some say that feverish madmen now work tirelessly within the depths of the swamp in the hopes of resuscitating an ancient evil, lying trapped beneath the mud.

IMPORTANT CITIES AND COMMUNITIES

The Duchy of Ten includes a number of populated areas that, together, define its culture as a nation, both past and present. Some of these, such as Hanford and Starmorgan, bear an important place in the history of the North as a whole, in addition to their importance to the citizens of Ten.

STARMORGAN

When the fledgling barons of Ten decided to create a capital befitting their new duchy, they set about erecting a castle that would stand as a shining example of the prosperity and prospects of their union. They decided to erect the castle in the Vale of Glenfinan, a well-defended spot, high above the fertile land west of Hanford. While the castle's intent was to demonstrate independence from the Thonian Empire, its design is nothing if not Thonian. Some might say, out of earshot of any of the members of the baronial families, that Castle Starmorgan is more Thonian than Thonia itself, as the castle and its contents clearly imitate a classic style of construction long out of fashion in the empire. Thus, while the form of government administered from within the castle is new, everything from the construction of the battlements and crenellations to the wood of the tables in the great hall is thoroughly, traditionally Thonian.

The epitome of this strange dichotomy is the central presence of the High Church of Thonia's great temple. While the imperial church was forced to excommunicate the bishops who sided with the Unwanted in the rogue duchy's formation, the church within Ten reformed as an independent entity and is as strong as ever, maintaining all traditional rituals and practices. The architects behind Starmorgan were so devout that the temple holds a central place in the small citadel, its solid stone walls and columns supporting one of the greatest domes yet constructed.

Walking through the city can be an eerie experience, as Starmorgan is an occupied capital. As many Afridhi as Tenians now walk the streets. Since the west wall came down and

the fierce Afridhi poured through the breach, Starmorgan has undergone a terrifying transformation. After the initial period of pillaging and burning, the Bride of Zugzul chose Starmorgan as her capital of the eastern end of her conquered territories. Thus, a great wooden structure now stands within Starmorgan's walls, with the sacred fire-pit of the One-God, Zugzul, smoking and smoldering in what was once the citadel's central square. Messengers scurry all about the new wooden structures, built by Tenian slaves to replace that which was destroyed in the fortress' capture. Scribes spend their days passing scrolls back and forth as the thousand or so administrators, pulled from Tenian ranks, now have the responsibility of aiding the Afridhi in their administrative control of the occupied territories.

No matter how much the Afridhi dangle their revolting war charms over the doorways of the castle's dwellings, however, they cannot remove the stamp of Thonian culture from the place—Thonia's essence is impressed deeply into the walls themselves. Much of Starmorgan was built of solid stonework, and while the Afridhi breached the west wall and looted much of the city, few buildings inside the walls were razed. Although it makes Toska Rusa uneasy, the Afridhi have not yet dared destroy the High Church's great temple, as they seek to learn the secrets of its architectural ingenuity before tearing it down. Instead, they have defaced the icons, removed the altar, and turned the building into a festival hall. Similar treatments have been served to many of the more important buildings within the citadel.

Throughout the citadel, one finds solid Thonian buildings lain with Afridhi rugs and put to some new purpose. In a strange change of fortune, the palaces of the ten barons have all been turned into slave quarters for the many architects, scribes, messengers, and builders the Afridhi have moved from the surrounding cities. Skilled men and women throughout the lands of Ten were moved to Starmorgan, where they now slave away under the ever watchful eyes of Afridhi guards. The citadel's foundry and forge area has changed the least of all. The only substantial differences in this quarter are the leg-irons now worn by the smiths who labor here, as they work to cast endless spear points and manacles to for their captors.

While the occupation force has been unable to remove all traces of Tenian pride from within the citadel, they completely razed all the buildings outside the castle walls. Due to the size of the occupation force—most of which, including over six hundred horsemen, make camp outside the castle walls—the castle is now surrounded by a forest of tents and makeshift wooden dwellings. The citadel itself has become more like a prison in which dwell three thousand of the brightest and best-educated people of Ten, locked up and overcrowded, now little more than humble servants to their cruel jailors.

HANFORD

This small yet bustling agricultural center has suffered through two tragedies in its history. Almost two centuries ago, it was sacrificed by the barons of Ten in their fight for independence against Thonian Empire. The Tenian generals knew that once the warlike generals of Thonia had a taste of

blood, they could be lured more easily into an ambush. Thus it was that the cheerful town of Hanford, one of the earliest settlements in the region, served as bait. The Thonians burned it to the ground as an example to the other rebelling factions. Soon after destroying the town, the Tenian forces lured the imperial army into a deadly trap within Brushy Fen, and the Thonian army has never again set foot within the duchy.

Hanford's people have never forgotten this historic sacrifice, and beyond the already rebellious nature of all Tenians, they harbor a deep resentment towards all things Thonian. Thus, while most of the Duchy of Ten appears to outsiders as a curious mirror image of old Thonia, Hanford's style and culture are truly unique. Constant contact with the people of Blackmoor—sometimes friendly, sometimes not—has turned Hanford into a melting pot, with immigrants bringing pieces of their own culture to the place. For this reason, the town has always played home to a substantial number of dwarves, halflings and half-elves.

Irreverent humor is considered the social norm within the town, and anyone with too serious an attitude may find himself conspicuously out of place. Nowadays all the humor has gone underground. Those who keep their ears to the ground know that the best jokes at the expense of the Afridhi originate in Hanford.

All know that Hanfordian festivals are timed to occur on days of the year when no Thonian ritual observances take place. This is one aspect of Tenian life the Afridhi tolerate, as they have developed a concerted plan to stamp out all remnants of the Thonian church in Ten. At one time the festivals drew substantial crowds of professional bards, jugglers, and acrobats, all performing alongside the famous Hanford puppeteers (who fled to Kenville just before the invasion). Now that the Afridhi are in control, the festivals are short, tense gatherings of “official” artists and performers, who are forced to perform acts which demean the spirit of the lost Duchy of Ten and grossly exaggerate the power of Toska Rusa.

Since the Afridhi's arrival and the “second burning” of their town, as Hanfordians refer to the invasion, Hanford has grown densely packed. Full to the brim with over eleven hundred Afridhi military troops and another thousand Afridhi civilians, the town has almost tripled in size. Within the freshly built walls, the Tenians of Hanford make due. The Afridhi require most to work as slaves in the fields they once owned. However, Hanfordians are used to hard work and bear their burdens with the same irreverent dignity that has always helped them persevere through adversity. Since the Afridhi conquest, scores of professional performers, who had just arrived in town for a major festival scheduled to begin the morning after the invasion, mixed with the farmers. They attempt to pose as authentic peasants in order to avoid decapitation at Afridhi hands.

While the bards feel they are doing a great service to the people by living and singing among them in the muck and the dust, the peasants know that only if they keep the bards and minstrels busy working with their hands will these wayward

souls find the mental strength that is the key to surviving the cruel occupation.

OKTAGERN

Once a bustling town at a busy crossroads that led to Robinsport, Port Dacoit, Starmorgan, and the Duchy of the Peaks, Oktagern is now a “model town” within the eastern Afridhi Empire. In other words, Oktagern is little more than a slave camp where Afridhi work the local Tenians to death, building up a large, well-defended supply depot for the Afridhi military. The Afridhi burned many of Oktagern's older buildings during their conquest. The town is now divided into three primary sections. First are the slave quarters for the Tenians, which are surrounded by a large, well-guarded palisade. Second is Old Town, mostly ruined, but now containing a large Afridhi shrine, always smoldering and smoking with the fires for the One-God, Zugzul. The third and largest portion of the town is the huge military supply depot the enslaved Tenians have constructed in order to support the campaigns of the Afridhi military.

One bard who escaped the town and made his way to Robinsport, Wilhelm Hurlax, made a name for himself composing “The Ballad of Degern's End,” which chronicles the quick conquest of the small town of Oktagern. The ballad tells how, after Starmorgan fell, a host of light cavalry rode through the night to surprise and seize Oktagern. Caught asleep and overrun by the Afridhi's unstoppable might, the town fell within an hour. Late in the night, the bound and shackled peasants were forced to watch the conquerors round up the baron's family and cruelly execute them by the light of their burning manor. In the days and weeks to follow, the Afridhi forced Sir Kay Degern, who had disguised himself in peasant rags, to dig the graves of his kinsmen. He and his people could only watch as the Afridhi plundered everything the noble family had built since they had bravely founded their small settlement on the edge of the Barrier Swamp. Eventually Sir Kay managed to escape from the work camps and made his way into that very swamp.

Now, Oktagern lives on in two places. While the physical location of the town has not changed, the spirit of the place has been pushed into the wild and dangerous swamp. Outside Oktagern, to the northwest, lies a hidden campsite where Sir Kay, and others who escaped from slavery under the Afridhi, plot ways to overthrow the Afridhi's brutal rule over Ten—starting, of course, with the liberation of Oktagern and the reinstatement of the Degern lineage.

PORT DACOIT

While much of the Duchy of Ten grew together after the Unwanted's rebellion, Port Dacoit has always remained isolated from the region's other towns. Founded many decades before the arrival of the majority of the Unwanted into the area that would later become the Duchy of Ten, Port Dacoit was originally a small, walled stronghold created by Amber Channel pirates to provide themselves a place to spend their wealth. Initially a haven for all that was banned in Blackmoor, this small pirates' paradise grew in popularity until it could no longer remain secret and grew into an exciting, luxurious, and sinful town. While eventual assimilation into the Duchy of Ten lent the place some legitimacy, many refer to it as "nothing more than a nest of pirates, whores, and scoundrels."

Within the port, fortunes are gained and lost. Young men with money pouring from their pockets frequent the town's center, with its many gambling dens and houses of ill repute. Those who have fallen upon hard times and have nothing left but the shirts on their backs sulk near the waterfront. Money flows through the port as quickly as water flows down the Misauga. Due to the large number of intoxicated, wealthy travelers, the port town has attracted a substantial number of cutpurses. Additionally, the large population of homeless and destitute has attracted pressgangs and slavers. No true safety exists in Port Dacoit, and the docks and the town's very busy center are particularly dangerous.

Near the center of town stands a large complex owned by the ruling Dacoit family, supposedly built on the same plot of land the Amber Channel pirates first inhabited. Within the

stone structure is a pair of gambling halls (one large, open area and a second, concealed area only accessible to those of obvious wealth), a bloody gladiatorial ring, and a small zoo full of exotic animals and monsters. A brothel, smoking-hall, and soft-cushioned den for lotus-eaters are located in the complex's back areas.

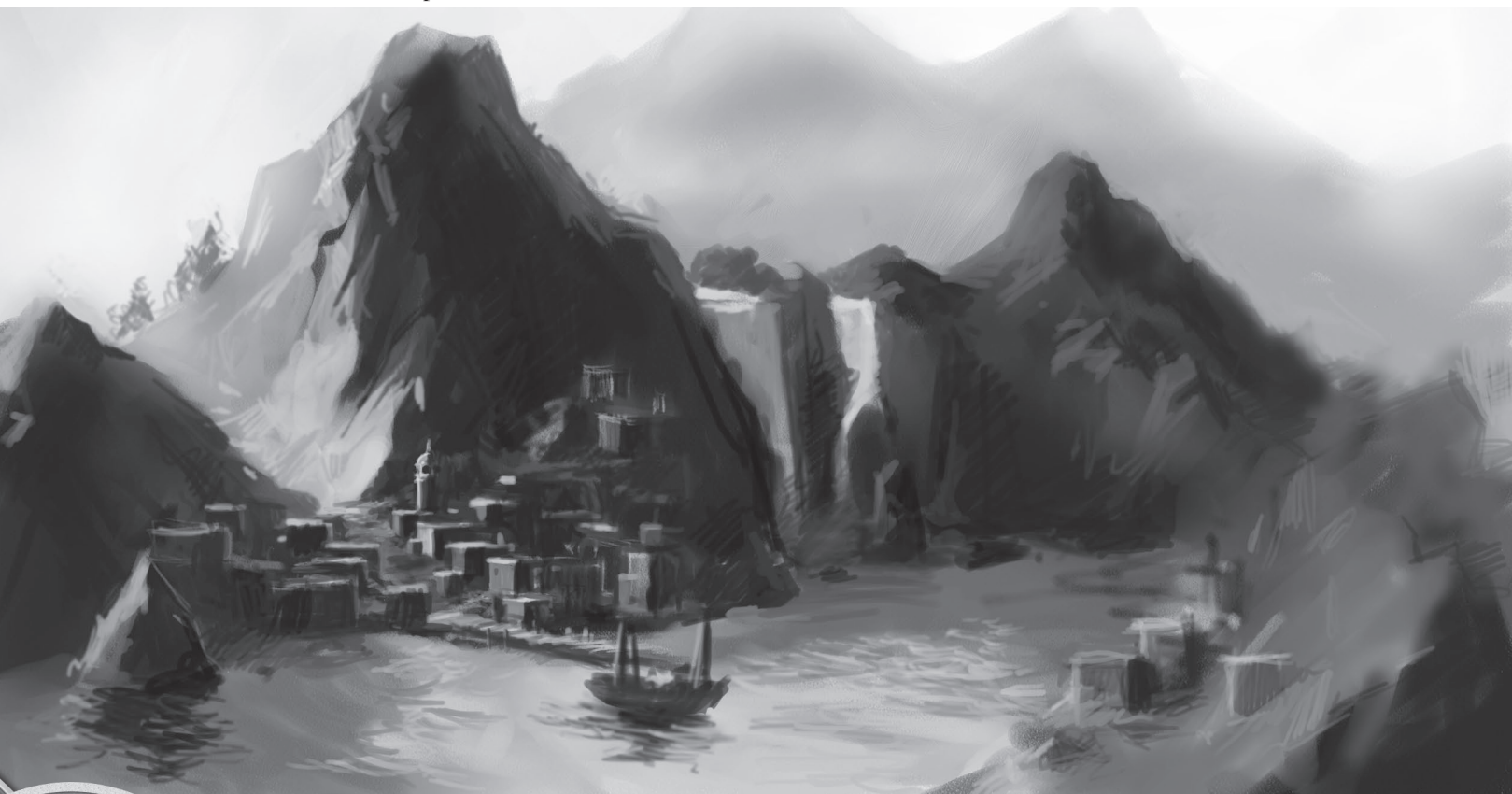
Port Dacoit was the last Tenian stronghold to fall during the Afridhi invasion and was thus full of refugees when the walls finally tumbled. The traditional social order within the town had always been shaky, so the Afridhi have managed to keep the population disorganized and unable to mount any successful resistance.

The Afridhi had learned much of the Tenians by the time they took Port Dacoit, and thus their methods of imposing their authority were particularly effective. When the port's militia surrendered, the Afridhi took them far away from the city before slaughtering them, so as not to arouse anger in the populace. Many unknowing widows still believe that their husbands and sons were led off into slavery.

The only solace the Tenians of the port have is the sight of the watchfires' flickering flames across the river in Blackmoor. Many have fled there, including the wealthiest and most important of those who once made the port their home: the Van Ringe family.

ROBINSPOUR

Perched precariously at the northwestern edge of Thonian influence, Robinsport is a wild and rugged place. The town was originally settled because of the large natural harbor located near the intersection of the Firefrost and Amber



channels. Port Dacoit, along the coast to the south, is found at the Misauga River's mouth where the water is shallow and large vessels cannot easily dock, making Robinsport the only significant deepwater port west of Blackmoor. During the vicious winter storms that sweep down across the water, only ships nestled deep within Robinsport's well-protected harbor stand much chance of remaining undamaged.

Robinsport has always looked to the sea, both for opportunity and in fear of danger from the north. While the constant incursions from the Barrier Swamp to the west forced the construction of stout palisade walls early on, it was the raiders in Skandaharian longboats coming from the Firefrost channel that burned the wooden walls to cinders. Since then, the tough-minded men of Robinsport have built up their town's defenses in two ways. First, the town is surrounded by earthen ramparts that took years to build and manage to protect the inhabitants from the swamp's creatures, as well as withstand all the tricks of the Skandaharian raiders. Within the walls, Robinsport feels very temporary, almost like a large summer festival or an open-air market. The town holds no large stone buildings, no significant structures more than a few years old, and no construction (except a few watch platforms) over one story tall.

In addition to the ramparts, and perhaps more important in providing defense, is the Warren. When Skandaharian longships appear on the horizon, Robinsport's merchants have one useful trick up their sleeves: they hide. Beneath the tall bluff on which the town lies is a huge and complex network of tunnels, some chipped away by the hands of man, many washed patiently out of the rock by the slow and steady action of the waves. Full of twists, turns, sudden drops, and dead ends, many parts of the Warren are so easily defended that even the bravest Skandaharians do not waste their lives attempting to penetrate this dark, trap laden labyrinth, despite the fact that much of Robinsport's wealth is hidden deep within.

When not under attack from land or sea, Robinsport is a booming locus of trade and exchange. It is a major part of the primary sea route for most of the trade into and out of the northwest region (including the Duchy of the Peaks, the Plains of Hak, and the High Hak). Robinsport is bustling and busy throughout much of the year, and almost anything offered for sale in the North can be found here.

Unlike many other towns in the Duchy of Ten, no single baronial family ever maintained a strong grasp on Robinsport. This was due in part to the constant raids, but also to the large amount of wealth that moves through the region. Thus, while Robinsport is always considered a part of the Duchy of Ten when described in writing, by word of mouth it is often referred to as the "Free Port of Ten" due to the open, liberal attitude that prevails in the town.

Since the Afridhi took control of Robinsport, much has changed. Afridhi guards now patrol the streets, their customs inspectors examine cargoes entering and leaving the port, and a large, ever-smoking fire temple stands in the town's center. In addition, a substantial wooden palisade, containing

a large military garrison (over fifteen hundred men), stands just beyond the town's south end.

Despite the Afridhi's attempts to control Robinsport as a strategic and economic asset, most know that entering or leaving the Free Port of Ten is a simple task for those who know the Warren. Even after the Afridhi's best attempts to crush the people in their iron-mailed fists, trade and communication with those outside the earthen ramparts has only been pushed further into the night and deeper into the bristling nest of caverns and coves that honeycomb the rocky coast on either side of the city. For many who choose to make Robinsport their place of work, that is exactly how they like it.

RUSAGERN

Tenians initially settled Rusagern to provide a secure base from which the Knights of Ten could sortie into the Plains of Hak to teach the raiding Peshwah a lesson. Unfortunately for the mighty Degern family (who once ruled both Oktagern and Rusagern), the Peshwah were the ones to dispense the lesson. Rusagern's heavy cavalry were of very limited use against the spear and bow-wielding light horsemen from the Hak.

Despite these rough beginnings, Rusagern eventually grew into an important trading post and unofficial border point past which neither Peshwah nor Tenian often strayed. Sturdily-walled and built to withstand the strong winds that sweep across the Hak, this hybrid guardpost/tradepost eventually became a place where Peshwah and Tenians learned to put aside their differences and live in relative peace. They met to trade furs for metal implements, as well as to breed their horses. While some conservative Peshwah claim the best-bred horses in the world are found in secret vales deep within the Peshwah territory, the prices Rusagern's horses fetch on the market tell a different story. Mixing the bloodlines of the fast and nimble Peshwah stallions with the sturdy and even-tempered Tenian mares produces many of the finest warhorses ever to stride the earth.

Rusagern also holds a greater concentration of forges than most towns its size, due to the constant demand for metal objects from those who dwell upon the Hak. The Plains of Hak have few rocky outcroppings, and thus ores are not common in the area, rendering most Peshwah reliant on others for crafted metal items. The majority of the metal bits, bridles, and saddle fittings found on the Plains of Hak, to say nothing of shield rims and axe heads, come through or are produced in Rusagern.

The Afridhi presence in Rusagern has seriously disrupted their supply of metal, and some of the horsetribes are now in desperate straits, unable to acquire enough metal goods to serve even their basic needs, let alone arm themselves with spears or arrows.

Each and every forge in the town smokes for 24 hours a day. The Afridhi are in constant need of metal goods, and while much of their needs are met by Starmorgan's slave-smiths, they keep as many forges open as possible so that their large army remains well supplied. As the Afridhi massacred almost

all Rusagern's men on the night the town fell, the smithies are operated by the widows and daughters of the slain. These women have successfully transitioned from the traditional gender roles and have taken to the trade, becoming capable smiths in their own right. The Afridhi themselves are not as highly skilled in metalwork, and prefer that slaves perform such tasks.

When the Afridhi invaded Ten, Rusagern was the first major settlement to fall into their hands. The fierceness of the Afridhi attack shocked the Tenians, even though the Peshwah had warned them of Afridhi savagery. When Rusagern fell, it fell hard, as the duchy had strongly reinforced the town, building up its battlements and preparing them with supplies for a siege. Proud and overconfident, the Tenians stood fast in Rusagern when they should have retreated across the river to regroup, and many of the duchy's bravest knights lost their lives in a mad battle that never should have been fought. Rusagern's fall not only cost the duchy many of its finest warriors, it also took a sizable chunk out of the Tenians' pride. When anyone mentions Rusagern in the duchy today, brows furrow and faces turn hard. Now used as a small, strongly -occupied Afridhi command post, fallen Rusagern is a wound in the spirit of all Tenian men—a wound that will not heal until the Afridhi are driven away and Tenians may again look as free people across the Plains of Hak.

Almost 80 percent of Rusagern's population is Afridhi (and there are now over a hundred half-Afridhi children growing up in the town), making it in many ways the least Tenian town in Ten. The small minority of Tenians who survived the Afridhi massacre are all women, who the Afridhi keep as slaves. While the Afridhi fear powerful women of their own culture (especially the Handmaidens of Zugzul) they treat the women of Ten harshly. They are thought of as property, and can be traded for horses and other goods. A moderately attractive woman fetches a price of two to five horses, while an older or less attractive slave girl is worth only a few goats. The Afridhi duel each other in fights to the death for the most beautiful Tenian girls.

Few traces of Tenian dwellings remain in Rusagern, as the Afridhi razed the majority of the town. Most of the populace lives within traditional Afridhi war-tents that have been erected within the area where Rusagern once stood. The tents are so numerous and tightly packed into the town that they present the appearance of a gaping maw containing the scattered stone buildings as both tooth and testament to the Duchy of Ten's memory.

The palisade has been reconstructed—with one particularly hideous modification. Afridhi magic involves specific and detailed uses for each part of a human corpse. As good luck charms, many Afridhi wear necklaces of human canine teeth, while they use human molars as tokens in their favorite game, Tzatch'Tzuk. Enemies' spinal columns are considered one of the most potent pieces of the body, and those of strong enemies are believed to be useful as charms to ward off evil spirits. The more vigorously a foe fights in battle, the greater the strength of his Kzurk. Afridhi believe that this Kzurk lodges at the base of the spine after death, and thus can be

used as a potent talisman to repel the invisible fiends that stalk the night near battlefields.

All around Rusagern's new palisade, the Afridhi have lashed the spines of their dead foes to the poles, using strips of flayed human skin. As many of these men were executed in front of their families, the women in the town know exactly which poles hang their husbands' spines. To the left and the right of the main gate hang the spines of Muldren Degern, the last lord of Rusagern, and Andrar Degern, his son and one-time heir.

SILVERBELL

The town of Silverbell grew up around a tower that was built to protect Ten against the numerous foul swamp creatures that dwell to the south and the east. At one time, many little settlements dotted the river, most dependent upon fishing. One by one, each of them fell to some sort of swamp-born tragedy. Only Silverbell, with its strong walls and bright-burning lanterns, manages to persist in this damp, dark, hostile environment.

The town is named after the large bell hanging in the fortified watchtower in the center of town. After a series of incursions by the ghosts of the drowned, the military forces stationed in town allowed priests to consecrate the tower to grant the men a better chance of fending off fell beasts and the living dead. While the official High Church of Thonia would never condone such a practice, the bishop responsible for this region agreed that the tower could be consecrated, as long as the men-at-arms in the tower agreed to make the defense of the clerics and church grounds their top priority.

The great bell atop the tower is plated in silver and rings with a potent, melodious enchantment. While anyone can produce a sound by hitting the bell, only those who are trained in Religion may properly ring the bell. When played correctly, it can produce tones from subtle jingles to resounding clangs that can be heard up to two miles away. Once per day, the bell's tone can produce an effect identical to the cleric's utility prayer *bless*, except that the effect applies to all good-aligned creatures that hear the tone.

Since the Afridhi invasion, Silverbell has been a quiet spot. The Afridhi dislike the town's warm, damp climate, and the constant biting insects have a special taste for Afridhi flesh. As Silverbell is not as well-connected to the duchy as the other towns, its Afridhi garrison feels isolated and pointless. The land Silverbell commands is primarily of value for fishing, and as fish are considered an inferior food among the fire-worshipping Afridhi, the place holds no great importance in their grand strategy of conquest.

In the time since the formation of the Brothers of the Greenwood in the Barrier Swamp, some of Silverbell's citizens escaped into the swamp to join their ranks. While the Brothers do not yet have the numbers to mount a successful rebellion, dozens of men-at-arms and clerics have formed temporary settlements in the swamp, hoping that the Afridhi will decide that Silverbell is useless and leave. So far they have not been so lucky, but they know that if the Afridhi's grasp

is weak anywhere, it is on the slick, slippery stone tower of Silverbell.

ELF LANDS

The lands of the elves of Blackmoor include the Kingdom of the Westryn, composed of five sub-realms, and the Lands of the Cumasti. Both are detailed below.

THE KINGDOM OF THE WESTRYN

Capital: Citadel of the Westwood

Government: Monarchy

Religions: Faunus, Ordana

Imports: Cumasti prestige goods, grains, worked metal

Exports: Herbs, spices, wild game

The Kingdom of the Westryn is composed of five forest realms distributed in Blackmoor's western reaches. Although they are technically within the borders of the Kingdom of Blackmoor, Blackmoor presses no claims on these lands—and the Westryn would ignore such claims in any case. The Westryn's forest realms are found in the Wilds of Ten and in the Westwood, Unicorn Wood, Pelham Wood, and the Greenwood.

While little is known of the Westryn and their culture, most know that individual kings historically ruled each of these forest realms. In current times, a single King of the Westryn makes his home deep in the secluded forests of the Westwood. Princes loyal to the crown rule the remaining forest realms, valuing secrecy as the highest priority in protecting their people. The Westryn borders are heavily guarded, and sentries often eliminate unwanted visitors without warning.

Since the split between the Cumasti and Westryn elves, the Westryn west of the Peaks of Booh have managed to maintain at least some contact with one another, leading to the formation of a single interconnected network of land and culture. However, since the massive influx of humans from Thonia to the North, the Westryn lands have been divided. The forest has been cut to make way for cropland, and the timber from the edges of the wood has been turned into ships, charcoal, and palisade walls. What was once an enormous deciduous forest, stretching from the Misauga to the Root River, is now dissected by roads and human controlled areas. At present, while Pelham Wood, Unicorn Wood, and the Greenwood all contain populations of Westryn elves, only in the Westwood—the former capital of the unified Westryn lands—does a Westryn kingdom truly remain. Woe to any man, dwarf, or orc who sets foot within, for if the wood's many hostile creatures do not turn him into a snack, rumors say that the Westryn themselves will fill his body with so many arrows he will be full more of wood than blood.

No non-elven ambassador has ever returned from diplomatic missions to the Westryn. Knowledge of their government comes from Cumasti travelers who do not openly speak of their distant brethren. Visitors reveal limited details about a fierce “spirit war,” waged by the Westryn against abnormally powerful undead residing in the North. This private crusade

draws their attention away from the petty land disputes of humans and dwarves. The Cumasti believe that this conflict with the undead is of prime importance, but the Westryn refuse all offers of aid. As a sign of support for the Westryn, the Cumasti nevertheless send monthly wagon trains of supplies and leave them just within the borders of each of the Westryn realms.

THE EAVES

Long before the Unwanted passed across the Misauga River and began the early colonization that resulted in the growth of the Duchy of Ten, tribes of Westryn elves lived simple lives of hunting and gathering throughout the area that is now the Duchy. Roaming the rich land from the Amber Channel coast down as far south as the Great River, they thought they had escaped the influence of men. While the coming of the Unwanted brought new challenges for the Westryn, the formation of the Duchy signaled the end of their roaming, and the majority of the elves choose to continue their westward migration. After a well remembered summer of violent clashes between Tenian settlers and Westryn hunters, the elves crossed over the Gargoyle Hills, suffered the long journey across the Barrens of Karsh, and eventually found refuge in a dry and dusty scrub forest at the headwaters of the Great River. During the “long walk west” as the migration is called by the elder Westryn, almost a third of their number were lost to famine and dehydration. It is an experience the elves of the eaves will not easily forget, and thus of all the Westryn, those who dwell within the eaves are the most overtly hostile to human contact.

Although the Westryn within the Eaves will never willingly speak to humans (preferring to shoot on sight), they have observed them carefully from within their forest home, and since the time of the migration they have learned many things. The Peshwah in particular have acted as models for a new Elven culture, one based upon riding and raiding. While at first the elves stole horses from the Peshwah, they soon realized that while horses were strong, tireless mounts that were effective upon the plains, they were too large and ungainly to be of great use along the slim forest trails where the Westryn prefer to make their homes. Due to their smaller size, the elves found that if they were careful, they could ride the larger deer that lived within the Eaves, and thus was born an alliance that has lasted. The Westryn roam their sparse forest on the backs of strong stags, sharpening their mount's antlers and training them in the art of a deadly charge. Most warriors among them have the Mounted Combat feat, due to cultural training. They have taken to using stormclaw scorpion venom (*DMG*, 51) on their arrowheads and spear tips.

Unlike the Westryn within the Wolf Wood or the Westwood, the elves of the Eaves choose not to share their forest home with other dangerous predators and actively hunt all predatory creatures within their lands. Thus, while there are occasional leopards and lions on the outskirts of the forest, there are no serious threats within the Eaves other than the elves, and the unavoidable snakes and vermin which make their homes in all habitats. In order to protect themselves

against further human incursions, the Westryn have prepared their forest home with numerous traps and spent their days creating many blinds from which ambushes may be launched. The Peshwah know from experience just how dangerous the forest is, and have strong taboos against taking their horses into the Eaves, beyond the sight of the plains. Since the Afridhi invasion, the elves have redoubled their efforts and at this point, not a single Afridhi patrol has emerged unscathed from the forest. While the Afridhi have considered attempting to burn the entire forest down, they have for the time being decided to keep well away from the Eaves, as they consider the area worthless.

While there are occasional skirmishes with patrols out of Fort Wazir, so far the elves have managed to defend their new home (which the Afridhi do not covet) and the Afridhi recognize that the presence of the hostile elves in the wood means that any who seek to assault their holdings from the west have a choice to press along the edge of the wood, and suffer casualties from the belligerent elves, or else push up to the North of the Barrens of Karsh to push through beneath the Barrier Swamp where they will face the larger garrisons of Afridhi forces stationed at Fort Peiwar and Fort Khost.

THE WESTWOOD

The Westwood is the last and largest part of the great northwestern forest, and as the lands around the wood have been cut and burned, those creatures that dwell within retreat further back into the wood. At present, the land overflows with all manner of creatures that make the tall, dark forest for their habitat. Treants, giant spiders, huge centipedes, great cats, shambling mounds, and ettercaps all dwell in surprising numbers within the forest's shade. In the evening, predatory creatures hunt in the open lands near the forest's edge. Despite the pretty, mossy undergrowth and fresh, pine scent, the Westwood is no less deadly than the Great Dismal Swamp.

The Westryn kingdom is said to lie within the Westwood's center, yet no outsider knows how to find the place. Potent enchantments woven by the Westryn's greatest woksans and wizards make finding their enchanted glades almost impossible. Pathways melt back into the forest behind intruders, and the undergrowth never quite seems to stay in one place. Even well-led, well-organized parties armed with maps, charts, and the latest in clockwork compasses have failed to find the Westryn's home, and if they ever manage to return to Blackmoor, they do so exhausted and terrified. However, given the rumors of the existence of particularly powerful magic within the Westryn kingdom, adventurers continue to attempt to penetrate the forest. Many are tempted by tales of great halls woven out of the trunks of living trees and of a huge temple that lies hundreds of feet above ground, formed of the woven branches of the tallest oaks in the world. Westryn characters who choose to dwell among mankind are also affected by the mysterious curse that hides the Westryn kingdom, and once outside the forest they can never find their way home again.

THE WOLF WOOD

On the western edge of the Firefrost Channel, far past the northern reaches of the Duchy of Ten, lies a great expanse of unmapped coniferous forest known to men as the Wolf Wood. Skandaharian raiders avoid landing their boats on the west side of the Channel as they know that if it is heard that they survived a voyage into the Wolf Wood, they will be ever marked as "wolf-touched," and shunned from what passes as polite society among the gruff Skandaharians. Fears of a mauling at the jaws of the great wolves who stalk the forest are only the beginning of the nightmares that have emerged from this cold, sparse boreal forest.

Along the edges of the wood, within striking distance of the windswept plains lying beneath the foothills of the mountains that make up the stronghold of the Duchy of the Peaks, are two organized clans of lupine beings, each ruled by a powerful werewolf chieftain.

The Prince of Wolves is a High Thonian werewolf, who controls the forest edge along the south and east borders, including most of the west bank of the Firefrost channel. Stories say that his clan is ruled through simple, fearsome brutality, and he is often seen leading his pack, in half-human form wearing ancient Thonian finery and rich gold jewelry.

The Spirit of the Moon, a Skandaharian werewolf, rules along the north and west forest edge. To many of his pack, he is worshipped as the living spirit of Madness, and is only ever seen in the flesh for ritual feasts during the nights of the full moon. Each of these werewolf chieftains holds sway over a number of dire wolves, worgs and werewolves. The Prince of Wolves has brought three packs of winter wolves into his clan while the Spirit of the Moon has negotiated an alliance with a grove of twisted, evil coniferous treants. Both clans maintain control over packs of normal wolves who act as scouts for their powerful predatory networks. Members of each of the two werewolf clans know and respect each other's territory. To pass across the border out of one's territory means almost certain attack by packs from the opposite clan without the support of other packs ruled by their chieftain. A successful DC 20 Nature check will allow a character to notice the "wolfsign" that indicates the borders between territories.

Within the wood, there are some who thrive on the gruesome tales of hungry wolves. It is these very tales which provide the shady coves in which they live some measure of protection from the woodsman's axe, as they have so far scared off all attempts by humans to settle any region northeast of the gnolls and the Thunder River. A little-known tribe of Westryn elves now makes its home in these chilling woods, having left forever the warm glades of the Westryn forest kingdoms. They moved here centuries ago in order to escape all contact with their most hated foe, humankind. Within the wood, the tribe keeps a close watch on the territory boundaries of the two clans of the werewolf lords. The elves know that only as long as there are multiple werewolf factions in the wood, they are safe from an all-out attack by the combined might of the lupines. They keep careful watch of the numbers on each side, and actively raid into either chieftain's territory to slay wolves and bring back their skulls and pelts. Through this

method, not only do they manage to collect large numbers of wolf pelts, with which they make most of their clothing and shelters, but they manage to keep the numbers of wolves on both sides tightly balanced, so that neither group gains an upper hand, and the status quo is maintained. This process has become such an important part of the lives of the Wolf Wood Westryn that their youths are not considered full members of the tribe unless they return to the village with the skull of a wolf they have slain with their own spear.

Goblins from the hills across the Firefrost Channel sometimes put together flimsy rafts, and come across the channel in hopes of capturing worg pups, to raise for use as mounts. The voyage across the channel by raft is very dangerous, and the raids upon the worg dens are often suicidal. Those goblins who have made the journey and returned to the Goblin Hills with a worg pup to raise always have training in the Athletics and Nature skills.

WESTRYN FOREST HOMES

While the majority of Westryn live in the Westwood, their total population is scattered across the North among a number of forest settlements that were once part of the great primal forest.

THE BLOOD WOOD

While many say that the Westryn once settled the Blood Wood above Boggy Bottom, this forest is no longer safe for mortal creatures. At night the wretched spirits of Westryn kindred, which manifest as many foul types of undead, haunt the glades and copses along the wood's edge. Possessed of the ability to beguile unwary travelers with glamour and deception, they lure any passers-by deep into the wood. It is a journey from which few, if any, ever manage to return.

THE GREENWOOD

Within the area known as the Greenwood, the Westryn are hard-pressed, with human settlements all around them. Of all the Westryn settlements, the Greenwood is perhaps the least xenophobic. Due largely to the influence of the kindly halflings of Booh, the Greenwood Westryn have consistent but limited interaction and trade with Blackmoor's halflings. Certain factions within the Greenwood abhor this situation; rumors whisper that they seek to form an alliance with the docræ to put an end to travel over the Mountains of Booh and to further isolate the Greenwood from human and halfling influence.

PELHAM WOOD

Pelham Wood is a sore point for many Westryn, as this forest was once much larger than it is today. A combination of steady human logging and agricultural clear-cutting has gradually eroded the forest for centuries. More recently, a great spiritual disturbance spread from the Blood Wood and infected a large proportion of the elder trees, twisting them into evil treants. The Westryn were forced to use fire to destroy portions of their home that these unnatural forces had infested. Now, with some of their most sacred glades tainted and destroyed, they are even more protective of their few remaining forested homes.

UNICORN WOOD

Unicorn Wood, named for the prevalence of the one-horned creatures that dwell among its northern glades, is a sizeable forest that grows out of the boggy shores of Blood Lake. The forest is diverse, with thick, brushy fens in the southwest and sparse, dry deciduous forest in the northeast. The Westryn roam the entire area, but troubles with the broadgrin along the lake's edge have pushed them away from the swampy areas more than once.

THE LANDS OF THE CUMASTI

Capital: Ringlo Hall

Government: Monarchy

Religions: Faunus, Ordana

Imports: Grains, parchment, wine

Exports: Enchanted items, historical documents, maps, perfumes

Elves have lived in the forests northeast of Thonia for as long as any living scribe can recall. Records of their habitation long predate the North's first human settlements; folk-tales and legends place them in the region for as long as the even the most ancient of the trees among which they have chosen to live. Once, a mighty elven nation (its name now long lost to the tongues of men) ruled all the North, and a single grand elven culture spread from sea to sea.

Over many centuries the elves' power waned, and none are more cognizant of this fact than the Cumasti, the last heirs of a great and proud tradition that existed before the dawn of human history. The tale of the elves' downfall and their eventual displacement by the "lesser races" (as some Cumasti refer to men, orcs, dwarves and other short-lived people) is a long and difficult one. Even the Cumasti no longer know the story in its entirety, as it contains many points about which debate still rages, and perhaps always will. What is clear is that modern Cumasti make concerted efforts to rejuvenate their failing culture in the hope that they can prevent their noble society from degenerating into the unrefined and base ways of the Westryn.

While the Cumasti honor the Westryn as their kindred, they do not respect the simple, harsh life of hunting and gathering to which most of the Westryn elves have become accustomed. Culture, family and history are the three most prized possessions of any Cumasti. Without these "Three Pillars of Eternity," an elf is naught but a hollow shell, like a dry log through which sap no longer runs.

The days at the Cumasti high court are filled with beauty, but it is an empty beauty, evoking only memories of what was. Religious leaders conduct endless ritual performances dedicated to heroes whose names can no longer be pronounced. They hold such ceremonies on holy days for distant gods who have devolved into little more than elemental spirits, barely remembered by those who once revered them. These rituals are impressive, but not even the performers themselves—who often seem almost entranced,

lost in the magic of their art —remember what they mean. While the high court settles matters of law and is the seat of government, the court is first and foremost a center of Cumasti art and performance. Even those Redwood elves who dwell in the small manors spread through the great forest return to the court at least once a year to watch the beautiful dances, listen to the entrancing music, and participate in the awesome rituals.

Every Cumasti's bloodline is recorded in great detail, and each Redwood elf knows her family history back at least eleven generations. Given that a Cumasti generation lasts almost four hundred years, many living Cumasti trace their bloodline to the most ancient progenitors of their race and sometimes even back as far as the oldest of the elven gods. But while Cumasti know the names of their ancestors, they no longer understand the traditions that made them a great people.

No human can truly understand the Cumasti's ways. They live their lives so firmly lodged in the past that those without vast historical knowledge are constantly at a loss to interpret their actions. Some few Cumasti recognize that no matter their efforts to preserve their lineage, they will not last forever in this world. They are ready now to tell the story of the rise and fall of the elven nation to those with the wisdom to ask the right questions and the patience to hear the answers.

Cumasti lands are sparsely populated, with over two-thirds of the Cumasti living within and around the citadel of Ringlo Hall. While most of the Westryn prefer to live in small settlements spread thinly throughout their forestlands, the Cumasti have become a centralized, urban people. Of course, "urban" has quite a different meaning among the Cumasti than it might in Thonia or Maus, as the city in which the Cumasti dwell is a living part of the great Red Wood.

CICATRI DOWN

Cicatri Down is a pleasant village two miles north of the Elf Road. Few travelers find their way to this remote village; only those who know of its existence come her regularly.

Cicatri Down's primary source of income is the thriving darkwood forest to the west. Menander Ithamis, Lord of the Eastern Realms, sends a patrol of Cumasti royal knights every three months to safeguard shipments of darkwood from Cicatri Downs to Ringlo Hall.

Recently, Cicatri Down has fallen on very hard times. Thier forests are growing thick with vines and the normally thriving sounds of life in the woods have fallen mysteriously silent. To date, no one has managed to explain this malaise.

The most prominent building located in the small village is Cicatri Inn. This two-story building is constructed entirely of wood and stained with a dark green paint. The shutters of inn are painted a dark brown, and frame the large windows. Most of the travellers passing through find room and board at this location.

THE REDWOODS

East of the city of Blackmoor lies the Elf Road, a long and winding path that leads into the enormous and ancient forest known as the Redwoods. This is the home of the Cumasti elves, whom many of Blackmoor's men have learned to fear. When the ale flows freely in Blackmoor, many tell wild tales of elven savagery. These fables are populated with the man-hunting stag-riders of the west and the berserk wolf-friends of the north. All men who travel know that becoming lost in the Red Wood means death.

The term "red wood" is used by those who learned all they know of elves from these sensational tavern tales, and thus know little of the distinction between Cumasti and Westryn and their respective forest homes. They believe the name "red wood" comes from the fact that the forest floor has been stained red with the blood of all the men the cruel elves slay, or so the stories tell. These reasons cause men to fear the Elf Road that leads into this great forest.

Unable to dispel this widespread myth, the Cumasti of the Redwoods have fallen into two factions. The majority wait patiently for humankind to recognize that they are friends, not foes. Those few men willing to travel the Elf Road find that the trade route is rich, and when they meet with the elves, they are treated sternly but with courtesy and grace. Perhaps the civilizing influence of the Cumasti upon such men keeps them out of the stinking taverns where the wildest stories are told. The second faction represents a minority, and it maintains that humans should fear elves and that Cumasti



should perpetuate the myth of the “red wood” in order to keep meddling humans out of Cumasti lands. Humans, they argue, are foolish, crass and violent. Anything that keeps such orclike creatures out of the Redwoods is a boon.

The Redwoods is a large, ancient, damp, redwood forest. In the winter rain falls almost every day, and even in summer showers are not unexpected. The forest thrived for centuries, yet now, since the split between the Cumasti and the Westryn, the forest itself seems to suffer the Cumasti’s torment and the greatest trees are now as sterile as their aging caretakers. A DC 15 Nature check allows a character to recognize that the forest is sparser than it should be, and that not enough young trees have sprouted to replace the great redwoods that have fallen. Huge logs lie scattered throughout the forest, making travel off of the Elf Road very slow even though the forest has only sparse undergrowth. While the Elf Road and the region surrounding Ringlo Hall are not particularly dangerous, those who stray far off the path can expect increasing danger as they leave the civilized portions of this otherwise ancient and uncontrolled forest.

The forest’s southern end, where the foothills of the Stormkiller Mountains jut sporadically through the trees, is the dampest, darkest, and least-civilized portion of the Redwoods. The elves claim that green dragons fill this region, though these tales might be talk to keep wanderers away from something the elves wish to hide. In any case, travel off the road to the south brings encounters with all manner of vermin and dire animals. As one progresses further south, elven influence completely disappears. The only known humanoid creatures in the southern regions are several covens of green hags that live by the waterfalls and streams pouring out of the Stormkillers.

North, past Ringlo Hall, the forest canopy is lower, and the underbrush thickens. The elves are plentiful in this area, yet the influence of the Cumasti king, Menander Ithamis, is very weak. Although most Cumasti under Ithamis claim full support for Uther, King of Blackmoor, and maintain peace with humans, a few among them believe that humans have proved their deceitful nature. They constantly push for separation from the humans, as well as from Ringlo Hall itself. They feel that the Cumasti do not benefit from their relationship with Blackmoor, and that human expansion and settlement is harmful to the forests.

Those who wish to live separately from Ringlo Hall’s rule make their homes in the northern Redwoods with numerous dryads, sprites, and other fey, defending it against human encroachment. These Cumasti also protect the oldest-known treants in the world. These treants hold their infrequent councils in a deep glade near the Sweetwater River. The Cumasti loyal to Ringlo Hall warn humans against traveling in this region, but they are vague about the nature of the threat, sometimes simply referring to “the fey” that live there. Those who do not heed this warning may never return.

RINGLO HALL

The oldest city in the North is found in the Redwoods, north of the Elf Road at the head of the Sweetwater River. To see Ringlo Hall is to lose all doubt about elven power. Nothing in the North can match the sight of this city in early twilight. Glowing orbs hover above enchanted battlements, shedding light upon the magic groves that surround the great wooden fortress. As many living trees as cut timber planks make up the walls of the great hall, and at least a quarter of the redwoods that cast their shade upon the citadel walls are gargantuan treants, ever vigilant, always patient. Invisible bells chime out subtle rhythms that invite all who stride along the shining pathways to dance. Due to the elves’ alliance with the treants, open flame is not permitted within the city. Elf stoves are heated with magical stones that warm on command, and all light is provided by floating globes of light or illusionary torches.

Ringlo Hall is a clean and beautiful city. Its university is the most ancient storehouse of knowledge in the Northlands. Any who gain access to the library’s books (not an easy task for non-Cumasti, but possible with appropriate gifts and use of the Diplomacy skill) gain a +4 circumstance bonus on Knowledge checks.

The Cumasti high court is also found within Ringlo Hall. Non-Cumasti are forbidden to enter the court. Non-Cumasti who are to be judged for their crimes are held in a well-guarded, tree-root prison beneath the citadel walls and must relate their plea to the court in writing (usually dictated to one of the Elven scribes). For outsiders to get away with crime within Ringlo Hall is nearly impossible, as elven guards constantly scrutinize them. Because of the glowing globes that illuminate the city, no truly dark places exist within its walls outside the root prison. (A character in the city takes a –4 circumstance penalty on Stealth checks.)

Many small dwellings with mossy roofs surround the city, and several active trading posts welcome members of all races. All types of masterwork wooden items (arrows, spears, bows, and shields in particular) are available. Those who deal politely with the merchants can purchase these items at a 10 percent discount. Many alchemical and magical components are also found here. Mithral shirts, elven chainmail, and darkwood shields are available but the traders never sell these to those who appear to bear ill will toward men or elves. Within the city, all elves, both Westryn and Cumasti, are welcome.

While the control of the Cumasti king, Menander Ithamis, is secure in Ringlo Hall, he does not bar entry to those who seek to end the alliance between men and elves, despite the advice of his courtiers. Thus, one can always find a few Westryn or some Cumasti from the northern reaches of the forest who strive to end the city’s openness. These elves are rude and aloof, acting as if non-elves were nothing more than obstacles on their paths, treating humans and dwarves like objects. These elves are dangerous, yet they never take unprovoked offensive actions against the “lesser races” within Ringlo Hall.

THE HAK

Capital: None, officially

Government: Clan-based chiefdom

Religion: Hak

Imports: Grains, metals, weapons

Exports: Hides, horses, meat

The horsemen of the Peshwah lay claim to the plains of the High Hak and the Eastern Hak southeast of the Valley of the Ancients. The Afridhi incursion forced the Peshwah to settle the Eastern Hak where the cold winters have taken a toll on their people.

Because of the Peshwah's nomadic nature, their government is centered on the ancestral clan structure that has shaped their culture since their ancestors Horghast and Herutu were born onto the windswept plains of the Hak. The strongest clan's leader is appointed the Peshwah's ruling chief. This chief is called the *Sirk am Peshwah*, meaning "center of the people." The ruling Sirk is Sirk na Jota, who currently faces open challenges from other clan lords. The title itself is only of moderate value, as even in war each of the chiefs may decide on his people's actions, and the Sirk am Peshwah has only influence, never authority, over the other chiefs.

Following the Sirk are the *Peshwan na Leado*. These lesser chieftains rule the individual clans and report directly to the Sirk. Each Leado is responsible for his clan's wealth and well-being. When a clan is in need, its Leado is held responsible for the lack and often assigns duties to the clan's men in order to find the needed resources. The Leado hold onto their positions much more tenuously than Blackmoor's barons and lords. In order to continue to function as a Leado, each clan chief must constantly display his wealth and power to the other members of his horseclan. For this reason, most of the Leado wear elaborate headdresses created from the rarest materials they can find (feathers, gold and gems are particularly favored). Battles for the position of Leado are not infrequent, but as a chief has invariably demonstrated his ability to fight successfully for his position, it is mostly the young and foolish who challenge the Leado. This custom is the reason that Peshwah society claims fewer foolish young men than other human settlements.

The *hommets* are the final rung in the ladder of leadership among the Peshwah. These men and women are their people's religious leaders and spiritual centers. They champion their people's causes to their Leados and cast inscribed horse bones to interpret the portents they reveal.

The Peshwah have rebuilt their numbers and are eager to charge back across the plains against the Afridhi. To maintain an appearance of strength in their period of exile, they raid supply caravans and rob travelers in Blackmoor's southern baronies. King Uther has appointed Peshwan na Shepro as the Baron of Dragonia in the hopes that this appointment will help curb the raids. He also hopes that when the Peshwah see a kinsman acting as a powerful member of the Blackmoor government, they see it as a gesture of peace between the

nations. While this situation is possible many Peshwah and Blackmoorians regard one another with great suspicion.

PESHWAH CULTURE

The Peshwah are divided up into a dozen traditional divisions that outsiders know as horseclans. The clans evolved from an evocationic system that the Peshwah have long forgotten. These clans structure most aspects of Peshwah society and are of great importance when parents choose their sons' marriage partners. No Peshwah may marry within his or her own clan, and in most cases brides are selected from only one particular clan. This makes meetings between all twelve of the horseclans necessary in the springtime, when the Peshwah frequently celebrate marriages.

While the Peshwah as a whole share a culture, each of the horseclans has its own particular characteristics. Coming of age rituals, horse breeds, and arrow fletchings are the most distinct aspects of the horseclans. The nomadic nature of some horseclans makes locating them difficult without a Peshwah guide. With a good knowledge of the stars and information about the Hak's weather, a good Peshwah trailblazer can find any of the twelve horseclans in only a few days. Some young Peshwah men wander far beyond their traditional ranges and pride themselves on the ability to journey to some of the least accessible and most inhospitable locations known to man.

THE DOZEN HORSECLANS

Adiel: Those of Adielian blood are drawn to the pastures of the High Hak. Adiel is the largest horseclan. The Adiel Clan's riders train from birth to be at one with their horses. Both nomadic and agrarian families are found within this clan. Some create semi-permanent settlements in the High Hak and devote their lives to farming the rich land and raising herds of cows and oxen. Other Adielians roam the plains as herdsmen who drive goats, steppe chargers, and grazers from Colenso Station to Sul Peshwan. The wizened and ancient Cumnot Veander rules the Adiel Horseclan from the semi-permanent township of Haken Dar, which stands upon a rocky prominence in the center of the High Hak.

Briela: The Briela Clan is the only Peshwah clan not to call the Plains of Hak its home. This small clan searches the world for the legendary Bow of Hadeen. Due to this age-old search, which has led them across many lands and into contact with much of the known world, the Briela have become the most skillful diplomats in the North. As they are masters of courtesy and conversation, Brielian diplomats and merchants are famous for their ability to find some solution to even the most difficult negotiation. Briela rarely leave the negotiating table without achieving their goals, and often gain more concessions than they need. The Briela return to the Hak only once a year for the celebration of Camberi, the Peshwah New Year's festival. Weddings are very common during the Camberi celebration particularly for the Bortai who are constantly questing. Short of all-out war against the tribes of the Peshwah, nothing else could divert the Briela from their constant worldwide search for the bow.

Bortai: The Bortai Clan is the most savage of the Dozen Horseclans. From the Bortai come the fiercest Peshwah warriors, who call no settlement home and keep the Eastern Hak free of outsiders who might disturb the yearly migrations of the horseclan herds. Until King Uther appointed Peshwan na Shepro (“person named Shepro”) as the baron Dragonia, the Bortai raided caravans and settlements from the Dragon Hills to the Tiverton Greening. During the war with the Afridhi, the Bortai kept the enemy troops from advancing beyond Benbow’s Hectare into the northern kingdoms. Later the Bortai aided King Uther in his ascension to Blackmoor’s throne.

Faleem: Of the dozen horseclans, the Faleem Clan is considered the most civilized by Northern standards. The Faleem reside in the fortress city of High Tenlish between the Sundance and Firebird Peaks. Here they grow nearly 75 percent of Peshwah grains, beans, and corn. The *tampul am Raelralataen* (“temple-fortress of Raelralataen”) dominates this hilltop city’s highest point, with numerous priest-guards who roam the city streets, dispensing justice and keeping chaotic elements under control. The Faleem also harvest reeds from the Gulmere’s shores to produce rudimentary parchment. Faleem merchants are both fair and wise.

Irfat: The Irfat Clan is dour and serious compared to the free-spirited Peshwah norm. Due to their location around Naktok (“Barrowgate”), the Afridhi invasion nearly obliterated these

mighty defenders. The Irfat have the honor of controlling the territory in which lies the Crypt of the Horselords, a secret series of catacombs and tombs under Naktok devoted to Raelralataen, god of justice and the dead.

Leron: Many ages ago, when a great star fell and shattered on the land in the region now called the Valley of the Ancients, the Leron Clan was the first to investigate the matter. Rumors tell that more than half of the Leronians who first journeyed to see the fallen star mysteriously vanished. Since that time, the Leron Clan has protected the mouth of the Valley of the Ancients from any who would enter. Leronians defend the Spine of the Dragon region with their fierce dragon knights, mighty cavaliers that wear the best spidersilk armor and wield the mightiest grazer lances from the backs of the heaviest steppes chargers. The Leron’s clan leader is the venerable Shilotan Moraine (“dragon knight Moraine”).

Ornidri: The Ornidri Clan resides around Dawlish, known as “Woodclose” in the language of the North. Ornidri traffic in wood and woodcarvings and raise goats for milk and cheese. The Ornidri’s Woodclose Rangers watch the area from Lishtok to Dawlish. These elite plains striders form some of the best-organized troops among the Peshwah.

Peshneath: The Peshneath Clan comes from the area in and around Chumlish Penarth and the Neath, where their clan name means “Neath People.” Their location gives them



the grand responsibility of guarding the southeastern High Hak from invaders. In addition to maintaining this wary eye, the Peshneath also venture into the spider infested Neath to collect the valuable spidersilk the clan uses in its armor and clothing.

Qulaam: The Qulaami also call themselves the *peshlyn*, or “people of the river.” This clan watches over the Rivergate at Lyntok. Fierce and proud swimmers and fisher folk, the Qulaami are the only Peshwah to renounce the use of horses as steeds. Instead, the Qulaami ride trained dire weasels that can both fight and swim in the Root River’s turbulent waters. Qulaami merchants trade gold and fish in Sul Peshwan Peshwah and are known to double and even triple the prices of their goods when dealing with non-Peshwah merchants.

Somhak: The Somhak Clan, also called the “Sons of Hak,” has traditionally ruled the other horseclans. The Somhak Hommet represent all Peshwah as negotiators, ambassadors, and diplomats. They are the people most likely to meet with outsiders to create agreements or settle disputes. The Somhak call the region immediately surrounding Sul Peshwan their home. Peshwan na Fetti is the current ruling head of the horseclan. He seeks to create a stronger bond between the horseclans and wishes to more firmly unite all twelve of the horseclans under his rule. If he can first find the Bow of Hadeen, he may have a chance.

Sufz: The Sufz Clan roams the Eastern Hak with their grazer and horse herds. They are a nomadic clan, calling no place but the plains their home. They live in hide covered, mobile huts called wurts. The infamous Kali Wa’Zeen was the Sufzian leader of the Cult of Calelrin that led the massacre of the Dozen Prophets more than two centuries ago. To this day, the Sufzians have not forgotten this atrocity and provide all visiting priests and prophets as many luxuries as they can afford as atonement for their former leader’s sins. Young Sufzian boys must work as indentured servants for an entire year before the clan accepts them as full-fledged men. Oftentimes, the father of a troublesome boy will approach a man thought of as a prophet and ask him to take his son as a servant—an offer not easily refused.

Zah: Powerful prophets and sorcerers call the Horseclan of Zah their family. Around the Salt Tower, south of the Ringwood and in the heart of the Peshwah territories, the Zah hold counsel with both gods and men. No other clan is as revered or as well-protected as the Zah; members from the other clans make long pilgrimages to the Salt Tower to worship and aid in the Zah’s defense. In the nearby trading town of Colenso Station, the Zah make their marks as masons, salt merchants, and advisors.

SUL PESHWAN

Sul Peshwan is a seasonal tent city that is located in the heart of the Peshwan lands. The exact history of the city is unknown, but some scholars believe that the origins of it can be traced back to a time of war among the clans. With the clans so busy warring amongst themselves, there was little time to hunt or prepare for the fierce winter storms that are common along the Hak.

It was one such winter that forced the clans to come to a truce. The clans arrived at the place of the hills, and it is here where they set their camps, and lived help each other survive. The area became known as Sul Peshwan, or “Seat of the People.” After the winter ended, many of the Peshwan stayed on, and the clans claimed some of the area as their own. It was decided by all, that the truce of the winter would always be in tact while Sul Peshwan stood. The tent city would serve as a trading hub for the people, as well as a place were disputes could be heard and decisions made.

Sul Peshwan is a place for Peshwan, and Peshwan only. It is a rough and tumble place, where fights, despite the holding truce, break out. Trade is the lifeblood of the city, and it is here were Peshwan come, and barter their goods, for needed goods.

There is no real leader in Sul Peshwan, as the clan leaders run and oversee all aspects of city management, and though rivalries are rampant, most seek to work for the betterment of the city. The clans tend to stay to their own regions of the city, and because of this, the clan warriors patrol their regions.

SU ABA SINJ

Su Aba Sinj is the place for the unclean, and it is the only area where non-Peshwah are welcomed. Even then, this welcome is limited, for honestly, no one who is not a Peshwah is really wanted in their lands.

Su Aba Sinj is located on the outskirts of Sul Peshwan, and it is here were outside traders come, seeking to trade for Peshwah goods. The Peshwah, though they hate outsiders, realize that the unclean ones have items that they need. Because of this, they grin and bear the outsiders and reluctantly trade with them. The village is really a collection of various tents that ring the outskirts of Sul Peshwan. Outsiders are allowed to roam freely among theses tents, but as soon as they step outside of the boundaries of Su Aba Sinj without a Peshwah escort, there life is forfeit, and survival is unlikely.

The only real authority is the village is the Peshwah clans. Each clan from Sul Peshwan takes turns patrolling the tent village, and ensuring the peace is maintained. All who enter the village know that the Peshwah rule here, and no one takes this lightly.

LANDS OF THE REGENT OF THE MINES

Capital: Mount Uberstar

Government: Council

Religions: Dhumnon, Gorrim, Hemgrid, Koorzun

Imports: Grains, meat, vegetables

Exports: Gemstones, metal goods, worked stone

The history of the lands of the Regent of the Mines is written in stone—literally. More than half a millennium ago, the great Uberstar Khazakhum laid out an ambitious plan to conquer the mountains of the North. He and his stout company faced the wilderness’ perils and finally came to settle in the range now known as the Crystal Peaks. There he established a great city named Obramdu, buried in the belly of the mountain his people named in honor of their great leader. And so it was that mount Uberstar became the seat of the Regent of the Mines.

Centuries passed as the dwarves toiled without regard for the concerns of the neighboring Cumasti or humans. Dwarves live to work and fight, and for some time their work was their greatest undertaking. The mines’ undreamed-of mineral wealth is renowned throughout Thonia and beyond.

After nearly 600 years of mining, the mines’ wealth and power is formidable. The dwarves understand the need that people have for their precious resources—and the power they wield by controlling those resources. They have spent years fortifying themselves and pursuing technological advances that promise to improve the outputs of their efforts. The dwarves assisted in the Great Rebellion that saw Uther Andahar become King. While a noble cause unto itself, the dwarves also saw an opportunity to increase the sales of their mined goods. This trend of relative openness between the North’s main cultures continued for some time. In an attempt to better his relations with his neighbors and potential customers, Khazakhum learned to speak Cumasti and made frequent visits to the Redwoods.

Recently, Khazakhum has gone missing while out on a hunting mission and is believed dead at the hands of the Orcs of the Black Hand. In his stead, Lortz Kharnundrum was appointed Regent of the Mines. Lortz maintains his loyalty to the Regency Council and to King Uther, but the Congress of Clans hinders him. This Congress is composed of old and decaying remnants of the older, xenophobic dwarven culture that prefers an isolationist policy. This development delays the plans that have been underway for decades to create a new confederacy between Blackmoor’s elves, dwarves, and men.

MOUNT UBERSTAR

Mount Uberstar, the highest of the Crystal Peaks, rises 19,300 feet above the rolling hills south of the Root River. With a long history of occupation by numerous ore-loving

creatures, this huge mountain now contains the single best defended fortress in the North: the Seat of the Regent of the Mines. More than five centuries ago, Uberstar Khazakhum, ancient hero of the dwarven nation, purged the mountain of a foul race of creatures whose name is left unspoken among the dwarves today. Now these creatures are known only as *bovo popuo*, meaning “people from before.” Some dwarves fear that the spirits of these precursors linger in the huge cavern systems riddling the mountain, bringing bad luck to any who fail to appease them with offerings of beer and food. While explicit mention of this custom is rare (and frowned upon in many areas), most who dwell beneath Mount Uberstar still pour a few drops of beer upon the floor whenever they take up residence in a new dwelling or start a new enterprise.

Mount Uberstar provides an incredible amount of ore and gems for the dwarves to craft and sell. These tremendous riches attract many who would steal them from the dwarves. The mountain has come under siege many times, but the largest and most powerful dwarven army in the North successfully defends it. The mountain’s defenses make any assault seem suicidal at best.

Uberstar Khazakhum is known, for good reason, as “The Great Architect,” as within the mountain are the most magnificent halls in all the North. Only those who have strode through the great hall, visited the four shrines to the dwarven gods, and descended into the crypt of heroes can truly appreciate Uberstar’s magnificent craftsmanship.

Immense pillars support ornately carved arches, gigantic double-doors forged from immense sheets of iron and embossed with platinum and mithral stand imposingly in each doorway, and gem-encrusted lanterns pour scintillating light across smooth flagstones. Uberstar’s caverns are a beautiful mix of natural grottos and caves (almost always enhanced with some use of the miner’s pick, if only to even out the floor) and smooth-cut stone caverns carved out of the solid mountain rock.

Rising through the mountain’s center is the shaft of a long-defunct volcano, which provides ventilation and around which the dwarven architecture is carved in an elaborate, sloping spiral. Stairs and ladders are few, with smooth ramps providing access between the nearly imperceptible levels of this titanic fortress.

While few non-dwarves are ever allowed to visit this deep mountain stronghold, those that have seen it and returned to the flimsy, impermanent architecture of the outside world can never forget the wonders they have seen deep beneath the Crystal Peaks.

THE BLACK HILLS

This area was once occupied by a tribe of long-legged orcs who painted their faces with thick bands of black soot to terrorize their foes. Now it is the home of the dirtiest dwarves in Blackmoor (who are proud of it!) and the chief source of a resource nearly as precious as mithral to those who know its secret. Since the steam bore’s development, the dwarves have been enamored with a fuel source that has only recently been exploited on a large scale: coal.

The large coal mining operations within the Black Hills have turned the dry and dusty hills an even deeper shade of gray-black, as large steam bores work day and night to burrow into their sides and reveal their treasures. While coal mining has so far remained a secret to non dwarves, the dwarves fear that Thonians will soon learn of their new operations and attempt to strike at the mining outposts—which are left exposed at the far edge of dwarven influence. At this point, however, the dwarves have discovered no other strong sources of coal, and the Black Hills, while exposed to the south, are at least close to Mount Uberstar. As the hills' climate is hardly conducive to a long and pleasant life, few dwarves work in the mines for more than a few seasons, most often working in the temporary mining camps for four to six of the warmer

months and then returning to Mount Uberstar to spend their wages over the winter.

Dwarves of the Stormkiller clan are not particularly well liked by those who work in the Black Hills, due to their completely different standards of personal cleanliness. Habits picked up in the work camps sometimes live on well after the miners have left the hills. While dwarves from many parts of Blackmoor may choose to work a season or two in the Black Hills, the ubiquitous coal dust, the lack of quiet sleeping areas, and the complete absence of bathing facilities causes a substantial rift within the dwarven culture. Those who love technology head to the Stormkiller Mountains, while those who have a greater appreciation for wealth head to work in the Black Hills.



The dwarven community in the Black Hills is spread across the mountain range, with a few permanent structures located at the mountains' base. At each major mining site, rows of filthy tents house the newcomers who are not yet accustomed to the area's general grime. The oldest sites have the most robust accommodations and feature either caves or small "inns" that offer rooms to visitors from abroad. Visitors to the Black Hills often mistake these structures for shanties.

Most dwarves quickly grow comfortable with the filth and revel in it; dwarves commonly sleep in shafts near those they mined throughout the day. Others settle in nearby caves and holes. Most merchants who sell near mineshafts or dig sites construct semi-permanent, wood-and-stone structures positioned on prominent stone outcroppings or large boulders. Some smaller merchants peddle their wares via carts that roam in and out of the endless caverns. The most popular merchants are the roving bartenders; on-site dwarves pay through the nose for good dwarven lager.

Travel in the Black Hills is always difficult. No convenient waterways run through the region, and the featureless dark hills make navigation difficult. (Nature checks to determine direction or avoid getting lost within the Black Hills take a -2 circumstance penalty.) Despite the fact that the dwarves drove them from their primary settlements, the long-legged orcs never left. They repeatedly raid the surrounding region, sometimes with allied ogres and ettins. In addition to these humanoid threats, both wyvern roosts and the dire lion dens are common in the Black Hills.

THE DRAGON HILLS

Many possible explanations exist for the numbers of dragons who make their lairs within the Dragon Hills. None of them interest the pragmatic local dwarves, who have adapted to the problem by developing a purely subterranean lifestyle. While many dwarves spend most of their time beneath the surface of the earth, those who live beneath the Dragon Hills live their whole lives neither seeing nor missing the sun's rays. Many are extremely agoraphobic and refuse to enter wide-open spaces ("dragon-sized spaces," as they call them) under any circumstances.

Many dragon hunters come to the area, some with particular creatures' heads in mind, others seeking to slay any dragon they can. The corpses of these foolish hunters litter the landscape. Often propped up in prominent locations and stripped of any useful gear, they serve as warnings to those who follow in their footsteps. Although these well-displayed corpses rarely provide useful trinkets, the Dragon Hills' secret caches hide many magic items. The frequency of dragon bane weapons and lightning and fire resistant armor is very high within the dragons' treasure hoards.

Recently, a substantial mishap occurred with one of the dwarves' prototype war machines in the Dragon Hills. The great device engaged a young blue dragon in battle, and though the dragon was terribly wounded, the dragon's fearsome breath weapon destroyed the device. No dragon has since approached the wreckage, nor have the local orcs

managed to scavenge it. Whoever retrieves this prize may learn much about dwarven techniques and technologies....

THE IRON HILLS

In typically straightforward dwarven fashion, the Iron Hills are named for the preponderance of quality iron ore found within them. No other source of ore of comparable volume and quality exists within the lands bordered by the Empire of Thonia. Along with the recapture of Blackmoor for the sake of the empire's honor, regaining influence over the Iron Hills is a prime concern for the Thonians.

Traditionally, the ore was smelted on-site in one of several, vast forges, taken by water up the Rockway River, and eventually unloaded at Pug's Station, where it was shipped by land through Marban and into the empire. Currently, due to the alliance between Blackmoor and the Regent of the Mines, no legitimate trade with Thonia flows along the Greenway, and the Northeast edge of the empire is starved of metal.

The Red River that runs out of the hills is stained reddish-brown from the tailings produced by the large dwarven mining operations throughout the region. It provides not only good access for dwarven ore, but has also historically been used by eastern sea raiders to strike inland. This ever-present danger keeps the miners on their toes, and many have seen battle more than once.

While the settlements in the Iron Hills were once seasonal mining camps, several of the small mining towns have grown large enough to justify the establishment of a year-round presence. No town center has developed in the region as yet, but several medium-sized forges have opened near the mines, resulting in the appearance of small commercial outgrowths, such as taverns, armories, and general stores.

Sturdy homes of cut stone are found throughout the region, clustered tightly together in groups of eight to twelve. Their main doors all face a well-protected central courtyard, so that each family has protection and their neighbors at their sides, in case of pirate or hobgoblin attack. Non-metal supplies are notoriously difficult to find in these small hamlets. When they can be found at all, non-metal items cost at least double normal price, while anything made of iron can be found at a steep (20 percent or more) discount.

The hills' northeast edge catches the spring rains and supports an abundance of wildlife, including dire bears. The region is also home to a number of goblinoid settlements—primarily bugbears in the north and hobgoblins in the east—and griffons roost along the dwarven trade routes, picking off pack mules.

THE STORMKILLER MOUNTAINS

These tall, snow-clad peaks catch the clouds that blow off the North Sea toward Blackmoor. For almost half the year, huge blizzards and hailstorms inundate the Stormkillers; for the other half, the sky pours down driving rains. High in the various peaks are found abundant rhemorazes, a cloud giant village, and white dragon lairs. Most of the land that

is habitable for humanoids is found between the foot of the mountain range and upwards of 4,500 feet up.

The dwarves of the Stormkiller Mountains made many important advances in the development of powerful and useful mechanical devices. Watermills harness the energy of the many streams that rush out of the mountains. These mills channel energy into numerous clockwork gearboxes, which twist springs that can later supply power. Inventors use these spring-boxes in all sorts of innovative manners. The whole cavern system rings with the whirl of machinery. Elaborate water-clock timepieces, automated knife-sharpeners, and instant vegetable peelers (frequently producing nothing more than damp mush) are only some of the curious mechanical devices in the dwellings of the Stormkiller dwarves.

The Stormkiller dwarves are known as much for their great courage as their meticulous cleanliness. The great abundance of swift-running water in these storm-drenched mountains has spoiled the local dwarves to the point that they insist on bathing themselves in heated tubs of fresh mountain water at least once a week. Their beards and hair are groomed to perfection, and, while most would deny it if asked, they maintain an active trade route bringing Cumasti perfumes into the Stormkillers.

These mountains hide more than cleanliness and watermill experiments. Outsiders speculate that the dwarves here wash so frequently in order to scour the blood from their hands. A large-scale war against orc tribes drags on in the Stormkillers season after season, and the toll upon the bearded folk is heavy. Year after year, when the high passes thaw, hordes of starving orcs descend upon the dwarven mines. This springtime attack is as predictable as the thaw that precedes it, and the dwarves are unable to prevent heavy losses.

Each year, as the dwarves increase their defenses, the orcs return with some new advantage. The orcs might arrive with fully plated war trolls, hordes of worg riders, a score of powerful orcish warlocks, or a warlord with an ancient, magic blade. The Stormkillers' war stories are full of a savagery inconceivable to those who have not lived through it.

Nevertheless, the dwarves refuse to give up their mountain home. Each summer they rebuild what the pillaging hordes destroyed. In the winter they hide foodstuffs so deep in the mountains that even if the enemy raids their main larders, sufficient reserves remain to keep the dwarves alive. Unfortunately, the Stormkiller terrain is so rough that the dwarves cannot effectively employ their latest invention, the war machine. Rumor has it that, in collaboration with some of the best gearsmiths in Blackmoor, a group of Stormkiller dwarves is seeking to build a new war machine—one that *flies*.

THE REALM OF THE EGG

Another constant threat to region resides in a magically constructed spur of land to Blackmoor's northwest—an area known as the Realm of the Egg. Ruled by the Egg of Coot, little is known beyond the physical borders of these inhospitable lands.

No known kingdom has open dealings with the Egg. Most rulers desire to defeat the mysterious Egg and remove it from power, though none have yet risked a direct assault on the Realm of the Egg. At least, none remember doing so—but since most people who enter the Realm of the Egg and manage to return have no knowledge of the place or of having been there, perhaps such an assault was attempted and forgotten. In fact, many members of the Wizards' Cabal believe that *multiple* failed assaults have been mounted against the Egg. This would lead them to wonder why, with such great power, the Egg has not yet invaded the remainder of the North. To date, these questions remain unanswered.

VALLEY OF THE ANCIENTS

Blackmoor is partially protected from a direct Thonian invasion by a deadly natural barrier known as the Valley of the Ancients. Surrounded by tall cliffs and sharp escarpments, this wide expanse of salt-flat desert is the remnant of an ancient inland sea, long since dried up to produce one of the least hospitable regions on the continent. The last of the waters from the long-gone sea are found near the western edge of the great salt flat in the form of a large, stinking puddle known as the Sink. No natural creatures are able to live within its viscous waters, although it is known as a gathering site for salt mephits.

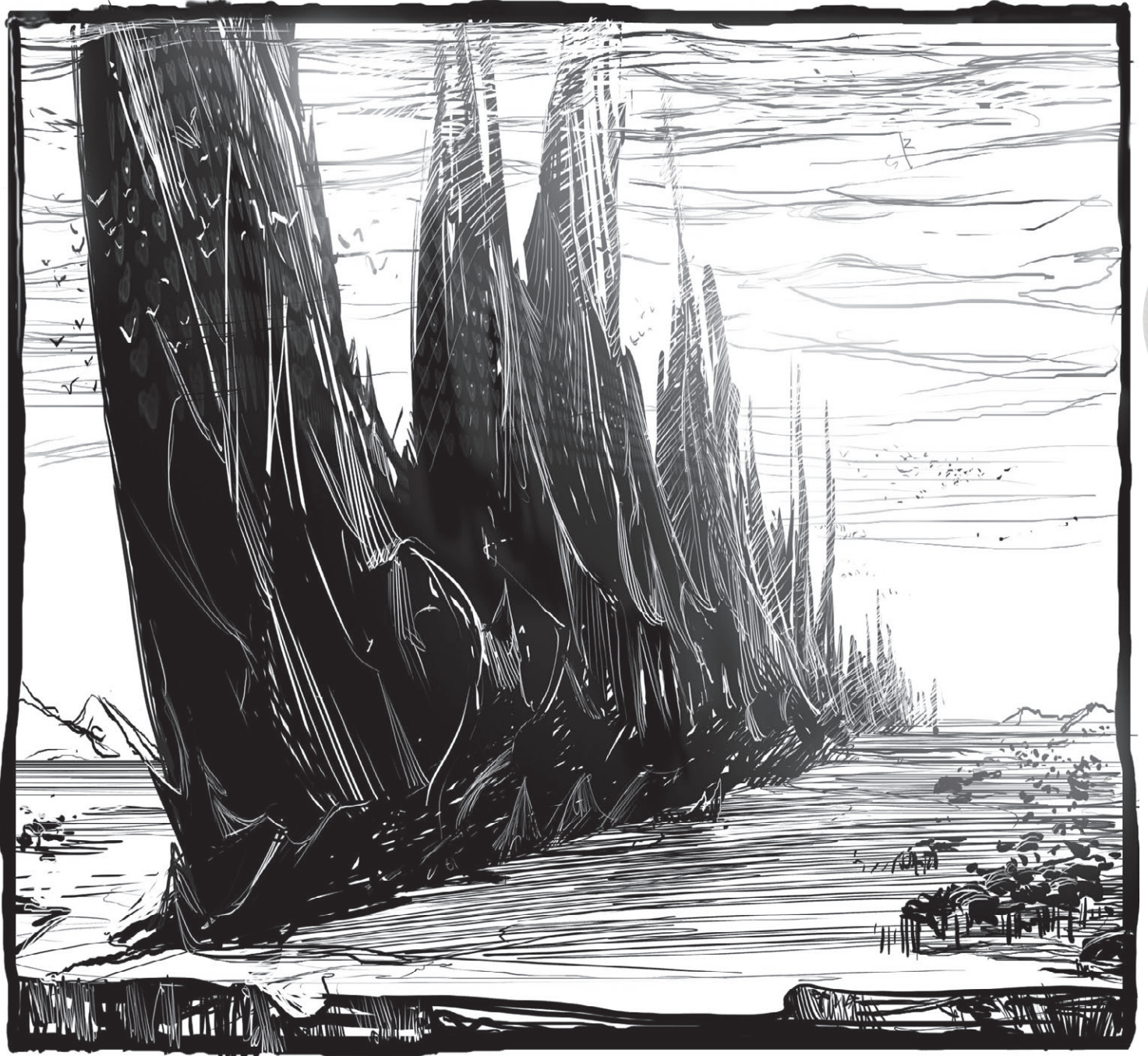
While the valley floor is flat, punctuated only by a few dangerous sinkholes, a twenty-mile chain of volcanic hills lies across the region's center. Among the various bits and pieces spewed forth from these semi active volcanoes are deposits of high-quality obsidian and a beautiful, blue volcanic glass. At this range's southern edge stands a tall tower carved out of large blocks of the blue glass. Rumors say that a cabal of mad wizards, belonging to a vanished race, constructed this shining tower. Legends of these extinct wizards and the evil schemes they set in motion make popular tavern stories throughout the North. The wizards in these tales lend the Valley of the Ancients its name.

Other than the tower, only one other permanent structure is found in the valley: the Shrine of Axmouth. Large piles of smooth, blue-gray rock transform this place into a natural amphitheater. Within this rock lined bowl, a curious nomadic group of humans known as the sand-folk hold infrequent tribal gatherings. No sane person would attempt to cross the valley without the help of the sand-folk, although in times of need Peshwah are known to pass along the southern edge. The journey across 160 miles of scorching desert takes a toll upon their herds, and they only make the journey under the direst circumstances.

While few living things enter the valley itself, several groups of heat-loving creatures make their homes in the surrounding hills. Salt-encrusted, dusty trolls and naked, black-skinned hill giants live in the hills to the northeast and prey on any who seek to enter the valley. Further south, along the east side, one finds rugged ridges known to the Peshwah as the *persa na shilotan* (“Spine of the Dragon”). Until recently it was thought that only the dragons themselves made their homes in this mountainous region, but now it is clear that it is the ancestral home of a race called the dragonborn.

To the south stands the great Mount Kurrkatoa, an active volcano inhabited by a vicious fire giant tribe who keep both pyrohydras and hell hounds as pets. This area is the center of the Shokai religion, a poorly-known fire cult that may be related to Zugzul.

Only one man, the powerful wizard known as Robert the Bald, has tamed any of the hills surrounding the valley. All fear his fortress, Cloudtop, at Mount Kergwailin’s summit.



RELIGIONS OF THE NORTH

THE MANY and varied races of the North have their own distinct pantheons and religious sects. It is rare but not unheard of for the deities of the North to make themselves present as physical avatars. Some of these deific visits are for the sake of observation, while others have a discreet but direct impact on the land.

This chapter introduces many major deities worshipped in the explored regions of the North. Each entry is organized in the following format:

Deity Name (Power Level)

The name by which deity is generally known and its relative power level. A deity's power level is a general indicator of its influence relative to other deities in Blackmoor.

Common Titles

Italicized names and titles associated with the deity.

Worshippers

This describes the deity's followers, first in terms of race or culture then in terms of class or occupation, if applicable. If a specific race is listed here, clerics of the deity are often members of the race in question. Specific races include Afridhi, dragons, docrae, dwarves, elves, Peshwah, and so forth. Entries such as "Blackmoorian" or "Tenian" refer to human cultures in general, and clerics of these deities may come from any of the human races.

Holy Symbol

This is a short description of the holy symbol used by the deity's worshippers and clerics to adorn altars, affirm their faith, cast their spells, and so forth.

Alignment

This is the deity's alignment.

Portfolio

The concepts over which the deity holds sway.

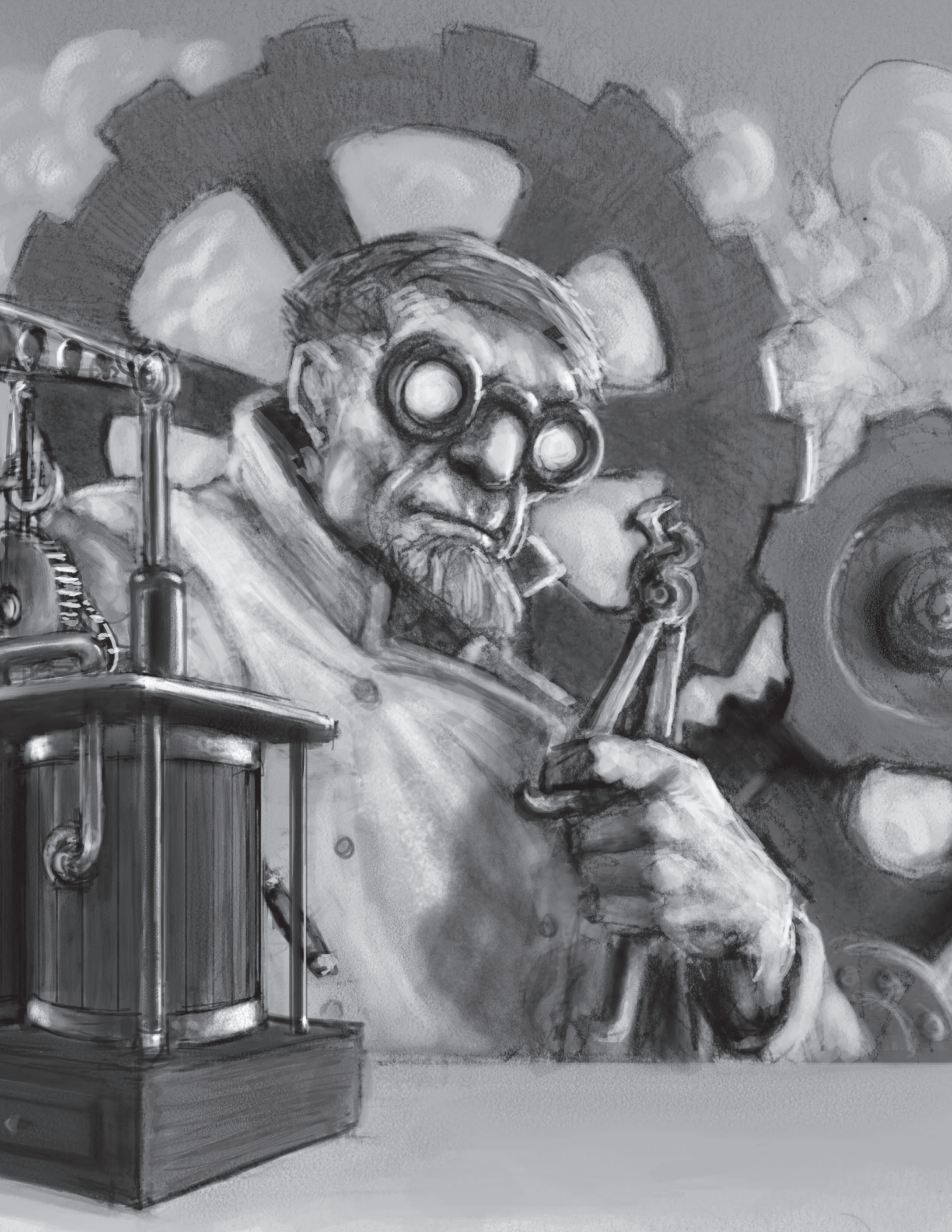
Favored Weapon

The weapon the deity favors, and is thus used regularly by its priesthood.

Deity Description

A short description of the deity and its followers.





DEITIES OF THE NORTH

BALDIN (LESSER GOD)

Lord of Lights

Worshippers: Bards, poets, musicians

Holy Symbol: A harp superimposed on a sun

Alignment: Good

Portfolio: Light, music, poetry, the sun

Favored Weapon: Quarterstaff



Baldin (bal-din), the Lord of Lights, is the god of the sun, light, music, and poetry. Bards and minstrels from all over Blackmoor generally begin their performances with a small prayer to Baldin. Many of Blackmoor's common folk ask clerics of Baldin to bless their crops or beseech a mild summer.

Baldin is the son of Pacuun and Phellia, born with his father's influence over the sun and his mother's love of poetry and music. He is a whimsical god, calm and light-hearted. Artists represent him as a young man of great beauty and bearing, holding a harp (his favored instrument). In paintings he is depicted with reddish blond hair that streams down his back.

CALELRIN (LESSER GOD)

The Deceiver, Lord of Lies

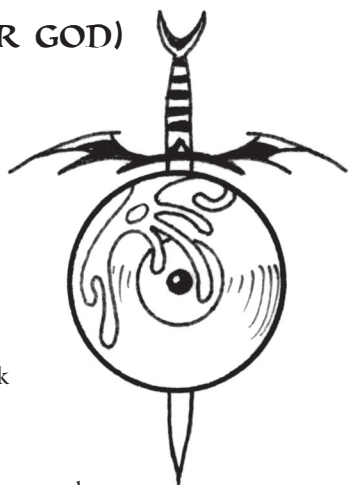
Worshippers: Peshwah; assassins, greedy merchants, evil rogues, and evil arcane spellcasters

Holy Symbol: A dagger piercing an open eye

Alignment: Evil

Portfolio: Assassination, dark places, evil, lies, and secrets

Favored Weapon: Dagger



Calelrin (ka-lal-rin), the most treacherous Peshwah deity, is the god of murder, lies, deceit, and theft. He watches over the torturous hells and gathers the souls of the damned to feed his hunger and hatred.

Before time became time, Calelrin was the favored son of Hak. Intelligent and whimsical, Calelrin had everything he desired. Then his father created the centaurs, horses, and Peshwah. Calelrin saw these new creations as rivals for his father's affections, and became bitter, holding hate in his heart. He caused the fall of his brother, Hadeen, during the Afridhi invasion, as well as numerous other tragedies throughout Peshwah history. The Peshwah fear and hate him, nearly to a man.

CHAMBER (LESSER GOD)

Watchworks

Worshippers: Dragons and dragon cults

Holy Symbol: A black, wingless dragon coiled around a large black sword

Alignment: Unaligned

Portfolio: Invention, fire, and secrets

Favored Weapon: Bastard sword

Chamber (cham-bur) is the true name of the black dragon, commonly known as Watchworks, who resides outside the City of Maus. Humanoid cults throughout the North revere him for his intelligence and ingenuity. Of all the draconic gods, Chamber is the only one that plays a part in mortals' daily lives. His clergy can be of any alignment, but his clerics are secretive no matter their alignments. Many evil dragons revere Chamber; some build great shrines to him in their lairs. Yet some of the most evil and powerful of the lesser dragons work together to overthrow Chamber's power.

Chamber is the son of Insellageth and Tsartha. He is the last of the three true dragons that reside in the North. Like the other true dragons, Chamber does not have a god-form and travels by the same conventional means as lesser dragons and dragonspawn. He appears as a huge, wingless black dragon.



ELGATH (INTERMEDIATE GOD)

Claw of the North, King of Beasts, The Archer

Worshippers: Archers, hunters, and religious wokan

Holy Symbol: Entwined chimera heads on a disc crossed by three arrows

Alignment: Unaligned

Portfolio: Archers and the hunt

Favored Weapon: Longbow

Religious wokan of the North turn their prayers to Elgath (el-gath) the Archer, to aid them in the hunt. Archers pray to his constellation on the night before a battle. Even grim hunters and trappers call on Elgath's guidance during lean times and sing his name after a successful hunt.

Elgath is a mysterious god, known by very few mortals. It is said that he created all the magical beasts and monsters that run across the face of the North. Some radical scholars and adventurers even whisper that the Egg of Coot is the hideous physical manifestation of Elgath.



FRONAUS (GREATER GOD)

Law-Giver

Worshippers: High Thonians; knights, lawyers, paladins, petitioners

Holy Symbol: A white kite shield crossed by two blue longswords and capped by a golden crown

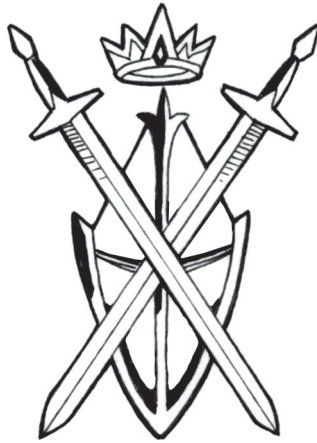
Alignment: Unaligned

Portfolio: Justice, law, and nobility

Favored Weapon: Longsword

Fronaus (fro-nows) is worshipped by High Thonians, who invoke this protective deity's name to bind contracts and to swear to truthfulness in court. Noble knights and valiant duelists revere him, taking arms against chaotic dissidents who threaten to topple the North's tenuous hold on civility. Many paladins in the North display Fronaus' banner when entering or leaving a city.

When Fronaus appears to his clergy, he comes as a tall nobleman dressed in golden plate armor. He wields a longsword surrounded by a halo of blue flames. The wicked and chaotic fall at the mere sight of the holy blade.



HADEEN (DECEASED)

The Fallen, the Great Archer, Noble Born

Worshippers: Peshwah; archers and nobles

Holy Symbol: A stylized composite bow

Alignment: Good

Portfolio: Archery and nobility

Favored Weapons: Bows

Before the Afridhian atrocities against the Peshwah, Hadeen (ha-'deen) the Great Archer was the noblest of Hak's sons. When the Afridhi rode down upon the Peshwah, Hadeen came to aid his father's people. His treacherous brother Calelrin seized the opportunity and slew Hadeen, and the mighty god fell from the heavens.

A Peshwah legend says that when Hadeen fell, he flung his mighty magical bow to a secret place on the earth below. According to this same legend, a mortal man of Peshwah blood must find the bow in order to unite the dozen horseclans into a single nation to fight the tyranny of a great enemy. Many peshwah sages believe the enemy of legend is the Afridhi Empire.



HAK (GREATER GOD)

The Horselord, Father of Stars

Worshippers: Peshwah

Holy Symbol: A horse riding through the night sky

Alignment: Unaligned

Portfolio: Harvest, horses, the sky, stars, and wind

Favored Weapon: Scimitar

Hak is the creator and patron father of all Peshwah. It is said that when Odir created his sons and daughters to rule over the world and create the races, Hak created horses. When Hak's brothers and sisters designed their races, Hak captured a handful of wind and the untamable spirit of the horse and blew on them to create the Peshwah.

Hak appears as a gentle male centaur with golden hair and silver eyes. He carries a great curved scimitar and a longbow that shoots stars across the sky when he hunts.



HELLA (INTERMEDIATE GODDESS)

The Dark Queen

Worshippers: Evil priests, the power-hungry, and evil death cults

Holy Symbol: A crumbling black tower over a red skull

Alignment: Evil

Portfolio: Death and the underworld

Favored Weapon: Longsword

Hella (hel-luh), the much-feared Dark Queen of the gods, is known for her cruelty and callousness. Her clerics are the vilest worshippers that can stomach her evil machinations. Even those few mortals that survived meeting the Egg of Coot say that Hella's cruelty outweighs the Egg's evil debauchery.

This evil goddess makes her home in the fiery pits of hell. She sends her minions forth to scour the North for souls evil enough to swell her ranks. She is a gorgeous woman with a wicked temper and a maniacal passion for power. Her black tresses cascade down her nude, alabaster-white body in a mockingly provocative dance that has claimed the soul of more than one godly priest.



HENRIN (LESSER GOD)

The Valiant

Worshippers: Thonians; the downtrodden, peasant knights

Holy Symbol: A silver longsword thrust into the ground

Alignment: Lawful Good

Portfolio: Guards, loyalty, the military

Favored Weapon: Longsword

Henrin (hen-rin) the Valiant is the lone divine protector of the meek, the humble, and the mild. His clergy's primary concerns are helping others and protecting the weak, though they believe perseverance in the face of adversity to be the only true test of one's nobility. Their religion holds that nobles exist to protect their followers.

Some claim that Henrin is a younger brother of Fronaus, though the divided Thonian and High Thonian theologians debate this point at every crossing. Legends say that Henrin can judge a man's worth by measuring the man's heart in the palm of his hand; thus the valediction at Thonian funerals: "We commit your heart to Henrin's hand."



HERSH (INTERMEDIATE GOD)

Lord of Luck, the Rake

Worshippers: Gamblers and thieves

Holy Symbol: A pair of dice on a silver coin

Alignment: Unaligned

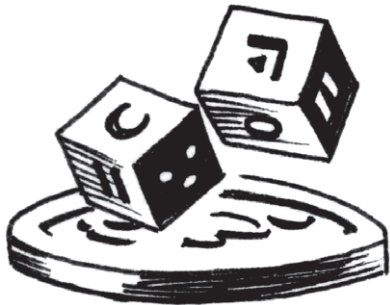
Portfolio: Communication and luck

Favored Weapon: Rapier

Hersh (hersh) is also known as the Lord of Luck and the Rake. As the Lord of Luck, Hersh is the celestial gambler whom men call upon during games of chance. As the Rake, stealthy individuals invoke his name to aid in crimes and to bless spying missions or larcenous forays.

Some say that Hersh is the brother of Elgath. Where his brother is mean-spirited and wild, Hersh is calm and debonair. Hersh rarely appears to his clergy and worshippers. He keeps to the shadows, but his presence is always felt when he walks the mortal world.

It is rumored that Hersh enjoys "breaking the house" of certain gambling halls that mistreat their patrons or cheat at games, causing these gambling dens to suffer a series of



losing wagers against their patrons. Hersh's whimsical nature also makes him prone to blessing adventuring groups that take too many chances or whose luck appears to have run out.

INSELLAGETH (GREATER GOD)

The Great Dragon of the North

Worshippers: Dragons and dragon cults

Holy Symbol: A gold, wingless dragon coiled around a crystal ball

Alignment: Good

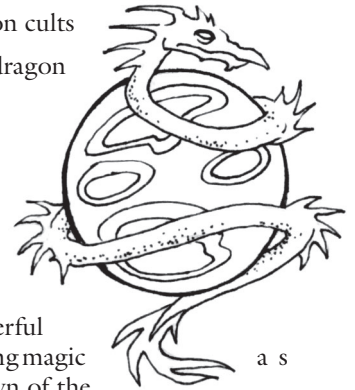
Portfolio: Dragons, magic, mystical power, and knowledge

Favored Weapon: Longspear

The oldest elves and dwarves tell tales of the ancient and powerful Insellageth (in-sel-uh-ge-th) creating magic a playful diversion during the dawn of the world. Today, Insellageth is simply referred to as the "Great Dragon of the North." All good dragons call him father, and a great many humanoid cults accelerate the study of magic in his name. Rumors persist that Skelfer Ard was Insellageth in disguise.

Insellageth is the father of dragons and magic. He appears as a gargantuan gold dragon but has no godly realm of his own. Some dragon cults believe that the North is his realm, which he created when he ascended from mortality to immortality.

No humanoid god matches his power. Even Odir, lord of the humanoid pantheon, shows infinite respect toward the Great Dragon of the North. Insellageth is the first true dragon; his wife, Tsartha, and son, Chamber, are the only others.



KADIS (LESSER GOD)

Old Bones

Worshippers: Tenians; miners and smiths

Holy Symbol: A large pick dug into a mountain

Alignment: Unaligned

Portfolio: Earth and the mountains

Favored Weapon: War pick

Kadis (kuh-des) is the patron god of all miners and smiths from the Duchy of Ten. When earthquakes strike, miners say, "Old Bones be shaking." Although Kadis holds absolute power over the mines and smithies of Ten, he has few temples and churches. Only small house shrines in smithies or small chambers in mines are devoted to his worship. However, his presence is felt when mines collapse or smithies catch fire; it seems that only Kadis' sacred places remain safe from such disasters.



Kadis is reclusive. He watches over his worshippers from his celestial smithy while working on a plot with the few remaining Tenian deities to overthrow Zugzul's rule over the Duchy of Ten.

KHORONUS (LESSER GOD)

The Starlight General

Worshippers: Tenians; commanders and soldiers

Holy Symbol: A gold longsword crossing a silver lance

Alignment: Unaligned

Portfolio: Courage, strategy, and tactics

Favored Weapon: Longsword

After Zugzul's forces occupied the Duchy of Ten, the Afridhi hunted down and slaughtered Khoronus' worshippers. Now, Khoronus' devotees hide from Afridhi soldiers in ruins and barrens in the wilds of Ten. Frequently, the Afridhi capture members of Khoronus' clergy and torture them for information about the Tenian resistance, but the priests do not succumb to their captors' mind-twisting torments.

It is said that Khoronus was once a mortal man who became an immortal hero only two hundred years ago, and ascended to the ranks of the divine shortly thereafter. When he was alerted to the plight of the Duchy of Ten, he immediately set to work against Zugzul and the Afridhi. Today, Khoronus' priesthood works closely with the other Tenian cults to organize a resistance to free the Duchy of Ten from the tightening yoke of Afridhi oppression.

MWAJIN (INTERMEDIATE GOD)

Silvercloud

Worshippers: Adventurers, merchants, sailors

Holy Symbol: A white cloud raining coins

Alignment: Good

Portfolio: Commerce, sea, and the wind

Favored Weapon: Longspear

On the North's high seas, only Silvercloud looks over the ships and merchants. Mwajin's worshippers are fond of the

old standby, "Every cloud has a silver lining" when faced with a bad choice or circumstance. Adventurers who use boats typically go to a temple of Mwajin before leaving shore, asking for a blessed journey. Merchants and sailors ask for clear skies and profitable trips. Most ships sailing from major ports have at least one cleric of Mwajin aboard.

Mwajin is represented as a chubby, bald human with a smiling face and sun-tanned skin. His face shows signs of laughter and care, and he carries a longspear made of a kraken's bones. He blesses some ships by posing as a passenger and granting luck and favorable conditions to all those aboard.

ODIR (GREATER GOD)

Lord of Lords, King of Kings

Worshippers: Any

Holy Symbol: A shortspear wreathed in motes of magical energy

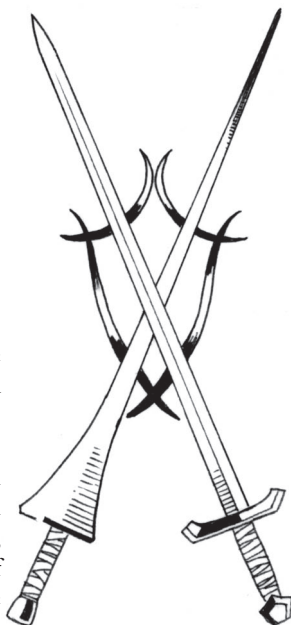
Alignment: Lawful Good

Portfolio: Knowledge, magic, and war

Favored Weapon: Spear

Odir is the God-King of the Northern pantheon. He is the grandfather of all the gods, the first among them all. Odir's worshippers, and especially his priests, often feel superior to others, as a result. While this gives Odir's clergy a condescending tone, especially to those who are not part of Odir's faithful, these clerics mean well and rarely notice that their attitudes alienate others. Odir's priests work closely with the Wizards' Cabal against Odir's principal enemy, the Egg of Coot. For this reason, clerics of Odir are readily accepted, albeit often with rolled eyes, in most communities in the North.

Odir appears as an older man with a long beard, dressed in silver, ethereal chainmail and a white gossamer tunic. He wields a spear made of pure magic energy. He also is known to travel in the guise of a ghost-like hawk, his favored animal, noted for its intelligence and knowledge.



PACUUN (INTERMEDIATE GOD)

The Walking God, Holy Vengeance, the Sunsword

Worshippers: adventurers, travelers, undead slayers

Holy Symbol: A bastard sword over a yellow sunset

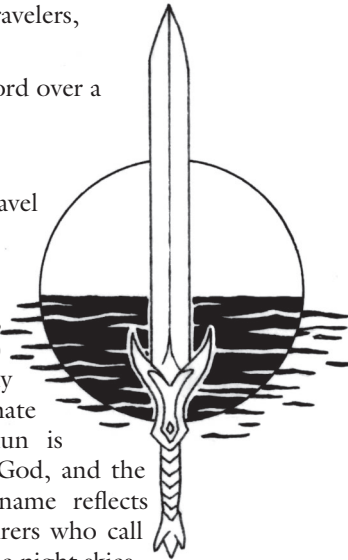
Alignment: Good

Portfolio: Light, sun, and travel

Favored Weapon: Bastard sword

Of all the gods of the North, only Pacuun (pa-koon) walks in mortal dress nearly every day. His worshippers hate all undead creatures. Pacuun is also known as the Walking God, and the constellation of the same name reflects him. All priests and adventurers who call Pacuun their patron watch the night skies, since his constellation moves in the heavens as Pacuun walks the mortal realm. During his holy day, the summer solstice, the constellation glows with extra brilliance around the area of his hands in a long, sword-like line of stars. This line of stars is called “Pacuun’s Sword.”

Pacuun takes on many forms, but he always wields his great Sunsword blade. He hates all undead and those who summon or create them. Legends tell of him challenging evil gods when he met them on the mortal plane, resulting in titanic battles that changed the geography for many miles around.



PHELLIA (GREATER GODDESS)

Queen of Ceremonies, The Weaver

Worshippers: Wizards, some wotan

Holy Symbol: A red spider spinning a magic web around a black heart

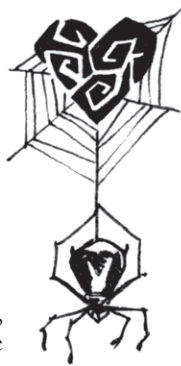
Alignment: Good

Portfolio: Love, magic, and vanity

Favored Weapon: Longsword

Bards speak often of a Phellia (fel-ee-uh), the Queen of Ceremonies. She is the mistress of arcane magic and of lovers. She watches over official ceremonies, particularly weddings and births. Her priests and priestesses believe that all beauty in the world, including that of poetry, magic, music, and rhymes, stems from her immortal blessing. The constellation of the Weaver first appears in the summer sky at the time of the summer solstice, her holy day.

Wife of Pacuun and mother of Baldin, Phellia wraps life around her like a comfortable cloak. She appears as a beautiful woman of late middle age with a longsword strapped at her hip. She is in the constant company of numerous spiders of



all sizes and types, some even living in her hair. Many gods call her mother.

RAELRALATAEN (LESSER GOD)

Law Keeper, Grimwall

Worshippers: Peshwah; knights, lawyers, nobles

Holy Symbol: A black disk with a white balance

Alignment: Unaligned

Portfolio: Death, law, and justice

Favored Weapon: Sickle

Raelralataen (ral-ro-luh-tay-in), the Peshwah god of death and law, stands guard at the doorway to the next world. When the world began and Hak distilled the Peshwah spirit from the spirit of horses, he looked over his creations and raised Raelralataen, the most loyal of the Peshwah, to sit by his side as the protector of justice and the spirits of the dead.

Raelralataen appears as a seven-foot tall Peshwah man with black hair that hangs down his back like a horse’s mane. He wields a golden sickle sword and a round horse shield made of the bones of the just and pure. Legends state that Raelralataen was one of the first Peshwah gods to join in the battle against the Afridhi gods when they attacked the Plains of Hak. He still looks for his brother, Hadeen, in the halls of the afterlife.



SACWHYNNE (LESSER GODDESS)

Mooncloth, the Fencer

Worshippers: Blackmoorians; duelists, nobles

Holy Symbol: A blue longsword crossing a white buckler made of ice with a golden crown

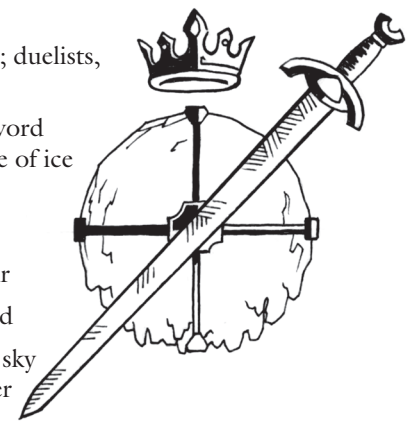
Alignment: Good

Portfolio: Duels, ice, and war

Favored Weapon: Longsword

Few constellations in the sky shine as brightly as the Fencer during the winter solstice. Worshippers of Sacwhynne (sak-win) Mooncloth call those stars their own. The Fencer looks over Blackmoor’s young nobles and fencers during the winter months. Dedication to her requires a cool mind in the heat of battle, as well as finely honed reflexes. Most of Sacwhynne’s faithful are young men who enjoy the art of dueling.

Sacwhynne Mooncloth is said to dress in white furs when she takes mortal form. Legends allude to her crystalline blue hair and fair complexion. She is reportedly the finest duelist



among gods and mortals alike. She and her brother, Sollus, are said to play pranks on each other whenever they can.

SOLLUS (LESSER GOD)

The Harvester, Brightday

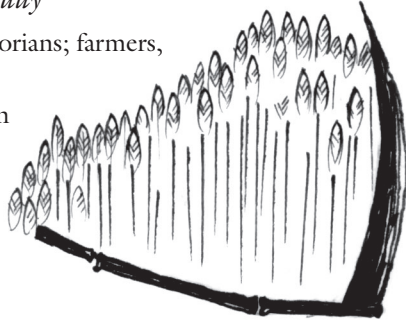
Worshippers: Blackmoorians; farmers, some wokan

Holy Symbol: A brown scythe on a field of red wheat

Alignment: Good

Portfolio: Agriculture, fertility, harvest, the sun

Favored Weapon: Scythe



In the city of Blackmoor, farmers and druids turn their attention to Sollus (sol-lus), whose constellation is the Harvester. Merryweather is his high holy day, when all farmers rejoice at the bounty he provides. Wokans are especially mindful of Sollus and invoke his name in their rituals and meetings. Sollus' worshippers are helpful and proud; walking in the sun's light as if they were in the personal sight of their god. Sollus' and Thanatos' clergy are locked in an eternal struggle, and hatred burns strong on both sides of the conflict.

Sollus rarely descends to the mortal planes. He rides his sun steed across the skies, bringing light for all during the day, and rests at night in his celestial home. When he does take on mortal form, it is to take up arms against Thanatos and his minions.

THANATOS (INTERMEDIATE GOD)

Withered Hand, the Dark Moon

Worshippers: Beastmen, cults of disease and famine, evil wizards

Holy Symbol: A diseased hand grasping for the moon

Alignment: Evil

Portfolio: Decay, disease, famine, time

Favored Weapon: Sickle



The Withered Hand of Thanatos (than-uh-tos) touches all those who are sick, starving, or decrepit. His few worshippers roam from community to community, spreading sickness and starvation. When widespread plagues break out in a city, all know that Thanatos' clergy strikes.

Thanatos was once an evil wizard who studied the delivery of magical diseases. He perfected this type of magic and eventually found and killed Temrin (temrin), the god of time, with an original magic disease. Sollus, Temrin's god-brother, eliminated the sickness before it infected the rest of the gods. Thanatos nevertheless collected Temrin's god-

power for himself, gaining the ability to control time and perfecting his magical expertise in creating and delivering diseases that cause death and famine. Thanatos views the North as an unclean wasteland that must be purged of the civilized "disease" he calls mankind.

TILLA (INTERMEDIATE GODDESS)

The Redeemer

Worshippers: Docrae

Holy Symbol: A blue short sword surrounded by a yellow halo

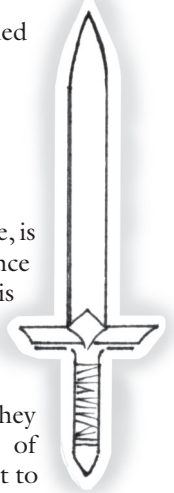
Alignment: Good

Portfolio: Docrae civilization

Favored Weapon: Short sword

Tilla (til-uh), the patron goddess of the docrae, is also known as "the Redeemer" for her assistance in freeing those enslaved people. Her clergy is among the strangest in the North. Tilla's clerics are valiant warriors with a strict code of honor that refers them back to a "great plan" that their goddess laid out to them. They are secretive and maintain a strange sense of humor and love of fun. Others find it difficult to know when to take them seriously. Other religious groups believe Tilla and her worshippers to be as mad as they come, but given room, they can be very entertaining.

Tilla appears as a beautiful docrae female wearing golden chain armor and wielding a crystalline short sword. She is powerful among the gods only because docrae worship her. Before the docrae were liberated, Tilla was a lesser goddess, crying over the plight of the "lost," as the docrae are also known.



TSARTHA (INTERMEDIATE GODDESS)

Gertrude, the Gray Dragon

Worshippers: Dragons and dragon cults

Holy Symbol: A wingless, gray dragon coiled around an oak leaf

Alignment: Unaligned

Portfolio: Healing, justice, and motherhood

Favored Weapon: Spear

Tsarth (zar-tha) is the mother goddess of all dragons. Her cults believe that she can heal any being by simply touching it. Her cults and draconic followers are the most active of any of the three true dragons' worshippers. Tsarth's draconic followers adore the North's humans, seeing them much like an adult human views an infant learning to crawl. Her



numerous shrines and temples are found in large cities and her clergy are present at births and marriages throughout the North. Her temples double as orphanages to humanoid children of all races.

Tsartha is the kindest of the true dragons. She believes all humanoids are precious, to the point that she actively seeks out adventurers to stop them from killing. She is peaceful and emotional when dealing with mortals, even other dragons. Tsartha is Insellageth's mate and Chamber's mother.

TYRHM (INTERMEDIATE GOD)

The Biting North, the North Wind

Worshippers: Skandaharians; conquerors, hunters

Holy Symbol: An axe covered in ice

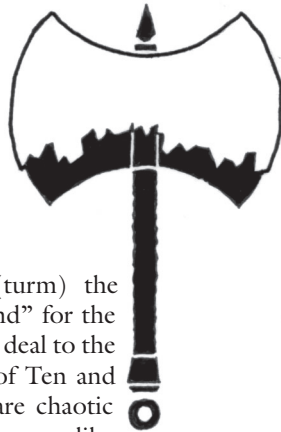
Alignment: Chaotic Evil

Portfolio: Cold and war

Favored Weapon: Greataxe

The Skandaharians call Tyrhm (turm) the "Biting North" or the "North Wind" for the swift and brutal justice his followers deal to the civilized lands around the Duchy of Ten and Blackmoor. Tyrhm's worshippers are chaotic killers and murderers. They hunt men like animals and skin them alive or boil them in large cauldrons of polar bear oil. Few non-Skandaharians have ever witnessed a ceremony to Tyrhm and lived to tell the tale.

Tyrhm is an ethereal vapor of a god. He comes and goes as quickly as a raging river. Cold and merciless, Tyrhm shows no weakness, though he is prone to fits of barbaric rage that lash the northern ice fields with frost storms and death.



VOLKETH (INTERMEDIATE GOD)

The Black Death

Worshippers: Assassins, spies, thieves

Holy Symbol: A black dagger piercing a heart

Alignment: Chaotic Evil

Portfolio: Thieves, trickery, and murder

Favored Weapon: Dagger

The Black Death comes for all mortals who rest on the laurels of power. Volketh's worshippers cause mighty nations to tremble and good men to fear walking in dark places. Murderers and assassins form the majority of Volketh's followers; other than that, little is known about his various cults.



Volketh is a mad god. He is fully insane, killing with bloodlust and bathing in the river of souls that follows him to the afterlife. Even Volketh's own followers are not safe from him. He kills with a mere nod and breathes hatred and lies and darkness. Those who are unlucky enough to fall into Volketh's claws are lost to both the physical and ethereal world, for when Volketh kills, he slaughters even the souls of his victims.

YOOSEF (LESSER GOD)

Earth Brother, the Thinker

Worshippers: Peshwah; mystics, rangers, sages, wizards

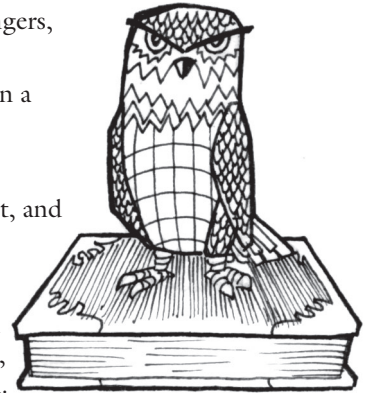
Holy Symbol: A red owl perched on a yellow book

Alignment: Unaligned

Portfolio: The earth, enlightenment, and protection

Favored Weapon: Quarterstaff

Yoosef (yu-sef) is the Peshwah god of earth, enlightenment, tolerance, knowledge, magic, and protection. He appears as either a seven-foot tall Peshwah man wearing buckskin robes or as a large brown owl. In either form, Yoosef's eyes are a deep stone-gray, which is unusual among the Peshwah. It is said that Yoosef sprung from blood-soaked earth when a dozen prophets from the dozen horseclans fell to the poisoned blades of Calelrin's cultists, who were attempting to purge magic from the Plains of Hak.



ZUGZUL (GREATER GOD)

The Heart of Darkness and Fire

Worshippers: Afridhi

Holy Symbol: A flaming eye wreathed in a circle of woven axes

Alignment: Evil

Portfolio: Conquest, death, fire, and war

Favored Weapon: Battleaxe

No single deity in the North strikes as much fear as the Heart of Darkness and Fire, Zugzul (tsuk-tzul). The fanatic Afridhi call him their patron god. Mortal priestesses in Zugzul's church taint their souls in an unholy marriage for power and glory. The scheming of these Handmaidens of Fire turned the Afridhi's blood-filled eyes to the North.

Zugzul is a harsh and unforgiving god. Rumors persist that he has taken mortal form and lives on the great fire-topped



mountains of the Afridhi lands. There with his wife, Toska Rusa, he lords over the Afridhi with iron fist and ice-cold heart. Zugzul appears as a tall, mortal man with flaming red hair. His eyes are said to contain a darkness so deep that those who look into them have their immortal souls forever burned away.

DWARVEN DEITIES

DHUMNON (INTERMEDIATE GOD)

Dwarf King

Worshippers: Dwarves; adventurers, merchants, nobles

Holy Symbol: A gold coin split by a sword

Alignment: Lawful Good

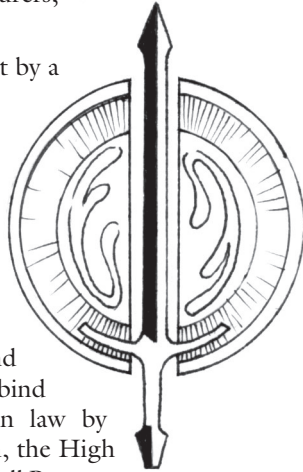
Portfolio: Commerce, contracts, nobility

Favored Weapon: Longsword

Dhumnon (dúm-non) is the God-King of all dwarves and dwarven deities. His followers bind contracts and uphold dwarven law by invoking his name. By tradition, the High Priest of Dhumnon consecrates all Regents of the Mines before they are crowned.

Dhumnon uses adventurers extensively, protecting the many merchants who need to get their goods to foreign markets. A devout follower of Dhumnon can see any course through to the end, as long as his intentions are pure and he adheres to the spirit of the contracts that bind him to his mission.

Dhumnon rarely appears, and when he does it is only to the Regent of the Mines or his High Priest in their most desperate hours. He is unusual for a dwarven deity in that he wields a sword instead of a hammer, pick, or axe. Dhumnon takes the form of an ancient dwarf wearing a brown robe and carrying a golden longsword.



GORRIM (GREATER GOD)

The Eye That Sleeps Beneath

Worshippers: Dwarves; death cults, murderers, and thieves

Holy Symbol: An open eye made of carved black stone

Alignment: Evil

Portfolio: Death, earth, the underworld, wealth

Favored Weapon: Greataxe

Gorrim (gor-im) is the dwarven god of evil and destruction. Murderers and thieves covet the power he bestows on his faithful, while the priests of the other dwarven gods believe that he rests in eternal



slumber. Gorrim's faithful are well rewarded for the strife and destruction they cause, though such malice is rarely aimed at fellow dwarves. Gorrim's clergy hates all other races and seeks to destroy alliances between dwarves and others.

Gorrim sleeps, though he is not as dormant as he may appear. He communicates to his priests by sending them dreams filled with powerful images of destruction. His physical form is said to rest deep in the mines, below the Regent of the Mines' seat of power, his refuge heavily guarded by celestial wards and infernal guardians placed by the other dwarven gods to prevent outsiders from reawakening him. Unknown to the other dwarven gods, even now Gorrim begins to stir.

HEMGRID (GREATER GOD)

The Great Stone

Worshippers: Dwarves; miners, soldiers

Holy Symbol: An axe splitting a mountain

Alignment: Unaligned

Portfolio: Earth, mountains

Favored Weapon: War pick

Hemgrid (hem-grid), the Great Stone, is the patron god of dwarven miners and fighters. His clerics watch over the opening of new tunnels and serve as the guardians of mines. They are aggressive and easily offended by breaches of mining safety protocol. Dwarves in the mines live and die by these rules. Not the most helpful clergy, Hemgrid's priests exact a high price for the services they provide to those not of their faith.

Hemgrid was the leader of the dwarven pantheon until Dhumnon, his younger brother, came to power. He has never forgotten this slight and dislikes his upstart brother. Although he does not seek to engage Dhumnon in combat, he plans clandestine affairs to undermine his authority in the other gods' eyes.



KELA (INTERMEDIATE GOD)

The Wanderer

Worshippers: Dwarves; craftsmen, explorers, merchants, smiths

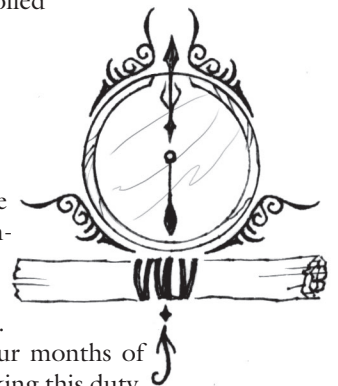
Holy Symbol: A gold compass and a rolled parchment

Alignment: Good

Portfolio: Crafts, smithing

Favored Weapon: Throwing hammer

Kela (kel-a) the Wanderer is among the most well known of all the North's non-human deities. Her faithful followers were Blackmoor's first mapmakers and are famous explorers and merchants. Kela's priests are required to spend four months of each year exploring the world, only shirking this duty



when they are old enough that their hair shows white. After that point, they may settle down and devote themselves to a craft. Most of Kela's priests are merchants, creating their wares in the winter months and going forth to sell them during their required four months of travel.

Kela is an ever-moving god, inspiring her followers to discover new lands and create new and interesting crafts. Not wanting to sit still or stay in one place too long, she calms herself by digging gold from a mountain or traveling down a winding road. She is fun-loving and has a good relationship with all the other dwarf deities.

KOORZUN (LESSER GOD)

Stone Wand, Lord of Rods

Worshippers: Dwarves; sages, wizards, some wokan

Holy Symbol: A white warhammer on an open black book

Alignment: Good

Portfolio: Home, magic

Favored Weapon: Warhammer

Koorzun (kur-zen) brought the power of arcane magic to the dwarves. Members of his clergy are normally clerics who multiclass as wizards and strive for the perfect unification of divine and arcane power. Koorzun's clergy are also the guardians of cities and the protectors of children.

Koorzun appears as a mighty dwarf covered in ancient runes of power. His holy symbol sometimes acts as the foundation for wards protecting temples and places of refuge.

MIEROC (LESSER GOD)

The Machinist

Worshippers: Dwarves; inventors, engineers, generals

Holy Symbol: Three differently shaped gears

Alignment: Lawful Good

Portfolio: Engineering, smithing, war

Favored Weapon: Battleaxe



Mieroc's (meer-ok)

followers are not mad, but some of their mechanical creations seem to spring from fevered minds. Generals who use siege engines ask for at least a dozen of Mieroc's priests to join their army, so that they can help build and bless mighty machines of war.

Mieroc is a new god. It is said that Dhumnon granted him immortality after he made a flying machine that could reach the sun. With advances in technology in the North,

worshippers began flocking to Mieroc, and he was soon elevated to the status of a lesser god.

PATHMEER (LESSER GOD)

Earth Whisperer

Worshippers: Dwarves; rogues and spies

Holy Symbol: Three wavy lines emanating from an open mouth

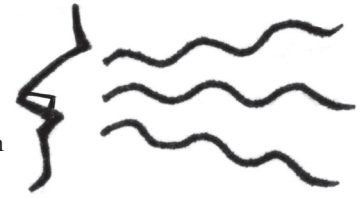
Alignment: Unaligned

Portfolio: Knowledge, secrets, travel

Favored Weapon: Maul

Pathmeer (path-mer) knows all secrets. His followers walk the roads of darkness and intrigue, looking for mysteries to keep their kin safe from evil. It is rumored that Pathmeer's highest priests can walk between worlds as easily as a man can walk between rooms.

Pathmeer is Gorrin's brother. When Gorrin went mad at the beginning of time and attempted to kill the other dwarven gods, Pathmeer forewarned them. He is a quiet and introverted god and has few worshippers. Those who do follow him know that Pathmeer holds a dark secret that must be revealed to the other gods before Gorrin awakens fully.



SHAU (GREATER GODDESS)

The Defending Queen

Worshippers: Dwarves; females, guardians, warriors

Holy Symbol: A dwarf holding a greataxe

Alignment: Unaligned

Portfolio: Tactics, trust, war

Favored Weapon: Greataxe

Shau (sho) is Dhumnon's wife and the Defending Queen of the dwarves. She holds their interests of defense, law, and combat close to her heart. Her clerics are numerous, and they are found in every large group of dwarves, anywhere in the world. Her clergy is almost entirely female, but the few males in its ranks are not held in any lesser esteem.

Shau is the queen of all that she surveys. She holds dwarven law in her tender grasp and is known to come to the mortal realm when great crimes against dwarves are committed. She values honesty and clear thinking above raw physical strength.



ELVEN DEITIES

AEROS (INTERMEDIATE GOD)

Breath of the World, Cloud-Strider

Worshippers: Elves; farmers, knowledge-seekers, sailors

Holy Symbol: A cluster of intricate lines, beginning at a common point and spreading outward

Alignment: Unaligned

Portfolio: Air, knowledge, time

Favored Weapon: Quarterstaff

Many elves claim to hear nature speak to them, whispering its secrets, and they know that it is the voice of Aeros (ar-os) that speaks thus. The Breath of the World is the voice of all things, living and inanimate, and the speaker of all the lore that has ever been uttered beneath an open sky. He carries his brother Hydros upon wings of cloud, bringing rain with his winds. Although his storms are often devastating, the elves know that Aeros acts as his nature demands and is never deliberately hostile or harmful.

Aeros' followers believe in freedom of travel and freedom of information, and they gladly trade knowledge for knowledge. The Cumasti followers of the Cloud-Strider pray daily for Aeros to finally carry enlightenment to the Westryn, so that they will abandon their isolationist ways and accept not only their fellow elves, but also the other good races into their hearts once more. Aeros appears as a wiry elf with hair and eyes of shimmering white. He is aged yet energetic, always in motion.

DEATH (INTERMEDIATE GODDESS)

The Veiled Lady

Worshippers: Elves; those seeking to avoid misfortune or wish misfortune on others, wizards

Holy Symbol: A black veil

Alignment: Unaligned

Portfolio: Magic, travel, tricks

Favored Weapon: Short sword

Death (da-alth) is not loved, even by those who follow her. Wizards and others who study the mystic arts honor her for her secrets, not her capricious nature.



Among the Cumasti, those who worship her usually do so in hopes of avoiding her gaze, of turning her eye elsewhere so that the misfortune she brings does not strike them. This is particularly true of travelers, who know that even a minor run of ill luck can delay or destroy the most well-planned journey. Among the Westryn, the Veiled Lady is more often invoked in anger, in hopes of directing her attentions against one who has wronged the petitioner.

Death appears as an elven maiden clad in black garments of mourning or a heavy wizard's robe. In all cases, her face is concealed, either by a veil or the hood of her robe. Her hair is also of deepest jet and blends into her garb. She never wears her sword openly, but always finds it lying about when she needs it.

FAUNUS (GREATER GOD)

King of the Divine Forest, Lord of the Wilds

Worshippers: Elves; farmers, hunters, rangers, some wokan

Holy Symbol: A crown of thorns (often simplified as a circlet of ivy)

Alignment: Unaligned

Portfolio: Plants and animals

Favored Weapon: Longbow



The overlord of all living things, Faunus (fon-us) is the single greatest god of the Westryn and one of the greatest of the Cumasti. With Ordana he begat all the world's plants and animals; with Death he spawned many of the monsters and unnatural beasts. He is the patron of the hunt, running wild with the beasts of the world. He smiles upon those who hunt for sustenance, but grows angry with those who take more than they need. He loves his worshippers but sees them as no more or less worthy than any of his creatures, and he demands both self-reliance and respect for the natural world.

Faunus rarely manifests in exactly the same form twice, even in the most ancient legends, but usually appears as a mighty, towering elf with animalistic features that vary from manifestation to manifestation. Legend says that on the day he misses a shot with Thyrrhas, his mighty longbow, he will lay down his power for another to claim.

FERROS (INTERMEDIATE GOD)

The Builder Beneath, The Delver

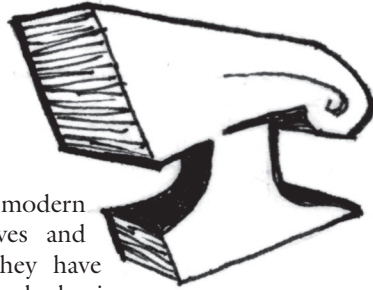
Worshippers: Elves; inventors, smiths, miners

Holy Symbol: An anvil

Alignment: Unaligned

Portfolio: Creation, strength, and metal

Favored Weapon: Longsword



Although elves lack the modern reputation of the dwarves and gnomes for invention, they have been mining, forging, and shaping metals since before the other races walked the earth, and Ferros (fer-os) is their inspiration.

The Builder Beneath places his metals in the ground as a reward for those strong enough to remove them. He grants inspiration to the creators and inventors he finds worthy, and he offers strength those who fight in his name. In many elven communities, Ferros is one of the most frequently worshipped gods, for rare indeed is the individual who does not make use of at least some metals in his work. Ferros' devout worshippers show their veneration through their crafts, as a well-made item of metal is considered a gift to Ferros, no matter who actually owns it.

Ferros appears as an elf with the overdeveloped upper body musculature common to smiths. Legend states that he often moves among the elves, seeking the best craftsmen among them to enhance their abilities even further.

FIUMARRA (INTERMEDIATE GODDESS)

The Burning Queen, the Spark of Life

Worshippers: Elves; anyone dealing with fire, wizards

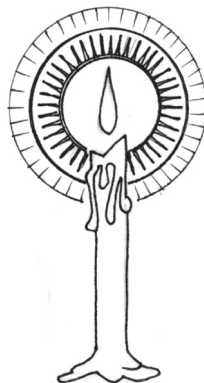
Holy Symbol: A lit candle

Alignment: Unaligned

Portfolio: Fire

Favored Weapon: Longsword

Fiumarra (fé-u-mar-ruh) is a paradox, a creator and destroyer who is loved and feared, desired and shunned. From the elves' earliest days, fire has been both their most important tool and their greatest nemesis. Flames power forges and warm bodies but also burn trees and destroy homes.



The Burning Queen is wrathful and causes great destruction and death; given a free reign, she would scorch the world, not out of malice, but because fire is all she is and all she understands. On the other hand, when properly propitiated, the Spark of Life warms the cold in winter, helps prepare

meat for meals, and allows the elves to shape Ferros's gifts and destroy enemies of the elven people. Many sorcerers worship Fiumarra, seeing the natural magic within themselves as extensions of her unquenchable spark. Most of those elves who pray to the Burning Queen do so in hopes of keeping her sated, rather than out of any great love.

Fiumarra, when she appears as anything other than a raging inferno, appears as a nymphlike elf with blazing red hair, clad only in fire and smoke.

HYDROS (INTERMEDIATE GOD)

The Blue Prince, the Storm-Bearer

Worshippers: Elves; farmers, healers, sailors, anyone afraid of bad weather

Holy Symbol: A crashing wave

Alignment: Unaligned

Portfolio: Water

Favored Weapon: Heavy flail

Hydros (hi-dros) is the lord of all water, from the ocean's depths to the falling rain to the water in the blood and other fluids within living things. The Blue Prince desires balance in all things. When the lands grow too dry, he and his brother Aeros bring rain.

When elves spread too far or abuse his good grace, he causes waves to swamp their ships. When a body grows prematurely ill or injured, Hydros brings healing by rebalancing its humors. Thus, the Storm-Bearer is worshipped by a wide cross-section of the elven population, for his hands touch so many different aspects of life. Hydros' worshippers hold impromptu ceremonies to honor him during heavy storms or high tides.

According to legend, Hydros never appears outside a watery environment, be it a lake or a heavy rainstorm. When he does appear, he is a wavering, unclear reflection of the individual to whom he speaks.



ORDANA (GREATER GODDESS)

The All-Knowing, Mother of Elves

Worshippers: Elves; midwives, mothers, protectors, teachers

Holy Symbol: An outstretched female hand

Alignment: Good

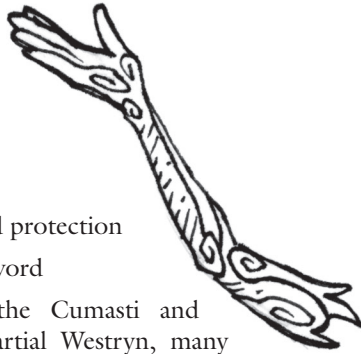
Portfolio: Knowledge and protection

Favored Weapon: Longsword

Most beloved god of the Cumasti and honored even by the martial Westryn, many consider Ordana (or-dan-uh) the pinnacle of the elven pantheon. She has no concerns beyond the well-being of her children and seeks to make them safe, knowledgeable, and prosperous—but as allies and friends to the other races, not as conquerors.

The Cumasti believe the All-Knowing wishes all elves to come together once more, in forgiveness of and friendship with humanity. The Westryn still honor her as the Mother of Elves and invoke her protection in matters of birth, death, and ceremony, but they feel that she has lost her way when it comes to the direction her mortal children must take. Ordana's priests seek peaceful solutions but do not hesitate to raise arms if that is the only means of preventing harm to their brethren.

Ordana always appears as a beautiful matronly elf, only beginning to show signs of age. She often appears pregnant.



The Wild One appears as a tall, slender elf with barklike skin. He often manifests directly from trees, like a dryad.

TERRA (INTERMEDIATE GODDESS)

The Immovable, the Mountain Queen

Worshippers: Elves; explorers, judges, miners, stone-carvers

Holy Symbol: A mountain

Alignment: Unaligned

Portfolio: Law and earth

Favored Weapon: Warhammer

The only law-minded member of the elven pantheon, Terra (ter-uh) is immovable—physically and spiritually. She is the judge of gods and elves and is not swayed by emotional consideration. She respects law and custom, and frowns upon those who go their own way.

She is unpopular amongst the free-spirited elves, but they nonetheless respect her strength and judgment. She is not particularly well-liked by the other deities, who consider her too set in her ways. Her priests serve as mediators and interpreters of the law, and Terra's divine decree forbids them from allowing their personal feelings or concerns to interfere with their judgments. Just as Terra forms the basis of law, so too does she form the bedrock of earth and stone upon which all the world is built, and hence miners and stone carvers also venerate her.

Terra appears as a stone skinned elf, slow but inexorable, with eyes of the deepest emerald green. Her hammer is stone, though those carried by her clerics are usually metal.



SYLVIAN (INTERMEDIATE GOD)

The Wild One, the Woodsman

Worshippers: Elves; hunters, lumberjacks, woodcrafters

Holy Symbol: A tree branch

Alignment: Unaligned

Portfolio: Wild places

Favored Weapon: Sickle

Sylvian (sil-ve-in) is called the Wild One, not because he is chaotic, but because his purview is those parts of the world untamed by mortal hands.

The virgin woods, the open plains, the jungle — these are the Woodsman's territories. Many druids and those who seek to protect the wild pay homage to Sylvian, as do those who spend a great amount of time in the wilderness.

Legend has it that Sylvian seeks to supplant his father Faunus; not out of avarice, but because Sylvian believes he is better qualified to handle the responsibilities of protecting the wilds. This ambition never results in violence or animosity between the two gods, though their priesthoods often compete (nonviolently, for the most part) with one another.



REGENTS AND RASCALS

THROUGHOUT BLACKMOOR'S long and wild history, great heroes have arisen to save the kingdom from the clutches of evil. Blackmoor also houses dark villains, wretched individuals whose nefarious plans run deep. This chapter introduces a few of these regents and rascals, detailing their stories and places in the setting. Most entries include abbreviated game statistics, but a handful do not.

On a historical note, almost all of these NPCs were drawn from players who began adventuring in Blackmoor from the campaign's beginning, decades ago. Many of the players still adventure in Blackmoor as the sons and daughters of these original heroes.

These NPCs include the following storied personalities:

- ◆ Alwyn Morland
- ◆ Bascom Ungulian, Baron of Glendower
- ◆ Bram Tagus, Baron of Bramwald
- ◆ Brother Richard, the Flying Monk
- ◆ The Egg of Coot
- ◆ Garamond Bolitho, Bishop of Blackmoor
- ◆ The Great Svenson
- ◆ Jallapierie
- ◆ King Uther Andahar, the Rectifier
- ◆ Lortz Kharnundrhum, Regent of the Mines
- ◆ Marfeldt the Barbarian
- ◆ Mello Feathertoos
- ◆ Menander Ithamis, Lord of the Cumasti
- ◆ Peshwan na Shepro, Baron of Dragonia





ALWYN MORLAND



Part-time adventurer, part-time entertainer, and fulltime connoisseur of life's finer things, Alwyn Morland sees more reversals of fortune than a compulsive gambler. Most of Blackmoor knows Alwyn as a gifted minstrel and storyteller; when in the region, she spends her time at the Comeback Inn, playing for room, board, and tips (which are substantial). What fewer people know is that Alwyn's abilities with a lute and her honeyed voice don't just seem like magic—they are. Alwyn is a wizard of more than passing power, a fact she keeps hidden, partially to avoid the prejudices shown to practitioners of magic outside the Wizards' Cabal, and partially because of the advantages such a hidden ace provides.

While Alwyn's talents and popularity ensure that she never lacks for life's necessities, a penny-pinching existence is not her idea of living. Alwyn prefers to live like royalty, drinking the finest wines, dressing in the latest fashions, coying up to the current social elite, and in general living ridiculously beyond her means. She participates in a great number of adventures and ill-planned schemes, all designed to win her the next quick fortune, and she runs through the proceeds just as swiftly. It is said that one need only look at the meals she eats, the clothes she wears, and the possessions she has recently hocked to tell how many days she's been in town. Friends of the itinerant bard have seen her run through fortunes worth thousands of gold pieces in less than a week. Swansong, her lute, is literally the only possession she owns that has not been in hock at least three times.

When she can afford to, Alwyn dresses in bright, rich fabrics (unless they are out of fashion) cut in the styles worn by young noblemen. She is partial to broad-brimmed, feathered hats and velvet tunics with slashed sleeves. Her preferred style of dress, her slight figure, and her short cropped, dusky blonde hair often cause others to mistake her for a young man. Rather than taking offense, Alwyn finds the situation amusing. Given that her tastes in humor lean toward sly pranks, this is unsurprising.

Unbeknownst to most, Alwyn is a close friend and sometime operative of Fletcher William, Dean of the University of Blackmoor. The Fetch, as he is sometimes known among intimates, is aware of her magical talent and would undoubtedly take steps to protect her if she were exposed. He encourages her to keep her abilities secret, not merely for her own safety, but because they make her a far more valuable agent. Despite her normally haphazard view of life's responsibilities, once she has agreed to perform a duty for Fletcher, she takes the task very seriously.

Alwyn Morland, Human (Thonian) Level 15 Skirmisher
Rogue
Medium natural humanoid XP 1,200

Initiative 13 Senses Perception 7

HP 132; Bloodied 66

AC 30; Fortitude 25, Reflex 30, Will 27

Speed 6

⊕ Pinprick (standard; at will) ♦ Weapon

+21 vs. AC; 1d8+11 damage (plus 2d6 on crit).

⊖ Throwing Blades (standard; at will) ♦ Weapon

Range 6/12; +21 vs. AC; 1d6+11 damage.

⊕ Piercing Strike (standard; at will) ♦ Martial, Weapon

+21 vs. Reflex; 1d8+11 damage (plus 2d6 on crit).

⊕ Cat Burglar's Gambit (standard; encounter) ♦ Martial, Weapon

Shift up to 3 squares before making the attack; +21 vs. AC; 3d8+11 damage (plus 2d6 on crit).Effect: Shift to any square adjacent to the target.

⊕ Tornado Strike (standard; encounter) ♦ Martial, Weapon

Attack one or two targets in range; +21 vs. AC; 2d8+11 damage (plus 2d6 on crit) and slide the target 2 squares.Aftereffect: Move up to 3 squares after making the attack.

⊕ Bloody Path (standard; daily) ♦ Martial

Alwyn can move up to her speed; every enemy that can make an opportunity attack against her as a result of this move attacks itself with its opportunity attack, rather than her. Any enemy that can make an opportunity attack against her during this movement must do so; it cannot refrain from attacking to avoid harming itself.

⊕ Arcane Gate (minor; daily) ♦ Arcane, Teleportation

Ranged 20, targets 2 unoccupied squares; Alwyn creates a dimensional rift between the two squares that lasts until the end of her next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent. A creature cannot pass through the rift if either square is occupied by another creature. (Sustain minor)

Alwyn Morland, Human (Thonian)	Level 15 Skirmisher
Rogue	
Medium natural humanoid	XP 1,200
Instant Escape (Immediate interrupt when immobilized, restrained, or slowed; encounter) ♦ Martial	
Arwyn ends any of the above conditions that currently effect her, then may shift 2 squares.	
Combat Advantage	
+3d6 damage on all attacks, and the extra dice on crit with “Pinprick” (rapier) increase to d8.	
First Strike	
At the start of combat, Alwyn has combat advantage against any foe who has not yet acted.	
Alignment Good	Languages Common, Elven
Skills Arcana +14, Bluff +16, Thievery +18	
Feats Arcane Initiate, Acolyte Power, Ritual Caster	
Str 13 (+8)	Dex 22 (+13)
Con 12 (+8)	Int 14 (+9)
	Wis 11 (+7)
	Cha 18 (+11)
Equipment leather armor, <i>pinprick</i> (+2 duelist rapier), throwing blades (10), <i>swansong</i> (see sidebar)	
Rituals Comprehend Language, Knock, Hallucinatory Creature, Hallucinatory Item, Magic Mouth, Sending, Silence	

SWANSONG

The magical lute swansong is the most famous example of a rare type of magic item called a ritual focus. These wondrous items can take almost any form—a musical instrument, a lantern, a work of art—but all are of an easily portable size.

Ritual Focus Level 15

Even as you allow the magic to flow through you, you feel a sudden surge of additional power.

Wondrous Item 25,000 gp

Property: When you wield this item while casting a ritual, you gain a +3 item bonus to any skill checks involved in the casting of that ritual.

Power (Daily): Immediate reaction, after rolling the skill check to cast a ritual. If you do not like the result, you may reroll; you must take the result of the second roll.

BASCOM UNGULIAN, BARON OF GLENDOWER

Bascom Ungulian is no longer the man he was, and not even the wisest can say precisely what happened to him—or what consequences his change holds in store.

Born into an Imperial family with roots dating back almost to the founding of the Thonian Empire, Bascom’s sense of justice overshadowed his feelings of propriety and obligation. He was the first of the Northern barons to swear fealty to Uther Andahar as King of Blackmoor. His support was a pillar of Uther’s early success, marking Bascom forever as a hero of Blackmoor and a hated foe of Thonia. The imperial aristocracy is not his only enemy; as lord of the coast directly



opposite the peninsula ruled by the enigmatic and evil creature called the Egg of Coot, he must defend against that threat as well. His position as defender on so many fronts has earned him the informal but respected title, “Shield of the North.”

Bascom’s enemies do not lie idle in their hatred. The baron has survived numerous assassination attempts throughout the years. Some time back, one of his foes—Bascom is unable to determine precisely whom—inflicted a powerful curse of lycanthropy on Bascom. For months, the baron became a wolf or wolfman at the full moon, threatening all he loved. Fortunately, with the aid of powerful allies, he was able to acquire a new moon ring, a magic item that suppresses the curse.

Still, his enemies did not rest, and when agents of the Egg of Coot abducted his bride-to-be, Bascom gathered his retainers and ventured into the Realm of the Egg. He did not return for many years, and during that time many false “Baron Bascoms” emerged, claiming to have escaped hideous torture and imprisonment. Few were even remotely convincing.

When the real Bascom finally reappeared, accompanied by his fiancée but none of those who had joined him on his quest, he would give no answers as to what occurred or where he had been. His friends, allies, and subjects rejoiced to see him back, but that rejoicing soon turned to worry. Since his return, Bascom is grim, brooding, and swift to anger. He is not a cruel or evil man, but his passion for justice has faded. His wife, too, seems grim, though she seems strangely less affected by her kidnapping than her husband. Even stranger, Bascom emerged from the Realm of the Egg with magical wonders that far outstrip the already potent magic and

weapons with which he entered. None who know the baron would ever accuse him of collusion with a villain such as the Egg of Coot, and his domain, while somewhat less cheerful, has not suffered for his return. Still, many an eye turns toward the baron's keep in concern, wondering what truly befell him in that forsaken land.

Bascom is a grim, sharp-featured man (some call him “hawk-faced”), with dark hair that recedes from his forehead and grays at the temples. He is solidly and compactly built and often surprises others with his strength, as he is narrower of girth than most men of comparable might.

Bascom Ungulian, Human (High Thonian) Fighter Medium natural humanoid	Level 16 Soldier XP 1,400
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Initiative 9 **Senses Perception 8**

HP 145; Bloodied 72

AC 37; Fortitude 33, Reflex 29, Will 27

Speed 5

⚔ **Shrike** (standard; at will) ♦ **Weapon**
+23 vs. AC; 1d8+12 damage (+2d8 on crit).

Terror Weapon (free; daily) ♦ **Fear**
Use this power when Bascom hits a foe with shrike. The target takes a –2 penalty to all defenses (save ends).

⚔ **Reaping Strike** (standard; at will) ♦ **Martial, Weapon**
+23 vs. AC; 1d8+12 damage (+2d8 on crit). Miss: 5 damage.

⚔ **Dragon's Fangs** (standard; daily) ♦ **Martial, Weapon**
Bascom makes two attacks against one target, or one attack each against two targets; +23 vs. AC; 3d8+12 damage (+2d8 on crit). Miss: Half damage.

⚔ **Storm of Blows** (standard; encounter) ♦ **Martial, Necrotic, Weapon**
+23 vs. AC; 1d8+13 damage (+2d8 on crit). Effect: After the attack, Bascom can shift 1 square and repeat the attack against another target within reach. He can then shift 1 square and repeat the attack against a third target within reach. After the final attack, he can shift 1 square.

⚔ **Frontline Surge** (standard; encounter) ♦ **Martial, Weapon**
+23 vs. AC; 2d8+12 damage (+2d8 on crit), plus target is pushed 1 square. Bascom can shift into the square formerly occupied by the target. If he does so, each ally within 2 squares of him can shift 1 square as well.

Inexorable Shift (move; encounter) ♦ **Martial**
Bascom shifts into any adjacent square. If a creature occupies the square into which he shifted, he pushes that creature 1 square.

Surprise Step (immediate reaction; encounter) ♦ **Martial**
When an adjacent enemy moves away, Bascom can shift into the square that the enemy vacated, and gains combat advantage against that enemy until the end of his next turn.

Bascom Ungulian, Human (High Thonian) Fighter Medium natural humanoid	Level 16 Soldier XP 1,400
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Combat Challenge
Any time Bascom attacks a foe, he can choose to mark that target. The mark lasts until the end of his next turn. While marked, the target takes a –2 penalty to attack rolls for any attack that doesn't include Bascom as a target. Whenever a marked enemy that is adjacent to Bascom shifts or makes an attack that does not include him, Bascom can make a melee basic attack against that enemy as an immediate interrupt.

Mountain Armor (Immediate interrupt; encounter) ♦
When Bascom is subjected to a pull, push, or slide effect, he can use this power to reduce the forced movement by 2 squares.

Alignment Unaligned **Languages** Common, Elven

Skills Athletics +18, Intimidate +14

Feats Armor Proficiency (plate), Ennobled Blood

Str 20 (+13)	Dex 12 (+9)	Wis 11 (+8)
Con 17 (+11)	Int 17 (+11)	Cha 13 (+9)

Equipment +4 mountain warplate armor, *shrike* (+2 terror longsword), new moon ring (page 139)

BRAM TAGUS, BARON OF BRAMWALD

Bram Tagus occupies an unusual (and some would say unenviable and ultimately untenable) position in the politics of the North. The last remaining imperial officer in the region, Bram is disliked and yet needed by both sides of the struggle. The baron's keen sense of justice requires him to defend Uther's rebel cause, yet his equally strong sense of honor and obligation forbids him from breaking his oaths of fealty to Thonia. Nor do the involved parties show any interest in making the matter any easier for him.

While King Uther himself publicly states that he understands and respects Bram's position, many of the other Northern lords consider the baron of Bramwald to be either a hard-hearted man, unwilling to let the needs of the commoners sway him from his lofty position, or a coward who lacks the courage to fight for his convictions. Still, even if they move against him, Uther's people cannot be sure whom the empire might send to replace Bram should he fall. Their animosity is limited to verbal displays and the occasional border dispute.

The Thonian aristocracy thinks the exact opposite of the baron of Bramwald; they consider Bram too softhearted and decry his rebel sympathies. Still, they know that few are better qualified to hold Bramwald, and they fear the notion of Uther removing the empire's last northern foothold. Further, the Thonian duke Taha Marcovic—the so-called “Iron Duke”—has designs on the North as well. Concerned by his ambitions, yet unwilling to deprive themselves of his abilities, the Thonian leaders stymie his every move to expand, and they know that the presence of Bram Tagus near Blackmoor is one such impediment to the Iron Duke's designs.

For the moment, then, both sides need Bram more than they hate him. However, should one faction find a means of removing him without threatening its own position, the situation could change in a heartbeat. Fortunately for Bram, he does not rely solely—or even primarily—on the political stalemate for his defense. Bramwald is a heavily-fortified town, and its militia is one of the best trained and equipped in the region. Further, the baron holds a writ of alliance and friendship with the Regent of the Mines, and neither the empire nor Blackmoor wishes to offend the dwarves. In recent years, Bram has also engaged in covert ventures with Blackmoor's Regency Council to improve his standing in the region. This relationship, not the strongest to begin with, has been especially strained of late, thanks to the efforts of the Iron Duke to subvert any peaceful interaction.

Baron Tagus shows signs of his age. His hair is as gray as his eyes, and—never having been the most skilled rider—he sometimes has difficulty remaining in the saddle for long periods. Still, he maintains his physique and his skill at arms and is easily a match for men half his age. Bram is unusually erudite for a border baron, having attended the University of Mohacs in the empire's capital. Bram strongly and vocally supports Uther's establishment of the University of Blackmoor.

Bram Tagus, Human (High Thonian)	Level 17 Soldier (Leader)
Warlord	
Medium natural humanoid	XP 1,600

Initiative 10 **Senses Perception** 9; **Combat Leader Aura** 10; Bram and all allies within the area who can see and hear him gain a +2 power bonus to (already factored into Bram's initiative)

HP 148; **Bloodied** 74

AC 32; **Fortitude** 31, **Reflex** 31, **Will** 30

Speed 5

⚔ **Justicer** (standard; at will) ♦ **Weapon**

+23 vs. AC; 1d10+12 damage (+4d12 on crit).

⚔ **Wolf Pack Tactics** (standard; at will) ♦ **Martial, Weapon**

+23 vs. AC; 1d10+12 damage (+4d12 on crit). Before Bram attacks, he lets one ally adjacent to either him or the target shift 1 square as a free action.

⚔ **Make Them Bleed** (standard; daily) ♦ **Martial, Weapon**

+23 vs. AC; 3d10+12 damage (+4d12 on crit), plus ongoing 5 damage (save ends). Effect: Until the end of the encounter, when Bram or an ally hits the target, that attack also deals ongoing 5 damage (save ends).

⚔ **Warlord's Rush** (standard; encounter) ♦ **Martial**

+23 vs. AC; 3d10+12 damage (+4d12 on crit). Allies who have line of sight to Bram can move their speed. Miss: One ally who has line of sight to Bram (Bram's choice) can move his or her speed.

⚔ **Slash and Press** (standard; encounter) ♦ **Martial, Weapon**

+23 vs. AC; 3d10+12 damage Effect: After making the attack, Bram pushes all adjacent enemies 1 square.

↔ **White Raven Formation** (standard; daily) ♦ **Martial**

Bram Tagus, Human (High Thonian)	Level 17 Soldier (Leader)
Warlord	
Medium natural humanoid	XP 1,600

Close burst 5; all of Bram's allies within the burst can take a move action.

⚔ **Break Their Nerve** (minor; encounter) ♦ **Martial**

One enemy within melee range is marked until the end of Bram's next turn.

Alignment Unaligned **Languages** Common, Elven

Skills Diplomacy +16, History +18

Feats Armor Proficiency (scale), Ennobled Blood, Weapon Proficiency (bastard sword)

Str 18 (+12) **Dex** 11 (+8) **Wis** 12 (+9)

Con 13 (+9) **Int** 20 (+13) **Cha** 16 (+11)

Equipment Scale armor, *justicer* (+4 vicious bastard sword)

BROTHER RICHARD, THE FLYING MONK

A devout priest of Pacuun and brother of the famed Bosero the Drunkard, Richard is a strange paradox of a man. Boisterous, good-natured, generous, and loyal to a fault, he is also the epitome of sloth; he spends more effort finding ways to avoid work than he would expend in doing it. Only when he spots another in danger or in desperate need do Richard's lazy tendencies dissipate, and then he becomes a tireless fighter for the common good.

During one such fight, the long and bloody Battle of Glendower, Richard gained both his current fame and his unusual nickname. With his allies hemmed in, Richard taunted a score of orcs into pursuing him into the woods. Hurling spells and insults unkind enough to make even an orc blush, he flew from tree to tree with the aid of his magic cloak, always staying just out of reach of the orcs' weapons. Then, once he had the orcs deep within the dry woods, he set the trees and underbrush ablaze with a combination of oil and spells.

Not only did the fire consume the trapped orcs, but the ensuing blaze swept the flank of the orc army, dividing their attention and allowing the defenders to break the orc attack. Of the many rewards the nobles of Blackmoor offered Richard in thanks for his services, he accepted only a small fief at Fairfield in the lands south of the Kingdom of Blackmoor. He accepted it in his order's name, rather than his own, and is hard at work—or rather, has put others to work—making it a suitable site for a church or monastery. He even declined a seat on the Regency Council, though his word still carries much weight with some of its members.

Brother Richard is a stocky fellow, overweight without quite crossing the line into corpulence, and slightly shorter than average. His voluminous cloak of flying can be swept shut to

hide the presence of his armor beneath it, and the hood, when raised, conceals the round metal cap he wears as a helm.

Brother Richard, Human (Thonian)		Level 14 Controller (Leader)	
Cleric			
Medium natural humanoid		XP 1,000	
Initiative 8		Senses Perception 13	
HP 128; Bloodied 64			
AC 29; Fortitude 26, Reflex 24, Will 31			
Speed 5			
⚔ Icon (standard; at will) ♦ Weapon			
+17 vs. AC; 1d8+8 damage (plus 2d6 radiant on a crit).			
↘ Lance of Faith (standard; at will) ♦ Divine, Implement, Radiant			
Range 5; +20 vs. Reflex; 1d8+11 radiant damage, plus one ally Richard can see gains a +2 power bonus to his or her next attack roll against the target.			
↙ Healing Word (minor; twice per encounter) ♦ Divine, Healing			
Close burst 10; affects Richard himself or one ally in the burst; the target may spend a healing surge and also regain an additional 3d6 hit points.			
↙ Mantle of Glory (standard; encounter) ♦ Divine, Healing, Implement, Radiant			
Close blast 5; targets enemies only; +20 vs. Will; 2d10+11 radiant damage. Effect: Allies in the blast can spend a healing surge.			
↙ Astral Wave (standard; encounter) ♦ Divine, Implement, Lightning, Radiant, or Thunder			
Close burst 8; targets enemies only; +20 vs. Will; 2d8+11 radiant damage.			
✶ Flame Strike (standard; daily) ♦ Divine, Fire, Implement			
Area burst 2 within 10; targets enemies only; +20 vs. Reflex; 2d10+11 fire damage, plus ongoing 10 fire (save ends). Miss: Half damage and no ongoing damage.			
↙ Mass Cure Light Wounds (standard; daily) ♦ Divine, Healing			
Close burst 5; Richard and each ally within the burst regain hit points as if they had spent a healing surge.			
☼ Angelic Presence (minor; daily) ♦ Divine, Fear			
Brother Richard takes on the visage of an angel. Enemies gain a -2 penalty to attack rolls against him until the end of the encounter, or until he is bloodied.			
↙ Turn Undead (standard; encounter) ♦ Divine, Implement, Radiant			
Close burst 5; targets undead only; +20 vs. Will; 3d10+11 radiant damage, plus target is pushed 3 squares and immobilized until the end of Richard's next turn.			
Alignment	Good	Languages	Common, Elven
Skills	History +13, Religion +13		
Feats	Ritual Caster		
Str	16 (+10)	Dex	12 (+8)
Con	16 (+10)	Int	13 (+8)
		Wis	22 (+13)
		Cha	11 (+7)
Equipment	Chainmail, <i>icon</i> (+2 holy icon mace), cloak of flight (functions as ring of flight)		
Rituals	Consult Mystic Sages, Gentle Repose, Hand of Fate, Remove Affliction		

THE EGG OF COOT

The Egg of Coot is a magical entity that defies description. This devourer of magic seeks to find and ingest all magic in the North. The areas explicitly controlled by the Egg are limited to its northern realm, but its reach extends across the land. Making its home in The Egg's Nest on Coot's Bay, the Egg deploys its thralls throughout the land, manipulating political structures and material possessions to suit its fancy. The Egg's eyes are hidden throughout Blackmoor. Ever watchful, it peers into the land, culling minute details about events that even direct witnesses do not recall.

An egotistical being, the Egg enjoys toying with its opponents and has particularly poor taste in the timing and execution of its pranks. Despite its black humor, the Egg of Coot wields powerful magic and is a serious threat to Blackmoor's stability. Its numerous attempts to destabilize the North's political structure, as well as its attempts to disrupt daily life, earn it the ire of the Northern Marches. The people, however, have no weapon with which to defeat and expel the creature.

GARAMOND BOLITHO, BISHOP OF BLACKMOOR

A priest of Odir and highest authority of the High Church in Blackmoor, what Garamond has lost to age is more than compensated for by reputation and sheer personal presence. Garamond has been an active and integral part of Northern politics since before the rebellion, but his single most significant act was the coronation of King Uther. His constant support, influence, and inspired words to his fellow bishops prevents the Thonian Church from openly condemning the rebellion (though many individual churchmen do so). The imperial church's neutrality is a great factor in the empire's inability to retake Blackmoor.

A close friend and companion of Uther's, Garamond is also a staunch supporter of the new University of Blackmoor. His efforts inspire suspicious barons ("Why would we want the peasants to be educated?") and superstitious commoners ("They teach strange, unnatural things in those places!") to accept the new institution with, if not joy and enthusiasm, at least a great deal less reluctance. Seeing the skill with which the bishop wields his social power, King Uther enlists

Garamond's aid with social programs and developments, and the two meet semi-frequently to discuss where next to take the young kingdom. Garamond's aid to Uther is military as well as social. His heavily fortified manor in Blackmoor is a major linchpin in the realm's defensive plans. Through appointments of priests and abbots, Garamond has full discretion over much of the income generated by church property, and a large portion of it flows into the war chests of Uther and the Regency Council. Finally, Garamond has direct control over a small army of church soldiers and guards, all

of whom he makes available to Uther and the Council during emergencies.

Garamond is an aging fellow, short of stature and quite thin. His scalp is completely bare, save for a fringe of white hair running across the back of his head. Though he still owns armor and weapons for traveling in dangerous areas (which he never does without an armed escort), he prefers to dress in the traditional white robes and symbols of his office.

Garamond Bolitho, Human (Thonian) Level 19 Controller
Cleric (Leader)
Medium natural humanoid XP 2,400

Initiative 10 Senses Perception 14

HP 165; Bloodied 82

AC 33; Fortitude 28, Reflex 29, Will 34

Speed 5

⬇️ **Charity** (standard; at will) ♦ **Weapon**

+20 vs. AC; 1d10+9 damage.

⬇️ **Terrifying Smite** (standard; encounter) ♦ **Divine, Fear, Weapon**

+20 vs. AC; 3d10+9 damage, plus push 4. The target cannot move nearer to Garamond on its next turn.

⬅️ **Battle Cry** (standard; encounter) ♦ **Divine, Healing, Implement**

Close burst 1; targets enemies only; +22 vs. Fortitude; 2d10+13 damage. Effect: Garamond and each bloodied ally within 10 squares can spend a healing surge.

⬅️ **Holy Wrath** (standard; daily) ♦ **Divine, Healing, Implement, Radiant**

Close burst 3; affects enemies only; +20 vs. AC; 2d10+7 radiant damage. Effect: Garamond gains regeneration 10 and a +2 power bonus to attack rolls until the end of the encounter.

⬅️ **Healing Word** (minor; thrice per encounter) ♦ **Divine, Healing**

Close burst 10; affects Richard himself or one ally in the burst; the target may spend a healing surge and also regain an additional 4d6 hit points.

⬅️ **Hallowed Ground** (standard; daily) ♦ **Divine, Zone**

Close burst 5; Garamond and any allies in the zone gain the following benefits while within the zone: a +2 power bonus to saving throws, a +2 power bonus to all defenses, and a +2 power bonus to attack rolls. The area remains hallowed until the end of the encounter.

Divine Fortune (free; encounter) ♦ **Divine**

Garamond gains a +1 bonus to his next attack roll or saving throw before the end of his next turn.

Battle Favor (free; daily) ♦ **Divine, Healing**

Triggers only when Garamond rolls a natural 20 when making a melee attack; Garamond may either regain hit points as if he'd spent two healing surges, or recover one daily power he has already used. He cannot regain this power except by taking an extended rest.

Alignment Lawful good **Languages** Common, Dwarven

Skills Diplomacy 18, Heal +19, Religion +16

Feats Ritual Caster, Soldier of the Faith, Novice Power

Str 13 (+10) **Dex** 12 (+10) **Wis** 21 (+14)

Garamond Bolitho, Human (Thonian) Level 19 Controller
Cleric (Leader)
Medium natural humanoid XP 2,400
Con 13 (+10) **Int** 15 (+11) **Cha** 18 (+13)

Equipment Chain mail, *charity* (+4 morningstar), *the white spear* (page 142; Garamond never uses the spear himself, but loans it out to champions of his church), +4 holy symbol

Rituals Cure Disease, Gentle Repose, Raise Dead, Remove Affliction

THE GREAT SVENNY



Svenson is arguably Blackmoor's most powerful hero. Tales of his greatness permeate every layer of Blackmoorian society and beyond. Throughout the land, "the Great Svenny" is a legend in his own time.

Ever the loyal supporter, Svenson rose to defend King Uther's ascension to Blackmoor's throne. In doing so he helped settle the disputes among the nobles and used his popularity to sway them to openly supporting the transition. Svenson was appointed as the baron of Newgate as a reward for his loyalty. His roles as baron of Newgate and steward of Williamsfort wear on him. No longer does he have time to venture out into the lands, ridding them of evil orcs and other menaces. While his position allows him to help Blackmoorians in other ways, Svenson longs to raise his sword in battle once more.

If one vice can be attributed to this great man, it is his love of personal adornments. Svenson is often seen with incredibly expensive displays of wealth. He often ventures out on his warhorse (barded in platinum), showing off his riches and treasures. He is said to have inspired the death of a thousand fools who took up the sword to be in his image. While many who openly show such wealth are the targets of thieves, Svenson's reputation keeps them at bay. Rumors say that the mighty Egg of Coot has levied a bounty on Svenson's head. To date, the bounty remains unclaimed, as orcs take great pains to avoid the champion's holdings.

Svenson is a battle-hardened man with scars to spare. His face is grim, with long blond hair and a well-groomed beard. He is a tall and imposing man whose body is built for battle.

JALLAPIERIE



Known as Jal to the common folk and to his friends, the wizard Jallapierie is a rarity in the North: a known wizard who is not only trusted, but loved and respected. Jallapierie is perhaps the strongest wizard to support the Regency Council, and one of the most powerful anywhere in the Northern Marches. Of course, he has to be. Many northern mages despise Jallapierie for opposing their revolt against the Regency Council years ago; if he were a weaker wizard, he would be dead by now.

Jal is known throughout the North for his fairness and kindness. Unwilling to involve himself in other people's business unless asked he rarely interferes in either personal or state affairs. When he does, either after an official request or because a situation has grown horribly desperate, the good-hearted are grateful for his presence. The Regency Council is glad to have such an ally in reserve, but, out of respect for the wizard's wishes and fear of antagonizing him, they call on him only in matters of the greatest import. When not involved in larger affairs, Jallapierie is found in the city of Vestfold, where he makes his home, or teaching at Ard's School of Wizardry. Jallapierie spends much of his free time crafting magic items, a hobby that accounts for his own personal arsenal.

Jallapierie is a tall man, thin but not dramatically so. His brown hair is cut short, and his pale, lumpy face is clean-shaven. His tunic, leggings, and robes are rumpled, as if he simply tosses his clothes in a corner when not wearing them (which is exactly what he does).

Jallapierie, Human (Thonian)
Wizard

Level 17 Artillery

Medium natural humanoid

XP 1,600

Initiative 9

Senses Perception 11

HP 118; Bloodied 59

AC 30; Fortitude 29, Reflex 32, Will 31

Speed 6

⚡ Scathe (standard; at will) ♦ Weapon

+18 vs. AC; 1d4+7 damage (+3d12 on crit).

⚡ Thunderwave (standard; at will) ♦ Arcane, Implement, Thunder

Close blast 3; +21 vs. Fortitude; 1d6+13 thunder damage, and target is pushed 3 squares.

✳️ Crushing Titan's Fist (standard; encounter) ♦ Arcane, Force, Implement

Area burst 2 within 21; +20 vs. Reflex; 3d8+13 force damage, and target is immobilized until the end of Jallapierie's next turn. Effect: Entering a square within the power's area costs 4 extra squares of movement. This effect ends at the end of Jallapierie's next turn, and he can dismiss it as a minor action.

✳️ Storm Cage (standard; encounter) ♦ Arcane, Conjuration, Implement, Lightning, Thunder

Area burst 2 within 20; +21 vs. Reflex; 4d6+13 lightning and thunder damage. Effect: Jallapierie conjures a wall in the 16 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of Jallapierie's next turn.

⚡ Prismatic Beams (standard; daily) ♦ Arcane, Fire, Implement, Poison

Close burst 5; targets enemies only; +21 vs. Fortitude, Reflex, and Will. Hit (Fortitude): 2d6+13 poison damage, and ongoing 5 poison (save ends). Hit (Reflex): 2d6+13 fire damage, and ongoing 5 fire (save ends). Hit (Will): Target is dazed (save ends). Special: Jallapierie makes one attack per target, but compares the result against all three defenses.

⚡ Stoneskin (standard; daily) ♦ Arcane

Jallapierie or the creature touched gains resist 10 to all damage until the end of the encounter or for 5 minutes.

✳️ Sudden Storm (standard; daily) ♦ Arcane, Zone

Area burst 2 within 20; The burst creates a zone of wind and rain that lasts until the end of Jallapierie's next turn. Squares in the zone are difficult terrain and are lightly obscured. As a move action, Jallapierie can move the zone up to 5 squares. Sustain minor: The zone persists.

Staff of Defense (immediate interrupt; encounter)

Jallapierie gains a +2 bonus to defense against one attack.

Staff of Storms (free; daily) ♦ Lightning, Thunder

Use this power when using a power that has the lightning or thunder keyword. After resolving that power, deal 2d8 lightning and thunder damage to every creature in a close blast 3.

👻 Ghost Sound (standard; at will) ♦ Arcane, Illusion

Ranged 10; targets one object or unoccupied square; Jallapierie causes a sound to emanate from the target. See the wizard entry in the *Player's Handbook* for more specifics.

Jallapierie, Human (Thonian) Level 17 Artillery Wizard
 Medium natural humanoid XP 1,600

Light (minor; at will) ♦ Arcane

Ranged 5; targets one object or unoccupied square; The target sheds bright light that fills the target’s square and all squares within 4 squares of it. The light lasts for 5 minutes, and extinguishing it is a free action. **Special:** Jallapierie can have only one light cantrip active at a time. If he creates a new one, the old one winks out.

Mage Hand (minor; at will) ♦ Arcane, Conjunction

Ranged 5; Jallapierie conjures a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing up to 20 pounds or less, and carries it up to 5 squares. See the wizard entry in the *Player’s Handbook* for more specifics. (Sustain Minor) **Special:** Jallapierie can create only one hand at a time.

Prestidigitation (standard; at will) ♦ Arcane

Ranged 2; Jallapierie can use this power to perform a number of minor effects. (See the wizard entry in the *Player’s Handbook*.)

Alignment Good	Languages Common, Draconic, Elven	
Skills Arcana +18, History +18		
Feats Ritual Caster		
Str 11 (+8)	Dex 13 (+9)	Wis 16 (+11)
Con 16 (+11)	Int 22 (+14)	Cha 12 (+9)

Equipment *Scathe* (+3 vicious dagger), *stormcloud* (+3 staff of storms)

Spell Focus On a daily basis, Jallapierie can choose to replace prismatic beams with wall of ice, and stonewall with fly. See the *Player’s Handbook* for details on these spells.

Rituals Arcane Lock, Detect Object, Endure Elements, Eye of Alarm, Floating Disk, Linked Portal, Magic Circle, Magic Mouth, Make Whole, View Location

KING UTHER ANDAHAR, THE RECTIFIER

The latest in a long line of Andahar barons, Uther was the first to receive an education outside Blackmoor. As a young man, Uther attended university in the imperial capital of Mohacs. There, the king-to-be learned how far the Thonian Empire had fallen since its glory days. He saw the corruption and sloth and greed at Thonia’s highest levels. Most of what passed for “education” at the university was little more than rote recitation of imperial dogma, with no questioning or expansion of thought. Uther returned to Blackmoor disillusioned but determined to make a difference. As baron, he encouraged invention and scientific advancement, supported cultural studies, and began planning the institute that would become the University of Blackmoor.

Despite his disenchantment with the Thonian Empire, Uther was loyal until the coming of the Afridhi. The emperor, unaware (or uncaring) of the invasion’s true brutality, chose to send emissary after emissary to the Afridhi in hopes of a settlement, despite the fact that the invaders sacrificed all such envoys to their fiery god. When Uther led several successful counterattacks against the invaders, the emperor



demanding he be arrested and brought to Mohacs to stand trial for treason.

This, then, was the spark that ignited the rebellion and led to the creation of Blackmoor as an independent kingdom. Against all odds, and with the help of a number of powerful allies and local lords, Uther fought off both Thonia and the Afridhi—and, later, Skandaharian raiders, the Egg of Coot’s minions, and an attempted rebellion by the Wizards’ Cabal. Although he is a skilled fighter, Uther is far more renowned for his intelligence and brilliant grasp of strategy and tactics. He is known in the North as “the Rectifier” for his success in shaking off the oppressive Thonian Empire and correcting its numerous social injustices. In Thonia, of course, he is viewed with less affection; there he is called “Black Uther,” and has, in fact, been condemned to death in absentia.

In the time since he took the crown, Uther has taken great steps not merely to protect Blackmoor, but to advance the realm culturally. The University of Blackmoor is only the most well known of Uther’s many social programs, and while most of the peasantry is still uneducated and struggling, they are far better off than their brethren in other lands. Uther has opened up new lands for expansion beyond the Crystal Peaks and instituted a system of patrols and maintenance that make Blackmoor’s roads safe and in good repair.

Today, one of Uther’s greatest concerns is not his kingdom’s present state, but its future. This concern is shared by many of the other local lords, for the king has no heir. The Regency Council is certainly capable of ruling—as it has done during several of Uther’s absences—but an assembly cannot win a people’s heart. Soon, Uther must marry and father an heir, or



else choose a successor from among Blackmoor's lords. He is not yet an old man, but neither is he as young as he once was, and he is wise enough to know that he is unlikely to live to old age, considering how many enemies he has and how many threats face the kingdom.

Uther is surprisingly slight for a man of his overwhelming presence. He has dark hair and eyes and wears a thick, neatly trimmed beard. His appearance changes on occasion, as he is fond of assuming any one of a handful of disguises and going out among his people, both to learn their thoughts and simply to enjoy popular entertainments, such as bards, jugglers, and actors, alongside a hefty mug of ale.

LORTZ KHARNUNDRHUM, REGENT OF THE MINES



Few dwarves are as revered or as honored as the Lord Regent of the Mines. His rule is based on his people's economy, and he only occasionally bows to the will of the king of dwarves. The young Lortz Kharnundrhum has stepped up to the responsibility of this grand role. Since his father's disappearance over a decade ago, Lortz assumed his father's place as the Lord Regent.

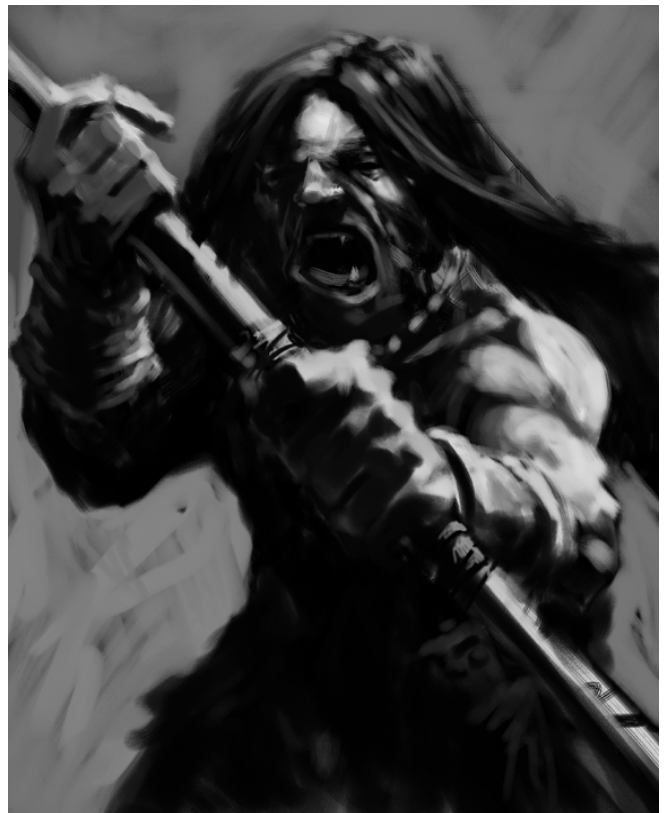
Lortz is an intimidating dwarf. His coal black hair and intense blue eyes seem to reach out and strangle anyone foolish enough to meet his gaze. Legends hold, in the courts of the dwarves, that Lortz has some divine blood running through his veins that makes him invulnerable to the weapons of mortals. This is a rumor that Lortz, and his closest advisors, do not deny.

Standing nearly five feet tall, Lortz is tall for one of his race. His muscular body is creased by a number of scars that he earned in a year-long quest for his father. Common thought holds that Lortz' father, Uberstar Khazakhum, ran across a unit of orcs of the Black Hand that were attempting to gain a foothold in the southeastern Crystal Peaks. When Lortz returned from his search, all he could find was his father's breastplate, helmet, and axe—named tharm—hanging on a "pigpole" (an orcish tribal standard) that was mounted on a pile of dead dwarves.

Lortz continues his father's goodwill diplomacy with the leaders of both men and elves. He has met some resistance from his own council when dealing with the elves, but they are happy to work with the new Kingdom of Blackmoor. Secretly, Lortz has entered into a private alliance with King Uther and Lord Menander Ithamis to safeguard the North from the growing threats of the Afridhi, the orcs of the Black Hand, the Iron Duke, and the Egg of Coot. Publicly, Lortz throws open the vaulted doors of the dwarven realms to merchants of all of the goodly races. He attempts to wrest a trade alliance with the Wizard's Cabal for exclusive mining rights to the magical gems the Cabal needs to make their focus crystals.

MARFELDT THE BARBARIAN

Bards' songs and taverns' tales tell of a daring and reckless adventurer that is simply known as Marfeldt the Barbarian.



The tales tell of the thousands of times he has saved the North from certain doom, sacked the treasuries of the most powerful

merchant houses, and then spent all his spoils on an evening of debauchery and excess. He is glorified as the warrior-general that charges headlong into the fray, spells rolling off his back like droplets of water, leading the armies of a dozen nations to victory over their enemies. He is said to be the personification of strength, vitality, and vigor. His legendary parties last for weeks and do not end until taverns and inns lie in burnt ruins, with their proprietors holding sacks filled with gold and jewels. Would-be heroes emulate him, merchants fear his mighty appetites, and women swoon over him.

In reality, the man known as Marfeldt could not be further from that legend. He is an intelligent and strong leader who weighs the outcomes of battles that have yet to be fought. He is a grim man who does not look for adventure, only peace for Blackmoor. The stories of his youth follow him well beyond his reckless days. When in the Kingdom of Blackmoor, the Regency Council keeps a close watch on this darkly handsome giant of a human, for some say (far from his hearing) that he is the harbinger of disasters and war.

Marfeldt the Barbarian, Human (Thonian) Warlord Medium natural humanoid	Level 19 Soldier (Leader) XP 2,400
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Initiative 12 **Senses Perception** 9; **Combat Leader Aura** 10; Marfeldt and all allies within the area who can see and hear him gain a +2 power bonus to (already factored in to Marfeldt's initiative, above)

HP 168; **Bloodied** 84
AC 33; **Fortitude** 34, **Reflex** 30, **Will** 33
Speed 7

⚔ **Longsword** (standard; at will) ♦ **Weapon**
+23 vs. AC; 1d8+12 damage.

🏹 **Longbow** (standard; at will) ♦ **Weapon**
Range 20/40; +19 vs. AC; 1d10+8 damage.

⚔ **Mountain Breaking Blow** (standard; encounter) ♦ **Martial, Weapon**
+23 vs. AC; 3d8+12 damage, plus target pushed 3 squares. Effect: After the attack, Marfeldt can shift the same distance he pushed the target; he must end this shift adjacent to the target.

⚔ **Force Retreat** (standard; encounter) ♦ **Martial, Weapon**
+23 vs. Reflex; 1d8+12 damage, plus target pushed 2 squares. Make a secondary attack against each enemy that was adjacent to the primary target, is the target's size or smaller, and is within Marfeldt's reach. Secondary attack: +23 vs. Fortitude; 2d6+12 damage, plus target pushed 1 square.

⚔ **Windmill of Doom** (standard; daily) ♦ **Martial, Weapon**
+23 vs. AC; 3d8+12 damage, plus each ally of Marfeldt's who is adjacent to the target makes a melee basic attack against it as a free action.
Miss: One ally of Marfeldt's choice adjacent to the target makes a melee basic attack against it as a free action.

Marfeldt the Barbarian, Human (Thonian) Warlord Medium natural humanoid	Level 19 Soldier (Leader) XP 2,400
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Iron Warrior (minor; daily) ♦ **Healing, Martial**
Marfeldt spends a healing surge, regains 2d6+3 additional hit points, and makes a saving throw against one effect that a save can end.

🏹 **Bolt of Genius** (standard; daily) ♦ **Martial**
Ranged 5; targets one ally; the target regains an encounter power he or she has already used.

↩ **Inspiring Word** (minor; thrice per encounter) ♦ **Divine, Healing**
Close burst 10; affects Marfeldt himself or one ally in the burst; the target may spend a healing surge and also regain an additional 4d6 hit points.

Alignment Unaligned **Languages** Common, Giant
Skills Athletics +19, Intimidate +18
Feats Fleet-Footed, Student of the Sword, Acolyte Power, Novice Power

Str 20 (+14)	Dex 12 (+10)	Wis 11 (+9)
Con 16 (+13)	Int 14 (+11)	Cha 19 (+13)

Equipment +4 feyleather armor, amulet against magic +4 (page 138), light shield, longsword, longbow (20 arrows)

MELLO FEATHERTOES

Halflings are common in Blackmoor's cities and towns. However, Mello Feather toes is not a common halfling. Mello stands over five feet tall and weighs nearly 180 pounds. He is the largest halfling to ever have been born in the North. His large stature has provided him with many opportunities in his 30 years of life.

When he was a younger man, Mello joined the Blackmoor rebellion in favor of Uther Andahar. He quickly became a hero, working in many different groups sent to undermine imperial authority throughout the region. Among his closest companions were Willem of the Heath, also known as the "Blue Rider."

When the rebellion was over and the newly-formed Kingdom of Blackmoor was getting to its feet, the Regency Council approached Mello and invited him to join them. Mello declined the honor, as he enjoyed the adventurer's life. On occasion, Mello works with the Regency Council on important missions, especially missions that involve ferreting out traitors and averting sabotage within the borders of Blackmoor.

Mello is known for his love of horses, an unusual trait for a halfling. He has a stable with nearly two-dozen head. He and his friend Willem are found at the Comeback Inn whenever they are in the area. They have been known to travel in disguise to recruit operatives for the Regency Council's plots and missions.



Mello Feathertoes, Halfling Paladin Level 11 Soldier
Small natural humanoid XP 600

Initiative 6 Senses Perception 7

HP 102; Bloodied 51

AC 24 (26 against opportunity attacks); Fortitude 25, Reflex 22, Will 25 Saving Throws +5 against fear

Speed 5

⚡ Ironbolt (standard; at will) ♦ Lightning, Weapon

+16 vs. AC; 1d6+9 normal or lightning damage (free action to switch) (+1d6 lightning on crit).

🏹 Sling (standard; at will) ♦ Keyword

Range 10/20; +13 vs. AC; 1d6+8 damage.

⚡ Divine Challenge (minor; at will) ♦ Divine Radiant

Close burst 5; targets one creature; the target is marked until Mello uses this power against another target, or fails to engage the target (see the *Player's Handbook*). If the target makes an attack that doesn't include Mello as a target, it takes a -2 penalty to attack rolls and 10 radiant damage.

⚡ Lightning Weapon (free; daily) ♦ Lightning

Use this power when Mello hits with Ironbolt; the target and each enemy within 2 squares of the target take 1d6 lightning damage.

⚡ Bolstering Strike (standard; encounter) ♦ Divine, Weapon

+16 vs. AC; 1d6+9 normal or lightning damage, plus Mello gains 2 temporary hit points.

⚡ Just Radiance (standard; encounter) ♦ Divine, Implement, Radiant

Close burst 5; targets marked enemies only; +14 vs. Will; 2d8+9 radiant damage, and until the end of Mello's next turn, the target cannot make an attack that does not include him.

⚡ Thunder Smite (standard; encounter) ♦ Divine, Thunder, Weapon

+16 vs. AC; 2d6+9 thunder damage, and the target is knocked prone. This attack scores a critical hit against marked targets on a 19-20.

⚡ One Stands Alone (standard; daily) ♦ Divine, Implement, Radiant

Close burst 1; targets enemies only; +14 vs. Will; 2d8+9 radiant damage. Effect: The targets are weakened (save ends)Special: Mello cannot use this power if any allies are within 5 squares of him.

⚡ Turn the Tide (standard; daily) ♦ Divine

Close burst 3; Mello and all allies in burst make saving throws against every effect that a save can end.

🏹 Divine Bodyguard (minor; daily) ♦ Divine

Mello chooses an ally within 5 squares. He takes half that ally's damage until the end of the encounter or until he ends the effect as a free action. No power or effect can reduce the damage Mello takes from this power.

⚡ Lay on Hands (minor; at will, but only twice per day) ♦ Divine, Healing

Mello spends a healing surge but regains no hit points; the touched creature regains hit points as if it had spent a healing surge. Mello must have at least one healing surge remaining to use this power.

Mello Feathertoes, Halfling Paladin Level 11 Soldier
Small natural humanoid XP 600

Second Chance (Immediate interrupt; encounter) ♦

When an attack hits Mello, he may force the enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

Alignment Good Languages Common, Dwarf

Skills Endurance +12, Religion +11

Feats

Str 18 (+9) Dex 13 (+6) Wis 14 (+7)

Con 14 (+7) Int 13 (+6) Cha 18 (+9)

Equipment Plate armor, small shield, scarab of survival +3 (functions as cloak of survival), *ironbolt* (+1 lightning short sword), sling (20 bullets), holy symbol

MENANDER ITHAMIS, LORD OF THE CUMASTI ELVES

Menander Ithamis was born during one of the most turbulent times in elven history, barely a year before the official separation of the Cumasti and Westryn nations. At that time, his father, Comelar Ithamis, was the Lord of the Northern Elves and the leader of the Cumasti of the Redwoods. Menander grew up amid the political strife that rocked his people and witnessed the rapid growth of human settlements around his ancestral home. His father preached peace, and he witnessed his father's ability to strengthen alliances between the elves, dwarves, and humans.

Upon his father's death, over a century ago, Menander ascended to the seat of ruler of the Cumasti elves of the Redwoods. He spent a great deal of time disguised, walking among both men and elves. He learned that not all was well with the humans, that rebellion lurked on their horizon. During his reign, he attempted to accelerate the Cumasti understanding of human behavior and tried to sway the Elder Council to help the fledgling humans in their struggle for freedom. The Elder Council and the general Cumasti population opposed this aid, but eventually Menander was granted permission to take direct actions in the affairs of men if the inevitable rebellion spilled into the Redwoods.

Secretly, Menander took it upon himself to supply the rebel humans with food and weaponry. During this time Menander met the young human rebellion leader, Uther Andahar. Menander won the support of the Cumasti by defending their interests throughout the northern territories and by uniting all Cumasti east of Booh. When the rebellion ended, Menander was named Lord of the Northern Elves and crowned in Ringlo Hall. Among those in attendance were the newly crowned King Uther Andahar and his appointed Regency Council of Blackmoor.

Since his coronation, a little more than a decade ago, Menander fights against the various elven factions that wish to control him. Each group attempts to use Menander's position against the other factions. However, Menander is intelligent enough to use these factions to further his own

goals. Menander works to establish a fragile alliance with the dwarven Regent of the Mines, Lortz Kharnundrhum. While this meets with some limited success, the Cumasti population as a whole does not wish to be a part of the world's affairs.

Menander, Uther, and Lortz work together to secure a functional confederacy among the North's humans, elves, and dwarves. Such an alliance would unify the region and solidify the area as a political powerhouse. Thus far, the confederacy is only able to suppress the tensions between the Cumasti and the dwarves, and maintain a cordial relationship between the Cumasti and humans. This was a struggle, as Menander's supporters wish for him to work toward a Westryn-Cumasti reunification or feel that the humans and dwarves pose a threat to their way of life. Recently, Menander bestowed the title of "Elf Friend" on a group of humans, stirring up a hotbed of intrigue among the Cumasti factions.

PESHWAN NA SHEPRO, BARON OF DRAGONIA

Shepro grew up among the Bortai clan of Peshwah horsemen, where he learned the value of honor and loyalty. Other than brief tales, little is known of Shepro's earliest years before he came to Blackmoor as a young warrior looking for work. What he found was an army building in Blackmoor and he immediately entered its service as a sub-lieutenant in the cavalry.

During his meteoric rise in rank, Shepro, along with a few other Bortai horsemen, caught King Uther's eye. When the rebellion in Blackmoor ended, Peshwan na Shepro received a grant of land in the newly formed barony of Dragonia along the kingdom's southern border. This action secures the border and grants Uther eyes over the Peshwah of the Eastern Hak. The new baron of Dragonia proves an invaluable asset to Blackmoor; since he was given his title, Peshwah raids have ceased almost entirely.

Shepro is in his middle years, but holds his youthful appearance. Where he should be a mass of scars from his numerous battles, he is nearly pristine. This purity earns him the reputation of being one of the luckiest generals to serve during the Blackmoor rebellion. Shepro is intelligent and cunning, and rumors persist that he can smell an ambush from more than a mile away.

The Regency Council of Blackmoor named Shepro its consultant in affairs of honor and dueling. In the last five years, Shepro and the Regency Council established nine dueling academies throughout Blackmoor and Dragonia. Even though Dragonia has yet to become an official barony, Uther and Shepro work in unison to ensure the peace and prosperity of both nations.

Peshwan na Shepro, Human (Peshwah) Level 13 Soldier
Fighter
Medium natural humanoid XP 800

Initiative 6 Senses Perception 9

HP 116; Bloodied 58

AC 28; Fortitude 28, Reflex 23, Will 25

Speed 6

⚡ Peacemaker (standard; at will) ♦ Necrotic, Weapon

+17 vs. AC; 1d8+9 damage (+2d6 necrotic damage on crit).
Special: If Peshwan drops a foe to 0 hit points or fewer with peacemaker, he gains 5 temporary hit points.

⚔ Combat Challenge

Any time Peshwan attacks a foe, he can choose to mark that target. The mark lasts until the end of his next turn. While marked, the target takes a -2 penalty to attack rolls for any attack that doesn't include Peshwan as a target. Whenever a marked enemy that is adjacent to Peshwan shifts or makes an attack that does not include him, Peshwan can make a melee basic attack against that enemy as an immediate interrupt.

⚔ Cleave (standard; at will) ♦ Martial, Necrotic, Weapon

+17 vs. AC; 1d8+9 damage (+2d6 necrotic damage on crit). If the attack hits, Peshwan also deals 4 points of damage to another enemy adjacent to him.

⚔ Thicket of Blades (standard; daily) ♦ Martial, Necrotic, Reliable, Weapon

Close burst 1; targets enemies only; +17 vs. AC; 3d8+9 damage (+2d6 necrotic damage on crit), and target is slowed (save ends).

⚔ Storm of Blows (standard; encounter) ♦ Martial, Necrotic, Weapon

+17 vs. AC; 1d8+9 damage (+2d6 necrotic damage on crit).
Effect: After the attack, Peshwan can shift 1 square and repeat the attack against another target within reach. He can then shift 1 square and repeat the attack against a third target within reach. After the final attack, he can shift 1 square.

⚔ Masterstroke (standard; encounter) ♦ Martial, Necrotic, Weapon

+19 vs. AC; 2d8+9 damage (+2d6 necrotic on crit).

⚔ Ultimate Parry (immediate reaction; daily) ♦ Martial

When Peshwan is damaged by an attack, he may reduce that damage by 13.

⚔ Into the Fray (minor; encounter) ♦ Martial

Peshwan can shift 3 squares, as long as he ends his move adjacent to an enemy.

Alignment Unaligned Languages Common, Peshawahian

Skills Athletics +15, Endurance +12

Feats

Str 19 (+10) Dex 11 (+6) Wis 16 (+9)

Con 12 (+7) Int 13 (+7) Cha 17 (+9)

Equipment Scale armor, *peacemaker* (+2 lifedrinker longsword), battlestrider greaves

CREATURES OF BLACKMOOR

THE BORDERS OF THE NORTH are meaningless to the terrible and often deadly monstrosities that roam the land. A number of horrors are found even in settled areas. Given the age and topography of the land, and the amount of intense magical energy within it, there are few creatures that wouldn't have a place in Blackmoor, at least potentially. This chapter presents a host of new entities that are unique to Blackmoor.

The monsters and threat levels provided are as follows:

- ◆ **Afridhi** (3 minion, 5 artillery, 5 soldier, 6 controller)
- ◆ **Beastman** (6 brute, 8 elite brute)
- ◆ **Broadgrin** (13 minion, 13 lurker)
- ◆ **Camarilla** (6 soldier, 18 soldier)
- ◆ **Frog Men** (2 minion, 2 skirmisher, 4 brute, 4 controller, 6 lurker, 7 elite soldier, 10 elite controller)
- ◆ **Goblin, Ash** (3 minion, 5 controller, 6 lurker)
- ◆ **Naliseth** (9 soldier, 13 solo brute, 20 solo brute, 27 solo soldier)
- ◆ **Orc, Balebourne** (5 minion, 5 skirmisher, 7 elite soldier, 10 minion, 10 elite artillery)
- ◆ **Sandfolk** (4 skirmisher, 5 controller, 5 soldier)
- ◆ **Skandaharian** (7 minion, 8 soldier, 10 brute, 12 brute)
- ◆ **Spirit Animal** (1 skirmisher, 2 brute, 4 skirmisher, 12 elite brute)
- ◆ **Thoul** (8 brute, 24 brute)
- ◆ **Thrall of Coot** (4 elite artillery, 5 elite controller, 18 elite artillery, template)
- ◆ **Woodscar Splinter** (17 minion, 17 lurker, 23 solo soldier)
- ◆ **Racial Traits** (ash goblin, balebourne orc, beastman, and sandfolk)



AFRIDHI

The Afridhi are a dark-skinned people with flaming red hair. Slightly shorter than other humans—only 5 feet on average—they make up for their vertical shortcomings with great physical power. They wear strange clothing marked with symbols of their god, Zugzul.



Afridhi Wildman Level 3 Minion
Medium natural humanoid XP 38

Initiative 3 **Senses Perception** 3

HP 1; a missed attack never damages a minion

AC 17; **Fortitude** 15, **Reflex** 14, **Will** 13

Speed 6

⚔ **Longsword** (standard; at-will) ♦ **Weapon**
+6 vs. AC; 5 damage.

🏹 **Longbow** (standard; at-will) ♦ **Weapon**
Range 20/40; +6 vs. AC; 4 damage.

⚔ **Barbarous Rage** (immediate reaction, when the afridhi is reduced to 0 or fewer hit points) ♦ **Weapon**

The afridhi makes an immediate melee attack on an adjacent foe.

Fury of the Horde

An afridhi wildman deals +2 damage on melee attacks when attacking a foe who is adjacent to one of the wildman's allies.

Alignment	Unaligned or Evil	Languages	Afridhian, Common
Str 18 (+5)	Dex 14 (+3)	Wis 12 (+2)	
Con 15 (+3)	Int 9 (+0)	Cha 8 (+0)	

Equipment leather armor, longsword, longbow, 20 arrows

AFRIDHI WILDMAN TACTICS

Afridhi wildmen have an instinctive grasp of pack-fighting, but they make use of few other tactics per se. They are wild and fierce fighters, with few concerns other than the shedding of blood.

Afridhi Archer Level 5 Artillery
Medium natural humanoid XP 200

Initiative 6 **Senses Perception** 4

HP 51; **Bloodied** 25

AC 18; **Fortitude** 17, **Reflex** 18, **Will** 16

Speed 6

⚔ **Hand Axe** (standard; at-will) ♦ **Weapon**
+12 vs. AC; 1d6+4 damage.

🏹 **Longbow** (standard; at-will) ♦ **Weapon**
Range 20/40; +12 vs. AC; 1d10+4 damage.

Horde Archery

When an afridhi archer hits a foe with a *longbow* attack, any afridhi with the *fury of the horde* ability deal their extra damage when attacking that foe, even if no other afridhi is adjacent to said foe. This vulnerability lasts until the end of the afridhi archer's next turn.

⚔ **Barbarous Rage** (immediate reaction, when the afridhi is bloodied, and again when reduced to 0 or fewer hit points) ♦ **Weapon**

The afridhi makes an immediate melee attack on an adjacent foe.

Alignment	Unaligned or Evil	Languages	Afridhian, Common
Str 12 (+3)	Dex 18 (+6)	Wis 14 (+4)	
Con 15 (+4)	Int 10 (+2)	Cha 8 (+1)	

Equipment leather armor, hand axe, longbow, 40 arrows

AFRIDHI ARCHER TACTICS

While willing to engage in melee if necessary, Afridhi archers prefer to remain at the extreme edge of close range, where they can make full use of their bows but easily avoid any attempt to close in on them.

Afridhi Ravager Level 5 Soldier
Medium natural humanoid XP 200

Initiative 5 **Senses Perception** 4

HP 63; **Bloodied** 31

AC 21; **Fortitude** 18, **Reflex** 16, **Will** 17

Speed 6

⚔ **Longspear** (standard; at-will) ♦ **Weapon**
Reach 2; +12 vs. AC; 2d4+4 damage.

⚔ **Longsword** (standard; at-will) ♦ **Weapon**
+12 vs. AC; 1d10+4 damage.

🏹 **Throwing Axe** (standard; at-will) ♦ **Weapon**
Range 5/10; +12 vs. ac; 1d6+4 damage.

Afridhi Ravager	Level 5 Soldier
Medium natural humanoid	XP 200

↩ Ravaging Flurry (standard; encounter) ♦ Weapon

Close burst 1; when bloodied only; +10 vs. Fortitude; 1d10+4 damage, plus target is pushed 2 and falls prone. In addition, the target is considered a viable target for any Afridhi's *fury of the horde* ability, no matter how many Afridhi or their allies are adjacent, until the end of the ravager's next turn.

‡ Barbarous Rage (immediate reaction, when the afridhi is bloodied, and again when reduced to 0 or fewer hit points) ♦ Weapon

The afridhi makes an immediate melee attack on an adjacent foe.

Fury of the Horde

An afridhi ravager deals +1d6 damage on melee attacks when attacking a foe who is also adjacent to one of the ravager's allies.

Alignment	Unaligned or Evil	Languages	Afridhian,
		Common	
Str	18 (+6)	Dex	12 (+3)
		Wis	14 (+4)
Con	15 (+4)	Int	10 (+2)
		Cha	8 (+1)

Equipment hide armor, longspear, longsword, 4 throwing axes

AFRIDHI RAVAGER TACTICS

Unsurprisingly, the ravager is nearly as mindless a foe as the wildman. He charges into melee, fighting first with his longspear but switching to the slightly more potent longsword once reach ceases to be an advantage. The ravager is willing to take a few opportunity attacks if it means moving into a position to catch many foes with ravaging flurry.

Afridhi Handmaiden of Fire	Level 6 Controller
Medium natural humanoid	XP 250

Initiative 6 Senses Perception 7

HP 72; Bloodied 37

AC 20; Fortitude 17, Reflex 18, Will 20

Resist 5 fire

Speed 6

⚔ Short Sword (standard; at-will) ♦ Weapon

+11 vs. AC; 1d6+4 damage.

🔥 Dart of Flame (standard; at-will) ♦ Fire

Range 10; +10 vs. Reflex; 1d6+5 fire damage, plus ongoing 5 fire.

🔥 Breath of Zugzul (standard; recharge 1) ♦ Fire

Area burst 2 within 20; +10 vs. Reflex; 3d6+4 fire damage, plus target is blind until the end of the handmaiden's next turn.

↩ Wrath of Zugzul (immediate reaction, when the afridhi is bloodied, and again when reduced to 0 or fewer hit points) ♦ Fire

Close burst 3, targets enemies only; +10 vs. Reflex; 3d6+4 fire damage, plus targets are pushed 3 squares. In addition, the target is considered a viable target for any Afridhi's *fury of the horde* ability, no matter how many Afridhi or their allies are adjacent, until the end of the handmaiden's next turn.

Fury of the Horde

An Afridhi handmaiden deals +1d6 damage on attacks with the fire keyword when attacking a foe who is also adjacent to one of the handmaiden's allies.

Afridhi Handmaiden of Fire	Level 6 Controller
Medium natural humanoid	XP 250

Alignment	Unaligned or Evil	Languages	Afridhian,
		Common	
Str	12 (+4)	Dex	16 (+6)
		Wis	19 (+7)
Con	16 (+6)	Int	13 (+4)
		Cha	14 (+5)

Equipment leather armor, short sword, holy symbol of Zugzul

AFRIDHI HANDMAIDEN OF FIRE TACTICS

Martial priestesses of the god Zugzul, the handmaidens of fire lead parties and hordes of Afridhi barbarians into battle. They prefer to remain close to the battle, but behind a line or two of their soldiers for protection. Unless doing so is tactically unsound, they normally open combat with their breath of Zugzul attack, trying to roast as many foes as possible.

AFRIDHI LORE

The following information can be obtained with a successful History check.

DC 15: The Afridhi are a frightening race of humans who hail from the most inhospitable parts of the Goblin Kush Mountains. Powerful warriors, the Afridhi have survived for centuries in these cold mountains by force of will and discipline. Afridhi culture is fiercely devoted to Zugzul, a horrific god of violence, darkness, and fire.

DC 20: While campaigning over the last decades, the Afridhi picked up new skills and abilities as they amalgamated different cultures and military tactics. In their eastern conquests, they learned of heavy infantry from the valley dwellers at the foot of the Goblin Kush, light cavalry from the Peshwah, and heavy cavalry from the Duchy of Ten.

DC 25: Under the leadership of their high priestess, Toska Rusa, the Afridhi have recently begun to delve into the creation of a great artifact to destroy the Kingdom of Blackmoor.

ENCOUNTER GROUPS

Afridhi normally fight solely in groups of their own brethren and their mounts, but occasionally fight alongside summoned creatures of Zugzul.

Level 5 Encounter (XP 1,102)

- ♦ 1 Afridhi ravager (level 5 soldier)
- ♦ 4 Afridhi wildmen (level 3 minions)
- ♦ 5 warhorses (level 3 brutes)

Level 7 Encounter (XP 1,650)

- ♦ 1 Afridhi handmaiden of fire (level 6 controller)
- ♦ 2 Afridhi archers (level 5 artillery)
- ♦ 3 Afridhi ravagers (level 5 soldiers)
- ♦ 2 fire bats (level 5 skirmishers)

BEASTMAN

The ferocious and often violent beastmen of the North come in many different colors and varieties, but they all share some basic physical characteristics. All beastmen are around the **size** of a fullgrown human, with long coarse fur and yellow-gold eyes. They have powerful, barrel-like chests and

Bipedal Beastman Level 6 Brute
Medium natural humanoid XP 250

Initiative 6 **Senses Perception** 9; low-light vision

HP 87; **Bloodied** 43

AC 19; **Fortitude** 19, **Reflex** 17, **Will** 17

Speed 7

⚔ **Greataxe** (standard; at-will) ♦ **Weapon**

Reach 2; +9 vs. AC; 2d8+4 damage, plus 2d8 and target knocked prone on crit.

⚔ **Bite or Gore** (standard; at-will)

+9 vs. AC; 1d12+4 damage. **Special:** The precise nature of this attack depends on the beastman's head (see Lore).

☞ **Spear** (standard; at-will) ♦ **Weapon**

Range 10/20; +9 vs. AC; 1d6+4 damage.

⚔ **Brutal Assault** (standard; recharge 6, or recharge ⚔ ☞ when bloodied) ♦ **Weapon**

The beastman makes a *greataxe* and *bite or gore* attack.

☞ **Mucus Spittle** (minor; encounter)

Range 5; +7 vs. Reflex; target blind (save ends).

Alignment Unaligned **Languages** Common

Skills Perception +9

Str 19 (+6) **Dex** 16 (+6) **Wis** 13 (+4)

Con 17 (+6) **Int** 10 (+3) **Cha** 8 (+2)

Equipment greataxe

Quadruped Beastman Level 8 Elite Brute
Medium natural humanoid XP 700

Initiative 7 **Senses Perception** 11; low-light vision, scent

HP 214; **Bloodied** 107

AC 23; **Fortitude** 23, **Reflex** 21, **Will** 19

Saving Throw 2

Speed 8

Action Point 1

⚔ **Crushing Fist** (standard; at-will)

Reach 2; +11 vs. AC; 2d8+5 damage and target knocked prone, plus 2d8 on crit.

Threatening Reach

This creature can make opportunity attacks against all enemies within its reach (2 squares).

⚔ **Bite or Gore** (standard; at-will)

+11 vs. AC; 2d6+5 damage. **Special:** The precise nature of this attack depends on the beastman's head (see Lore).

Quadruped Beastman Level 8 Elite Brute
Medium natural humanoid XP 700

⚔ **Brutal Assault** (standard; recharge ⚔ ☞, or at-will when bloodied)

The beastman makes a *crushing fist* and *bite or gore* attack.

☞ **Mucus Spittle** (minor; encounter)

Range 5; +9 vs. Reflex; target blind (save ends).

Pummel the Fallen

The beastman deals an extra 1d8 points of damage on all attacks against prone opponents.

Alignment Unaligned **Languages** Common

Skills Perception +11

Str 20 (+9) **Dex** 16 (+7) **Wis** 15 (+6)

Con 17 (+7) **Int** 7 (+2) **Cha** 8 (+3)

BEASTMAN TACTICS

The ferocious beastmen prefer melee to ranged combat, laying about with devastating axes or heavy fists. They tend to hold off on their mucus spittle until they've determined which foe is most accurate with his attacks.

BEASTMAN LORE

The following information can be obtained with a successful Nature check.

DC 15: Each beastman's head type is random, even within family units and clans. The head of almost any mammal—ape to bear, boar to bull, goat to wolf—can appear on any newborn beastman.

DC 17: A few particularly animalistic beastmen roam about on all fours. They are stronger than their upright brethren, but somewhat less intelligent.

ENCOUNTER GROUPS

Beastmen normally travel in family groups, but they have been known on occasion to domesticate other wild animals.

Level 6 Encounter (XP 1,400)

- ♦ 2 bipedal beastmen (level 6 brutes)
- ♦ 1 macetail behemoth (level 7 soldier)
- ♦ 3 dire wolves (level 5 skirmishers)

BROADGRIN

The predatory broadgrin, also called “gatormen,” are reptilian humanoids, but very clearly inhuman. Their heads are crocodilian, their eyes black and empty, their teeth ready to rend anything and everything that crosses their path. Gator-like patterns of heavy hide protect their bodies, making them difficult to harm with simple weapons, and their powerful tails are nearly as deadly as their gaping maws.

Broadgrin Clan Warrior Level 13 Minion
Medium natural humanoid (reptile) XP 200

Initiative 13 **Senses Perception** 10; low-light vision

HP 1; a missed attack never damages a minion

AC 27; **Fortitude** 27, **Reflex** 24, **Will** 24

Resist 5 weapons

Speed 5, swim 6; see also *burst of speed*

⬇ **Bite** (standard; at-will)

+18 vs. AC; 7 damage.

⬇ **Tail Slap** (standard; at-will)

Range 2; +18 vs. AC; 4 damage.

⬇ **Bite and Death Roll** (standard; at-will)

With combat advantage only; +16 vs. Fortitude; 7 damage, plus one of the following:

On land: Target is knocked prone and dazed until the end of the broadgrin’s next turn.

In water: A foe holding his breath must immediately make a DC 20 Endurance check or lose a healing surge; this is in addition to the Endurance check he normally makes at the end of his own turn, having taken damage this round.

Burst of Speed (move; recharge ☒ ☒)

The broadgrin moves at a speed of 10, or swims at a speed of 12.

Hold Breath

A broadgrin can hold its breath for up to an hour before it must start making Endurance checks. In combat, it can fight for 5 rounds before it must start making Endurance checks.

Alignment Unaligned **Languages** Common

Skills Stealth +14

Str 22 (+12) **Dex** 16 (+9) **Wis** 19 (+10)

Con 16 (+9) **Int** 8 (+5) **Cha** 7 (+4)

Broadgrin Hunter

Level 13 Lurker

Medium natural humanoid (reptile)

XP 800

Initiative 13 **Senses Perception** 10; low-light vision

HP 128; **Bloodied** 64

AC 27; **Fortitude** 27, **Reflex** 24, **Will** 24

Resist 5 weapons

Speed 5, swim 6; see also *burst of speed*

⬇ **Bite** (standard; at-will)

+18 vs. AC; 2d8+6 damage.

⬇ **Tail Slap** (standard; at-will)

Range 2; +18 vs. AC; 1d8+6 damage.

⬇ **Bite and Death Roll** (standard; at-will)

With combat advantage only; +16 vs. Fortitude; 7 damage, plus one of the following:

On land: Target is knocked prone and dazed until the end of the broadgrin’s next turn.

In water: A foe holding his breath must immediately make a DC 20 Endurance check or lose a healing surge; this is in addition to the Endurance check he normally makes at the end of his own turn, having taken damage this round.

⬅ **Fearsome Roar** (standard; daily) ♦ **Fear**

Close burst 5; affects enemies only; +16 vs. Will; targets dazed until the end of the broadgrin’s next turn.

Burst of Speed (move; recharge ☒ ☒)

The broadgrin moves at a speed of 10, or swims at a speed of 12.

Hold Breath

A broadgrin can hold its breath for up to an hour before it must start making Endurance checks. In combat, it can fight for 5 rounds before it must start making Endurance checks.

Alignment Unaligned

Languages Common

Skills Stealth +14

Str 22 (+12) **Dex** 16 (+9) **Wis** 19 (+10)

Con 16 (+9) **Int** 8 (+5) **Cha** 7 (+4)

BROADGRIN TACTICS

While broadgrins are not particularly bright, they nevertheless act with deadly animal cunning. They favor ambush attacks, often using captured humanoids as bait. Almost fearless in battle, individual broadgrins make especially formidable foes since they sacrifice themselves to provide a tactical advantage to their hunting group or clan. Groups often arrange for each member to roar in consecutive rounds, keeping the foes dazed (and granting combat advantage) as long as possible.

BROADGRIN LORE

The following information can be obtained with a successful Nature check.

DC 15: Broadgrins, sometimes known as gatormen, are the hideous result of foul breeding experiments between reptiles and humanoids. Debates rage in scholarly circles about the broadgrins’ origins.

While broadgrins clash with the various races in the Great Dismal Swamp, they do not yet have the numbers necessary to mount a successful invasion of any human settlement. For now, they are content to prey on all who enter the central regions of their swamp, occasionally mounting raids toward Oktagern.

DC 20: Some argue that broadgrins are the results of a wizard's desire to create a race of humanoids to fight against the lizardfolk and froglins of the Great Dismal Swamp. Others argue that an ancient green dragon completed mating experiments on captured maidens from the west end of Blackmoor in revenge for similar experiments performed on captive dragons. Either way, after escaping their creator the broadgrins successfully colonized a large portion of the Barrier Swamp to the north of Ten.

ENCOUNTER GROUPS

Broadgrins rarely travel in the company of anyone but other members of their clan.

Level 13 Encounter (XP 4,400)

- ◆ 14 broadgrin clan warriors (level 13 minions)
- ◆ 2 broadgrin hunters (level 13 lurkers)



CAMARILLA

Camarillas are enormous desert-dwelling lizards, raised and domesticated by the enigmatic sandfolk. Ranging from eight to nearly 12 feet in length, a camarilla's entire body is covered in thick, hardened scales. In older lizards, these scales often become encrusted with lichen, aiding in the creature's ability to hide beneath the desert sand. A camarilla's scales are most often blue and tan, their color dulling with age, with some rare specimens exhibiting crimson and even purple scales into

Camarilla Dune-Walker Level 6 Soldier
Large natural beast (mount) XP 250

Initiative 7 **Senses Perception** 6; low-light vision, scent

HP 72; **Bloodied** 36

AC 22; **Fortitude** 19, **Reflex** 17, **Will** 18

Speed 8 (sandwalk), burrow 4 (without rider only)

⬇ **Bite** (standard; at-will)

+13 vs. AC; 1d10+4 damage and target is grabbed. **Special:** The camarilla cannot make bite attacks while maintaining a grab.

⬇ **Rake** (standard; at-will)

Grabbed targets only; +11 vs. Reflex; 1d8+4 and grab is sustained.

↩ **Sand Breath** (standard; recharge [1])

Close blast 3; +11 vs. Fortitude; 3d6+4 damage, and itching and irritation cause the target to take a -2 penalty to all attack rolls, checks, and defenses (save ends).

Desert Stalker (while mounted by a friendly rider of 6th level or higher) ♦ **Mount**

The camarilla and its rider can each make Stealth checks; they then *both* use the highest of the two checks +2.

Alignment Unaligned **Languages** None, but understands Sandfolk

Skills Stealth +10 (+12 in desert surrounds)

Str 19 (+7) **Dex** 14 (+5) **Wis** 16 (+6)

Con 16 (+6) **Int** 3 (-1) **Cha** 10 (+3)

Dire Camarilla Level 18 Soldier
Huge natural beast XP 2,000

Initiative 14 **Senses Perception** 15; low-light vision, scent

HP 174; **Bloodied** 87

AC 31; **Fortitude** 31, **Reflex** 28, **Will** 30

Speed 8 (sandwalk), burrow 4

⬇ **Bite** (standard; at-will)

+25 vs. AC; 2d8+7 damage and target is grabbed. **Special:** The camarilla cannot make bite attacks while maintaining a grab.

⬇ **Rake** (standard; at-will)

Grabbed targets only; +23 vs. Reflex; 2d6+7 and grab is sustained.

↩ **Sand Breath** (standard; recharge [1])

Close blast 3; +23 vs. Fortitude; 3d8+7 damage, and target is blind (save ends).

↩ **Violent Eruption** (standard; at-will)

Dire Camarilla Level 18 Soldier
Huge natural beast XP 2,000

Close burst 3; the camarilla sprays and shifts the desert sands as it rises out of the earth; +23 vs. Reflex; 1d10+7 damage, plus knocked prone.

Aftereffect: The area is considered difficult terrain for the remainder of the encounter. (This does not impede the camarilla, due to its sandwalk ability.)

Alignment Unaligned **Languages** -
Skills Stealth +17 (+19 in desert surrounds)
Str 25 (+16) **Dex** 17 (+12) **Wis** 22 (+15)
Con 22 (+15) **Int** 3 (+5) **Cha** 10 (+9)

CAMARILLA TACTICS

Camarilla lizards prefer to disorient their prey with their sand clouds (sucked up from their surroundings and stored in their loose, hanging jowels), and then move in to finish the job with their long, saber-like claws.

They prefer to lay in wait and ambush their prey. Packs of camarilla can prove especially dangerous, with one or two of the lizards herding their prey into an ambush by others.

CAMARILLA LORE

The following information can be obtained with a successful Nature check.

DC 15: A true native of the Valley of the Ancients, the camarilla lizard can also be found in other northern deserts.

DC 20: Camarilla are remarkably receptive to training if captured as youths or reared from infancy. The sandfolk are the only people to make a common practice of this, and they use the camarilla as both mounts and sentries for their camps.

DC 25: Although rare, a much larger strain of camarilla exists. They are wild, vicious hunters, and unlike their smaller cousins, they do not appear prone to domestication or training.

ENCOUNTER GROUPS

In the wild, camarillas are found in family clutches. (For camarillas with sandfolk, see that entry.) Dune-walkers and dire camarillas are never found together, and in fact the latter view the former as viable prey.

Level 18 Encounter (XP 10,000)

♦ 5 dire camarillas (level 18 soldiers)

FROG MEN

Bestowed by outsiders upon the various creatures hailing from Frog Island and the Temple of the Frog, “frog men” is a blanket term that refers to a wide variety of slimy, revolting, and evil amphibious peoples.

LORE

The following information can be obtained with a successful Nature check.

DC 15: Frog men, of which there are many varieties, hail from the depths of the Great Dismal Swamp. They revere the terrible powers of the Temple of the Frog, and are the core of the Cult of Brr’bb’t. “Frog men” is the name bestowed upon them by the region’s inhabitants, not what they call themselves.

DC 20: Froglins grow from “biter” tadpoles; the precise type into which a biter grows is dependent on environment and temperature, not genetics. Stalkers are specially bred for scouting and assassination.

DC 22: The frogmother is found primarily in and around froglin breeding ponds, but they are sometimes found dwelling deep in subterranean lakes. Rumors abound that some of them may have moved up into other areas of Blackmoor, primarily along the slower running major rivers.

DC 25: A very rare few biters instead grow into “high frogs,” and only frogmothers can birth new biters.

DC 30: The original founders of the Cult of Brr’bb’t were a race of amphibians now extinct. The cult eventually attracted humanoid members, who continued its practices after their leaders had died off.

DC 32: The frog men living today are not true descendants of the founding amphibians, but were created by a cult leader known as Saint Stephen. Using magics and technologies stolen from the City of the Gods, he mutated mundane amphibian stock into the horrific frog men of today.

FROGLIN

The most infamous of the frog men species, froglins are stocky humanoids with huge googly eyes, gray-green flesh, and broad, froglike smiles. They are amphibious, cold-blooded creatures that prefer to spend much of their time embedded in the muck at the bottom of the filthiest pools.

All froglins appear to glisten as though slimy, even though they can be quite dry when not immersed in water, and their expressions are utterly alien and unreadable to mammalian humanoids.

Froglin Hopper		Level 2 Minion
Small natural humanoid (aquatic)		XP 31
Initiative 4	Senses Perception 3; low-light vision	
HP 1; a missed attack never damages a minion		
AC 16; Fortitude 14, Reflex 15, Will 14 (12 against charm, dominate, or fear effects)		
Speed 8, swim 8; see also <i>hop</i> and <i>shifting hop</i>		
⚔ Spear (standard; at-will) ♦ Weapon		
+7 vs. AC; 4 damage.		



Froglin Hopper		Level 2 Minion
Small natural humanoid (aquatic)		XP 31
⚔ Kick (standard; at-will)		
+7 vs. AC; 3 damage.		
Hop (move or as part of a charge; at-will)		
The froglin can jump a distance equal to half its move speed (normally 4). This movement ignores difficult terrain. The froglin may initiate a <i>hop</i> as part of a charge, in place of its normal movement.		
Shifting Hop		
Froglins move 2 squares when they shift, rather than the standard 1, and ignore difficult terrain when doing so.		
Alignment Evil	Languages Froglin	
Skills Athletics +6 (+11 when jumping), Stealth +9		
Str 11 (+1)	Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)	Int 7 (-1)	Cha 6 (-1)
Equipment Spear		

Froglin Leaper Level 2 Skirmisher
Small natural humanoid (aquatic) XP 125

Initiative 6 **Senses Perception** 3; low-light vision

HP 38; **Bloodied** 19

AC 16; **Fortitude** 14, **Reflex** 15, **Will** 14 (12 against charm, dominate, or fear effects)

Speed 8, swim 8; see also *hop* and *shifting hop*

⬇ **Spear** (standard; at-will) ♦ **Weapon**

+7 vs. AC; 1d10+3 damage.

⬇ **Kick** (standard; at-will)

+7 vs. AC; 1d6+3 damage.

Hop (move or as part of a charge; at-will)

The froglin can jump a distance equal to half its move speed (normally 4). This movement ignores difficult terrain. The froglin may initiate a *hop* as part of a charge, in place of its normal movement.

Leaping Assault (standard; at-will)

When the froglin makes a charge attack using its hop ability, it makes both a spear and kick attack at the culmination of the charge.

Shifting Hop

Frogfins move 2 squares when they shift, rather than the standard 1, and ignore difficult terrain when doing so.

Alignment Evil **Languages** Froglin

Skills Athletics +6 (+11 when jumping), Stealth +9

Str 11 (+1) **Dex** 17 (+4) **Wis** 14 (+3)

Con 14 (+3) **Int** 7 (-1) **Cha** 6 (-1)

Equipment Spear

FROGLIN HOPPER AND LEAPER TACTICS

These frogfins prefer to fight en masse. Too cowardly to engage in single combat, frogfins seek to down their opponents under waves of hopping spear attacks. Using their great mobility to leap to the flanks and rears of their foes, they concentrate their strength against single foes before moving on to their next targets.

FROGLIN BITERS

Biters resembles a queer jet-black tadpole with a vicious biting maw that allows the creature's head to open up almost twice as thick its torso. A biters' body can grow up to two inches in length with a maw almost an inch in diameter.

As they mature, they produce small rubbery arms, legs, and occasional spines and fins. Eventually, if left in a breeding pond, a biter grows into one of the species of froglin—or, on occasion, a high frog—depending on the temperature and nutrient qualities of the water.

Froglin Biter Swarm Level 4 Brute
Medium natural beast (aquatic, blind, swarm) XP 175

Initiative 6 **Senses Perception** 2; tremorsense 20

Swarm Attack Aura 1; the biter swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Churning Waters Aura 2, functions in the water only; the Athletics DC to swim in these squares increases by 2; creatures with a swim speed are unaffected.

HP 65; **Bloodied** 32

AC 16; **Fortitude** 16, **Reflex** 17, **Will** 14

Resist half damage from melee and ranged attacks; **Vulnerability** 5 close and area attacks

Speed 1, swim 5

⬇ **Bite** (standard; at-will)

+5 vs. Fortitude; 2d6+4 damage, plus 5 ongoing (save ends).

Aftereffect: Ongoing damage is caused by tadpole burrowing through the flesh. A creature that is reduced to 0 hp or fewer by this ongoing damage is not slain; instead, its brain is replaced with the bloating tadpole. The creature retains its abilities, but becomes slavishly loyal to the Cult of Brr'bb't, and to the nearest frogmother. After several months of this service, the victim begins to take on the appearance of a froglin (albeit of the victim's natural size). Only the death and resurrection of the victim can remove this slavish loyalty, or the physical changes.

Alignment Unaligned **Languages** -

Skills

Str 10 (+2) **Dex** 18 (+6) **Wis** 11 (+2)

Con 15 (+4) **Int** 1 (-3) **Cha** 1 (-3)

FROGLIN BITER TACTICS

Biters swarm anything they identify as prey—specifically, almost any non-amphibian living being that enters their pool. They feed off the flesh of most, but occasionally a single biter from the swarm infiltrates the body of a living creature, potentially consuming its mind and transforming it into a “frog-minded” creature. They do this instinctively, as biters are almost completely unintelligent.

FROGLIN CROAKERS

The largest of the “normal” frogfins (though still small creatures), croakers have broad shoulders and abnormally wide heads. Beneath that head billows a fleshy throat sac, capable of inflating to astonishing size.

Froglin Croaker Level 4 Controller (leader)
Small natural humanoid (aquatic) XP 175

Initiative 4 **Senses Perception** 6; low-light vision

HP 55; **Bloodied** 27

AC 18; **Fortitude** 16, **Reflex** 16, **Will** 17 (15 against charm, dominate, or fear effects)

Speed 8, swim 8; see also *hop* and *shifting hop*

⬇ **Spear** (standard; at-will) ♦ **Weapon**

+9 vs. AC; 1d6+4 damage.

Froglin Croaker Level 4 Controller (leader)
Small natural humanoid (aquatic) XP 175

⚡ **Kick** (standard; at-will)
+7 vs. AC; 1d4+4 damage.

⚡ **Thunderous Croak** (standard; at-will) ♦ **Thunder**
Ranged 10; +8 vs. Fortitude; 1d6+4 thunder damage and target is deafened until the end of the croaker's next turn.

✱ **Illusory Threat** (standard; encounter) ♦ **Illusion, Psychic**
Area burst 1 within 10; affects enemies only; +8 vs. Will; 3d6+4 psychic damage, plus targets are dazed until the end of the croaker's next turn, and grant combat advantage to all foes (save ends).

⬅ **Buttressing Croak** (minor; recharge ☞ ☞)
Close burst 3; allies in the burst gain 5 temporary hit points and may make one immediate saving throw to end an ongoing condition or damage.

Hop (move or as part of a charge; at-will)
The froglin can jump a distance equal to half its move speed (normally 4). This movement ignores difficult terrain. The froglin may initiate a [i]hop[/i] as part of a charge, in place of its normal movement.

Shifting Hop
Froglins move 2 squares when they shift, rather than the standard 1, and ignore difficult terrain when doing so.

Alignment	Evil	Languages	Froglin
Skills	Athletics +7 (+12 when jumping)		
Str	11 (+2)	Dex	15 (+4)
		Wis	18 (+6)
Con	15 (+4)	Int	7 (+0)
		Cha	6 (+0)

Equipment 6 spears

FROGLIN CROAKER TACTICS

Croakers aren't much for direct combat. They remain near the fray, enough to aid their allies, but otherwise hang back, and then to retreat squawking if melee combatants draw too near.

FROGLIN STALKER

More wiry and slightly shorter than their cousins, stalkers are specifically bred as scouts and assassins. Their skin often boasts the yellow, red, and black patterns of more tropical frogs, yet the slimy texture of their hide prevents those colors from shining brightly enough to give away their positions.

Froglin Stalker Level 6 Lurker
Small natural humanoid (aquatic) XP 250

Initiative 11 **Senses Perception** 5; low-light vision
HP 72; **Bloodied** 36
AC 20; **Fortitude** 18, **Reflex** 19, **Will** 17 (15 against charm, dominate, or fear effects)

Speed 8, climb 4, swim 8; see also *hop* and *shifting hop*

⚡ **Spear** (standard; at-will) ♦ **Weapon**
+11 vs. AC; 1d10+4 damage.

⚡ **Kick** (standard; at-will) ♦
+11 vs. AC; 1d8+4 damage.

Froglin Stalker Level 6 Lurker
Small natural humanoid (aquatic) XP 250

⚡ **Dart** (standard; at-will) ♦ **Weapon**
Range 5/10; +11 vs. AC; 2d4+4 damage.

⚡ **Dazzling Kick** (standard; recharge ☞ ☞)
+9 vs. Fortitude; 1d8+4 damage, and the target is considered distracted until the end of the stalker's next turn.

Distracted: The creature grants the stalker combat advantage, and the stalker may attempt Stealth checks against the creature (though if the creature still has line of sight to the stalker at the start of its turn, it can see the stalker normally).

⬅ **Dart Barrage** (standard; encounter) ♦ **Weapon**
Close burst 3; +11 vs. AC; 3d6+4 damage and targets are considered distracted until the end of the stalker's next turn.

Hop (move or as part of a charge; at-will)
The froglin can jump a distance equal to half its move speed (normally 4). This movement ignores difficult terrain. The froglin may initiate a *hop* as part of a charge, in place of its normal movement.

Shifting Hop
Froglins move 2 squares when they shift, rather than the standard 1, and ignore difficult terrain when doing so.

Combat Advantage
The stalker deals +2d6 damage with melee and ranged attacks.

Alignment	Evil	Languages	Froglin
Skills	Athletics +8 (+13 when jumping), Stealth +12		
Str	11 (+3)	Dex	19 (+7)
		Wis	14 (+5)
Con	16 (+6)	Int	7 (+1)
		Cha	6 (+1)

Equipment Spear, darts (12)

FROGLIN STALKER TACTICS

Hide. Attack from hiding. Try to hide again. Let your allies bear the brunt of the sharp things while you're maneuvering for a perfect shot.

HIGH FROGS

The so-called High Frogs, the frogmother and the blood frog, are nearly holy figures to the froglins, and potent weapons in the arsenal of the Cult of Br'bb't. Any enclave where the cult holds sway is sure to have both of these creatures in residence.

BLOOD FROG

Blood frogs resembles large carnivorous amphibians the size of thickset wolves. The creature has an enormous maw full of sharp spiky teeth and powerful legs that propel it forward towards prey.

Blood Frog	Level 7 Elite Soldier
Medium natural beast (aquatic)	XP 600

Initiative 8 **Senses Perception** 11; low-light vision, scent

HP 156; **Bloodied** 78

AC 25; **Fortitude** 22, **Reflex** 21, **Will** 19

Saving Throw 2

Speed 8, swim 8; see also *hop*

Action Point 1

⬇ **Bite** (standard; at-will)

+14 vs. AC; 2d8+4 damage plus 5 ongoing poison.

⬇ **Tongue** (immediate reaction when a foe moves adjacent to the blood frog from farther away, or shifts while adjacent to the blood frog; at-will)

+12 vs. Reflex; 1d12+4 poison damage.

⬇ **Flattening Leap** (standard; recharge ☒ ☒)

The blood frog leaps up to 4 squares and lands atop a target; this does not draw an opportunity attack from the target; +12 vs. Reflex; 3d10+4 damage, plus target is knocked prone and dazed until the end of the blood frog's next turn. After it makes its attack, it ends its move in a square adjacent to the target (frog's choice).

Hop (move or as part of a charge; at-will)

The blood frog can jump a distance equal to half its move speed (normally 4). This movement ignores difficult terrain. The blood frog may initiate a *hop* as part of a charge, in place of its normal movement.

Alignment Unaligned	Languages -	
Skills Perception +11		
Str 19 (+7)	Dex 16 (+6)	Wis 16 (+6)
Con 14 (+5)	Int 1 (-2)	Cha 4 (+0)

BLOOD FROG TACTICS

A blood frog is a trained attack animal, with uncomplicated tactics. It bounds towards the nearest foe and attempts to devour it. This initial attack often takes the form of a flattening leap.

FROGMOTHER

The frogmother is a gigantic amphibious monstrosity. Slow to move and limited in perceptive, it is still a dangerous foe once roused. It bears little resemblance to either its mate, the blood frog, or its spawn, the froglin biters. Its gigantic maw is lined with dozens of small sharp teeth, surrounding a fleshy pink tongue, and it boasts a powerful tail by which it propels itself through the water.

Frogmother	Level 10 Elite Controller
Huge natural beast (aquatic)	XP 1,000

Initiative 6 **Senses Perception** 6; low-light vision, scent

HP 212; **Bloodied** 106

AC 27; **Fortitude** 25, **Reflex** 19, **Will** 24

Saving Throw 2

Speed 2, swim 8

Frogmother	Level 10 Elite Controller
Huge natural beast (aquatic)	XP 1,000

Action Point 1

⬇ **Bite** (standard; at-will)

Reach 2; +15 vs. AC; 2d6+5 damage.

⬇ **Tongue** (standard; at-will)

Range 3; +14 vs. Reflex; 1d8+5 damage, plus target is either slid 2 or grabbed (frogmother's choice). Special: The frogmother cannot make bite or tongue attacks while maintaining a grab.

⬇ **Tail Slap** (immediate reaction, when a foe moves to a position where it flanks the frogmother; recharge ☒ ☒)

+15 vs. AC; 2d6+5 damage and target pushed 2.

⬇ **Froggy Fury** (standard; recharge ☒ ☒)

The frogmother makes a *bite and tongue* attack. (She often uses the tongue attack to pull a foe into range of the bite attack.)

⬅ **Egg Vomit** (minor; encounter)

Close blast 3; +14 vs. Reflex; targets immobilized (save ends).

Afterspell: For the duration of the encounter, the area (whether on land or in the water) is considered difficult terrain.

⬅ **Dreadful Moan** (standard; encounter) ♦ **Fear**

Close burst 5; affects enemies only; +14 vs. Will; targets are dazed (save ends).

Alignment Evil	Languages Froglin
Str 21 (+10)	Dex 12 (+6) Wis 12 (+6)
Con 18 (+9)	Int 3 (+1) Cha 18 (+9)

FROGMOTHER TACTICS

The frogmother only fights in self-defense, in defense of its brood, or if really hungry. It begins combat with its dreadful moan, but otherwise sticks mostly to melee attacks, resorting to its egg vomit only when necessary.

ENCOUNTER GROUPS

Frog men are normally found in their own company, or that of other cultists of Brr'bb't. Nobody else can stand them, and they try to kill everyone else.

Level 3 Encounter (XP 797)

- ♦ 12 froglin hoppers (level 2 minions)
- ♦ 2 froglin leapers (level 2 skirmishers)
- ♦ 1 froglin croaker (level 4 controller)

GOBLIN, ASH

The ash goblins of today stand nearly four feet high and weigh in at over 100 pounds of solid muscle. An ash goblin's leather-tough, mottled-gray skin is covered in a veneer of mucus and sweat that gives the goblin a metallic sheen. Eye coloration ranges from solid black to deep brown or sickly yellow-tan. Their hair is greasy and black. Most ash goblins boast large, pointed, serrated ears and two small vestigial horns that protrude from their high brows.

Ash Goblin Raider Level 3 Minion
Small natural humanoid XP 37

Initiative 4 **Senses Perception** 3; darkvision

HP 1; a missed attack never damages a minion; **Bloodied**

AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15

Speed 6

⚔ **Scimitar** (standard; at-will) ♦ **Weapon**

+7 vs. AC; 4 damage.

🏹 **Short Bow** (standard; at-will) ♦ **Weapon**

Range 15/30; +7 vs. AC; 4 damage.

🗨 **Disturbing Moan** (standard; encounter) ♦ **Psychic**

Close blast 4; other ash goblins are immune; +5 vs. Fortitude; 4 psychic damage. If the same creature suffers damage from the [i]disturbing moans[/i] of two ash goblin raiders in the same round, he also suffers a -2 penalty to all attack rolls and checks until the end of his next turn. If the same creature takes damage from three raider [i]disturbing moans[/i] in the same round, he is also dazed until the end of his next turn. Finally, if the same creature takes damage from four or more ash goblin raider [i]disturbing moans[/i] in the same round, he is stunned until the end of his next turn.

Sudden Adaptability (immediate interrupt when attacked; encounter)

The ash goblin gains a +3 bonus to the defense that attack targets; the bonus lasts until the end of the ash goblin's next turn.

Alignment	Evil	Languages	Common, Goblin
Str 11 (+1)		Dex 17 (+4)	Wis 14 (+3)
Con 14 (+3)		Int 14 (+3)	Cha 8 (+0)

Equipment Leather armor, scimitar, short bow (20 arrows)

ASH GOBLIN RAIDER TACTICS

Ash goblin raider gang up on a single foe, trying to overwhelm him with sheer numbers and disturbing moans. They almost always unleash their moans in the same round and with some overlapping area, hoping for a cumulative effect.

Ash Goblin Howler Level 5 Controller
Small natural humanoid XP 200

Initiative 6 **Senses Perception** 4; darkvision

Unsettling Presence Aura 3; living creatures that begin their turn in the area take a -2 penalty to attacks and checks; ash goblins and aberrant creatures are immune

HP 63; **Bloodied** 31

AC 19; **Fortitude** 17, **Reflex** 18, **Will** 17

Speed 6

⚔ **Scimitar** (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d8+4 damage.

Ash Goblin Howler Level 5 Controller
Small natural humanoid XP 200

🏹 **Short Bow** (standard; at-will) ♦ **Weapon**

Range 15/30; +10 vs. AC; 1d8+4 damage.

🗨 **Fearsome Howl** (standard; recharge [3]) ♦ **Fear, Psychic**

Close blast 4; affects enemies only; +9 vs. Will; 3d6+4 psychic damage. On the target's next turn, it must use its first available action to move up to its full speed away from the ash goblin howler. (This is normal movement, and draws opportunity attacks as normal.) Once that move is complete, the target may use its remaining actions however it chooses.

🗨 **Fearsome Bark** (immediate interrupt, when an ally hits and damages a foe with a melee attack; recharge [3]) ♦ **Fear**

Range 8; targets the same foe who was just hit; +9 vs. Will; target is dazed until the end of the howler's next turn.

Special: This attack does not provoke opportunity attacks.

Sudden Adaptability (immediate interrupt when attacked; encounter)

The ash goblin gains a +5 bonus to the defense that attack targets; this bonus lasts until the end of the ash goblin's next turn.

Alignment	Evil	Languages	Common, Goblin
Str 11 (+2)		Dex 18 (+6)	Wis 15 (+4)
Con 15 (+4)		Int 15 (+4)	Cha 10 (+2)

Equipment Leather armor, scimitar, short bow (20 arrows)

ASH GOBLIN HOWLER TACTICS

Howlers prefer to remain behind their allies, but near enough to the fray to make use of their various abilities. They are especially fond of using fearsome howl to force enemies to run past as many ash goblins—and thus draw as many opportunity attacks—as possible.

Ash Goblin Blinder Level 6 Lurker
Small natural humanoid XP 250

Initiative 11 **Senses Perception** 6; darkvision

HP 72; **Bloodied** 36

AC 20; **Fortitude** 18, **Reflex** 19, **Will** 18

Speed 6; see also *bloodied sprinter*

⚔ **Scimitar** (standard; at-will) ♦ **Weapon** (Illusion for secondary attack)

+11 vs. AC; 1d10+4 damage, and the blinder may make a secondary attack against the same target. Secondary Attack: living targets only; +9 vs. Will; the blinder becomes invisible to the target until the end of the blinder's next turn. (This isn't true invisibility; rather, the subject's mind simply refuses to acknowledge the goblin's presence. Ash goblins and aberrant creatures are immune.)

🏹 **Short Bow** (standard; at will) ♦ **Weapon**

Range 15/30; +11 vs. AC; 1d10+4 damage.

🗨 **Disorienting Shriek** (standard; recharge [3]) ♦ **Illusion, Psychic**

Close burst 3; affects enemies only; +9 vs. Will; 3d6+4 psychic damage, plus the blinder becomes invisible to the target until the end of the blinder's next turn (as above).

Ash Goblin Blinder Level 6 Lurker
 Small natural humanoid XP 250

Sudden Adaptability (immediate interrupt when attacked; encounter)

The ash goblin gains a +5 bonus to the defense that attack targets; this bonus lasts until the end of the ash goblin's next turn.

Bloodied Sprinter

When bloodied, the ash goblin blinder's speed increases to 8.

Combat Advantage

The ash goblin blinder gains an additional +1 to attack rolls, *in addition* to the normal bonuses for combat advantage, and +2 to damage.

Alignment Evil	Languages Common, Goblin	
Skills Stealth +12		
Str 11 (+3)	Dex 19 (+7)	Wis 16 (+6)
Con 16 (+6)	Int 15 (+5)	Cha 12 (+4)

Equipment Leather armor, scimitar, short bow (20 arrows)

ASH GOBLIN BLINDER TACTICS

The blinder moves in on an unaware enemy, or one already engaged with other ash goblins. It attempts to repeatedly damage a foe, turn invisible, and then strike with combat advantage once more. It occasionally changes up its target or method of attack, simply to avoid letting a foe predict where it is when unseen.

ASH GOBLIN LORE

The following information can be obtained with a successful Nature check.

DC 15: Ash goblins are a subspecies native to the Ash Hills, west of the Valley of the Ancients. They are more intelligent and crueler than their lesser brethren. Because of their intelligence, ash goblins have turned their efforts to making war. Even a clan's youngest members learn to craft weapons.

DC 20: When a great star fell from the sky and crashed into that remote valley, the local clans of goblins underwent certain physical mutations. Protruding horns, a spinal fin, and small sets of scales were common to the first mutated goblins. Generations of breeding with normal goblins and other mutated clans have nearly bred the original mutations out of the species, leaving the ash goblins of today. That said, ash goblins are still quite adaptable to their environment, and clans dwelling far from the Ash Hills tend to vary in height, weight, skin tone, and other details from their cousins.

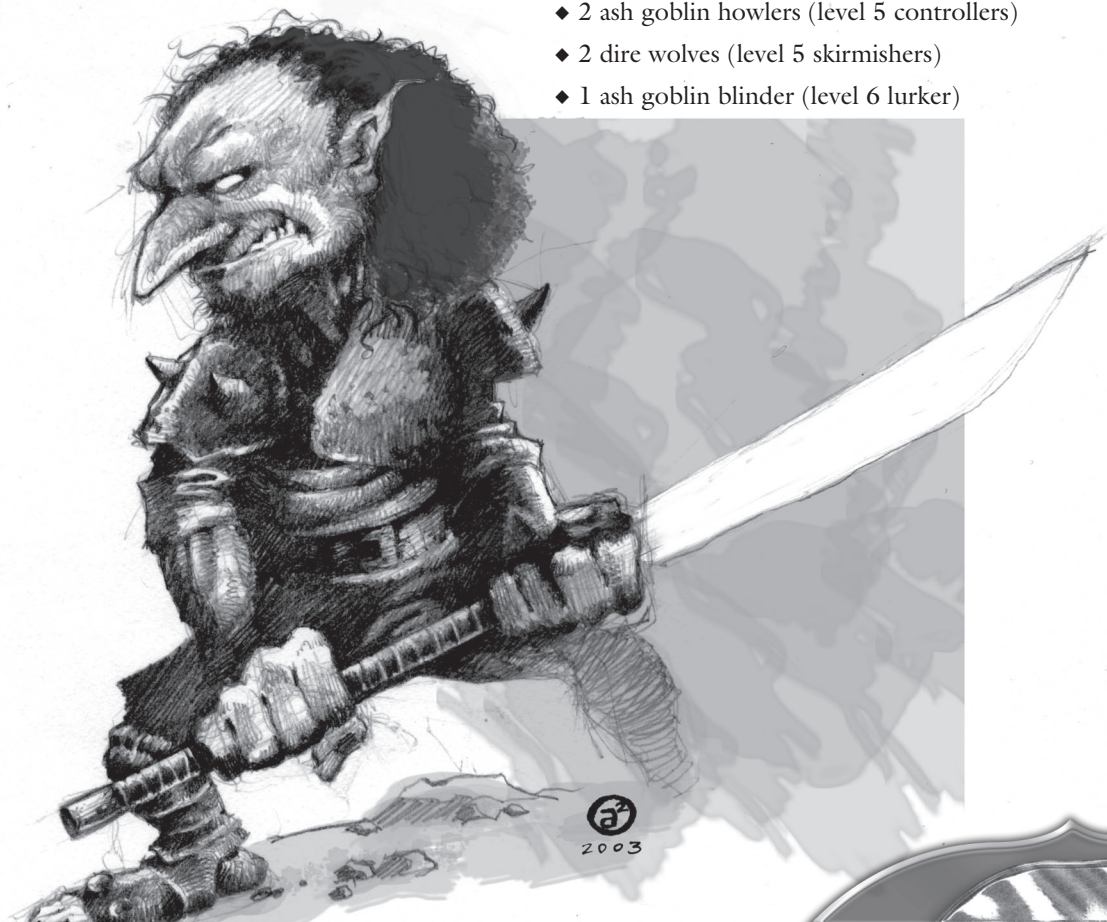
DC 25: Although their physical mutations aren't especially severe—there are plenty of creatures far more horrifying than ash goblins—there's something subtly off-putting and subconsciously "wrong" about them. Their various supernatural abilities seem rooted in this strange sense of the alien.

ENCOUNTER GROUPS

Ash goblins normally travel in hunting packs, seeking prey or enemies they can torment before slaying. They sometimes domesticate various beasts, such as dire wolves, as mounts.

Level 5 Encounter (XP 1,198)

- ◆ 4 ash goblin raiders (level 3 minions)
- ◆ 2 ash goblin howlers (level 5 controllers)
- ◆ 2 dire wolves (level 5 skirmishers)
- ◆ 1 ash goblin blinder (level 6 lurker)



NALISETH

Nalseth, or great sea worms, are gigantic, bottomfeeding omnivores of great antiquity. Hideous, eel-like bodies with vestigial flippers spread vicious spines as they undulate through the waves, and the nalseth's maw is an impossibly oversized cavern of teeth that would make a barracuda flinch.

Nalseth Level 13 Solo Brute
Huge natural magical beast (aquatic) XP 4,000

Initiative 8 **Senses Perception** 10; low-light vision, scent

Blood of the Nalseth Only when the nalseth is bloodied; Aura 3; creatures that begin their turn in the area take 10 poison damage and a -2 on attack rolls until the start of their next turn. Any humanoid creature of Small or Medium size that dies in the area becomes a nalseth spawn.

HP 650; **Bloodied** 325

AC 27 (20 against swallowed creatures); **Fortitude** 28, **Reflex** 24, **Will** 26

Immunity ; **Resist** 20 poison; **Vulnerability**

Saving Throw 5

Speed swim 10

Action Point 2

⊕ **Bite** (standard; at-will)

Reach 2; +16 vs. AC; 2d10+6 damage. If target is bloodied, it is also grabbed (until escape). The nalseth cannot make bite attacks while grabbing a creature.

‡ **Swallow** (standard; at-will)

The nalseth attempts to swallow a bloodied Medium or smaller creature it is grabbing; +14 vs. Fortitude; on a hit, the target is swallowed and restrained (no save), and takes 5 damage plus 5 acid damage and 5 poison damage on subsequent rounds at the start of the nalseth's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the nalseth dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the nalseth.

Alignment Unaligned	Languages -	
Str 22 (+12)	Dex 15 (+8)	Wis 19 (+10)
Con 18 (+10)	Int 6 (+4)	Cha 8 (+5)

Ancient Nalseth Level 20 Solo Brute
Gargantuan natural magical beast XP 14,000
(aquatic)

Initiative 14 **Senses Perception** 16; low-light vision, scent

Blood of the Nalseth Only when the nalseth is bloodied; Aura 4; creatures that begin their turn in the area take 15 poison damage and a -2 on attack rolls until the start of their next turn. Any humanoid creature of Small or Medium size that dies in the area becomes a nalseth spawn.

HP 950; **Bloodied** 475

AC 34 (27 against swallowed creatures); **Fortitude** 35, **Reflex** 31, **Will** 33

Resist 25 poison

Saving Throw 5

Speed swim 10

Action Point 2

Ancient Nalseth Level 20 Solo Brute
Gargantuan natural magical beast XP 14,000
(aquatic)

⊕ **Bite** (standard; at-will)

Reach 3; +23 vs. AC; 2d12+8 damage. If target is bloodied, it is also grabbed (until escape). The nalseth cannot make bite attacks while grabbing a creature.

‡ **Swallow** (standard; at-will)

The nalseth attempts to swallow a bloodied Large or smaller creature it is grabbing; +21 vs. Fortitude; on a hit, the target is swallowed and restrained (no save), and takes 10 damage plus 5 acid damage and 10 poison damage on subsequent rounds at the start of the nalseth's turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the nalseth dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the nalseth.

‡ **Poison Blood** (free action, used immediately when the nalseth is wounded by a foe within 4 squares; at-will) ♦ **Poison**

A jet of foul ichor sprays from the wound. Range 4; +21 vs. Reflex; 8 poison damage. Special: This attack does not draw opportunity attacks.

Alignment Unaligned	Languages Common	Understands
Str 26 (+18)	Dex 19 (+14)	Wis 23 (+16)
Con 22 (+16)	Int 6 (+4)	Cha 8 (+5)

NALISETH TACTICS

When faced by anything resembling either food or a threat, the gigantic nalseth adopts a simple solution: bite it. Aggressive toward anything larger than Small creatures, the nalseth immediately initiates combat. It attempts to swallow bloodied creatures as swiftly and as often as possible.

NALISETH LORE

The following information can be obtained with a successful Nature check.

DC 20: Nalseth, or great sea worms, are gigantic, bottomfeeding omnivores of great antiquity. Frequently referred to in Skandaharian myth as “sea serpents,” these creatures have moved out of the cold waters of the north into more southerly regions in recent years.

DC 25: Humanoids who die while exposed to the foul, toxic ichor of the nalseth enjoy no rest in death. Their bodies rise, reanimated by the beasts unnatural essences, and resume a shambling, violent parody of their old lives.

DC 30: Some scholars argue that originally there was but a single nalseth, and that a great warrior managed to slice the creature up into many pieces, each of which grew into its own nalseth. Others claim that the original nalseth was a small pet created by the Egg of Coot that managed to escape and grow to tremendous size.

NALISETH SPAWN

These poor victims of the nalseth's horrors become horrors themselves. They very much resemble the people they once

were, but with sickened, sunken, and often waterlogged flesh.

Naliseth Spawn Level 9 Soldier
 Small or Medium natural humanoid XP 400
 (aquatic, undead)

Initiative 8 **Senses** Perception 6; darkvision

HP 100; **Bloodied** 50

AC 25; **Fortitude** 22, **Reflex** 21, **Will** 21

Immunity disease, poison; **Resist** 10 necrotic; **Vulnerability** 5 radiant

Speed 5, swim 6

⬇️ **Slam** (standard; at-will)

+16 vs. AC; 2d6+5 damage.

⬇️ **Grasping Hands** (standard; at-will)

+14 vs. Fortitude; 1d6+5 and target grabbed (until escape)

⬅️ **Watery Vomit** (standard; encounter)

Close blast 1; +14 vs. Reflex; target receives a lungful of water, and is considered to be underwater-and thus must make Endurance checks every round to avoid losing healing surges-until save.

Powerful Drag

When moving a grabbed foe, the spawn moves at its normal speed, rather than half speed.

Alignment Evil	Languages Whatever they formerly knew	
Str 17 (+7)	Dex 14 (+6)	Wis 15 (+6)
Con 20 (+9)	Int 6 (+2)	Cha 5 (+1)

NALISETH SPAWN TACTICS

Spawn prefer to wait until they have an opportunity to grasp onto their foes and then pull them into the water to drown them. Otherwise, they fight in a very straightforward, almost mindless fashion.

NALISETH SPAWN LORE

The following information can be obtained with a successful Religion check.

DC 25: Naliseth spawn are the undead remnants of those died while exposed to the blood of a naliseth.

DC 30: During the transformation, most naliseth spawn black out and suffer amnesia, losing their memories of their former lives. However, this amnesia is often incomplete, and in many cases the spawn is drawn toward familiar landmarks and people, not understanding why these features attract it. In general, spawn have motivations similar to those they had before their change, yet as their transformations have turned them evil, savage, and animalistic, they pursue strategies to achieve their goals that would have been repugnant before their transformation. For example, a fisherman who becomes a spawn of naliseth may again be found rowing his small boat about the harbor. However, he may have stopped on shore to grab young children to use their fingers as bait.



Naliseth Blood-Slick
Gargantuan natural magical beast
(blind, ooze, undead)

Level 27 Solo Soldier
XP 55,000

Initiative 21 **Senses Perception** 21; tremorsense 40

Sickening Water Underwater only; aura 7; creatures who are holding their breaths that begin their turn in the area must make a DC 30 Endurance check at the end of that turn, rather than the standard 20. See rules for suffocation in the *Dungeon Master's Guide*.

Writhing Tendrils Aura 5; at the start of each enemy's turn, if that foe is within the aura and in the blood-slick's line of effect, the blood-slick makes a *lashing tendril* attack against that creature.

HP 1235; **Bloodied** 617

AC 44; **Fortitude** 42, **Reflex** 39, **Will** 42

Immunity disease, gaze, poison; **Resist** 10 acid, 25 necrotic;
Vulnerability 15 radiant

Saving Throw 5

Speed 2, swim 8; see also *engulf*

Action Point 2

⬇ **Lashing Tendril** (standard; at-will) ♦ **Necrotic, Poison**

Reach 5; +32 vs. Reflex; 1d8+9 damage plus 1d8 necrotic damage plus 1d8 poison damage.

⬇ **Wrapping Tendril** (standard; at-will) ♦ **Necrotic, Poison**

Reach 5; +32 vs. Reflex; 1d8+9 damage plus 1d8 necrotic damage plus 1d8 poison damage, and target is grabbed.

⬇ **Engulf** (minor; at-will) ♦ **Necrotic, Poison**

The blood-slick makes an attack against a grabbed foe of Huge size or smaller; +34 vs. Reflex. On a hit, the target is pulled into the blood-slick's space; the target is dazed and takes ongoing 15 necrotic and 15 poison damage until it escapes the grab. A creature that escapes the grab shifts into a square of its choosing adjacent to the blood-slick. The blood-slick can move normally while creatures are engulfed within it.

↶ **Cloud of Blood** (minor; encounter)

Close burst 5; the area is filled with a thick, viscous cloud that heavily obscures sight (adjacent creatures have concealment, creatures farther away have total concealment). The blood-slick itself, of course, is unaffected. Sustain minor: The blood-slick can only sustain this power underwater; on land, it dissipates at the end of the blood-slick's next turn no matter what.

Naliseth Blood

Any humanoid creature of Small or Medium size that dies while engulfed by the blood-slick, or as a result of any of its tendril attacks, becomes a naliseth spawn.

Alignment	Evil	Languages	-
Str 29 (+22)		Dex 26 (+21)	Wis 26 (+21)
Con 23 (+19)		Int 3 (+9)	Cha 11 (+13)

NALISETH BLOOD-SLICK

What appears to be a horrific, viscous mass of blood, ichors, and other fluids drifts ominously against the current. Tendrils of semi-solid ooze dangle in all directions like the limbs of some maddened jellyfish.

NALISETH BLOOD-SLICK TACTICS

The blood-slick knows only hate and hunger. It moves into melee range—its range, not the foe's—upon encountering any living being smaller than it is, and attempts to consume and destroy it. It focuses on one foe at a time with its wrapping tendrils, using its writhing tendrils to keep others at bay until it has engulfed one foe, then moves on to the next.

NALISETH BLOOD-SLICK LORE

The following information can be obtained with a successful Religion check.

DC 25: On very, very rare occasions, the malignant persona of an ancient naliseth refuses to move on after death. Gripped by a burning hatred for the living—particularly those who destroyed it—a portion of its hate remains infused into the spreading ichor and decaying substances of its corpse. The result is a semi-solid, undead monstrosity that, though most comfortable in the deep, is willing to haul its bulk onto land in pursuit of viable prey.

DC 30: It is said that the blood-slick can always sense the direction and approximate distance between itself and those who slew its mortal form.

ENCOUNTER GROUPS

Naliseth are solitary hunters, but on occasion, the spawn they create follow them around; the naliseth cannot give them orders per se, but the spawn always move to defend their creator. This is rare, however; most of the time, naliseth spawn congregate in groups of spawn slain by the same naliseth.

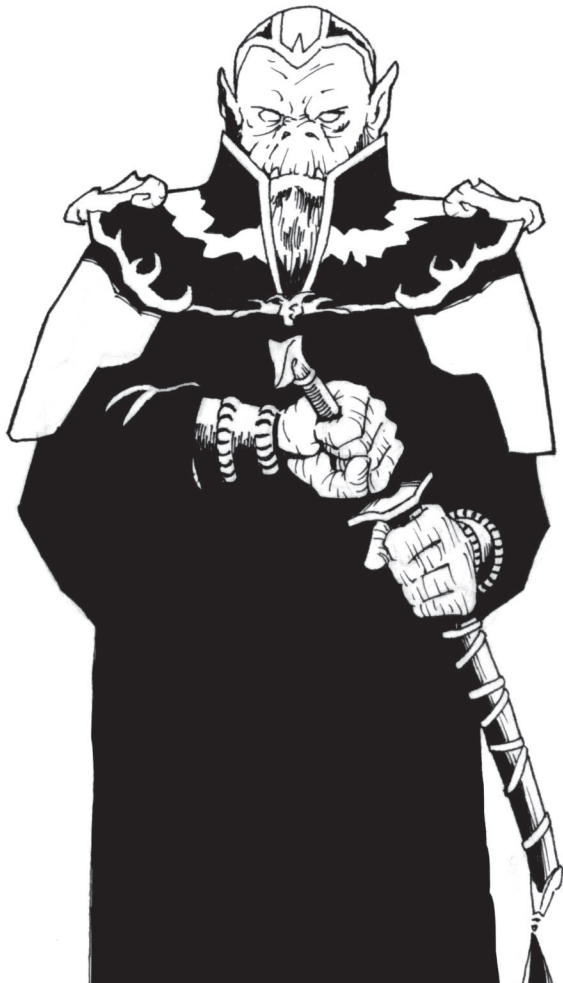
Level 14 Encounter (XP 5,200)

- ♦ 1 naliseth (level 13 solo brute)
- ♦ 3 naliseth spawn (level 9 soldiers)

ORC, BALEBOURNE

Little physically differentiates a balebourne orc from a regular orc, other than the slightly reddish tinge to the former's skin and hair. Their eyes gleam with a savage intelligence, and they garb themselves in exotic, lacquered armors.

In addition to the powers presented in the stat blocks, each balebourne orc knows one of the cantrips presented in the "Wizard" entry in the *Player's Handbook*. The balebourne warsage knows two.



Balebourne Warrior Level 5 Minion
Medium natural humanoid XP 50

Initiative 4 **Senses Perception** 3; low-light vision

HP 1; a missed attack never damages a minion

AC 19; **Fortitude** 18, **Reflex** 17, **Will** 16

Speed 6; see also *arcane charge*

⊕ **Katana** (standard; at-will) ♦ **Fire, Weapon**

+10 vs. AC; 4 damage, plus ongoing 1 fire. Special: While ongoing damage of the same sort normally does not stack, the ongoing fire damage of balebourne warrior katana attacks is cumulative. If a foe is hit by multiple balebourne warriors, or multiple times by the same warrior, before it successfully saves, the damage stacks, up to a maximum of ongoing 5 fire. It is still considered a single source, however, and thus all ongoing fire damage caused by balebourne *katana* attacks is ended by a single save.

Balebourne Warrior Level 5 Minion
Medium natural humanoid XP 50

Arcane Charge (move or as part of a charge; recharge Ⓜ) ♦
Teleportation

The balebourne warrior teleports up to 3 squares, or up to 6 squares if part of a charge; in this latter case, the teleportation qualifies as the movement portion of the charge.

Alignment Chaotic evil **Languages** Common, Draconic, Giant

Skills Arcana +9, Endurance +9

Str 18 (+6) **Dex** 13 (+3) **Wis** 12 (+3)

Con 15 (+4) **Int** 15 (+4) **Cha** 13 (+3)

Equipment leather armor, katana

Balebourne Veteran Level 10 Minion
Medium natural humanoid XP 125

Initiative 9 **Senses Perception** 6; low-light vision

HP 1; a missed attack never damages a minion

AC 24; **Fortitude** 23, **Reflex** 22, **Will** 21

Speed 6; see also *arcane charge*

⊕ **Katana** (standard; at-will) ♦ **Fire, Weapon**

+10 vs. AC; 5 damage, plus ongoing 1 fire. Special: While ongoing damage of the same sort normally does not stack, the ongoing fire damage of balebourne veteran's [i]katana[/i] attacks is cumulative. If a foe is hit by multiple balebourne veterans, or multiple times by the same veteran, before it successfully saves, the damage stacks, up to a maximum of ongoing 5 fire. It is still considered a single source, however, and thus all ongoing fire damage caused by balebourne veteran [i]katana[/i] attacks is ended by a single save.

Arcane Charge (move or as part of a charge; recharge Ⓜ) ♦
Teleportation

The balebourne veteran teleports up to 3 squares, or up to 6 squares if part of a charge; in this latter case, the teleportation qualifies as the movement portion of the charge.

Alignment Chaotic evil **Languages** Common, Draconic, Giant

Skills Arcana +9, Endurance +9

Str 21 (+10) **Dex** 15 (+7) **Wis** 13 (+6)

Con 18 (+9) **Int** 18 (+9) **Cha** 16 (+8)

Equipment leather armor, katana

BALEBOURNE WARRIOR AND VETERAN TACTICS

Balebourne warriors focus their attention on one or two foes at once, to take advantage of their cumulative fire damage. They normally begin combat with an arcane charge, unless doing so provides no tactical advantage.

Balebourne Bladeweaver Level 5 Skirmisher
 Medium natural humanoid XP 200

Initiative 8 **Senses Perception 4**; low-light vision

HP 63; Bloodied 31

AC 19; Fortitude 17, Reflex 18, Will 17

Speed 6; see also *arcane charge*

⚔ **Katana** (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d8+4 damage.

⚔ **Sleeping Blade** (standard; at-will, but see below) ♦ **Sleep, Teleportation, Weapon**

The bladeweaver can make this attack *only* as the culmination of a charge attack that includes *arcane charge*; +8 vs. Fortitude; 1d8+4 damage, plus target dazed until the end of the bladeweaver's next turn. On a critical hit, the target falls asleep (save or taking damage ends).

Arcane Charge (move or as part of a charge; recharge ☞☞☞) ♦ **Teleportation**

The balebourne bladeweaver teleports up to 6 squares; if used as part of a charge, the teleportation qualifies as the movement portion of that charge.

Alignment Chaotic evil **Languages** Common, Draconic, Giant

Skills Arcana +9, Endurance +9

Str 13 (+3) **Dex 18 (+6)** **Wis 15 (+4)**

Con 15 (+4) **Int 15 (+4)** **Cha 13 (+3)**

Equipment leather armor, katana

BALEBOURNE BLADEWEAVER TACTICS

Bladeweavers attempt to immediately make use of their *arcane charge* and *sleeping blade* attacks, leaving foes vulnerable to attack by other orcs, or the bladeweaver's other allies. If left unthreatened adjacent to a sleeping foe, they usually attempt a coup de grace.

Balebourne Arcane Knight Level 7 Elite Soldier
 Medium natural humanoid XP 600

Initiative 8 **Senses Perception 4**; low-light vision

Flickering Blades Aura 1; enemies that begin their turn in the area take 5 damage (this is a force effect).

HP 160; Bloodied 80

AC 24; Fortitude 22, Reflex 20, Will 21

Immunity ; Resist ; Vulnerability

Saving Throw 2

Speed 5; see also *arcane charge*

Action Point 1

⚔ **Blade of Force** (standard; at-will) ♦ **Force, Weapon**

Reach 2; +14 vs. AC; 2d8+4 force damage.

⚔ **Dart of Force** (standard; at-will) ♦ **Force, Weapon**

Range 15; +14 vs. AC; 1d10+4 force damage.

Razor-Edged Blades

The balebourne arcane knight critically hits on a roll of 18 to 20 with either *blade of force* or *dart of force*.

Balebourne Arcane Knight Level 7 Elite Soldier
 Medium natural humanoid XP 600

Feast of Pain ♦ **Healing**

The arcane knight regains 10 hit points when it deals a critical hit that deals damage to a foe.

Arcane Charge (move or as part of a charge; recharge ☞☞) ♦ **Teleportation**

The balebourne arcane knight teleports up to 3 squares, or up to 6 squares if part of a charge; in this latter case, the teleportation qualifies as the movement portion of the charge.

Alignment Chaotic evil **Languages** Common, Draconic, Giant

Skills Arcana +11, Endurance +11

Str 19 (+7) **Dex 14 (+5)** **Wis 13 (+4)**

Con 16 (+6) **Int 16 (+6)** **Cha 16 (+6)**

Equipment scale armor, katana

BALEBOURNE ARCANE KNIGHT TACTICS

The balebourne arcane knight immediately moves into the thick of melee, using *arcane charge* if necessary, and engages the foe directly.

Balebourne Warsage Level 10 Elite Artillery (leader)
 Medium natural humanoid XP 1,000

Initiative 10 **Senses Perception 7**; low-light vision

Wavering Haze Aura 5; the warsage and all his allies are considered to have concealment (–2 to melee and ranged attacks) from foes in the area.

HP 168; Bloodied 84

AC 24; Fortitude 22, Reflex 25, Will 24

Saving Throw 2

Speed 6; see also *arcane charge*

Action Point 1

⚔ **Staff** (standard; at-will) ♦ **Weapon**

+15 vs. AC; 1d8+5 damage.

☞ **Blackfire** (standard; at-will) ♦ **Fire, Necrotic**

Ranged 10; +15 vs. Reflex; 1d8+5 fire damage, plus ongoing necrotic 5 and weakened (a single save ends both). One ally of the warsage, if adjacent to the target, recovers 10 hit points.

☞ **Creeping Cold** (standard; at-will) ♦ **Cold, Paralysis**

Ranged 10; +15 vs. Fortitude; 1d8+5 cold damage, plus immobilized until save. One ally of the warsage, if adjacent to the target, makes an immediate saving throw to end an ongoing condition or damage.

Aftereffect: Slowed (save ends).

☞ **Arcane Barrage** (standard; recharge ☞☞☞☞) ♦ **Cold, Fire, Necrotic, Paralysis**

The warsage makes either two *blackfire* attacks, two *creeping cold* attacks, or one of each.

Balebourne Warsage	Level 10 Elite Artillery (leader)
Medium natural humanoid	XP 1,000

‡ **Staggering Blow** (immediate interrupt, when a foe makes a melee attack against the warsage; encounter) ♦ **Weapon**

+15 vs. AC; 1d8+5 damage, plus target pushed 3 and slowed until the end of the warsage's next turn. Special: Even if already used in this encounter, this power recharges the first time the warsage is bloodied.

Arcane Charge (move or as part of a charge; recharge ☐☐) ♦ **Teleportation**

The balebourne teleports up to 6 squares; if used as part of a charge, the teleportation qualifies as the movement portion of that charge.

Alignment	Chaotic evil	Languages	Common, Draconic, Giant
Skills	Arcana +15, Endurance +14		
Str 14 (+7)	Dex 16 (+8)	Wis 14 (+7)	
Con 18 (+9)	Int 21 (+10)	Cha 18 (+9)	

Equipment leather armor, staff

BALEBOURNE WARSAGE TACTICS

The balebourne warsage often holds its action until its allies have closed to melee, so it can make fullest use of its ranged attack. It saves its arcane charge for escaping melee, rather than entering it.

BALEBOURNE ORC LORE

The following information can be obtained with a successful Nature check.

DC 15: The horrifying balebourne orcs are the product of numerous monstrous unions between goblin, orc, and other fell beasts. They live and work in small units within normal orc tribes, normally serving as loyal guardians to powerful rulers or clergy members, or even as the tribe's ruling head.

DC 20: Balebourne orcs are more intelligent than normal orcs, and they all possess at least a modicum of arcane ability.

ENCOUNTER GROUPS

Just as they live among normal orcs, balebourne orcs normally fight beside them as well. On occasion, however, an elite group might consist solely of balebourne orcs.

Level 5 Encounter (XP 1,052)

- ♦ 1 orc eye (level 5 controller)
- ♦ 1 balebourne blade-weaver (level 5 skirmisher)
- ♦ 6 balebourne warriors (level 5 minions)
- ♦ 8 orc drudges (level 4 minions)

Level 12 Encounter (XP 3,500)

- ♦ 1 balebourne warsage (level 10 elite artillery)
- ♦ 1 orc chieftain (level 8 elite brute)
- ♦ 1 balebourne arcane knight (level 7 elite soldier)
- ♦ 2 orc bloodragers (level 7 elite brute)

SANDFOLK

Four-armed, dark-skinned humanoids, the sandfolk have inhabited the floor of the Valley of the Ancients since time immemorial. They boast a rough, leathery skin, ranging in color from a smooth green to a dusky gray; distinctive bony ridges that run the crest of their hairless scalps, and narrow eyes that vary in hue from green to red. They typically dress in voluminous robes (draped over their armor) in lighter, dun-hued colors.

Sandfolk Nomad Level 4 Skirmisher
Medium natural humanoid XP 175

Initiative 6 **Senses Perception** 4

HP 58; **Bloodied** 29

AC 18; **Fortitude** 17, **Reflex** 17 (19 against attacks that involve falling, such as pit traps), **Will** 16

Saving Throw +5 on immediate saves to avoid falling (such as when pushed over an edge by a bull rush)

Speed 6

⚔ **Longspear** (standard; at-will) ♦ **Weapon**

Reach 2; +9 vs. AC; 2d6+2 damage.

⚔ **Long-Knives** (standard; at-will) ♦ **Weapon**

The nomad makes two *long-knife* attacks; +9 vs. AC; if both hit: 2d6+2 damage; if one hits: 1d6+2 damage.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +9 vs. AC; 1d12+2 damage.

🛡 **Shield Catch** (immediate interrupt; encounter) ♦

The nomad negates a hit on himself from a melee attack.

Desert Step

The nomad ignores difficult terrain when shifting.

Alignment Unaligned	Languages Sandfolk	Common,
Skills Nature +7		
Str 15 (+4)	Dex 15 (+4)	Wis 15 (+4)
Con 18 (+6)	Int 10 (+2)	Cha 9 (+1)

Equipment leather armor, two light shields, longspear, two long-knives, shortbow (20 arrows)

SANDFOLK NOMAD TACTICS

Sandfolk nomads prefer to keep a bit of distance, using their ability to shift over the desert sands to continue using their spear's reach to their advantage.

Nomads (and other sandfolk) prefer to ambush their foes, striking swiftly—and with overwhelming numbers, where possible—before retreating back into the dunes.



Sandfolk Dervish Level 5 Soldier
Medium natural humanoid XP 200

Initiative 6 **Senses Perception** 4

HP 66; **Bloodied** 33

AC 21; **Fortitude** 18, **Reflex** 18 (20 against attacks that involve falling, such as pit traps), **Will** 17

Saving Throw +5 on immediate saves to avoid falling (such as when pushed over an edge by a bull rush)

Speed 6

⚔ **Longspear** (standard; at-will) ♦ **Weapon**

Reach 2; +12 vs. AC; 2d6+3 damage.

⚔ **Long-Knives** (standard; at-will) ♦ **Weapon**

The dervish makes two *long-knife* attacks; +12 vs. AC; if both hit: 2d6+3 damage; if one hits: 1d6+2 damage.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +12 vs. AC; 1d12+2 damage.

Hands Everywhere

The dervish gains a +2 bonus on all attack rolls and checks intended to instigate, maintain, or escape a grab, and a +2 to all defenses against an enemy's rolls to escape a grab.

Desert Step

The dervish ignores difficult terrain when shifting.

Alignment Unaligned	Languages Sandfolk	Common,
Skills Nature +7		
Str 16 (+5)	Dex 15 (+4)	Wis 15 (+4)
Con 18 (+6)	Int 10 (+2)	Cha 9 (+1)

Equipment leather armor, two light shields, longspear, two long-knives, shortbow (20 arrows)

SANDFOLK DERVISH TACTICS

While they prefer to fight in much the same fashion as their nomad companions, dervishes are far more willing to stand toe-to-toe with foes when their maneuverability proves insufficient advantage.

Sandfolk Desert Shaman Level 5 Controller
Medium natural humanoid XP 200

Initiative 4 **Senses Perception** 6

HP 64; **Bloodied** 32

AC 19; **Fortitude** 17, **Reflex** 18 (20 against attacks that involve falling, such as pit traps), **Will** 18

Saving Throw +5 on immediate saves to avoid falling (such as when pushed over an edge by a bull rush)

Speed 6

⚔ **Long-Knives** (standard; at-will) ♦ **Weapon**

The desert shaman makes two long-knife attacks; +10 vs. AC; if both hit: 2d6+2 damage; if one hits: 1d6+2 damage.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +10 vs. AC; 1d12+2 damage.

✳️ **Hands of Sand** (standard; recharge 1/1) ♦ **Conjuration, Zone**

Close burst 3 within 20; +9 vs. Reflex; 3d6+4 damage, plus immobilized (save ends). Sustain minor: Repeat the attack against any non-immobilized foes in the zone.

Aftereffect: Until the end of the encounter, the zone counts as difficult terrain (but not for sandfolk, or creatures with sandwalk).

⬅️ **Sinkhole** (standard; recharge 2/2) ♦

Close blast 4, sandfolk and creatures with sandwalk are immune; +9 vs. Reflex; 1d6+4 damage, and the target falls prone in a shallow but shifting depression. A successful save is required to rise from prone.

Aftereffect: Until the end of the encounter, the area counts as difficult terrain (but not for sandfolk, or creatures with sandwalk).

🏹 **Supporting Sand** (immediate interrupt, when an ally or the shaman himself is subject to a push, pull, or slide, or is knocked prone; recharge 2/2)

Ranged 10; the sands briefly rise up to support the target, preventing him from being moved or knocked prone.

Shield Catch (immediate interrupt; encounter)

The desert shaman negates a hit on himself from a melee attack.

Desert Step

The desert shaman ignores difficult terrain when shifting.

Alignment Unaligned	Languages Common, Sandfolk
Skills Nature +7	
Str 15 (+4)	Dex 15 (+4) Wis 18 (+6)
Con 16 (+5)	Int 10 (+2) Cha 10 (+2)

Equipment leather armor, two light shields, two long-knives, shortbow (20 arrows)

SANDFOLK DESERT SHAMAN TACTICS

Desert shaman attempt to act while foes are still clumped together. Although not frightened of melee, they prefer to hang back and impede their enemies, confident that their fellow sandfolk will suffer no ill effects.

SANDFOLK LORE

The following information can be obtained with a successful Nature check.

DC 15: Sandfolk are perhaps the most prominent ecological feature of the Valley of the Ancients, and Blackmoor's earliest explorers record encountering sandfolk scouts on the fringes of the waste. Mercurial and reclusive, the sandfolk have never established formal relations with the kingdom of Blackmoor. Some enterprising sandfolk tribes escort merchants across the valley's harsh landscape, but this is no guarantee against attack by other tribes.

DC 20: Accused of superstition by more "civilized" races, sandfolk live and die by their religious mores and taboos. They can even be manipulated through same, but woe to any would-be charlatan if the ruse is discovered. Unforgiving and relentless, sandfolk can pursue enemies for weeks on end, dogging them across the trackless wastes.

ENCOUNTER GROUPS

Sandfolk normally travel in small scouting or hunting parties, or else in huge familial camps. They are almost always accompanied by their favored mounts and guardians, the camarilla lizards.

Level 9 Encounter (XP 2,175)

- ♦ 1 sandfolk dervish (level 5 soldier)
- ♦ 1 sandfolk desert shaman (level 5 controller)
- ♦ 3 sandfolk nomads (level 4 skirmishers)
- ♦ 5 camarilla dune-striders (level 6 soldiers)

SKANDAHARIAN

Skandaharians are a race of tall, pale-skinned, blue-eyed, blond-haired sea rovers. From their secret homes in the frozen north, they sail in long ships to raid the coasts of Blackmoor and other civilized regions. They are noted for their greed, destructiveness and cruelty. In this regard, they are often compared unfavorably with orcs.



Skandaharian Raider Level 7 Minion
Medium natural humanoid XP 75

Initiative 5 **Senses Perception** 5

HP 1; a missed attack never damages a minion

Regeneration

AC 24; **Fortitude** 20, **Reflex** 19, **Will** 19

Immunity ; **Resist** ; **Vulnerability**

Saving Throw +2 against fear effects

Speed 8

⚔ **Battleaxe** (standard; at-will) ♦ **Weapon**
+12 vs. AC; 6 damage; see also *blood rage* and *pitiless ravager*.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +12 vs.AC; 6 damage.

Blood Rage

The raider deals +2 damage when bloodied.

Skandaharian Raider Level 7 Minion
Medium natural humanoid XP 75

Pitiless Ravager

The raider gains +1 to melee attack rolls against prone, helpless, or bloodied foes.

Alignment Unaligned or chaotic **Languages** Skandaharian evil

Skills Athletics +12

Str 19 (+7) **Dex** 15 (+5) **Wis** 15 (+5)

Con 16 (+6) **Int** 8 (+2) **Cha** 9 (+2)

Equipment hide armor, battleaxe, shortbow (10 arrows)

Skandaharian Captain Level 8 Soldier
Medium natural humanoid XP 350

Initiative 9 **Senses Perception** 7

HP 88; **Bloodied** 44

Regeneration when bloodied only; 4

AC 24; **Fortitude** 21, **Reflex** 20, **Will** 20

Saving Throw +2 against fear effects

Speed 8

⚔ **Battleaxe** (standard; at-will) ♦ **Weapon**
+15 vs. AC; 2d6+5 damage; see also *blood rage* and *pitiless ravager*.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +15 vs. AC; 1d12+5 damage.

Blood Rage

The captain deals +1d6 damage when bloodied.

Pitiless Ravager

The captain gains +1 to melee attack rolls against prone, helpless, or bloodied foes.

⚔ **Vengeful Blow** (immediate reaction, when an ally within 6 squares is dropped to 0 or fewer hp; at-will) ♦ **Weapon**

The captain makes an immediate basic attack against an adjacent foe.

Alignment Unaligned or chaotic **Languages** Skandaharian Common, evil

Skills Athletics +14

Str 20 (+9) **Dex** 16 (+7) **Wis** 16 (+7)

Con 16 (+7) **Int** 10 (+4) **Cha** 10 (+4)

Equipment hide armor, battleaxe, shortbow (10 arrows)

Skandaharian Clan Son Level 10 Brute
Medium natural humanoid XP 500

Initiative 8 **Senses Perception** 8

HP 127; **Bloodied** 63

Regeneration 4

AC 23; **Fortitude** 23, **Reflex** 21, **Will** 21

Saving Throw +2 against fear effects

Speed 8

Skandaharian Clan Son	Level 10 Brute
Medium natural humanoid	XP 500

⚔ **Battleaxe** (standard; at-will) ♦ **Weapon**

+13 vs. AC; 3d6+6 damage.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +13 vs. AC; 3d6+3 damage.

M **Tidal Crash** (standard, usable only while bloodied; encounter) ♦ **Weapon**

+13 vs. AC; 6d6+6 damage, and the target is knocked prone.

Blood Rage

The clan son deals +1d6 damage when bloodied.

Pitiless Ravager

The clan son gains +1 to melee attack rolls against prone, helpless, or bloodied foes.

Alignment Chaotic evil	Languages Skandaharian	Common,
Skills Athletics +16		
Str 22 (+11)	Dex 16 (+8)	Wis 16 (+8)
Con 17 (+8)	Int 10 (+5)	Cha 10 (+5)

Equipment hide armor, battleaxe, shortbow (10 arrows)

Skandaharian Clan Captain	Level 12 Brute (leader)
Medium natural humanoid	XP 700

Initiative 9

Senses Perception 9

HP 148; **Bloodied** 74

Regeneration 5

AC 25; **Fortitude** 25, **Reflex** 23, **Will** 23

Saving Throw +2 against fear effects

Speed 8

⚔ **Battleaxe** (standard; at-will) ♦ **Weapon**

+15 vs. AC; 3d6+7 damage.

🏹 **Shortbow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +15 vs. AC; 3d6+3 damage.

⚔ **Vengeful Blow** (immediate reaction, when an ally within 6 squares is dropped to 0 or fewer hp; at will) ♦ **Weapon**

The clan captain makes an immediate basic attack against an adjacent foe.

🐾 **Up, You Dog!** (minor; encounter) ♦ **Healing**

Ranged 10; affects a fallen Skandaharian, of a level no higher than the clan captain's level +2, who was dropped to 0 hit points or below within the past round; the target stands as a free action with a number of hit points equal to half its bloodied level. This power does not effect minions.

Victorious Surge (free action when the clan captain drops a foe 0 or fewer hit points, usable only while bloodied; encounter) ♦ **Healing**

The clan captain regains 37 hit points, and one ally of his choice (within 5 squares) regains 10 hit points.

Blood Rage

The clan captain deals +1d6 damage when bloodied.

Skandaharian Clan Captain	Level 12 Brute (leader)
Medium natural humanoid	XP 700

Pitiless Ravager

The clan captain gains +1 to melee attack rolls against prone, helpless, or bloodied foes.

Alignment Chaotic evil	Languages Skandaharian	Common,
Skills Athletics +18		
Str 24 (+13)	Dex 17 (+9)	Wis 17 (+9)
Con 18 (+10)	Int 12 (+7)	Cha 12 (+7)

Equipment hide armor, battleaxe, shortbow (10 arrows)

SKANDAHARIAN TACTICS

Wielding vicious battleaxes, Skandaharians waded through the fray, delving as deeply into enemy ranks as possible and laying about them with melee attacks. They rarely use ranged weapons, save when engaged in ship-to-ship combat.

SKANDAHARIAN LORE

The following information can be obtained with a successful Nature check.

DC 15: Skandaharians are ruthless combatants. They sometimes raze entire towns, murdering every man, woman, and child. However, few clan leaders allow such gross orgies of destruction, except against towns and villages that put up a strong resistance. Skandaharians use many techniques to inspire fear and terrorize their enemies. Many towns evacuate upon hearing the drums and horns of the Skandaharian long ships, and return to find their homes and shops pillaged or destroyed.

DC 20: Initially, the Skandaharians were most infamous for their raids on Thonian communities. In recent years, they have concentrated on Blackmoor instead, which they unsuccessfully tried to invade during Blackmoor's rebellion against the empire. Many Skandaharian warriors died in that fiasco, and the barbarian raiders carry a burning hatred of Blackmoor because of their humiliating defeat. For this reason, they make common cause with the Afridhi and the Thonians against Blackmoor. This has not totally prevented them from raiding either of those countries, but it has made them much more discreet when doing so.

ENCOUNTER GROUPS

Skandaharians are almost always encountered in raiding parties, dispatched from their infamous long ships. They occasionally ally with other seagoing raiders to attack particularly rich, but heavily defended, targets.

Level 7 Encounter (XP 1,675)

- ♦ 2 Skandaharian captains (level 8 soldier)
- ♦ 13 Skandaharian raiders (level 7 minions)

Level 11 Encounter (XP 3,100)

- ♦ 1 Skandaharian clan captain (level 12 brute)
- ♦ 2 Skandaharian clan sons (level 10 brutes)
- ♦ 4 Sahuagin priests (level 8 artillery)

SPIRIT ANIMAL

Spirit animals are ethereal forms of deceased or semi-divine animals that have been summoned to serve a mortal master, or that have come to the physical realm to warn of a great calamity.

Hawk Spirit Level 1 Skirmisher
Small immortal magical beast (subtype) XP 100

Initiative 5 **Senses** Perception 1; darkvision

HP 22; **Bloodied** 11

AC 15; **Fortitude** 12, **Reflex** 14, **Will** 13

Immunity disease, poison; **Resist** insubstantial

Speed 1, fly 8 (hover); phasing

⬇️ **Talons** (standard; at-will)

+4 vs. Fortitude; 2d4+3 damage.

⬇️ **Phantasmal Swoop** (standard; recharge ⏏️ ⏏️) ♦

The hawk spirit shifts up to 4 squares, attacks, and then shifts up to 4 squares again.

Spirit Walk (minor; at-will) ♦ **Illusion**

The hawk spirit turns invisible until it attacks or fails to sustain the power. Sustain minor

Alignment Unaligned	Languages Telepathy 10
Str 6 (-2)	Dex 16 (+3) Wis 13 (+1)
Con 11 (+0)	Int 8 (-1) Cha 11 (+0)

HAWK SPIRIT TACTICS

The hawk spirit makes frequent use of phantasmal swoop, attempting to keep out of range between uses.

Horse Spirit Level 2 Brute
Large immortal magical beast (subtype) XP 125

Initiative 2 **Senses** Perception 3; darkvision

HP 37; **Bloodied** 18

AC 14; **Fortitude** 16, **Reflex** 14, **Will** 14

Immunity disease, poison; **Resist** insubstantial

Speed 10; phasing

⬇️ **Kick** (standard; at-will)

+3 vs. Fortitude; 2d4+4 damage.

⬇️ **Spiritual Trample** (standard; recharge ⏏️) ♦

The horse spirit shifts up to 6 squares, making a *kick* attack against any foe it moves through or passes adjacent to.

Spirit Walk (minor; at-will) ♦ **Illusion**

The horse spirit turns invisible until it attacks or fails to sustain the power. Sustain minor

Alignment Unaligned	Languages Telepathy 10
Str 19 (+5)	Dex 13 (+2) Wis 14 (+3)
Con 16 (+4)	Int 8 (+0) Cha 11 (+1)

HORSE SPIRIT TACTICS

The horse spirit attempts trample as many foes as it can on the first pass, resorting to kicks afterward.

Wolf Spirit Level 4 Skirmisher
Medium immortal magical beast (subtype) XP 175

Initiative 8 **Senses** Perception 4; darkvision

HP 44; **Bloodied** 22

AC 18; **Fortitude** 16, **Reflex** 17, **Will** 16

Immunity disease, poison; **Resist** insubstantial

Speed 8; phasing

⬇️ **Bite** (standard; at-will)

+7 vs. Fortitude; 1d10+4 damage.

⬅️ **Soul-Chilling Bay** (minor; encounter)

Close burst 5; +7 vs. Will; targets are dazed until the end of the wolf spirit's next turn.

Spirit Walk (minor; at-will) ♦ **Illusion**

The wolf spirit turns invisible until it attacks or fails to sustain the power. Sustain minor

Combat Advantage

The target is also knocked prone on a hit with the wolf spirit's bite attack.

Alignment Unaligned	Languages Telepathy 10
Str 13 (+3)	Dex 18 (+6) Wis 15 (+4)
Con 15 (+4)	Int 8 (+1) Cha 11 (+2)

WOLF SPIRIT TACTICS

Wolf spirits often run in packs, just as normal wolves do. They seek to use their soul-chilling bay to gain combat advantage.

Bear Spirit Level 12 Elite Brute
Medium immortal magical beast (subtype) XP 1,400

Initiative 10 **Senses** Perception 10; darkvision

HP 236; **Bloodied** 118

AC 26; **Fortitude** 27, **Reflex** 24, **Will** 26

Immunity disease, poison; **Resist** insubstantial

Speed 8; phasing

Action Point 1

⬇️ **Claw** (standard; at-will)

+13 vs. Fortitude; 3d6+6 damage.

⬅️ **Spiritual Maul** (standard; at-will)

The bear spirit makes two claw attacks. If both hit the same target, the bear spirit makes a secondary attack against the target. Secondary Attack: +13 vs. Will; the target is dazed (save ends).

⬅️ **Spiritual Crush** (standard; at-will)

Ranged 3; the bear spirit deals 6d6+6 damage to a target currently dazed by its *spiritual maul* secondary attack (no attack roll required, and this does not draw an opportunity attack).

Spirit Walk (minor; at-will) ♦ **Illusion**

The bear spirit turns invisible until it attacks or fails to sustain the power. Sustain minor

Bear Spirit	Level 12 Elite Brute
Medium immortal magical beast (subtype)	XP 1,400
Alignment Unaligned	Languages Telepathy 10
Str 22 (+12)	Dex 18 (+10) Wis 19 (+10)
Con 18 (+10)	Int 8 (+5) Cha 12 (+7)

BEAR SPIRIT TACTICS

The bear spirit moves in and mauls its foes much as a real bear, attempting to daze them so that it might take full advantage of its spiritual crush. The first time it succeeds in its spiritual maul secondary attack, it spends an action point to immediately use spiritual crush.

SPIRIT ANIMAL LORE

The following information can be obtained with a successful Religion check.

DC 15: Spiritual animals can be summoned by several ancient rituals. They often appear without any mortal summoner, however, either to warn of impending catastrophe, or to mete out punishment to those who have offended the gods or other powers of the wild.

ENCOUNTER GROUPS

Most spirit animals appear alone, or in small groups. More powerful ones sometimes appear alongside angels or other divine messengers. All varieties can appear alongside those who summoned them forth.

Level 5 Encounter (XP 1,075)

- ◆ 3 horse spirits (level 2 brutes)
- ◆ 2 wolf spirits (level 4 skirmishers)
- ◆ 2 human guards (level 3 soldiers)
- ◆ 1 human mage (level 4 artillery)

Level 13 Encounter (XP 3,600)

- ◆ 1 bear spirit (level 12 elite brute)
- ◆ 8 angel of valor cohorts (level 11 minions)
- ◆ 1 angel of protection (level 14 soldier)



THOUL

A monstrous horror that seems to combine the worst, most bestial aspects of hobgoblin and troll, thouls stand slightly taller than a large human. They have rope-like, stone-gray or black hair, usually worn in long locks. Their skin, either burnt-red or sickly green, is otherwise hairless, and their disease-yellow eyes lack visible pupils. Thouls dress in clothing and armor dyed black and blood-red.



Thoul Marauder Level 8 Brute
Medium natural humanoid XP 350

Initiative 9 **Senses** Perception 7; low-light vision, scent

HP 85; **Bloodied** 42

Regeneration 10 (if the thoul takes acid damage, or weapon damage from a weapon of the spear, bow, or crossbow groups, regeneration does not function until the end of its next turn)

AC 20; **Fortitude** 20, **Reflex** 21, **Will** 20

Immunity ; **Resist** 5 necrotic, 10 poison; **Vulnerability**

Speed 6

⊕ **Claw** (standard; at-will) ♦ **Paralysis**

+11 vs. AC; 1d10+5 damage, and the target is immobilized (save ends). **Special:** Creatures of fey origin gain a +2 bonus to save against this immobilization.

⊕ **Longsword** (standard; at-will) ♦ **Weapon**

+11 vs. AC; 2d8+5 damage.

Thoul Resilience (free reaction, when the thoul rolls a saving throw; encounter)

The marauder may roll a second saving throw, and choose the better of the two results.

Alignment Evil **Languages** Common, Goblin

Skills Intimidate +8

Str 17 (+7) **Dex** 20 (+9) **Wis** 17 (+7)

Con 15 (+6) **Int** 12 (+5) **Cha** 9 (+3)

Equipment leather armor, longsword

Thoul Bloodletter Level 16 Brute
Large natural humanoid XP 1,400

Initiative 15 **Senses** Perception 13; low-light vision, scent

HP 159; **Bloodied** 79

Regeneration 10 (if the thoul bloodletter takes acid damage, or weapon damage from a weapon of the spear, bow, or crossbow groups, regeneration does not function until the end of its next turn)

AC 28; **Fortitude** 28, **Reflex** 29, **Will** 28

Resist 10 necrotic, 15 poison

Speed 6

⊕ **Claw** (standard; at-will) ♦ **Paralysis**

Reach 2; +19 vs. AC; 2d8+7 damage, and the target is immobilized (save ends). **Special:** Creatures of fey origin gain a +2 bonus to save against this immobilization.

⊕ **Longsword** (standard; at-will) ♦ **Weapon**

Reach 2; +19 vs. AC; 3d8+7 damage.

⊕ **Bestial Ravage** (standard; recharge [Ⓜ]) ♦ **Paralysis, Weapon**

Reach 2; +19 vs. AC; 3d10+7 damage and target is knocked prone. If it hits, the thoul may then make an immediate secondary attack against the prone target. **Secondary Attack:** +19 vs. AC; 2d8+7 damage, and the target is immobilized (save ends). **Special:** Creatures of fey origin gain a +2 bonus to save against this immobilization.

Thoul Bloodletter	Level 16 Brute
Large natural humanoid	XP 1,400
Thoul Resilience (free reaction, when the thoul rolls a saving throw; encounter)	
The bloodletter may roll a second saving throw, and choose the better of the two results.	
Alignment Evil	Languages Common, Goblin
Skills Intimidate +14	
Str 21 (+13)	Dex 24 (+15)
Con 19 (+12)	Int 12 (+9)
	Cha 12 (+9)
Equipment leather armor, longsword	

Thoul Night King	Level 24 Brute
Large natural humanoid	XP 6,050
Initiative 15	Senses Perception 13; darkvision, scent
HP 228; Bloodied 114	
Regeneration 15 (if the thoul takes radiant damage, or weapon damage from a weapon of the spear, bow, or crossbow groups, regeneration does not function until the end of its next turn)	
AC 36; Fortitude 36, Reflex 37, Will 36	
Immunity poison; Resist 20 necrotic; Vulnerability 10 radiant	
Speed 6	

⚔ **Claw** (standard; at-will) ♦ **Paralysis**

Reach 2; +27 vs. AC; 2d8+9 damage, and the target is immobilized (save ends). **Special:** Creatures of fey origin gain a +2 bonus to save against this immobilization.

⚔ **Longsword** (standard; at-will) ♦ **Weapon**

Reach 2; +27 vs. AC; 4d6+9 damage.

⚔ **Bestial Ravage** (standard; recharge [1]) ♦ **Paralysis, Weapon**

Reach 2; +27 vs. AC; 4d6+9 damage and target is knocked prone. If it hits, the thoul may then make an immediate secondary attack against the prone target. **Secondary Attack:** +27 vs. AC; 2d8+9 damage, and the target is immobilized (save ends). **Special:** Creatures of fey origin gain a +2 bonus to save against this immobilization.

⚔ **Dead Blood** (immediate reaction, when first bloodied; encounter) ♦ **Necrotic**

Close blast 4; +25 vs. Reflex; 5d10+8 necrotic damage, and the target is immobilized (save ends).

Thoul Resilience (free reaction, when the thoul rolls a saving throw; encounter)

The night king may roll a second saving throw, and choose the better of the two results.

Alignment Evil	Languages Common, Goblin
Skills Intimidate +19	
Str 25 (+19)	Dex 28 (+21)
Con 23 (+18)	Int 12 (+13)
	Cha 14 (+14)
Equipment leather armor, longsword	

THOUL TACTICS

Against most opponents, thouls employ their claws and paralysis. Only when hard pressed, to where they feel the need to do more damage, or when facing fey opponents does thouls resort to manufactured weapons.

THOUL LORE

The following information can be obtained with a successful Nature check.

DC 15: Thouls utterly despise elves, eladrin, and other fey. They fashion their hilts from the bones of such creatures, wrap them in leather made from fey flesh, and use fey teeth as arrowheads.

DC 20: Thouls are a magical crossbreed of hobgoblin, ghoul, and troll created more than a millennium ago by insane hobgoblin necromancers seeking the key to eternal life.

Part of their hatred for elves and related fey may stem from the fact that those races tend to use wood-based, piercing weapons—weapons to which the thoul are abnormally vulnerable.

DC 25: While most thouls resemble mutations of their hobgoblin ancestors, some few are born more closely resembling trolls. (The mother rarely survives such a birth.) These rare mutations are far stronger, more potent, and even more bloodthirsty than their brethren.

The most horrific of thouls, the so-called “night kings,” are thouls in which neither the hobgoblin nor troll blood are primary, but in which the necromantic ghoul strain is dominant. They tend to be born only to mothers who have been exposed to great amounts of necrotic energy.

ENCOUNTER GROUPS

Thouls are normally found in service to hobgoblin tribes—or, in the case of the most powerful thouls, leading them. Some potent thouls instead command bands of trolls and other bestial creatures of that ilk.

Level 3 Encounter (XP 775)

- ♦ 1 hobgoblin archer (level 3 artillery)
- ♦ 2 hobgoblin soldiers (level 3 soldiers)
- ♦ 1 hobgoblin warcaster (level 3 controller)

- ♦ 1 thoul marauder (level 4 brute)

Level 14 Encounter (XP 5,000)

- ♦ 1 thoul bloodletter (level 16 brute)
- ♦ 2 war trolls (level 14 soldiers)
- ♦ 2 minotaur cabalists (level 13 controllers)

THRALL OF COOT

Thralls of Coot are living beings that have been subdued by the Egg of Coot's mental domination. This magical enchantment feeds off of brain activity and infests the whole body of its host. It cannot be seen or removed by physical means. Once a being becomes a thrall of Coot, death is usually the only means of liberation.

"Thrall of Coot" is a monster template that can be applied to nonplayer characters. See "templates" in the *Dungeon Master's Guide* for general rules on applying templates, and the boxed text for specifics of this template.

Thrall of Coot (human mage) Level 4 Elite Artillery
Medium natural humanoid XP 350

Initiative 4 **Senses Perception 5**

HP 78; Bloodied 39

AC 19; Fortitude 13, Reflex 14, Will 19

Immunity fear, any power that allows the reading of thoughts;
Resist 10 psychic

Saving Throw +2 (+5 against charm, dominate, and illusion)

Speed 6

Action Point 1

⬇ **Quarterstaff** (standard; at-will) ♦ **Weapon**
+4 vs. AC; 1d8 damage.

☞ **Magic Missile** (standard; at-will) ♦ **Force**
Ranged 20; +7 vs. Reflex; 2d4+4 force damage.

☞ **Dancing Lightning** (standard; encounter) ♦ **Psychic**
The thrall makes a separate attack against 3 different targets: ranged 10; +7 vs. Reflex; 1d6+4 psychic damage.

☞ **Thunder Burst** (standard; encounter) ♦ **Psychic**
Area burst 1 within 10; +9 vs. Fortitude; 1d8+6 psychic damage, and the target is dazed (save ends).

Alignment Evil	Languages Common	
Skills Arcana +13		
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)

Equipment robes, quarterstaff, wand

HUMAN MAGE THRALL TACTICS

This thrall remains distant from his foes, lobbing ranged and area attacks into their midst while his allies keep them busy.

Thrall of Coot (Balebourne Orc Bladeweaver) Level 5 Elite Controller
Medium natural humanoid XP 400

Initiative 8 **Senses Perception 4; low-light vision**

HP 118; Bloodied 59

AC 21; Fortitude 17, Reflex 18, Will 21

Immunity fear, any power that allows the reading of thoughts;
Resist 10 psychic

Saving Throw +2 (+5 against charm, dominate, and illusion)

Speed 6; see also *arcane charge*

Action Point 1

⬇ **Katana** (standard; at-will) ♦ **Psychic, Weapon**
+10 vs. AC; 1d8+4 psychic damage.

⬇ **Sleeping Blade** (standard; at-will, but see below) ♦ **Psychic, Sleep, Teleportation, Weapon**

The bladeweaver can make this attack *only* as the culmination of a charge attack that includes *arcane charge*; +10 vs. Fortitude; 1d8+6 psychic damage, plus target dazed until the end of the balebourne's next turn. On a critical hit, the target falls asleep (save or taking damage ends).

⬇ **Arcane Charge** (move or as part of a charge; recharge ☞ ☞ ☞) ♦ **Teleportation**

The bladeweaver teleports up to 6 squares; if used as part of a charge, the teleportation qualifies as the movement portion of that charge.

Alignment Evil	Languages Common, Draconic, Giant
Skills Arcana +11, Endurance +9	
Str 13 (+3)	Dex 18 (+6) Wis 15 (+4)
Con 15 (+4)	Int 15 (+4) Cha 13 (+3)

Equipment leather armor, katana

BALEBOURNE BLADEWEAVER THRALL TACTICS

The bladeweaver thrall teleports into the thick of melee, attempting to impede foes through the use of sleeping blade.

Thrall of Coot (Fire Giant Forge-caller) Level 18 Elite Artillery
Large elemental humanoid (giant) XP 4,000

Initiative 11 **Senses Perception 17; low-light vision**

HP 266; Bloodied 133

AC 34; Fortitude 33, Reflex 29, Will 34

Immunity fear, any power that allows the reading of thoughts;
Resist 15 fire, 20 psychic

Saving Throw +2 (+5 against charm, dominate, and illusion)

Speed 8

Action Point 1

⬇ **Smoldering Mace** (standard; at-will) ♦ **Fire or Psychic, Weapon**

Reach 2; +21 vs. AC; 1d10+6 damage plus 1d10 fire or psychic damage (decide which before rolling the attack).

☞ **Fire Pillar** (standard; at-will) ♦ **Fire or Psychic**
Ranged 20; +23 vs. Reflex; 3d8+5 fire or psychic damage (decide which before rolling the attack).

Thrall of Coot (Fire Giant Forge-caller)	Level 18 Elite Artillery
Large elemental humanoid (giant)	XP 4,000
A Flame Burst (standard; recharge [E]) ♦ Fire or Psychic	
Area burst 2 within 10; +21 vs. Reflex; 2d8+3 fire or psychic damage, and ongoing fire or psychic damage (decide which before rolling the attack) (save ends).	
Alignment Evil	Languages Giant
Skills Arcana +14, Intimidate +14	
Str 23 (+15)	Dex 15 (+11) Wis 16 (+12)
Con 22 (+15)	Int 10 (+9) Cha 11 (+9)

FORGECALLER THRALL TACTICS

This thrall stays on the outskirts of combat when facing foes that might pose a threat, sniping at them with various ranged and area attacks, but is all too willing to wade into melee against obviously weaker opponents.

THRALL OF COOT LORE

The following information can be obtained with a successful Nature check.

DC 20: The Egg of Coot is capable of utterly enslaving the will of certain humanoids. These souls become both irredeemably evil and fiercely loyal to the Egg. So far as anyone knows, only death can free a fully bound thrall from this foul domination.

ENCOUNTER GROUPS

Most often, thralls either work alone or within groups as appropriate for their race, manipulating allies on behalf of the Egg. At times, they operate in groups of other thralls, or alongside even more hideous monstrosities who serve the master of Coot.

Level 4 Encounter (XP 975)

- ♦ 1 human mage thrall (level 4 elite controller)
- ♦ 1 human berserker (level 4 brute)
- ♦ 4 human guards (level 3 soldiers)

Level 18 Encounter (XP 11,500)

- ♦ 1 fire giant forgercaller thrall (level 18 elite artillery)
- ♦ 1 gibbering abomination (level 18 controller)
- ♦ 2 death hags (level 18 soldier)
- ♦ 3 abyssal ghoul hungerers (level 18 minions)

THRALL OF COOT TEMPLATE

The thrall of Coot is a mentally enslaved servant of the alien and evil Egg of Coot. It is steadfastly loyal, all but impossible to subvert, and an expert at strange magics.

“Thrall of Coot” is a template you can apply to any humanoid creature to represent one of these slaves. It best complements creatures with at least one magical form of attack. If you are modifying a nonplayer character, this template works best with the cleric, warlock, wizard, arcane warrior, and wotan classes.

Prerequisite: Humanoid.

Thrall of Coot	Elite Controller or Artillery
Humanoid	XP Elite
Defenses +2 AC, +4 Will	
Immune fear, any powers that allow the reading of thoughts; Resist 10 psychic at 1st level, 20 psychic at 11th level, 30 psychic at 21st level	
Saving Throws +2 (+5 against charm, dominate, and illusion effects)	
Action Point 1	
Hit Points +8 per level + Constitution score (controller) or +6 per level + Constitution score (artillery)	
Skills The thrall of Coot gains training in Arcana. If it is already trained in Arcana, it gains a +2 bonus to Arcana checks.	
Master of Magics	
Choose one attack—with the acid, cold, fire, force, lightning, necrotic, psychic, radiant, or thunder keyword—that the thrall possesses. (A power to which the thrall has added the psychic keyword, from his mind-crusher ability, qualifies even if it otherwise would not.) The thrall gains a permanent +2 bonus to attack and damage rolls with that attack.	
Mind-Crusher	
The thrall can convert any attack power it has to psychic. Change a power’s energy keyword to psychic, or add psychic energy to an attack power that doesn’t normally deal energy damage.	

WOODSCAR SPLINTER

Woodscar splinters are the result of natural forests perverted and warped by arcane or extraplanar energies. They appear to be very vaguely humanoid in shape, twisted and jagged, formed from dead shrubs, downed tree limbs, and broken sticks. The so-called “death-tree” is an amalgamation of dozens of smaller woodscar splinters, clinging together in roughly the same of a dying cypress.

Woodscar Splinter Thistle Level 17 Minion
Small natural animate (plant) XP 400

Initiative 15 **Senses Perception 13**

HP 1; a missed attack never damages a minion; **Bloodied**

AC 31; **Fortitude 29**, **Reflex 30**, **Will 29**

Speed 6 (forest walk)

⚔ **Claw of Thorns** (standard; at-will)

+22 vs. AC; 8 damage.

✳ **Entangling Wild** (standard; daily) ♦ **Conjuration**

Area burst 2 within 10; +20 vs. Reflex; target is immobilized (save ends). Creatures with the plant keyword are immune.

Afterspell: Until the end of the encounter, the area is considered difficult terrain (creatures with forest walk are unimpeded).

Unseen Step

Woodscar splinters cannot be tracked through forest environs unless they wish to leave a trail.

Alignment Evil **Languages** -
Skills Stealth +20
Str 11 (+8) **Dex** 24 (+15) **Wis** 21 (+13)
Con 21 (+13) **Int** 3 (+4) **Cha** 9 (+7)

Woodscar Splinter Thorn Level 17 Lurker
Small natural animate (plant) XP 1,600

Initiative 19 **Senses Perception 13**

HP 129; **Bloodied 64**

AC 31; **Fortitude 29**, **Reflex 30**, **Will 29**

Immunity ; **Resist** ; **Vulnerability** fire (a woodscar splinter thorn takes ongoing 5 fire damage [save ends] when damaged by fire)

Speed 6 (forest walk)

⚔ **Claw of Thorns** (standard; at-will)

+22 vs. AC; 2d8+7 damage.

✳ **Entangling Thorns** (standard; daily) ♦ **Conjuration**

Area burst 2 within 10; +20 vs. Reflex; 3d10+7 damage and target is restrained (save ends). Creatures with the plant keyword are immune.

Afterspell: Until the end of the encounter, the area is considered difficult terrain (creatures with forest walk are unimpeded).

Combat Advantage

The splinter thorn deals +2d4 damage on *claw of thorn* attacks, and the target is slowed (save ends).

Woodscar Splinter Thorn Level 17 Lurker
Small natural animate (plant) XP 1,600

Unseen Step

Woodscar splinters cannot be tracked through forest environs unless they wish to leave a trail.

Alignment Evil **Languages** -
Skills Stealth +20
Str 11 (+8) **Dex** 24 (+15) **Wis** 21 (+13)
Con 21 (+13) **Int** 3 (+4) **Cha** 9 (+7)

WOODSCAR SPLINTER TACTICS

Thistles and thorns both lurk within the woods, and attempt to catch prey by surprise and immobilize or restrain as many as possible before rushing in, unimpeded, to kill.

Woodscar Splinter Death-Tree Level 23 Solo Soldier
Huge natural animate (plant, swarm) XP 25,500

Initiative 21 **Senses Perception 18**

HP 1080; **Bloodied 540**

AC 39; **Fortitude 37**, **Reflex 38**, **Will 37**

Immunity ; **Resist** half damage from melee and ranged attacks; **Vulnerability 10** against close and area attacks, fire (a woodscar splinter thorn takes ongoing 5 fire damage [save ends] when damaged by fire)

Saving Throw 5

Speed 6; see also *storm of splinters*

Action Point 2

⚔ **Lashing Thorns** (standard; at-will)

Reach 3; +30 vs. AC; 3d6+8 damage and targets of Medium size or smaller are knocked prone.

Forest of Splinters (minor; at-will)

The death-tree breaks off a portion of the splinters forming it, causing them to take the shape of a duplicate death tree in an unoccupied space within 10 squares. The death-tree can have no more than four duplicates at once; the duplicates cannot create more duplicates, nor can they use *entangling thorns* or *storm of splinters*.

When a duplicate appears, it makes an initiative check and joins the battle on that initiative count. A duplicate has the same statistics as the death-tree except for its hit points. When the death-tree creates a duplicate, it loses one-quarter of its current hit points, and the duplicate appears with that quantity of hit points. The death tree’s maximum number of hit points remains the same.

Duplicates last until the death-tree reaches 0 hit points or until the death-tree reabsorbs them. Reabsorbing a duplicate requires a minor action, and the death-tree regains all that duplicate’s remaining hit points.

A **Entangling Thorns** (standard; daily) ♦ **Conjuration**

Area burst 4 within 20; +28 vs. Reflex; 4d8+8 damage and target is restrained (save ends). Creatures with the plant keyword are immune.

Afterspell: Until the end of the encounter, the area is considered difficult terrain (creatures with forest walk are unimpeded).

Woodscar Splinter Death-Tree

Level 23 Solo Soldier

Huge natural animate (plant, swarm)

XP 25,500

‡ Storm of Splinters (move; encounter) ♦ Polymorph

In a split second, the wooden horror disincorporates into a veritable blizzard of flying splinters, only to form again almost as swiftly.

The death-tree shifts up to 12 squares, moving *through* enemy's spaces and making a melee attack against each enemy whose space it passes through; +28 vs. Reflex; 4d12+8 damage.

Unseen Step

Woodscar splinters cannot be tracked through forest environs unless they wish to leave a trail.

Alignment Evil

Languages -

Skills Stealth +24

Str 17 (+14)

Dex 27 (+19)

Wis 24 (+18)

Con 24 (+18)

Int 3 (+7)

Cha 14 (+13)

WOODSCAR SPLINTER DEATH-TREE TACTICS

When facing multiple dangerous foes, the death-tree often creates one or two duplicates in the first round of combat, and additional duplicates as it nears the bloodied condition. Once this is done—or if it decides this is unnecessary, due to the low numbers or weakness of the foe—it using entangling thorns to impede the foe while it attacks unhindered.

WOODSCAR SPLINTER LORE

The following information can be obtained with a successful Nature check.

DC 20: Woodscar splinters arise in areas of corrupted nature, such as a forest in which many people have been slain by foul magics, or an elven glen that has been touched by the Shadowfell, the Abyss, or the Far Realm.

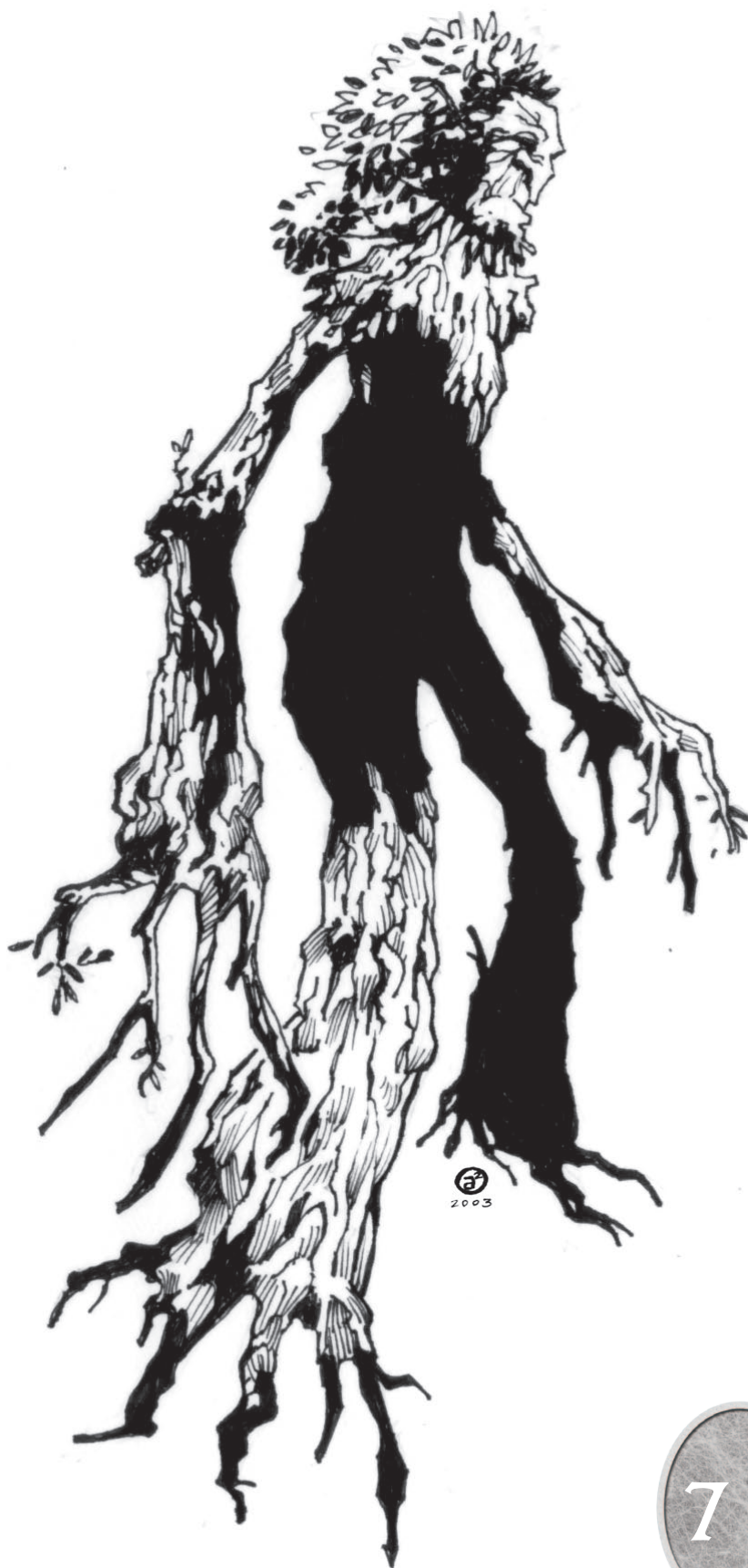
DC 25: The first woodscar splinters appeared not long ago in the Redwood, forest home of the Cumasti elves. Those creatures were easily dealt with, but those that have appeared since have proved much more powerful.

ENCOUNTER GROUPS

Woodscar splinters travel in groups, and sometimes can be found fighting alongside other evil plant creatures bent on destruction.

Level 18 Encounter (XP 10,800)

- ♦ 1 blackroot treant (level 19 elite soldier)
- ♦ 2 woodscar splinter thorns (level 17 lurkers)
- ♦ 7 woodscar splinter thistles (level 17 minions)



RACIAL TRAITS

Several of Blackmoor's monsters are suitable for use as NPCs. They have traits and powers just like other races, and the DM can make use of those to build members of those races into additional characters and challenges.

These traits and powers are more consistent with NPC or monster use, and a player should create a character of these races only with specific permission from the DM. (Afridhi and Skandaharians do not appear here because they are essentially humans with cultural differences, not separate races unto themselves.)

BEASTMAN

Average Height: 6'11" – 7'3"

Average Weight: 270–340 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 7 squares

Vision: Low-light

Languages: Common, Goblin

Skill Bonuses: +2 Athletics

Brutal Assault: The first time you are bloodied each day, you gain an extra action point that you must use before the end of your next turn, or you lose it. (This does not allow you to exceed the normal limit of spending one action point per encounter.)

Mucus Spittle: You can use mucus spittle as an encounter power.

Mucus Spittle Beastman Racial Power

You hawk up a horrible black bile, and spit it in your opponent's face.

Encounter

Minor Action **Ranged 5**

Target: One creature

Attack: Dexterity vs. Reflex

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

GOBLIN, ASH

Average Height: 3'11" – 4'6"

Average Weight: 95–130 lb.

Ability Scores: +2 Constitution, +2 Dexterity

Size: Small

Speed: 6 squares

Vision: Darkvision

Languages: Common, Goblin

Skill Bonuses: +2 Endurance, +2 Stealth

Ash Goblin Mutation: You may use sudden adaptability and fearsome howl once each as daily powers.

Fearsome Howl Ash Goblin Racial Power

You unleash a horrible, unnatural scream from deep within your tortured soul.

Daily ♦ Fear

Standard Action **Close burst 2**

Target: All non-goblins in burst

Attack: Constitution vs. Will

Hit: 1d6 + Con modifier psychic damage. On the target's next turn, it must use its first available action to move up to its full speed away from you. Once that move is complete, the target may use its remaining actions however it chooses.

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

Sudden Adaptability Ash Goblin Racial Power

You draw upon the arcane mutations within to fortify yourself against harm.

Daily

Immediate Interrupt **Personal**

Trigger: You are attacked

Effect: You gain a +5 bonus to the defense targeted by that attack. The bonus applies to that single attack only

ORC, BALEBOURNE

Average Height: 6'0" – 6'5"

Average Weight: 200–230 lb.

Ability Scores: +2 Strength, +2 Intelligence

Size: Medium

Speed: 6 squares

Vision: Darkvision

Languages: Common, Giant

Skill Bonuses: +2 Arcana, +2 Endurance

Cantrip: You know one of the wizard's cantrips as an at-will power.

Arcane Charge: You may use arcane charge as an encounter power.

Arcane Charge Balebourne Orc Racial Power

You disappear briefly from the world, reappearing where your foe least expects.

Encounter ♦ Teleportation

Minor Action, or as the **Personal** movement portion of a charge

Effect: Teleport up to 3 squares, or up to 6 squares if part of a charge

SANDFOLK

Average Height: 5'8" – 6'1"

Average Weight: 140–170 lb.

Ability Scores: +2 Constitution, +2 Dexterity

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, Sandfolk

Skill Bonuses: +2 Endurance, +2 Nature

Saving Throws: You gain +5 on immediate saves to avoid falling (such as when pushed over an edge by a bull rush).

Four-Armed: You can wield two weapons and one or two shields, or a two-handed weapon and one or two shields. You still gain only the standard benefits for fighting with two weapons.

Shield Mastery: You are automatically proficient in light shields, and may wield two light shields at once, stacking their AC and Reflex defense bonuses. You only suffer the skill check penalty as though you were wielding one light shield. You may also use shield catch as a daily power.

Shield Catch Sandfolk Racial Power

You bring both shields up, stopping your foe's attack cold

Daily

Immediate Interrupt **Personal**

Trigger: You are hit by a melee attack

Special: You must be wielding two shields

Effect: You negate the attack



EPILOGUE: SON OF HAK

The darkness abated, giving way to form. Tasi dreamed he was with his father. He wasn't sure what he had done wrong this time; if he had stolen another Peshwah's horse, cheated at bones, or seduced the daughter of yet another rival Leado. In the end it never mattered. The response was always the same....

"Worthless!" the Leado roared, his face red beneath his grey-white beard. "Better I had a dog for a son than a lying thief. At least a dog could be taught to obey."

"What, with my tail between my legs? Hadeen forbid I should think for myself!"

"It is not your place to think," the Leado snarled, "but to learn from the wisdom of your people. Tradition is what sustains us. Tradition is what defines us and keeps us from falling into decadence and sloth."

"Perhaps if we had thought more," Tasi snapped, "and relied on tradition less, the Afridhi wouldn't have wiped out half our people! What has tradition won us? Stagnation and death!"

"Silence!" His father lashed out, striking Tasi across the face. "You carry the blood of the Peshwah's greatest heroes in your veins! Men and women that vanquished entire armies of our enemies and gave their lives for our people! You are no hero. You are not even a Peshwah!"

His father's shouts turned to laughter. "When will you wake up to your responsibilities?" The hand fell again, cracking Tasi's teeth together. "Wake up!"

Tasi slowly came to, realizing the shouting and the blows were real, and not part of a dream.

"Wake up!" A hobnailed boot cracked Tasi across the face, setting his vision spinning. Gasping in pain, he tried to sit up, but his hands were bound behind his back and cinched to his ankles, and the effort sent him rolling in the mud.

"The son of Hak awakens," a sweet, child's voice announced, and the beating ceased. Daring more blows, Tasi shot a desperate glance around.

He was kneeling in a low, muddy pit lit by smoldering torches and red lanterns. On every side stood rank upon rank of fire-bearded Afridhi warriors. To his left stood the man-child that had captured him, a red sash tied round his narrow waist. A dozen braided scalps swung from the sash; Peshwah scalps.

The mob parted to make way for a woman, a priestess clad in bracers of hammered bronze. She wore a half-mask the

color of dying embers and a jeweled, iron crown. Her long hair was tied into tight braids that fell down the length of her back, and even spilled onto the ground behind her.

"Peshwah no Tasi," the woman greeted him with a mocking salute. "Welcome to our camp."

"How," Tasi gasped, "do you know my name?"

"I am Suth-Kavi, Handmaiden of Zugzul. Soon I will know everything about you." She crossed the muddy arena and drew a serpentine dagger from her belt. She slid the blade across his bare skin. "Your blood betrays you. It spills your deepest secrets, your darkest desires. Every lie you've ever told, every promise you've ever broken, every lust and every perversion."

Tasi pulled himself up in spite of the pain. "You're going to need more blood," he said.

"Do not think to play with me, Peshwah. There are many more where you came from." She smiled in satisfaction when Tasi drew away. "Yes, I think you understand. And still – a demonstration is in order. Zanjin, hold the boy still."

The slender Afridhi took Tasi by the shoulder and pressed him hard into the mud. Tasi cried in pain when she bent back the smallest finger of his left hand, snapping the bone. Slowly, savoring his every cry and moan, she sawed off Tasi's finger.

Suth-Kali held the dripping finger before Tasi's pain-racked face. "Ours is a magic born of fire and blood." The Handmaiden walked to one of the flaming torches and dropped the finger into the sputtering flame. Instantly the fire leaped to life with a gout of black smoke. Suth-Kali inhaled deeply and when she turned back to face Tasi, her eyes were bright with divine power.

"We seek the Bow of Hadeen."

"I don't know anything about it," Tasi swore through gritted teeth.

"A lie," Suth-Kali answered with satisfaction. "Try once more."

Tasi's eyes grew wide. The hag could detect his lies? "It is a legend told to children, but dismissed by our elders."

Suth-Kali shook her head again, and waved lazily to the Afridhi that held him. "Zanjin, remove his entire hand."

"No!" Tasi pleaded. "I will tell you!"

Suth-Kali waited expectantly. Tasi searched for a half-truth that the Handmaiden wouldn't see through. His entire life he had relied on lies and deceptions, but now they deserted him, leaving him helpless and empty.

"Our elders know of the Bow, and seek it for their own."

"Elders," Suth-Kali mused. "Who?"

Tasi broke inside. "My father."

"Excellent." Suth-Kali stood back. "Lead us to your camp."

Tasi hung his head with defeat.

"As you wish."

They marched through the night, Tasi at the head of a legion of howling Afridhi. They drove him on like an animal, beating him with whips and the flats of their swords whenever he slowed or stumbled. Each time he fell they hoisted him onto his feet and thrust him forward into the dark night.

In the distance, the Kerman Peaks began to show signs of dawn, the first tinges of blue silhouetting the sharp, jagged crags. Prairie birds sang the arrival of day, then fled before the marching legion. Even the wind seemed to have been chased from the Hak; the prairie grasses stood still and tall, as if mourning the coming slaughter.

Finally, just as the first golden rays of the sun broke free of the snow-wreathed mountains, Tasi dropped to his knees.

"What now?" Suth-Kali demanded, storming to the front of the line. "Where are we?"

"I have done as you asked," Tasi nodded to the bare earth around him. In the dim light, faint impressions of tents could be seen where the grasses were laid flat.

Zanjin knelt before a ring of charred stones. "The coals are still warm. Peshwah camped here four, maybe six hours ago."

"Where are they now?" Suth-Kali snarled.

"I don't know," Tasi answered, reveling in the truth. "My people are like the wind, and no army will ever catch a tribe of Peshwah on the ride."

Suth-Kali shrieked with fury, and clubbed Tasi with her fist, knocking him over into the dirt, then kicking him again and again. "Your people are not the wind! They are curs, and I will bring them to heel if I have to set fire to the entire Hak!

The priestess spun away. "Cut the traitor loose!"

Zanjin hurried to obey, slicing through the ropes that bound Tasi's hands and ankles, and dragging the Peshwah to his feet.

"Know this, Peshwah," the Handmaiden snarled, "your sacrifice is in vain. There are others seeking the Bow, and

others that will aid me. You are not the only traitor on the High Hak. When the last of your life blood seeps into this wretched plain, when your entire body screams agony, I want you to look upon me and know that I will have the Bow. And when I do, your pathetic rabble of dung-chasing herders will kneel before my might.

"Zanjin, kill this worm."

"As you command, mistress." The slender Afridhi tossed a heavy axe to the ground at Tasi's feet, then drew a pair of matched blades. Longer than fighting knives, and crude, like cleavers, the halfblades glinted redly in the light of dawn.

"Come, Peshwah," he said, egging Tasi on. "You threatened to kill me before. Make good on the threat."

Tasi wrapped his hands around the massive axe, amazed the Zanjin had tossed it about so easily. He hoisted it weakly into the air, shuddering at the sight of the eager man-child. The Afridhi gathered around the pair in a tight circle, hooting and shouting, their eyes hungry for violence.

Summoning all his strength, Tasi swung the blade hard at Zanjin's head. The Afridhi rolled away easily and lashed out with a blade, cutting a shallow line across Tasi's belly. The axe buried itself in the sod, and Suth-Kali clapped with delight.

Tasi squatted to lift the axe and Zanjin sprang on him, blades dancing like a whirlwind of razors. He was playing with the Peshwah, striking him the hilts and flats of his blades in a quick, bone-breaking tempo. Tasi cried out in pain, blood running down into his eyes, but he didn't let go of the axe. Cursing, Tasi struck out blindly with all his rage, and the axe swung wide. Zanjin struck like a cat, slicing the back of Tasi's leg and dropping the warrior back to the bloody grass. Still grunting and cursing, Tasi flung himself at the Afridhi, falling short. Zanjin placed a foot on back of his head, pressing the Peshwah's mewling face into the turf.

"Zanjin," Suth-Kali ordered. "Pull him up. I want to hear the heathen's prayers as he dies."

Zanjin nodded and took a fist of Tasi's hair, hoisting up the limp body for all to see. The Peshwah was bleeding from a dozen cuts. Both eyes were battered and swollen, and his teeth had been forced through his lower lip. Yet still the Peshwah lived, mouthing silent words.

"Speak up, child," Suth-Kali taunted. "If we cannot hear you, how can your fallen gods?"

"...your might will vanish from the plains, like a summer's cloud. Your fury and your empire are meaningless boasts ..."

Suth-Kali snatched up her dagger and pressed it to Tasi's throat. "Meaningless boasts?"

“... you are nothing.” Tasi opened a swollen eye, his lips worked into a battered grin. “I am Peshwah and I defy you and all your false majesty.”

“Defy me?” Suth-Kali asked sweetly. “Do you seek to anger me further, little nomad?”

“Not you.” Tasi pointed weakly. “It.”

Zanjin and the priestess turned in time to see Deumat, terrible in all its black majesty, shriek from the dawn sky. The dragon bore down on the Afridhi, crushing them beneath its tremendous form as it slammed to earth. The plains shook with the force of the impact, knocking the remainder of the troop from their feet. The dragon leaped among the warriors like a cat among mice, tearing with tooth and claw, and screams of the dying Afridhi filled the morning air.

Warriors hurled themselves at the dragon, swords flailing helplessly against scales harder than stone. Afridhi warriors, reavers of the North, fled like children, only to be caught up by the dragon and cast back into the fray.

“Boasts!” the dragon snarled, tracking Tasi through the battle. “Do you call these boasts, manling?”

Tasi tried to pull himself away, crawling hand over hand through the carnage of broken bodies and bloody entrails. The air rang with Afridhi war cries and the dragon’s savage roars. Spears broke, swords shattered, and men died. And still the dragon’s rage burned fiercer.

Zanjin had leaped to cover Suth-Kali when the dragon first stuck, and now he charged the wyrm. He waited for an opening, crouched low to the ground, then struck as the dragon snapped its head around. The dragon ignored the flurry of blows, batting the Afridhi away with a disinterested swat.

Suth-Kali watched in disbelief as her army was laid to waste. The finest warriors of her nation, decimated in moments. Half had fled and the other half were dying, their lifeblood seeping into the Hak. Crying out in anger, the Handmaiden raised her arms to the sky and called upon the darkest powers of Zugzul.

Zanjin pulled himself up from a pile of broken men and stepped before Suth-Kali, determined to shield her from the dragon’s rage.

The plains darkened and even the raging dragon felt divine magic surging through the air.

Deumat turned on the Handmaiden and her eunuch.

Suth-Kali exalted in the crackling power, shaping it with will and fury, but before she could finish the spell, the dragon struck.

Deumat exhaled a sizzling gout of acid, melting men and iron alike into steaming mounds. The force of the blast tore Zanjin aside, and caught Suth-Kali full in the face.

Crows, Tasi thought. Wherever the armies of Zugzul went, crows followed. Only this time, they fed on the Afridhi.

Tasi surveyed the slaughter in disbelief. Over two hundred broken corpses lay scattered on the plain, amid broken weapons and the flocks of gathering crows. The Afridhi army had been shattered, smashed by a force as old as the Hak. The dragon Deumat was wicked, Tasi knew, but still he knelt and offered a wordless prayer of thanks.

And where had the dragon gone? Tasi had hidden beneath the corpse of an eviscerated Afridhi, and waited out the battle. When he finally crawled up from his bloody hiding place, the sun had risen and the dragon was gone, replaced by flocks of crows that picked their way through the forest of the dead.

Tasi put the question from his mind. Perhaps Deumat had sated its anger, or perhaps it was stalking the fleeing Afridhi warriors. Regardless, for now the dragon was gone, and Tasi had little desire to it return.

Perhaps half of the Afridhi still lived. Some had fled when the dragon first struck, and there had been those left to guard the camp. Enough to carry out whatever foul mission their dark god had sent them on.

The Bow of Hadeen.

Tasi had heard his father speak of the bow in reverence, and of other Peshwah that sought it, believing it could unite the Twelve Tribes.

He looked to the north and east. His father would have led the tribe to shelter in the Ash Hills until the threat passed. Tasi could catch them in a week, maybe less, if he hurried.

But Tasi knew the Afridhi would be back. One army had been shattered, but Zugzul had hundreds to take its place. And somewhere there were Peshwah seeking the Bow of Hadeen, far to the west, among the Afridhi hordes.

Heroes like that would need help, even from a lying, thieving outcast.

Tasi started after them.

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