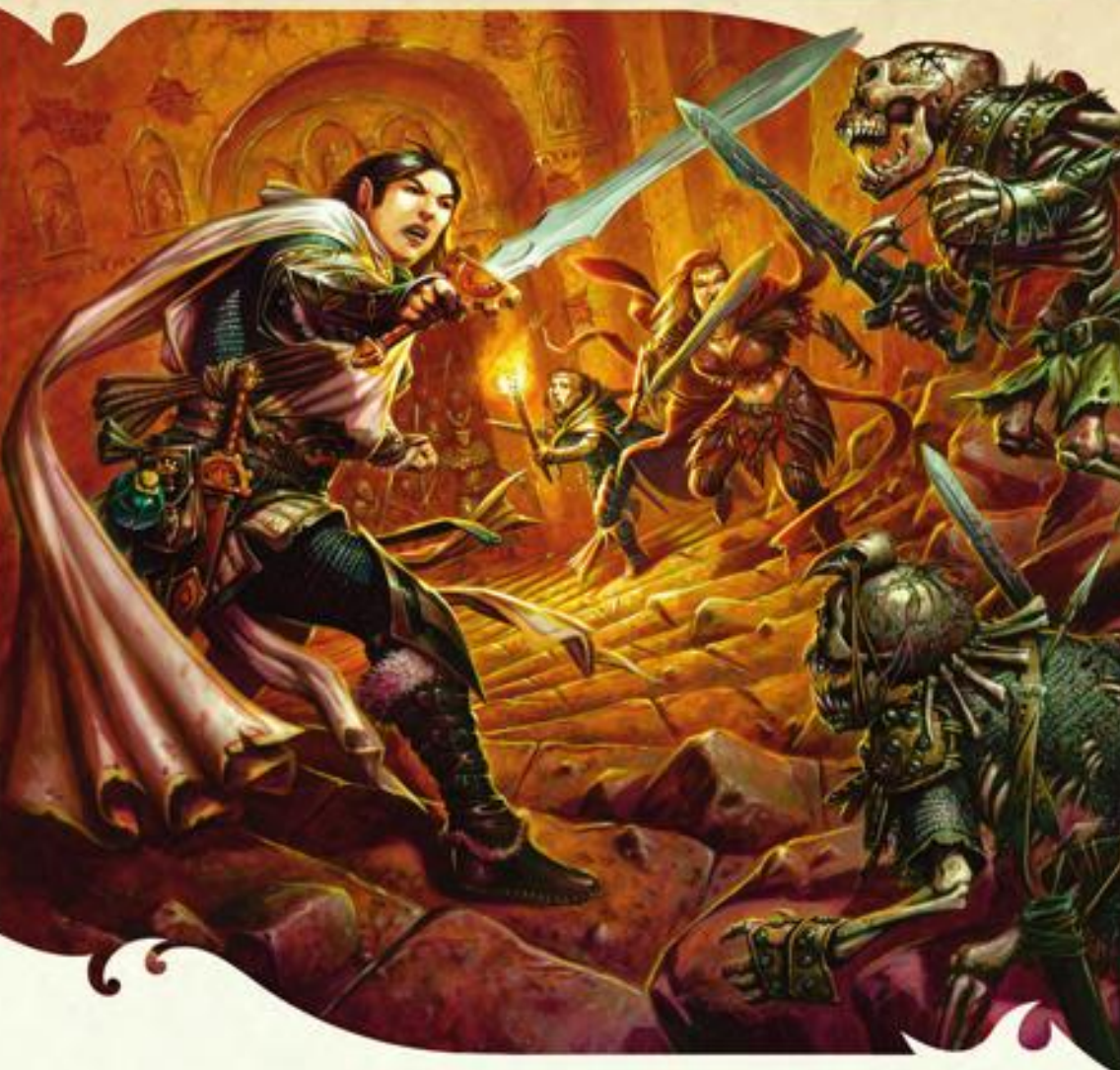


DUNGEONS & DRAGONS

ESSENTIALS™



HEROES OF THE FALLEN LANDS™

CREATE AND PLAY CLERICS, FIGHTERS, ROGUES, AND WIZARDS!

Mike Mearls ♦ Bill Slavicsek ♦ Rodney Thompson

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CREATE AND PLAY CLERICS, FIGHTERS, ROGUES, AND WIZARDS!



ROLEPLAYING GAME CORE RULES

Mike Mearls ♦ Bill Slavicsek ♦ Rodney Thompson





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9 8 7 6 5 4 3 2 1 First Printing: September 2010 620-24752000-001 EN ISBN: 978-0-7869-5620-3

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, Dungeons & Dragons Encounters, Dungeons & Dragons Essentials, *Dungeon Master's Kit*, *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, *Monster Vault*, *Rules Compendium*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2010 Wizards of the Coast LLC.

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INTRODUCTION

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

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

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

This is the world of the **DUNGEONS & DRAGONS®** Fantasy Roleplaying Game. You take on the role of a legendary hero—a powerful fighter, a courageous cleric, a deadly rogue, or a spell-hurling wizard. With some willing friends and a little imagination, you strike out on daring missions and epic quests, testing yourself against an array of daunting challenges and bloodthirsty monsters.

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

START HERE

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

A ROLEPLAYING GAME

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

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

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

What makes the **DUNGEONS & DRAGONS** game unique is the Dungeon Master. The DM is a person who takes on the role of lead storyteller and game referee. The DM runs adventures for the characters and narrates the action for the players. The DM makes the **DUNGEONS & DRAGONS** game infinitely flexible—he or she can react to any situation, any twist suggested by the players, to make each adventure vibrant, exciting, and unexpected.

Ragit the wererat boss considers the rough alleys of Fallcrest's Lower Quays a fertile hunting ground

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

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

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

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

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

ABOUT THIS BOOK

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

THE MOST IMPORTANT RULE

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

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

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

THE MOST IMPORTANT RULE

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

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

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

Two Basic Rules

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

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

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



GAME OVERVIEW

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

A FANTASTIC WORLD

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

The world of the DUNGEONS & DRAGONS game is ancient, built upon and beneath the ruins of past empires, leaving the landscape dotted with places of adventure and mystery. Legends and artifacts of past empires still survive—as do terrible menaces.

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

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

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

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

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

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

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

DUNGEONS & DRAGONS INSIDER

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

WHAT'S IN A GAME

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

Players

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

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

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

The Dungeon Master

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

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

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

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

The Adventure

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

Adventures come in three forms:

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

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

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

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

TIERS OF PLAY

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

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

The Heroic Tier

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

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

The Paragon Tier

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

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

The Epic Tier

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

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

THE ESSENTIALS PRODUCTS

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

Essentials Products for Players and DMs

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

Essentials Products for Players

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

- ◆ ***Heroes of the Fallen Lands***. This volume contains rules for several classes: cleric (warpriest), fighter (knight and slayer), rogue (thief), and wizard (mage). It also describes several races: dwarf, eladrin, elf, halfling, and human.
- ◆ ***Heroes of the Forgotten Kingdoms***. This volume contains rules for several classes: druid (sentinel), paladin (cavalier), ranger (hunter and scout), and warlock (hexblade). It also describes several races: dragonborn, drow, half-elf, half-orc, human, and tiefling.

Essentials Products for Dungeon Masters

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

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

GAME DICE

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

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

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



HOW TO PLAY

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

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

Encounters

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

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

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

Exploration

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

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

for signs of passage or for traps, or searching the chasm floor carefully in case there's anything interesting lying amid the boulders and moss. That's all exploration, too.

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

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

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

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

Taking Your Turn

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

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

Example of Play

Here's an example scene in a typical game session. The adventurers are exploring the ruins of an old dwarven stronghold infested by monsters. There are four players in this session:

- ◆ Chris, the Dungeon Master
- ◆ Justin, playing the human fighter Shara
- ◆ Mike, playing the halfling rogue Uldane
- ◆ Jennifer, playing the eladrin wizard Albanon

Chris (DM): Old stone steps climb about 30 feet or so into the mountain, alongside a cold stream that splashes through the cave. The steps end at a landing in front of a big stone door carved with the image of a bearded dwarf face. The door stands open about a foot or so. There's a bronze gong hanging from a bracket in the wall nearby. What do you do?

Mike (Uldane): I'll creep up and peek through the opening.

Jennifer (Albanon): I want to take a closer look at the gong.

Justin (Shara): I'm going to hang back and keep watch, in case Uldane gets into trouble.

Mike (Uldane): Not a chance, I'm a professional.

Chris (DM): OK, first Albanon: It's a battered old bronze gong. There's a small hammer hanging beside it.

Justin (Shara): Don't touch it!

Jennifer (Albanon): I wasn't going to! It looks like the doorbell to me. No sense telling the monsters we're here.

Chris (DM): Now for Uldane. Since you're trying to be sneaky, Mike, make a Stealth check.

Mike (rolls a Stealth check for Uldane): I got a 22.

Chris (DM): Uldane is pretty stealthy.

Chris compares Uldane's Stealth check result to the Perception check result of the monsters he knows are in the next room. Mike's roll beats the Perception check, so the monsters don't know the halfling is there.

Jennifer (Albanon): So what's in there?

Chris (DM): You're by the gong, remember? Uldane, you peek through the door's opening, and you see a large stone hall with several thick pillars. There's a large fire pit in the center of the room filled with dimming embers. You see four beastlike humanoids with hyena faces crouching around the fire pit, and a big animal—like a hyena, but much bigger—dozing on the floor nearby. The hyena-men are armed with spears and axes.

Justin (Shara): Gnolls! I hate those guys.

Jennifer (Albanon): Looks like we'll have to fight our way in. Can we take them?

Mike (Uldane): No problem—we've got the drop on 'em.

Chris (DM): So are you going through the door?

The players all agree that they are.

Show me where your characters are standing right before you go in.

The players arrange their characters' tokens on the Dungeon Tiles that Chris has prepared for the encounter. They're now on the landing just outside the room with the gnolls.

Justin (Shara): All right, on the count of three . . .

Mike (Uldane): Is that on three or right after three?

Jennifer (Albanon): Uldane!

Mike (Uldane): What? I'm just asking for clarification!

Justin (Shara): One . . . two . . . three!

Chris (DM): You have surprised the gnolls! Everybody roll initiative, and we'll see if you can take these monsters down or not.

What happens next? Can Shara, Uldane, and Albanon defeat the gnolls? That depends on how the players play their characters, and how lucky they are with their dice!

PLAYING THE GAME

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

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

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

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

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

Checks

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

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

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

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

Attack rolls are often described using a shorthand notation:

[Ability name] vs. [Defense]

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

For example, an attack power might include the following attack roll notation: "Strength vs. Fortitude." You make a check (roll a d20 and add all modifiers; see page 41 for how to calculate attack rolls) and compare the result to the target's Fortitude. The power specifies what happens if the power hits and might even specify something that happens on a miss.

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

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

Skill checks use the following notation:

[DC] [Skill name] check

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

For example, a published adventure might include the following skill check notation: "Make a DC 20 Acrobatics check." You make a check (roll a d20 and add all modifiers; see page 43 for how to calculate skill checks) and compare the result to the target DC of 20.

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

Ability checks sometimes use the following notation:

[DC] [Ability name] check

Ability checks follow the rules for skill checks, with a DC set by the DM. For instance, your character might try to hold a door closed against an orc. The DM decides that's a test of raw strength and asks for a Strength check. You make a check (roll a d20 and add all modifiers; see page 42 for how to calculate ability checks) and compare the result to the target DC.

RULES OF THE GAME

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

RUNNING COMBAT

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

A combat encounter follows these steps.

1. **Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised. If any creatures notice enemies without being noticed in return, the aware creatures gain a surprise round.
2. **Establish positions.** The DM decides where the creatures are positioned on the battle grid.
3. **Roll initiative.** Everyone involved in a combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take surprise round actions.** If any creatures gained a surprise round, they act in initiative order, each taking a single action. (Surprised creatures take no actions during the surprise round.) The surprise round then ends, and the first regular round of combat begins.
5. **Take turns.** In initiative order, every combatant takes a turn, which includes various actions. (Creatures can also take certain actions on one another's turns.)
6. **Begin the next round.** When everyone involved in the combat has had a turn, the round ends. Begin the next round with whoever has the highest initiative.
7. **End the encounter.** Repeat steps 5 and 6 until one side stops fighting—for example, all the monsters are captured, fleeing, unconscious, or dead.

The Structure of a Turn

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

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

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

Actions during a Turn An adventurer or monster can take several actions on its turn:

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

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

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

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

Triggered Actions

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

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

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

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

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

Action Points

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

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

MOVEMENT

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

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

ATTACKS

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

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

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

1. Choose the attack the character will use. Each attack has an **attack type**: **melee, ranged, close, or area**. See Chapter 3 for discussion of these attack types.

2. Choose targets for the attack. See Chapter 3 for discussion of choosing targets.
3. Make an **attack roll**, rolling a d20 and adding the appropriate bonuses and penalties. Compare the roll to the target's defense to determine whether the attack hits or misses. If the result equals or exceeds the specified defense of the target (AC, Fortitude, Reflex, or Will), the attack hits. Otherwise, it misses. See page 41 for how to calculate your character's attack rolls. If the d20 roll comes up 20 or 1, special rules apply (see the glossary entries for automatic hit and automatic miss).
4. Deal **damage** and apply any other effects.

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

ATTACK ROLL MODIFIERS

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

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

Attack Results

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

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

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

Damage Rolls

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

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

Durations

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

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

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

Saving Throws

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

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

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

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

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

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

Default Attack Powers

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

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

Melee Basic Attack

Basic Attack

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

At-Will ♦ **Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

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

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

Ranged Basic Attack

Basic Attack

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

At-Will ♦ **Weapon**

Standard Action **Ranged weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

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

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

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

Bull Rush

Attack

You hurl yourself at your foe and push it back.

At-Will

Standard Action **Melee 1**

Target: One creature

Attack: Strength vs. Fortitude

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

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

Grab

Attack

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

At-Will

Standard Action **Melee touch**

Requirement: You must have a hand free.

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

Attack: Strength vs. Reflex

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

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

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

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

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

Opportunity Attack

Attack

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

At-Will

Opportunity Action **Melee 1**

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

Target: The triggering enemy

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

HIT POINTS AND HEALING

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

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

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

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

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

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

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

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

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

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

Dying and Death

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

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

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

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

REST AND RECOVERY

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

Short Rest

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

Extended Rest

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

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



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MAKING CHARACTERS

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

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

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

HAVE YOU PLAYED THE RED BOX?

If you played through the *DUNGEONS & DRAGONS Fantasy Roleplaying Game Starter Set*, you now have a sense of how the game world operates. We recommend you rebuild the character you played, using the options available in this book. Or, now that you know what to expect, create an entirely new character to play!

Here's what you need to make a character:

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

HEROES OF THE FALLEN LANDS

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

Races
Dwarf
Eladrin
Elf
Halfling
Human

HEROES OF THE FORGOTTEN KINGDOMS

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

DUNGEONS & DRAGONS INSIDER

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

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

CHARACTER CREATION STEPS

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

The description of the class you pick walks you through making your character, but here's a rundown of the steps. (In general, steps 4, 5, and 6 are interchangeable; that is, you can choose feats and trained skills before choosing powers if you so desire.)

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

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

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

Choose Skills. Skills measure a character's ability to perform tasks such as jumping across chasms, hiding from observers, and identifying monsters. Your character's class tells you how many trained skills to pick at 1st level. Some races give you an additional skill choice as well. After choosing trained skills, note the character's modifier for every skill, including the +5 bonus for a trained skill. See Chapter 6 for details on skills.

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

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

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

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

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

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

Class

The first decision you make in character creation is picking your character's class. Many different types of heroes inhabit the world: sneaky rogues, clever wizards, burly fighters, and more. Your class represents your character's vocation, whereas your race defines a character's appearance and natural talents.

Your choice of class probably also says something about the character's personality. A wizard might be quick-witted but a tad absentminded, for example, whereas a cleric might be serious in his or her religious devotions but cheerful in social interactions.

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

Fighters: Fighters are experts in armed combat. They rely on muscle, training, and pure determination. If you want to play a character who gets up close and personal in combat, select a fighter. The two types of fighters you can create using this book are the knight and the slayer.

Clerics: Courageous holy warriors and healers, clerics use divine power to blast foes, bolster allies, and lead with wisdom and devotion. If you want to play a character who heals allies and smites enemies with holy power, select a cleric. Using this book, you can create a type of cleric known as a warpriest.

Rogues: Sneaky and skillful, rogues range from tricky scoundrels to expert dungeon-delvers. If you want to play a sly character who loves to use shadows to slip in and out of combat, select a rogue. The thief is a type of rogue that you can create using this book.

Wizards: Smart and scholarly or adventurous and daring, wizards have mastered the arcane arts. If you like a challenge and want to play a character who tosses powerful spells or casts subtle cantrips when the need arises, select a wizard. This book describes a type of wizard known as a mage.

Role

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

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

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

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

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

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

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

Race

A variety of fantastic races populate the DUNGEONS & DRAGONS world—people such as dwarves, elves, and halflings—but humans outnumber them all. In any city or large town, members of several races intermingle. Some of them are residents, and others are travelers or wandering mercenaries looking for their next challenge.

Each character race has innate strengths that make it more suited to particular classes. However, you can create any combination you like. There's nothing wrong with playing against type; dwarves aren't usually rogues, but you can create an effective dwarf rogue by choosing your feats and powers carefully.

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

Your character is an adventurer of one of the civilized races of the world. Here's a quick rundown of the races available in this book.

Dwarf: Tough and strong, dwarves are indomitable warriors and master artisans. Smaller in stature but broader and more solidly built than humans, dwarves freely intermingle with the other races.

Eladrin: Graceful and magical, these elves of the Feywild love arcane magic, swordplay, and mental challenges of all sorts.

Elf: Kin to the eladrin, elves dwell in the deep forests of the world and have an affinity for nature.

Halfling: The smallest of the races, halflings are curious, fearless, and extremely likable. They love to explore and go on adventures.

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

Ability Scores

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

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

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

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

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

ABILITY MODIFIERS

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

The Abilities

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

Strength (Str)

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

- ◆ The default melee basic attack (page 26) is based on Strength.
- ◆ Strength is the key ability for Athletics skill checks (page 289).
- ◆ An adventurer’s Strength modifier contributes to Fortitude, unless his or her Constitution modifier is higher.

Constitution (Con)

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

- ◆ At 1st level, an adventurer's Constitution score is added to his or her hit points.
- ◆ The number of healing surges that an adventurer can use each day is influenced by his or her Constitution modifier.
- ◆ Constitution is the key ability for Endurance skill checks (page 295).
- ◆ An adventurer's Constitution modifier contributes to Fortitude, unless his or her Strength modifier is higher.

Dexterity (Dex)

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

- ◆ The default ranged basic attack (page 26) is based on Dexterity.
- ◆ Dexterity is the key ability for Acrobatics, Stealth, and Thievery skill checks (pages 286, 301, and 302 respectively).
- ◆ An adventurer's Dexterity modifier contributes to Reflex, unless his or her Intelligence modifier is higher.
- ◆ An adventurer's Dexterity modifier contributes to initiative checks.
- ◆ If an adventurer is wearing light armor or no armor, the adventurer's Dexterity modifier contributes to Armor Class, unless his or her Intelligence modifier is higher.

Intelligence (Int)

Intelligence describes how well a character learns and reasons.

- ◆ Intelligence is the key ability for Arcana, History, and Religion skill checks (pages 287, 296, and 300 respectively).
- ◆ An adventurer's Intelligence modifier contributes to Reflex, unless his or her Dexterity modifier is higher.
- ◆ If an adventurer is wearing light armor or no armor, the adventurer's Intelligence modifier contributes to Armor Class, unless his or her Dexterity modifier is higher.

Wisdom (Wis)

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

- ◆ Wisdom is the key ability for Dungeoneering, Heal, Insight, Nature, and Perception skill checks (pages 294, 295, 297, 298, and 299 respectively).
- ◆ An adventurer's Wisdom modifier contributes to Will, unless his or her Charisma modifier is higher.

Charisma (Cha)

Charisma measures force of personality, persuasiveness, and leadership.

- ◆ Charisma is the key ability for Bluff, Diplomacy, Intimidate, and Streetwise skill checks (pages 292, 293, 297, and 302 respectively).
- ◆ An adventurer's Charisma modifier contributes to Will, unless his or her Wisdom modifier is higher.

Determining Ability Scores

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

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

Balanced Scores

16 14 14 11 10 10

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

Specialist Scores

18 14 11 10 10 8

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

Dual Specialist Scores

16 16 12 11 11 8

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

OTHER METHODS

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

Choosing Skills, Powers, and Feats

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

Selecting Equipment

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

Filling in the Numbers

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

Initiative

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

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

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

Speed

A character's speed is determined by the character's race and any bonuses and penalties. The most common penalty to speed comes from certain types of armor (page 326). For example, an elf starts with a speed of 7. But Lyriel the elf fighter wears plate armor, so her speed drops to 6, since the armor imposes a -1 penalty to speed.

Determine your adventurer's speed as follows:

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

Any of these other factors might also apply to speed:

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

Defenses

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

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

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

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

Hit Points and Healing Surges

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

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

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

TEMPORARY MODIFIERS

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

Base Attack Roll Modifiers

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

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

Also add any of the following modifiers that apply:

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

Base Damage Roll Modifiers

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

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

Also add any of the following modifiers that apply:

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

BONUSES AND PENALTIES

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

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

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

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

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

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

Ability Check Modifier

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

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

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

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

Skill Check Modifier

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

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

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

- ◆ A +5 bonus if the adventurer has training in the skill (see page 279)
- ◆ An armor check penalty (page 326) if the adventurer is wearing certain kinds of armor and the skill's key ability is Strength, Dexterity, or Constitution
- ◆ Racial or feat bonuses
- ◆ Any other bonuses or penalties

Other Character Details

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

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

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

Alignment

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

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

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

Unaligned

Just let me go about my business.

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

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

The Good Alignment

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

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

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

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

The Lawful Good Alignment

An ordered society protects us from evil.

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

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

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

The Evil Alignment

It is my right to claim what others possess.

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

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

The Chaotic Evil Alignment

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

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

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

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

Personality

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

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

Personality Traits

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

Appearance

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

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

You should also decide what color skin, hair, and eyes your character has. Most races approximate the human range of coloration, but some races also have unusual coloration, such as the stony gray skin of dwarves or the violet eyes of some elves.

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

Background

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

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

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

Languages

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

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

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

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

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

The Gods

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

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

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

The gods appropriate for player characters to revere follow.

THE DEITIES

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

Avandra

Good

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

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





Bahamut

Lawful Good

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

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

Corellon

Unaligned

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

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



Erathis

Unaligned

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

- ◆ Work with others to achieve your goals. Community and order are always stronger than the disjointed efforts of lone individuals.

- ◆ Tame the wilderness to make it fit for habitation, and defend the light of civilization against the encroaching darkness.
- ◆ Seek out new ideas, new inventions, new lands to inhabit, new wilderness to conquer. Build machines, build cities, build empires.



Ioun

Unaligned



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

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

Kord

Unaligned

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

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





Melora

Unaligned

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

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

Moradin

Lawful Good

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

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



Pelor

Good



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

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

The Raven Queen

Unaligned

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

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



Sehanine

Unaligned



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

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

Evil and Chaotic Evil Deities

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

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

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

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

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

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

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

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

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

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

GAINING LEVELS

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

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

Step-by-Step Advancement

This section gives a step-by-step overview of how to level up your character. Your class description details the benefits your character gains at each level. For instance, if you're playing a slayer, consult the slayer section (starting on page 146) to find out what benefits your fighter gains at each level.

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

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

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

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

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

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

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

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

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

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

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

Retraining

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

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

Replacing a Feat You can use retraining to replace one feat with another. Your character must meet the prerequisites of the new feat. You can't replace a feat if it's a prerequisite for any of your character's other attributes or if the feat is a feature of your character's class, paragon path (page 79), or epic destiny (page 79).

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

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

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

OTHER SOURCES

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

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





UNDERSTANDING POWERS

Adventurers and monsters have powers—special capabilities that have instantaneous or lingering effects. Some powers harm enemies, other powers help allies, and some powers do both. Powers can be magical or nonmagical and include a wizard’s spells, a cleric’s healing prayers, a fighter’s battle stances, and a dragon’s breath.

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

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

POWER TYPES

There are two types of powers.

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

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

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

Usage Types

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

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

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

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

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

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



A mage calls forth an arcane power while his companions look on

CARL FRANK

POWER FORMATS

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

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

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

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

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

POWER EFFECTS

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

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

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

Entries in a Power Description

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

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

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

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

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

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

Attack/Utility Type and Range The power's attack/utility type and range appear on the same line as the power's action type. If the power creates an area of effect (page 66), that fact is specified here. The attack/utility types are melee, ranged, area, close, and personal. See "Attack and Utility Types," page 65, for how each type works.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ATTACK AND UTILITY TYPES

Powers in the DUNGEONS & DRAGONS world take many forms. A fighter swings a greatsword at a foe; a ranger looses an arrow at a distant target; a dragon exhales a blast of fire; a wizard creates a burst of lightning; a rogue tumbles through the midst of combat. These examples illustrate the five attack and utility types: melee, ranged, close, area, and personal. These types differ primarily in two areas of the rules: targeting and range.

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

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

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

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

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

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

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

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

Areas of Effect

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

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

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

Burst: A burst starts in an origin square and extends in all directions to a specified number of squares from the origin square. For example, a power might create an area burst 2 within 10 squares, which means the power originates in

a square up to 10 squares away from its creator and affects the origin square and every square within 2 squares of it (a 5-square-by-5-square area). A close burst uses the space of the burst's creator as its origin square, while an area burst uses a single square within range as the origin square. A burst affects a target only if there is line of effect from the burst's origin square to the target. Unless a power description says otherwise, a close burst does not affect its creator. However, an area burst can affect its creator.

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

Choosing Targets

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

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

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

Range and Areas of Effect

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

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

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

Line of Effect

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

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

Line of Sight

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

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

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

KEYWORDS

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

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

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

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

Power Sources

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

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

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

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

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

Schools of Magic

After generations of study, practitioners of arcane magic have identified various types of magic and have grouped them into categories, which are called *schools*. Wizardry is particularly focused on the schools, and wizards often specialize in the practice of one or two of the schools. Each school of magic includes a variety of damage types and effects. Here are the three common schools discussed in this book.

Enchantment: Enchantment powers alter creatures' emotions, thoughts, and actions, including beguiling onlookers, terrifying foes, and encouraging allies.

Evocation: Evocation powers bring various magical effects into being, including explosions, rays of magical energy, and lingering environmental effects. This is the most widely practiced school of magic.

Illusion: Illusion powers deceive the mind or the senses, often creating elaborate apparitions. Illusions are also an effect type (page 74).

Accessories

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

Implement The implement keyword identifies a power that can be used with an implement: an item, such as a wand, that certain creatures can wield to channel powers. An adventurer must have proficiency with an implement to use it with his or her powers. An adventurer's class and feats determine his or her implement proficiencies. If an adventurer does have proficiency with an implement, he or she can use it with any of his or her implement powers. See "Implements," page 333, for more about implements.

Magic implements provide special benefits, such as bonuses to attack rolls and damage rolls, when used with implement powers. See "Magic Items," page 337, for more about magic implements.

Weapon The weapon keyword identifies a power that is used with a weapon (see "Weapons," page 326). The range and the damage of a weapon power is usually determined by the weapon used with it. A [W] in a power's damage expression stands for the damage dice of the weapon used with it (see "Damage," page 24).

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

Magic weapons provide special benefits, such as bonuses to attack rolls and damage rolls, when used with weapon powers. See "Magic Items," page 337, for more about magic weapons.

Damage Types

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

- ◆ **Acid:** Corrosive liquid or vapor.
- ◆ **Cold:** Ice crystals, arctic air, or frigid liquid.
- ◆ **Fire:** Explosive bursts, fiery rays, or simple ignition.
- ◆ **Force:** Invisible energy that can be used as if it were solid.
- ◆ **Lightning:** Electrical energy.
- ◆ **Necrotic:** Deathly energy that deadens flesh or wounds the soul.
- ◆ **Poison:** Toxins that harm, hinder, or both.
- ◆ **Psychic:** Effects that assault the mind.
- ◆ **Radiant:** Searing white light or shimmering colors.
- ◆ **Thunder:** Shock waves and deafening sounds.

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

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

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

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

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

Effect Types

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

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

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

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

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

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

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

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

Channel Divinity A channel divinity power allows a creature to harness the magic of the gods. A creature can use no more than one channel divinity power per encounter.

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

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

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

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

Creator's Defenses: Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses its



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A conjuration looks like a real creature, but it's not

creator's defenses. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing damage) affects the conjuration. For example, an attack that would cause a creature to take 20 cold damage and become immobilized would instead deal only the cold damage to a conjuration.

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

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

A conjuration can't be moved through blocking terrain.

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

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

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

Illusion An illusion power deceives the mind or the senses. Illusions often obstruct vision or redirect attacks. If an illusion power deals damage, the damage itself is not an illusion. Users of arcane magic, such as wizards, consider illusion to be one of the schools of magic (page 70).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A zone can't be moved through blocking terrain.

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



CHARACTER CLASSES

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

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

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

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

Powers are active abilities that represent special actions that a character can take, often during combat. A wizard's spells are all powers, as are a rogue's tricks and a fighter's devastating attacks.

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

THE CLASSES

This book provides all the information you need to create and play four distinct DUNGEONS & DRAGONS character classes: cleric, fighter, rogue, and wizard. Together, these form the classic adventuring party and cover all the roles in the game. A brief description of each class follows, after which are the full write-ups for each class. Each write-up includes an explanation of the class's background and abilities, along with a step-by-step guide to creating a character of that class.

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

Cleric

A cleric is a master of the divine magic granted by the gods. As a faithful servant of a deity, a cleric taps into the divine power source to fuel his or her prayers. In combat, clerics excel at smiting their enemies while they defend their allies. Clerics also wield powerful healing magic. A cleric fills the role of leader in an adventuring party.

The type of cleric you can create using this book is a warpriest, a divine crusader who bravely storms dark dungeons, crumbling ruins, and other dangerous locations.

Fighter

A fighter is a master of weapon combat, skilled in the use of heavy armor and unmatched in close-quarters fighting. Fighters draw on the martial power source—the innate potential for greatness that every creature possesses. Their intense dedication and endless training make them unmatched opponents. A fighter usually fills the role of defender in an adventuring party, though some fighter types also lean toward the striker role.

You can create two types of fighters using this book. A knight is a bold warrior skilled in defending against the forces of darkness. A slayer wields heavy weapons and dishes out damage at a remarkable rate.

Rogue

A rogue is a cunning trickster who relies on wits, speed, stealth, and agility to evade enemies. Rogues wear light armor and can use only a limited range of weapons. However, their ability to exploit an enemy's weaknesses lets them make stealthy attacks that can devastate their foes. Like fighters, rogues use the martial power source. However, while fighters focus primarily on weapon attacks, rogues excel at superhuman feats of acrobatics and stealth. A rogue fills the role of striker in an adventuring party.

The type of rogue you can create using this book is a thief, an expert at getting into and out of places that won't yield to strength or magic.

Wizard

The wizard is a master of the arcane power source. Arcane magic permeates the world and the planes beyond, and wizards understand this energy better than anyone else. Employing thick books full of mysterious spells, wizards can unleash explosive blasts of fire and force, create illusions to trick and confuse their enemies, and even bend time and space to their will. A wizard fills the role of controller in an adventuring party.

The type of wizard you can create using this book is a mage, a wielder of a broad range of spells who specializes in a particular school of magic.

PARAGON PATH

You have survived and thrived through ten levels of adventure. You've explored dank dungeons, defeated vile monsters, and learned priceless secrets.

You've started making a name for yourself.

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

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

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

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

EPIC DESTINY

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

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

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

When your adventurer reaches 21st level, you select an epic destiny from among the options available to you. This book presents one epic destiny—the Indomitable Champion, on page 245. Additional epic destinies appear in other *DUNGEONS & DRAGONS* supplements and on *DUNGEONS & DRAGONS Insider*. You can select a different epic destiny if you meet the destiny's prerequisites (many destinies don't have any); simply replace the noted features and powers of the destiny presented in this book with those of the new destiny.

CLERIC

Divine Leader: You lead by healing and shielding allies with your prayers, and by drawing on divine power to improve your allies' attacks. Your high Armor Class and effective weapon attacks let you lean toward defender as a secondary role.

Why This Is the Class for You: You like playing a character who fights in the thick of combat while wielding magic and healing allies.

The gods are a powerful force in the fantasy world of the DUNGEONS & DRAGONS game, but they do have their limits. In the earliest days of creation, during the Dawn War, all the gods fought the powerful beings known as the primordials for control of the world. In the aftermath of their ancient wars, the gods were prevented from directly manifesting in the world for extended periods of time. Now they war among themselves, with good deities opposing the endless schemes of their evil counterparts. In the world, they wage their struggles and spread their influence through mortal followers who draw on their divine power.

Clerics are battle leaders invested with divine power. A cleric might be a humble servant of a god or a divine enforcer, protecting what is sacred, questing for holy artifacts, and pursuing adventure in order to spread the tenets of his or her god.

The common folk look to the gods for guidance and aid, and each cleric is expected to act as a deity's emissary in the world. A cleric might lack a fighter's skill at arms or a wizard's ability to call down the deadliest spells. However, some of the greatest deeds accomplished by mortals have been inspired by a cleric's drive, vision, and ability to turn a fractious group of adventurers into heroes.

The type of cleric you can create with this book is the warpriest.

WARPRIEST

Key Abilities: Wisdom, Constitution

Warpriests use a combination of religious dedication and keen insight to access the divine magic granted by the gods they serve. Using that magic to back up impressive martial ability, warpriests serve as the shield of their faith. Warpriests protect the innocent from marauding monsters and lead adventuring expeditions into the dark unknown. They are drawn to the borderlands between the scattered settlements of civilization and the realms of chaos. There, they attend the spiritual and military needs of the population.

Warpriests occupy the middle ground between the wizard and the fighter. They are trained to use weapons and armor, but it is their induction into the mysteries of divine magic that makes them unique. A warpriest can smash an orc with a mace one moment and unleash divine power to smite a vampire the

next. The power of weapons and the might of magic meet in the divine mandate of the warpriest.

CREATING A WARPRIEST

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

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Domain and Deity

Clerics derive their power from the gods, and choosing which deity your character follows is an important first step when creating a warpriest. The deity your character follows helps to shape the powers you wield and your place in the world.

A domain is a sphere of power that specific deities control. No god is powerful enough to claim the entirety of creation. Instead, each deity watches over a specific portion of the world and the activities of its people. As warrior clerics, warpriests have an affinity for deities associated with domains that provide the power and might needed to drive back the forces of evil. Two such domains—storm and sun—are summarized below. Each domain mentions specific deities that are tied to it. Your Dungeon Master might also have other gods you can choose from that are specific to the campaign world.

Before you choose a domain, think about the kind of warpriest you want to play. Clerics of the storm domain believe in taking the fight to the enemy. They focus on destructive attacks that set up a clear path for their allies' assault. The powers offered by the storm domain leave creatures broken and vulnerable against the next attacks they face. Clerics of the sun domain use their power primarily to shield their allies from enemy attacks. Such clerics might use magic to wrap their allies in protective wards or to incapacitate their foes, leaving them unable to attack.

Class Traits

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

Bonus to Defenses: +1 to Fortitude, +1 to Will

Healing Surges per Day: 7 + your Constitution modifier

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

Weapon Proficiencies: Simple melee, simple ranged

Implement Proficiencies: Holy symbols

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

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



Valenae, eladrin warpriest

Storm Domain A storm might pass quickly, but the damage it unleashes lasts far longer. The wrath and power of the storm god creates moments of fury that can echo through history. The storm is implacable until it has spent its energy—but by then, those who oppose it have been destroyed.

The storm domain grants you the powers of thunder and lightning to smite your enemies, and the secrets of wind to carry your allies to safety and shield them from harm. Select the storm domain if you favor brutal attacks balanced against the cunning needed to effectively counter your enemies' tactics.

Kord is the god of storms. A mighty warrior who revels in strong drink, he is moody and prone to anger, laughter, and gloom in equal measures. He expects his clerics to match his thirst for battle. Although Kord is a force for destruction, he has no stomach for bullies. Wanton devastation or attacks on the weak and defenseless draw his fury.

See page 109 for storm domain features and powers.

Sun Domain The sun rises each day to drive back the shadows, forcing the monstrous creatures of the night to return to their dungeons and caves. Under the sun's watchful guardianship, crops prosper, civilized folk expand their sway, and all creatures find comfort from the cold of night.

The sun domain allows you to command both aspects of the sun's power. You use its cleansing light to heal your allies' wounds and protect them from harm. Its burning rays allow you to blind and scorch your

enemies, punishing them when they emerge from the shadows to spread their evil. Select the sun domain if you like striking a balance between protecting your allies and punishing your foes.

Pelor is the god of the sun. He is a kindly deity who expects his priests to serve as his emissaries across the world. As a cleric of Pelor, you tend to the sick and wounded wherever you find them. When evil threatens the land, you carry Pelor's light into the heart of darkness in an effort to banish that darkness forever.

See page 115 for sun domain features and powers.

Race

Choose your race (page 35). Dwarf, elf, and human are particularly good choices for a warpriest.

Dwarf Dwarves are a natural fit as warpriests, since they can gain a bonus to both Wisdom and Constitution. Even better, as a dwarf, you can heal yourself by using your second wind as a minor action. This ability is useful for a cleric, because it allows you to recover from your own wounds while you use other healing powers on embattled allies. The dwarves' aptitude for the path of the cleric runs deep in their culture. Notoriously suspicious of arcane magic, dwarves put their faith in the power of the divine.

Elf Elves can receive a bonus to Wisdom, making them a good choice for the cleric class. The *elven accuracy* racial power is an advantage for a warpriest, because it improves your chance of getting the full benefit out of your many daily powers.

Although arcane spellcasters are common among the elves, they also maintain a strong bond with divine magic. When the elves entered the world from the Feywild, they faced long years of uncertainty. Even though they loved the natural world, they were forced to adapt to survive within it. During this time, elf clerics rose to prominence among their people. Now, elf warpriests are instrumental in defending their people and the allied races of the mortal world.

Human Humans excel as clerics, because the race's +2 bonus to any ability score can boost Wisdom, and the extra feat can be used to improve defenses or weapon attacks. Humans are well known for their independence and ambition, and these two traits are no less important in human warpriests. Clerics of other races are sometimes content to simply serve the gods, tending to their communities and supporting the existing social structure. A human cleric is more often driven to launch crusades against evil, forge empires under the banner of a deity, and expand a god's power in the world.

As a human warpriest, you are a frontline warrior in the battles that play out between the servants of evil and good. You are dedicated to spreading your god's word far and wide while you seek out and crush those who serve the darkness.



Falon, human warpriest

Ability Scores

Determine your ability scores (page 38), keeping in mind that a warpriest depends on Wisdom to wield the most powerful divine magic. As a cleric, you are expected to use the gods' power with foresight and consideration.

Constitution should be your second-highest ability score, making you more durable in combat and maximizing the effectiveness of several of your powers and class features.

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

A good Strength score works well with the storm domain's focus on power and fury. As an initiate of Kord, you revel in wrestling, weapon tournaments, and other physical contests. The sun domain makes good use of a high Charisma, since most folk turn to you for support and insight in times of trouble. Clerics of Pelor are seen as natural leaders in the settlements of the borderlands and in adventuring parties.

Skills

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

Because you are a cleric, the people you meet have a natural tendency to look to you for guidance. Training in Diplomacy helps you serve as your

adventuring party's spokesperson. Heal is a useful skill for aiding injured allies when your magic runs dry, while Insight helps you detect lies and sort friend from foe.

Most clerics spend at least some of their time between adventures studying at a temple or shrine dedicated to their deity. The skills you choose can help to define that part of your character's life. Your training in History might reflect a stern instructor who forced you to spend countless hours copying ancient texts as punishment for your tendency to get into brawls at the local tavern. Training in Diplomacy might have made you a leader in the communities of the borderlands. That in turn might have inspired you to first take up a life of adventure, vowing to take on the monstrous threats that challenge those communities.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Warpriest Heroic Tier table on page 87. Also note the powers and class features you gain from the domain you chose for your character.

Your choice of domain provides a good guide for deciding which daily power to select at 1st level. If you opted for the storm domain, *lesser aspect of wrath* fits your abilities well. For a sun cleric, *nimbus of holy shielding* is a good choice for a daily power.

Feats

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

The divine devotion feat category presents options suitable for any warpriest. These feats reflect the strength of your faith and your knowledge of doctrine and divine magic. You can choose feats that match the feel of your choice of deity, or that fit your character's personality and tactics.

If you are a storm cleric, you should also look at feats from the weapon training category. A warpriest has proficiency with simple weapons, but you might want to take a feat to gain proficiency with a military weapon, which will be more effective in combat. If you don't care about using a shield, the long spear is a good choice, because it allows you to attack an enemy from a distance. If you prefer to use a shield, consider a weapon such as the warhammer, which deals more damage than a mace or a spear.

For sun clerics, the feats from the armor training category are a useful option. You can upgrade to scale armor to increase your AC, allowing you to avoid more attacks and focus your healing abilities on your allies.

As with skills, your choice of feats can reflect or inspire a sense of who your character was before becoming a cleric. For example, proficiency with a military weapon might suggest a mercenary warrior converted to your faith by a wandering mystic. When you tie your character's story to your feats, you help make him or her a living, breathing member of the world.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, and chainmail. You can also use light shields and heavy shields. You have proficiency with the following weapon types: simple melee and simple ranged. You also have proficiency with holy symbols, although you channel your divine magic through a weapon when you use most of your warpriest powers.

When it comes to armor, heavier is better. You have 100 gp to buy your starting equipment. Unless you have a Dexterity of 16 or higher, you should buy chainmail. Otherwise, hide armor is a good choice.

A shield helps to increase your Armor Class, but you might want to consider purchasing a two-handed weapon instead. Otherwise, a mace or a spear is a good choice for a starting character. You should also purchase a holy symbol and a ranged weapon, either a crossbow or a sling.

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor and shield (see "Defenses," page 40). In addition, you gain a +1 bonus to Fortitude and Will.

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

Alignment and Final Details

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

Pick an alignment (page 44), which represents a basic outlook on the world that helps shape how your character acts. Your character's alignment should match your deity's, but it doesn't have to. If you opt for a different alignment, think about how your character's personal ethos clashes with your deity's teachings. Does that conflict play a role in your past?

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

HEROIC WARPRIEST

In the heroic tier, your abilities as a warpriest focus on directing the magic offered by your domain. You learn to call down new effects as your mastery increases.

WARPRIEST HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	<i>Healing word</i> Domain features and powers Channel divinity powers Daily power
1,000	2	+1	Utility power
2,250	3	–	Domain encounter power
3,750	4	+1	Ability score increase <i>Holy cleansing</i>
5,500	5	–	Domain feature Daily power
7,500	6	+1	Utility power
10,000	7	–	Domain encounter power
13,000	8	+1	Ability score increase <i>Resurrection</i>
16,500	9	–	Daily power
20,500	10	+1	Domain feature Utility power

Level 1: Healing Word

Healing word allows you to invigorate and restore your allies using the power of divine magic. As you gain levels, you can restore more hit points with each use.

Healing word is a close burst, but it affects only one creature. You can use this power without provoking opportunity attacks, but remember that you must still be within range of the ally who needs healing.

Benefit: You gain the *healing word* power.

Healing Word

Cleric Utility

You whisper a brief prayer as divine light washes over your ally, mending wounds and soothing the spirit.

Encounter (Special) ♦ Healing

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

Target: You or one ally in the burst

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

Level 6: 2d6 additional hit points.

Level 11: 3d6 additional hit points.

Level 16: 4d6 additional hit points.

Level 21: 5d6 additional hit points.

Level 26: 6d6 additional hit points.

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

Level 1: Domain Features

When you choose a domain, you establish a path for your warpriest that grants you distinctive abilities. You are a cleric of the storm or a cleric of the sun, forever binding yourself to the faith that grants you your power.

Benefit: You gain benefits associated with your domain, which include special features plus two at-will attack powers, one utility power, and one encounter attack power. See page 109 for the storm domain benefits and page 115 for the sun domain benefits.

Level 1: Channel Divinity Powers

Once per encounter you can invoke divine power, filling yourself with the might of your patron deity.

Benefit: You gain the *smite undead* power plus a channel divinity power associated with your domain (storm, page 109, or sun, page 115). You can use only one channel divinity power per encounter.

Smite Undead The gods created life, and most deities view undead creatures as abominations that must be destroyed. As a warpriest, you lead the fight against such creatures, scouring them with the divine energy you channel through your weapon attacks.

Smite Undead

Cleric Attack

You scorch an undead foe with your weapon, driving it back and then binding it in place.

Encounter ♦ **Channel Divinity, Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One undead creature

Attack: Wisdom vs. Will

Hit: 2[W] + Wisdom modifier radiant damage, and you push the target a number of squares up to 3 + your Constitution modifier. The target is immobilized until the end of your next turn.

Level 11: 3[W] + Wisdom modifier radiant damage.

Level 21: 4[W] + Wisdom modifier radiant damage.

Miss: Half damage.

Special: You can use only one channel divinity power per encounter.

Level 1: Daily Power

By channeling the power of your faith, you can unleash attacks that devastate your foes. However, these most powerful prayers are so potent that they can be called on only once per day.

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

Nimbus of Holy Shielding From the time you first learned to invoke this prayer, you have felt the divine energy of your faith alive inside you. You stand protected in combat by your own righteousness, dividing the battlefield into those who stand at your side and those who will fall to your wrath.

Nimbus of Holy Shielding

Cleric Attack 1

A nimbus of radiant energy flashes from your weapon, creating a pattern of gleaming runes that offer protection to your allies and agony to your enemies.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier radiant damage.

Effect: Each ally within 2 squares of you gains a +2 power bonus to all defenses. The bonus lasts until the end of the encounter.

Lesser Aspect of Wrath As a warpriest, you are able to set aside a part of your own identity as you allow an ancient divine spirit of battle to reside within you. Some warpriests embrace this experience, letting memories of ancient wars against the primordials wash over them. Others use this prayer sparingly, fearing the aspect's boundless wrath and its ability to turn them into mindless battle fanatics.

Lesser Aspect of Wrath

Cleric Attack 1

You glow with the wrath of your god.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1[W] + Wisdom modifier radiant damage.

Effect: You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you takes radiant damage equal to your Constitution modifier.

Levy of Judgment Warpriests who stand against a single powerful enemy favor this prayer. Whether you engage in mortal combat with a dragon or a primordial, or seek to bring a foul villain or an evil high priest to justice, your attack places a divine mark upon your enemy that twists fate to turn an ally's failed attack into a success.

Levy of Judgment

Cleric Attack 1

Divine energy crackles from your weapon as you deliver punishing judgment upon your enemy.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Miss: Half damage.

Effect: Once before the end of the encounter, when an ally misses the target with an attack roll, you can use a free action to let that ally reroll the attack roll.

Level 2: Utility Power

As you hone your faith, that faith is rewarded with the power to aid and heal your allies.

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

Bless You sanctify the field of battle, calling down the gods' blessings on your allies in their moment of need. The blessing is powerful enough to persist through any fight, helping to expedite victory.

Bless

Cleric Utility 2

You beseech your deity to bless you and your allies.

Daily ♦ **Divine**

Minor Action **Close burst 20**

Target: You and each ally in the burst

Effect: Each target gains a +1 power bonus to attack rolls until the end of the encounter.

Cure Light Wounds In the thick of combat, you forgo an attack or other action to channel divine energy that heals you or a wounded comrade. Particularly when an ally is incapacitated or has used his or her second wind, your touch can be the difference between life and death.

Cure Light Wounds

Cleric Utility 2

You utter a simple prayer, and your touch momentarily suffuses you or a wounded creature with a dim silver light that heals minor injuries.

Daily ♦ **Divine, Healing**

Standard Action **Melee touch**

Target: You or one creature

Effect: The target regains hit points as if it had spent a healing surge.

Resurgent Strength You understand the importance of taking a fight to your foes. To that effect, your healing prayer imbues you or an ally with a lust for battle while also curing a grievous wound.

Resurgent Strength

Cleric Utility 2

This healing prayer staunches wounds while also providing your ally with energy to redouble an attack.

Daily ♦ **Divine, Healing**

Minor Action Close burst 3

Target: You or one ally in the burst

Effect: The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

Shield of Faith The power of your faith protects you and your allies while also serving as a battle standard. In the great battles of the past, warpriests used *shield of faith* not only for its defensive power but also as a rallying point.

Shield of Faith

Cleric Utility 2

A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.

Daily ♦ **Divine**

Minor Action Close burst 5

Target: You and each ally in the burst

Effect: Each target gains a +2 power bonus to AC until the end of the encounter.

Level 3: Domain Encounter Power

Your chosen domain continues to shape your mastery of divine power, letting you channel the energy of sun or storm in combat.

Benefit: You gain an encounter attack power associated with your domain (storm, page 109, or sun, page 115).

Level 4: Ability Score Increase

Your constant training hones your body and mind.

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

Level 4: Holy Cleansing

The connection between divine power and the energy of life grants you the ability to focus and channel the vitality within yourself and your companions. With little more than a thought, your power can scour even the most debilitating effects of disease, poison, or magic.

Benefit: You gain the *holy cleansing* power.

Holy Cleansing

Cleric Utility

You channel healing energy into yourself or an ally, driving out disease and other ills.

Daily ♦ **Divine**

Minor Action **Close burst 5**

Target: You or one ally in the burst

Effect: The target makes a saving throw with a +5 power bonus against each effect on him or her that a save can end. In addition, if the target suffers from a disease, he or she can spend a healing surge to improve the disease by 2 stages. The target regains no hit points for spending the healing surge. If the target is subject to a petrifying effect, that effect ends but the target loses any remaining healing surges.

Level 5: Domain Feature

The domain that is your focus allows you to channel additional divine power through your *healing word*.

Benefit: You gain a feature associated with your domain (storm, page 109, or sun, page 115).

Level 5: Daily Power

You never forget that your divine prayers serve a singular purpose. You are a warrior, bound and determined to take the fight to the enemies of your faith with increasingly powerful combat powers.

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

Divine Castigation As a cleric, you are dedicated to leading and protecting your allies in combat. As a warpriest, you yearn to confront your foes. From the first time you called on your divine power in combat, you have sought the perfect balance between offense and defense. Now, you can unleash a devastating strike that leaves a foe reeling and lets you rebuke each attack the enemy makes with a vicious counterstrike.

Divine Castigation

Cleric Attack 5

Your prayer of castigation fuels your attack, leaving your foe at your mercy each time it lashes out against you.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Miss: Half damage.

Effect: Until the end of the encounter, whenever the target attacks you or any of your allies, it provokes an opportunity attack from you.

Inspire Fervor A warpriest must fight from the front, leading the faithful into battle and serving as an exemplar of courage, martial skill, and determination. When you channel divine power into your battle cry, your example inspires righteous fervor in the allies who fight at your side.

Inspire Fervor

Cleric Attack 5

Your attack allows your allies to move into more advantageous positions.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Miss: Half damage.

Effect: Each ally within 2 squares of you can shift up to 2 squares as a free action. Any ally who ends this shift adjacent to the target can make a melee basic attack against it as a free action.

Weapon of the Gods As you increase in might, you gain the ability to infuse the power of your faith into weapons. By calling on the strength of your deity, you empower a weapon wielded by yourself or an ally with the power of holy vengeance. Each strike with the weapon smites a foe with radiant energy and weakens its ability to stand fast against subsequent attacks.

Weapon of the Gods

Cleric Attack 5

The weapon you touch glows with divine radiance, enhancing its attacks.

Daily ♦ **Divine**

Minor Action **Melee touch**

Target: One held weapon

Effect: Until the end of the encounter, the target deals 1d6 extra radiant damage when used with a weapon attack. In addition, whenever an enemy is hit by a weapon attack using the target, that enemy takes a -2 penalty to AC until the end of the next turn of the target's wielder.

Level 6: Utility Power

As your allies look to you more and more for leadership on the battlefield, you reward their faith in you with more powerful prayers of protection.

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

Cure Serious Wounds In the heat of combat, you channel your divine power through a life-giving touch. You restore a grievously wounded ally to health and put him or her back in the fight, ready to repay your common foe with deadly retribution.

Cure Serious Wounds

Cleric Utility 6

You utter a simple prayer and gain the power to instantly heal wounds. Your touch suffuses you or a wounded creature with a bright silver light that restores health and vigor.

Daily ♦ **Divine, Healing**

Standard Action **Melee touch**

Target: You or one creature

Effect: The target regains hit points as if it had spent two healing surges.

Light of Revelation The primordialists sought refuge in the dark corners of the cosmos before the gods finally defeated them. This prayer calls on the same light used by the deities in that ancient struggle, granting you the ability to spot hidden enemies and smite nearby foes.

Light of Revelation

Cleric Utility 6

You call forth a mote of divine light that reveals and scours your foes.

Daily ♦ **Divine, Radiant, Zone**

Minor Action **Close burst 1**

Target: You and each ally in the burst

Effect: Each target gains a +5 power bonus to Insight checks and Perception checks until the end of your next turn. The burst also creates a zone of bright light that lasts until the end of your next turn. When any enemy in the zone makes an attack, that enemy takes 5 radiant damage.

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

Mark of Victory You have mastered the ability to focus your divine might into runes and glyphs, just as the symbol of your deity on your armor or clothing marks the power of your faith. It is said that in ages past, the gods themselves used *mark of victory* to show their legions of angels which enemy to slay next. In your hands, the mark helps ensure your foe's demise.

Mark of Victory

Cleric Utility 6

You place a glowing glyph upon your foe, marking it for destruction at the hands of you and your allies.

Daily ♦ **Divine**

Minor Action **Close burst 5**

Target: One enemy in the burst

Effect: Until the end of the encounter, you and your allies gain a +2 power bonus to attack rolls and damage rolls against the target.

Level 7: Domain Encounter Power

You draw on your chosen domain to grant you even greater power in combat.

Benefit: You gain an encounter attack power associated with your domain (storm, page 109, or sun, page 115).

Level 8: Ability Score Increase

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

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

Level 8: Resurrection

As your power increases, so too does your stature within the ranks of the defenders of your faith. You gain the ability to overcome death itself—a mark of high power that makes you the envy of warriors and kings.

Benefit: You gain the *resurrection* power.

Resurrection

Cleric Utility

With the power of the gods at your command, not even death is a barrier to your quest.

Daily ♦ **Divine, Healing**

Standard Action **Melee 1**

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

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

Effect: The target is restored to life with full hit points and healing surges. The target takes a -1 penalty to attack rolls, skill checks, ability checks, and saving throws until it has reached three milestones or taken three extended rests.

Level 9: Daily Power

You have risen to the highest heroic ranks of the followers of your god, and your power on the battlefield reflects this.

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

Champion of the Gods The gods' enemies have learned to avoid clerics who invoke this deadly prayer. By imbuing your body with divine essence, you gain an edge in combat over even the most hardened foes. Though your form does not change, your enemies perceive you as a towering presence, possessed of the might of the gods.

Champion of the Gods

Cleric Attack 9

Divine power flows out from your weapon to raze nearby foes, granting you strength as you take to the battlefield to champion your deity's cause.

Daily ♦ **Divine, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Effect: Until the end of the encounter, you gain a power bonus to melee damage rolls, to Strength checks, and to Athletics checks equal to your Constitution modifier.

Divine Punishment As a warpriest, you are dedicated to defending your allies. However, through the darkest hours of combat, you have learned to refocus that dedication even when you cannot protect your companions as well as you would like. Drawing strength from wounded friends, you unleash the wrath of the gods against a hated foe.

Divine Punishment

Cleric Attack 9

The injuries sustained by your allies let you channel vengeance into a powerful attack.

Daily ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage, plus 5 damage per bloodied ally within 5 squares of you.

Miss: Half damage.

Pariah's Curse As a leader, a warpriest understands that a group of dedicated allies is a more powerful foe than a single champion. By unleashing the power of a *pariah's curse*, you force a foe to break from its allies, dooming that enemy to die alone.

Pariah's Curse

Cleric Attack 9

Your divine power curses a foe, causing the creature to lash out at its allies when they come too close.

Daily ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One enemy

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage.

Effect: Any enemy that ends its turn adjacent to the target takes 10 damage. The effect lasts until the end of the encounter.

Level 10: Domain Feature

As you near the end of the heroic tier, the power of your domain becomes an intrinsic part of you. The domain feature you gain at this level rewards the allies who have fought faithfully at your side, allowing you to grant a boon to a comrade in each round of combat.

Benefit: You gain a feature associated with your domain (storm, page 109, or sun, page 115).

Level 10: Utility Power

As you prepare to leave the heroic tier behind, you are rewarded for your faith. You gain the power to further protect yourself and your allies in the heat of battle.

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

Battle Surge This powerful prayer has turned the tide of countless battles. Your divine might grants a boost of vigor to keep you and your allies fighting when the need is greatest.

Battle Surge

Cleric Utility 10

You turn the tide of battle by healing allies near you and filling them with courage.

Daily ♦ **Divine, Healing**

Standard Action **Close burst 5**

Target: You and each ally in the burst

Effect: Each target regains hit points as if he or she had spent a healing surge. In addition, each target gains a +2 power bonus to attack rolls until the end of your next turn.

Radiant Armor Your foe's mightiest attacks are like a drizzle of rain against a stone keep when you use this powerful defensive prayer. Your god's will can keep you or your ally safe from any foe's blow, whether from a titan's club or a dragon's jaws.

Radiant Armor

Cleric Utility 10

A foe's attack is suddenly blocked by a suit of shimmering radiant armor that fades as quickly as it appears.

Daily ♦ **Divine**

Immediate Interrupt **Close burst 5**

Trigger: You or an ally within 5 squares of you takes damage.

Target: The character in the burst who takes the damage

Effect: The damage dealt to the target is reduced to 0. Any other effects still apply.

Wall of Shields As your mastery of divine magic increases, you learn to weave prayers that can bring divine objects into the world from the astral realms. *Wall of shields* forms a protective phalanx around you and your allies, its divine power stopping attackers in their tracks.

Wall of Shields

Cleric Utility 10

A wall of glittering shields, each inscribed with the symbol of your deity, appears between you and your foes.

Daily ♦ **Conjuration, Divine**

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

Effect: You conjure a wall that lasts until the end of your next turn. The wall can be up to 4 squares high. While you or any ally is in the wall or adjacent to it, that character gains a +2 power bonus to AC. Any enemy that enters the wall is immobilized until the start of its next turn.

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

PARAGON WARPRIEST

Having mastered the fundamental powers of your domain, you now concentrate on refining your skill at wielding divine magic. In the paragon tier, your capabilities improve to match the demons, titans, and similar enemies you might face.

Paragon Path: Devout Warpriest

At 11th level, your warpriest takes on the devout warpriest paragon path (see page 79 for details on paragon paths). Your faith and devotion have elevated you to a new perspective, a new state of communion between you and your god. This devotion brings with it new powers and other rewards as your god recognizes and fully accepts the service you have pledged.

Prerequisite: Only a warpriest can take this paragon path.

WARPRIEST PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Devout Action [devout warpriest] <i>Divine resurgence</i> [devout warpriest] Transcendent Blessing [devout warpriest]
32,000	12	+1	Domain utility power [devout warpriest]
39,000	13	–	Domain encounter power
47,000	14	+1	Ability score increase
57,000	15	–	Daily power
69,000	16	+1	Domain feature [devout warpriest] Utility power
83,000	17	–	Domain encounter power
99,000	18	+1	Ability score increase
119,000	19	–	Daily power
143,000	20	+1	Domain daily power [devout warpriest]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Devout Action

Devout warpriest paragon path feature

Your god favors bold and decisive action, and when you face a situation that pushes you beyond your limits, your faith is rewarded.

Benefit: You gain a benefit associated with your domain (storm, page 109, or sun, page 115).

Level 11: Divine Resurgence

Devout warpriest paragon path feature

Your actions have earned the attention of your god, and you can call on a reserve of divine power during the most dire situations.

Benefit: You gain the *divine resurgence* power.

Divine Resurgence

Devout Warpriest Utility 11

A pale golden light suffuses you and your allies, restoring your vigor and getting you back into the fight.

Encounter ♦ **Divine**

Minor Action **Close burst 5**

Target: You and one ally in the burst

Effect: Each target regains the use of his or her second wind. In addition, you regain the use of a cleric encounter attack power of level 20 or lower from your domain.

Level 11: Transcendent Blessing

Devout warpriest paragon path feature

In recognition of your faith and service, you surpass the limits of the natural world and take a step closer to the divine.

Benefit: You learn the Supernal language. You also gain a benefit associated with your domain (storm, page 109, or sun, page 115).

Level 12: Domain Utility Power

Devout warpriest paragon path feature

Your god grants you a boon, focusing the power of your chosen domain.

Benefit: You gain a utility power associated with your domain (storm, page 109, or sun, page 115).

Level 13: Domain Encounter Power

By demonstrating your mastery of divine magic, you can tap into even more powerful combat abilities.

Benefit: You gain an encounter attack power associated with your domain (storm, page 109, or sun, page 115). This new power replaces the encounter attack power you gained at 1st level from your domain.

Level 14: Ability Score Increase

Each new challenge makes you stronger in body and mind.

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

Level 15: Daily Power

Your god's power lives in you, granting you a temporary burst of divine might.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 1st level.

Aura of Astral Radiance In response to your most potent prayer, the beatific essence of the Astral Sea courses through you, healing and protecting those who fight at your side as you smite your foes.

Aura of Astral Radiance

Cleric Attack 15

Divine radiance flows through you and around you, unleashing protective and destructive energy in equal measure.

Daily ♦ **Aura, Divine, Healing, Radiant**

Standard Action **Personal**

Effect: You activate an aura 2 that lasts until the end of your next turn. While in the aura, allies gain a +2 power bonus to all defenses. Any bloodied ally who ends his or her turn in the aura regains hit points equal to your Wisdom modifier. Any enemy that ends its turn in the aura takes radiant damage equal to your Wisdom modifier.

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

Levy of Damnation Runes and symbols are the signs through which the gods unleash their most potent power. Since time immemorial, *levy of damnation* has been a symbol reserved for the greatest heresies and the gods' fiercest foes. When you wield this prayer's power, you twist fate to ensure that it brings swift doom to its bearer.

Levy of Damnation

Cleric Attack 15

Your divine power exacts a heavy toll from your foe, who suffers the worst from you and your allies' attacks.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. Reflex

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

Miss: Half damage.

Effect: Until the end of the encounter, whenever you or any ally makes a damage roll against the target, you or the ally rolls twice and uses either result.

Manifestation of Wrath Only the strongest warpriests can channel the divine wrath of the gods and survive unscathed. This prayer taps directly into your deity's strength and power, letting you touch the rage that can lay waste to whole worlds.

Manifestation of Wrath

Cleric Attack 15

The gods' fury lashes your foes and lets you draw vigor from their pain.

Daily ♦ **Divine, Radiant**

Standard Action **Close burst 1**

Target: Each enemy in the burst

Effect: Each target takes 10 + Wisdom modifier radiant damage, and you gain that number of temporary hit points. Until the end of the encounter, you gain a +2 power bonus to attack rolls.

Level 16: Domain Feature

Devout warpriest paragon path feature

Your domain continues to influence your portfolio of divine power. Your *healing word* takes on new benefits that aid you and your allies in the thick of combat.

Benefit: You gain a benefit associated with your domain (storm, page 109, or sun, page 115).

Level 16: Utility Power

You channel the divine might of your god to provide even greater powers of protection or healing for your allies.

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

Chosen Servant Those who have shown exemplary service when doing the bidding of the gods are granted divine protection. Your favor with your deity allows you to grant a boon to an ally whose efforts at your side enable you to fulfill your god's decrees.

Chosen Servant

Cleric Utility 16

A golden glow surrounds a nearby ally, marking him or her as one blessed against an enemy's most potent attacks.

Daily ♦ **Divine**

Minor Action **Melee 1**

Target: One ally

Effect: Until the end of the encounter, whenever the target is subjected to an effect that a save can end, the target can make a saving throw against that effect.

Cure Critical Wounds The divine power you channel can cure even the most grievous wounds, bringing a creature from the brink of death back to full fighting form.

Cure Critical Wounds

Cleric Utility 16

Intoning the name of your god, you heal your friend's injuries with a soothing touch.

Daily ♦ **Divine, Healing**

Standard Action **Melee touch**

Target: You or one creature

Effect: The target regains hit points as if it had spent three healing surges.

Divine Armor The power of your faith is stronger than steel, and it provides you and your allies with a resilience that exceeds even that of the strongest armor.

Divine Armor

Cleric Utility 16

As you mutter a fervent prayer, the power of your god shrouds you and nearby allies in protective motes of silver light.

Daily ♦ **Divine**

Standard Action **Close burst 3**

Target: You and each ally in the burst

Effect: Each target gains both a +2 power bonus to AC and resist 5 to all damage until the end of the encounter.

Level 17: Domain Encounter Power

The ever-increasing power of sun or storm allows you to unleash a burst of deadly power to devastate your foes.

Benefit: You gain an encounter attack power associated with your domain (storm, page 109, or sun, page 115). This new power replaces the encounter attack power you gained at 3rd level from your domain.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

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

Level 19: Daily Power

At the apex of the paragon tier, you tap into the divine power that once defended the mortal realm in the Dawn War. Having honed your combat prowess, you are ready to take on any foe.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 5th level.

Gaze of the Sun The light of the gods drives away all shadow. Unleashing a burst of the divine radiance that scoured the primordials in the dying days of the Dawn War, this power forces enemies that would hide from you to stand against your wrath.

Gaze of the Sun

Cleric Attack 19

You create a pulse of divine light from your weapon. No foe can hide within its brilliance.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Wisdom vs. Reflex

Hit: Ongoing 20 radiant damage (save ends).

Miss: Ongoing 10 radiant damage (save ends).

Effect: Until the ongoing damage ends on a target, that target cannot benefit from concealment, invisibility, or being hidden.

Unconquerable Spirit The mortal heroes who fought alongside the gods in the Dawn War demonstrated dedication, vigor, and bravery. Blessed by the gods with divine health and vigor, those heroes now invest their power in you, and you can use it to turn the tide of any battle.

Unconquerable Spirit

Cleric Attack 19

Filled with the divine power of ancient heroes, you strike, and your attack fortifies you and your companions.

Daily ♦ **Divine, Healing, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: You and each ally within 5 squares of you regain hit points as if you had each spent a healing surge.

Wrathful Judgment Some of those who stood against the gods in the Dawn War were punished with endless torment, a fragment of which you inflict on your foe. Unless your enemy stands down, its anger will be its doom.

Wrathful Judgment

Cleric Attack 19

You place a baleful mark of retribution upon your enemy, dooming it to feel the pain it inflicts on others.

Daily ♦ **Divine**

Standard Action **Melee 1**

Target: One creature

Effect: Until the end of the encounter, whenever the target damages one of your allies, you can use an immediate reaction to deal half that damage to the target. This damage ignores the target's immunities and resistances.

Level 20: Domain Daily Power

Devout warpriest paragon path feature

Your faith and devotion provide a new expression of divine power as you reach the apex of your paragon path.

Benefit: You gain a daily attack power associated with your domain (storm, page 109, or sun, page 115).

EPIC WARPRIEST

The power you now wield grows in strength to match the same abilities wielded by your deity. Where you once faced the minions of a god or primordial, you now battle such potent foes directly.

When your warpriest reaches 21st level, he or she takes on the epic destiny of the Indomitable Champion (page 245). This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

WARPRIEST EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	–	Domain encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily power
450,000	26	+1	Epic destiny power
550,000	27	–	Domain encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily power
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You are an epic hero now, and your physical and mental acuity exceed all mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 22: Utility Power

The epic power of the gods lets you draw on magic as old as the world itself.

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

Heal The power of life and death is yours to command. In the heat of combat, your touch channels divine energy that is strong enough to restore all vitality.

Heal

Cleric Utility 22

Bowing your head in prayer, you restore yourself or a desperately injured comrade to complete health.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: You or one ally

Effect: The target regains all his or her hit points.

Purify You can quell poisons, magic, elemental power, and most other scourges that foes visit upon you and your allies. With a single word, you bathe the area in a purifying light that sends your allies back to the fight unhindered.

Purify

Cleric Utility 22

You wave a hand, releasing golden motes of light that strike nearby allies, ridding them of lingering afflictions.

Daily ♦ **Divine**

Minor Action **Close burst 5**

Target: You and each ally in the burst

Effect: Every effect that a save can end is removed from each target.

Level 23: Domain Encounter Power

As an epic cleric, you stand against the most significant threats to the planes.

Benefit: You gain an encounter attack power associated with your domain (storm, page 109, or sun, page 115). This new power replaces the encounter attack power you gained at 7th level from your domain.

Level 24: Ability Score Increase

The increasing threats of the epic challenges you face are countered by the perfection of your body and mind.

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

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 25: Daily Power

The prayers you once favored cannot meet the epic challenges you now face, so you have developed new prayers to overcome the dire threats of the epic tier.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 9th level.

Divine Battle Lord You are your deity's emissary on the battlefield, taking on the mantle of a divine general. The fate of whole worlds might rest on your success and failure, as your struggles become inextricably tied to the struggles of the gods.

Divine Battle Lord

Cleric Attack 25

A radiant blast knocks your enemies to the ground and imbues you with the power to sear your foes.

Daily ♦ **Divine, Radiant**

Standard Action **Close burst 2**

Target: Each enemy in the burst

Effect: Each target falls prone. Until the end of the encounter, you gain a power bonus to melee damage rolls, to Strength checks, and to Athletics checks equal to your Constitution modifier. Also, until the end of the encounter, any enemy that ends its turn adjacent to you takes 10 radiant damage.

Subjugating Strike Your allies look to you as a leader, and you reward their trust by channeling your faith to the front lines of combat. By reserving this power for closely clustered minions or the ranks of the badly wounded, you tip the tide of battle with a single attack.

Subjugating Strike

Cleric Attack 25

As your weapon crashes into your foe, a pulse of divine force smashes into enemies that thought they had you surrounded.

Daily ♦ **Divine, Force, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier force damage, and the target is dazed (save ends).

Miss: Half damage.

Effect: Each enemy within 2 squares of the target takes 10 force damage.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 245).

Level 27: Domain Encounter Power

The gods reserve their most powerful prayers for their most dedicated servants, one of which you have become.

Benefit: You gain an encounter attack power associated with your domain (storm, page 109, or sun, page 115). This new power replaces the encounter attack power you gained at 13th level from your domain.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

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

Level 29: Daily Power

You are your god's most favored servant. You now strike with the power of an exarch, crushing your foes.

Benefit: You gain one of the following powers of your choice. This new power replaces the daily attack power you gained at 15th level.

Ordained Victory Your dedication, strength, and faith have helped you ascend to the uppermost limits of divine power. The gods reward you with this prayer, a mighty attack that steadies your allies' hands in battle.

Ordained Victory

Cleric Attack 29

As you attack, divine magic sweeps across the battlefield like a hurricane, twisting fate to guarantee your victory.

Daily ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 7[W] + Wisdom modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, whenever any ally makes an attack roll against the target, he or she makes two attack rolls and uses either result.

Visage of the Gods The mere sight of a god is enough to fill lesser creatures with pain and terror. As one of the gods' most revered servants, you gaze into a foe's eyes to overwhelm it with your deity's divine majesty.

Visage of the Gods

Cleric Attack 29

As you raise your weapon, you force your enemy to gaze upon the face of your god, causing the enemy's flesh to wither and its mind to crumble. The creature cannot help but bow down.

Daily ♦ **Divine, Fear, Necrotic, Psychic, Weapon**

Standard Action **Melee 1**

Target: One creature

Attack: Wisdom vs. Will

Hit: 6[W] + Wisdom modifier necrotic and psychic damage.

Miss: Half damage.

Effect: The target falls prone.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one final edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 245).

STORM DOMAIN

As an initiate of the storm god, you learn to invoke prayers that draw howling winds and lashing storms from the Astral Sea into the mortal realm. The storm is a force of raw destruction that brings its power to bear upon those that lack shelter.

Level 1: Storm Domain Features and Powers

Your prayers allow you to hammer your foes with the destructive power of wind, rain, thunder, and lightning. However, the power of the storm god also allows you to shelter yourself and your allies from harm.

Benefit: You gain resist 5 lightning and resist 5 thunder.

In addition, when you use your *healing word*, the target also gains a +2 power bonus to the next damage roll he or she makes before the end of his or her next turn. This bonus increases to +4 at 11th level and +6 at 21st level.

You also gain the following powers.

Domain At-Will Power Your blessing grants a measure of moral strength. In battle, it offers the raw power to smite enemies.

Blessing of Wrath

Cleric Attack 1

As you smash your foe with your weapon, you invoke your divine magic, and the weapon of one of your allies flares with power.

At-Will ♦ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

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

Effect: You or one ally within 5 squares of you gains a power bonus to his or her next damage roll against the target before the end of your next turn. The bonus equals your Constitution modifier.

Domain At-Will Power Your dedication to the storm god puts the power of thunder and lightning into your hands. The storm grants you strength and shows you how to strike with unmatched speed and fury.

Storm Hammer

Cleric Attack 1

You call out the litanies of the cleansing storm as rage overcomes you. Divine winds swirl around you, and with each strike, thunder and lightning explode from your weapon.

At-Will ♦ **Divine, Lightning, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier lightning and thunder damage.

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

Special: When charging, you can use this power in place of a melee basic attack.

Domain Utility Power In the aftermath of the storm comes the gentle rain that sustains life and can keep you and your allies alive in the harshest environments.

Create Water

Cleric Utility 1

A cool breeze washes over you as a thick, magical mist fills a vessel with water.

Encounter ♦ **Divine**

Minor Action **Melee 1**

Target: One empty cup, flask, or similar container that can hold up to 1 gallon of liquid

Effect: You cause the container to fill with fresh, potable water.

Domain Encounter Power As a storm warpriest, one of the first prayers you learn allows you to focus the power of the divine storm into your melee attack. Your weapon rumbles with energy, shivering in your hand as if it cannot wait to unleash its fury upon your foes.

Thundering Steel

Cleric Attack 1

With a prayer to the storm god, you imbue your weapon with the power of thunder. As you strike, a thunderclap rumbles across the battlefield.

Encounter ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 3 extra thunder damage.

Level 1: Channel Divinity (Storm)

Any enemies that see your power learn to keep their distance from you. They cannot escape your wrath, though, for you can channel the power of the storm into one of your companions, who can then unleash a pulse of lightning in a deadly weapon attack.

Storm Surge

Cleric Utility 1

Crackles of lightning dance along the weapon you bless, ready to unleash a surge of power.

Encounter ♦ **Channel Divinity, Divine**

Minor Action **Close burst 2**

Target: You or one ally in the burst

Effect: The next time the target makes a damage roll for a melee weapon attack before the end of your next turn, the target deals 4 extra lightning damage.

Level 11: The extra damage increases to 6.

Level 21: The extra damage increases to 8.

Special: You can use only one channel divinity power per encounter.

Level 3: Storm Domain Encounter Power

You are able to humble an enemy that takes too much pride in physical strength. At your command, you open a rift to the howling winds of the Astral Sea. The winds buffet your foe with a deadly attack that leaves it on the ground.

Hammering Wind

Cleric Attack 3

A strong wind reinforces your thunderous weapon attack, slamming a foe backward and to the ground while ushering your allies into position.

Encounter ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One enemy

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier thunder damage, and you can push the target 1 square and knock it prone.

Effect: You slide each ally within 3 squares of you up to 2 squares.

Level 5: Storm Domain Feature

The wrath of a thunderstorm roils within your soul. Even when you take time to heal your allies, your enemies feel the fearsome energy within you.

Benefit: When you use your *healing word*, one enemy of your choice adjacent to the target of the power takes thunder damage equal to your Constitution modifier.

Level 7: Storm Domain Encounter Power

You call upon the winds of the storm to bear your weapon forth to smash your enemies. As your god's lightning strikes, divine winds carry you forward to press your attack. Clerics of the storm use this attack to charge their enemies or to pursue those that flee.

A scouring wind launches your weapon with divine strength. Then, with a pulse of thunder and flash of lightning, you appear at your enemy's side.

Encounter ♦ **Divine, Lightning, Teleportation, Thunder, Weapon**

Standard Action **Ranged 5**

Requirement: You must use this power with a melee weapon.

Target: One creature

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier lightning and thunder damage.

Effect: You can teleport yourself or an ally within 5 squares of you to a square adjacent to the target. Your melee weapon also returns to your hand.

Level 10: Storm Domain Feature

As you channel the divine storm, you draw vigor from its power. As you unleash each attack, the divine magic you command fortifies you to continue the fight.

Benefit: Whenever you use a divine encounter attack power that has the thunder keyword, you gain temporary hit points equal to 2 + your Constitution modifier.

Level 11: Devout Action (Storm)

Devout warpriest paragon path feature

The power of the storm infuses your soul. When you become angry, thunder rumbles in the distance. When you are calm or contented, the wind abates and even the heaviest rain feels like a gentle caress. When your enemies force you to unleash your full threat in combat, potent divine magic imbues your attack with thundering might.

Benefit: When you spend an action point to take an extra action, the next creature you hit with a divine attack power before the end of your next turn is dazed. The condition lasts until the end of the creature's next turn.

Level 11: Transcendent Blessing (Storm)

Devout warpriest paragon path feature

As your divine strength increases at the paragon tier, so too does the might of the storm that you gather against your enemies.

Benefit: When you hit with *storm hammer*, you also push the target up to 2 squares.

Level 12: Storm Domain Utility Power

Devout warpriest paragon path feature

In one of the final battles of the Dawn War, the primordials waited in a deadly ambush, hoping to dispatch the gods once and for all. The gods escaped, though, using a great planar storm to carry them away and shield them until they could ready a counterattack. By drawing on the remnant energy of that storm, you can lift your allies into more advantageous positions on the battlefield.

Winds of Victory

Devout Warpriest Utility 12

A powerful gale sweeps over the battlefield, carrying you and your allies aloft and deflecting your enemies' attacks.

Daily ♦ **Divine**

Minor Action **Close blast 5**

Target: You and each ally in the blast

Effect: You slide each target a number of squares up to 3 + your Wisdom modifier in any direction, even into the air. A target falls if it ends this movement in the air.

In addition, each target takes only half damage from the next attack to hit him or her before the end of the encounter.

Level 13: Storm Domain Encounter Power

For a brief moment, you imbue your weapon with the power of the storm god's most dread attack. By targeting a powerful melee combatant, your *roar of thunder* gives you and your allies a chance to take that foe out before its full wrath can be unleashed.

Roar of Thunder

Cleric Attack 13

Imbuing your weapon with the thundering touch of the god of storms, you unleash divine wrath against your foe.

Encounter ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier thunder damage.

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 5 extra thunder damage.

Level 16: Storm Domain Feature

Devout warpriest paragon path feature

Your link to the Astral Sea is such that even your signature healing prayer is imbued with the energy of the divine storms that sweep across that plane.

Benefit: When you use *healing word*, you can slide yourself or one ally in the power's burst a number of squares up to your Constitution modifier.

Level 17: Storm Domain Encounter Power

As the storm god's servant, you channel power to draw forth a furious wind that you control with absolute precision. Sweeping your allies out of harm's way, you unleash the full force of the storm against your foes.

Winds of Fury

Cleric Attack 17

As you slam your weapon down, thunder roars over your enemies, and a howling gale scatters them, while carrying your allies to safety.

Encounter ◆ **Divine, Thunder, Weapon**

Standard Action **Close blast 3**

Target: Each enemy in the blast

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wisdom modifier thunder damage, and you push the target up to 2 squares and knock it prone.

Effect: You slide each ally within 5 squares of you up to 3 squares.

Level 20: Storm Domain Daily Power

Devout warpriest paragon path feature

It is one thing to wield the power of divine storms with your prayers. It is another to unleash the might of the storm god within yourself. At the apex of the paragon tier, you become an avatar of the storm, capable of unleashing thunder against your foes for extended periods.

Storm's Fury

Devout Warpriest Attack 20

Your skin becomes the gray of raging storm clouds, and you unleash a pulse of thunder that slams foes that dare to remain near you.

Daily ◆ **Divine, Thunder**

Standard Action **Personal**

Effect: Until the end of your next turn, you gain a +2 power bonus to attack rolls and damage rolls. In addition, at the start of your turn, each enemy adjacent to you takes 10 thunder damage.

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

Level 23: Storm Domain Encounter Power

In the epic tier, you draw upon storm magic so powerful that it can rend the bindings between the planes. You imbue this magic into your weapon. As you hurl it at your foe, your weapon cleaves through the planes and pulls you and your allies through space to press the assault.

Thunder of Justice

Cleric Attack 23

You hurl your weapon with a thunderous strength that shatters the space around you, drawing you and your allies toward your chosen foe.

Encounter ♦ **Divine, Lightning, Teleportation, Thunder, Weapon**

Standard Action **Ranged 10**

Requirement: You must use this power with a melee weapon.

Target: One creature

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier lightning and thunder damage.

Effect: Your melee weapon returns to your hand. You can then teleport yourself and up to three allies within 10 squares of you to squares adjacent to the target.

Level 27: Storm Domain Encounter Power

When the final battles raged between the gods and the primordials, the storm god invoked a brutal astral tempest. Nearing the height of the epic tier, you stand as close to the gods as any mortal ever has. You can tap into the lingering power of the gods' greatest triumph, claiming some of the storm's might.

Thunder of the Dawn War

Cleric Attack 27

You invoke the greatest of the divine storms, capturing echoes of its wrath and weaving them into your weapon attack.

Encounter ♦ **Divine, Thunder, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Effect: The next time you or an ally hits the target before the start of your next turn, the target takes 10 extra thunder damage.

SUN DOMAIN

The sun is the source of all life. Its warmth draws forth crops from freshly tilled fields. Its blinding radiance drives undead back to their crypts and holds the horrid monsters of the Underdark within their subterranean realm. The sun watches over the lands of humans, elves, dwarves, and halflings as sentinel, guardian, and provider.

Level 1: Sun Domain Features and Powers

In forgotten dungeons, vast caverns, and secret temples, evil hides from the sun's redeeming light. You are bound to purify such places with your divine power. As part of your sworn duty to protect all that is good, you carry the sun's light into the endless darkness, smiting enemies while protecting those who fight at your side.

Benefit: You gain a +2 bonus to death saving throws. While within 5 squares of you, your allies also gain this bonus.

In addition, when you use your *healing word*, you or an ally in the burst regains 2 hit points. The hit points increase to 4 at 11th level and 6 at 21st level.

You also gain the following powers.

Domain At-Will Power As a warpriest, you can hold your own in combat with any fighter. However, your power extends beyond the damage you deal with your deadly weapon attack. Calling on the sun god to bless you in battle, you bolster yourself or an ally even as your foe is struck down.

Blessing of Battle

Cleric Attack 1

As you surge into battle, you invoke a minor defensive prayer to fortify yourself or an ally.

At-Will ◆ **Divine, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage.

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

Effect: You or one ally within 5 squares of you gains resistance to all damage until the end of your next turn. The resistance equals your Constitution modifier.

Domain At-Will Power Your allies might not share your faith, but from the day they joined you in your cause, the sun god's favor has shone on them. By evoking a subtle glowing brand above a companion, you mark him or her with the sun's saving power.

Brand of the Sun

Cleric Attack 1

Your weapon burns like a star as you draw upon the power of the sun to smite your foe and bolster an ally.

At-Will ◆ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier radiant damage.

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

Effect: You or one ally within 5 squares of you can make a saving throw.

Domain Utility Power Even in darkest night and far from the open air of the surface world, you can call on the power of the sun to light your way. Sun clerics use this power to shed their deity's light in places shrouded by darkness and evil.

Sun's Glow

Cleric Utility 1

You place an incandescent mote of sunlight upon a nearby object.

At-Will ♦ **Divine**

Minor Action **Melee 1**

Target: One object or unoccupied square

Effect: The target sheds bright light that fills its space and squares within 4 squares of it. The light lasts for 1 hour, until you use this power again, or until you end the light as a free action.

Domain Encounter Power Although the sun is the source of life, its relentless heat destroys those who do not learn to respect it. When your weapon flares into a brilliant corona, you channel both aspects of the sun god's power.

Sun Burst

Cleric Attack 1

Light erupts from your weapon, scalding your foe while your allies draw strength from the brilliant glow.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier radiant damage.

Effect: You and each ally within 5 squares of you gain 5 temporary hit points and can make a saving throw.

Level 1: Channel Divinity (Sun)

All healers know of the sun's ability to cleanse wounds and banish infection. When you channel the sun's divine power, you extend that healing potential to help shake off the worst effects of a deadly hazard or an enemy's attack.

Soothing Light

Cleric Utility 1

Under the light of the sun, all ills fade. Your devotion gives your ally the vigor needed to persevere.

Encounter ♦ **Channel Divinity, Divine**

Minor Action **Close burst 2**

Target: You or one ally in the burst

Effect: The target makes a saving throw with a +2 power bonus.

Special: You can use only one channel divinity power per encounter.

Level 3: Sun Domain Encounter Power

When you first mastered this prayer, you felt the sun's protective light as a tangible force for the first time. The power sears your enemies and heals you or an ally.

Resurgent Sun

Cleric Attack 3

A golden radiance flares as you strike, mending your wounds or those of an ally.

Encounter ♦ **Divine, Healing, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Effect: You or one ally within 5 squares of you can spend a healing surge.

Level 5: Sun Domain Feature

When you invoke divine power to mend wounds, a soothing radiance bathes those you aid. The glow restores physical health, and your touch bolsters the spirit, giving a companion the energy to fight on.

Benefit: When you use *healing word*, the target of the power gains temporary hit points equal to your Constitution modifier.

Level 7: Sun Domain Encounter Power

The sun's radiance can blind those who are not wary of it. When a foe proves its worth by cutting through you and your allies, you let the sun's light take away its advantage. By placing a *searing brand* upon the foe's brow, you rob it of sight.

Searing Brand

Cleric Attack 7

When you invoke the power of your deity, a searing light flashes from your weapon to blind your foe.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Level 10: Sun Domain Feature

In battle, the sun's radiance wraps you like a cloak, making you a beacon of hope and defiance. The light you shed rattles your foes, making them easier for you to strike with the sun's might.

Benefit: Whenever you use a divine encounter attack power that has the radiant keyword, you have combat advantage against the power's targets.

Level 11: Devout Action (Sun)

Devout warpriest paragon path feature

As you enter the paragon tier, the offensive power of your magic does not cause you to neglect your responsibility to your allies. When you push past your own limits in combat, the sun's power flows through you to soothe the injuries of your companions.

Benefit: When you spend an action point to take an extra action, you (if you are bloodied) and each bloodied ally within 5 squares of you regain hit points equal to 5 + your Wisdom modifier.

Level 11: Transcendent Blessing (Sun)

Devout warpriest paragon path feature

Your increasing mastery of divine magic and your faith in the sun empowers even your most basic prayers.

Benefit: When you use *brand of the sun*, the saving throw is made with a +2 power bonus.

Level 12: Sun Domain Utility Power

Devout warpriest paragon path feature

It is said that the sun god's domicile is built of tangible walls of radiance, their beauty so great that enemies cannot bear to look upon them. Your skill with divine magic has grown to allow you to shape light as a reflection of your god's astral domain.

Wall of Radiance

Devout Warpriest Utility 12

A spectral wall of sunlight appears before your foes, hindering their advance while soothing the injuries of your allies.

Daily ♦ **Conjuration, Divine, Healing**

Standard Action **Area** wall 8 within 5 squares

Effect: You conjure a wall that lasts until the end of the encounter. The wall can be up to 2 squares high and must be on a solid surface. Any bloodied ally who ends his or her turn in the wall regains hit points equal to your Wisdom modifier. Each square of movement by an enemy that includes one or more squares of the wall costs 4 extra squares of movement.

Level 13: Sun Domain Encounter Power

Your ability to channel the sun's power grows stronger as you ascend through the paragon tier. Your prayer of the rising sun builds on the knowledge that first fueled your *sun burst* power. This new power is a reflection of how you have grown in grace and favor in your god's eyes.

Awakening Sun

Cleric Attack 13

As you swing your weapon, a shining beacon of radiant energy appears above you. Your allies draw strength from its light, while your enemy shrieks in pain.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Effect: You and each ally within 5 squares of you gain 10 temporary hit points and can make a saving throw.

Level 16: Sun Domain Feature

Devot warpriest paragon path feature

Your *healing word* becomes infused with the power of the sun, causing the comrade you aid to momentarily shed a radiant glow. As that divine light washes over you and other allies, it grants a burst of vigor that helps all of you get back into the fight.

Benefit: When you use *healing word*, the target of the power gains temporary hit points equal to 5 + your Constitution modifier.

Level 17: Sun Domain Encounter Power

As your power increases, you gain a greater ability to channel and control the energy of the sun. In the heat of combat, the sun's light shines to smite your enemies and strengthen your allies in equal measure.

Strength of the Sun

Cleric Attack 17

Radiant light blazes from your weapon, searing your foe and healing you and a friend.

Encounter ♦ **Divine, Healing, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Wisdom vs. AC

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

Effect: You and one ally within 10 squares of you can spend a healing surge.

Level 20: Sun Domain Daily Power

Devot warpriest paragon path feature

As you approach the epic tier, you are marked as one of the most passionate of the sun god's faithful. You alone can gaze upon the life-giving sun and not be blinded by its power. Your enemies are not so lucky.

Solar Flare

Devout Warpriest Attack 20

Radiant energy erupts from your weapon, exploding in a flare of blinding light.

Daily ♦ **Divine, Radiant, Weapon**

Standard Action

Close burst 1

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 2[W] + Wisdom modifier radiant damage, and the target is blinded (save ends).

Miss: Half damage, and the target is blinded until the end of its next turn.

Level 23: Sun Domain Encounter Power

As a scion of the sun god, you channel power that blinds a foe you strike. If you are merciful, this attack might serve as a warning. If you are not, your blinded foe is unable to defend itself against your allies' attacks.

Overwhelming Light

Cleric Attack 23

As your weapon strikes home, a flash of light as bright as the sun itself blinds your foe.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Level 27: Sun Domain Encounter Power

In the final days of the Dawn War, the primordials sought to cast all the cosmos into darkness. For a time, all was obscured by shadow. As the battle reached its climax, the sun broke through, blazing in all its glory. Its gleaming light seared the primordials and delivered respite to the gods and their followers.

Light of the First Dawn

Cleric Attack 27

With your weapon held aloft, you summon the light of creation. From the radiance, you and your allies gain renewed vigor, while your enemies suffer its wrath.

Encounter ♦ **Divine, Radiant, Weapon**

Standard Action

Melee weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier radiant damage.

Effect: You and each ally within 10 squares of you gain 20 temporary hit points and can make a saving throw.

FIGHTER

Martial Defender: Fighters such as the knight use tactical cunning to lock down and control enemies, letting their heavy armor and abundant hit points protect them from the worst attacks.

Martial Striker: Fighters such as the slayer use overwhelming force to take down enemies. The slayer's use of heavy armor and a large amount of hit points allow the slayer to stand in for a defender when the tide of battle requires it.

Why This Is the Class for You: You like playing a tough character who possesses unmatched defenses and a decent amount of offense.

Fighters train long and hard to become masters of combat. When a fighter is in a party, he or she defines the front line of every battle, bashing and slicing foes into submission while blocking and parrying attacks from all directions. Fighters use their battle-honed skills to gain gold and glory, for honor and duty, and for the joy of unrestrained combat.

Through endless hours of practice and determination, a fighter develops a distinctive style of combat. This style builds atop the foundation of whatever early training the fighter received, whether formal schooling in the military arts or trial by fire on the borders of the fallen lands, and then borrows from the styles of every opponent the fighter meets.

The people of villages and towns look to fighters to protect them from the threats that surround them. Bandits, marauders, and wandering monsters of all types constantly assault the last vestiges of light and civilization in a dark world, and it often falls on fighters to lead the defense of every settlement. From there, some fighters go on to become adventurers, taking the battle into the darkness in order to strike before the next raid hits home.

The types of fighter you can create with this book are the knight and the slayer.

BASIC ATTACKS

As a fighter, you make most of your attacks using basic attacks (page 26). Some classes rely primarily on class-specific attack powers, whereas you typically make basic attacks enhanced by your fighter stances and other class features and powers.

KNIGHT

Key Abilities: Strength, Constitution

Along the borderlands, knights are the stalwart commanders of peasant militias, caravan guards, and adventuring groups. Their cunning and skill puts them in control of the battlefield and lets them minimize the onslaught of their enemies. Rampaging monsters fear a knight above almost any other attacker. While the knight locks down a formidable foe, the other members of a party close in for the kill.

Many knights are members of chivalrous orders, though some are independent warriors who wander wherever their hearts take them. Each order combines a rigid sense of honor and relentless training to produce champions of the borderlands. Whenever ogres descend from the hills, when hobgoblins march from their strongholds, and when necromancers call forth armies of undead, a noble knight is the best defense an isolated community can hope for.

All sorts of warriors follow the path of the knight: young wanderers seeking to prove their mettle and gain full membership into a knightly order, reclusive warriors who abandon material comforts in favor of crusades for justice, or self-centered mercenaries who hope to claim treasure and power after every fight.

Most knights start as squires, training with orders that have heroic and historic names such as the Knights of the Watch or the Order of the Silver Dragon. Through study, martial practice, and adventuring, a squire earns the right to wear armor and bear the weapons of a knight. Orders maintain small keeps on the borderlands, from which they send out patrols, enforce the law, and repel monstrous incursions.

CREATING A KNIGHT

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

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Class Traits

Hit Points: You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.

Bonus to Defenses: +2 to Fortitude

Healing Surges per Day: 9 + your Constitution modifier

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

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), Intimidate (Cha)

Trained Skills: Three from the list of class skills

Race

Choose your race (page 35). Dwarf and human are particularly good choices for a knight.

Dwarf Possessing bonuses to Strength or Wisdom as well as Constitution, dwarves make excellent knights. Marshaling forth from their isolated clanholds, dwarf knights seek out orc raiders, goblin outlaws, and giant chieftains, slaying or driving off such monsters before they can become a real threat to the clanholds and surrounding lands.

As a dwarf knight, you likely trained as part of a small war band, accompanied by mercenaries of other races hired on to provide additional strength. You might have spent years walking the wilds, visiting human and elven towns to gather news, establish trade, and forge alliances against common enemies.

Dwarf knights usually worship Moradin, though their greatest loyalty is to their own barons and lords.

Human Human knights embrace the extremes that this class offers. Many serve as exemplars of bravery and honor, even as others serve only their own sense of self-importance.

If you see yourself as a heroic knight, you are committed to justice and the common good. You hope to earn a place in legend through great deeds and sacrifice. Knights such as you strive to grow their orders in both size and power, bolstering the defenses of kindly rulers against the endless depredations of evil. On the borderlands, the common folk look to human knights for the fearless leadership that can tame the wilds and help push back the darkness.

Virtuous human knights typically worship Bahamut, while unaligned knights favor Kord or Erathis.

Ability Scores

Determine your ability scores (page 38), keeping in mind that a knight is best served by superior Strength and Constitution. Strength improves your attacks, while Constitution plays a role in several of your utility powers.

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

Your other ability scores can help to define your character's personality. If you have a good Intelligence, you might be a scholar of your order's history, or a warrior who knows the legends of the past and seeks to emulate them. A high Charisma points to a natural leader—an inspiring figure who rallies the common folk in times of need. A good Dexterity might indicate a youth spent playing games of agility, a knack for sneaking around, or just a balanced approach to physical exercise.

Skills

At 1st level, choose three trained skills from the following list of class skills: Athletics, Diplomacy, Endurance, Heal, and Intimidate. See Chapter 6 for information on skills.

Athletics and Endurance are both good skill choices, granting access to utility powers that make you tougher and more maneuverable. Outside combat, Diplomacy and Intimidate allow a knight to act as the party's strong spokesperson, while Heal can mean the difference between life and death.

Once you've chosen your skills, think about how and why your character learned them. Diplomacy and Intimidate point to a past spent dealing with others. Did you help organize the militia in frontier villages, teaching farmers to fight with spears and crossbows to defend their homes? Endurance might indicate a hard upbringing, or long years spent wandering the land alongside the knight you served as a squire. Is that knight still a part of your life now? Did you leave each other on good terms, or did some conflict or secret drive you apart?

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Knight Heroic Tier table on page 128.

You should remember that you are the party's defensive specialist when selecting stances at 1st level.



Lyriel, elf knight



Dendric, human knight

Defend the line is a good choice, because it slows down your enemies and gives your allies room to maneuver. *Cleaving assault* is another good choice if the party lacks other close quarters fighters, since it allows you to damage multiple foes with one attack. Otherwise, *poised assault*'s bonus to accuracy makes each of your attacks more likely to count.

Feats

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

When choosing your feats, think about the approach your knight takes when protecting allies and participating in adventures. Feats from the weapon training category can be used to represent your prowess with a certain type of weapon—perhaps one that will come to be recognized as an iconic part of your fighting style. Taking such a feat might represent years of study under a particular weapon master, who trained you from the time you first held the weapon until you went out into the world. Alternatively, you might be self-taught, having mastered your own unique fighting style as a result of being thrust into a life of adventure.

Taking feats from the enduring stamina category reflects your character's ability to withstand punishment and helps suggest more details of your history. You could be a veteran of countless battles, taught to withstand hardship by your experiences. Or, brutality and oppression might have numbed you to pain that would cripple most other characters.

Like weapon training feats, the feats in the armor training category might be a sign of the path you followed to knighthood. Are you a member of an order of knights that trains steadfastly in the ways of combat and warfare? Or did you pledge yourself as an apprentice to a reclusive master-at-arms, whose knowledge of unique fighting styles now lives on only in you?

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, chainmail, scale, and plate. You can also use light shields and heavy shields. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged.

You have 100 gp to buy your starting equipment. You can expect to stand at the front of any battle and draw the attacks of the most powerful monsters, so purchase the best armor and shield you can find (usually plate armor and a heavy shield). Then choose a one-handed martial weapon such as a longsword or a warhammer. If you have enough gold, consider picking up a ranged weapon as well.

Longsword The longsword is perhaps the most popular weapon among knights for its good combination of offense and speed. A longsword can be wielded with a precision that lets you pin down an opponent, while its strength lets you slash through numerous foes. The longsword is the weapon of a skilled warrior. You learned its use early in your training, and you still spend as much time as you can perfecting your technique.

Warhammer The warhammer is a heavy weapon that is ideal for pushing enemies around the battlefield. With a warhammer in your hands, you unleash brutal attacks that can leave your foes reeling. You become a living wall, capable of hemming in even the most powerful foe.

Defenses and Hit Points

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

You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level. You have a number of healing surges per day equal to 9 + your Constitution modifier.

Alignment and Final Details

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

Pick an alignment (page 44), which represents a basic outlook on the world that helps shape how your character acts. Do you fight for what is right? If so, lawful good or good are the best matches for your character. If you fight for money and fame, unaligned is a good choice.

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

HEROIC KNIGHT

A knight in the heroic tier is still in the process of mastering basic tactics and weapons. The talents you establish over the course of these levels are the foundation for all that comes after.

KNIGHT HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	<i>Defender aura</i> <i>Battle guardian</i> Weapon Talent Shield Finesse Fighter stances <i>Power strike</i>
1,000	2	+1	Utility power
2,250	3	–	Improved Power Strike
3,750	4	+1	Ability score increase Combat Readiness
5,500	5	–	Weapon Mastery
7,500	6	+1	Utility power
10,000	7	–	Extra fighter stance Weapon Specialization
13,000	8	+1	Ability score increase <i>Shield block</i>
16,500	9	–	Greater Combat Readiness
20,500	10	+1	Utility power

Level 1: Defender Aura

You are a knight, and the battlefield is your home. Amid the chaos and violence, you keep a cool head as you carefully measure your foes, counting on your presence and the threat of your weapon to keep their focus on you.

Benefit: You gain the *defender aura* power.

Defender Aura

Fighter Utility

You work to occupy nearby foes using a combination of fighting skill and clever tactics to keep them distracted.

At-Will ♦ **Aura**

Minor Action

Personal

Effect: You activate an aura 1 that lasts until you end it as a minor action or until you fall unconscious. While in the aura, any enemy takes a -2 penalty to attack rolls when it makes an attack that does not include among its targets either you or an ally of yours who has this aura active. Marked enemies are not subject to this aura.

Level 1: Battle Guardian

As a fighter, you must keep track of a multitude of foes and allies in the heat of battle. When an enemy turns its attention from you to concentrate on one of your allies, you punish it with a brutal attack. The power below affects creatures under the effect of your *defender aura* power.

Benefit: You gain the *battle guardian* power.

Battle Guardian

Fighter Attack

Ignoring you in battle leaves a foe open to a devastating assault.

At-Will ♦ **Martial**

Opportunity Action

Personal

Trigger: An enemy subject to your *defender aura* either shifts or makes an attack that targets an ally of yours but not you or an ally who has an active *defender aura*.

Effect: You make a melee basic attack against the triggering enemy. If the attack misses, the enemy still takes damage equal to your Strength modifier.

Level 1: Weapon Talent

As a fighter, you have insight into all types of weapons and the ability to use them to deadly effect.

Benefit: You gain a +1 bonus to the attack rolls of weapon attacks.

Level 1: Shield Finesse

Your singular training has made your shield into an extension of your arm, its weight not even slowing you down.

Benefit: You gain the Shield Finesse feat (page 316).

Level 1: Fighter Stances

Fighters learn a number of stances, special powers that combine positioning, footwork, and combat tactics to maximum effect. A stance allows you to customize your approach for fighting different enemies. Against a massive ogre, *battle wrath* allows a knight to overcome that creature's impressive hit points more quickly. Against monsters that gain advantage from flanking you, *measured cut* lets you stay in motion to keep them out of position.

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

Battle Wrath Tactics and cunning have their place in every battle. However, you learned early in your training that raw anger is an effective weapon against a foe that refuses to die.

Battle Wrath

Fighter Utility

You channel your anger into each strike, dealing devastating damage to your foes.

At-Will ♦ **Martial, Stance**

Minor Action Personal

Effect: You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

Level 11: +3 power bonus.

Level 21: +4 power bonus.

Cleaving Assault The knights who protect the borderlands stand against hordes of goblins, kobolds, and other creatures that rely on sheer numbers to overcome their victims. After countless battles fighting against overwhelming odds, you have perfected a whirling assault technique that uses the follow-through from an attack for deadly effect.

Cleaving Assault

Fighter Utility

Your wide, sweeping attacks carry through to let you lash out at another nearby foe.

At-Will ♦ **Martial, Stance**

Minor Action Personal

Effect: You assume the cleaving assault stance. Until the stance ends, whenever you hit with a melee basic attack using a weapon, one enemy adjacent to you other than the target of that attack takes damage equal to your Constitution modifier.

Defend the Line When numerous foes threaten to overwhelm your allies, you focus on keeping those enemies close. By vowing to hold the line, you ensure that your attacks leave your foes struggling to move into optimal position before you strike again.

Defend the Line

Fighter Utility

Your attack staggers a foe, hindering its attempts to flee from you.

At-Will ♦ **Martial, Stance**

Minor Action **Personal**

Effect: You assume the defend the line stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, that enemy is slowed until the end of your next turn.

Hammer Hands The first time an enemy slipped past you to strike one of your allies, you learned that combat mastery is about more than the strength of your arm. As long as an enemy is a threat to your allies, you rely on the *hammer hands* stance to keep that foe exactly where you want it.

Hammer Hands

Fighter Utility

You throw your weight into each attack, striking with such force that you drive your enemy before you.

At-Will ♦ **Martial, Stance**

Minor Action **Personal**

Effect: You assume the hammer hands stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can use a free action to push that enemy 1 square and then shift the same distance to a square adjacent to the enemy.

Measured Cut Your ability to stay in motion can turn the tide of battle against foes that depend on gaining superior positions. You have trained hard to let the force of your attacks carry you past your enemies, shifting boldly through combat with each successive strike.

Measured Cut

Fighter Utility

Each carefully timed strike lets you slip through your foes without fear of reprisal.

At-Will ♦ **Martial, Stance**

Minor Action **Personal**

Effect: You assume the measured cut stance. Until the stance ends, whenever you hit an enemy with a melee basic attack using a weapon, you can shift 1 square as a free action.

Poised Assault The more often you hit, the more your foe hurts. You learned this basic truth of combat with your earliest weapon training, and have since honed and refined it. Spotting the weaknesses in any foe's defenses, you take advantage of those weaknesses as no one else can.

Poised Assault

Fighter Utility

You settle into an offensive stance, your poise and focus making every strike count.

At-Will ♦ **Martial, Stance**

Minor Action **Personal**

Effect: You assume the poised assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

Level 1: Power Strike

Power strike is a quintessential exploit. This power is usable with a wide range of tactics and a variety of weapons. The exploit ensures that your weapon has a devastating effect on your foe.

Benefit: You gain the *power strike* power.

Power Strike

Fighter Attack

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Encounter ♦ **Martial, Weapon**

Free Action **Personal**

Trigger: You hit an enemy with a melee basic attack using a weapon.

Target: The enemy you hit

Effect: The target takes 1[W] extra damage from the triggering attack.

Level 17: 2[W] extra damage.

Level 27: 3[W] extra damage.

Level 2: Utility Power

Although your focus is the battlefield, you learn to make use of your skill training in combat through utility exploits. Each of these powers requires you to have training in a particular class skill before you can select and use the power.

When evaluating these powers, consider not just a power's benefit, but the backstory you created when choosing your trained skills. For example, if you chose Diplomacy as a trained skill to reflect the time your knight spent teaching local villagers how to defend themselves, taking *battle leader* shows how that experience has enhanced your combat tactics.

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

Battle Leader When you took up the path of the knight, you learned quickly that martial training was only part of your strength. Your allies look to you for guidance and direction in battle. They trust you to lead them into the best positions to gain the advantage over your foes.

Battle Leader

Fighter Utility 2

Your leadership experience lets you enable nearby allies to move safely through combat.

Encounter ♦ **Martial**

Move Action **Close burst 2**

Prerequisite: You must have training in Diplomacy.

Target: Each ally in the burst

Effect: Each target can shift 1 square as a free action.

Glowering Threat Some foes respond only to brute force. Others can be distracted by a well-timed threat. You have learned how to draw attention to yourself through combat skill and threatening displays. By drawing your enemies' wrath upon yourself, you hope to give your allies a moment's respite.

Glowing Threat

Fighter Utility 2

Your intimidating presence distracts your enemies as they attempt to attack your allies.

Encounter ♦ **Martial**

Minor Action **Close burst 2**

Prerequisite: You must have training in Intimidate.

Target: Each enemy in the burst

Effect: Until the end of your next turn, each target takes a -5 penalty to attack rolls against any creature other than you.

Minor Resurgence In your earliest training, you learned not only how to inflict pain but how to take it. Now, when your injuries mount in battle, you draw on the memory of that training for the strength to let you finish the fight.

Minor Resurgence

Fighter Utility 2

Your ability to withstand hardship grants you a temporary boost in combat.

Encounter ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Endurance.

Requirement: You must be bloodied.

Effect: You gain 5 temporary hit points.

Level 11: 10 temporary hit points.

Level 21: 15 temporary hit points.

Push Forward You have learned to use your enemies' movements as cover while you push through their ranks. By staying in the midst of the fray, you maximize the number of enemies subject to your *defender aura*, drawing their attacks so your allies can regroup.

Push Forward

Fighter Utility 2

Through careful timing and balanced footwork, you avoid your enemies' attacks as you advance.

Encounter ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You shift up to 3 squares to a square adjacent to an enemy.

Level 3: Improved Power Strike

Every battle teaches you something about your own combat potential that you did not know before. As you increase in level, *power strike* becomes an even more effective tool for you.

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

Level 4: Ability Score Increase

Your constant training hones your body and mind.

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

Level 4: Combat Readiness

You have honed your intuition and awareness for battle, allowing you to better predict when combat will break out.

Benefit: You gain a +2 bonus to initiative.

Level 5: Weapon Mastery

Let the spellcasters boast of the fire and lightning they rain down on the battlefield. You know that the reliability of your weapons will win the day.

Benefit: You gain a +1 bonus to the damage rolls of weapon attacks.

Level 6: Utility Power

Your skill training once more helps to expand your abilities in combat.

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

Knight's Challenge You understand the role honor and pride can play in a warrior's heart. You might scorn it, or you might live by a rigid code of conduct. In either case, you have learned to call on a foe's honor, bloodlust, or pride to force it into a confrontation. By playing on your enemy's emotions, you draw it into the fray.

Knight's Challenge

Fighter Utility 6

You point your weapon at your enemy. Its allies look at it expectantly, as it wavers between accepting your challenge and losing face before its friends.

Encounter ♦ **Martial**

Minor Action **Close burst 3**

Prerequisite: You must have training in Intimidate.

Target: One enemy in the burst whose Will is equal to or lower than 12 + your level

Effect: You pull the target up to 2 squares. You cannot pull the target into hindering terrain.

Dauntless Endurance You pride yourself on being able to outlast any foe. Effects that would hinder a lesser warrior are no match for the physical and mental discipline that is central to your training.

Dauntless Endurance

Fighter Utility 6

You easily shake off a debilitating effect that would cripple another warrior.

Encounter ♦ **Martial**

No Action **Personal**

Prerequisite: You must have training in Endurance.

Trigger: You make a saving throw and dislike the result.

Effect: You can reroll the saving throw but must use the second result.

Helping Hands It takes a special dedication to aid an ally in the heat of combat. The leadership and healing skill you have learned allow you to help a comrade at your side shake off even the worst effects of your enemies' powers.

Helping Hands

Fighter Utility 6

Your stalwart presence helps fortify an ally you reach out to.

Encounter ♦ **Martial**

Minor Action **Melee 1**

Prerequisite: You must have training in Heal.

Target: One ally

Effect: The target makes a saving throw.

Rapid Advance Some knights focus their physical training only on weapon skill. You recognize the other benefits of physical training, though. You maintain peak physical condition so you can turn on a burst of speed when needed.

Rapid Advance

Fighter Utility 6

Your physical training lets you surge quickly across the battlefield.

Encounter ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You move a number of squares up to your speed + your Constitution modifier.

Level 7: Extra Fighter Stance

Your mastery of the fighting arts is honed by each new challenge you face. You learn a new fighting style to build on the methods you have already perfected.

Benefit: You gain one additional fighter stance from the options on page 130.

Level 7: Weapon Specialization

Your singular skill with your chosen weapon lends itself to even deadlier combat tactics.

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

Bladed Step You have learned to fight on two sides at once, so your enemies never know where your next attack might come from.

Benefit: After you use *power strike* with a heavy blade, you can immediately shift 1 square to a square adjacent to an enemy. You then gain combat advantage against that enemy until the end of your next turn.

Staggering Hammer The weapon masters of your order have shown you how to alternate battlefield control with furious attacks. You can now combine both tactics to unleash a devastating strike that sends your foe stumbling and leaves it exactly where you want it.

Benefit: When you use *power strike* with a hammer and the target is adjacent to you, the target is also immobilized until the end of your next turn or until you are no longer adjacent to it. You also gain combat advantage against the target until the end of your next turn.

Level 8: Ability Score Increase

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

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

Level 8: Shield Block

Other warriors use their shields to defend only themselves. You have trained using the tactics of an ancient order of guardian knights, letting you counter an attack meant for your ally.

Benefit: You gain the *shield block* power.

Shield Block

Fighter Utility 8

You lunge with your shield to protect an ally from an attack.

Encounter ♦ Martial

Immediate Interrupt Melee 1

Requirement: You must use this power with a shield.

Trigger: An attack hits or misses you or an ally adjacent to you and deals damage.

Target: The character hit or missed by the triggering attack

Effect: The damage dealt to the target is reduced by 1d10 + your Constitution modifier.

Level 11: 2d10 + Constitution modifier.

Level 21: 3d10 + Constitution modifier.

Level 9: Greater Combat Readiness

Long hours of combat continue to sharpen your reaction time.

Benefit: The bonus to initiative provided by your Combat Readiness class feature increases to +4.

Level 10: Utility Power

As you reach the apex of the heroic tier, your skill training grants you a singular advantage on the battlefield.

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

Battlefield Healing All those who study the healing arts can lend aid to their allies when the fight is done. However, your combined focus on healing and combat lets you minister to a wounded ally even during battle.

Battlefield Healing

Fighter Utility 10

Your attention enables a comrade to draw on his or her own reserves of healing.

Encounter ♦ Healing, Martial

Standard Action Melee 1

Prerequisite: You must have training in Heal.

Target: You or one ally

Effect: The target can spend a healing surge.

Defensive Advance It is said that this subtle assault tactic was perfected by the frontline soldiers of Nerath countless generations ago. Following in their footsteps, you master an instinctive sense of your enemies' reactions, and you have learned to avoid their attacks when advancing.

Defensive Advance

Fighter Utility 10

As you advance toward a chosen foe, you confound all attempts to attack you.

Encounter ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You gain a +2 power bonus to all defenses until the end of your next turn, and you shift up to your speed to a square adjacent to an enemy.

Iron Defiance Other warriors depend only on armor and shields for protection. Following the training of the masters of your order, you have honed the resilience of the body within the armor, letting you shrug off even the most potent attacks.

Iron Defiance

Fighter Utility 10

You draw on your inner strength to resist even the deadliest effects.

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Prerequisite: You must have training in Endurance.

Trigger: You take damage.

Effect: You take only half of the triggering damage.

Fearsome Threat As a knight, you are a beacon on the battlefield, not only for your combat skill but for the fear you instill in the hearts of your enemies.

Fearsome Threat

Fighter Utility 10

The threat you pose is enough to set your enemies on edge, giving you and your allies a temporary advantage.

Encounter ♦ **Fear, Martial**

Minor Action **Close burst 3**

Prerequisite: You must have training in Intimidate.

Target: Each enemy in the burst

Effect: Each target grants combat advantage until it hits or misses you or until the end of your next turn.

PARAGON KNIGHT

In the paragon tier, you learn techniques for both offense and defense that allow you to face giants, dragons, and worse. Your talent and training combine to push your skills to the limits attainable by mortals.

Paragon Path: Stalwart Knight

At 11th level, your knight takes on the stalwart knight paragon path (see page 79 for details on paragon paths). Your training and experience have made you strong, and the time has come to use that strength to advance your standing as a knight and a defender. Perhaps the time has come to join an order (if you have not done so already) or to establish your own. Either way, the stalwart knight stands at the forefront of every battle, a vanguard against the encroaching darkness.

Prerequisite: Only a knight can take this paragon path.

KNIGHT PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Stalwart Assault [stalwart knight] Stalwart Action [stalwart knight] Improved Power Strike [stalwart knight]
32,000	12	+1	Greater Weapon Specialization [stalwart knight]
39,000	13	–	Improved Power Strike
47,000	14	+1	Ability score increase
57,000	15	–	Paragon Weapon Mastery
69,000	16	+1	Armor of Conviction [stalwart knight] Bolstering stride
83,000	17	–	Extra fighter stance
99,000	18	+1	Ability score increase
119,000	19	–	Devoted Knight
143,000	20	+1	Tactical Focus [stalwart knight]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Stalwart Assault

Stalwart knight paragon path feature

When the sound of battle calls, you answer with amazing strength and fury.

Benefit: During your first turn in an encounter, you gain a bonus to speed and melee weapon damage rolls equal to your Constitution modifier.

Level 11: Stalwart Action

Stalwart knight paragon path feature

Strength of arm and a deep core of courage allow you to push beyond normal limits for a brief moment, at the same time focusing your defensive posture to keep you safe as that moment rushes by.

Benefit: When you spend an action point to take an extra action, you gain resist 10 to all damage until the end of your next turn.

Level 11: Improved Power Strike

Stalwart knight paragon path feature

You can make an additional devastating attack during any battle.

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

Level 12: Greater Weapon Specialization

Stalwart knight paragon path feature

You have refined your fighting style, applying counterattacks and defensive tactics that allow you to prevail against even the strongest opponents.

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

Shielding Blade When an enemy swings wide, you forego a quick counterstrike to take advantage of the error. By adopting a defensive posture, your blade becomes a shield against that foe as it tries in vain to strike again.

Shielding Blade

Stalwart Knight Utility 12

When you knock aside a strike, you assume a defensive position to resist your enemy's follow-up attacks.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An enemy misses you with a melee attack while you are wielding a heavy blade.

Effect: You gain a +2 power bonus to all defenses against the triggering enemy until the end of its next turn.

Bludgeoning Counterstrike You have trained to take advantage of a foe's misstep, and when the enemy's attack goes wide, you are ready. The heft of your weapon lends deadly weight to your counterattacks.

Bludgeoning Counterstrike

Stalwart Knight Utility 12

An enemy's missed attack throws it off balance, and it pays the price when you strike back.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy misses you with a melee attack while you are wielding a hammer or a mace.

Effect: You gain a +2 power bonus to attack rolls you make using a hammer or a mace against the triggering enemy. The bonus lasts until the end of your next turn.

Level 13: Improved Power Strike

You can make an additional devastating attack during any battle.

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

Level 14: Ability Score Increase

Each new challenge makes you stronger in body and mind.

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

Level 15: Paragon Weapon Mastery

Your continued success on the battlefield shows itself in the increasing effectiveness of your weapon attacks.

Benefit: The bonus to damage rolls granted by your Weapon Mastery class feature increases to +2.

Level 16: Armor of Conviction

Stalwart knight paragon path feature

You refuse to flee the field of battle, no matter the danger. Instead, you have learned to steel yourself against pain when your defending presence is required.

Benefit: You gain resist 5 to all damage while you are bloodied.

Level 16: Bolstering Stride

When an ally needs your assistance, you can cross the battlefield quickly to stand between friend and foe. *Bolstering stride* comes in particularly useful in combats when you can't control the front line, such as when you're ambushed from all sides.

Bolstering Stride

Fighter Utility 16

You rush to your friend's side, ready to stand in his defense.

Encounter ♦ **Martial**

Move Action

Personal

Effect: You move up to your speed + 2 squares, ending in a square adjacent to an ally. You then gain temporary hit points equal to 2d8 + your Constitution modifier.

Level 17: Extra Fighter Stance

You are the undisputed master of combat tactics, and your enemies cannot stand against you for long.

Benefit: You gain one additional fighter stance from the options on page 130.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

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

Level 19: Devoted Knight

Your allies look to you for protection, and your example inspires them even when you take a break from attacking.

Benefit: When you use your second wind or take the total defense action, you activate an aura 1 that lasts until the end of your next turn. While in the aura, each ally gains a +2 power bonus to all defenses.

Level 20: Tactical Focus

Stalwart knight paragon path feature

You add a tactical flare to your signature attack.

Benefit: When you use *power strike*, you can slide the target 1 square, or 1 additional square if the triggering power already slides the target.

EPIC KNIGHT

As you enter the epic tier, although your abilities are still driven wholly by your talent, focus, and training, those watching you in battle might believe that some sort of magic must drive your great deeds.

When your knight reaches 21st level, he or she takes on the epic destiny of the Indomitable Champion (page 245). This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

KNIGHT EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	<i>Knight's valor</i>
255,000	23	–	Relentless Knight
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Epic Weapon Mastery
450,000	26	+1	Epic destiny power
550,000	27	–	–
675,000	28	+1	Ability score increase
825,000	29	–	Spirit of War
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 22: Knight's Valor

Through the heroic and paragon tiers, you have learned to hold enough of your strength in reserve to finish the fight. Having joined the ranks of the great warriors of legend, you can now draw on this strength regularly.

Benefit: You gain the *knight's valor* power.

Knight's Valor

Fighter Utility 22

With a moment's focus, you renew your vigor before unleashing a powerful assault against your foes.

Encounter ♦ **Healing, Martial**

Minor Action **Personal**

Requirement: You must be bloodied.

Effect: You can spend a healing surge. In addition, you gain a +2 power bonus to attack rolls and saving throws. The bonus lasts until the end of your next turn.

Level 23: Relentless Knight

As a warrior of legend, your dedication to finish every fight keeps you standing. You remain up when other combatants would fall.

Benefit: When you use your second wind, you can spend an additional healing surge.

Level 24: Ability Score Increase

The increasing danger of the epic challenges you face is countered by the perfection of your body and mind.

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

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 25: Epic Weapon Mastery

Your peerless expertise with your chosen weapons can dispatch any foe.

Benefit: The bonus to damage rolls granted by your Weapon Mastery class feature increases to +3.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 245).

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

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

Level 29: Spirit of War

Your fighting spirit remains undimmed despite the worst efforts of your enemies. By sheer focus and strength of will, you can shrug off even the most potent physical and magical effects.

Benefit: At the start of your turn, you can make a saving throw against one effect that a save can end. If the saving throw succeeds, the effect ends, preventing it from affecting you on your current turn.

If the saving throw fails, you still make a saving throw against the effect at the end of your turn.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one final edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 245).



An epic knight is a hardened veteran

SLAYER

Key Abilities: Strength, Dexterity

When tales are told of the most legendary warriors, slayers are the heroes those stories speak of. Slayers are elite shock troops, standing at the forefront of battle with a combination of strong armor, advanced tactical cunning, and a mastery of withering two-handed weapon attacks.

On the borderlands of civilization, the common folk are beset on all sides by a multitude of foes. Goblin invaders can outnumber a town's defenders five to one, and powerful giants and trolls can easily shrug off a spear thrust or a crossbow bolt. The slayer is trained to correct this imbalance. By pairing the heaviest melee weapons with fearless combat tactics, a slayer can score deadly blows against larger enemies or hew through mobs of lesser foes.

Slayers come from all backgrounds and societies. Some are warriors with only the most basic training, relying on raw fury and instinct to overwhelm their enemies. Others might be former soldiers whose homes have been destroyed like so many others on the borderlands, and who have sworn to use their martial skills for vengeance.

The slayer combines the best traits of a defender and a striker, with superior defenses backed by devastating weapon attacks. This class grants heavy armor proficiency and plenty of hit points, making a slayer the ideal warrior to stand at the front line of battle.

CREATING A SLAYER

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

Consult the three class feature tables, one for each tier of play, for a summary of what you gain as you advance in level.

Class Traits

Hit Points: You start with hit points equal to 15 + your Constitution score. You gain 6 hit points each time you gain a level.

Bonus to Defenses: +2 to Fortitude

Healing Surges per Day: 9 + your Constitution modifier

Armor Proficiencies: Cloth, leather, hide, chainmail, scale

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Streetwise (Cha)

Trained Skills: Three from the list of class skills

Race

Choose your race (page 35). Dwarf, human, and half-orc are particularly good choices for a slayer.

Dwarf Dwarves have an innate durability that lends itself well to becoming a slayer. With a high Constitution score and the ability to use second wind as a minor action, a dwarf slayer can fight longer than other slayers. A dwarf's good Constitution also helps in gaining proficiency with plate armor, if that option appeals to you. Choose a racial bonus to Strength instead of Wisdom in order to maximize your damage.

Dwarves who become slayers are usually shock troops. In their homelands, dwarves are often outnumbered by the orcs and goblins, which are their traditional foes. Warriors like you are trained to even the odds with each strike of your weapon. If your homeland was lost to such enemies, you are likely to be an impetuous, rash warrior, eager to leap upon your foes and hew them down as quickly as possible.

Dwarf fighters most often worship Moradin, embracing their role as protectors of their clan strongholds.

Human When creating a human slayer, put your ability score bonus into Strength to maximize your effectiveness in combat. You can then rely on your racial bonus to defenses to aid your Fortitude, Reflex, and Will and keep your slayer alive to finish every fight.



Fargrim, dwarf slayer

Humans who become slayers are often driven by love of wealth or power. These warriors see each adventure as the next step toward leading an army or establishing a kingdom. Whether you have already determined your seemingly impossible goals or are still waiting to find your destiny, you will build your legend one battle at a time.

Human slayers often worship Kord. As the god of strength and battle, he attracts warriors who want to court his favor for their great deeds of might and valor.

Half-Orc If you have *Player Essentials: Heroes of the Forgotten Kingdoms*, you might consider a half-orc slayer. Powerfully built and fearless in a fight, half-orcs define the slayer's offensive role in the same way that dwarves represent the best defensive option for this class. Bonuses to Strength and Dexterity improve your half-orc slayer's attacks and initiative. In addition, the half-orc's *furious assault* racial power grants a useful damage boost to help finish off your foes.

Half-orc fighters are often mercenaries and treasure seekers. If you didn't serve your people as a soldier, perhaps you were a marauder who mended your ways—whether from a growing sense of guilt or at the point of a paladin's blade.

Half-orc fighters usually worship Kord, for the same reasons as humans. However, some unaligned half-orc slayers turn to Bane, seeing the god of war as the ultimate expression of indomitable will and unmatched martial talent.

Ability Scores

Determine your ability scores (page 38), keeping in mind that a slayer is best served by superior Strength and Dexterity. You balance offense and defense better than other warriors, and these two skills are the foundation of your success on the battlefield.

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

Although your ability scores aside from Strength and Dexterity are less integral to your powers and class features, they provide the foundation of your character's personality. With a good Intelligence, you might be a student of military history who seeks treasures lost on ancient battlefields. A high Charisma points to a natural leader—perhaps a former officer in a military order. A good Wisdom makes you a skilled judge of character, and perhaps a highly moral warrior. You might have always sought to be a wandering champion, using skill at arms to protect those who cannot defend themselves.

Skills

At 1st level, choose three trained skills from the following list of class skills: Athletics, Endurance, Heal, Intimidate, and Streetwise. See Chapter 6 for information on skills.

When selecting your trained skills, Athletics and Endurance are a good starting point. Athletics is handy for leaping over chasms, climbing walls, and navigating treacherous environments. Endurance allows you to shrug off the heat of a desert, the frigid winds of arctic climes, and other environmental threats, letting you reserve your vigor for combat.

Your character's backstory can play a role in determining your skills. If you were a member of your clan or village's militia, Intimidate represents your ability to stand fast against any threat. Streetwise is a skill you might have learned as a former bodyguard, keeping your ear to the ground and one eye open for threats against your employer. Perhaps you were conscripted into military service, either by your own people or an invading force. Your training in Endurance is a reminder of the grueling life of near-slavery you survived.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Slayer Heroic Tier table on page 152.

A slayer focuses on offense, but the stances you choose at 1st level can increase your flexibility. *Unfettered fury's* attack penalty counters



Shara, human slayer

its damage bonus, but with a cleric or rogue in the party you can gain combat advantage or a bonus to attacks often enough to eliminate that drawback. *Duelist's assault* is a good choice if the party includes a knight or other defender, since you can seek out foes without worrying about protecting the rest of the group. Otherwise, *battle wrath's* damage bonus without an attack penalty is a reliable option.

Feats

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

When selecting feats for your slayer, it's a good idea to focus on either offense or defense. To improve your offense, look at the weapon training category for feats that increase your accuracy or the amount of damage you deal. Conversely, taking *Armor Proficiency: Plate* from the armor training category lets you stand fast against even the strongest foes.

The feats in the enduring stamina category provide a good way to bulk up on hit points and healing surges. Having relied on your innate toughness to survive injury or tragedy in your past, you depend on that toughness now during your adventures. The few extra rounds that such feats allow you to stand against a dragon or a demon might be all you need to score the killing blow.

Many slayers believe that whoever strikes first strikes hardest. The sooner you can engage and attack an enemy, the quicker a fight ends. The feats in the quick reaction category allow you to act before your enemies, and you can use this advantage to deadly effect.

Equipment

You have proficiency with the following types of armor: cloth, leather, hide, chainmail, and scale. You have proficiency with the following weapon types: simple melee, military melee, simple ranged, and military ranged.

You have 100 gp to buy your starting equipment. Buy the best armor and weapons that you can: scale armor, either a greataxe or a greatsword, and a dagger. If you have enough gold, consider picking up a ranged weapon as well.

Greataxe The greataxe is one of the most devastating weapons available, but its raw power comes at the cost of accuracy. This weapon is a good choice if you prefer to maximize your offense. It's also a good choice if your slayer's hit points are high enough to keep you in the fight even when your attacks go wide.

A greataxe is the aggressive warrior's weapon of choice. There is nothing subtle about your approach to combat, and this blunt attitude might extend to other areas of your character's life. You have little patience for social niceties. Some find you rude, but you simply seek to make your point as firmly and as clearly as possible.

Greatsword The greatsword deals lower damage than other two-handed weapons, but it offers greater accuracy. Wielding a greatsword properly requires more grace and balance than a greataxe.

If you favor the greatsword, you value skill over brute strength. You might have been trained according to a rigid martial discipline or some other formal school of fighting. However, even if you are entirely self-taught, you practice each day to maintain your skill at the highest level.

Defenses and Hit Points

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

You start with hit points equal to 15 + your Constitution score.

You gain 6 hit points each time you gain a level. You have a number of healing surges per day equal to 9 + your Constitution modifier.

Alignment and Final Details

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

Pick an alignment (page 44), which represents a basic outlook on the world that helps shape how your character acts. Do you fight for what is right? If so, lawful good or good are the best matches for your character. If you fight for money and fame, unaligned is a good choice.

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



A slayer shrinks from no challenge, not even that of a great dragon

HEROIC SLAYER

In the heroic tier, you learn the basics of weapon mastery and tactics. Before you can learn the advanced techniques that await you in the paragon and epic tiers, you must first understand the foundation of the slayer's art.

SLAYER HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Heroic Slayer Weapon Talent Fighter stances Power strike
1,000	2	+1	Utility power
2,250	3	–	Improved Power Strike
3,750	4	+1	Ability score increase Quick Swap
5,500	5	–	Mighty Slayer
7,500	6	+1	Utility power
10,000	7	–	Extra fighter stance Weapon Specialization
13,000	8	+1	Ability score increase
16,500	9	–	Inexorable Slayer
20,500	10	+1	Utility power

Level 1: Heroic Slayer

Although other warriors might focus on defense or fancy maneuvers, you have trained from your first day of combat to cut your foes down without mercy.

Benefit: You gain a bonus to the damage rolls of weapon attacks. The bonus equals your Dexterity modifier.

Level 1: Weapon Talent

As a fighter, you have insight into all types of weapons and the ability to use them with deadly effect.

Benefit: You gain a +1 bonus to the attack rolls of weapon attacks.

Level 1: Fighter Stances

Fighters learn a number of stances—special powers that combine positioning, footwork, and combat tactics to maximum effect. A stance allows you to customize your approach for fighting different enemies. For example, *duelist's assault* lets you unleash your full fury against foes that try to slip away, while *mobile blade* lets you excel in the thick of the fight, moving freely to take on a different enemy each round.

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

Battle Wrath Tactics and cunning have their place in every battle. However, you learned early in your training that raw anger makes an effective fallback position against a foe that refuses to die.

Battle Wrath

Fighter Utility

You channel your anger into each strike, dealing devastating damage to your foes.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the battle wrath stance. Until the stance ends, you gain a +2 power bonus to the damage rolls of basic attacks using a weapon.

Level 11: +3 power bonus.

Level 21: +4 power bonus.

Berserker's Charge Subtle shifting and skirmish tactics work for some, but you prefer to make your movement in combat count. You have trained to unleash the full fury of your combat style in devastating charge attacks that let you lay waste to your foes.

Berserker's Charge

Fighter Utility

You channel your combat fury to run down your foes.

At-Will ♦ Martial, Stance

Minor Action **Personal**

Effect: You assume the berserker's charge stance. Until the stance ends, you gain a +2 power bonus to your speed when charging and a +2 power bonus to the attack rolls of your charge attacks.

Duelist's Assault You have undertaken a focus on single combat that makes you seek out lone foes at the edge of the battlefield. With no other opponents to divide your attention and no allies to distract you, nothing stands between you and your enemy's destruction.

Duelist's Assault

Fighter Utility

You focus your attention on a lone enemy, tearing into it with deadly force.

At-Will ♦ **Martial, Stance**

Minor Action **Personal**

Effect: You assume the duelist's assault stance. Until the stance ends, you gain a +4 power bonus to melee weapon damage rolls with basic attacks against a target that has no creatures adjacent to it other than you.

Level 11: +6 power bonus.

Level 21: +8 power bonus.

Mobile Blade You have learned to let the momentum of each attack carry you into position for your next strike. Your willingness to fight foe to foe lets you make your way through a crowd to reach your real target, and is especially effective against minion defenders that cannot stand against your assault.

Mobile Blade

Fighter Utility

The force of your weapon attack lets you spring away from your foe.

At-Will ♦ **Martial, Stance**

Minor Action **Personal**

Effect: You assume the mobile blade stance. Until the stance ends, whenever you hit an enemy with a basic attack using a weapon, you can move a number of squares up to your Dexterity modifier as a free action.

Poised Assault The more often you hit, the more your foe hurts. You learned this basic truth of combat with your earliest weapon training, and have since honed and refined it. Spotting the weaknesses in any foe's defenses, you take advantage of those weaknesses as no one else can.

Poised Assault

Fighter Utility

You settle into an offensive stance, your poise and focus making every strike count.

At-Will ♦ **Martial, Stance**

Minor Action **Personal**

Effect: You assume the poised assault stance. Until the stance ends, you gain a +1 power bonus to the attack rolls of basic attacks using a weapon.

Unfettered Fury Other warriors try to control their rage out of the fear that it will compromise their careful training. You prefer to embrace your berserker fury, gladly sacrificing accuracy in combat to take out lightly armored foes with crippling attacks.

Unfettered Fury

Fighter Utility

You embrace your inner fury, hitting fast and hard to mow through your foes.

At-Will ♦ **Martial, Stance**

Minor Action Personal

Effect: You assume the unfettered fury stance. Until the stance ends, you take a -2 penalty to attack rolls with weapon powers and gain a +4 power bonus to the damage rolls of basic attacks using a weapon.

Level 11: +6 power bonus.

Level 21: +8 power bonus.

Level 1: Power Strike

Power strike is a quintessential exploit. This power is usable with a wide range of tactics and a variety of weapons. The exploit ensures that your weapon has a devastating effect on your foe.

Benefit: You gain the *power strike* power.

Power Strike

Fighter Attack

By pushing yourself beyond your normal limits, you unleash your full wrath against a foe.

Encounter ♦ **Martial, Weapon**

Free Action Personal

Trigger: You hit an enemy with a melee basic attack using a weapon.

Target: The enemy you hit

Effect: The target takes 1[W] extra damage from the triggering attack.

Level 17: 2[W] extra damage.

Level 27: 3[W] extra damage.

Level 2: Utility Power

Although your focus is the battlefield, you learn to make use of your skill training in combat through utility exploits. Each of these powers requires you to have training in a particular class skill before you can select and use the power.

When evaluating these powers, consider not just a power's benefit, but the backstory you created when choosing your trained skills. For example, you might have chosen *Streetwise* to reflect a life working in the city as a bodyguard or a thug. If that were the case, you could consider taking *crowd fighting* to show how your past experience influenced your combat tactics.

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

Crowd Fighting Whether you first learned your combat style on the city streets or beneath the press of a horde of goblins, orcs, or other foes, you are at your best when fighting in close quarters.

Crowd Fighting

Fighter Utility 2

You roll with your foe's feeble attack, causing it to lash out at another nearby enemy.

Encounter ♦ **Martial**

Immediate Reaction **Melee 1**

Prerequisite: You must have training in Streetwise.

Trigger: An enemy misses you with a melee attack.

Target: One creature other than the triggering enemy

Effect: The target takes damage equal to 3 + your Dexterity modifier.

Minor Resurgence In your earliest training, you learned not only how to inflict pain but how to take it. Now, when your injuries mount in battle, you draw on the memory of that training for the strength to let you finish the fight.

Minor Resurgence

Fighter Utility 2

Your ability to withstand hardship grants you a temporary boost in combat.

Encounter ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Endurance.

Requirement: You must be bloodied.

Effect: You gain 5 temporary hit points.

Level 11: 10 temporary hit points.

Level 21: 15 temporary hit points.

Single Out Your fury in combat gives your enemies pause, and you have learned to focus your wrath on foes susceptible to your intimidation. When an opponent cowers at your challenge, you gain the advantage.

Single Out

Fighter Utility 2

Your fury in battle causes a nearby foe to quake with fear.

Encounter ♦ **Fear, Martial**

Minor Action **Ranged 5**

Prerequisite: You must have training in Intimidate.

Target: One enemy

Effect: The target grants combat advantage to you until the end of your next turn.

Sudden Sprint Your combat style lends itself to bursts of raw speed, not careful movement. By carrying the fight to an enemy, you attack on your own terms.

You put on a burst of speed as you launch yourself toward a foe.

Encounter ♦ **Martial**

Minor Action

Personal

Prerequisite: You must have training in Athletics.

Effect: You move a number of squares up to your Dexterity modifier to a square adjacent to an enemy.

Level 3: Improved Power Strike

Every battle teaches you something about your own combat potential that you did not know before. As you increase in level, *power strike* becomes an even more effective tool for you.

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

Level 4: Ability Score Increase

Your constant training hones your body and mind.

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

Level 4: Quick Swap

Your weapons are extensions of your body. When changing your focus from nearby foes to distant enemies, you can switch between your melee and ranged weapons with ease.

Benefit: Once during each of your turns, you can draw or stow a weapon as a free action instead of a minor action.

Level 5: Mighty Slayer

Your single-minded dedication to offense makes you an increasingly deadly presence in combat.

Benefit: The bonus to weapon damage rolls granted by your Heroic Slayer class feature increases to 2 + your Dexterity modifier.

Level 6: Utility Power

Your skill training once more helps to expand your approach to combat.

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

Get Up! You never back down in combat, but sometimes your allies need a helping hand in order to follow your example. Using your healing training, you help a fallen comrade get back into the fight.

Get Up!

Fighter Utility 6

The aid you provide gets a dying ally back on his or her feet.

Encounter ♦ **Healing, Martial**

Minor Action **Melee 1**

Prerequisite: You must have training in Heal.

Target: One dying ally

Effect: The target can spend a healing surge. He or she can then stand up as a free action.

Ignore Weakness Each successive battle makes you stronger. In the heat of combat, you summon up the memory of past victories for motivation when your strength or willpower begins to flag.

Ignore Weakness

Fighter Utility 6

A surge of inner strength helps you shrug off the lingering effects of your enemy's attacks.

Encounter ♦ **Martial**

No Action **Personal**

Prerequisite: You must have training in Endurance.

Trigger: You start your turn immobilized, slowed, or weakened by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the effect.

Line Breaker As a slayer, you view lesser enemies as little more than obstructions. Pushing through them is easy enough, but you have learned to do so while keeping up your defenses and avoiding attacks.

Line Breaker

Fighter Utility 6

You turn aside your enemies' attacks as you advance across the battlefield.

Encounter ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You move up to your speed. During this movement, you gain a +5 power bonus to all defenses against opportunity attacks.

Veteran Gambit You have learned to recognize the combat tactics used by your foes, and you have developed techniques to counter them and adjust your defenses accordingly.

Veteran Gambit

Fighter Utility 6

By recognizing your enemy's tactics, you effortlessly predict the foe's next move.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Prerequisite: You must have training in Streetwise.

Trigger: An enemy hits you with a melee attack.

Effect: You gain a +2 power bonus to all defenses against the triggering enemy. The bonus lasts until the end of the triggering enemy's next turn.

Level 7: Extra Fighter Stance

Your mastery of the fighting arts is honed by each new challenge you face. You learn a new fighting style to build on the methods you have already perfected.

Benefit: You gain one additional fighter stance from the options on page 153.

Level 7: Weapon Specialization

As the unquestioned master of two-handed weapon combat, you have learned to imbue your attacks with even more destructive power.

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

Brutal Axe Few foes are tenacious enough to face you in combat. Against them, you have developed a suitable maneuver—a brutal axe strike that knocks a creature to the ground and leaves it at your mercy.

Benefit: When you use *power strike* with a two-handed axe, you can knock the target prone.

Sweeping Sword As a dominant melee combatant, you are a natural target for attacks by packs of lesser foes. To fight them, you have mastered a sweeping attack that lets you shrug off a number of enemies at one time.

Benefit: When you use *power strike* with a two-handed blade, you can slide each enemy adjacent to you 1 square.

Level 8: Ability Score Increase

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

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

Level 9: Inexorable Slayer

You have gained the resilience to shake off magic, poison, and all the worst effects of your enemies' powers.

Benefit: You gain a +1 bonus to saving throws.

Level 10: Utility Power

As you reach the apex of the heroic tier, your skill training grants you a singular advantage on the battlefield.

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

Clearheaded Your focus on offense leaves your mind clear of other distractions. When you suffer the effects of magic or a particularly potent blow, you instantly summon up the inner strength to get you back in the fight. Even if you fail the saving throw granted by this power, you still get your normal saving throw at the end of your turn, doubling your chance to shake off a debilitating effect.

Clearheaded

Fighter Utility 10

Your mental resilience and training let you shake off an effect that hinders you.

Encounter ♦ **Martial**

No Action **Personal**

Prerequisite: You must have training in Endurance.

Trigger: You start your turn dazed, dominated, or stunned by an effect that a save can end.

Effect: You make a saving throw with a +5 power bonus against the triggering effect.

Grim Presence Most foes are smart enough to fall back when you strike. However, for those who are not, you have learned to channel your intimidating presence into an unavoidable warning of the destruction to come. Using this power is a convenient way to assess which of your foes are weak-willed.

Grim Presence

Fighter Utility 10

Your frightful presence forces your enemies back.

Encounter ♦ **Fear, Martial**

Minor Action **Close burst 1**

Prerequisite: You must have training in Intimidate.

Target: Each enemy in the burst whose Will is equal to or less than 12 + your level

Effect: You can push each target 1 square.

Hold Your Ground You have been knocked off your feet once too often in battle. Now you are resolved to stay standing. You have learned to absorb the force of an enemy's attack, using your athletic prowess to stand fast.

Hold Your Ground

Fighter Utility 10

You demonstrate your physical superiority by resisting a foe's attempt to move you.

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Prerequisite: You must have training in Athletics.

Trigger: You are pulled, pushed, slid, or knocked prone.

Effect: You are not pulled, pushed, slid, or knocked prone.

Temporary Relief Your training in the healing arts takes over when endurance and raw strength fail. With determination and focus, you can overcome even the worst pain.

With a healer's focus, you look past the pain that plagues you.

Encounter ♦ **Martial**

No Action

Personal

Prerequisite: You must have training in Heal.

Trigger: You take ongoing damage at the start of your turn.

Effect: You do not take the ongoing damage this turn. In addition, you make a saving throw against the ongoing damage, with a +5 power bonus.

PARAGON SLAYER

A paragon slayer is an implacable force on the battlefield. Your weapon becomes an extension of your body. It moves with unmatched speed, fluidity, and force. Few foes can withstand your attacks for long.

Paragon Path: Mythic Slayer

At 11th level, your slayer takes on the mythic slayer paragon path (see page 79 for details on paragon paths). You have hacked and slashed your way through numerous foes and endless challenges to reach a state of near-perfect battle prowess. Your weapon has become an almost living extension of your hands and arms, and you can make it perform in ways few other warriors can imagine. The time has come to carve a new legend from the corpses of your fallen enemies.

Prerequisite: Only a slayer can take this paragon path.

SLAYER PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Mythic Assault [mythic slayer] Mythic Slayer's Action [mythic slayer] Improved Power Strike [mythic slayer]
32,000	12	+1	Greater Weapon Specialization [mythic slayer]
39,000	13	–	Improved Power Strike
47,000	14	+1	Ability score increase
57,000	15	–	Paragon Slayer
69,000	16	+1	Fearless Warrior [mythic slayer] Relentless Advance
83,000	17	–	Extra fighter stance
99,000	18	+1	Ability score increase
119,000	19	–	Armored Mobility
143,000	20	+1	Brutal Focus [mythic slayer]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Mythic Assault

Mythic slayer paragon path feature

You become a whirlwind of devastation in battle, gaining destructive energy with each enemy that falls before you.

Benefit: When you reduce an enemy to 0 hit points using a melee weapon attack, you gain a bonus to your next melee weapon damage roll before the end of the encounter. The bonus equals your Dexterity modifier.

Level 11: Mythic Slayer's Action

Mythic slayer paragon path feature

The many battles that you have survived have trained you to focus your concentration so that you can reduce the chaos of combat to a clarifying calm. Opponents' movements seem to slow to a crawl, and your own attacks appear as a blur of steel.

Benefit: When you spend an action point to take an extra action, you can use a free action to make a melee basic attack either before or after the extra action.

Level 11: Improved Power Strike

Mythic slayer paragon path feature

You can make an additional devastating attack during any battle.

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

Level 12: Greater Weapon Specialization

Mythic slayer paragon path feature

You have refined your fighting style, hitting hard and striking often.

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

Reaping Axe When you first took up the axe, you treated each missed strike in combat as a failure. In the time since, you have learned to shift your stroke when you feel an attack go wide, forcing your foe to feel a small portion of your deadly strength.

Reaping Axe

Mythic Slayer Utility 12

You strike with such force that even a glancing blow is felt by your enemy.

Encounter ♦ **Martial**

Free Action **Melee weapon**

Trigger: You miss an enemy with a melee attack using an axe.

Target: The enemy you missed

Effect: The target takes damage equal to your Strength modifier.

Serpentine Blade Your intimate understanding of the balance of your blade lets you slash back even after a foe has dodged out of the way of your attack. By catching your enemy off guard, you and your allies gain the upper hand.

Serpentine Blade

Mythic Slayer Utility 12

Even when a foe avoids your attack, you seize the advantage.

Encounter ♦ **Martial**

Free Action **Melee weapon**

Trigger: You miss an enemy with a melee attack using a heavy blade.

Target: The enemy you missed

Effect: The target grants combat advantage until the end of your next turn or until you or one of your allies attacks it.

Level 13: Improved Power Strike

You can make an additional devastating attack during any battle.

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

Level 14: Ability Score Increase

Each new challenge makes you stronger in body and mind.

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

Level 15: Paragon Slayer

Your weapon attacks become even deadlier as your reputation and power grow.

Benefit: The bonus to weapon damage rolls granted by your Heroic Slayer class feature increases to 5 + your Dexterity modifier.

Level 16: Fearless Slayer

Mythic slayer paragon path feature

The field of battle holds no threat that you cannot stand against. Let the enemy come! You are not afraid.

Benefit: You gain a +3 bonus to damage rolls while you are bloodied.

Level 16: Relentless Advance

In the ebb and flow of battle, you must remain at the center of the conflict. Your superior armor and weapon training allow you to shrug off blows that would slay other adventurers. If the battle slips beyond your grasp, your talents are wasted. With *relentless advance*, you can rush forward, using the momentum of a killing blow to begin your assault against the next enemy.

Relentless Advance

Fighter Utility 16

As you hew down one foe, you move forward to engage the next enemy.

Encounter ♦ **Martial**

Free Action **Personal**

Trigger: You reduce an enemy to 0 hit points.

Effect: You shift up to 3 squares.

Level 17: Extra Fighter Stance

You are the undisputed master of combat tactics, and your enemies cannot stand against you for long.

Benefit: You gain one additional fighter stance from the options on page 153.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

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

Level 19: Armored Mobility

Although heavy armor restricts the mobility of lesser warriors, you learn to stay in motion as you fight. This armored mobility lets you shrug off the brunt of attacks you cannot prevent.

Benefit: While wearing heavy armor, you have resistance to all damage from opportunity attacks. The resistance equals 10 + your Dexterity modifier.

Level 20: Brutal Focus

Mythic slayer paragon path feature

You unleash even greater fury when you deliver your signature attack.

Benefit: When you use *power strike*, you push the target up to 3 squares, or up to 3 additional squares if the triggering power already pushes the target.

EPIC SLAYER

In the hands of an epic slayer, a simple blade can become the tool of a god's downfall. Your talents now enable you to stand against deadliest creatures in the cosmos. Each minute of training you have undertaken and each foe you have defeated on the path to the epic tier have contributed to making you one of the deadliest warriors in the planes.

When your slayer reaches 21st level, he or she takes on the epic destiny of the Indomitable Champion (page 245). This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

SLAYER EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	<i>Slayer's defiance</i>
255,000	23	–	Relentless Slayer
310,000	24	+1	Ability score increase Epic destiny feature Unfettered Slayer
375,000	25	–	Epic Slayer
450,000	26	+1	Epic destiny power
550,000	27	–	–
675,000	28	+1	Ability score increase
825,000	29	–	Spirit of War
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 22: Slayer's Defiance

Battle after battle has taught you to turn pain to defiance. As your vigor begins to flag, you grow even more determined to press the attack and unleash a fury that your foes cannot escape.

Benefit: You gain the *slayer's defiance* power.

Slayer's Defiance

Fighter Utility 22

As the fight winds on, you channel your pain into each attack you make.

Encounter ♦ **Martial**

Minor Action **Personal**

Requirement: You must be bloodied.

Effect: Until the end of your next turn, whenever you hit or miss with a melee attack, the target of the attack takes damage equal to your Dexterity modifier. This damage is in addition to any damage dealt normally by the hit or miss.

Level 23: Relentless Slayer

At the height of your combat power, you cannot be hindered in your pursuit of your foes.

Benefit: You are immune to the slowed condition.

Level 24: Unfettered Slayer

As an epic fighter, you can wear your armor like a second skin. You move as quickly in heavy plates of steel as others do wearing simple clothes.

Benefit: You ignore penalties to speed for wearing heavy armor.

Level 24: Ability Score Increase

The increasing threats of the epic challenges you face are countered by the perfection of your body and mind.

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

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 25: Epic Slayer

The unmatched damage you deal out with your weapon attacks gives you an edge over even the strongest foes.

Benefit: The bonus to weapon damage rolls granted by your Heroic Slayer class feature increases to 8 + your Dexterity modifier.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 245).

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

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

Level 29: Spirit of War

Your fighting spirit remains undimmed despite the worst efforts of your enemies. By sheer focus and strength of will, you can shrug off even the most potent physical and magical effects.

Benefit: At the start of your turn, you can make a saving throw against one effect that a save can end. If the saving throw succeeds, the effect ends, preventing it from affecting you on your current turn.

If the saving throw fails, you still make a saving throw against the effect at the end of your turn.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one final edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 245).

ROGUE

Martial Striker: Your quick wits and mastery of stealth let you slip past your enemies to strike when they least expect it. You do your best work when teamed with a defender or another striker to flank enemies.

Why This Is the Class for You: You want to play a character who is agile, sneaky, and tricky, and who focuses on mobility and damage to a single target.

Many people have a romantic view of the rogue, seeing the members of this class as dashing scoundrels with a complete disregard for the law and essentially good hearts. Others see the rogue as a shiftless ne'er-do-well, whose selfishness and greed lead inevitably to opportunism and a life of crime. Either of these extremes might capture the essence of a rogue, but the true spirit of the class lies somewhere in between.

Rogues rely on skill, stealth, and the vulnerabilities of their opponents to get the upper hand. A rogue provides versatility and resourcefulness to any adventuring party. Whether a daring stunt or a trick up the sleeve, a rogue can usually find a way to get the team out of any tough situation.

The common folk are divided on their opinion of rogue heroes. Most distrust the rogue, seeing nothing more than a glorified thug or burglar. Others see a charming hero who makes up the rules along the way. You have the opportunity to mold your own destiny, to shape opinions by the actions you perform. In the end, that's all any rogue really wants—the ability to take every day, every dungeon, one step at a time.

The type of rogue you can create with this book is the thief.

BASIC ATTACKS

As a rogue, you make most of your attacks using basic attacks (page 26). Some classes rely primarily on class-specific attack powers, whereas you typically make basic attacks enhanced by your rogue tricks and other class features and powers.

THIEF

Key Abilities: Dexterity; Strength or Charisma

A thief specializes in agility and trickery, using hard-earned skills to pilfer and hide, escape from tight situations, and overcome deadly traps. A thief has powerful combat abilities, but relies first and foremost on circumventing an enemy's defenses through acrobatics and stealth. Brute strength and arcane power have their uses, but a thief's quick reflexes and agile touch can get the drop on enemies before they know what hit them.

Most thief adventurers are explorers and treasure hunters, keen on delving into long-forgotten ruins in the hope of finding valuable lore, treasure, or magic. Many thieves learn their skills on the streets or as unapologetic criminals. However, such characters often develop noble intentions, choosing to steal only from the wealthy or from those in need of being taught a lesson. After all, sometimes bad guys make the best good guys.

CREATING A THIEF

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

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race (page 35). Elf and halfling are particularly good choices for a thief.

Elf Their natural grace makes elves well suited to the thief class. An elf's racial bonus to Dexterity supports the thief's attack powers, which are made all the more deadly by the *elven accuracy* power. As a thief, you make shifting a regular part of your combat repertoire. As such, you maintain maximum mobility by shifting through difficult terrain with the Wild Step racial trait.

Class Traits

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

Bonus to Defenses: +2 to Reflex

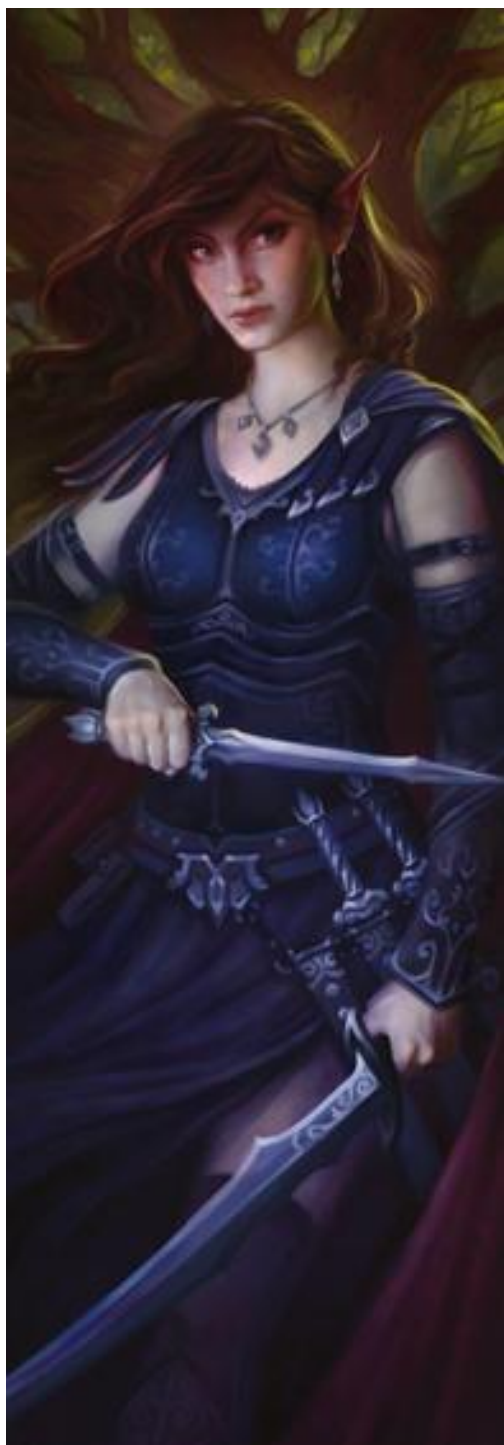
Healing Surges per Day: 6 + your Constitution modifier

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Dagger, hand crossbow, shortbow, short sword, sling

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Trained Skills: Stealth and Thievery, plus four more from the list of class skills



Keira, elf thief

As an elf thief, you might be an outcast from your people, forced to live in the cities and towns of other races rather than in the forests that were once your home. Having turned to a life of deceit, trickery, and skillful thievery, your reactions and your nimble fingers have allowed you to thrive. Alternatively, you might be a mercenary thief, hiring yourself out to the highest bidder as a clandestine combatant, an explorer, or a spy. You might even take on a similar role among your own people, recovering lost elven relics that have fallen into the wrong hands.

Elf thieves often worship Sehanine. The goddess of trickery and deceit holds a special place among the elves, who count on her blessing to guide them and keep them safe from harm.

Halfling Halflings make consummate thieves, and this race offers many advantages to the members of this class. A bonus to Dexterity ensures effectiveness in combat and high bonuses for many of the thief's key skills, in addition to the halfling's racial bonuses to Acrobatics and Thievery. With their Nimble Reaction racial trait and *second chance* racial power, halflings enjoy a reduced chance of being hindered by attacks as they move across the battlefield.

As a halfling thief, you let your penchant for mischief and trickery guide your actions. You might be a former street urchin who survived by picking pockets and lifting purses, learning thievery simply to stay alive. Alternatively, you might be a practiced burglar, using your small

stature and natural agility to slip quietly through the halls of manors and palaces undetected. Perhaps it is simple curiosity that guides you—your trickery inspired not by malice or greed but simply by the need to know what lies beyond every locked door.

Halfling thieves often worship Sehanine for her dual connection to both trickery and the origins of the halfling race. Some are followers of Avandra, particularly those whose penchant for thievery sends them far from civilization and out across the wide world.

Ability Scores

Determine your ability scores (page 38), ensuring that Dexterity is your highest score. Not only does Dexterity improve your attacks, it grants you a defensive edge to supplement your light armor and is the foundation of your most important skills. Strength and Charisma are also important to a thief, so consider making one of them your second-highest ability score. Your Athletics checks depend on your Strength, while interpersonal skills such as Bluff and Diplomacy rely on Charisma.

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

Your other ability scores can help to shape your character's background and interests. If you have a good Intelligence score, you might fancy yourself a criminal mastermind. You concoct elaborate plans full of misdirection and false trails, and you approach combat as a battle of wits as much as weapons. If you have a good Charisma score, you might instead play the part of the dashing scoundrel, fast-talking your way past guards and monsters even as you earn the trust of those you steal from.

Skills

At 1st level, you have training in Stealth and Thievery. In addition, you choose four more trained skills from the following list of class skills: Acrobatics, Athletics, Bluff, Dungeoneering, Insight, Intimidate, Perception, and Streetwise. See Chapter 6 for information on skills.

Rogues (including thieves) are the undisputed masters of skills. They have the widest range of skill choices and receive training in the most skills. A thief gains a degree of specialization in those skills that allows the character to perform extraordinary actions.

The skills you choose can help to define who your character is and where he or she comes from. Training in Intimidate and Streetwise might mark you as a former street tough who grew up fending for yourself and learning to survive in the urban jungle of the city. If you have training in Dungeoneering and Perception, you might have pursued the path of a treasure hunter, exploring ancient ruins for profit and honing your skills to avoid the traps and other dangers.



Uldane, halfling thief

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Thief Heroic Tier table on page 174.

For your two tricks at 1st level, consider picking *ambush trick* and *escape artist's trick*. *Ambush trick* allows you to gain combat advantage against your enemies, a key tactic to improve your attacks, while *escape artist's trick* allows you to dart next to a foe, attack, and then escape to safety.

Feats

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

Feats from the quick reaction group are a good choice for thieves who appreciate getting the jump on their enemies. You are quick on the draw with your lightning-fast reflexes, leaping into action before other combatants have even raised their weapons. In the same vein, thieves prefer small, light weapons that can be easily hidden. Feats from the two-weapon training group allow you to wield two such weapons for increased damage and defense.

Most thieves stay in motion during combat, using their awareness of the battlefield to execute ambushes and daring exploits. A character who thrives in the thick of combat might select from the vigilant reflexes group (particularly Defensive Mobility and Superior Reflexes) to gain an advantage in evading attacks.

Equipment

You have proficiency with the following types of armor: cloth and leather. You have proficiency with the following weapons: dagger, hand crossbow, shortbow, short sword, and sling.

You have 100 gp to buy your starting equipment. Begin by purchasing thieves' tools, which help you open locks or disarm traps. Next, buy a suit of leather armor to protect you in combat. Last, pick up the weapon you will use for melee attacks. A short sword is a good choice: It's accurate and deals more damage than a dagger. If you have extra money, consider buying a ranged weapon as well. The sling is the cheapest option. A shortbow has better range and deals more damage, but it requires two hands to use. Alternatively, you could purchase a couple of daggers for throwing.

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor and shield (see "Defenses," page 40). In addition, you gain a +2 bonus to Reflex.

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 6 + your Constitution modifier.

Alignment and Final Details

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

Pick an alignment (page 44), which represents a basic outlook on the world that helps shape how your character acts. Do you steal from the rich and help the poor or downtrodden? If so, lawful good or good is the best match for your character. If you steal only for your own profit then unaligned is a good choice.

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

HEROIC THIEF

As your career begins, you work on the basic skills that allow you to evade your enemies and escape with coins, jewels, and other treasure. Although you might begin by raiding an orc lair or a baron's treasury, the abilities you hone in the heroic tier set the stage for far greater deeds.

THIEF HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Sneak Attack Backstab Weapon Finesse First Strike Rogue's Trick
1,000	2	+1	Thief Weapon Talent Skill Mastery Utility power
2,250	3	–	Improved Backstab
3,750	4	+1	Ability score increase Extra Rogue's Trick
5,500	5	–	Cunning escape
7,500	6	+1	Utility power
10,000	7	–	Extra Rogue's Trick
13,000	8	+1	Ability score increase
16,500	9	–	Combat Readiness Improved Finesse
20,500	10	+1	Utility power

Level 1: Sneak Attack

As a rogue, you fight fair only when you have no other choice. You are at your best when you have the advantage over an enemy, such as when you and an ally attack the foe from opposite sides or you deliver a surprise assault.

Benefit: When you make an attack with a light blade, a hand crossbow, a shortbow, or a sling and hit an enemy granting combat advantage to you, that enemy takes extra damage based on your level (see the Sneak Attack table). You can deal this extra damage only once per turn.

SNEAK ATTACK

Level	Extra Damage
1-10	2d6
11-20	3d6
21-30	5d6

Level 1: Backstab

Since the day you first picked up a blade, you have understood that the best fights are those that end quickly. Sometimes you need to prevent a foe from unleashing its most powerful counterattacks. Sometimes you need to drop an enemy before it can raise an alarm or call for reinforcements. Whenever you gain the advantage, your subtle combat skill ensures that your attack hits home.

Benefit: You gain the *backstab* power.

Backstab

Rogue Utility

You take a split second to locate the most vulnerable point in your enemy's defenses.

Encounter ◆ **Martial**

Free Action

Personal

Trigger: You make an attack roll against an enemy within 5 squares of you using a basic attack with a weapon. The enemy must be granting combat advantage to you.

Effect: You gain a +3 power bonus to the attack roll, and the enemy takes 1d6 extra damage if the attack hits.

Level 7: 2d6 extra damage.

Level 17: 3d6 extra damage.

Level 27: 4d6 extra damage.

Level 1: Weapon Finesse

To a rogue, speed and elegance are everything. Brute force is the domain of the fighter, not the cunning thief. When you enter into melee, you prefer to rely on agility rather than brawn.

Benefit: When you make a melee basic attack, you can use Dexterity instead of Strength for the attack roll and the damage roll. In addition, you gain a +2 bonus to the damage rolls of weapon attacks using light blades, hand crossbows, shortbows, and slings.

Level 1: First Strike

For a thief, a quick fight is a good fight. By striking hard in the first few moments of a battle, you press the attack before a sentinel can call for help.

Benefit: At the start of an encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Level 1: Rogue's Trick

All rogues are masters of trickery. Whether by distracting an enemy with a quick flurry of a rapier, pulling off an acrobatic maneuver that allows a rogue to slip past a foe, or uttering a few honeyed words that drop a creature's defenses, all rogues rely on cunning and wits rather than brute force or heavy armor.

As a thief, you focus on staying in motion. After all, once you have grabbed a treasure, your next goal is to escape. Slaying a treasure's guards is one way to

avoid capture, but it is messy, noisy, and liable to create further complications for you. You know how to move quickly to slip past an enemy.

When you must stand and fight, the same talents that make your escape possible prove just as useful. Misdirection opens gaps in an enemy's defenses, while a quick maneuver puts you in the perfect spot to find a gap in a monster's armor.

These tactics and abilities are called tricks. Tricks are powers, usually move actions, that allow you to shift or move and gain an additional benefit. Some tricks grant you a special type of move, such as the ability to run along a wall or shift past an enemy. Their benefits vary from additional damage with your next attack, the ability to knock an enemy prone, or an additional move you can use at the end of your turn to slip away from a foe's grasp. As you gain levels, you learn more tricks.

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

Acrobat's Trick A thief must always find a way to surprise an enemy. You rely on light armor and smaller weapons, making a stand-up fight inadvisable. With this trick, you use your speed and balance to approach an enemy or escape along the side of a wall. If you use this trick to lead into an attack, the momentum of this move translates into a more forceful, powerful strike.

Acrobat's Trick

Rogue Utility

For a brief moment, you move along a wall. The momentum you build translates into a more powerful attack.

At-Will ♦ **Martial**

Move Action

Personal

Effect: You move up to your speed - 2. During this move, you have a climb speed equal to your speed - 2. You also gain a +2 power bonus to your next damage roll with a basic attack during this turn.

Level 11: +4 power bonus.

Level 21: +6 power bonus.

Ambush Trick An exposed enemy is a far easier target for a sudden feint or bounding maneuver. With this trick, you move or feint with such speed and agility that you throw off its defenses. You might dash by an enemy to stab it in the back, or you feint in one direction, force your enemy to react, and fire an arrow while it is off balance.

Ambush Trick

Rogue Utility

You dodge and weave, making a feint that causes your foe to turn and lose track of you.

At-Will ♦ **Martial**

Move Action

Personal

Effect: You move up to your speed. Until the end of your turn, you gain combat advantage against enemies that are within 5 squares of you when you attack and that have none of their allies adjacent to them.

Escape Artist's Trick This trick allows you to dart in and out of melee, dancing just out of the edge of your opponent's grasp. You can move, attack, and then use a quick maneuver to disengage. This trick is particularly useful when combined with a ranged attack or an ambush, since you can move, attack, move, and then make a Stealth check to hide.

Escape Artist's Trick

Rogue Utility

You slip forward to engage your enemy, then spring back and out of its grasp after delivering an attack.

At-Will ♦ **Martial**

Move Action **Personal**

Effect: You shift up to 2 squares. Once at the end of this turn, you can shift 2 squares as a free action.

Feinting Trick A feint draws its strength from misdirection. You move one way, but your enemy expects you to move another. You take advantage of this confusion by anticipating it, aiming your next attack at where your foe's back is as he turns in the wrong direction to meet your approach.

Feinting Trick

Rogue Utility

You slash in one direction, but quickly change the angle of your attack. While your foe reacts to your first move, your true attack slips past its defenses.

At-Will ♦ **Martial**

Move Action **Personal**

Effect: You move up to your speed. You gain a power bonus to the next damage roll you make this turn with a basic attack for which you do not have combat advantage. The power bonus equals your Charisma modifier.

Sneak's Trick If you can remain out of sight, you can remain out of danger. This trick allows you to make the most of your surroundings. You move slowly, picking your way from shadow to shadow to stay out of sight. Once you fade into the background, you can unleash a deadly attack or slip away unnoticed.

Sneak's Trick

Rogue Utility

You fade into the shadows, moving with such precision that you can hide in even the barest scrap of cover.

At-Will ♦ **Martial**

Move Action **Personal**

Effect: You move up to your speed - 2. At the end of this move, you can make a Stealth check to hide if you have any cover or concealment.

Tactical Trick Many rogues prefer to work alone, but some see the value in having allies along to serve as convenient distractions. With this trick, you time your movement and your attack perfectly to take advantage of the protection and distraction offered by your friends. As the fighter lifts his shield, you dodge beneath it to avoid a foe. While the cleric hammers at an enemy with her mace, you slip in for a deadly attack.

Tactical Trick

Rogue Utility

Your quick assessment of the battlefield shows you both where to step and which enemies are too distracted to defend themselves properly.

At-Will ♦ **Martial**

Move Action **Personal**

Effect: You move up to your speed, and you do not provoke opportunity attacks when leaving squares adjacent to your allies. Until the end of your turn, you have combat advantage against enemies that have at least one of your allies adjacent to them.

Thug's Trick Some rogues develop a taste for dishing out punishment. With this trick, you keep a steady eye on an enemy that you have surrounded. The slightest move creates an opening you can exploit, your blade providing a compelling argument for it to stand and face you.

Thug's Trick

Rogue Utility

With your enemy hemmed in, you keep your blade ready to punish it for any move it makes.

At-Will ♦ **Martial**

Move Action **Personal**

Effect: You can shift 1 square. Until the end of your next turn, enemies you flank provoke opportunity attacks from you if they shift.

Tumbling Trick Using a combination of speed and strength, you push your way through your enemies and use your momentum to make a quick, whirling attack that cuts through one enemy and into another. This attack is best used when your enemies press in on all sides.

Tumbling Trick

Rogue Utility

You dodge between your foes, slashing to the right and left with such speed that one attack leads into another.

At-Will ♦ **Martial**

Move Action **Personal**

Effect: You shift up to 3 squares. The next time you hit an enemy with a melee basic attack this turn, you also deal damage equal to your Strength modifier to a different enemy, which must be adjacent to you.

Unbalancing Trick A feint can accomplish many things. It can open an enemy's defenses, force the enemy to move, or ruin its balance. This trick twists your enemy around, causing it to lose its balance and footing. This maneuver requires a subtle mix of guile and speed. Because it allows you to maneuver a foe at your whim, it often works best when you use it to set up an enemy for your allies' attacks.

Unbalancing Trick

Rogue Utility

You dodge low as you approach an enemy, protecting yourself from attack and setting up a strike to the knee or lower leg.

At-Will ♦ **Martial**

Move Action

Personal

Effect: You shift up to 2 squares. The next time you hit an enemy with a melee basic attack this turn, you can knock it prone.

Level 2: Thief Weapon Talent

As a thief, you favor light weapons that are easy to conceal. Your mastery of such weapons grants you an edge when attacking with them.

Benefit: You gain a +1 bonus to attack rolls with light blades, hand crossbows, shortbows, and slings.

Level 2: Skill Mastery

Thieves and other rogues are unmatched in their ability to use skills. Other warriors view weapons and armor as tools of battle. You draw upon your tools and talents for excellence both in and out of combat.

Benefit: You gain an additional trained skill, chosen from the following list: Bluff, Dungeoneering, Insight, Intimidate, Perception, and Streetwise.

Also, during a skill challenge, whenever you roll a natural 20 on a skill check that would contribute one or more successes to the skill challenge, that check automatically succeeds and counts as one additional success.

Your DM has more information on skill challenges.

Level 2: Utility Power

As a thief, you are the master of traps, locks, and acrobatic exploits. In the course of your earliest adventures, you choose which of those talents to hone and perfect.

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

Agile Footwork As a thief, you are more often the hunted than the hunter. It always helps to have a trick up your sleeve to escape a pursuer, and *agile footwork* provides a near perfect escape. With a combination of good timing and athletic ability, you slip away from a foe as it tries to close with you.

Agile Footwork

Rogue Utility 2

Though your foe wants to move in closely, you'd rather keep your distance, so you nimbly move away.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy ends its turn adjacent to you.

Effect: You shift up to 3 squares.

Fleeting Ghost The most successful thieves combine stealth with speed, and you have practiced long and hard to follow their example. With light steps and an instinctive sense of stealth, you move like a fleeting ghost.

Fleeting Ghost

Rogue Utility 2

You are stealthy and fleet of foot at the same time.

At-Will ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Stealth.

Effect: You move up to your speed and can make a Stealth check to hide. You take no penalty to the Stealth check for the movement, though you must still meet the normal requirements to hide.

Sudden Leap Over the course of countless close calls in battle, you have learned the value of always having a quick escape route. In cases where one is not conveniently provided, your diligent training lets you create your own path to safety.

Sudden Leap

Rogue Utility 2

You jump from a standing position, surprising your foes.

Encounter ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You jump a number of squares up to half your speed.

Tumble When you were a child, the games you played took advantage of your superior acrobatic ability. Now that same combination of balance and speed lets you dodge past foes without leaving yourself open to attack.

Tumble

Rogue Utility 2

You dodge and tumble past your foes with such speed and precision that they are unable to react.

Encounter ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Acrobatics.

Effect: You shift up to your speed.

Level 3: Improved Backstab

Each fight hones your ability to better assess the defenses of your foes. When weakness presents itself, you take full advantage to strike.

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

Level 4: Ability Score Increase

Your constant training hones your body and mind.

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

Level 4: Extra Rogue's Trick

With each successful heist, you learn new tricks to unleash upon your enemies. You gain a new rogue's trick.

Benefit: You gain one additional rogue trick from the options on page 176.

Level 5: Cunning Escape

You react instinctively to danger, shifting away to safety.

Benefit: You gain the *cunning escape* power.

Cunning Escape

Rogue Utility

As your enemy attacks, you leap aside to make your escape.

Encounter ♦ **Martial**

Immediate Reaction **Personal**

Trigger: An enemy attacks you.

Effect: You gain a +4 bonus to all defenses against the triggering enemy's attack. At the end of the triggering enemy's turn, you can also shift up to 3 squares as a free action.

Level 6: Utility Power

Your repertoire of combat tricks continues to expand, granting you new ways to catch your enemies off guard.

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

Hidden Blade Your deftness gives you an advantage with lighter weapons. With practiced ease, you conceal your blade within your sleeve or the folds of your cloak. You lull your foes into a false sense of security before you unleash your attack.

Hidden Blade

Rogue Utility 6

You conceal a small weapon until it's time to strike.

Encounter ♦ **Martial**

Minor Action **Personal**

Prerequisite: You must have training in Thievery.

Effect: You gain combat advantage for the next attack you make with an off-hand weapon before the end of your turn.

Nimble Climb Other characters might limit their movement to the battlefield, but you set your sights higher. Through innate skill and rigorous training, you have learned to climb with as much ease as you can walk. Enemies that think they have you cornered are stuck watching as you quickly scramble out of reach.

Nimble Climb

Rogue Utility 6

You climb surfaces with astounding ease.

At-Will ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Athletics.

Effect: You make an Athletics check to climb. If the check succeeds, you gain a +4 power bonus to your speed while climbing during this move.

Slip Aside Any thief can sneak through the shadows, but your superior instinct lets you momentarily obscure yourself even in the heat of battle. By forcing a foe to lose track of you even for a moment, you turn a devastating attack into a glancing blow.

Slip Aside

Rogue Utility 6

You distract a foe to diminish the effect of an attack.

Encounter ♦ **Martial**

Immediate Interrupt **Personal**

Prerequisite: You must have training in Stealth.

Trigger: You are hit by an attack against your AC or Reflex.

Effect: You take only half damage from the triggering attack.

Swift Parry A thief prefers to avoid a direct fight, but sometimes you have no choice. When you must fight, you both attack and defend with elegance and precision. This power reflects your training with weapons such as a rapier or a short sword. It allows you to defend against an attack and then follow up with a deadly counter.

Swift Parry

Rogue Utility 6

You deflect your enemy's attack, causing the force behind its blow to send it off balance and leaving it vulnerable to your next attack.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt **Personal**

Requirement: You must be wielding a light blade.

Trigger: You are hit by a melee attack.

Effect: You gain a bonus to defenses against the triggering attack equal to your Charisma modifier, and you gain combat advantage against the attacker until the end of your next turn.

Level 7: Extra Rogue's Trick

With each successful heist, you learn new tricks to unleash upon your enemies.

Benefit: You gain one additional rogue trick from the options on page 176.

Level 8: Ability Score Increase

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

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

Level 9: Combat Readiness

You have honed your intuition and awareness for battle, allowing you to better predict when combat will break out.

Benefit: You gain a +2 bonus to initiative.

Level 9: Improved Finesse

After countless skirmishes, your deft touch makes your chosen weapons even more deadly in your hands.

Benefit: The bonus to damage rolls granted by your Weapon Finesse class feature increases to +3.

Level 10: Utility Power

Each new power you master grants you greater opportunity to shine in combat. Your enemies never know what surprise you might spring on them next.

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

Acrobat's Escape Most thieves can make a quick escape when necessary. You have trained to slip away from an enemy with a cunning feint that leaves that foe frozen.

Acrobat's Escape

Rogue Utility 10

As an enemy tries to move close, you slip away and leave the approaching foe off balance.

Encounter ♦ **Martial**

Immediate Reaction **Melee 1**

Prerequisite: You must have training in Acrobatics.

Trigger: An enemy enters a square adjacent to you.

Target: The triggering enemy

Effect: The target is immobilized until the start of its next turn. You then shift a number of squares up to your Dexterity modifier to a square that is not adjacent to the target.

Counter-Step Many thieves try to avoid face-to-face combat. You have learned to use this eventuality to your advantage, staying close when your foes least expect it. An enemy that closes for melee suddenly finds itself stumbling and off balance as you slip around it.

Counter-Step

Rogue Utility 10

As your foe bears down on you, you use its momentum to maneuver it into position for your counterattack.

Encounter ♦ **Martial**

Immediate Reaction **Melee 1**

Prerequisite: You must have training in Athletics.

Trigger: An enemy enters a square adjacent to you.

Target: The triggering enemy

Effect: You can slide the target 1 square. You then shift up to 2 squares to a square adjacent to the target. You gain combat advantage and a +2 power bonus to all defenses against the target until the end of your next turn.

Nimble Fingers Your subtle sleight of hand knows no bounds. Your foes often discover your talent when they suddenly discover an empty scabbard or a missing wand. Having adjusted the odds in your favor, you can swiftly finish the fight.

Nimble Fingers

Rogue Utility 10

You can snatch or stow an enemy's possessions even in the heat of combat.

Encounter ♦ **Martial**

Minor Action **Melee 1**

Prerequisite: You must have training in Thievery.

Target: One creature

Effect: You draw one weapon that is sheathed or worn (but not held) by the target, stow a single item on the target, or retrieve a single item the target has stowed. If you are hidden from the target, the target is not aware that you have used this power.

Shadow Stride Your innate understanding of stealth tactics lets you accurately judge the best moment to move. While your enemies are distracted, you dash from hiding place to hiding place with no fear of being seen.

Shadow Stride

Rogue Utility 10

You silently step from shadow to shadow, slipping past your foes unseen and unheard.

At-Will ♦ **Martial**

Move Action **Personal**

Prerequisite: You must have training in Stealth.

Requirement: You must be hidden.

Effect: Make a Stealth check and then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemy's passive Perception, you remain hidden during the move, even if you have no cover or concealment during it.

PARAGON THIEF

To a thief in the paragon tier, mundane guardians, traps, and locks are the stuff of mockery. In any human or dwarven city, there are few items you could not have if you wanted them. Your attention now turns to far greater quarry: treasures lost to time, and riches sealed away by titans, demon lords, and worse.

Paragon Path: Master Thief

At 11th level, your thief takes on the master thief paragon path (see page 79 for details on paragon paths). Your expertise, along with a great amount of adventuring experience, has elevated you to the top of your game. There is no obstacle, no trap, no lock that can hold out long against your expert skills and your masterful understanding of all things related to thievery.

Prerequisite: Only a thief can take this paragon path.

THIEF PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Masterful Cunning [master thief] Masterful Action [master thief] Improved Backstab [master thief]
32,000	12	+1	<i>Fading retreat</i> [master thief]
39,000	13	–	Improved Backstab
47,000	14	+1	Ability score increase
57,000	15	–	Paragon Finesse
69,000	16	+1	Shadow Striker [master thief] <i>Slip from the grasp</i>
83,000	17	–	Rogue's Trick
99,000	18	+1	Ability score increase
119,000	19	–	Evasive Backstab
143,000	20	+1	Thief's Advantage [master thief]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Masterful Cunning

Master thief paragon path feature

You always have a trick up your sleeve, ready to reveal when the situation demands it. This allows you to turn every encounter to your advantage.

Benefit: Once during your first turn in an encounter, you can shift up to 3 squares as a free action.

Level 11: Masterful Action

Master thief paragon path feature

Your ability to strike without notice is refined to a deadly art. In your hands, stealth and speed become devastating weapons.

Benefit: When you spend an action point to use an attack power, you can deal your Sneak Attack damage to a target of the power regardless of whether you hit it or whether you have dealt Sneak Attack damage to it this turn, but you must have combat advantage against the target.

Level 11: Improved Backstab

Master thief paragon path feature

Your ability to better assess the defenses of your foes continues to improve.

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

Level 12: Fading Retreat

Master thief paragon path feature

You learn to react before an enemy can attack.

Benefit: You gain the *fading retreat* power.

Fading Retreat

Master Thief Utility 12

As your enemy closes in, you slip into the shadows and out of its sight.

Encounter ♦ Martial

Immediate Reaction Personal

Trigger: An enemy you can see enters a square adjacent to you.

Effect: You shift up to half your speed. If you have any cover or concealment at the end of this movement, you can make a Stealth check to hide, ignoring the penalty to the skill check for moving.

Level 13: Improved Backstab

Your ability to better assess the defenses of your foes continues to improve.

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

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

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

Level 15: Paragon Finesse

Your weapons become an extension of your body, hitting with deadly effect on every successful strike.

Benefit: The bonus to damage rolls granted by your Weapon Finesse class feature increases to +4.

Level 16: Shadow Striker

Master thief paragon path feature

You have perfected the art of remaining hidden even while striking out against your enemies.

Benefit: If you are hidden when you make an attack against an enemy, you remain hidden after the attack if you have any cover or concealment.

Level 16: Slip from the Grasp

The best thieves are never cornered, but even a master thief sometimes suffers a run of bad luck. If a creaky floorboard suddenly gives way below you, or through blind luck a treasure's guardians corner you, you need one last trick to rely on for your escape. *Slip from the grasp* represents a sudden insight, clever maneuver, or a lucky break. Best of all, since it requires no action you can use it while you are stunned or otherwise incapacitated to gain one last shot at escape.

Benefit: You gain the *slip from the grasp* power.

Slip from the Grasp

Rogue Utility 16

As a master thief, no chains can hold you, no enemy can corner you. You always have one last gambit.

Encounter ♦ **Martial**

No Action

Personal

Trigger: Your turn starts.

Effect: If you are grabbed, the grab ends. If you are subject to an effect that is slowing or immobilizing you, the effect ends. You can also make a saving throw against an effect you are subject to that a save can end.

Level 17: Rogue's Trick

With each successful heist, you learn new tricks to unleash upon your enemies.

Benefit: You gain one additional rogue trick from the options on page 176.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

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

Level 19: Evasive Backstab

You become adept at delivering a deadly strike and then leaping away to safety.

Benefit: After you use *backstab*, you can immediately shift up to 3 squares as a free action.

Level 20: Thief's Advantage

Master thief paragon path feature

Your weapon strikes with deadly accuracy.

Benefit: Reroll any Sneak Attack damage die that has a result of 1 until you get a 2 or higher.

EPIC THIEF

Having reached the epic tier, you now stand among the greatest thieves who ever lived. Gods, demon lords, and archdevils alike fear the threat you pose. With skill, practice, and perhaps a little luck, there is nothing you cannot steal.

When your thief reaches 21st level, he or she takes on the epic destiny of the Indomitable Champion (page 245). This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

THIEF EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	<i>Invisible stalker</i>
255,000	23	–	Elusive Thief
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Epic Finesse
450,000	26	+1	Epic destiny power
550,000	27	–	Reliable Thief
675,000	28	+1	Ability score increase
825,000	29	–	Epic Skill Mastery
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 22: Invisible Stalker

You have taken your instinctive knowledge of stealth to an almost supernatural level. In the heat of battle, your subtle movement blinds your enemies to your presence as you reposition yourself for your next attack.

Benefit: You gain the *invisible stalker* power.

Invisible Stalker

Rogue Utility 22

You move with such grace that your foes cannot track you.

At-Will ♦ **Martial**

Move Action

Personal

Effect: You become invisible and move up to your speed to a square that is not adjacent to any enemy. You become visible when the movement ends.

Level 23: Elusive Thief

Your exceptional thieving abilities make you all but impossible to pin down. Neither the fiercest enemies nor the deadliest traps can hinder your movement.

Benefit: Whenever you make an Acrobatics check or an Athletics check as part of the escape action or make a saving throw against an effect that immobilizes, restrains, or slows you, you can roll twice and use either result.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

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

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 25: Epic Finesse

Your weapon attacks strike home with a deadly and unstoppable grace.

Benefit: The bonus to damage rolls granted by your Weapon Finesse class feature increases to +5.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 245).

Level 27: Reliable Thief

The subtlety and trickery that are the tools of your trade are unsurpassed.

Benefit: Whenever you make a Stealth check or a Thievery check, you can roll twice and use either result.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

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

Level 29: Epic Skill Mastery

Your unequalled instinct lets you excel at any enterprise you set your mind to, even those in which you have no formal training.

Benefit: You gain a +3 bonus to all skill checks.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one final edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 245).

WIZARD

Arcane Controller: You are a master of the mystic arts, capable of bending your enemies to your will, reshaping perception, or summoning devastating elemental power.

Why This Is the Class for You: You like the idea of commanding magical forces far beyond the capabilities of most mortals.

Wizards remind people of the mysteries of the world. Wizards are synonymous with arcane power, and as inexplicable as the magic they wield. They frighten some folk, anger others, and most just avoid them altogether. And the majority of wizards are perfectly fine with this reaction.

A wizard uses magic for offense and defense, as well as for a myriad of other tasks and applications. Wizards approach spellcasting as a science, training and studying long hours to control even the most rudimentary cantrips and spells. Few wizards can master the art of arcane magic without a mentor, and many seek entry into an arcane academy to learn the lore and traditions of spellcasting.

Wizards become adventurers to add to their knowledge of arcane lore, to discover lost techniques, and to find artifacts of great power. Some treat their adventures as a personal quest to improve the state of their art. For others, they are a higher calling, in which those wizards use the arcane power they have mastered to take on the evils that plague the world.

The type of wizard you can create with this book is the mage.

MAGE

Key Abilities: Intelligence; Constitution, Wisdom, or Charisma

A mage is a specialized wizard, a spellcaster who focuses on the tenets of a particular school of magic. This specialization makes each mage distinctive. After all, a mage who casts evocation spells presents a very different picture to the world from a mage who has mastered the art of illusion or enchantment.

Mages tend to approach arcane magic with a more scholarly bent than other wizards, and that's saying a lot. Don't expect to find adventuring mages hidden away in dusty towers, however. They hit the ground running, ready to explore every dungeon and ancient ruin in search of lore and knowledge that will increase their understanding of everything arcane—and thereby increase their personal power.

The ancient traditions of the schools have been handed down since the first mortals began to dabble in arcane magic. What started as techniques and methods of training between masters and apprentices eventually became more institutionalized, and eventually actual academies of arcane study sprang up

in the world and even among the eladrin of the Feywild. In time, single towers devoted to a single arcane discipline gave way to grand academies where illusion magic was taught alongside evocation magic.

Today, where and how arcane magic is taught depends on where you happen to be. On the borderlands, in places such as Fallcrest, solitary mages pass on their knowledge to one or two apprentices at a time. In larger settlements, such as the city of Nera, academies are dedicated to the training of mages in all of the schools of magic.

CREATING A MAGE

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

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

School of Magic

Mages dabble in a wide variety of arcane magic, gaining flexibility at the expense of the deeper understanding of a single type of magic that some wizards cultivate. However, every mage has a natural aptitude for certain magical forms that influence his or her mastery of arcane spellcraft.

Wizard spells are organized into schools—techniques and methods that have been developed over time to produce certain types of magical effects. The schools of magic are categories into which some wizard spells are divided.

This chapter presents three schools of magic: enchantment, evocation, and illusion. (Other schools of magic exist, but this book focuses only on these three.) As a mage, you can choose any spell from the list of wizard powers. However, you have learned a few secrets and techniques from specific schools that grant you an edge with spells of those schools.

The three schools of magic available in this book are described below. Some of your wizard class features, such as Apprentice Mage gained at 1st level, allow you to specialize in one of these schools. Read the descriptions, decide which school appeals to you, and use that to guide your choice as you create your character.

Class Traits

Hit Points: You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.

Bonus to Defenses: +2 to Will

Healing Surges per Day: 6 + your Constitution modifier

Armor Proficiencies: Cloth

Weapon Proficiencies: Dagger, quarterstaff

Implement Proficiencies: Orbs, staves, wands

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

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

Enchantment School First developed among the eladrin of the Feywild, spells from the enchantment school can bend a creature's mind to your will. Your enchantment spells befuddle the senses and leave a creature disoriented or open to your suggestions. Spells from this school rarely deal damage, but by allowing you to control your foes for a few precious moments, they can easily turn the tide of battle.

Evocation School The spells of the school of evocation are a mage's most brutally effective weapons. An evocation spell channels magic to produce bolts of lightning, howling gales that can freeze enemies in their tracks, and explosive orbs of fiery energy. Evocation spells are never subtle, and they encompass some of the most potent combat powers in the game.

Illusion School Using spells of the illusion school, you trick and control your enemies by creating apparitions and false images that confuse and control the senses. Illusion spells can leave your foes frozen in fear or lashing out at imaginary threats. Meanwhile, your allies close in for the kill.

Race

Choose your race (page 35). Eladrin and human are particularly good choices for a mage.

Eladrin Hailing from the mystical Feywild, the eladrin have a natural talent for magic that makes them ideal wizards. With their bonus to Intelligence, eladrin have sharp minds. Moreover, their ability to teleport gives them a useful escape route away from the thick of combat.

As an eladrin mage, you wander the world in search of lost lore and the enemies of the Feywild. In particular, the evil drow—your people's sinister cousins—plot endlessly to topple the eladrin realms and should be fought at every opportunity.

The eladrin are renowned for their arcane academies, and you likely received formal instruction in the use of magic. Although these academies offer unmatched expertise, they also demand absolute faith and years of dull toil. Perhaps you left your school under a dark cloud, expelled before graduation and forced to continue learning magic on your own. Old rivals from school (either classmates or professors) might still dog your steps.

Most eladrin mages worship Corellon, the god of arcane magic and patron of the fey. However, some of the younger eladrin charting their own destinies in the world turn to Ioun instead, acknowledging Corellon's mastery of arcane magic but focusing on the knowledge to be found in the mortal realm.

Human Though they lack the long tradition and rigid academies of the eladrin, humans make powerful mages. Humanity's natural ambition is well suited to decoding the secrets of arcane magic, and many of the most legendary mages (including Mordenkainen and Bigby) were human. Eladrin wizards might outnumber human wizards overall, but human drive and ambition often allow mages of that race to reach greater heights of power.

As a human mage, you probably apprenticed to a solitary mage dwelling in a remote tower along the borderlands. You spent many long nights mixing potions, repairing broken tools, sweeping the floor, and otherwise playing the role of a simple servant. Your master gave you instruction in the art of magic in return, which you have honed and mastered over long years.

When thinking of your background, consider your master's personality and the nature of your training. Was your master a kindly teacher or a cruel tyrant? Did he or she send you into the world on some long-term quest, or did you escape one step ahead of sworn vengeance after you ruined a critical experiment? Perhaps your master was slain by some rival to his or her power—a rival who now hunts you.

Human mages tend to worship Corellon or Ioun according to their individual history. Self-taught or apprenticed mages feel an innate connection to the raw power of arcane magic as Corellon first



Alabanon, eladrin mage, with Splendid the pseudodragon

seeded it into the world. Academy mages more often revere Ioun for her control of knowledge, as do those mages whose adventuring lives are dedicated to the pursuit of lost or secret lore.

Ability Scores

Determine your ability scores (page 38), making Intelligence your highest score. Not only does Intelligence power your attacks, but learning and mastering arcane magic is an ongoing exercise in decoding theoretical and practical mysteries.

Also consider the ability scores associated with the schools of magic. Mages who specialize in the evocation school tend to have high Constitution scores, allowing them to withstand destructive magical energy and the rigors of battle. Enchantment specialists are often eloquent, charming, or wily and therefore have high Charisma scores. Unusually perceptive and sometimes shrewd, students of illusion typically have high Wisdom scores.

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

As a mage, your sharp mind is a given, but what kind of genius are you? Look to your other ability scores to help flesh out your character's personality and background. A high Strength or Constitution points to a life of toil far from the dusty confines of any academy. Did you serve a cruel master who worked you half to death in return for his secrets? Were you a simple peasant forced to enter an apprenticeship against your will? Likewise, a low Charisma might cast you as a withdrawn, sullen mystic who would rather spend hours in a library than among other folk.

Skills

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

Consider your skill choices as a sketch of your life experiences as you labored and studied to become a mage. Did your master or professor take you on expeditions to dangerous lands or send you on quests to find rare reagents or lore? In either case, Dungeoneering and Nature can reflect such experiences. Training in Religion might reflect a devout master who instilled a strong sense of faith in you, or a culture (such as that of the eladrin) in which faith and arcane spellcraft are closely entwined. Diplomacy is a good skill for a former apprentice who acted as a servant to visiting nobles and wizards. Perhaps you have a few friends (or enemies) in high places because of such encounters.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Mage Heroic Tier table on page 199.

As a 1st-level mage, the powers you choose to add to your spellbook probably reflect your choice of school. Aside from cantrips (which aren't associated with schools), one or more of your 1st-level at-will, encounter, and daily power choices should be associated with the school you have picked. For example, if you choose evocation as your first school of specialization, you might want to select *arc lightning* and *freezing burst* as your at-will powers, or you might select one of those and pick your second power from a different school, for variety.

Feats

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

Since you use an implement, consider feats from the implement training category. Implement Focus or one of the expertise feats can make your attack spells even more potent. Likewise, feats from the quick reaction category allow you to unleash your spells before your enemies can react, giving you an edge at the start of combat.



Kathra, dwarf mage

Alternatively, you might decide that the best way to beat your foes is to make sure you outlast them in battle. Defensive Mobility, Superior Reflexes, and other feats in the vigilant reflexes category are good choices for any mage.

Continue to think about your background when selecting feats. If your apprenticeship involved endless quests for your master, feats from the enduring stamina category can reflect physical toughness unusual for a mage. Likewise, life at an arcane academy might make the feats in the learning and lore category of interest you.

Equipment

As a wizard, you have proficiency with cloth armor. You have proficiency with the following weapons: dagger and quarterstaff. However, your use of arcane magic for offense and defense means you have little need for weapons and armor.

You have 100 gp to buy your starting equipment. Purchase a dagger or a quarterstaff for emergencies, but you should otherwise spend your money on adventuring gear and supplies of use to you and your allies.

You use an implement—an orb, a staff, or a wand—as a conduit for your spells. Magic implements add to your attack rolls and damage rolls with your arcane powers, just as magic weapons do to weapon powers. You should purchase the proper implement if you have taken one of the implement training feats.

Defenses and Hit Points

Calculate your defenses using your ability modifiers (see “Defenses,” page 40). In addition, you gain a +2 bonus to Will.

You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.

Alignment and Final Details

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

Pick an alignment (page 44), which represents a basic outlook on the world that helps shape how your character acts. Did you study arcane magic to help others? If so, choose lawful good or good. Are you ambitious and power-hungry, with magic merely a vehicle for your own might? In that case, unaligned is a good choice.

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

HEROIC MAGE

After years of toil and practice, you have finally learned enough of the matters of the arcane to head out on your own. In the heroic tier you gain power quickly, but you must still carefully shepherd your magic. One mistake can mean the difference between victory and defeat.

MAGE HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Apprentice Mage Mage's Spellbook Mage Cantrips <i>Magic missile</i> At-will powers Encounter powers Daily powers
1,000	2	+1	Utility powers
2,250	3	–	Encounter powers
3,750	4	+1	Ability score increase Apprentice Mage
5,500	5	–	Expert Mage Daily powers
7,500	6	+1	Utility powers
10,000	7	–	Encounter powers
13,000	8	+1	Ability score increase Expert Mage
16,500	9	–	Daily powers
20,500	10	+1	Master Mage Utility powers

Level 1: Apprentice Mage

Mages are widely known as generalists among wizards, learning spells from various schools to suit their needs and whims. However, even mages understand the benefit derived from specialized study.

Benefit: Choose a school of magic. You gain the Apprentice Mage benefit associated with that school (enchantment, page 238; evocation, page 240; or illusion, page 242).

Level 1: Mage's Spellbook

A spellbook is the heart of a mage's power. Your spellbook holds the most powerful spells you know and gives you unrivaled versatility.

Benefit: At the end of each of your extended rests, you can prepare encounter attack powers, daily attack powers, and utility powers from your spellbook. These are the powers that you can use during that day, in addition to your at-will attack powers, cantrips, and nonwizard powers, such as a racial power or a power granted by a paragon path or epic destiny. If you do not prepare powers from your spellbook after an extended rest (for example, if you do not have access to your spellbook), you can use the same powers you had prepared on the previous day.

Find your level on the Spells Prepared per Day table. The row corresponding to your level indicates how many encounter attack powers, daily attack powers, and utility powers you are allowed to prepare each day. You cannot prepare more than one power of any given level on the same day. For example, a 14th-level mage who has taken the enigmatic mage paragon path can prepare three encounter attack powers per day. Her spellbook contains multiple encounter attack powers at various levels. She can prepare three powers from any of the levels, as long as none of the prepared powers are of the same level. In addition to these three powers, she can also use the enigmatic mage encounter power associated with her school.

SPELLS PREPARED PER DAY

Level	Encounter	Daily	Utility
1	1	1	—
2	1	1	1
3-4	2	1	1
5	2	2	1
6	2	2	2
7-8	3	2	2
9	3	3	2
10-15	3	3	3
16-21	3	3	4
22-30	3	3	5

Level 1: Mage Cantrips

The basic tricks of magic are known as cantrips, and they are the first spells that a beginning wizard learns. The formula underlying a cantrip is so simple that each cantrip can be committed to memory and used at will once you have mastered it.

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

Ghost Sound Useful for creating diversions both in and out of combat, *ghost sound* can help you distract other creatures with mysterious footsteps, the sound of a brawl coming from around a corner, or any other sound you can imagine.

Ghost Sound

Wizard Utility

With a wink, you create an illusory sound that emanates from a distant location.

At-Will ♦ Arcane, Illusion

Standard Action Ranged 10

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light With a *light* cantrip at your disposal, you need never worry about carrying torches, lanterns, or oil.

Light

Wizard Utility

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

At-Will ♦ Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Mage Hand When you first took up the often-dangerous study of alchemy, *mage hand* allowed you to mix reagents and volatile components from a safe distance. In lost ruins or the throne rooms of dukes and kings, this minor magic has even more uses.

Mage Hand

Wizard Utility

You gesture toward a nearby object, and a spectral hand lifts it into the air and moves it where you wish.

At-Will ◆ Arcane, Conjunction

Minor Action Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.

Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.

Free Action: The hand drops the object it is holding.

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

Prestidigitation This catch-all cantrip is a mage's best friend. The mundane chores and tasks you were burdened with as an apprentice were made easier by this beginner's magic, but *prestidigitation* continues to make itself useful to you as you begin your adventuring career.

Prestidigitation

Wizard Utility

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

At-Will ◆ Arcane

Standard Action Ranged 2

Effect: Use this cantrip to accomplish one of the effects given below:

- ◆ Change the color of items in 1 cubic foot.
- ◆ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- ◆ Clean or soil items in 1 cubic foot.
- ◆ Instantly light (or snuff out) a candle, a torch, or a small campfire.
- ◆ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- ◆ Make a small mark or symbol appear on a surface for up to 1 hour.
- ◆ Produce out of nothingness a small item or image that exists until the end of your next turn.
- ◆ Make a small, handheld item invisible until the end of your next turn.

Special: You can have as many as three *prestidigitation* effects active at one time. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Suggestion While you were a mage in training, this simple cantrip proved useful for wringing favors from more experienced mages—and enticing lesser apprentices to do your bidding.

Suggestion

Wizard Utility

You weave arcane power through your words, infusing each phrase with persuasive magic.

Encounter ♦ **Arcane**

Free Action **Personal**

Trigger: You make a Diplomacy check.

Effect: You make an Arcana check instead, using that result to determine the outcome of the Diplomacy check.

Level 1: Magic Missile

Every mage learns this spell as part of his or her arcane studies. What *magic missile* lacks in strength, it compensates for with unparalleled accuracy. Neither the heaviest armor nor the toughest hide offers any defense against this spell.

Benefit: You gain the *magic missile* power.

Magic Missile

Wizard Attack 1

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

At-Will ♦ **Arcane, Evocation, Force, Implement**

Standard Action **Ranged 20**

Target: One creature

Effect: 2 + Intelligence modifier force damage.

Level 11: 3 + Intelligence modifier force damage.

Level 21: 5 + Intelligence modifier force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Level 1: At-Will Powers

From the very first days of your training, you felt arcane power come alive within you. In combat, you protect yourself now with that power, unleashing attacks as deadly as any weapon.

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

Arc Lightning Many evocation spells are too devastating to use in close-quarters combat where your own allies might be struck down by your power. *Arc lightning* accurately channels that power's full destructive potential.

Arc Lightning

Wizard Attack 1

Lightning leaps from your outstretched hand, weaving safely through your allies to slam into your foes.

At-Will ♦ Arcane, Evocation, Implement, Lightning

Standard Action Ranged 20

Target: One or two creatures

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Level 21: 2d6 + Intelligence modifier lightning damage.

Beguiling Strands Originally crafted by eladrin wizards of the Feywild, this spell creates strands of subtle magic that weave through your foes like a spider's web. Reeling from your attack, your enemies move away from you.

Beguiling Strands

Wizard Attack 1

A strand of scintillating colors and gleaming lights clouds your enemies' minds and forces them to move away.

At-Will ♦ Arcane, Charm, Enchantment, Implement, Psychic

Standard Action Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Will

Hit: Intelligence modifier psychic damage, and you push the target up to 3 squares.

Level 21: 3 + Intelligence modifier psychic damage.

Freezing Burst The flashiest evocation spells tap into the energy of fire and lightning, but you are not afraid to wield more subtle weapons. By drawing on the power of elemental cold, *freezing burst* lets you scour and scatter your foes.

Freezing Burst

Wizard Attack 1

You hurl a hailstone toward your foes. It explodes among them, temporarily turning the ground into an ice slick.

At-Will ♦ Arcane, Cold, Evocation, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier cold damage, and you can slide the target 1 square.

Level 21: 2d6 + Intelligence modifier cold damage.

Hypnotism Even this relatively minor enchantment underscores the power of that school, letting you direct your foe's movement or action in the thick of combat. When a more powerful monster scoffs at your so-called mind magic, see how its attitude changes when it walks off the edge of a cliff at your command.

Hypnotism

Wizard Attack 1

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.

At-Will ♦ Arcane, Charm, Enchantment, Implement

Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: Choose one of the following effects:

- ♦ The target uses a free action to make a melee basic attack against a creature of your choice, with a +4 power bonus to the attack roll.
- ♦ You slide the target up to 3 squares.

Phantasmal Assault *Phantasmal assault is one of the oldest known illusion spells—and one of the most unnerving. Your simple subterfuge can force even the strongest-willed creature to react to a foe that is not there, granting you and your allies the advantage.*

Phantasmal Assault

Wizard Attack 1

A fearsome ogre appears, threatening your foe with a massive club. Or perhaps a snarling drake, or maybe a troll.

At-Will ♦ Arcane, Illusion, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target grants combat advantage and can't make opportunity attacks until the end of your next turn.

Level 21: 2d8 + Intelligence modifier psychic damage.

Phantom Cage *By crafting an illusion that completely surrounds your foe, you give it no opportunity to escape. In its mind, the enemy sees itself hemmed in by a spinning mass of deadly blades, perceiving grievous wounds that your magic translates to pure pain.*

Phantom Cage

Wizard Attack 1

Your enemy shrieks in terror, desperately trying to avoid the cage of razor-sharp blades that it sees closing in around it.

At-Will ♦ Arcane, Illusion, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage. If the target moves before the end of your next turn, it takes 5 psychic damage.

Level 21: 2d8 + Intelligence modifier psychic damage.

Level 1: Encounter Powers

Your at-will attack powers are the most accessible part of your arcane arsenal. However, they represent only a small portion of your increasing power.

Benefit: You add two of the following powers to your spellbook.

Burning Hands Cowardly pack fighters such as goblins and kobolds see your lack of armor and weapons as an excuse to mob you. This spell shows them the error of their ways. Fanning your hands before you, you blast jets of flame from your fingertips that can wipe out a dozen or more minions and leave stronger foes quaking.

Burning Hands

Wizard Attack 1

A fierce blast of flame erupts from your hands and scorches nearby foes.

Encounter ♦ **Arcane, Evocation, Fire, Implement**

Standard Action **Close blast 5**

Target: Each creature in the blast

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Miss: Half damage.

Charm of Misplaced Wrath *Charm of misplaced wrath* is named not only for its ability to turn a creature against its allies, but for the deadly conflict it ignited in ages past. An elf wizard used this spell in secret against a dwarf prince, causing him to strike his cousin. The resulting civil war lasted for three centuries and left two clanholds in ruins.

Charm of Misplaced Wrath

Wizard Attack 1

You bend your foe's mind, filling it with wrath even as you twist its senses.

Encounter ♦ **Arcane, Charm, Enchantment, Implement**

Standard Action **Ranged 10**

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

Effect: The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

Illusory Obstacles With a whispered word, you reshape the landscape in your foes' minds. By using this spell against enemies that depend on charge attacks to gain the upper hand in combat, you turn the tables to your allies' benefit.

Illusory Obstacles

Wizard Attack 1

The image of treacherous terrain appears in the minds of your enemies, which become disoriented.

Encounter ♦ Arcane, Illusion, Implement

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: The target is dazed and unable to charge until the end of your next turn.

Miss: The target is unable to charge until the end of your next turn.

Level 1: Daily Powers

Your most potent spells drain you each time they are channeled and released. These are your daily attack powers—arcane magic so devastating that only an extended rest can replenish it.

Benefit: You add two of the following powers to your spellbook.

Fountain of Flame You unleash elemental fire as a searing fountain of flame—harmless to your allies but deadly to any foe that passes within. This mighty spell is best coordinated with forced movement or stunning attacks, hemming your enemies within the deadly maelstrom you create.

Fountain of Flame

Wizard Attack 1

You weave a fiery pillar that spins like a top. With each revolution, it douses your enemies with searing heat.

Daily ♦ Arcane, Evocation, Fire, Implement, Zone

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

Phantom Chasm The suggestive power of your illusions works in concert with the fear inherent in a victim's mind. *Phantom chasm* taps into the dread of falling that is endemic to all creatures. Even a foe capable of flight cannot shake itself free of a deadly plunge into the depths of its own mind.

Phantom Chasm

Wizard Attack 1

Your enemies shriek in terror as, at least in their mind's eye, a bottomless pit opens beneath their feet.

Daily ♦ Arcane, Illusion, Implement, Psychic, Zone

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage, and the target falls prone. The target is immobilized until the end of its next turn.

Miss: Half damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone falls prone.

Sleep Countless legends tell of mortals who have stumbled into the Feywild and slept for hundreds of years. Such stories build on elements of the truth, for the eladrin are known for their tendency to incapacitate threats they have no immediate need to destroy. This spell is only a pale reflection of the potent magic of the fey, but it lets you dispense with troublesome foes in a bloodless manner.

Sleep

Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Daily ♦ Arcane, Charm, Enchantment, Implement

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Will

Hit: The target is slowed (save ends).

First Failed Saving Throw: The target is unconscious instead of slowed (save ends).

Miss: The target is slowed (save ends).

Level 2: Utility Powers

Success in battle is seldom a matter of unlimited offense. Your utility spells unleash no deadly power against your foes. However, the boons they grant can easily tip the balance of combat in your favor.

Benefit: You add two of the following powers to your spellbook.

Expeditious Retreat This spell's name underlines its most common use, allowing a wizard to slip away safely as foes press in. However, just as many wizards use this spell for offense, pushing daringly into the midst of their foes to unleash an attack.

Expeditious Retreat

Wizard Utility 2

Your form blurs as you hastily withdraw from the battlefield.

Daily ♦ Arcane

Move Action Personal

Effect: You shift up to twice your speed.

Instant Friends Enchantment magic used in the thick of combat typically needs to control an enemy only for a moment. Outside battle, a wizard can afford to undertake a more subtle approach. *Instant friends* creates a rapport between caster and target, making it possible for you and your allies to gain valuable aid and information.

Instant Friends

Wizard Utility 2

Your magic infuses your words with the power of persuasion, clouding a creature's mind and tricking it into thinking of you as its dearest friend.

Daily ♦ Arcane, Charm, Enchantment

Standard Action **Ranged 10**

Requirement: You must use this power outside a combat encounter.

Target: One creature

Effect: The target makes a saving throw. The saving throw has a +5 bonus if the target is the same level as you or a higher level. It takes a -5 penalty if the target is a lower level than you or does not have a level.

If the saving throw succeeds, this power has no effect. The target is aware that you used this power on it if it is the same level as you or a higher level. Otherwise, it does not know you used this power.

On a failed saving throw, the target treats you as a trusted friend for 1d4 hours. It truthfully answers all questions you ask and aids you in any way it can as long as doing so does not risk its life or property. While the target is under this effect, you gain a +5 power bonus to Bluff checks against it.

This effect ends if you or any of your allies attacks the target or any of its allies. Afterward, the target doesn't remember that you used this power on it.

Shield *Shield* is a potent defensive spell whose power remains dormant until you need it.

Shield

Wizard Utility 2

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Encounter ♦ Arcane

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Spectral Image A favorite spell of those who favor illusion magic, *spectral image* lets you shape and control a lifelike image of any object or creature you can imagine. Although it has no offensive power, your illusion can steal a moment's distraction from even the deadliest foes.

Spectral Image

Wizard Utility 2

You make a complex illusion of a creature or an object to fool your enemies.

Encounter ♦ Arcane, Illusion

Minor Action Ranged 10

Effect: The illusion of a creature or an object up to Medium size appears in an unoccupied square within range. It can make sounds and can move within its square, but it cannot leave it. Each of its defenses is 10. The illusion lasts until the end of the encounter, until an attack hits it, or until a creature touches it or moves through it.

An Insight check (DC 15 + one-half your level + your Intelligence modifier) allows a creature to determine that the image is an illusion.

Level 3: Encounter Powers

Every adventure you undertake grants you greater insight into your arcane power, expanding the scope and range of your encounter attack powers.

Benefit: You add two of the following powers to your spellbook.

Blissful Ignorance Mortals occasionally stumble through planar gateways and into the fey realm. Eladrin patrols pride themselves on keeping tight control of such intruders with their powerful magic. In the midst of a battle, a bout of *blissful ignorance* unleashed on a pack of foes can give you and your allies all the time you need to set up the most advantageous attack position—or to escape a fight you can't win.

Blissful Ignorance

Wizard Attack 3

A tangle of fey magic soothes and distracts your enemies, leaving them vulnerable as they chase after pleasant dreams.

Encounter ♦ Arcane, Charm, Enchantment

Standard Action Area burst 2 within 10 squares

Target: Each creature in the burst

Effect: Each target is slowed and can't take opportunity actions or immediate actions until the end of your next turn.

Maze of Mirrors Illusion spells hinder foes for the short term but generally inflict no lasting injuries, so using them effectively requires strategy. A spell such as *maze of mirrors* is best used against enemies advancing or retreating in a tight group at the start or end of battle. Frozen into place and hampered in their attacks, your foes are left at the mercy of you and your allies.

Maze of Mirrors

Wizard Attack 3

You envelop your enemies in an illusory labyrinth of mirrors, which conceals the world around them.

Encounter ♦ Arcane, Illusion, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Will

Hit: The target is immobilized and takes a -4 penalty to attack rolls until the end of your next turn.

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

Shock Sphere When you hurl this orb of arcane power, you trade off the high number of potential targets against the need to avoid your allies with a deadly burst of lightning. Use this spell in concert with forced movement that pushes your foes together, or to get the drop on a group of enemies in a confined space.

Shock Sphere

Wizard Attack 3

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.

Encounter ♦ Arcane, Evocation, Implement, Lightning

Standard Action Area burst 2 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

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

Level 4: Apprentice Mage

As a mage, you prefer a breadth of study to specialized expertise.

Benefit: Choose a school of magic different from the one you chose at 1st level. You gain the Apprentice Mage benefit associated with your second school (enchantment, page 238; evocation, page 240; or illusion, page 242).

Level 5: Expert Mage

Your focus on a specific school of magic grants you benefits beyond your spell-casting prowess.

Benefit: Choose one of the schools of magic for which you have the Apprentice Mage benefit. You gain the Expert Mage benefit associated with the chosen school (enchantment, page 238; evocation, page 240; or illusion, page 242).

Level 5: Daily Powers

As you ascend through the heroic tier, you add to the repertoire of your most potent daily attack powers.

Benefit: You add two of the following powers to your spellbook.

Fireball The most famous evocation spell ever devised, *fireball* is known—and feared—by folk who have never even seen it cast. Whether turning a horde of orc or goblin warriors to cinders in the blink of an eye, or used as the catalyst that unleashes an inferno in a tinder-dry building, *fireball* is a potent addition to any mage’s arsenal of magic.

Fireball

Wizard Attack 5

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Daily ♦ Arcane, Evocation, Fire, Implement

Standard Action Area burst 3 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier fire damage.

Miss: Half damage.

Tasha’s Forcible Conscription The dark wizard Tasha (long rumored to be an alias of the young Iggwilv, the Witch Queen) developed a number of enchantment spells noted for their elegant brutality. Not content with simply bending a creature’s mind, Tasha’s spells ravage the creature and force it into obedience using indescribable pain.

Tasha’s Forcible Conscription

Wizard Attack 5

By digging deep into an enemy’s mind, you unleash crippling pain that causes it to lash out blindly.

Daily ♦ Arcane, Charm, Enchantment, Implement

Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: The target is stunned until the start of your next turn. This effect also ends if the target is attacked.

Aftereffect: The target makes a basic attack against a target of your choice as a free action.

Miss: The target is dazed until the end of your next turn. This effect also ends if the target is attacked.

Visions of Avarice The most powerful illusions play to an enemy's darkest desires. When you cast *visions of avarice*, you create an ever-shifting illusion of a treasure that cannot be resisted. As your foes throw themselves into the area transformed by the spell, they are held enraptured and at your mercy.

Visions of Avarice

Wizard Attack 5

The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.

Daily ♦ Arcane, Illusion, Implement, Zone

Standard Action Area burst 5 within 10 squares

Effect: The burst creates a zone in its origin square. The zone lasts until the end of your next turn. You then make the primary attack.

Primary Target: Each enemy in the burst

Primary Attack: Intelligence vs. Will

Hit: You pull the primary target up to 4 squares toward the zone. If the primary target is then in the zone or adjacent to it, the primary target is immobilized (save ends).

Sustain Minor: The zone persists until the end of your next turn, and you make the secondary attack.

Secondary Attack

Close burst 5 centered on the zone

Secondary Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: You pull the secondary target up to 4 squares toward the zone.

Level 6: Utility Powers

Even as your combat magic steadily improves, your repertoire of utility powers grants you increased effectiveness both in and out of combat.

Benefit: You add two of the following powers to your spellbook.

Dimension Door As a mage, you remain acutely aware of your lack of armor and hit points as compared to your allies. When a fight goes against you, repositioning yourself with *dimension door* can prove more valuable than any magical attack.

Dimension Door

Wizard Utility 6

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Daily ♦ Arcane, Teleportation

Move Action Personal

Effect: You teleport up to 10 squares.

Dispel Magic One of the oldest of all arcane spells is also one of the most useful. Your foes' magic is a threat only while it lasts. With *dispel magic* at your disposal, you can destroy the continuing effects of a spell, prayer, or other power.

Dispel Magic

Wizard Utility 6

You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One conjuration or zone

Attack: Intelligence vs. the Will of the creator of the conjuration or the zone

Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.

Invisibility The most potent combat illusion lets you summon up an image of nothing at all. A creature you choose vanishes from sight, but only your sustained concentration can maintain its invisibility.

Invisibility

Wizard Utility 6

A creature you choose vanishes from sight.

Daily ♦ Arcane, Illusion

Standard Action Ranged 5

Target: You or one creature

Effect: The target becomes invisible until the end of your next turn. If the target makes an attack, the invisibility ends.

Sustain Standard: If the target is within 5 squares of you, the invisibility persists until the end of your next turn.

Wizard's Escape Though a mage thrives on planning and careful tactics, sometimes you need a spell that allows you to evade trouble you could not have foreseen. *Wizard's escape* whisks you away from an enemy's attack even before that attack hits you, allowing you to safely position yourself for your deadly response.

Wizard's Escape

Wizard Utility 6

With a flash, you are gone.

Daily ♦ Arcane, Teleportation

Immediate Interrupt Personal

Trigger: An enemy hits you with a melee attack.

Effect: You teleport up to 5 squares to a square that is not adjacent to an enemy.

Level 7: Encounter Powers

Whether enchantment, evocation, or illusion is your focus, your mastery of battle magic continues to improve.

Benefit: You add two of the following powers to your spellbook.

Charm of the Defender This spell twists and warps a foe's desire to protect its allies, swapping friend for enemy. A cowardly leader defended by minions is especially susceptible to this enchantment, mowing through its own servants with each frenzied attack made at your command.

Charm of the Defender

Wizard Attack 7

You weave a skein of deceitful magic, tricking your foe to become a hero to its enemies.

Encounter ♦ Arcane, Charm, Enchantment, Implement

Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target up to 3 squares, and it is immobilized until the end of your next turn. Also until the end of your next turn, when an enemy starts its turn adjacent to the target, the target makes a melee basic attack against that enemy as a free action.

The target gains a power bonus to the attack roll and the damage roll equal to your implement's enhancement bonus.

Miss: You slide the target up to 3 squares.

Lightning Bolt One of the most famous evocation spells, *lightning bolt* lashes out against only the targets you choose, avoiding the collateral damage of *fireball* and other less forgiving spells. Use this spell against creatures that stay in the thick of combat against your allies.

Lightning Bolt

Wizard Attack 7

Brilliant strokes of blue-white lightning erupt from your outstretched hand.

Encounter ♦ Arcane, Evocation, Implement, Lightning

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Phantom Foes Those who describe illusion as the subtlest form of magic have never been subjected to *phantom foes*. This deadly spell assaults its victims with a spectral horde of enemies that cannot be ignored. With their combat prowess sapped, those victims are subtly manipulated to carry out your own violent retribution.

Spectral warriors swirl around your enemies, causing them to lash out in a blind panic.

Encounter ♦ Arcane, Fear, Illusion

Standard Action Area burst 2 within 10 squares

Target: Each creature in the burst

Effect: Each target is slowed until the end of your next turn. Also until the end of your next turn, the first time the target makes an attack, it must make a saving throw. If the saving throw fails, you can use a free action to change the target of its attack to a different creature within range of that attack. If the target hits one of its allies with that attack, that ally takes 5 extra damage.

Level 8: Ability Score Increase

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

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

Level 8: Expert Mage

The magic of your chosen schools continues to hone and shape your expertise with skills.

Benefit: You gain the Expert Mage benefit associated with the second school of magic for which you have the Apprentice Mage benefit (enchantment, page 238; evocation, page 240; or illusion, page 242).

Level 9: Daily Powers

As you near the apex of the heroic tier, the magical attacks you master become more powerful than you could have ever dreamed.

Benefit: You add two of the following powers to your spellbook.

Ice Storm Few evocation spells are as visually impressive as *ice storm*. With a shout, you call down a pounding gale of fist-sized hailstones and shrieking winds that can rend flesh from bone. In the aftermath, you leave the ground a frozen morass as a stark reminder of your power.

Ice Storm

Wizard Attack 9

A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Daily ♦ Arcane, Cold, Evocation, Implement, Zone

Standard Action Area burst 3 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

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

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

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

Phantasmal Killer *Phantasmal killer* is the most storied illusion of the heroic tier. Reaching into your victim's mind, you make real its greatest fears, creating a foe that cannot be overcome.

Phantasmal Killer

Wizard Attack 9

Your enemy wails as its greatest fears manifest within its mind.

Daily ♦ Arcane, Fear, Illusion

Minor Action Ranged 10

Target: One creature

Effect: The target becomes haunted by an illusion of its deepest fears (save ends). Until the illusion ends, the target can't make opportunity attacks and you can use the secondary power against it. Whenever the target is either hit by or takes damage from any effect other than the secondary power, it can make another saving throw to end the illusion.

Secondary Power (Arcane, Illusion, Implement, Psychic)

Standard Action Ranged 20

Attack: Intelligence vs. Will. The attack roll takes no penalty from concealment, if any.

Hit: 3d10 + Intelligence modifier psychic damage.

Miss: Half damage.

Symphony of the Dark Court According to legend, the Dark Court is a traveling band of evil fey who use music and magic to lure creatures to their doom. An eladrin wizard who barely managed to escape the court with her life used the shadowy memory of its members' music to create this spell.

Symphony of the Dark Court

Wizard Attack 9

Your magic unleashes an echoing song of the Feywild, corrupting your enemies in body and mind even as it grants your allies a burst of battle frenzy.

Daily ♦ Arcane, Enchantment, Implement

Standard Action Area burst 2 within 20 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: The target is dazed and immobilized (save ends both).

Miss: The target is dazed until the end of its next turn.

Effect: Each ally in the burst can shift up to 4 squares as a free action and gains a +4 power bonus to damage rolls until the end of your next turn.

Level 10: Master Mage

At the height of the heroic tier, your refined knowledge of magic grants additional power to spells of a chosen school.

Benefit: Choose one of the schools of magic for which you have the Expert Mage benefit. You gain the Master Mage benefit associated with the chosen school (enchantment, page 238; evocation, page 240; or illusion, page 242).

Level 10: Utility Powers

You shape the most powerful magic of the heroic tier, channeling power that lets you and your allies own the battlefield.

Benefit: You add two of the following powers to your spellbook.

Arcane Gate At the height of the heroic tier, you and your allies fight with a singular unity and focus. Your mastery of the battlefield is made more complete by *arcane gate*, which opens up a temporary portal controlled by the power of your mind.

Arcane Gate

Wizard Utility 10

You open a dimensional rift connecting two nearby locations.

Daily ♦ Arcane

Minor Action Ranged 20

Effect: You create a dimensional rift between two unoccupied squares in range. The rift lasts until the end of your next turn. Until the rift ends, the two squares are effectively adjacent to each other, but for movement only.

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

Blur First perfected by the legendary combat casters of old, the *blur* spell wraps you in an arcane shroud that shields you from your enemies' sight.

Blur

Wizard Utility 10

You cloak yourself with a shimmering aura, making your outline almost impossible to discern.

Daily ♦ Arcane, Illusion

Minor Action Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and you are invisible to enemies 5 squares or more away from you.

Energy Devourer In battle, you demonstrate your superior mastery of magic not only with your own attack spells but by subverting the attacks of others. You devour the power of a foe's attack to fuel your own deadly response.

Energy Devourer

Wizard Utility 10

As you shrug off an enemy's attack, you capture that attack's power for your own use.

Daily ♦ Arcane

Immediate Interrupt Personal

Trigger: You are damaged by an area attack or a close attack.

Effect: You take half damage from the triggering attack. Until the end of your next turn, you gain a +5 power bonus to damage rolls with wizard attack powers that share at least one damage type with the triggering attack.

Mass Resistance Wielding the most powerful arcane energy grants you unique insights into how to defend against that energy.

Mass Resistance

Wizard Utility 10

You wrap arcane strands about yourself and all your allies, insulating all against a particular type of damage.

Daily ♦ Arcane

Minor Action Close burst 10

Target: You and each ally in the burst

Effect: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Until the end of the encounter, each target gains resistance to that damage type equal to 5 + your Intelligence modifier.

PARAGON MAGE

Having entered the paragon tier, you now command a strong array of spells. Your gain more versatility as your grasp of magic expands to match the lore contained within your spellbook. Spells that once seemed impossible to you are now simple, rote exercises.

Paragon Path: Enigmatic Mage

At 11th level, your mage takes on the enigmatic mage paragon path (see page 79 for details on paragon paths). Your intense study and unending curiosity for everything arcane have led you to a new level of understanding. Magic has become second nature, and your command over spells sets you above those who cannot enter the arcane towers or walk the hidden paths of mystery.

Prerequisite: Only a mage can take this paragon path.

MAGE PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Enigmatic Action [enigmatic mage] Enigmatic encounter power [enigmatic mage] Enigmatic spellcasting [enigmatic mage]
32,000	12	+1	Enigmatic utility power [enigmatic mage]
39,000	13	–	Encounter powers
47,000	14	+1	Ability score increase
57,000	15	–	Daily powers
69,000	16	+1	Enigmatic spell lore [enigmatic mage] Utility powers
83,000	17	–	Encounter powers
99,000	18	+1	Ability score increase
119,000	19	–	Daily powers
143,000	20	+1	Enigmatic daily power [enigmatic mage]

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Enigmatic Action

Enigmatic mage paragon path feature

You can unravel the weave of arcane power to perform beyond your normal limits when the situation demands it.

Benefit: You gain a benefit associated with the school of magic for which you have the Master Mage benefit (enchantment, page 238; evocation, page 240; or illusion, page 242).

Level 11: Enigmatic Encounter Power

Enigmatic mage paragon path feature

Your mastery of a specific school of magic grants you an innate understanding that allows you to call upon the school's power at your whim.

Benefit: You gain an 11th-level encounter attack power that is associated with the school of magic for which you have the Master Mage benefit (enchantment, page 238; evocation, page 240; or illusion, page 242).

This power can be used in addition to the powers you prepare from your spellbook.

Level 11: Enigmatic Spellcasting

Enigmatic mage paragon path feature

You see the connection between the strands of magic in the weave of arcane energy, which allows you to pick the right magical tool for each problem. Enigmatic mages use this ability to access certain utility powers when they need them most, particularly those powers that are useful only in rare circumstances.

Benefit: You gain the *enigmatic spellcasting* power.

Enigmatic Spellcasting

Enigmatic Mage Utility 11

You reach into the weave of arcane energy and exchange the magic of one spell for another.

Encounter ♦ Arcane

Minor Action

Personal

Effect: Choose an unexpended wizard daily utility power that you have prepared. You instantly prepare a different wizard daily utility power in its place. The new power must be from your spellbook and of the same level or lower as the old power.

Level 12: Enigmatic Utility Power

Enigmatic mage paragon path feature

Your increased mastery of a school of magic allows you to shape and direct the flow of battle.

Benefit: You gain a 12th-level utility power that is associated with the school of magic for which you have the Master Mage benefit (enchantment, page 238; evocation, page 240; or illusion, page 242).

This power can be used in addition to the powers you prepare from your spellbook.

Level 13: Encounter Powers

The power of the paragon tier exceeds anything you have wielded before, but you are up to the challenge.

Benefit: You add two of the following powers to your spellbook.

Hold Monster The destructive power of the spells you wield too often leaves your foes in no condition for questioning. *Hold monster* serves you well when a lighter touch is required, or when you need to lock down an enemy to hinder its most potent attacks. Despite its name, this spell functions equally well on creatures that are not monstrous.

Hold Monster

Wizard Attack 13

Your magic clouds your foe's mind, leaving it too disoriented to move or attack effectively.

Encounter ♦ Arcane, Charm, Enchantment

Standard Action Ranged 5

Target: One creature

Effect: The target is restrained until the end of your next turn.

Mirror Sphere Illusory mirrors warp a creature's reality, sealing it off from its foes and turning even its deadliest attacks back against itself. You might use this spell as a friendly warning, creating a painful rebuke to still a hot-tempered warrior's hand.

Mirror Sphere

Wizard Attack 13

Illusory barriers surround your foe, causing it phantom pain when it attacks you and your allies.

Encounter ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d10 + Intelligence modifier psychic damage. The first time the target makes an attack before the end of its next turn, it automatically hits itself with the attack, in addition to hitting or missing the attack's intended targets. The target's resistances and immunities do not apply against that attack.

Miss: The next time the target makes an attack before the end of its next turn, that attack automatically deals half damage to the target, in addition to whatever damage is dealt to the attack's intended targets. The target's resistances and immunities do not apply to this damage.

Twisting Lightning Your mastery of the elemental power of the evocation school reaches new heights with this spell. A powerful bolt of blue-white lightning lances out from your implement under your precise control. By twisting your deadly attack around barriers and creatures alike, you keep your allies safe even as you let your foes know they have nowhere to hide.

Twisting Lightning

Wizard Attack 13

You unleash a deadly pulse of lightning that seeks out enemies wherever you direct it.

Encounter ♦ **Arcane, Evocation, Implement, Lightning**

Standard Action Area wall 6 within 10 squares

Target: Each creature in wall

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

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

Level 15: Daily Powers

As the challenges you face grow ever more dangerous, you respond by mastering increasingly powerful arcane attacks.

Benefit: You add two of the following powers to your spellbook.

Cone of Cold The power of elemental cold is yours to command with this spell. The damage it deals lends it a deadly reputation, but it can serve a more important purpose when you are fighting enemies you do not wish to slay outright. Save *cone of cold* for the end of combat to use against badly injured foes. Those that succumb to the spell are not slain but frozen fast, ready to be restored, then interrogated or ransomed at your whim.

Cone of Cold

Wizard Attack 15

A freezing blast spirals out from your outstretched hand.

Daily ♦ Arcane, Cold, Evocation, Implement

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier cold damage.

Effect: The target is immobilized and takes ongoing 5 cold damage (save ends both).

Special: If this power reduces an enemy to 0 hit points, that enemy is petrified instead of being killed. You can end the petrification as a minor action.

Mental Maelstrom This powerful illusion makes your foes perceive a vortex of rippling ground that heaves them across the battlefield. Even in the aftermath, your illusion lingers to clutch at enemies that come too close.

Mental Maelstrom

Wizard Attack 15

The world appears to spin around your enemies, sending them careening in all directions.

Daily ♦ Arcane, Illusion, Implement, Psychic, Zone

Standard Action Area burst 2 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 3d6 + Intelligence modifier psychic damage, and you slide the target up to 4 squares.

Miss: Half damage, and you slide the target up to 2 squares.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that ends its turn in the zone takes 5 psychic damage, and you can slide that enemy up to 4 squares as a free action.

Slumber of the Winter Court The fey of the Winter Court are as cruel as the season they embrace, and this spell reflects their subtle treachery. By forcing foes into a deep sleep, you negate their threat. Minions that succumb to this spell can be finished off at your leisure, while their powerful leader is disarmed and taken prisoner under your control.

Slumber of the Winter Court

Wizard Attack 15

As you whisper a slow chant, your foes suddenly stumble and sink to the ground in a magical slumber.

Daily ♦ Arcane, Charm, Enchantment, Implement

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Will

Hit: The target is dazed and slowed (save ends both).

First Failed Saving Throw: The target instead falls unconscious. The unconsciousness ends if the target takes damage, or after 1d4 hours.

Miss: The target is slowed (save ends).

First Failed Saving Throw: The target instead falls unconscious (save ends).

Level 16: Enigmatic Spell Lore

Enigmatic mage paragon path feature

Using your deep knowledge of spell lore, you unravel one offensive spell to weave it into another. Enigmatic mages often use this ability to foil a foe's resistances and immunities, exchanging a spell that will do no harm to the foe for one that will.

Benefit: You gain the *enigmatic spell lore* power.

Enigmatic Spell Lore

Enigmatic Mage Utility 16

Unraveling the magic of one spell, you call forth another one from your spellbook—a spell just right to put your foe in its place.

Encounter ♦ Arcane

Minor Action Personal

Effect: Choose an unexpended wizard encounter attack power that you have prepared. You instantly prepare a different wizard encounter attack power in its place. The new power must be from your spellbook and no higher in level than the old power.

Level 16: Utility Powers

Your study of utility magic lets you supplement your increasingly powerful combat spells, granting you the ability to subtly control any battle or encounter.

Benefit: You add two of the following powers to your spellbook.

Beneficent Transformation This useful spell was first developed by wizards needing to quickly adapt to the alien environments of the planes. *Beneficent transformation* grants you or an ally the useful abilities of some other creature, from potent combat resistances to heightened senses to the power of flight. When you are fighting an enemy whose special abilities give it an edge, your power evens things up.

Beneficent Transformation

Wizard Utility 16

Tendrils of wispy energy surround your foe, assessing and stealing away some essential aspect of its being for your own use.

Daily ♦ Arcane

Minor Action Ranged 5

Target: You or one ally

Effect: Choose an enemy you can see. The target gains one of the following benefits until the end of the encounter.

Movement: If the enemy has a climb speed, a fly speed, or a swim speed, the target gains that movement mode and speed.

Resist: If the enemy has resistance or immunity to a damage type, the target gains resist 10 to the same damage type.

Senses: If the enemy has low-light vision, darkvision, blindsight, or tremorsense, the ally gains that sense.

If the enemy has more than one option in one of these categories, you learn all the choices and choose one when you use this power.

Dimension Switch The enemies you fight now are far more formidable than those in the heroic tier, and their tactics show it. Fierce melee combatants delight in targeting your lower Armor Class and hit points, but your foe is caught short when it suddenly finds itself face to face with one of your warrior allies instead.

Dimension Switch

Wizard Utility 16

You and your ally teleport into each other's locations.

Encounter ♦ **Arcane, Teleportation**

Move Action Close burst 10

Target: You and one ally in the burst

Effect: Each target teleports, swapping positions.

Fly When melee foes close in, this spell allows you to soar to safety, ready to unleash potent magic from above.

Fly

Wizard Utility 16

You leap into the air and are borne aloft on wings of magic.

Daily ♦ **Arcane**

Standard Action Personal

Effect: You gain a fly speed of 8 until the end of your next turn. When the fly speed ends, you float to the ground without taking falling damage.

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

Phantom Mask This subtle but potent illusion allows you to shroud the identities of you and your companions. With the right mix of luck and audacity, *phantom mask* lets you slip past even the most watchful creatures, or keep enemy combatants guessing when the appearance of your party mirrors theirs.

Phantom Mask

Wizard Utility 16

With a gesture, you enable you and your allies to take on a nearly impenetrable disguise.

Daily ♦ **Arcane, Illusion**

Minor Action Close burst 10

Target: You and each ally in the burst

Effect: Until the end of the encounter, each target assumes the appearance of a humanoid creature of his or her size, even the appearance of a specific individual you have seen. You can choose a different disguise for each target. A creature can perceive a target's true form by succeeding on an Insight check (DC 15 + one-half your level + your Intelligence modifier).

Standard Action: You can modify this illusion to cause any number of the targets to assume the appearance of a different humanoid creature.

Level 17: Encounter Powers

As you push closer to the epic tier, your arsenal of combat spells improves once more.

Benefit: You add two of the following powers to your spellbook.

Dancing Flames It is said that the elves first created this spell, using it to purge the bands of goblins, kobolds, and orcs that swarmed their forests. The fire you wield maintains a bare elemental sentience that you control. By commanding the flames to seek out only those that mean you harm, you leave your allies safe in the midst of a deadly storm of fire.

Dancing Flames

Wizard Attack 17

You unleash shifting streams of fire that burn down your foes while leaving allies untouched.

Encounter ◆ Arcane, Evocation, Fire, Implement

Standard Action Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier fire damage.

Miss: Half damage.

Mass Charm This powerful enchantment grants you temporary control of an entire group of enemies, forcing them to turn on each other in combat. *Mass charm* is especially effective against minions and badly wounded creatures, which can be forced to swarm a more powerful enemy. One of your allies can then make use of an area attack to cut down the tightly packed foes.

Mass Charm

Wizard Attack 17

Your foes suddenly stop dead in their tracks, howling in frustration as they lurch forward to attack their own allies.

Encounter ◆ Arcane, Charm, Enchantment

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Effect: You slide each target up to 5 squares. Each target then makes a melee basic attack against a creature of your choice as a free action.

Phantasmal Horror All creatures harbor primal fears of which they are unaware. *Phantasmal horror* seeks and finds those fears in a chosen foe, weaving a spectral image around it that is an amalgam of all its deepest terrors. Frozen with fear, your foe is left helpless and at your mercy.

Your enemy is assailed by an imaginary monster ripped from its nightmares, frightening it into a catatonic state.

Encounter ♦ Arcane, Fear, Illusion, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is stunned until the end of your next turn. While the target is stunned by this power, you gain a +4 power bonus to damage rolls against it.

Miss: The target is dazed until the end of your next turn.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

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

Level 19: Daily Powers

The most potent magic of the paragon tier is yours to control, letting you unleash unparalleled devastation on the battlefield.

Benefit: You add two of the following powers to your spellbook.

Disintegrate Foes that recognize evocation magic take steps to defend against the types of damage such spells often channel. One casting of *disintegrate* demonstrates the futility of this defense. Although he did not create the spell, the mighty wizard Emirikol the Chaotic is said to have perfected its use as he destroyed countless foes—as well as any underlings foolish enough to displease him.

Disintegrate

Wizard Attack 19

A brilliant line of ravening green energy bursts from your pointing finger. Where the emerald beam touches, flesh and bone disappear in a puff of gray dust.

Daily ♦ Arcane, Evocation, Implement

Standard Action Ranged 10

Target: One creature or object

Attack: Intelligence vs. Reflex. You automatically hit an unattended object with this power.

Hit: 4d10 + Intelligence modifier damage, and ongoing 10 damage (save ends).

Aftereffect: Ongoing 5 damage (save ends).

Miss: 2d10 + Intelligence modifier damage, and ongoing 5 damage (save ends).

Thought Cage A strong-willed creature might think itself safe from your most potent phantasms. For such a foe, you turn instead to a singularly pleasant illusion. Your *thought cage* can hold any creature fast in an idyllic vista of its mind's own making—a fantasy world that it struggles in vain to break free of.

Thought Cage

Wizard Attack 19

Your foe stands dumbfounded as the world around it seems to swirl into a pleasant and mesmerizing scene.

Daily ♦ Arcane, Illusion, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is stunned (save ends). This effect also ends if the target is attacked or subjected to forced movement.

Aftereffect: The target is dazed until the end of its next turn.

Miss: The target is dazed until the end of its next turn.

Wrath of Battle This insidious enchantment spell manipulates the emotions of fear and rage that boil within every creature during battle, turning your enemies against each other. More powerful than any mere charm, *wrath of battle* creates a deadly feedback loop of psychic energy that routs a foe that is unable to make good on its attack. By reserving this spell until your foes are badly wounded, you maximize the effect of the damage they cannot escape.

Wrath of Battle

Wizard Attack 19

With a shout, you tap deep into your foes' hearts and minds, forcing them to turn on each other with devastating results.

Daily ♦ Arcane, Charm, Enchantment, Fear, Psychic

Standard Action Area burst 2 within 20 squares

Target: Each enemy in the burst

Effect: You slide each target up to 3 squares, and then each target makes a melee basic attack against a creature of your choice as a free action. If that attack misses, the target of this power takes 15 psychic damage.

Level 20: Enigmatic Daily Power

Enigmatic mage paragon path feature

Your specialized study of one school of magic grants you a greater measure of latent power.

Benefit: You gain a 20th-level daily attack power that is associated with the school of magic for which you have the Master Mage benefit (enchantment, page 238; evocation, page 240; or illusion, page 242).

This power can be used in addition to the powers you prepare from your spellbook.

EPIC MAGE

Few mages reach the epic tier. Those who are not slain by enemies before advancing this far usually become content to set aside the adventurer's life and accept the power they have accumulated as the height of their potential. But because you have survived and pushed on, you now stand among the most powerful spellcasters in history.

When your mage reaches 21st level, he or she takes on the epic destiny of the Indomitable Champion (page 245). This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

MAGE EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Master of Lore Epic destiny feature
210,000	22	+1	Utility powers
255,000	23	–	Encounter powers
310,000	24	+1	Ability score increase Master of Spells Epic destiny feature
375,000	25	–	Daily powers
450,000	26	+1	Epic destiny power
550,000	27	–	Encounter powers
675,000	28	+1	Ability score increase
825,000	29	–	Daily powers
1,000,000	30	+1	Epic destiny power

Level 21: Ability Score Increase

You are an epic hero now, and your physical and mental acuity exceed all mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Master of Lore

Long years of studying magic have sharpened your knowledge of all other fields.

Benefit: You gain a +3 bonus to Arcana checks, Dungeoneering checks, History checks, Nature checks, and Religion checks.

Level 21: Epic Destiny Feature

As you enter the epic tier, your final destiny comes into focus. Perhaps you are fated to save the world from some great evil, or maybe fate has dictated that you must fight against a god. The destiny you pursue shapes you just as your actions shape the cosmos.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 22: Utility Powers

You have attained the epic tier, studying and mastering the magic of the gods themselves.

Benefit: You add two of the following powers to your spellbook.

Arcane Recall In the epic tier, your arcane knowledge begins to extend beyond spellcasting and into the makeup of magic itself. By casting *arcane recall*, you gather the residual energy of spells you previously cast and restore them to your mind, effectively trading a higher-level utility power for access to a wider range of magic.

Arcane Recall

Wizard Utility 22

You seek the arcane power within yourself, grasping and rebuilding the shards of a spell still echoing in your mind.

Daily ♦ Arcane

Minor Action

Personal

Effect: You regain the use of one of your expended wizard utility powers of level 16 or lower.

Mass Fly This spell was first cast by planar wizards exploring the unpredictable reaches of the Elemental Chaos, but its utility in combat makes it even more valuable. With the power of flight at your command, you and your allies can easily gain the advantage over land-bound foes.

Mass Fly

Wizard Utility 22

White motes of light fly from your fingertips and swirl about, lifting you and your allies off the ground and granting each of you the power of flight.

Daily ♦ Arcane

Standard Action

Close burst 5

Target: You and each ally in the burst

Effect: Each target gains a fly speed of 8 until the end of your next turn. When the fly speed ends, each target floats to the ground without taking falling damage.

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

Time Stop The relentless advancement of time is a force that even the gods cannot fully control. However, as you advance into the epic tier, a small measure of temporal mastery lets you act at lightning speed compared to your foes. Make use of this power at the beginning of combat, using your extra standard actions to cast utility spells that can set up your eventual victory.

Time Stop

Wizard Utility 22

Everything around you slows to a halt, frozen in time. Then, after a few moments, everything starts to speed up again, returning to normal time.

Daily ♦ Arcane

Minor Action **Personal**

Effect: You gain two extra standard actions, which you must use before the end of your turn. You can't use these extra actions to make attacks.

Wall of Force A second wave of defenders is cut off from allies. A dragon or a demon is forced to face you, unable to hide behind the servants that harry you from the back. By helping you isolate and split up your enemies into smaller groups, this potent spell can turn the tide of any battle. For as long as it takes your foes to batter away at the *wall of force* in the hope of bringing it down, you have the upper hand.

Wall of Force

Wizard Utility 22

A transparent barrier of force springs up where you command.

Daily ♦ Arcane, Conjuration, Force

Standard Action **Area wall 12 within 20 squares**

Effect: You conjure a solid, transparent wall of magical energy that lasts until the end of the encounter. The wall can be up to 6 squares high. The wall is blocking terrain. No creature, including a phasing creature, can enter a square of the wall.

Attacks against the wall automatically hit. The wall has 200 hit points, and attacking any square deals damage to the entire wall. If it is reduced to 0 hit points, the wall shatters, dealing 3d10 force damage to each creature adjacent to it.

Level 23: Encounter Powers

As you rise through the epic tier, the most potent spells of enchantment, evocation, and illusion are yours to command.

Benefit: You add two of the following powers to your spellbook.

Chain Lightning Few spells can unleash as much destruction in a single casting as *chain lightning*. Used early in combat, this spell can deliver a decisive first blow against a powerful enemy leader while decimating the ranks of its minion allies. Kept in reserve until late in the battle, *chain lightning* can wipe out an entire wounded enemy force, lashing out unerringly at targets across the battlefield.

Chain Lightning

Wizard Attack 23

From your fingertips springs a tremendous stroke of blinding purple-white lightning that leaps from one enemy to another.

Encounter ♦ **Arcane, Evocation, Implement, Lightning**

Standard Action **Ranged 20**

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: Make the secondary attack.

Secondary Attack

Secondary Target: One or two creatures within 5 squares of the primary target

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: Make the tertiary attack.

Tertiary Attack

Tertiary Target: Each enemy within 20 squares of you that was not a primary or a secondary target

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Charm of False Heroism This spell forces a creature to do your bidding in combat, and it is useful for forcing an enemy to disrupt its own allies' formation and tactics. However, because *charm of false heroism* does no direct harm to its target, unscrupulous wizards sometimes use the spell to direct an ally in the thick of combat.

Charm of False Heroism

Wizard Attack 23

Your magic twists your enemy's loyalties, turning it into your eager vassal and accomplice.

Encounter ♦ **Arcane, Charm, Enchantment, Implement**

Standard Action **Ranged 10**

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target up to 6 squares, and it is dazed and immobilized until the end of your next turn. Until the end of your next turn, whenever a creature enters a square adjacent to the target, you can use an opportunity action to force the target to make a melee basic attack against that creature as a free action.

Miss: You slide the target up to 6 squares, and it is immobilized until the end of your next turn.

Deceptive Shadows This cunning illusion shrouds the victim's sight in shadow, leaving its surroundings clear but masking all creatures except those closest to it. When your allies have readied their most potent ranged attacks and area attacks, you can cast *deceptive shadows* to let them strike from a distance, unseen.

Darkness swirls around your foes, assaulting their minds and clouding their vision.

Encounter ♦ Arcane, Illusion, Implement, Psychic

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage.

Effect: Until the end of your next turn, each target cannot see any creatures that are not adjacent to it.

Level 24: Ability Score Increase

The increasing threats of the epic challenges you face are countered by the perfection of your body and mind.

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

Level 24: Master of Spells

As you approach the apex of the mage's art and craft, you effortlessly manipulate the arcane power that is your lifeblood.

Benefit: When you take a short rest, you can replace one unexpended wizard daily attack power with another wizard daily attack power from your spellbook of the same level or lower. The level of the second power must be different from that of any unexpended wizard daily attack powers you have prepared.

Level 24: Epic Destiny Feature

Your place in the cosmic order becomes cemented as you gain still more power. At this point, fate seems to bend and weave to ensure your survival.

Benefit: You gain a feature associated with your epic destiny (see page 245).

Level 25: Daily Powers

The threats of the epic tier demand an increasingly powerful arsenal of attack spells.

Benefit: You add two of the following powers to your spellbook.

Delayed Blast Fireball Foes that recognize your prowess with evocation spells learn to time their attacks to avoid the brunt of your arcane power. *Delayed blast fireball* stymies their efforts to second-guess your attack, allowing you to hold the deadly power of this spell to maximize its devastating potential.

Delayed Blast Fireball

Wizard Attack 25

You gather elemental energy and fuse it into an orb of pure arcane essence. The longer you hold it, the greater its power becomes.

Daily ♦ Arcane, Evocation

Minor Action **Personal**

Effect: You create a small orb of energy that hovers by you until the end of your next turn. While the orb persists, you can use the secondary power. Once you do so, the orb is destroyed.

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

Secondary Power (Arcane, Evocation, Fire, Implement)

Standard Action **Area** burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 5d8 + Intelligence modifier fire damage, plus 1d8 fire damage for each round you have sustained the orb (maximum 3d8).

Miss: Half damage.

Mind of Rage Enemies that tear up the battlefield with devastating charge attacks have that tactic turned against them by this powerful enchantment. *Mind of rage* transforms your foe into a deadly weapon, its fury dragging it across the battlefield like a puppet in your hands.

Mind of Rage

Wizard Attack 25

With a howl of mindless anger, your foe succumbs to all its fury, fear, and pain—then unleashes its rage against its own allies.

Daily ♦ Arcane, Charm, Enchantment, Fear

Standard Action **Ranged** 20

Target: One enemy

Effect: The target is affected by mind of rage (save ends). This effect also ends if you or any of your allies attacks or deals damage to the target. While the target is affected by mind of rage, at the start of its turn it charges a creature of your choice as a free action. The charge attack gains a +4 power bonus to the attack roll and the damage roll. In addition, when an ally of the target ends its turn adjacent to the target, the target makes a melee basic attack against that ally as a free action.

Aftereffect: The target is dazed until the end of its next turn.

Phantom Reality This subtle spell wraps your foe in a shrewd illusion just different enough from reality to destroy the enemy's timing in combat. Foes and allies swap forms and faces under your direction, leaving your enemy flailing madly as its attacks go awry.

Phantom Reality

Wizard Attack 25

You create an intricate illusion in your enemy's mind, convincing it that friends are foes and leading it wherever you desire.

Daily ♦ Arcane, Illusion, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is subjected to a phantom reality until the end of the encounter.

Miss: The target is subjected to a phantom reality until the end of its next turn.

Effect: While the target is subjected to the phantom reality, it must make a saving throw whenever it uses an attack power. If the saving throw fails, you can either force the target to attack one creature instead of another or change the location of the attack power's area of effect, if any. Either change must be valid for the power, and you cannot force the target to attack itself. In addition, whenever the target ends a move, you can slide it up to 4 squares as a free action.

Level 26: Epic Destiny Power

Your foes' worst attacks cannot sway you from the great goal that lies before you. When all seems lost, you have the strength and determination to deny death and fight on.

Benefit: You gain a power associated with your epic destiny (see page 245).

Level 27: Encounter Powers

As you approach the apex of the epic tier, your attacks allow you to control your opponents and the field of battle.

Benefit: You add two of the following powers to your spellbook.

Confusion In an echo of the magic of the Feywild from which this spell was first crafted, *confusion* allows you to impose your will upon an enemy. A more powerful form of control than mere domination, this spell lets you force your foe to move and attack, leaving it out of position and vulnerable.

Confusion

Wizard Attack 27

You magically compel your enemy to attack its ally.

Encounter ♦ Arcane, Charm, Enchantment, Implement, Psychic

Standard Action Ranged 20

Target: One enemy

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier psychic damage.

Effect: At the start of the target's next turn, you can use a free action to slide it a number of squares equal to its speed. It then makes a basic attack against a creature of your choice as a free action.

Phantasmal Dread By tapping your foe's deepest fears, you are able to wrap yourself in the guise of those fears. This spell is cast most effectively against a powerful melee combatant that you cannot shake. The terror you unleash wracks your enemy with pain and can drop it in its tracks. However, even a foe that shakes off your attack remains overcome by your enchantment, unable to close with you as you slip away.

Phantasmal Dread

Wizard Attack 27

You draw forth your enemy's greatest fears, wracking the foe with pain and holding it at bay.

Encounter ♦ **Arcane, Fear, Illusion, Implement, Psychic**

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier psychic damage, and the target cannot willingly move closer to you until the end of your next turn.

Effect: The target takes a -4 penalty to attack rolls until the end of your next turn, or until it has moved at least 5 squares farther away from you than it was when you used this power.

Sequestering Force The epic evocation magic you wield can rend the fabric of reality itself. A pulse of pure arcane force tears through the creatures you target, but their attempts at retribution are thwarted. In the aftermath of your attack, space twists around your victims, holding them fast while you and your allies regroup.

Sequestering Force

Wizard Attack 27

Your spell rips apart planar boundaries, battering your enemies and trapping them in a fold of buckled space.

Encounter ♦ **Arcane, Evocation, Force, Implement, Zone**

Standard Action **Area burst 2 within 20 squares**

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier force damage.

Effect: The burst creates a zone that lasts until the end of your next turn. No creature can leave the zone by any means, including forced movement and teleportation.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

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

Level 29: Daily Powers

At the height of the epic tier, you gain access to spells of almost godlike power.

Benefit: You add two of the following powers to your spellbook.

False Reality At the apex of the illusion-wielder's art, *false reality* lets you drown your enemy in its own dreams and desires. Lost within its thoughts, your helpless foe can make no effort to defend itself from you and your allies. Even worse for your enemy, the process of shaking off this effect tears at its mind with a psychic shock.

False Reality

Wizard Attack 29

Your enemy is suddenly transfixed by the bliss of a pleasant dream, ignoring the tumult of battle as your allies close in for the kill.

Daily ♦ Arcane, Illusion, Implement, Psychic

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is helpless and stunned (save ends both).

Aftereffect: 4d10 + Intelligence modifier psychic damage.

Miss: The target is dazed until the end of its next turn.

Legion's Hold Some charm spells work best against a single foe that can be turned into an effective weapon in your hands. Other times, you need to exert a measure of control over the entire field at once. *Legion's hold* has turned the tide of countless great battles, and monsters from devils to angels to titans know to fear it.

Legion's Hold

Wizard Attack 29

Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.

Daily ♦ Arcane, Charm, Enchantment, Implement, Psychic

Standard Action Close burst 20

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier psychic damage, and the target is dazed and immobilized (save ends both).

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

Meteor Swarm The height of destructive wizardry, *meteor swarm* allows you to evoke fiery doom from the heavens. This spell is indiscriminate in its effects, so beware of including your allies in the conflagration.

Meteor Swarm

Wizard Attack 29

Fiery orbs rain down from above, shrieking loudly as they fall. They smash into your foes, obliterating them in a storm of fire.

Daily ♦ Arcane, Evocation, Fire, Implement

Standard Action Area burst 5 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 8d6 + Intelligence modifier fire damage.

Miss: Half damage.

Level 30: Epic Destiny Power

You have achieved the absolute pinnacle of your abilities. On the verge of facing your final destiny, you gain one last edge that could spell the difference between ultimate victory or utter defeat.

Benefit: You gain a power associated with your epic destiny (see page 245).

ENCHANTMENT SCHOOL

The enchantment school of magic centers on the study of charms and other spells that change a creature's attitudes and perceptions. Specialization in enchantment magic allows you to exercise powerful and precise control over your enemies, even to the point where they attack with a fanatic's fury at your command.

Level 1: Enchantment Apprentice

Apprentice Mage feature

By focusing on the study of enchantment magic, you learn to achieve more control over your enemies.

Benefit: When one of your arcane enchantment powers allows you to pull, push, or slide a creature, the maximum distance of the forced movement increases by 2 squares.

Level 5: Enchantment Expert

Expert Mage feature

Your study of enchantment gives you the ability to inflect your words with magic, enhancing your powers of persuasion.

Benefit: You gain a +2 bonus to Bluff checks and Diplomacy checks.

Level 10: Enchantment Master

Master Mage feature

As you master the initial secrets of enchantment magic, you learn to invoke a deadly rage in the minds you manipulate.

Benefit: When one of your arcane enchantment powers forces a creature to make an attack, that creature gains a +2 bonus to the attack roll.

Level 11: Enchantment Action

Enigmatic mage paragon path feature

When you push yourself beyond your normal limits, the magic of the Feywild swirls around you. Your enemies become caught in a web of enchantment for a brief moment, causing them to stumble and move as if in a dream.

Benefit: When you spend an action point to take an extra action, you slide each enemy within 2 squares of you a number of squares up to your Charisma modifier.

Level 11: Enchantment Encounter Power

Enigmatic mage paragon path feature

The legendary wizard Otto made a career of melding music and arcane spellcraft. This spell creates a discordant tune that echoes through a victim's mind, forcing it to do your bidding. Moreover, even after your control is broken, the victim is unable to fully react—a prime target for you and your allies.

Otto's Twisting Tune

Enigmatic Mage Attack 11

Your magic reaches deep into the target's heart and mind to twist its allegiances.

Encounter ♦ Arcane, Charm, Enchantment, Implement

Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target up to its speed. The target then makes a melee basic attack against a creature of your choice as a free action. The target gains a power bonus to the attack roll and the damage roll equal to your implement's enhancement bonus.

Effect: The target is dazed until the end of your next turn.

Level 12: Enchantment Utility Power

Enigmatic mage paragon path feature

Otto was a thoroughly capricious individual, and he was not above making friends and new allies with the help of this signature spell. More than one of Otto's many apprentices recalls being suddenly inspired to undertake some mischievous (though rarely dangerous) task on the wizard's behalf.

Otto's Song of Fidelity

Enigmatic Mage Utility 12

As you speak, each creature that hears you feels the power of your magic, forcing it to become an eager vassal to your will.

Daily ♦ Arcane, Charm, Enchantment

Standard Action Close burst 10

Requirement: You must be outside a combat encounter.

Target: Each creature in the burst

Effect: The target makes a saving throw. The saving throw has a +5 bonus if the target is the same level as you or a higher level. It takes a -5 penalty if the target is a lower level than you or does not have a level.

If the saving throw succeeds, this power has no effect. The target is aware that you used this power on it if it is the same level as you or a higher level. Otherwise, it does not know you used this power.

On a failed saving throw, the target treats you as a trusted friend for 6 hours. It truthfully answers all questions you ask, and aids you in any way it can as long as doing so does not risk its life or property. While the target is under this effect, you gain a +5 power bonus to Bluff checks against it.

If you or any of your allies attacks the target or any of its allies, the effect ends on that target. Afterward, the target doesn't remember that you used this power against it.

Level 20: Enchantment Daily Power

Enigmatic mage paragon path feature

Otto found that certain strains of music consistently inspired a physical response. This spell builds on that principle, creating a wave of dominating magic that inevitably crumbles a victim's resolve. Each time a creature shrugs off your attempt to control it, your song of command becomes more insistent in response.

Otto's Inevitable Command

Enigmatic Mage Attack 20

You speak a word of power, compelling your enemy to heed your will. Even if it resists you this time, your magic continues to echo in its mind.

Daily ♦ Arcane, Charm, Enchantment, Implement

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Will

Hit: The target is dominated until the end of your next turn. If you or any of your allies attacks the target or any of its allies, or if the target makes an attack, takes damage, or causes one of its allies to take damage, this effect ends. In addition, at the start of each of the target's turns, you can slide it up to 6 squares as a free action.

Sustain Standard: The dominated condition persists until the end of your next turn, subject to the same ending conditions as above.

Miss: You do not expend this power. If you use it on the same target before the end of the encounter, you gain a +2 power bonus to the attack roll.

EVOCATION SCHOOL

The evocation school of magic focuses on the most destructive expressions of arcane energy.

Level 1: Evocation Apprentice

Apprentice Mage feature

Any mage can cast evocation spells to wield unmatched power on the battlefield. However, as a specialized apprentice, you learn how to wring all possible destructive power from your attacks.

Benefit: When you roll damage for an arcane evocation power, if any of the dice come up with a result of 1, pick one of them, reroll it, and use the new result.

Level 5: Evocation Expert

Expert Mage feature

The destructive power of your magic imbues you with an intensity that your enemies can sense. At the same time, your focus on the raw power of evocation enhances your stamina, making you tougher than those foes would ever suspect.

Benefit: You gain a +2 bonus to Endurance checks and Intimidate checks.

Level 10: Evocation Master

Master Mage feature

Throughout the heroic tier, you have honed and shaped your mastery of evocation magic in battle after battle. Now, the energy imbued within your spells can overcome the defenses of even the most formidable foes.

Benefit: When you use an arcane evocation power that deals one or more specific types of damage, you ignore a target's resistance to any of those types of damage. You do not ignore any immunities the target might have.

Level 11: Evocation Action

Enigmatic mage paragon path feature

Your mastery of evocation magic draws on barely controlled reserves of arcane energy. When you push yourself in combat, this energy flares to imbue your evocation spells with even deadlier power.

Benefit: When you spend an action point to take an extra action, you gain a power bonus to the damage rolls of the next wizard evocation power you use this turn. The power bonus equals your Constitution modifier.

Level 11: Evocation Encounter Power

Enigmatic mage paragon path feature

The wizard Kelgore's arcane knowledge was matched only by his unbounded rages. This spell is said to be the product of one such fit (prompted by a troublesome fey intent on teleporting away with Kelgore's spellbooks). Like *magic missile*, this spell hits with perfect accuracy, and it is favored by those who know they won't have the chance for a second shot.

Kelgore's Undeniable Fire

Enigmatic Mage Attack 11

You whisper the words of the undeniable fire, causing your enemy to be scorched by elemental flame from the inside out.

Encounter ♦ Arcane, Evocation, Fire, Implement

Standard Action Ranged 10

Target: One creature

Effect: 10 + Intelligence modifier fire damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage.

Level 12: Evocation Utility Power

Enigmatic mage paragon path feature

Kelgore was a frail, scrawny specimen, making his fits of anger all the more comical. Disdainful of physical strength, he created this spell to trade vitality for pure arcane might.

Kelgore's Well of Power

Enigmatic Mage Utility 12

You draw arcane energy into your body, straining beyond your physical limits to unleash devastating power.

Daily ♦ Arcane

Minor Action

Personal

Requirement: You must have at least one healing surge remaining.

Effect: You spend a healing surge but do not regain any hit points. Instead, the next time you make an attack with a wizard attack power or a wizard paragon path attack power before the end of your next turn, the attack deals 2d10 extra damage.

Level 20: Evocation Daily Power

Enigmatic mage paragon path feature

When Kelgore's wrath reached its peak, it touched off a rage that endured even after his most powerful spells were exhausted. In the aftermath, the foul-tempered wizard developed this spell, determined to unleash destruction that would last as long as his fury.

Kelgore's Rain of Fire

Enigmatic Mage Attack 20

With a shout, you draw down elemental fire to scour the battlefield like an endless rain.

Daily ♦ Arcane, Evocation, Fire, Implement, Zone

Standard Action

Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the encounter. While the zone persists, you can take the following actions.

Standard Action: Each creature in the zone takes 10 + Intelligence modifier fire damage.

Move Action: You move the zone up to 3 squares.

ILLUSION SCHOOL

Spells of the illusion school deceive the mind and confuse the senses. A master of illusion uses arcane magic to build on a natural talent for trickery, and knows that the timing of an illusion is often as important as its power.

Level 1: Illusion Apprentice

Apprentice Mage feature

Any mage can make use of illusion magic, but your specific focus lends potency to the spells you cast. A creature caught up in your illusion remains rattled even after the magic is done, unable to focus past its terror or confusion as it makes its counterattack.

Benefit: When you hit a target with an arcane illusion power, the target takes a -2 penalty to the next attack roll it makes against you before the end of your next turn.

Level 5: Illusion Expert

Expert Mage feature

As a specialist in illusion magic, you subtly channel the power of your art to cloak your own movements and intentions.

Benefit: You gain a +2 bonus to Bluff checks and Stealth checks.

Level 10: Illusion Master

Master Mage feature

As you near the end of the heroic tier, your illusions take on a deadly realism that rattles your foes. Even an enemy that sees through your deception is wracked by doubt and fear that ruins its defenses for a critical moment.

Benefit: When you hit or miss a target using an arcane illusion power, the target grants combat advantage for the next attack made against it before the end of your next turn.

Level 11: Illusion Action

Enigmatic mage paragon path feature

Those who dismiss illusion magic for its ephemeral quality fail to understand the very real strength it lends you. When you push yourself past your limits, a shroud of light and shadow protects you from your enemies' attacks.

Benefit: Whenever you spend an action point to take an extra action, you gain a power bonus to AC and Reflex until the end of your next turn. The power bonus equals your Wisdom modifier.

Level 11: Illusion Encounter Power

Enigmatic mage paragon path feature

The legendary wizard Nolzur was obsessed with formulating illusion spells capable of creating tangible effects and objects that would persist in the real world. This spell was the first step in his research, channeling illusion magic to recreate the effects of other spells.

Nolzur's Shade Spell

Enigmatic Mage Attack 11

You create an illusion of a spell you have studied, duplicating its effect so perfectly that illusion becomes reality.

Encounter ♦ Arcane, Illusion

Minor Action **Personal**

Effect: Choose a wizard encounter attack power in your spellbook of up to 7th level.

You can use a shade version of that power once before the end of the encounter. The shade power gains the illusion keyword. If it targets a defense, it targets Will instead of the defense the power normally targets. It is otherwise identical to the original power, including action type and usage.

Level 12: Illusion Utility Power

Enigmatic mage paragon path feature

The power of divine magic to mend wounds and banish disease fascinated Nolzur. He created this spell in an attempt to prove that his arcane illusions could mimic even the most potent effects of other magic, creating a useful alternative to the healing of other classes.

Nolzur's Phantom Vigor

Enigmatic Mage Utility 12

Your magic creates the illusion of soothing warmth and boundless vigor, granting an ally the energy to fight on.

Daily ♦ Arcane, Illusion

Minor Action **Ranged 10**

Target: You or one ally; the target must have a healing surge

Effect: The target loses a healing surge and gains temporary hit points equal to his or her healing surge value.

Level 20: Illusion Daily Power

Enigmatic mage paragon path feature

Nolzur eventually found other challenges to distract him from his quest to duplicate magic of any sort using the power of illusion. However, this spell confirms the lasting legacy of that research, and is the most potent part of many an illusion mage's spell arsenal.

Nolzur's Phantom Spell

Enigmatic Mage Attack 20

Your mastery of illusion is such that your magic bends reality and perception in equal measure.

Daily ♦ Arcane, Illusion

Minor Action **Personal**

Effect: Choose a wizard encounter attack power or a wizard daily attack power in your spellbook of up to 19th level. You can use a phantom version of that power once before the end of the encounter. The phantom power gains the illusion keyword. If it targets a defense, it targets Will instead of the defense the power normally targets. It is otherwise identical to the original power, including action type and usage.

INDOMITABLE CHAMPION

It is your destiny to stand against the encroaching darkness that threatens to overwhelm the world. You started with battles against goblins and kobolds, but as time passed and your skill grew you faced ever more dangerous foes. Now, you understand that your fate rests far beyond the borders of the lands you have defended. Great powers from other planes threaten the world, and it is up to you to endure their attacks and end their menace forever.

As an Indomitable Champion, you are almost impossible to sway from your quest. Drawing on reserves of vitality, energy, and vigor, you push on despite your enemies' efforts. Destiny has chosen you to achieve some great deed, and as an epic hero you soldier on despite the obstacles and foes you face.

Level 21: Epic Heroism

Whether you boast the strength of a legion or the intellect of an entire academy of sages, your abilities are unparalleled among your people.

Benefit: You increase two different ability scores by 2.

Level 24: Epic Resilience

Your dedication grants you the physical and mental toughness needed to survive and achieve your ultimate destiny.

Benefit: You gain 20 additional hit points and a +1 bonus to Fortitude, Reflex, and Will.

Level 26: Epic Tenacity

You cannot afford to fall in battle. Instead, your duty to stand before evil gives you the strength to stand against all odds.

Epic Tenacity

Indomitable Champion Utility 26

You shake off a potential killing blow, resolute in your determination to defeat your enemies.

Daily ♦ Healing

No Action

Personal

Trigger: You drop to 0 hit points or fewer.

Effect: You regain hit points as if you had spent a healing surge, and you gain a +5 power bonus to all defenses until the end of your next turn.

Level 30: Unmatched Defense

It is your destiny to bring peace and order to the world, to throw back the encroaching darkness forevermore. When a foe has you cornered, when a killing blow is about to fall upon you, fate twists its weave to leave you unscathed.

Unmatched Defense

Indomitable Champion Utility 30

At the last moment you slip aside, somehow dodging a blow that should have claimed your life.

Daily

No Action

Personal

Trigger: You are hit by an attack.

Effect: You treat the triggering attack roll as a natural 1.



CHARACTER RACES

The DUNGEONS & DRAGONS world is a rich tapestry featuring a great variety of societies and cultures. Your character is a member of one of the races that holds the most influence and the most territory in a realm where monstrous creatures are a constant threat.

THE RACES

Five of the races found in the game world are presented here. They are the most common folk, though humanity outnumbers each of the others by a wide margin.

Dwarf: The stout dwarves are mountaineers and miners. They are the toughest of the common folk.

Eladrin: Hailing from the Feywild, a realm of verdant magic, the eladrin are masters of arcane power.

Elf: The elves have a deep love of nature, and their accuracy with bow, blade, or spell is unmatched.

Halfling: Clever wanderers and curious explorers, halflings who want to hide from prying eyes are almost impossible to spot.

Human: Humanity is the most ambitious of all folk. Humans count among their numbers the greatest heroes, lords, and villains.

Racial Benefits

Each race offers a variety of benefits, summarized below.

Ability Scores: Your character race offers a bonus to one ability score and your choice of a bonus to one of two other scores.

Speed: Your race determines how fast you can move. Dwarves are stockier than other folk, and thus move slower, while elves are quicker than other folk.

Vision: Some folk have the ability to see clearly in gloomy light, while others have no special ability to see in the dark.

Languages: Based on cultural history and tendencies, some races master a wider variety of languages than others. In some cases, a race allows you to pick a language of your choice. Other races provide a specific list of languages.

Other Racial Traits: While every race provides the mechanical abilities outlined above, some races grant additional benefits and abilities. These include a bonus to a defense, proficiency with a weapon group, and so forth.

Racial Power: Every race has a special knack that can prove useful during an adventure. These range from the eladrin's ability to teleport to the legendary dwarven endurance.

DWARF

Stout warriors, master artisans, lords of the mountain peaks

Racial Traits

Average Height: 4' 3"-4' 9"

Average Weight: 160-220 lb.

Ability Scores: +2 Constitution; +2 Strength or +2 Wisdom

Size: Medium

Speed: 5 squares

Vision: Low-light

Languages: Common, Dwarven

Skill Bonuses: +2 Dungeoneering, +2 Endurance

Cast-Iron Stomach: You have a +5 racial bonus to saving throws against poison.

Dwarven Weapon Proficiency: You gain proficiency with the throwing hammer and the warhammer.

Encumbered Speed: You move at your normal speed even when it would be reduced by armor or a heavy load. Other effects that limit speed (such as difficult terrain or magic) affect you normally.

Stand Your Ground: When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to.

In addition, when an attack would knock you prone, you can make a saving throw to avoid falling prone.

Dwarven Resilience: You have the *dwarven resilience* power.

Dwarven Resilience

Dwarf Racial Utility

A combination of physical toughness and mental tenacity lets you ignore the pain of your wounds and fight on.

Encounter

Minor Action

Personal

Effect: You use your second wind.

Tough, resilient, stubborn, and single-minded in their pursuit of wealth, dwarves make unswerving allies and bitter enemies. Once, the dwarves were numerous, dwelling in immense vaulted fortresses among the mountain peaks. The dwarves of old delved deep into the earth in search of gold, gems, and mithral ore. For long years, they prospered as their coffers overflowed, but their prosperity could not last.

News of dwarven wealth spread to the ears of fell creatures such as dragons, giants, goblins, and orcs. Endless hordes of monsters crashed against the dwarven fortresses, but the stout dwarves refused to yield. Their mighty armor turned aside arrow and blade while their hammers and axes sent thousands of enemies to their graves. Yet one by one, the great dwarven citadels fell.

Though the dwarves faced dauntless foes, it is said that their legendary pride played a role in their downfall. Their stubborn nature and lingering suspicion that the other races lusted after their wealth led them to refuse offers of aid from humans and elves. Worrying about what manner of reward their allies might demand, the dwarves fought alone and failed. Some dwarves still blame humans and elves for their losses, refusing to acknowledge the pride that kept their allies at arm's length.

Weakened by war, most of the dwarven kingdoms and city-states were absorbed into the rule of the human-controlled empire of Nerath. Over countless years, dwarves spread across the most remote regions of the empire, and they can be found throughout the former lands of Nerath to this day.

A few dwarven strongholds still survive from ancient times, or have been rebuilt since the fall of Nerath. Dwarf warriors equipped with the finest weapons and armor defend these mountain fortresses. Though many of the dwarves that were absorbed into the empire live in enclaves within



human towns and villages, these isolated dwarves still dream of their ancient homes. They remain bitter enemies of the giants, orcs, goblins, and dragons that they blame for their demise.

Physical Qualities

Dwarves average about 4½ feet in height and are very broad, weighing as much as adult humans. Dwarves have the same variety of skin, eye, and hair colors as humans, although red hair is more common among them. Male dwarves are often bald and braid their long beards into elaborate patterns. Female dwarves braid their hair to show clan and ancestry. Dwarven attire and equipment, including weapons and shields, are decorated with bold geometric shapes, natural gems, and ancestral faces.

Although they reach physical maturity at roughly the same age as humans, dwarves age more slowly and remain vigorous well past 150 years of age, often living to see 200.

Attitudes and Beliefs

Proudly proclaiming they were made from the earth itself, dwarves share many qualities with the rock they love. They are strong, hardy, and dependable. They value their ancestral traditions, which they preserve as fiercely as they defend the carved structures of their mountain homes.

Dwarves believe in the importance of clan ties and ancestry. They deeply respect their elders, and they honor long-dead clan founders and ancestral heroes. They place great value on wisdom and the experience of years, and most are polite to elders of any race.

More so than most other races, dwarves seek guidance and protection from the gods. They look to the divine for strength, hope, and inspiration, or they seek to win the favor of cruel or destructive gods. Individual dwarves might be impious or openly heretical, but temples and shrines of some sort are found in almost every dwarven community. Dwarves revere Moradin as their creator, but individual dwarves honor those deities who hold sway over their vocations. Warriors pray to Bahamut or Kord, architects to Erathis, and merchants to Avandra or even to Tiamat, if a dwarf is consumed by greed.

Dwarves never forget their enemies—either individuals who have wronged them or entire tribes of monsters that have done ill to their kind. Dwarves harbor a fierce hatred for the orcs that inhabit the same mountainous areas that dwarf clans favor, and that wreak periodic devastation on dwarf communities.

To a dwarf, it is a gift and a mark of deep respect to stand beside an ally in battle, and a sign of deepest loyalty to shield that ally from enemy attack. Dwarven legends honor many heroes who gave their lives to save their clans or their friends.

Dwarf Communities

Dwarves build two basic types of communities—mountain fortresses scattered in the remote regions of the world, and tight-knit enclaves within human settlements.

The surviving dwarf strongholds are among the most heavily defended and well-built fortresses in the world. Their uppermost reaches are carved from mountain rock and feature row after row of arrow slits. A grand gate flanked by heavily guarded towers leads to a twisting, turning central passage that forces invaders to move past dozens of kill zones. There, dwarven crossbow bolts, catapults, and other siege engines can exact a deadly toll.

This central passage ends in a walled public square where dwarves trade with humans, elves, and other travelers in the cool mountain air. Apartments, shops, and taverns are built into the fortress walls to accommodate visitors. A small throne room serves as an audience hall for dignitaries and other important folk. Visitors are closely watched, and entrance to the vaults beneath the upper citadel is restricted to trusted friends.

Down into the heart of the mountain, the dwarves carve huge vaults lit by glowing orbs of magical light. Each family shapes its own communal living space within the rock, competing for prestige by trying to craft the most beautiful vaults and chambers. Within these areas, the dwarves live, work at their forges, and organize expeditions to the mines deeper within the mountain.

Most such strongholds now lie in ruin. The majority of dwarves live among humans, dwelling in stone or brick homes built in a style similar to those of their neighbors. These dwarves are expert artisans and miners, but they all too often toil for human paymasters. The dwarves' talents, hardworking nature, and willingness to help defend their adopted homes make them welcome within the towns and villages that stand out as beacons of light in the darkness of the world. However, within the larger human cities, dwarves tend to keep to themselves in small, somewhat isolated enclaves. The doors and buildings in such dwarven neighborhoods are sized for their residents, a subtle but important reminder to human neighbors that they have entered the domain of the dwarves.

Many of the dwarves who dwell in human lands dream of one day reclaiming the lost citadels that were their ancestors' homes. For others, however, the mountains are such a distant memory that they have long ago accepted their new lives. Some even have fond memories and a dedication to the fallen empire of Nerath, viewing it not as a human empire but as a realm where all races dwelled in peace.

Dwarf Adventurers

Most dwarves are driven by one of three goals—the acquisition of wealth, the collection of dwarven relics, or the conquest of lost dwarven strongholds. Dwarves from the few remaining strongholds are typically fighters and clerics,

though rangers and wizards are more common among dwarves that hail from human lands.

Cleric As a devout people, dwarves rely on clerics and other divine characters for advice and leadership. Though a dwarf clan lord might not be a cleric, the ceremonies used in her coronation invariably involve the divine approval of Moradin. Clerics are expected to lead, whether that means mobilizing the community to help a family fallen on hard times or marching at the head of a band of valiant warriors into a dragon's lair.

Fighter Dwarves have a long martial tradition unmatched by most other races. A dwarf fighter is seen as the guardian of his or her community—a defender of the law and protector of the people. Given the dwarves' long history of accumulating wealth and building settlements high in the mountains among giants and goblins, the skill and ferocity of a stronghold's fighters are its lifeblood.

Rogue Dwarf rogues tend to be the dungeoneers of their communities, using their stealth and skills to bring the wild underground reaches under control. Although some dwarf rogues might seek wealth and fortune by means other than honest hard work, most approach their calling with the same dedication and artistry as the finest stonecutters, blacksmiths, and weapon crafters. In the wider world, and especially among the human communities, unscrupulous dwarf rogues can be found, but even there the dwarven work ethic and unflinching dependability shine through. A dwarf rogue is a master artisan, respected in most clans and welcomed into any adventuring party.

Wizard Dwarves have long had a mistrust of the arcane arts, instead putting their faith in strength and steel. A dwarf wizard is almost always something of a recluse among his or her people. However, the inclination to study spellcraft is built on the same ingenuity and focus that makes the dwarves legendary crafters in so many other disciplines. To dwarf wizards, casting a spell is much like



A dwarf knight charges into battle

forging a blade. It requires careful finesse, a deep understanding of complex processes, and just enough creativity to turn craft into art. Although dwarves are often aloof toward their wizard kin, most are more than happy to welcome a dwarf wizard's spells into a clan's arsenal.

Roleplaying a Dwarf

When creating a dwarf character, here are a few points to consider.

The past lives with you. You honor your ancestors and the ancient ways. Whether you grew up in a stronghold or within the dwarven quarter of a human town or city, stories of past dwarven glory have always filled your imagination.

Scores must be settled. Orcs, goblins, giants, and dragons continue to threaten the dwarven way of life. Your people have countless enemies, and it is your turn to start settling scores. Remember those that have acted against your people, and strike at them whenever you can.

The clan above all else. Most adventurers are their own masters, content to roam where they wish. You temper that wanderlust with the understanding that if your clan needs you, you answer the call. You must be ready at all times to aid your people. Even if your clan has been destroyed, you serve its memory by undertaking quests to slaughter the creatures responsible for such an atrocity. This same loyalty extends to your friends—particularly those friendships forged in battle and adventure. A dwarf remains an ally to the death.

Your battle cry. Dwarves are creatures of industry and purpose. When you embarked on the adventuring life, you likely did so with a concrete goal in mind. Do you fight to restore your family's fortune? Do you dream of slaying the great dragon Narsylex and reclaiming the hallowed halls of Mount Defiance? Your battle cry reminds you of your purpose, announcing to your enemies that they face a dwarf willing to die for a cause.

Common dwarf battle cries connect to ancestors, lost glories, and similar touchstones. Dwarves use these cries to remind themselves and their allies why they are fighting. During the game, your battle cry is the perfect accompaniment for your use of *dwarven resilience*. Examples include:

“For the Three-Mountain King! Ever may he reign!”

“By our axes, the glory that was ours shall rise again!”

“We have seen their best! Now show them our worst!”

Dwarf Characteristics: Acquisitive, brave, hard-working, loyal, organized, stern, stubborn, tenacious, vengeful

Male Names: Adrik, Baern, Berend, Darrak, Darrum, Eberk, Fargrim, Gardain, Harbek, Kildrak, Morgran, Orsik, Rangrim, Thoradin, Tordek, Vondal

Female Names: Artin, Bardryn, Diesa, Eldeth, Falkrunn, Gurdis, Helja, Kathra, Kristryd, Mardred, Riswynn, Torbera, Vistra

Clan Names: Battlehammer, Belindorn, Crownshield, Deepdelve, Forgekeep, Malthin, Soldorak, Stonestaff, Talnoth, Zord

ELADRIN

Powerful wizards, haughty courtiers, creatures of the mysterious Feywild

Racial Traits

Average Height: 5' 5"-6' 1"

Average Weight: 130-180 lb.

Ability Scores: +2 Intelligence; +2 Dexterity or +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Arcana, +2 History

Eladrin Education: You gain training in one skill of your choice.

Eladrin Weapon Proficiency: You gain proficiency with the longsword.

Eladrin Will: You gain a +1 racial bonus to Will. In addition, you gain a +5 racial bonus to saving throws against charm effects.

Fey Origin: Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Trance: Rather than sleep, eladrin enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

Fey Step: You have the *fey step* power.

Fey Step

Eladrin Racial Utility

You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.

Encounter ♦ **Teleportation**

Move Action **Personal**

Effect: You teleport up to 5 squares.

The eladrin originated in the Feywild, a strange realm of verdant forests, unfettered magic, and boundless wonder. Feywild eladrin dwell in expansive cities whose spires rise high into the sky, surrounded on all sides by dense woodlands. Where the magic of the Feywild crosses into the mortal realm, its power is such that careless mortals can fall into an endless dazed dream of illusion and enchantment. To many eladrin, the natural world is a rustic backwater barely worth paying attention to. However, some eladrin choose to dwell in that world

out of a sense of adventure, curiosity, or responsibility to folk that need their aid in the current times of darkness.

Eladrin, drow, and elves began as a single race in ancient times, walking the borders between the world and the Feywild. Corellon and the two sisters, Sehanine and Lolth, delighted in this fey race, for all three gods saw in its members the qualities they most valued. Corellon prized them for their artistry, their innate sense for the ebb and flow of magic, their song, and their fierce anger in battle. Sehanine loved their stealth, their gentle footsteps in the shadows of the forest, and their curiosity and wonder for the newborn world. Lolth favored those who sought power and seized it, and who showed no mercy to their enemies or their rivals.

Lolth and her loyal followers among the elves revolted against Corellon, Sehanine, and the rest of their kin, igniting a war that tore the Feywild asunder. Some say that in the course of that war, the world and the Feywild grew more distant from each other, making passage between them more difficult. At the same time, the conflict drove a wedge between the elves, who favored the wilderness of the world, and the eladrin, who preferred the magic and mystery of the Feywild. Ultimately, the drow were cut off and banished from elf and eladrin communities, and what had been one race became three.

Since the end of the war, the eladrin have attempted to restore the former glory of their race. Corellon long ago withdrew to the Astral Sea and no longer directly counsels his people. The fomorians and other evil creatures of the Feywild now press at the borders



Eladrin heroes

of all eladrin realms. As each passing year threatens to undo the Feywild's fragile beauty, many eladrin believe that their leaders do not merely respect the past, but are clinging to it in stark denial of the present and the future.

A growing number of such eladrin seek to forge a new future—one grounded in the past but built to account for the dangerous changes in their world. This bold generation faces many daunting obstacles, chief among which are the voices that continue to deny any need for change. Moreover, the drow, spurred on by their own dark hearts and Lolth's poisoned whispers, continue to dream of smashing the eladrin realms.

Humans, dwarves, halflings, and especially elves often find eladrin leaders—those most rooted in the old traditions and customs—dismissive and even rude. As a result, alliances are difficult to form and even harder to sustain. Despite these obstacles, however, young eladrin continue to fight for their future. Once the eladrin fielded great warriors, mighty wizards, and peerless archers to defeat the drow. In time, perhaps the glory of old will be matched by the ambition and resolve of the future.

Physical Qualities

Eladrin traveling in the world draw attention at every turn. Their straight, fine hair is often white, silver, or pale gold, and they wear it long and loose. Their ears are long and pointed. Their eyes are pearly and opalescent orbs of vibrant blue, violet, or green, lacking pupils. They move with a fluid grace, and even the plainest among them is a creature of beauty and elegance. Eladrin can't grow facial hair and have little body hair.

Their striking appearance causes many eladrin to travel in secret. While among the folk of the natural world, eladrin favor heavy cloaks and deep cowls. They fear drow spies, and believe that orcs, goblins, gnolls, and other bestial creatures consider their flesh a delicacy.

Eladrin children grow much as human children do, but their aging process slows to a crawl when they reach maturity. They enjoy youth and health for most of their lives, and don't begin to feel the effects of age until the middle of their third century. Most live for over three hundred years, and even at the end, they suffer few of the infirmities of old age that beset other races.

Attitudes and Beliefs

Eladrin society straddles the boundary between the Feywild and the natural world. Eladrin build their elegant cities and towers in places of striking natural splendor, especially where the veil between the worlds is thin—isolated mountain vales, green islands along wild and storm-wracked coasts, and the deepest recesses of ancient forests. Some eladrin realms exist mostly in the Feywild, only rarely touching the natural world; others permanently straddle both planes of existence. A few appear in the world at sunset each day, only to fade back into the Feywild at dawn.

Long-lived and strongly tied to the Feywild, eladrin have a detached view of the world. They often have difficulty believing that events in the mortal realm are of much importance to them, and they consider courses of action that can last for centuries. Some of the oldest eladrin see the world as a distraction—a source of unwanted intrusions, needless fearmongering, and meddling people of other races. If they could, they would shut down every gate between the Feywild and the natural world.

However, many younger eladrin reject such narrow views. They see all too clearly the continuing rise of evil in the world and the encroaching darkness that surrounds their once-grand realm. These eladrin venture into the world in the hope of forging stronger ties between their homeland and the lands of humans, elves, dwarves, and halflings. However, the aloof reputation of their race makes such ties difficult to forge and maintain.

Eladrin live by an aesthetic philosophy common to the Feywild and personified by Corellon, the god of beauty and patron of the fey. Eladrin seek to exemplify grace, skill, and learning in every part of life, from dance and song to swordplay and magic. Their cities are places of stunning beauty that shape and guide their natural surroundings into elegant forms.

Eladrin Communities

The few eladrin communities in the natural world all remain bound to the Feywild. In some places, small outposts stand watch over planar portals to that wondrous realm. In others, great eladrin cities appear in the world only at specific times of the year, drawn by the arrangement of sun and stars, and by the strange currents of magic that run between the Feywild and the mortal realm. Visitors to an eladrin city perceive it as a gleaming, spectral image. When they step within its gates, they are whisked across the planes.

The eladrin rarely welcome unwanted visitors with open arms. Although the eladrin stop short of violence, such visitors can expect a litany of probing questions and, at best, restricted access to an eladrin settlement. Elves rarely meet such overt hostility, but the icy attitude and arrogance displayed by many of their eladrin cousins makes their visits just as trying.

An eladrin city demonstrates a grand expression of the fey folk's artistry, beauty, and ideals. Towers sweep high above the trees, inlaid with colorful stones and gems that gleam in the sun. Where the elves are content to exist within nature, the eladrin hope to change, control, and improve it. Trees are carefully sculpted and shaped where they line a city's boulevards, and eladrin buildings are constructed as an idealized representation of nature. The defensive walls of an eladrin settlement are as stout as any dwarven stonework, and are painted with vivid frescoes depicting ancient heroes and great eladrin victories.

The seemingly timeless nature of eladrin cities makes them unparalleled storehouses of ancient lore. As the first race to embrace arcane spellcasting, the eladrin have constructed libraries and created academies of magic whose secrets are coveted by the sages of other races. Some wizards try to curry favor with the

eladrin to gain access to such lore. Others are not above stealing the knowledge they seek. However, making enemies of the eladrin is not for the faint of heart. Their city guard includes wizards, eladrin knights, and trained beasts such as griffons and owlbears, as well as allied fey creatures.

Eladrin Adventurers

Most eladrin adventurers are young adults eager to see the world and break free of their increasingly stultified culture. However, there are exceptions. Eladrin training to be wizards are occasionally sent into the world to prove themselves. Other times, an older eladrin might embark on a quest to avenge the death of a relative or to destroy an ancient evil. Most eladrin adventurers are a new breed, though, seeking to use their past to improve the future.

Cleric Eladrin culture is built on a foundation of reverence for Corellon and Sehanine, the gods of the fey. Eladrin clerics of both deities are common in the Feywild. However, many younger eladrin (especially those who wander or dwell in the natural world) follow the example of Ioun and Avandra. Religion is a rising force among the young eladrin who seek to change the course of their civilization.

Fighter Their strong traditions and sense of history inspire the eladrin to create numerous martial orders. The fighters of these orders are well respected among their people, and are dedicated to defending the eladrin settlements of the Feywild and the world. At the heart of most orders' history is the memory of those times when humans, eladrin, dwarves, and elves united to fight side by side against common threats. For this reason, eladrin fighters treat outsiders with greater respect than do many of their kin.

Rogue Relatively few eladrin openly embrace the path of larceny, theft, and trickery. Rather, eladrin rogues dedicate themselves to uncovering the lost knowledge and relics of their people. The treasures of the Feywild were scattered far and wide in the conflicts that split eladrin, elf, and drow. Now, many eladrin are anxious to recover those lost treasures and return them to the Feywild. However, some eladrin rogues are not above dedicating themselves to more proactive enterprises, setting their sights on relics and treasure that seem ill suited to possession by the "lesser races."

Wizard The eladrin were the first to master arcane spellcraft, and they remain the foremost practitioners of that art. Their academies of magic produce more wizards than the traditions of any other race, and formations of wizards serve a vital role in eladrin armies. Most eladrin wizards train at an arcane college that has a long and storied history. This training is more comprehensive than that of most other wizards, but it comes with political ties (both wanted and unwanted), rivalries with competing schools, and other entanglements.

Roleplaying an Eladrin

When creating an eladrin adventurer, here are a few points to consider.

Family is everything. Only an eladrin raised by another race lacks strong ties to his or her original eladrin family. Even eladrin estranged from their families feel the weight of that strained relationship. Among the upper echelons of eladrin society, eladrin refer to themselves and others by their family names only. First names are more like nicknames. As an eladrin, your relationship with your family likely has a strong connection to your adventuring career—whether you fight for the honor of your name, or whether you had to break with your family’s wishes to follow your own path.

Which side are you on? The eladrin are at an important cultural crossroads. Your elders want to remain isolated in the Feywild, holding on to what they have and remaining content to shut away the mortal world. However, just as many of the younger generation hear a call to arms that demands they forge ties with the races of the world and drive back the evil that grows in both realms. The path you see for your people likely defines your relationship with others, and might be a key factor in the decisions that drove you to become an adventurer.

Friendly enemies. Open conflict among the eladrin is unheard of, and murder is the gravest crime in eladrin society. As a result, you and your kin focus your anger into rivalries, whether you are a skilled wizard or cleric sought out by some other spellcaster intent on besting you, or a fighter or a rogue caught up in professional jealousy with others of your class.

The burden of history. The eladrin know much of history, even if many of your kin are more interested in preserving it than in making it for themselves. Every family has at least one great hero in its past, and, like all eladrin, you are expected to live up to the example of those heroes. When times are dark and you face a seemingly overwhelming foe, your hero provides inspiration and hope. You might use a hero’s name as part of a battle cry, or you could use the legends of the great deeds of the past to inspire yourself and your allies.

Eladrin Characteristics: Aesthetic, deliberative, detached, free, graceful, magical, otherworldly, patient, perceptive

Male Names: Albanon, Aramil, Arannis, Berrian, Dayereth, Erevan, Galinndan, Hadaral, Immeral, Mindartis, Quarion, Riardon, Soveliss

Female Names: Althaea, Anastrianna, Andraste, Bethryinna, Caelynna, Jeleneth, Leshanna, Meriele, Naivara, Quelenna, Sariel, Theirastra, Valenae

Family Names: Dawnfire, Feycrown, Mistcourt, Riverrun, Skyhawk, Sunstar, Winterbreeze

ELF

Unmatched archers, cunning explorers, protectors of the wild forests

Racial Traits

Average Height: 5' 4"-6' 0"

Average Weight: 130-170 lb.

Ability Scores: +2 Dexterity; +2 Intelligence or +2 Wisdom

Size: Medium

Speed: 7 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Nature, +2 Perception

Elven Weapon Proficiency: You gain proficiency with the longbow and the shortbow.

Fey Origin: Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

Group Awareness: You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

Wild Step: You ignore difficult terrain when you shift.

Elven Accuracy: You have the *elven accuracy* power.

Elven Accuracy

Elf Racial Utility

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Encounter

Free Action

Personal

Trigger: You make an attack roll and dislike the result.

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

In ancient times, the elves lived within the wild magic and lush beauty of the Feywild, free of strife, hunger, and want. Passing their days with feasting and song, they studied mystic lore and crafted objects of beauty for the sheer joy of knowledge and creation.

As with all good things, the elves' prosperity came to an end. In those days, the gods Corellon, Sehanine, and Lolth lingered long among the fey people. Corellon taught his children the secrets of arcane magic. With the strength of that magic, he sustained their prosperity despite the ravages of the war between the gods and the primordials. Sehanine taught the fey folk to seek their own paths and pursue their dreams, nurturing fierce fires of passion and commitment in their hearts. And all the while, Lolth plotted and schemed in secret, teaching

her followers among the elves to stop at nothing to achieve their goals, and nurturing their discontent even in the midst of their paradise home.

For reasons shrouded in myth and distant memory, Lolth turned against Sehanine and Corellon, leading her chosen ones in battle against the other fey folk. The great war that followed never spilled from the Feywild to other realms. Despite its limited scope, however, that great conflict marked the death of the last true mortal paradise. Never again would any realm match the splendor and peace of the Feywild of Corellon's children.

The raging war drove wedges between families and factions of elves even as they fought together against the rebellious drow. The elves who had always loved the wild forests of the mortal world (usually referred to as sylvan elves by their eladrin cousins) spent more and more time in those woods, returning less often to their homes in the Feywild. In the aftermath of the war, they saw that they could not depend on the gods for peace, justice, and security. They bore no ill will toward Corellon or Sehanine. Instead, they blamed themselves for allowing their dependence on their gods to blind them to the evil growing around them.

Making new homes in the natural world, the elves chose the deepest, most isolated forests. There, they ranged far and wide, seeking new vistas to explore. They encountered humans, dwarves, and halflings, trading with the folk they met and setting up alliances as warranted. Among humans especially, the elves gained a reputation as an enigmatic, mysterious race.



At the same time, invading orcs, conquest-minded human tribes, ravaging goblins, and restless undead pressed upon elven territory. With the coming of Nerath, countless elven tribes were absorbed into the human empire.

Today, in the wake of the fall of Nerath, elves can be found in most areas of the world. Many human settlements include at least a few elves, and some have entire elven communities within them. Other elven tribes continue to wander the wilderness, though they face increasingly violent raids by orcs, goblins, gnolls, and worse. Each year, the shadow spreading over the world closes tighter and tighter around elven territories, forcing the elves to seek alliances with the other humanoid races to survive.

Physical Qualities

Elves are slender, athletic folk about as tall as humans. They have the same range of complexions as humans, tending more toward tan or brown hues. A typical elf's hair color is dark brown, autumn orange, mossy green, or deep gold. Elven ears are long and pointed, while an elf's eyes are vibrant blue, violet, or green. Elves favor a wild and loose look to their hair.

Elves mature at about the same rate as humans, but they show few effects of age past adulthood. The first sign of an elf's advancing age is typically a change in hair color—sometimes graying but usually darkening or taking on more autumnal hues. Most elves live to be well over two hundred years old and remain vigorous almost to the end.

Attitudes and Beliefs

The elves retain the memories of the lost paradise they once enjoyed, and they seek to recreate it whenever they can. To an elf, life is too short to become dragged down in petty details, minor squabbles, and tiresome drudgery. Some members of other races see elves as flighty and impetuous. In truth, however, the elves have simply lost so much that they refuse to allow minor problems to perturb them. While dwarves or humans throw themselves into the problems and toil of each hour and day, an elf takes a long-term view that covers weeks and seasons instead. The unseen buildup to the war that sundered the elves from the eladrin took place over long decades, and the elves have learned to carefully watch the slow passage of years as a result.

Elves revere the natural world, and their connection to their surroundings inflects every part of their existence. They never cut living trees, and when they create permanent communities, they do so by carefully growing or weaving arbors, platform houses, and catwalks from living branches. Although they have an innate connection to the primal power of the natural world, they are equally adept with the arcane magic their eladrin cousins employ. Elves love to explore new forests and new lands, and it's not unusual for individuals or small bands to wander hundreds of miles from their usual territories.

For all their indulgence in earthly pleasures and their seemingly flighty ways, elves make deadly enemies. In the rise of evil, elves see the end of fellowship, laughter, and joy. Members of the evil races, particularly orcs, cannot understand how such “soft” creatures can strike with such terrible ferocity. Elves fight hard because they have learned to take joy in simple pleasures, and they understand the true cost of defeat as a result.

Elf Communities

Elf communities are an integral part of the forests in which they are found. Where humans might clear-cut a patch of woods, erect a stockade, and build houses, elves seek ways to meld their dwellings within the fabric of the living forest. They use magic and clever planning to guide the growth of trees, letting their branches serve as platforms for small huts high above the forest floor. Slender bridges of rope and wood connect these dwellings, and the elves pick out paths to the surface along the stoutest lower branches. Even an experienced ranger can walk beneath an elf village without realizing it.

Elves protect their homelands with a combination of stealth and ambush. They allow small bands of travelers to pass unhindered, preferring to remain unnoticed whenever possible. Only if traffic increases, or if outsiders make it clear that they intend to despoil the woods, do the elves take action. However, evil creatures such as orcs and goblins are typically attacked without provocation. Orcs tell tales of the Hungry Woods—forests where well-armed warrior bands disappear without a trace. Such tales often originate with the stealthy and brutal combat tactics of the elves.

Some elves live among humans, either by choice or as a result of the assimilation that occurred during the rise of Nerath. To them, humans too-often combine their passion and ambition with a singular lack of wisdom. However, elves are loyal to those who show loyalty, and they seek to better understand their short-lived friends.

Elf Adventurers

The elves’ love of simple pleasures and endless wandering leads many to pursue lives of adventure. Adventuring elves typically believe that their people must take a more active role in the world. They yearn to explore distant lands, partake of new experiences, and fight against the darkness that threatens the natural world.

Cleric The elves have a complex relationship with the gods. Most elves worship Corellon or Sehanine through their race’s ancient connection to those deities. However, some consciously divorce themselves from the past by favoring Melora, Pelor, or Avandra. The elves regard the gods with the same respect one might afford a powerful neighbor. An elf cleric is not a deity’s servant, but rather a servant of the people who have chosen to show respect for that deity’s power. Elf clerics fight first and foremost to protect and preserve their people, holding the glory and the will of the gods a distant second in consideration.

Fighter Elf fighters are the masters of bow and blade. Where other elves spend time in song and dance, fighters devote endless hours to sword and archery drills that take combat to the level of high art. An elf fighter finds perfection in a well-placed parry or strike, preferring speed and artistry to raw strength. An elf fighter fears no foe. Wherever evil rises, these warriors stand as its most resolute enemies.

Rogue Among the elves, money and treasure have little value except when dealing with outsiders. As a result, rogues are more common among elves dwelling in human realms than in the elven settlements of the deep woods. Elf rogues seek treasure, magic, and lore more often out of curiosity than from mere greed. Few are petty thieves, instead focusing their talents on the recovery of great works of art and long-lost magic items, or on mastering the subtleties of stealth and subterfuge.



Elf wizards are adept at manipulating arcane energy

Wizard Elves are second only to their eladrin cousins as practitioners of the arcane arts. Most elf settlements augment their natural camouflage with illusions and other magic. When faced with invading enemies, an elf community calls on its wizards to unleash devastating arcane power. Elf wizards become adventurers to seek arcane lore, to test their skill and power, and to fight against the darkness that rises beyond the light of civilization. In their dedication to protect the natural world, elf wizards bear more resemblance to crusading warriors than to bookish sages.

Roleplaying an Elf

When creating an elf adventurer, here are a few points to consider.

Protect all that is good and beautiful. The natural progression of the universe seems intent on destroying the fleeting grace of beauty, love, and peace. Thus, you must fight to ensure that these things survive. An elf might remain unmoved by the plight of a human city facing an orc invasion, even as an idyllic village of farmers in the horde's path spurs him to action. Elves appreciate beauty because their history has forced them to watch it gradually fade from the world. From the first days of the bitter fey war, through the rise and fall of a succession of worldly empires, the elves know all too well that anything worth enjoying or loving is worth fighting for.

Life is measured in years, not days. You are acutely aware of the unfurling of years and the grand tapestry of history. Elves plan for the long term, and you are no different. "Enjoy the day; prepare for the year," is a common elf saying that expresses this attitude. You might spend your days in song and drink easily enough, but all the while in the back of your mind, you watch a web of events unfold around you. You understand that an action now leads to a reaction—a change in the world—that might not become evident for years. When you adventure, you keep one eye on the future and your role in the grand scheme of events.

The strongest sword is guided with wisdom, not might. The best battles are those that are short, decisive, and as bloodless as possible. The elves are too few in number to wage wars of attrition, and they view risky tactics and frontal assaults as foolish at best. As an elf, you employ the most direct methods to defeat your enemy. Why waste time battling goblin patrols when the entire tribe will scatter with the death of its conquest-minded king? Keep the long-term view in mind, and settle all problems with quick, decisive resolution.

Tales and songs. The elves preserve their history through songs and tales told in the oral tradition. As a young elf, you would have heard and memorized these stories of great elf heroes, their legendary deeds, and the struggles of your people. You might draw on the nature, events, or themes of such stories for inspiration, or to express your elven point of view to your allies.

Elf Characteristics: Agile, friendly, intuitive, joyful, perceptive, quick, quiet, wild

Male Names: Adran, Aelar, Beiro, Carric, Erdan, Gennal, Heian, Lucan, Peren, Rolan, Theren, Varis

Female Names: Adrie, Birel, Chaedi, Dara, Enna, Faral, Irann, Keyleth, Lia, Mialee, Shava, Thia, Valna

HALFLING

Resourceful wanderers, cunning scouts, travelers of forgotten roads

Racial Traits

Average Height: 3' 10"-4' 2"

Average Weight: 75-85 lb.

Ability Scores: +2 Dexterity; +2 Constitution or +2 Charisma

Size: Small

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Skill Bonuses: +2 Acrobatics, +2 Thievery

Bold: You gain a +5 racial bonus to saving throws against fear.

Nimble Reaction: You gain a +2 racial bonus to AC against opportunity attacks.

Small: As a Small creature, you have restrictions in combat. You cannot use a two-handed weapon unless it has the small property. When you use a versatile weapon such as a longsword, you must use it two-handed but you don't gain the normal +1 damage for using it in that manner.

Second Chance: You have the *second chance* power.

Second Chance

Halfling Racial Utility

Luck and small size combine to work in your favor as you dodge your enemy's attack.

Encounter

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: The attacker must reroll the attack and use the second roll, even if it is lower.

Of all the races, halflings are perhaps the most frequently misunderstood. Most dwarves equate halflings with rogues and thieves, though they warily trade with halfling clans and communities. Elves and eladrin sometimes regard halflings as little more than itinerant wanderers, though they listen intently to the rumors and news that halflings bring to their borders. Many humans adopt a paternalistic attitude toward the small folk, but they also know enough to never break a deal with them or double-cross them.

Their small size makes halflings an easy race to underestimate. Though they have founded no empires and scorn traditional structures of nobility and rule, they have survived and even flourished where other folk have risen high and fallen into inevitable ruin.

Halflings set up tight-knit communities near the settlements of other races, usually alongside or on the surface of lakes or rivers. Some establish neighborhoods in human or dwarven settlements, where they run inns or general stores. However, many halflings are wanderers at heart, straying far from their homes to secure goods, conduct trade, and seek new sights and experiences.

Wandering halflings prefer to travel along waterways using skiffs and rafts, setting temporary camps and villages along the banks to trade and gather supplies as they go. Although some halflings travel overland in caravans, most prefer the relative safety and speed of the water. Time and again, halflings have escaped the rise of evil by moving on to safer areas and keeping a low profile.

The fleeting nature of most halfling settlements means that halfling communities lack any formal schooling or written history. Instead, halfling lore is collected in countless fables and tales. Learned scholars and sages might scoff at such crude traditions, but the halflings have seen and remembered much lore long forgotten by other races. A fanciful story of a halfling hero's battle against a giant might contain clear details that point to a forgotten ruin or the location of a powerful artifact. In the same way they sometimes underestimate halflings, so too do the other races all too casually dismiss the knowledge that the small folk share among themselves.

Most halflings have a desire to avoid notice that can sometimes be mistaken for cowardice. However, rather than revealing weakness, this desire hides a halfling's true strength. Halflings



Halfling heroes

rarely amass full-scale armies, preferring instead to form small, elite bands that can take out the toughest foes without notice. Under the best circumstances, such attacks are rarely traced back to the halflings who carried them out. Their enemies, unwilling or unable to believe that so small a threat could perpetrate such a precision assault, turn against other more obvious targets.

A common folk tale unites all halflings, with every child hearing stories of a wondrous land of verdant fields and endless sunshine. This land is said to be a small place that the bigger folk have overlooked, and that the halflings must find. They consider this mythical land their true home—a safe haven where the halfling race can finally create an everlasting kingdom. Whether this place truly exists, none can say. However, the dream of its discovery has given the halflings the strength to carry on through adversity, and to persevere in their slow spread throughout the world.

Physical Qualities

Halflings stand about 4 feet tall and weigh about 80 pounds. They resemble small humans and are proportioned like human adults. Halflings have the same range of complexions as humans, but most halflings have dark hair and eyes. Halfling males don't have beards, but many have long, full sideburns. Halflings of both genders often wear complicated hairstyles, featuring complex braiding and weaving techniques.

Halflings typically dress in clothes that match their surroundings, preferring earth tones and various shades of green. Their clothing and gear feature woven textures and stitching. Birds, river patterns, boats, and fish are common images in halfling art and decoration.

Halflings have life spans comparable to those of humans.

Attitudes and Beliefs

Halflings are an affable, warm, and cheerful people. They survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. They appear harmless, and so have managed to survive for centuries in the shadow of empires and on the edges of wars and political strife.

Halflings are practical and down-to-earth. They concern themselves with basic needs and simple pleasures, harboring few dreams of gold or glory. Adventurers are no more rare among halflings than among other races, but they usually pursue the adventurer's life for reasons of community, friendship, wanderlust, or curiosity. Halfling adventurers are brave and faithful companions, relying on stealth and trickery in battle rather than raw might or magic.

Halflings are extremely curious. Most can't refrain from opening a door to see what it conceals, or to turn a corner or climb a hill just to find out what lies beyond. Along with this intense curiosity, many halflings seem possessed of a kind of fearlessness—their curiosity and need to experience new things overcoming any hesitation brought on by anxiety.

In the absence of royalty or nobility, halflings instead look to family elders to guide them. This emphasis on family and community has enabled halflings to maintain a consistent culture for thousands of years, unaffected by the rise and fall of empires.

According to halfling legend, Melora and Sehanine created the halflings together, giving the race a love of nature and the gift of stealth. When their interest waned, these gods stopped looking after the race, or so the legends go, and halflings made their own way in the world. They say Avandra, the god of luck, admired their resourcefulness and adopted them, favoring them with good fortune. Not all halflings worship Avandra, but nearly all breathe a prayer of thanks to her when fortune favors them.

Halfling Communities

A halfling community typically consists of a band of travelers from a dozen to a hundred strong. Each halfling family has its own mode of conveyance (typically a boat or a wagon, depending on the locale). When a halfling couple marries, the newlyweds build their own wagon or boat as part of a grand celebration in the community.

With their strong tradition of oral history, halflings have catalogued uncounted ruins and ancient roads long forgotten by the races that made them. Though they travel freely along well-established trade routes, they also ply these secret roads, paths, and waterways known only to their kind.

Nomadic halflings travel with the seasons. As winter approaches, they either move to warmer climes or settle down alongside the communities of humans and other folk. Their extensive travels make halflings excellent traders, selling the goods they have accumulated throughout the year to buy enough food and supplies to last the winter.

Some halfling communities are more stable, established along waterways or in neighborhoods within the settlements of other races. These halfling quarters typically house one or more inns, taverns, or trading posts. Some conceal more illicit enterprises such as gambling halls or a thieves' guild.

Halfling Adventurers

Their wandering spirit makes halflings a natural fit for the adventuring life. Legends and fables told around the campfire ignite the imaginations of young halflings, pushing many to venture into the world in search of lost treasures and ancient ruins. When these adventuring halflings return to their people, they become protectors and guardians—and the source of a new generation of legends.

Cleric Few halfling communities have more than one cleric, inspiring many young acolytes to strike out on their own. Avandra commands the most devotion among wandering halfling clerics, who hope to reap good fortune in their travels.

Fighter Few halflings use heavy armor and weapons, preferring instead to rely on stealth and speed in battle. Halflings who follow the fighter path favor offense over defense. They wear leather or hide armor for a modicum of protection, practicing fast-moving tactics that let them contain monsters while their allies deliver the killing blows.

Rogue To many folk of other races, “halfling” and “rogue” are synonymous terms. However, though some halflings do rely on thievery to make an easy profit, most take up this class because they believe in minimizing risk and maximizing reward. A halfling would rather take on a dragon by stealth and subterfuge than in a straight-up fight. However, an even better option is to slip past it unseen, acquire its wealth, and leave in such a way that it has no idea what happened.



The life of a rogue suits this halfling just fine

Wizard The nomadic existence of many halfling communities makes established academies of knowledge and study rare. However, the halfling love of fables and forgotten lore has created a robust oral tradition of arcane knowledge. Nearly every halfling clan includes a wise elder who can cast a few spells, brew potions, and use rituals to divine the weather. Young halflings who are blessed with quick wits and an inquisitive nature can study under such a master, replacing formal theory and book learning with stories and hands-on arcane experimentation. Such halflings sometimes seek a place in the arcane academies of other races for more formalized training.

Roleplaying a Halfling

When creating a halfling adventurer, here are a few points to consider.

Family is everything. Halflings emphasize family for good reason. The members of a halfling family look out for each other, whether traveling or in a permanent settlement. Most halflings can look back on a moment when the close proximity of family meant the difference between life and death. When a halfling speaks of family, that concept includes not only close and distant relatives, but all the members of a band or tribe. As an adventuring halfling, you are likely far from your family in body, but close in mind and spirit.

Unseen is unthreatening. Halflings like to keep a low profile, especially when it comes to strangers and enemies. However, this caution does not make you any less reluctant to stand up for yourself when circumstances demand it. You might take great pleasure in your ability to fade into the background in times of crisis. On the other hand, your race's occasional reputation for being shirkers and cowards might make you more likely to be the first one into a fight.

Debts and favors. Given the transitory nature of halfling culture, debts and favors play an important role in building long-term ties between individual halflings and their families or communities. A halfling band that shares its extra food with other halflings can count on honest gratitude and favors in return.

Myths and legends. The oral tradition among halflings unites past generations in the same way that the system of favors and debts unites halflings of the current generation. As you grew up, you heard countless tales of great heroes and their adventures—not only stories of halflings, but of elves, humans, and other folk. The details in such legends often point to lost treasures or important and historic locations. Just as important, the legends of the great heroes of the past can help define the type of hero you hope to be.

Halflings are good-natured. Most halflings are affable and easygoing, slow to anger and rarely sad. Every new experience is a potential adventure, and you love to seek out new experiences whenever possible.

Halfling Characteristics: Brave, curious, determined, down-to-earth, friendly, good-natured, lucky, nimble, optimistic, practical, resourceful, warm

Male Names: Ander, Corrin, Dannad, Errich, Finnan, Garret, Lazam, Lindal, Merric, Nebin, Ostran, Perrin, Reed, Shardon, Uldane, Wenner

Female Names: Andrey, Bree, Callie, Chenna, Eida, Kithri, Lidda, Nedda, Paela, Shaena, Tryn, Vani, Verna, Wella

HUMAN

Ambitious explorers, driven leaders, eager to master the world

Racial Traits

Average Height: 5' 6"–6' 2"

Average Weight: 135–220 lb.

Ability Scores: +2 to one ability score of your choice

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common, choice of one other

Bonus Feat: You gain a bonus feat at 1st level. You must meet the feat's prerequisites.

Bonus Skill: You gain training in one additional skill from your class skills list.

Human Defense Bonus: You gain a +1 racial bonus to Fortitude, Reflex, and Will.

Heroic Effort: You have the *heroic effort* power.

Heroic Effort

Human Racial Utility

Your grim focus and unbridled energy means that failure is not an option.

Encounter

No Action

Personal

Trigger: You miss with an attack or fail a saving throw.

Effect: You gain a +4 racial bonus to the attack roll or the saving throw.

More numerous than elves, dwarves, halflings, and eladrin, the race of humans has been the primary architect of history for centuries. While members of the other races withdraw to their isolated realms and strongholds in the face of danger, humans push forward with an ever-burning desire to overcome all challenges. Yet the same ambition and energy that pushes humans to civilize unsettled lands also makes them covet power and wealth. Even among their own kind, humans are given to conflict, infighting, and great wars.

On the borderlands, humans defend their territories against the rise of darkness even as other folk fall back to the distant mountains and dense forests. Humans strike out against the unknown, eager to leave a mark on the world. However, although humans have reached great heights, they have also become their own worst enemies time and again. A human realm faces more than just the threat of monstrous incursions. Bickering and political conflict often push human lands to the brink of civil wars more ruinous than any external foe. After all, the worst enemy is one who knows your strengths and weaknesses.

Ambition and a sometimes-reckless drive for power combine to push many humans to seek out fame and fortune through adventure and exploration.

Among adventurers, humans nearly outnumber the other races combined. The rulers of the human settlements of the borderlands are often former adventurers. After acquiring enough treasure and power, they gathered followers to their banners and set to building fortresses, villages, and towns. Humans are more likely to put their faith in individuals than in institutions or tradition. As a result, a single powerful human has great potential to unite and lead others.

Physical Qualities

Humans come in a wide variety of heights, weights, and colors. Some humans have black or dark brown skin, others are as pale as snow, and they cover the whole range of tans and browns in between. Their hair is black, brown, or a range of blonds and reds. Their eyes are most often brown, blue, or hazel.

Humans' attire varies wildly, depending on the environment and society in which they live. Their clothing can be simple, ostentatious, or anything in between. It's not unusual for several distinct human cultures to live side by side in a particular area and mingle. As a result, human armor, weaponry, and other items incorporate a variety of designs and motifs.

Humans have average life spans of about seventy-five years, though some venerable members of the race live as long as ninety or more years.



Human heroes

Attitudes and Beliefs

Humans are decisive and sometimes rash. They explore the darkest reaches of the world in search of knowledge and power. They hurl themselves into danger, dealing with consequences as they arise. They act first and ponder later, trusting their will to prevail and their natural resourcefulness to see them through perilous situations.

Humans always look to the horizon, seeking to expand their influence and their territory. They chase power and want to change the world, for good or for ill. Their settlements are among the brightest lights in a dark and untamed world, and humans constantly seek to explore new lands and settle new frontiers.

Their self-reliance and bravery inclines humans toward martial classes such as fighter and rogue. They often prefer to find hidden reserves of strength in themselves rather than trust to the magic of wizards or clerics.

That said, humans tend to be a pious race, worshiping the whole pantheon of gods. Their myths name no god as the creator of their race. Some tales say the gods worked together to create humans, infusing them with the best qualities of each race that had come before. Other tales say that humans were the creation of a god whose name is no longer known—a deity killed in the war against the primordials or assassinated by Asmodeus or Zehir.

Humans are tolerant of other races, different beliefs, and foreign cultures. Most human settlements consist of diverse enclaves where different races live together in relative peace. The human empire of Nerath, the last great world power, united many different peoples and ruled the land for more than five hundred years before it collapsed about a century ago. Most of the human settlements that survived the empire's fall now stand as fortified bastions against the encroaching darkness. When elven forests are razed or dwarven mines overrun, the survivors often flee to the nearest human town or city for protection.

Despite the far reach and power of Nerath, humans in the present day are a scattered and divided people. Dozens of small baronies, fiefdoms, and free city-states have arisen from Nerath's ruins, and many of these realms are petty, weak, and isolated. Tensions and misunderstandings can precipitate skirmishes, espionage, betrayal, and even open warfare between neighboring communities.

Human Communities

Humans are the most adaptable of all folk. Their communities range from forest villages surrounded by stockades, to tent cities built around desert oases, to clusters of ice-walled huts in the farthest northern reaches, to great fortified cities standing at the center of widespread realms. Other races are known for their relationships with specific environments—the dwarves in their mountain halls, the elves with their forest realms, and the halflings following the course of river and stream. Humans, in contrast, pride themselves on being able to adapt to any environment, and to reshape that environment to their own needs. As long

as water and sustenance can be found, humans can make a home in any part of the world.

Most human communities are centered around a single, powerful individual. Even folk who use elections and other egalitarian methods of government can point to one person who founded, created, and shepherded their settlement through its formative years. Of all the civilized peoples, humans are the most likely to routinely change their method of government and organization. On the borderlands, the scions of petty nobles can rule only as long as they display the same strength and purpose as their ancestors. When a leader falters, ambitious advisors and rivals are ready to lead a revolt.

Most human settlements are centered on a single dominant resource or feature, including fresh water, arable land, or an easily defended location. Humans lack the unifying cultural ties that bind most elves, dwarves, and halflings. As a result, their clans, tribes, and societies covet and hold strategically useful territory, devoting much energy to fortifying and controlling it. In a typical human settlement, there is no guarantee of distant allies riding to the rescue in times of dire need.

The Nentir Vale, a portion of the borderlands that once belonged to Nerath, features a number of human-controlled settlements, including Fallcrest, Winterhaven, and Nenlast. As in many of the frontier regions carved out from the fallen empire, these towns and villages also feature large contingents of elves, dwarves, halflings, and other races.

Although humans have developed rich cultures and styles of their own, they are also known for borrowing from others. The advanced construction techniques of the dwarves, the arcane mastery of the eladrin, and even the traditions of lost civilizations such as Bael Turath and Arkhosia can all be found in the human sphere. This leads to great variation in human architecture, clothing styles, and even religious iconography.

Human Adventurers

Some of the most powerful and successful adventurers to have ever roamed the world were human. Many humans are forced into adventuring by the pressures of life on the borderlands. However, just as many seek out that life as the fastest way to achieve their goals. As they are in every enterprise, humans who take up adventuring are flexible, unpredictable, adaptable, and capable of great deeds.

Cleric Whether trained and indoctrinated in a grand temple or a lowly shrine, a human cleric is a welcome addition to any adventuring party. Humans are drawn to the call of divine magic, and they are quick to accept any deity that inspires them. Faith drives a human cleric, who leads by example and always has a cause. Humans turn out more clerics than other races by virtue of their population. When young clerics leave home and hearth to take up the adventuring life, they are ready to carry the message of their gods into the world.

Fighter All human communities depend on stalwart warriors to defend them from the surrounding darkness. As such, fighters are a dominant part of human culture. Some humans take up the path of the fighter as a means to protect their friends and loved ones. Others see the fighter's highly skilled approach to combat as the best method for slaying powerful monsters and plundering treasure in the aftermath. Whether they first pick up the sword out of dire need or take to the class as an honored profession, human fighters place their trust in their weapons, their armor, and their combat skills above all else.

Rogue Humans become rogues primarily in pursuit of excitement, thrills, and wealth—though not necessarily in that order. Some human rogues use their skills to become consummate explorers and dungeoners. Others fancy themselves as treasure hunters or hope to use their unique abilities to battle evil. More than a few embrace the arts of thievery simply to acquire wealth and power. However, most human rogue adventurers have at least a modicum of good intentions to back up their quickness, charm, and natural cunning.

Wizard Although humans were not the first folk to master arcane magic, they are now among its most skilled practitioners. A human character's natural curiosity and ambition are well suited to dedicating endless hours to the study of spells and arcane theories. Human wizards view the invention and



A human mage casts from his spellbook

EMRAH ELMASLI

propagation of new magic as a sign of their supreme mastery of the arcane arts, and they wield spells the way members of other classes wield blades and bows. They take to the adventuring life to put their theoretical studies into practice, to locate lost or forgotten arcane lore, and to gather the funds necessary to advance their own research. Adventuring human wizards are some of the most powerful agents of good roaming the borderlands in the aftermath of Nerath's fall.

Roleplaying a Human

When creating a human adventurer, here are a few points to consider.

Fame, fortune, or power? Humans are driven to adventuring by any number of reasons. Most humans who dwell in the borderlands find their day-to-day life challenging enough. Your homeland is a harsh realm rife with monsters and other threats, yet something inspires you to seek out even more danger. You might adventure for wealth or glory, seeking the vast fortunes to be looted from dungeons and the power to be gained with increased experience. You might fight for your homeland, striking against the forces of darkness before those forces can lash out against your people. You might hope to combine both goals—creating a hero's name for yourself as a means of gaining the prestige and fame needed to unite the common folk under your rule.

Home is the beginning of all things. In the absence of an overriding human culture, you maintain a strong connection to the land of your birth and the home you grew up in. Most humans gather in villages, towns, and other communities, though a few prefer a more isolated existence. Your early years in such an environment shaped you, as did your reasons for leaving that home. Did you turn away from your family under a dark cloud of conflict that now puts you on the run? Or was your village attacked—and your kin slain—by invading monsters against which you swore a dark oath of vengeance?

Ideals and dreams. Many human adventurers live by a code of conduct, or they fight for some cause. You might dedicate yourself to a noble lord, to your faith, or to an organization whose values you share. Your goals might be entirely material, driving you to seek wealth or some specific relic or lore important to you. Or, your objectives might be entirely ephemeral, based on a certain philosophy or state of mind. You might fight only for yourself, seeking the wealth and power that will allow you to make a difference in the end.

Human Characteristics: Adaptable, ambitious, bold, corruptible, creative, driven, hardy, pragmatic, resourceful, territorial, tolerant

Male Names: Alain, Alek, Benn, Brandis, Donn, Drew, Erik, Gregg, Jarren, Jonn, Kris, Marc, Mikal, Pieter, Quinn, Regdar, Samm, Thom, Wil

Female Names: Ana, Cassi, Gwenn, Jenn, Kat, Keira, Luusi, Mari, Mika, Miri, Shara, Stasi, Zanne



SKILLS

Have you studied ancient tomes that describe the nature of magic and the structure of the universe? Do you have a golden tongue that can pass off the most outrageous lies as truth? Do you have a knack for getting information out of people? In the *DUNGEONS & DRAGONS* game, these questions are answered by the skills your character has.

Adventurers have a basic level of competence in every skill. As a character advances in level, his or her level of competence improves. A character's ability scores also affect his or her use of skills; a halfling rogue who has a high Dexterity is better at Acrobatics than a clumsy dwarf fighter who has a lower Dexterity. When using a skill in the game, success is measured with a skill check, a d20 roll that determines whether—and sometimes how well—your character accomplishes a skill-based task.

This chapter tells you the basics about skills. For more details on this topic, check out Chapter 4 in the *Rules Compendium*.

Skill Training

Having training in a skill means that your adventurer has some combination of formal instruction, practical experience, and natural aptitude using that skill.

An adventurer who has training in a skill gains a +5 bonus to that skill, though he or she can't gain training in a skill more than once. A character class description specifies how many skills a member of that class has training in and what skills you can choose at 1st level.

For example, if you create a 1st-level fighter, you can pick three skills from the fighter's list of class skills. Some feats, such as Skill Training, give an adventurer training in a skill even if it's not on the class skill list.

Key Ability

The Skills table below shows the skills available in the game and the key ability for each one. A skill's key ability determines the ability modifier used when calculating your character's modifier with that skill.

Have you studied ancient tomes? Do you have a golden tongue? Can you extract information from people? Your character can, with the right skills.

SKILLS

Skill	Key Ability
Acrobatics	Dexterity
Arcana	Intelligence
Athletics	Strength
Bluff	Charisma
Diplomacy	Charisma
Dungeoneering	Wisdom
Endurance	Constitution
Heal	Wisdom
History	Intelligence

Skill	Key Ability
Insight	Wisdom
Intimidate	Charisma
Nature	Wisdom
Perception	Wisdom
Religion	Intelligence
Stealth	Dexterity
Streetwise	Charisma
Thievery	Dexterity

USING SKILLS

The Dungeon Master determines if a skill check is appropriate in a given situation and directs players to make a check if circumstances call for one. A player often initiates a skill check by asking the DM if he or she can make one. Almost always, the DM says yes.

Making a skill check is discussed in “Playing the Game,” page 19. See page 41 for how to determine your character’s skill check modifiers.

Difficulty Class

When making skill checks, high results are best. You’re always trying to meet or beat a certain number. That number is called a Difficulty Class (DC). A skill’s DC depends on what a character is trying to accomplish with the skill check, and the Dungeon Master sets this number.

Typically, your character either succeeds or fails at a skill check, meaning your check result meets or exceeds the DC or else falls below it. Some skill checks have degrees of success or failure that depend on the difference between your check result and the DC. Unless otherwise noted, when a creature fails a skill check, it can try again with a new check.

Many of the skill entries in this chapter give sample DCs for common uses of the skills. Some DCs are fixed, whereas others scale with level. A fixed DC represents a task that gets easier as your adventurer gains levels. By the time your adventurer reaches epic level, certain tasks become trivial. In contrast, a DC that scales with level represents a task that remains at least a little challenging throughout your adventurer’s career.

The Dungeon Master can use the suggested DC for a task or set one using the Difficulty Class by Level table. The table provides three DCs at each level based on a task’s difficulty: easy, moderate, or hard. When choosing a DC from the table, the DM typically picks one at the level of the character performing the check.

DIFFICULTY CLASS BY LEVEL

Level	Easy	Moderate	Hard
1	8	12	19
2	9	13	20
3	9	13	21
4	10	14	21
5	10	15	22
6	11	15	23
7	11	16	23
8	12	16	24
9	12	17	25
10	13	18	26
11	13	19	27
12	14	20	28
13	14	20	29
14	15	21	29
15	15	22	30

Level	Easy	Moderate	Hard
16	16	22	31
17	16	23	31
18	17	23	32
19	17	24	33
20	18	25	34
21	19	26	35
22	20	27	36
23	20	27	37
24	21	28	37
25	21	29	38
26	22	29	39
27	22	30	39
28	23	30	40
29	23	31	41
30	24	32	42

The following definitions are used by the Dungeon Master to predict which of the three DCs is appropriate for a particular check.

Easy: An easy DC is a reasonable challenge for characters who do not have training in a particular skill. Such characters have about a 65 percent chance of meeting an easy DC of their level. An easy DC is a minimal challenge for a character who has training in the skill and is almost a guaranteed success for a character who has a high bonus with the skill. In group checks (page 283) or when every adventurer in a party is expected to attempt a given skill check, particularly when no one necessarily has training, the DM typically chooses an easy DC.

Moderate: A moderate DC is a reasonable challenge for characters who have training in a particular skill as well as for characters that don't have training but have a high ability score (18 or higher) in the skill's key ability. Such characters have about a 65 percent chance of meeting a moderate DC of their level. In a skill challenge (page 283), the DM typically chooses a moderate DC for a skill check that a single adventurer is expected to make.

Hard: A hard DC is a reasonable challenge for characters who have training in a particular skill and also have a high ability score (18 or higher) in the skill's key ability. Such characters have about a 65 percent chance of meeting a hard DC of their level. The DM typically chooses a hard DC for a skill check that only an expert is expected to pass consistently.

Opposed Checks

Sometimes a character makes a skill check that tests his or her ability against that of another creature that uses either the same skill or a different one. Using the Stealth skill, for example, tests a character's ability to hide against another creature's ability to spot him or her using the Perception skill. These skill contests are called opposed checks.

To make an opposed check, two creatures make checks, and the higher result wins. If there's a tie, the creature with the higher check modifier wins. If it's still a tie, both sides roll again to break the tie.

Checks without Rolls

In some situations, luck does not affect whether a skill check succeeds or fails. Two special types of checks reflect this fact: taking 10 and passive checks.

Taking 10 When characters are not in a rush or involved in an encounter, they can choose to take 10 on skill checks. When you take 10, you don't roll a d20 for the skill check. Instead, you determine the check result as if you had rolled a 10, meaning the result equals 10 + the adventurer's skill check modifier. For mundane tasks, taking 10 usually results in a success.

Passive Checks When characters aren't actively using a skill, they're assumed to be taking 10 for any opposed checks using that skill. Doing so is called making a passive check. For example, a group of adventurers is walking through an area without making Perception checks to look for danger, so they are assumed to be using their passive Perceptions to notice hidden objects and creatures. If an adventurer's passive Perception beats a creature's Stealth check, the adventurer notices the creature without having to make a Perception check.

Aid Another

In some situations, characters can work together to use a skill or an ability. An adventurer can help another make a skill or an ability check by taking the aid another action. Given a choice, a group of adventurers should have the character who has the highest skill or ability check modifier take the lead, while the other characters cooperate to provide assistance.

Aid Another

- ◆ **Action:** Standard action. When an adventurer takes this action, he or she chooses a target adjacent to him or her.
- ◆ **DC:** The adventurer makes a skill check or an ability check with a DC equal to 10 + one-half his or her level.

- ◆ **Success:** The target gains a +2 bonus to the next check using the same skill or ability before the end of the assisting adventurer's next turn.
- ◆ **Failure:** The target takes a -1 penalty to the next check using the same skill or ability before the end of the assisting adventurer's next turn. This penalty represents the distraction or interference caused by the failed assistance.

An adventurer can affect a particular check only once using the aid another action. However, up to four adventurers can use aid another to affect a single check.

In certain circumstances, the DM might decide that only one, two, or three adventurers can try to aid a check. For example, it is unlikely that four characters can assist in picking a lock.

Group Checks

The Dungeon Master sometimes asks the adventurers to make a check as a group. This is called making a group check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group check, everyone in the group makes a skill check or an ability check specified by the DM. A group check is almost always against an easy DC. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks might come up in a variety of situations: when the adventurers try to sneak past some sentries (using Stealth), try to scale a sheer cliff together (using Athletics), use disguises to pass as a group of orc soldiers (using Bluff), and so on. Such checks are particularly common in skill challenges (see below).

Skill Challenges

A skill challenge represents a series of tests that adventurers must face. To deal with a typical skill challenge, a group of adventurers makes a series of skill checks, sometimes spread over a few rounds and sometimes spread over days. The skill challenge is completed either when a specified number of successful skill checks is reached or when three failures are reached.

An audience with the duke, a mysterious set of sigils in a hidden chamber, finding a safe path through a haunted forest—all of these situations present opportunities for skill challenges, because they take time and a variety of skills to overcome. A skill challenge takes complex activities and structures them into a series of skill checks. A skill challenge should not replace the roleplaying, the puzzling, and the ingenuity that players put into handling those situations. Instead, it allows the Dungeon Master to define the players' efforts within the rules structure so that the players understand their options and the DM can more easily adjudicate the outcome.

A skill challenge can stand on its own as a noncombat encounter. For example, a group might have an encounter in which it tries to extract a secret from a stubborn cultist. In another skill challenge, the group might use Nature checks and Perception checks to track the cultists through a jungle, a Religion check to predict a likely spot for their hidden temple, and an Endurance check to fight off the effects of illness and exhaustion over the course of days in the jungle.

Alternatively, a skill challenge can be integrated into a combat encounter. While fighting the cult's leader, some of the adventurers might use a series of Arcana checks and Religion checks to disrupt a dark ritual that is in progress.

For more about skill challenges, see the *Rules Compendium*.

KNOWLEDGE SKILLS

Your character's skill in Arcana, Dungeoneering, History, Nature, and Religion helps determine what knowledge he or she has about particular topics. A character can use these skills to remember a useful bit of information or to recognize a clue related to one of these topics. Using a skill in this way is called making a knowledge check. With the exception of History, these skills can also be used to identify certain kinds of monsters, as noted in a skill's description.

Knowledge Checks

Refer to these rules whenever your character makes a knowledge check, regardless of the skill he or she is using.

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **DC:** See the Knowledge Checks table. The check DC increases based on the topic and how common the knowledge is. A Dungeon Master might decide that certain information is available only to adventurers who have training in the appropriate knowledge skill.
- ◆ **Success:** You recall a relevant piece of lore in the field of knowledge or recognize a clue related to it.
- ◆ **Failure:** You don't recall any pertinent information. The Dungeon Master might allow a new check if further information comes to light.

KNOWLEDGE CHECKS

Information	DC
General	Easy
Specialized	Moderate
Esoteric	Hard

Monster Knowledge Checks

Refer to these rules whenever your character makes a check to identify a monster, regardless of the knowledge skill he or she is using. The DM typically tells a player which skill to use, based on the creature's origin or relevant keyword. If a monster's origin and keyword suggest the use of two different skills, the DM decides which skill can be used to identify the monster, and might allow the use of either skill.

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **DC:** The DM sets the DC using the Difficulty Class by Level table (page 281), selecting the moderate DC for the monster's level instead of your level.
- ◆ **Success:** You identify the monster and know its origin, type, typical temperament, and keywords. If you meet or exceed the hard DC for the monster's level, he or she also knows the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information about the monster. The Dungeon Master might allow a new check if further information comes to light.

MONSTER ORIGINS AND KEYWORDS

Monster Origin or Keyword	Skill
Aberrant	Dungeoneering
Construct	Arcana
Elemental	Arcana
Fey	Arcana

Monster Origin or Keyword	Skill
Immortal	Religion
Natural	Nature
Shadow	Arcana
Undead	Religion

SKILL DESCRIPTIONS

The game's skills have many different uses—as many as you can imagine. Each skill is presented in the following format.

Key Ability: The first line of a skill description after the name of the skill shows the key ability for that skill. Use the ability modifier of a skill's key ability to help determine your skill check modifier for that skill.

Armor Check Penalty: For skills based on Strength, Constitution, and Dexterity, the line containing the key ability also includes a reminder that an armor check penalty (page 326) applies to that skill.

Typical Uses: A skill description describes typical ways that the skill is used. Each description specifies the kind of action that is usually required to use the skill. Some of the descriptions specify the consequences of success or failure. See the *Rules Compendium* for sample DCs and additional information.

A few skill uses are marked as “Trained Only,” which means a creature must have training in the skill to use it in that particular way. For instance, a creature must have training in Acrobatics to make a check to reduce falling damage when it falls.

Improvisation Suggestions: In addition to providing rules for the typical uses of a skill, some skill descriptions include suggestions in sidebars for how your character might use the skill as he or she improvises various actions in the game.

Skills are meant to be open-ended, and players are encouraged to use them creatively. Just as for regular uses of a skill, the DM sets the DCs for improvisational uses, decides what sort of action is required for the checks, and determines the consequences of success or failure. The DM also has the final say on what a skill’s possible uses are.

Acrobatics

Dexterity (Armor Check Penalty)

Adventurers typically use the Acrobatics skill to maintain their balance while walking on narrow or unstable surfaces, to slip free of a grab or restraints, and to take less damage from a fall.

Moving across a surface that is slippery doesn’t usually require an Acrobatics check; that surface is instead treated as difficult terrain. If a surface is extremely slippery, the DM might require an Acrobatics check to cross it.

Balance

Make an Acrobatics check (with at least a moderate DC) to be able to move across a surface less than 1 foot wide (such as a ledge or a tightrope) or across an unstable surface (such as a wind-tossed rope bridge or a rocking log). This check is usually part of a move action, but it can be part of any of your character’s actions that involve him or her moving.

Success: You can move on the surface for the rest of the action, using squares of movement from the action. You must spend 1 extra square of movement for each square you enter on the surface. While on the surface, you grant combat advantage and might fall if you take damage (see below).

Failure by 4 or Less: You can’t move any farther on the surface as part of your current action, but you don’t fall.

Failure by 5 or More: You can’t move any farther as part of the current move action. If you are on a narrow surface, you fall off it. If you are trying to move across an unstable surface that isn’t narrow, you instead fall prone.

Taking Damage while Balancing While on a narrow or unstable surface, your character must make a new Acrobatics check (usually against the original DC) whenever he or she takes any damage. This use is a free action.

If you succeed, you maintain your balance. If you fail, you fall or fall prone, depending on the surface upon which you are balancing.

Escape from a Grab

The escape action allows the use of an Acrobatics check to wriggle out of a grab.

Escape from Restraints

Make an Acrobatics check (hard DC) to slip free of physical restraints such as manacles. The check takes 5 minutes of uninterrupted effort. Alternatively, you can make the check as a standard action, but doing so increases the DC by 5.

Success: You slip free of the restraint.

Failure: You can try again only if someone else provides assistance, most often by using the aid another action.

Hop Down

Make a DC 15 Acrobatics check to hop down no more than 10 feet and land standing. The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Success: You land standing and take no falling damage. The downward move uses no movement from the action.

Failure: You fall.

Reduce Falling Damage (Trained Only)

If an adventurer who has training in Acrobatics falls, he or she can make an Acrobatics check to reduce the amount of falling damage he or she takes. Your character can make this check whether or not the fall is intentional. It is a free action in response to falling.

The amount of falling damage that you take is reduced by one-half the check result (rounded down). If the falling damage is reduced to 0, you land standing.

IMPROVISING WITH ACROBATICS

- ◆ Slide down a staircase on a shield while standing (hard DC)
- ◆ Somersault over a creature of the same size (hard DC)
- ◆ Swing from a chandelier (moderate DC)
- ◆ Impress onlookers with an acrobatic performance (moderate DC)

Arcana

Intelligence

The Arcana skill encompasses knowledge about magic-related lore and magical effects. Training in this skill represents academic study, either formalized or as a hobby. This knowledge can touch on any source of magical power—whether arcane, divine, primal, or another one—and extends to information about the

following planes of existence, including the creatures native to those planes: the Elemental Chaos, the Feywild, and the Shadowfell. Those who have training in Arcana also have a chance to know something about the mysterious Far Realm, but not about its creatures (such knowledge falls under the Dungeoneering skill). A character can sometimes use his or her knowledge of magic to interact with or manipulate magical phenomena.

Arcana Knowledge

Make an Arcana check to recall a relevant piece of magic-related lore or to recognize a magic-related clue (see “Knowledge Checks,” page 284).

You must have training in Arcana to know information about the Far Realm.

Monster Knowledge

Construct, Elemental, Fey, and Shadow

Make an Arcana check to identify a creature that is a construct or that has the elemental, the fey, or the shadow origin (see “Monster Knowledge Checks,” page 285).

Detect Magic (Trained Only)

Characters who have training in Arcana can use the skill to identify magical effects and to sense the presence of magic.

Identify Conjunction or Zone Make an Arcana check (moderate DC of the effect’s level) to identify a conjunction or a zone. This is a minor action. You must be able to perceive the conjunction or the zone.

Success: You identify the power used to create the conjunction or the zone and know the effects and keywords of the conjunction or the zone.

Failure: You can’t try to identify the effect again until after a short rest.

Identify Magical Phenomenon Make an Arcana check (hard DC) to identify a magical phenomenon that was created by a magical ritual or that is part of the environment, such as glowing runes on a cavern wall, an eldritch sign glimmering on an altar, a waterfall that flows upward, or a piece of earth floating in the air. This use of the skill is not normally used to identify powers, magic items, or their effects. This is a standard action, and you must be able to perceive the phenomenon.

Success: You identify the phenomenon’s power source and other keywords, if any, as well as the phenomenon’s basic purpose, if it’s not obvious. If a magical ritual created the phenomenon, you identify the ritual and are familiar with its effects.

Failure: You can’t try to identify the phenomenon again until after an extended rest.

Sense the Presence of Magic Make an Arcana check (hard DC) to sense the presence of magic in an area. Typically characters use the skill in this way when no magic is observable, but they suspect it is present. This is a standard action. You attempt to detect each source of magical energy within a number of squares equal to 5 + your level, ignoring all barriers. You automatically succeed in detecting any source of magical energy within range that is 5 or more levels lower than you.

Success: You detect each source of magical energy within range and learn its power sources, if any. If a source of magical energy is within line of sight, you pinpoint its location. If it's not within line of sight, you know the direction from which the magical energy emanates but do not know how far away it is.

Failure: You detect nothing, or nothing is within range to detect. You can't try again until after a short rest.

IMPROVISING WITH ARCANA

- ◆ Change the visible or audible qualities of one's magical powers when using them (moderate DC)
- ◆ Control a phenomenon by manipulating its magical energy (hard DC)
- ◆ Contribute to a negotiation with an elemental, fey, or shadow creature by exploiting knowledge of its behavior or culture (hard DC)

Athletics

Strength (Armor Check Penalty)

Adventurers use the Athletics skill to attempt physical activities that rely on muscular strength, including climbing, escaping from a grab, jumping, and swimming.

Climb

Make an Athletics check to climb up or down a surface (the surface helps determine the DC). A character who has a climb speed doesn't have to make Athletics checks to climb.

A climb check is usually part of a move action, but it can be part of any of the character's actions that involve him or her moving.

Success: You can climb on the surface for the rest of the action, using squares of movement from the action. You must spend 1 extra square of movement for each square you enter on the surface. While climbing, you grant combat advantage and might fall if you take damage (see below).

When you move from a vertical surface to a horizontal surface, such as when climbing out of a pit, you choose to arrive either standing or prone.

Failure by 4 or Less: If you were already climbing, you don't fall. If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.

Failure by 5 or More: If you were already climbing, you fall but can try to catch hold (see below). If you were trying to start climbing, you fail to do so. Either way, you can't move any farther as part of the current action.

Taking Damage while Climbing While climbing, you must make a new Athletics check if you take damage. This is a free action. The check is a response to taking damage.

Success: You hold on.

Failure: You fall but can try to catch hold.

Catching Hold If you fall while climbing, you can make an Athletics check (DC of the climb plus 5) to catch hold of something to stop the fall immediately. This is a free action. The check is a response to falling.

Success: You don't fall.

Failure: You fall and can't try to catch hold again as part of this fall.

Escape from a Grab

The escape action allows the use of an Athletics check to muscle out of a grab.

Jump

Make an Athletics check to jump vertically to reach a dangling rope or a high ledge or to jump horizontally to leap over a pit, a patch of difficult terrain, a low wall, or some other obstacle.

Simply scrambling onto a terrain feature such as a table or a chair doesn't require an Athletics check, because such terrain features are usually treated as difficult terrain.

High Jump Make an Athletics check to make a high jump, usually to reach or grab hold of something overhead. The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Divide the check result by 10 (round down). This value is the number of feet you jump up, or in other words, the height that your feet clear.

All the squares of the jump, if any, use squares of movement from the action. The High Jump table summarizes the total distances of various high jumps based on Athletics check results. If you run out of movement before landing on something or grabbing onto something, you fall. However, if the jump was part of a move action, you can continue the jump as part of a double move, ending the first move action in midair and continuing the jump as part of the second move action. You make a single Athletics check for the jump but can use squares of movement from both actions for it.

Running Start: If you move at least 2 squares as part of the action and then jump, double the result before dividing by 10 (or simply divide the result by 5).

Reaching Something: To determine whether you can reach something while jumping, calculate what one-third of your height is (round down to the nearest inch). This extra one-third represents the length of your arms. Add that number to your height and the distance cleared based on your Athletics check.

HIGH JUMP

Athletics Result	Distance Cleared
9 or lower	0 feet
10-19	1 foot
20-29	2 feet
30-39	3 feet
40-49	4 feet
And so on . . .	

Long Jump Make an Athletics check to make a long jump. The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Divide your Athletics check result by 10 (rounded down). This determines the number of squares you clear with the jump. You land 1 square beyond the square you clear. All the squares of the jump, including the landing square, use squares of movement from the action. The Long Jump table summarizes the total distances of various long jumps, including the landing square.

If you end your movement over a drop, you fall and can't move any farther as part of the current action. If you run out of movement before landing, you also fall. However, if the jump was part of a move action, you can continue the jump as part of a double move, ending the first move action in midair and continuing the jump as part of the second move action. You make a single Athletics check for the jump but can use squares of movement from both actions for it.

Running Start: If you move at least 2 squares as part of the action and then jump, double the result before dividing by 10 (or simply divide the result by 5).

Distance Cleared Vertically: To determine the number of feet that you clear vertically during the long jump, divide your check result by 10 and then add 2 if the result is at least 1. If you don't jump high enough to clear an obstacle along the way, you hit the obstacle, fall prone, and can't move any farther as part of the current action.

LONG JUMP

Athletics Result	Distance Cleared	Total Move
9 or lower	0 squares	0 squares
10-19	1 square (3 feet up)	2 squares
20-29	2 squares (4 feet up)	3 squares
30-39	3 squares (5 feet up)	4 squares
40-49	4 squares (6 feet up)	5 squares
And so on . . .		

Swim

Make an Athletics check to swim (the water conditions help determine the DC), which includes treading water. An adventurer who has a swim speed doesn't have to make Athletics checks to swim or tread water.

Characters who hold their breath for more than 3 minutes or who take damage while holding their breath risk suffocation. See the Endurance skill for information on swimming or treading water for an hour or more.

The check is usually part of a move action, but it can be part of any of your character's actions that involve him or her moving.

Success: You can swim for the rest of the action, using squares of movement from the action. You must spend 1 extra square of movement for each square you enter while swimming. Alternatively, you simply stay afloat, treading water.

Failure by 4 or Less: You can't move any farther as part of the current action, but you tread water.

Failure by 5 or More: You can't move any farther as part of the current action, and you sink 1 square.

IMPROVISING WITH ATHLETICS

- ◆ Hang onto a wagon while being dragged behind it (hard DC)
- ◆ Force your way through an earthen tunnel that is too small for you (hard DC)
- ◆ Move into a strong headwind while flying (moderate DC)

Bluff

Charisma

Characters use the Bluff skill to make what's false seem true, what's outrageous seem plausible, and what's suspicious seem ordinary. A character makes a Bluff check to fast-talk a guard, con a merchant, gamble, pass off a disguise, fake a piece of documentation, or mislead in some other way.

A Bluff check is usually a standard action. The Dungeon Master might allow you to make a Bluff check as part of another action, depending on what you want to do.

The check is an opposed check against a target's passive Insight, or against the target's Insight check if it is actively trying to see through your deception. You can make the check against multiple targets at once, opposing the passive Insight of each target with a single Bluff check.

Success: Your deception is successful against the target that opposed the check.

Failure: The target doesn't believe your deception.

Gain Combat Advantage

Make a Bluff check to gain combat advantage against an enemy by feinting. This is a standard action. You can take this action only once per encounter.

The check is an opposed check against an adjacent target's passive Insight.

Success: You gain combat advantage against the target until the end of your next turn.

Create a Diversion to Hide

Make a Bluff check to create a diversion and become hidden using the Stealth skill.

This is a standard action. You can take this action only once per encounter.

The check is an opposed check against a target's passive Insight. The target must be able to see you. You can make the check against multiple targets at once, opposing the passive Insight of each target with a single Bluff check.

Success: You can immediately make a Stealth check opposed by the passive Perception of any target that failed the opposed Bluff check. If your Stealth check succeeds against a target, you become hidden from that target until the end of your current turn or until immediately after you make an attack.

IMPROVISING WITH BLUFF

- ◆ Entice a guard into leaving its post (hard DC)
- ◆ Impersonate someone's voice convincingly (hard DC)
- ◆ Entertain a crowd with a tall tale (moderate DC)

Diplomacy

Charisma

Adventurers use the Diplomacy skill to influence others using tact, subtlety, and social grace. Make a Diplomacy check to change opinions, inspire good will, haggle with a merchant, demonstrate proper etiquette and decorum, or negotiate a deal in good faith (a target's attitude helps determine the DC).

This is usually a standard action. The Dungeon Master might allow you to make a Diplomacy check as a free action.

Success: You achieve the desired influence. This might be the first of several successes required—perhaps as part of a skill challenge—to fully influence a target.

IMPROVISING WITH DIPLOMACY

- ◆ Comfort a distraught person (moderate DC)
- ◆ Display proper etiquette at a formal event (moderate DC)
- ◆ Give a pleasing speech (easy DC)
- ◆ Give an inspiring speech (hard DC)

Dungeoneering

Wisdom

The Dungeoneering skill represents knowledge and skills related to dungeon exploration, including finding your way through underground complexes, navigating winding caverns, recognizing subterranean hazards, and foraging for food in the Underdark.

Training in this skill represents formalized study or extensive experience. Adventurers who have training in the skill can also identify creatures of the Far Realm.

Dungeoneering Knowledge

Make a Dungeoneering check to recall a relevant piece of lore about an underground environment or to recognize an underground hazard or clue (see “Knowledge Checks,” page 284).

Examples of dungeoneering knowledge include determining cardinal directions while underground (hard DC), recognizing a dangerous underground plant (moderate DC), spotting new carvings or construction (moderate DC), and noticing a change in depth while exploring an area (moderate DC).

Monster Knowledge

Aberrant

Make a Dungeoneering check to identify a creature that has the aberrant origin (see “Monster Knowledge Checks,” page 285).

Forage

Make a Dungeoneering check to locate and gather food and water in an underground environment that includes pools of water, edible fungi or lichen, small vermin, or the like.

The check takes 1 hour of effort.

Success: You find enough food and water for 24 hours.

Failure: You find no food or water. You must wait 24 hours to try again in the same area.

IMPROVISING WITH DUNGEONEERING

- ◆ Determine how to cause part of a tunnel to collapse (hard DC)
- ◆ Figure out the direction to a source of moving air while underground (moderate DC)
- ◆ Leave well-placed marks to avoid getting lost underground (easy DC)

Endurance

Constitution (Armor Check Penalty)

The Endurance skill is used to stave off ill effects and to push beyond normal physical limits. An adventurer who has training in Endurance can hold his or her breath for long periods of time, forestall the debilitating effects of hunger and thirst, and swim or tread water for extended periods. Some hazards—including extreme temperatures, violent weather, and diseases—require characters to make Endurance checks to resist or delay debilitating effects.

Characters rarely use Endurance actively; the DM directs players to use it in response to certain hazards. Using the skill in that way requires no action, unless otherwise noted.

Swimming for an Hour or More

A character who does not have a swim speed and swims for more than an hour must make an Endurance check (DC of the swim plus 2 for each hour of swimming).

This is a free action. You make the check at the end of each hour of swimming.

Success: You can continue making Athletics checks to swim.

Failure: You can't make any further Athletics checks to swim until after an extended rest. In addition, you sink 1 square and risk suffocation.

IMPROVISING WITH ENDURANCE

- ◆ Quaff an entire stein of ale in one go (moderate DC)
- ◆ Roll down a steep slope without taking damage (moderate DC)
- ◆ Sustain a swift rowing pace for an extended period (hard DC)

Heal

Wisdom

The Heal skill is used to help others recover from wounds or debilitating conditions, including disease.

First Aid

Make a Heal check to administer first aid to a subject. This is a standard action, and the subject must be adjacent to you.

You can attempt three different tasks with this skill.

Grant Second Wind (DC 10): The subject can use his or her second wind (page 28), if available, without taking an action. The subject doesn't gain the defense bonus normally granted by second wind, but still gains any other benefits associated with second wind, such as a benefit granted by a class feature or a feat.

Grant a Saving Throw (DC 15): The subject can either make a saving throw immediately or gain a +2 bonus to a saving throw at the end of his or her next turn.

Stabilize the Dying (DC 15): If the subject is dying, the subject stops making death saving throws until he or she takes damage. Being stabilized does not change the subject's current hit point total.

Treat Disease

Make a Heal check to treat a subject infected by a disease.

Rather than taking a particular action, you must attend the subject periodically throughout an extended rest taken by the subject and make a Heal check when the rest ends. You can take an extended rest at the same time.

The check result determines the disease's effects if the result is higher than the result of the Endurance check (or other check) that the subject makes against the disease.

IMPROVISING WITH HEAL

- ◆ Ascertain whether a creature is dead (easy DC)
- ◆ Discern whether a seemingly dead or living creature is undead (opposed by Bluff)
- ◆ Deduce what kind of weapon caused an injury (moderate DC)
- ◆ Diagnose a disease affecting a creature (hard DC of the disease's level)

History

Intelligence

The History skill encompasses knowledge related to the history of a region and beyond, including the chronological record of significant events and an explanation of their causes. This knowledge includes information pertaining to royalty and other leaders, wars, legends, important personalities, laws, customs, traditions, and memorable events.

Training in this skill represents academic study, either formalized or as a hobby. Adventurers who have training in the skill are likely to know esoteric historical information.

Make a History check to remember a relevant piece of historical lore or to recognize a historical clue (see "Knowledge Checks," page 284).

IMPROVISING WITH HISTORY

- ◆ Inspire a receptive militia with tales of its heroic ancestors (moderate DC)
- ◆ Locate the secret tomb of a bandit prince by interpreting the chronicles of his final days (hard DC)
- ◆ Recite a canto from one of the epic poems of old (hard DC)
- ◆ Win a game such as chess using historic strategies (hard DC)

Insight

Wisdom

The Insight skill is used to discern intent and decipher body language during social interactions. Adventurers use the skill to comprehend motives, to read between the lines, to get a sense of moods and attitudes, and to determine how truthful someone is being.

Insight is used to oppose Bluff checks and as the social counterpart to the Perception skill. The skill can also be used to gain clues, to figure out how well a social situation is going, and to determine if someone is under the influence of an outside force.

When you use Insight, you are making a best guess about another creature's motives and truthfulness. Insight is not an exact science or a supernatural power; it represents the ability to get a sense of how a person is behaving.

The use of this skill is usually a minor action. No action is required when opposing a Bluff check. You need some amount of interaction with a target to interpret its words or behavior.

Success: You counter a Bluff check, gain a clue about a social situation, or sense an outside influence on someone.

Failure: You can't try again until circumstances change.

IMPROVISING WITH INSIGHT

- ◆ Read the mood of a crowd (easy DC)
- ◆ Discern who among a cagey group is the leader (moderate DC)
- ◆ Interpret enemies' hand signs (hard DC)
- ◆ Recognize a creature as illusory (moderate DC of the effect's level)

Intimidate

Charisma

An adventurer can make an Intimidate check to influence others through hostile actions, overt threats, or deadly persuasion.

This is usually a standard action. Outside combat, the DM might allow you to make the check as part of another action.

You make an opposed check against a target's Will (modified by the target's attitude). If you attempt to intimidate multiple creatures at once, make a separate Intimidate check against each creature's Will. Each creature must be able to see and hear you.

Whether or not the check succeeds, using this skill against a monster usually makes it unfriendly or hostile toward you.

Success: You force a bloodied creature to surrender, get a monster to reveal a secret, or cow a monster into taking some other action. This skill is not mind control, so a cowed monster is unlikely to take any action that would cause immediate harm to itself.

Failure: In combat, you can't try again against the creature during the same encounter.

IMPROVISING WITH INTIMIDATE

- ◆ Get an unruly crowd to move out of the way (hard DC)
- ◆ Badger allied soldiers into a fighting mood (moderate DC)
- ◆ Goad a person into action (hard DC)

Nature

Wisdom

The Nature skill encompasses knowledge and skills related to nature, including finding ways through wilderness, recognizing natural hazards, dealing with and identifying natural creatures, and living off the land.

Training in this skill represents formalized study or extensive experience. Adventurers who have training in the skill are likely to know esoteric information in the field of study.

Nature Knowledge

Make a Nature check to recall a relevant piece of lore about the natural world—terrain, climate, weather, plants, or seasons—or to recognize a nature-related clue (see “Knowledge Checks,” page 284).

Examples of Nature knowledge include determining cardinal directions or finding a path (easy DC), recognizing a dangerous plant or another natural hazard (moderate DC), or predicting a coming change in the weather (moderate DC).

Monster Knowledge

Natural

Make a Nature check to identify a creature that has the natural origin (see “Monster Knowledge Checks,” page 285).

Forage

Make a Nature check to locate and gather food and water in the wilderness.

This check takes 1 hour of effort.

Success: You find enough food and water for 24 hours.

Failure: You find no food or water. You must wait 24 hours to try again in the same area.

Calm Animal

Make a Nature check to calm a natural beast (hard DC of the beast's level). For instance, you might use this check to get a wild horse to let you ride it. This is a standard action. You can't try to calm a creature you are fighting.

Success: The beast is calmed.

Train Animal

Make a Nature check to teach a natural beast a simple trick (come, fetch, heel, stay, and so forth). This use of the skill is usually part of a skill challenge, which might take much longer than an encounter to complete.

IMPROVISING WITH NATURE

- ◆ Camouflage a trap or some other construction in a natural setting (opposed by Perception)
- ◆ Build a shelter that provides some protection against harsh weather (moderate DC)

Perception

Wisdom

The Perception skill encompasses perceiving things, most often by sight or sound. Make a Perception check to notice a clue, detect a secret door, find a trap, follow tracks, listen for sounds behind a closed door, or locate a hidden object.

In most situations, the DM uses passive Perception to determine if a creature notices things. A creature that has fallen asleep naturally (as opposed to being knocked unconscious by a power or other effect) is unconscious, but not totally deprived of awareness; it can use its passive Perception to hear things, but with a -5 penalty.

Perceive Something

Make a Perception check to perceive something, such as a hidden door, a concealed object, a group of creatures talking, or a monster's tracks.

This is usually a minor action. No action is required when the DM is using your passive Perception. Carefully searching an area (your space and squares adjacent to it) requires 1 minute or more.

Success: You perceive something. If you are carefully searching an area, you find something, assuming there's something to find.

Find a Hidden Creature

Make a Perception check to try to find a hidden creature (see “Stealth,” page 301). If you find a hidden creature, you might point the hidden creature out to others, resulting in them knowing its location. This is a minor action.

Make an opposed check against a target’s Stealth check. The DM might apply relevant modifiers, depending on how you are trying to find a hidden target.

Success: The target is no longer hidden from you. If you cannot see the target for some other reason, such as magical invisibility, you still know where the target is located.

IMPROVISING WITH PERCEPTION

- ◆ Sense the true direction of an echoing sound (hard DC)
- ◆ Smell a fresh, concealed corpse (hard DC)
- ◆ Notice that terrain or an object is illusory (moderate DC of the effect’s level)

Religion

Intelligence

The Religion skill encompasses knowledge about gods, sacred writings, religious ceremonies, holy symbols, and theology. This knowledge extends to information about the undead and about the Astral Sea, including the creatures of that plane.

Training in this skill represents academic study, either formalized or as a hobby. Adventurers who have training in the skill are likely to know esoteric information in the field of study.

Religion Knowledge

Make a Religion check to recall a piece of relevant religious lore or to recognize a religion-related clue (see “Knowledge Checks,” page 284).

Monster Knowledge

Immortal and Undead

Make a Religion check to identify a creature that has the immortal origin or the undead keyword (see “Monster Knowledge Checks,” page 285).

IMPROVISING WITH RELIGION

- ◆ Craft a simple nonmagical holy symbol or other sacred object (moderate DC)
- ◆ Preside over a known religious ceremony (moderate DC)
- ◆ Soothe grief-stricken or panicked peasants by chanting a hymn (hard DC)

Stealth

Dexterity (Armor Check Penalty)

Characters use the Stealth skill to conceal themselves from enemies, slink past guards, slip away without being noticed, and sneak up on others without being detected.

The check is usually at the end of a move action, but it can be at the end of any of your character's actions that involve him or her moving.

Make an opposed check against the passive Perception of each target creature present. If you move more than 2 squares during the action, you take a -5 penalty to the Stealth check. If you run, the penalty is -10.

You can make a Stealth check against a target only if you have superior cover or total concealment against that target or if you are outside the target's line of sight. Outside combat, the DM might allow you to make a Stealth check against a distracted target, even if you don't have superior cover or total concealment and aren't outside the target's line of sight. The target might be focused on something in a different direction, allowing you to sneak around it.

Success: You become hidden from the target. Being hidden means being silent and invisible.

Remaining Hidden: You remain hidden as long as you meet these requirements.

Keep out of Sight: If you no longer have any cover or concealment from a target, you don't remain hidden from the target. You don't need superior cover, total concealment, or to stay outside line of sight, but you at least need partial cover or partial concealment from a target to remain hidden. A hidden creature can't use another creature as cover to remain hidden.

Keep Quiet: If you speak louder than a whisper or otherwise draw attention to yourself with a noise, you don't remain hidden from any creature that can hear you.

Keep Still: If you move more than 2 squares during an action, you must make a Stealth check to remain hidden, with a -5 penalty, or a -10 penalty if you run. If any creature's passive Perception beats your check result, you don't remain hidden from that creature.

Don't Attack: If you make an attack, you don't remain hidden.

Not Remaining Hidden: If you take an action that causes you not to remain hidden, you retain the benefits of being hidden, such as combat advantage, until the action is resolved. You can't become hidden again as part of that same action.

Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

IMPROVISING WITH STEALTH

- ◆ Hide an object in a room (opposed by Perception)
- ◆ Craft a hidden compartment or sheath (moderate DC)
- ◆ Embed a secret message in a letter (opposed by Insight)

Streetwise

Charisma

The Streetwise skill encompasses knowledge of the ins and outs of life in a settlement (a village, a town, or a city), whether on its main streets or in its back alleys. This knowledge is gleaned from talking to people and observing them as they go about their lives, rather than from studying tomes or maps. An adventurer who has training in this skill is especially adept at getting information out of people living in settlements.

When in a settlement, make a Streetwise check to find out what's going on, who the movers and shakers are, where to get the best deals, and where the dangers are.

The check takes 1 hour of effort. The DM might allow you to use Streetwise as a knowledge skill, in which case the check requires no action; either you know the answer or not.

Success: You collect a useful bit of information, gather rumors, find out about available jobs, or locate the best deal. You usually avoid attracting unwanted attention in gathering this information.

Failure: You can try again but are likely to attract unwanted attention.

IMPROVISING WITH STREETWISE

- ◆ Lose pursuing guards down a series of alleys or in a crowd (opposed by Perception)
- ◆ Deduce a person's profession by his or her dress (moderate DC)
- ◆ Pick up a dialect of a known language (hard DC)
- ◆ Notice that merchandise is counterfeit (hard DC)

Thievery

Dexterity (Armor Check Penalty)

The Thievery skill encompasses various abilities that require nerves of steel and a steady hand: disabling traps, opening locks, picking pockets, and sleight of hand.

The DM might decide that some uses of this skill are so specialized that an adventurer is required to have training in Thievery to have a chance of succeeding.

Disable Trap

Make a Thievery check to prevent a known trap from triggering. Some traps cannot be disabled using Thievery.

This is a standard action. Unless otherwise noted, you must be adjacent to part of the trap to try to disable it.

Success: You disable the trap. Some traps, however, require multiple checks to be disabled.

Failure by 4 or Less: Nothing happens, unless the trap's description says otherwise.

Failure by 5 or More: You trigger the trap.

Open Lock

Make a Thievery check to pick a lock. This is a standard action. Unless otherwise noted, you must be adjacent to a lock to pick it.

Success: You pick the lock. A complicated lock might require multiple checks before it can be opened.

Pick Pocket

Make a Thievery check to lift a small object (such as a purse or a key) from a target creature without that creature being aware of the theft (hard DC of the target's level). This is a standard action. Unless otherwise noted, you must be adjacent to the target, and the target must not be holding the object.

Success: You lift a small object from the target without the target noticing.

Failure by 4 or Less: You fail to lift an object, but the target doesn't notice.

Failure by 5 or More: You fail to lift an object, and the target notices the attempt.

Sleight of Hand

Make a Thievery check to perform an act of legerdemain, such as palming an unattended object small enough to fit in your hand (a coin or a ring, for instance). This is a standard action. Unless otherwise noted, you must be adjacent to the object.

This is an opposed check against the passive Perception of each creature present.

Success: You pull off the sleight of hand.

Failure: You perform the sleight of hand but are obvious, unconvincing, or both.

IMPROVISING WITH THIEVERY

- ◆ Fix a broken wagon (easy DC)
- ◆ Craft a standard lock (moderate DC)
- ◆ Bind a creature with rope (check result sets escape DC)



FEATS

A feat is a talent, a knack, or a natural aptitude. It embodies the training, the experience, and the abilities you have acquired beyond what your class provides. A feat can represent the days you spent learning to handle a sword, your natural toughness and tenacity, or your unshakable faith in the gods.

You can think of feats as a flourish you add to your character, an additional layer of customization that makes him or her unique.

- ◆ **Choosing Feats:** The basics for picking feats, including how prerequisites work and feat summaries separated by category.
- ◆ **Adventurer Feats:** Complete descriptions of each feat, presented alphabetically from Aggressive Advantage to Weapon Focus.

CHOOSING FEATS

When you choose feats, you should think about the kind of character you are playing. Do you want feats that make your character more powerful? Do you like feats that express an element of your character's background or personality? Or perhaps you prefer a combination of the two. Both approaches are valid, and the decision comes down to personal preference.

It's up to you to create a story that explains how your character gains the talents and abilities associated with your feat choices. If your character has feats from the divine devotion category and the learning and lore category, what does that say about him or her? Was your character a cloistered scholar who spent years studying dusty tomes? Or did your character spend months on the road, preaching the virtues of a god while learning an array of skills and stories?

You can think of feats as a flourish you add to your character, an additional layer of customization that makes him or her unique.

Prerequisites

Some feats have “Prerequisite” entries, which specify any precondition an adventurer must meet to take those feats. If your adventurer does not meet a feat's prerequisite, you cannot select that feat.

Some feats have minimum ability scores as prerequisites. These feats represent specialized abilities that are too difficult for the average person to master. Your adventurer's ability score must be equal to or higher than the requisite ability score in order for you to select the feat.

Other feats have prerequisites that require a character to have certain other feats or to have training in particular skills. These feats require a character to achieve a minimum level of talent before mastering them.

Feat Categories

The feats in this chapter are organized into different categories based on themes. The categories have no effect on a feat's rules or mechanics. Instead, the categories represent an easy way to approach feat selection. When choosing a feat, you can start by looking at the categories that appeal to you.

Armor Training In most cases, the armor proficiencies your class provides are enough to cover your needs. However, learning to use better armor—or figuring out how to better wear your armor—can provide a useful edge in combat.

Armor Training Feats

- Armor Finesse
- Armor Proficiency: Chainmail
- Armor Proficiency: Hide
- Armor Proficiency: Leather
- Armor Proficiency: Plate
- Armor Proficiency: Scale
- Heavy Armor Agility
- Shield Finesse
- Shield Proficiency: Heavy
- Shield Proficiency: Light

Divine Devotion The gods are an important part of your life. You could be a priest or a cleric, or you might be a member of the uninitiated who makes offerings at temples before venturing into the wilds. Maybe you were raised among religious parents, or your homeland is a theocracy. Regardless of the reason, you have a close bond with a particular deity, and that bond is represented in your abilities.

The feats in this category reflect your commitment to the principles of the gods, but they don't require that you worship a single deity. You might worship many deities, so your feats reflect your respect for many different ideals.

Divine Devotion Feats

- Disciple of Death
- Disciple of Freedom
- Disciple of Inspiration
- Disciple of Justice
- Disciple of Law
- Disciple of Light

Divine Devotion Feats

- Disciple of Lore
- Disciple of Shadow
- Disciple of Stone
- Disciple of Strength
- Disciple of the Wild

Enduring Stamina You shrug off powerful attacks and can push on when others would fail. The feats in this category let you resist certain types of damage, bounce back faster from injuries, or survive more battles between rests.

Enduring Stamina Feats

Cold Adaptation

Durable

Great Fortitude

Heat Adaptation

Improved Defenses

Resilient Focus

Superior Fortitude

Swift Recovery

Tenacious Resolve

Toughness

Implement Training For those who wield magic rather than steel, an implement provides a conduit for deadly power. The feats in this category allow you to improve your prowess with implements. As you master their use, you learn to draw upon their unique traits.

Implement Training Feats

Implement Focus

Orb Expertise

Staff Expertise

Wand Expertise

Learning and Lore You have pondered ancient texts, listened to bards' tales, and discovered as much as you can about the world around you. The feats in this category reflect practical knowledge, academic study, and other endeavors of learning.

Learning and Lore Feats

Combat Medic

Disciple of Lore

Jack of All Trades

Linguist

Skill Focus

Skill Training

Quick Reaction When a troll lumbers around the corner, you are the first to respond. You have learned to take advantage of the subtle openings offered by enemies slower than you. The feats in this category let you act quicker in combat or grant benefits to you at the start of a battle.

Quick Reaction Feats

Aggressive Advantage

Alertness

Eager Advance

Improved Initiative

Superior Reflexes

Steadfast Willpower You know that mental prowess is just as important for an adventurer as stamina and strength. The feats in this category represent focus, discipline, and an indomitable mind. They show that even a scholar can be as resolute and unflinching as a heavily armored warrior.

Steadfast Willpower Feats

Improved Defenses

Iron Will

Resilient Focus

Superior Will

Two-Weapon Training Many adventurers, particularly those who have little use for shields, find that two weapons are better than one. Feats in this category make use of your off-hand for defense and extra offense.

Two-Weapon Training Feats

Two-Weapon Defense

Two-Weapon Fighting

Vigilant Reflexes You have an intuitive sense of the ebb and flow of the battlefield, letting you predict when to duck out of the way. The feats in this category give you superior reactions and improved awareness, often bolstering your AC or Reflex.

Vigilant Reflexes Feats

Defensive Mobility

Improved Defenses

Lightning Reflexes

Resilient Focus

Superior Reflexes

Weapon Training Weapons offer different strengths and weaknesses, but it takes training to unlock their potential. The feats in this category allow you to make the most of your chosen weapon, granting superior accuracy and damage along with other benefits that reflect a weapon's capabilities.

Weapon Training Feats

Axe Expertise

Bludgeon Expertise

Bow Expertise

Crossbow Expertise

Heavy Blade Expertise

Light Blade Expertise

Master at Arms

Melee Training

Sling Expertise

Spear Expertise

Speed Loader

Staff Expertise

Weapon Focus

Weapon Proficiency

ADVENTURER FEATS

This section presents the feats in alphabetical order. Each feat might have the following entries.

Name and Description: The feat's name followed by a general overview of its effects and background. Some feats, such as armor proficiency feats, lack a description.

Prerequisite: Any preconditions an adventurer must fulfill before taking the feat.

Benefit: What the feat does for you.

Special: Any additional information or exceptions that apply to the feat.

Aggressive Advantage You pounce upon the slightest mistakes at the start of a fight, whether a slightly mishandled shield or a weapon not yet raised for defense.

Benefit: You gain combat advantage against all enemies during your first turn in an encounter.

Alertness The hair on the back of your neck might stand up, or perhaps your keenly honed senses detect an otherwise imperceptible change in your environment. Whatever the case, you're always ready for trouble.

Benefit: You cannot be surprised.

Also, you gain a +2 feat bonus to Perception checks.

Armor Finesse You are trained so extensively in the use of armor that it has become like a second skin to you. Its weight and bulk no longer inhibit some of your actions.

Benefit: You ignore the check penalty for wearing armor.

Armor Proficiency: Chainmail

Prerequisite: Strength 13, Constitution 13, proficiency with leather armor or hide armor

Benefit: You gain proficiency with chainmail.

Armor Proficiency: Hide

Prerequisite: Strength 13, Constitution 13, proficiency with leather armor

Benefit: You gain proficiency with hide armor.

Armor Proficiency: Leather

Benefit: You gain proficiency with leather armor.

Armor Proficiency: Plate

Prerequisite: Strength 15, Constitution 15, proficiency with scale armor

Benefit: You gain proficiency with plate armor.

Armor Proficiency: Scale

Prerequisite: Strength 13, Constitution 13, proficiency with chainmail

Benefit: You gain proficiency with scale armor.

Axe Expertise The axe is a weapon designed to cleave through armor and bone. You are trained to maximize the force you deliver with each hack of your axe.

Benefit: You gain a +1 feat bonus to weapon attack rolls you make with an axe. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, when rolling damage for a weapon attack you make with an axe, you can reroll one damage die that results in a 1, but you must use the second result.

Bludgeon Expertise In your hands, a hammer or a mace delivers crushing blows that reverberate through the toughest armor. Even glancing blows are enough to wear down your enemy.

Benefit: You gain a +1 feat bonus to weapon attack rolls you make with a hammer or a mace. This bonus increases to +2 at 11th level and +3 at 21st level.

You also gain a +1 feat bonus to the number of squares you push or slide creatures with weapon attacks you make with a hammer or a mace.

Bow Expertise Your steady accuracy allows you to fire arrows with great precision. With training, you've learned to hone in on lone foes to deal out crippling strikes.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a bow. In addition, you gain a +1 bonus to the damage roll of any weapon attack you make with a bow against a single creature that is not adjacent to any other creature. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Cold Adaptation Frozen climes are home to you, whether you hail from the endless tundra or the high, snow-capped mountains. Extreme cold does little harm to you.

Benefit: You gain resist 5 cold. The resistance increases to 10 at 11th level and 15 at 21st level.

Combat Medic You know that on the battlefield, every second counts. When your companions are badly injured, you tend to their wounds with speed and confidence.

Prerequisite: Training in Heal

Benefit: You can administer first aid to stabilize a dying creature as a minor action, instead of a standard action.

Also, you gain a +2 feat bonus to Heal checks.

Crossbow Expertise In your steady hands, a crossbow is a precision weapon. You need to see only a small portion of your enemy to deliver a deadly attack.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a crossbow. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, you ignore partial cover and superior cover with weapon attacks you make with a crossbow.

Defensive Mobility When you must expose yourself to an enemy's attacks, you move with speed and balance to minimize the danger.

Benefit: You gain a +2 bonus to AC against opportunity attacks.

Disciple of Death The Raven Queen watches over the gates of death and works to ensure that all creatures meet their fates. Your faith that she watches over you provides the determination to survive even the worst perils.

Prerequisite: Wisdom 13

Benefit: You gain a +5 feat bonus to death saving throws.

Disciple of Freedom Avandra believes in freedom for all creatures, and she expects you to champion its cause. To aid you against oppressors and tyrants, she grants you the power to escape bonds.

Prerequisite: Charisma 13

Benefit: You gain a +5 feat bonus to checks you make as part of the escape action.

In addition, if you are immobilized, slowed, or restrained by an effect that a save can end, you can make a saving throw against that effect at the start of your turn as well as at the end of your turn.

Disciple of Inspiration Corellon helped create arcane magic, and his traditions of artistry and beauty continue to inspire mortals to this day. You maintain his practices by striving for perfection in all your endeavors.

Prerequisite: Intelligence 13

Benefit: When you use an at-will attack power and miss every target, you gain a +1 bonus to attack rolls until the end of your next turn.

Disciple of Justice Bahamut, the Platinum Dragon, watches over the weak and defenseless, guarding them against danger. You embrace his example and give of yourself so that others might live.

Prerequisite: Charisma 13

Benefit: When you use your second wind, you can choose one ally adjacent to you to regain the hit points granted by it. If you do so, you don't regain the hit points.

Disciple of Law In the borderlands between the demon-haunted wilderness and the few surviving civilizations, the devotees of Erathis maintain law, preach unity, and work to support communities. As a champion of Erathis, you show your allies that a united group is much more powerful than lone individuals.

Prerequisite: Wisdom 13

Benefit: You gain a +5 bonus to checks you make to aid another. When you succeed at aiding another, you grant the target a +3 bonus instead of a +2 bonus.

Disciple of Light Pelor, the Sun Lord, teaches his followers to carry the sun's purifying light to the darkest corners of the world. When hope and light fade, Pelor's indomitable radiance still burns within your heart, inspiring others.

Prerequisite: Wisdom 13

Benefit: Whenever you spend a healing surge while bloodied, each ally within 5 squares of you gains 3 temporary hit points. These temporary hit points increase to 5 at 11th level and 8 at 21st level.

Disciple of Lore As god of knowledge and skill, Ioun expects her followers to achieve perfection through study and practice. Your mental acuity and relentless training allow you to excel in areas you have studied.

Prerequisite: Intelligence 13

Benefit: You gain a +1 bonus to skills in which you have training.

Disciple of Stone Moradin teaches his initiates to stand firm in the face of any threat. Your faith has inured you to daunting challenges and trying circumstances. When you draw upon your reserves, you find a rich wellspring of hope and vigor.

Prerequisite: Constitution 13

Benefit: When you spend a healing surge, you gain 5 temporary hit points.

These temporary hit points increase to 7 at 11th level and 10 at 21st level.

Disciple of Strength Kord teaches that strength can overcome any challenge. In battle, you draw on your reserves to redouble your efforts and destroy your enemies.

Prerequisite: Strength 13

Benefit: When you use your second wind, you gain a +5 power bonus to the next damage roll you make with a melee weapon attack before the end of your next turn.

Disciple of the Wild To Melora, no divide exists between people and animals. In her view, civilization and the wild are one. Your devotion to the goddess lets you call upon your feral nature to lunge at foes or slink away.

Prerequisite: Dexterity 13

Benefit: When you use your second wind, you can shift up to 3 squares as a free action.

Disciple of Shadows The Mistress of the Moon, Sehanine, is a patron of shadows and stealth. Her blessing ensures that you can find your way even in the darkest corners of the world.

Prerequisite: Charisma 13

Benefit: You gain darkvision with a range of 2 squares.

Durable Your natural tenacity and durability allows you to outlast your enemies and overcome obstacles. Over the course of a day, you can take more punishment than other adventurers.

Benefit: Your number of healing surges increases by two.

Eager Advance Your impetuous nature, quick reflexes, and tactical awareness give you an extra few steps in the opening moments of battle.

Benefit: You gain a +4 feat bonus to speed on your first turn during an encounter.

Great Fortitude You are tough enough to withstand poisons, disease, and harsh environmental conditions. You can endure brutal attacks meant to overcome your body's resilience.

Benefit: You gain a +2 feat bonus to Fortitude. This bonus increases to +3 at 11th level and +4 at 21st level.

Heat Adaptation You grew up in a hot environment, such as the Desert of Desolation, or have worked in the searing depths of a dwarven forge. In either case, you are adapted to extreme heat.

Benefit: You gain resist 5 fire. This resistance increases to 10 at 11th level and 15 at 21st level.

Heavy Armor Agility Your strength and toughness allow you to easily shoulder the burden of heavy armor. Even in plate, you move as fast as an unarmored warrior.

Prerequisite: Strength 15 or Constitution 15

Benefit: You ignore the speed penalty for wearing heavy armor.

Heavy Blade Expertise The heavy blade blends accurate attacks and quick parries into a potent package. You have learned to use your weapon to deflect enemies' attacks as you move about the battlefield.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a heavy blade. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, while wielding a heavy blade, you gain a +2 bonus to all defenses against opportunity attacks.

Implement Focus Familiarity and practice allow you to better channel magic through your chosen implement, so the attacks you deliver with it pack a stronger punch.

Benefit: Choose an implement with which you have proficiency. You gain a +1 feat bonus to the damage rolls of implement attacks that you make with the chosen implement. This bonus increases to +2 at 11th level and +3 at 21st level.

Special: You can choose this feat more than once. Each time you select this feat, choose another implement with which you have proficiency.

Improved Defenses You hone your body and mind to guard against a variety of attacks.

Benefit: You gain a +1 feat bonus to Fortitude, Reflex, and Will. This bonus increases to +2 at 11th level and +3 at 21st level.

Improved Initiative You might be slow or clumsy, but when swords are drawn, your reflexes kick in. Through practice, awareness, and agility, you tend to strike first in battle.

Benefit: You gain a +4 feat bonus to initiative.

Iron Will Your mind is as tough and resilient as iron. You effortlessly resist powerful attacks aimed at breaking your will or penetrating your psyche.

Benefit: You gain a +2 feat bonus to Will. This bonus increases to +3 at 11th level and +4 at 21st level.

Jack of All Trades You have picked up a little bit of everything in your travels. You might not be an expert in many disciplines and practices, but you are at least competent in each of them.

Prerequisite: Intelligence 13

Benefit: You gain a +2 feat bonus to untrained skill checks.

Light Blade Expertise What a light blade lacks in weight and power, it makes up in accuracy. In your hands, this advantage becomes even deadlier when your foe's defenses are down.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a light blade. In addition, you gain a +1 bonus to the damage rolls of weapon attacks that you make with a light blade against a creature granting combat advantage to you. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Lightning Reflexes A combination of battle awareness, tactical planning, and agility ensure that you dodge most attacks.

Benefit: You gain a +2 feat bonus to Reflex. This bonus increases to +3 at 11th level and +4 at 21st level.

Linguist Through study or extensive travel, you have mastered several languages.

Prerequisite: Intelligence 13

Benefit: Choose three languages. You can now speak, read, and write those languages fluently.

Special: You can take this feat more than once. Each time you select this feat, choose three new languages.

Master at Arms Some warriors seek to master one or two weapons. You instead learned techniques to wield a variety of arms.

Benefit: You gain a +1 feat bonus to the attack rolls of weapon attacks. The bonus increases to +2 at 11th level and +3 at 21st level.

Also, you can use a minor action to sheathe a weapon and then draw a weapon.

Melee Training Most warriors rely on raw strength to deliver melee attacks. You have developed or studied a fighting technique that draws on a different ability.

Benefit: Choose an ability other than Strength. When you make a melee basic attack using a weapon with which you have proficiency, you can use the chosen ability instead of Strength for the attack roll. In addition, you can use half of that ability's modifier, instead of your Strength modifier, for the damage roll.

Orb Expertise The orb is an implement of strength and durability. When you produce an effect, you can channel energy from the orb to empower your magic.

Benefit: You gain a +1 feat bonus to implement attack rolls that you make with an orb. This bonus increases to +2 at 11th level and +3 at 21st level.

You also gain a +1 feat bonus to the number of squares you pull, push, or slide targets of attacks that you make with an orb.

Resilient Focus You are so focused on victory that magic, curses, and poisons cannot slow you down. When you face threats, you grit your teeth and push through them with sheer determination.

Benefit: You gain a +2 feat bonus to saving throws.

Shield Finesse You use your shield with such speed and grace that it never interferes with what you're doing.

Benefit: You ignore the check penalty for wearing a shield.

Shield Proficiency: Heavy

Prerequisite: Strength 15, proficiency with light shields

Benefit: You gain proficiency with heavy shields.

Shield Proficiency: Light

Prerequisite: Strength 13

Benefit: You gain proficiency with light shields.

Skill Focus Through diligent study and endless hours of practice, you have transformed simple training in a skill into unmatched expertise.

Prerequisite: Training in chosen skill

Benefit: Choose a skill in which you have training. You gain a +3 feat bonus to the chosen skill.

Special: You can take this feat more than once. Each time you select this feat, choose a different skill.

Skill Training

Benefit: You gain training in one skill, which doesn't need to be on your class skills list.

Special: You can take this feat more than once. Each time you select this feat, choose a different skill.

Sling Expertise The sling is a versatile weapon favored by melee combatants because it is fast and light, and it can be carried in one hand. You are a master of the sling and can use it without threat from nearby foes.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a sling. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, when you make a ranged or an area attack with a sling, you don't provoke opportunity attacks for doing so.

Spear Expertise Your talent with the spear is deadliest when you are advancing upon a foe.

Benefit: You gain a +1 feat bonus to weapon attack rolls that you make with a spear. When charging, you also gain a +1 bonus to damage rolls of weapon attacks that you make with a spear. Both of these bonuses increase to +2 at 11th level and +3 at 21st level.

Speed Loader Your quick hands and experience with the weapon allow you to reload a crossbow in the blink of an eye.

Benefit: As a free action, you can reload a crossbow you're wielding that has the load minor weapon property.

Staff Expertise The staff is the most durable implement as well as a dependable weapon. You have learned to use the staff to defend yourself while unleashing your magical powers or to strike at enemies beyond your reach.

Benefit: You gain a +1 feat bonus to the attack rolls of implement powers and weapon powers that you use with a staff. This bonus increases to +2 at 11th level and +3 at 21st level.

In addition, when you make a ranged attack or an area attack with a staff as an implement, you don't provoke opportunity attacks for doing so.

When you make a melee weapon attack with a staff, the weapon's reach for that attack increases by 1.

Superior Fortitude Your natural endurance is so great that you can ignore lasting injuries.

Prerequisite: Strength 15 or Constitution 15

Benefit: You gain a +2 feat bonus to Fortitude. This bonus increases to +3 at 11th level and +4 at 21st level.

You also gain resist 3 to ongoing damage. This resistance increases to 6 at 11th level and 9 at 21st level.

Superior Reflexes Your speed and agility give you the upper hand at the start of combat as well as an advantage against certain attacks.

Prerequisite: Dexterity 15 or Intelligence 15

Benefit: You gain a +2 feat bonus to Reflex. This bonus increases to +3 at 11th level and +4 at 21st level.

You also gain combat advantage against all enemies during your first turn in an encounter.

Superior Will You can shrug off attacks that try to seize your mind or leave you senseless.

Prerequisite: Wisdom 15 or Charisma 15

Benefit: You gain a +2 feat bonus to Will. This bonus increases to +3 at 11th level and +4 at 21st level.

In addition, if you are dazed or stunned, you can make a saving throw at the start of your turn to end that effect, even if the effect doesn't normally end on a save.

Swift Recovery You recover from minor cuts and bruises faster than other adventurers do. Your resilience allows you to press on when some would have to stop and rest.

Prerequisite: Training in Endurance

Benefit: You gain a +3 feat bonus to your healing surge value. The bonus increases to +4 at 11th level and +5 at 21st level.

Tenacious Resolve Your stamina and mental focus allow you to shake off persistent injuries and effects.

Prerequisite: Training in Endurance

Benefit: You gain a +5 feat bonus to saving throws against ongoing damage.

Toughness Through a combination of physical durability, mental focus, and tenacity, you are more difficult to bring down than the typical adventurer.

Benefit: You gain 5 additional hit points. These additional hit points increase to 10 at 11th level and 15 at 21st level.

Two-Weapon Defense With two weapons in hand, you use one to parry and feint and the other for attacks.

Prerequisite: Dexterity 13, Two-Weapon Fighting feat

Benefit: While wielding a melee weapon in each hand, you gain a +1 shield bonus to AC and Reflex.

Two-Weapon Fighting Your two weapons form a deadly combination. You slash and stab with both in unison, delivering punishing strikes as you press the attack.

Prerequisite: Dexterity 13

Benefit: While wielding a melee weapon in each hand, you gain a +1 bonus to the damage rolls of weapon attacks that you make with a melee weapon.

Wand Expertise The wand is the most precise implement. You have learned to use it to deliver perfectly aimed attacks in spite of any cover your foes have.

Benefit: You gain a +1 feat bonus to implement attack rolls that you make with a wand. This bonus increases to +2 at 11th level and +3 at 21st level.

Also, you ignore partial cover and superior cover on implement attacks you make with a wand.

Weapon Focus Through training and careful practice, you have learned to deal more deadly attacks with your chosen weapon.

Benefit: Choose a weapon group, such as spear or heavy blade. You gain a +1 feat bonus to the damage rolls of weapon attacks that you make with a weapon from that group. This bonus increases to +2 at 11th level and +3 at 21st level.

Special: You can take this feat more than once. Each time you select this feat, choose another weapon group.

Weapon Proficiency

Benefit: You gain proficiency with a single weapon of your choice.

Special: You can take this feat more than once. Each time you select this feat, choose another weapon.



GEAR AND WEAPONS

When you leave the safety of a city or other settlement for the wilderness and the unknown, you must be prepared. Being ready means you need protection, arms, and tools to see you through potential challenges, dangers, and hardships. An unprepared adventurer all too often winds up injured or lost—or worse—so gear up for the hazards you expect on your journeys.

Here's an overview of the contents of this chapter.

- ◆ **Armor and Shields:** Essential gear for protection in combat.
- ◆ **Weapons:** The basic tools of combat, from swords to bows.
- ◆ **Adventuring Gear:** The tools of the adventuring trade. Look in this section for everburning torches, flasks of oil, backpacks, holy symbols, and spellbooks. This section also discusses arcane implements, useful for the powers of some classes.
- ◆ **Magic Items:** When you have gold to spend on magic items, this section shows you what's available. You'll find magic weapons, armor, and more.

An unprepared adventurer all too often winds up injured or lost—or worse—so gear up for the hazards you expect on your journeys.

GEAR AT 1ST LEVEL

When you create a 1st-level character, you start with basic clothing. You also get 100 gold pieces to spend on armor, weapons, and adventuring gear. This is an abstraction; your character probably doesn't walk into a store one day with a bag of coins—unless you just came into an inheritance or won a tournament of some sort. Rather, the items you start with, and any gold you have left over, might come to you as gifts from family, gear used in military service, equipment issued by a patron, or even something you made yourself. As you advance in level, you acquire more gold that you can spend, not just on mundane gear, but on fabulous magic items as well.

As a starting character, pick up some kind of armor. Go for the best that you can afford and that you can use based on your class. For fighters and paladins, that's probably scale mail or plate mail. Clerics go for chainmail, while rangers seek out leather or hide armor. Rogues and warlocks also like leather armor, while wizards have proficiency only with cloth armor.

Also select a weapon. Your class dictates what weapons are best for your particular talents. Some characters want a melee weapon for close attacks, others prefer ranged weapons, and a few pick up one of each.

Mages and other wizards also need implements to best perform their functions. Check out orbs, staves, and wands if you're playing a mage.

COINS AND CURRENCY

Merchants and adventurers alike use the gold piece (gp) as the standard unit of currency for most transactions. The exchange of large amounts of money might be handled by letters of credit or gems and jewelry, but the value is always measured in gold pieces.

The common people of the world deal more widely in the silver piece (sp) and the copper piece (cp). A gold piece is worth 10 silver pieces, and a silver piece is worth 10 copper pieces.

People use copper, silver, and gold coins daily. Many of the world's ancient empires also minted platinum pieces, and merchants still accept them even if most people never see them. They're most common in ancient treasure hoards. A platinum piece is worth 100 gold pieces.

A coin is about an inch across, and weighs about a third of an ounce (50 coins to the pound).

Gems and jewelry are a more portable form of wealth favored by adventurers. Among commoners, "portable wealth" usually means cattle (with one cow worth about 10 gp in trade).

Astral Diamonds: In fantastic realms beyond the natural world—in the City of Brass in the Elemental Chaos, the Bright City in the Astral Sea, the city of Sigil, and similar markets—the astral diamond (ad) is used as currency for transactions involving staggering amounts of wealth. One astral diamond is worth 100 platinum pieces, or 10,000 gold pieces.

An astral diamond weighs one-tenth as much as a coin (500 astral diamonds weigh 1 pound).

Monetary Unit	Exchange Value				
	cp	sp	gp	pp	ad
Copper piece (cp)	1	1/10	1/100	1/10,000	1/1,000,000
Silver piece (sp)	10	1	1/10	1/1,000	1/100,000
Gold piece (gp)	100	10	1	1/100	1/10,000
Platinum piece (pp)	10,000	1,000	100	1	1/100
Astral diamond (ad)	1,000,000	100,000	10,000	100	1

ARMOR AND SHIELDS

Armor provides a barrier between you and your foes—or, more to the point, between you and damage. Every class provides proficiency with one or more kinds of armor (the ones you are trained to wear), and it's in your best interest to wear the finest armor you can.

Armor Types

Armor is grouped into categories. These categories can help you decide what armor is best for you.

Your class tells you what kinds of armor you have proficiency with. You can take feats to learn the proper use of other kinds of armor. If you wear armor you don't have proficiency with, it makes you clumsy and uncoordinated: You take a -2 penalty to attack rolls and to Reflex.

Putting on a suit of armor always takes at least 5 minutes, which means that it's an activity you can undertake only outside combat (likely while you're taking a short rest).

While wearing a suit of armor, you gain an armor bonus to Armor Class, determined by the type of armor.

Armor is defined as either *light* or *heavy*.

Light armor is easy to move in if you have proficiency with it. Cloth armor, leather armor, and hide armor are light armor. While you're wearing light armor, you add either your Intelligence modifier or your Dexterity modifier to your Armor Class, whichever is higher.

Heavy armor is more restrictive, so your natural agility matters less. When you wear heavy armor, you don't add an ability score modifier to your AC. In addition, a typical suit of heavy armor imposes a penalty to your speed, as noted in the armor's entry. Chainmail, scale armor, and plate armor are heavy armor.

CHOOSING ARMOR

There are a few different aspects to determining your armor choice. Decide what you want your character to be able to do within your class role, and think about your ability scores and how they affect your Armor Class. Take a look at an armor's encumbrance (light or heavy), and think about its check penalty and speed. You might be able to have the same AC with more mobility, which could be a better choice for your character and your adventuring party. Your decision to use a shield rather than a two-handed weapon, or vice versa, might also influence whether you choose a certain suit of armor, so include that factor in your decision making.

As the magic enhancement on armor increases, the armor's substance requires reinforcement to sustain it. Arcane methods of construction weave magic into the armor, thereby increasing its armor bonus as well as its enhancement bonus. See page 343 for magic armor.

Cloth Armor Jackets, mantles, woven robes, and padded vests don't, by themselves, provide any significant protection. However, you can imbue them with protective magic. Cloth armor doesn't slow you down or hinder your movement at all. All characters have proficiency with cloth armor.

Leather Armor Leather armor is sturdier than cloth armor. It protects vital areas with multiple layers of boiled-leather plates, while covering the limbs with supple leather that provides a small amount of protection.

Hide Armor Thicker and heavier than leather, hide armor is composed of skin from any creature that has a tough hide, such as a bear, a griffon, or a dragon. Hide armor can bind and slightly hinder your precision, but it's light enough that it doesn't affect your speed.



1. Cloth armor; 2. Leather armor; 3. Hide armor; 4. Chainmail; 5. Scale armor; 6. Plate armor; 7. Light shield; 8. Heavy shield

Chainmail Metal rings woven together into a shirt, leggings, and a hood make up a suit of chainmail. Chainmail grants good protection, but it's cumbersome, so it reduces your mobility and agility.

Scale Armor Overlapping pieces of highly durable material, such as steel or even dragon scales, make up scale armor. Despite its heaviness, scale is surprisingly easy to wear; its straps and buckles make it adjustable and able to fit snugly on the body, allowing for flexibility and agility.

Plate Armor The heaviest type of armor, made up of shaped plates of metal or similarly resilient material, plate provides the most armor protection. The cost for its superior fortification is mobility and agility.

Shield Types

A shield grants a shield bonus that you add to your AC and Reflex while you're using the shield. However, if you don't have proficiency with a shield, you don't gain its shield bonus.

To use a shield, you must strap it to your forearm. Doing so is a standard action, unless otherwise noted. Removing the shield is also a standard action.

While using a shield, you gain a shield bonus to AC and Reflex, determined by the type of shield.

Light Shield While you're using a light shield, you can use your shield hand to hold another item, to climb, and the like, but you can't make attacks with that hand or with anything in it.

Heavy Shield While you're using a heavy shield, you can't use your shield hand for any other task, since you must use that hand to handle the shield.

ARMOR AND SHIELDS

Armor	Armor Bonus	Check	Speed	Price (gp)	Weight
Cloth armor (light)	+0	–	–	1	4 lb.
Leather armor (light)	+2	–	–	25	15 lb.
Hide armor (light)	+3	-1	–	30	25 lb.
Chainmail (heavy)	+6	-1	-1	40	40 lb.
Scale armor (heavy)	+7	–	-1	45	45 lb.
Plate armor (heavy)	+8	-2	-1	50	50 lb.

Shield	Shield Bonus	Check	Speed	Price (gp)	Weight
Light shield	+1	–	–	5	6 lb.
Heavy shield	+2	-2	–	10	15 lb.

Reading the Armor and Shields Table

An armor or a shield entry on the Armor and Shields table contains the following information.

Armor Bonus: Armor provides this bonus to AC.

Shield Bonus: Shields provide this bonus to AC and Reflex.

Check: You take this armor check penalty to all Strength-, Dexterity-, and Constitution-based skill checks when you wear the armor or shield. You don't take the penalty to ability checks (such as a Strength check to break down a door or a Dexterity check to determine initiative in combat).

Speed: You take this penalty to your speed when wearing the armor or shield.

Price: The item's cost in gold pieces.

Weight: The armor or shield's weight.

WEAPONS

When you confront villains and monsters in their lairs, you often end up in situations that can be resolved only with arms and magic. If you don't have magical powers, you had better have a weapon or two. In fact, you might want a weapon to back up or even augment the powers you wield.

CHOOSING WEAPONS

If you belong to a class whose powers don't include weapon keywords, just pick weapons that you have proficiency with and that you'd like to use. If you're a fighter or a member of any other class that has powers linked to particular weapon groups, you care more about weapons than other characters might. Be sure to consider the powers you'd like to use when choosing your weapons, and vice versa.

You want to have an option for melee combat as well as ranged combat, even if you're not as effective at one or the other. Be sure to choose at least one of each kind of weapon. When that flying monster makes its getaway, you don't want to be left standing around with nothing to do but hurl insults at it.

Weapon Categories

Weapons fall into several categories. The two described in this book are simple weapons and military weapons.

Simple weapons are basic weapons, requiring no more skill than being able to lift one and hit with the business end.

Military weapons are designed for skilled users. Balance and precision are important factors when using military weapons, and someone without the proper training can't use them effectively.

Weapons in all categories are further defined as **melee weapons**, which you use to attack foes within reach of the weapon (1 square unless otherwise noted), or **ranged weapons**, which you use to fire at more distant targets. You can't use a ranged weapon as a melee weapon. A melee weapon with the heavy thrown or the light thrown property (see below) counts as a ranged weapon when thrown, and it can be used with ranged attack powers that have the weapon keyword.

Finally, weapons are classified as either **one-handed** or **two-handed**. A one-handed weapon is light enough or balanced enough to be used in one hand. A two-handed weapon is too heavy or unbalanced to use without two hands. Bows and some other weapons require two hands because of their construction.

Some one-handed weapons are light enough for you to use in your off hand while holding another one-handed weapon in your other hand. Doing this doesn't let you make multiple attacks in a round (unless you have powers that let you do so), but you can attack with either weapon. Other one-handed weapons are large enough that you can keep a good grip on them with two hands and deal extra damage by using them as two-handed weapons.

Weapon Groups

Weapon groups are families of weapons that share certain properties. They're wielded similarly and are equally suited to certain kinds of attacks. In game terms, some powers and feats work only when you're attacking with a weapon in a specific group.

If a weapon falls into more than one group, you can use it with powers that require a weapon from any of its groups.

Axe: Axes have bladed, heavy heads and deal vicious cuts. An axe's weight makes it fine for delivering crushing blows.

Bow: A bow is a shaft of strong, supple material with a string stretched between its two ends. It's a projectile weapon that you use to fire arrows.

Crossbow: Essentially a small metal bow mounted on a stock and equipped with a mechanical trigger, a crossbow is a point-and-shoot projectile weapon. Crossbows are popular because they require little training to master, yet the heavy pull of the metal bow gives them substantial power.

Hammer: A hammer has a blunt, heavy head with one or more flat striking surfaces attached to a haft.

Heavy Blade: Blades are balanced edged weapons. Heavy blades share some of the precision of light blades and some of the mass of axes. Heavy blades are used primarily for slashing cuts rather than stabs and thrusts.

Light Blade: Light blades reward accuracy as much as force. Pinpoint attacks, lunges, and agile defenses are the strong points of these weapons.

Mace: Much like hammers, maces are blunt weapons that have a heavier head than handle, but they're more balanced than hammers. They're useful for delivering crushing blows.

Polearm: Polearms are reach weapons mounted at the end of long hafts. All polearms have a second weapon group, such as axe or spear.

Sling: Slings are leather straps used to hurl stones or metal pellets. They are projectile weapons.

Spear: Consisting of a stabbing head on the end of a long shaft, a spear is great for lunging attacks.

Staff: In its most basic form, a staff is a long piece of wood or some other substance, roughly the same diameter along its whole length.

STRENGTH OR DEXTERITY?

As a rule, the attack you're making determines the ability you use with the attack. When you use a power, the power tells you whether you're making a Strength attack, a Dexterity attack, or an attack based on a different ability. When you make a basic attack, though, the ability you use depends on the weapon you're wielding.

A basic attack with a melee weapon is always a Strength attack. A basic attack with a ranged weapon is usually a Dexterity attack, unless the weapon you're using has the heavy thrown property (see "Weapon Properties").

Reading the Weapon Tables

A weapon entry contains the following information, organized in columns on the weapon tables.

Weapon: The weapon's name.

Prof.: Proficiency with a weapon means that you are trained in the use of that weapon, which gives you a proficiency bonus to attack rolls. The bonus appears in this column if applicable. Some weapons are more accurate than others, as reflected by their bonus. If you don't have proficiency with the weapon, you don't gain this bonus.

Damage: The weapon's damage die. When a power deals a number of weapon damage dice (such as 4[W]), you roll the number of the dice indicated by this entry. If the weapon's damage die is an expression of multiple dice, roll that number of dice the indicated number of times. For example, a greatclub (which has a damage die of 2d4) deals 8d4 damage when used with a power that deals 4[W] on a hit.

Range: Weapons that can strike at a distance have range. The number before the slash indicates the normal range (in squares) for an attack. The number after the slash indicates the long range for an attack; an attack at long range takes a -2 penalty to the attack roll. Squares beyond the second number are considered to be out of range and can't be targeted with this weapon.

If a melee weapon has a range entry, it can be thrown and belongs to either the light thrown or the heavy thrown category.

An entry of “-” indicates that the weapon can't be used at range.

Price: The weapon's cost in gold pieces. An entry of “-” indicates that the item has no cost.

Weight: The weapon's weight in pounds. An entry of “-” indicates that the weapon's weight is negligible.

Prop: A weapon's properties, abbreviated. See below for definitions.

Group: A weapon's group. See the explanation on page 327.

Weapon Properties

Weapon properties define additional characteristics shared by weapons that might be in different groups.

Heavy Thrown (HT): You hurl a thrown weapon from your hand, rather than using it to launch a projectile. A ranged basic attack with a heavy thrown weapon uses your Strength instead of your Dexterity for the attack rolls and damage rolls, unless otherwise noted.

High Crit (HC): A high crit weapon deals more damage when you score a critical hit with it. On a critical hit, the weapon deals 1[W] extra damage at 1st-10th levels, 2[W] extra damage at 11th-20th levels, and 3[W] extra damage at 21st-30th levels. This extra damage is in addition to any critical damage the weapon supplies if it is a magic weapon.

Light Thrown (LT): You hurl a thrown weapon from your hand, rather than using it to launch a projectile. A ranged basic attack with a light thrown weapon uses your Dexterity, unless otherwise noted.

Load (L): Ranged weapons that launch projectiles, including bows, crossbows, and slings, take some time to load. Any weapon that has the load property requires two hands to load, even if you can use only one hand to attack with it. (The sling, for example, is a one-handed weapon, but you need a free hand to load it.)

When a weapon shows “load free” (Lf) on the Ranged Weapons table, that means you draw and load ammunition as a free action, effectively part of the action used to attack with the weapon.

The crossbow is “load minor” (Lm), which means it requires a minor action to load a bolt into the weapon. If a power allows you to hit multiple targets, the additional load time for multiple projectiles is included in the action used by the power.

Off-Hand (O): An off-hand weapon is light enough that you can hold it and attack effectively with it while holding a weapon in your main hand. You can't attack with both weapons in the same turn, unless you have a power that lets you do so, but you can attack with either weapon.



1. Quarterstaff; 2. Javelin; 3. Greatclub; 4. Hand crossbow; 5. Dagger; 6. Scythe; 7. Crossbow; 8. Club; 9. Sling; 10. Mace; 11. Sickle; 12. Spear

Reach (R): With a reach weapon, you can attack enemies that are 2 squares away from you as well as adjacent enemies. You can still make opportunity attacks only against adjacent enemies. Likewise, you can flank only an adjacent enemy.

Small (S): This property describes a two-handed or a versatile weapon that a Small character can use in the same way a Medium character can. A halfling can use a shortbow, for example, even though halflings can't normally use two-handed weapons (see "Weapons and Size," below).

Versatile (V): Versatile weapons are one-handed, but you can use them two-handed. If you do, you gain a +1 bonus to the weapon's damage rolls.

A Small character such as a halfling must use a versatile weapon two-handed and doesn't gain the bonus to damage rolls.

Melee Weapons

SIMPLE MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Club	+2	1d6	—	1 gp	3 lb.	—	Mace
Dagger	+3	1d4	5/10	1 gp	1 lb.	O, LT	Light blade
Javelin	+2	1d6	10/20	5 gp	2 lb.	HT	Spear
Mace	+2	1d8	—	5 gp	6 lb.	V	Mace
Sickle	+2	1d6	—	2 gp	2 lb.	O	Light blade
Spear	+2	1d8	—	5 gp	6 lb.	V	Spear

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Greatclub	+2	2d4	—	1 gp	10 lb.	—	Mace
Quarterstaff	+2	1d8	—	5 gp	4 lb.	—	Staff
Scythe	+2	2d4	—	5 gp	10 lb.	—	Heavy blade

MILITARY MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Battleaxe	+2	1d10	—	15 gp	6 lb.	V	Axe
Handaxe	+2	1d6	5/10	5 gp	3 lb.	O,HT	Axe
Longsword	+3	1d8	—	15 gp	4 lb.	V	Heavy blade
Rapier	+3	1d8	—	25 gp	2 lb.	—	Light blade
Scimitar	+2	1d8	—	10 gp	4 lb.	HC	Heavy blade
Short sword	+3	1d6	—	10 gp	2 lb.	O	Light blade
Throwing hammer	+2	1d6	5/10	5 gp	2 lb.	O,HT	Hammer
Warhammer	+2	1d10	—	15 gp	5 lb.	V	Hammer

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Greataxe	+2	1d12	—	30 gp	12 lb.	HC	Axe
Greatsword	+3	1d10	—	30 gp	8 lb.	—	Heavy blade
Longspear	+2	1d10	—	10 gp	9 lb.	R	Polearm, spear
Maul	+2	2d6	—	30 gp	12 lb.	—	Hammer

Ranged Weapons

SIMPLE RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Hand crossbow	+2	1d6	10/20	25 gp	2 lb.	Lf	Crossbow
Sling	+2	1d6	10/20	1 gp	0 lb.	L, free	Sling

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Crossbow	+2	1d8	15/30	25 gp	4 lb.	Lm	Crossbow

MILITARY RANGED WEAPONS

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Longbow	+2	1d10	20/40	30 gp	3 lb.	Lf	Bow
Shortbow	+2	1d8	15/30	25 gp	2 lb.	Lf, S	Bow



WAYNE ENGLAND

Weapons and Size

The weapon tables assume a Medium wielder, which includes almost all player characters. Characters and creatures that are smaller than Medium have special rules.

Small characters use the same weapons that Medium creatures do. However, a Small character (such as a halfling) can't use a two-handed weapon. When a Small character uses a versatile weapon, he or she must wield it two-handed and doesn't deal any extra damage for doing so.

Silvered Weapons

Some monsters, such as werewolves, are susceptible to attacks made by silvered weapons. A single weapon, 30 arrows, 10 crossbow bolts, or 20 sling bullets can be silvered at a cost of 500 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to a weapon without making it less effective.

Selling Equipment

You cannot sell mundane armor, weapons, or adventuring gear unless your Dungeon Master allows, in which case you receive one-fifth of an item's market price. Art objects or fine goods that have a specific value, such as a gold dagger worth 100 gp, bring their full price.

IMPLEMENTS

Some creatures use implements to channel the magical energy that fuels their powers. Members of certain classes, such as wizards, rely so heavily on implements that their members rarely use weapons, unleashing attacks through implements instead.

An implement is different from a weapon in many ways. It doesn't typically have a damage die, a range, or properties. In fact, nonmagical implements are little more than symbols of their users' magic; for instance, a wizard can cast any of his or her spells without needing an implement at all. See page 347 for how magic implements work.

Proficiency

Unlike weapons, an implement doesn't grant a proficiency bonus. Instead, an adventurer must have proficiency with an implement to use it at all. In the hands of a nonproficient user, an implement—magical or nonmagical—is effectively a bauble.

1. Greatsword; 2. Handaxe; 3. Longsword; 4. Shortbow; 5. Short sword; 6. Maul; 7. Greataxe; 8. Longbow; 9. Warhammer; 10. Battleaxe; 11. Throwing hammer; 12. Scimitar; 13. Rapier

Using an Implement

Implements are used with powers that have the implement keyword. A creature must be holding an implement to use it, unless otherwise noted.

An implement cannot be used to make a weapon attack. Some types of implements, such as staves, expressly break this rule.

Implement Groups Implement groups are families of implements that share certain physical qualities. Some groups are associated with certain power sources. The following groups are the most common.

Orb: An orb is a heavy, round object, usually made of glass or crystal, of a size that fits comfortably in the palm of the hand.

Staff: A staff is a shaft, usually of wood, that is typically as tall as or slightly taller than its wielder. Staves are sometimes crowned with decorative crystals or other symbols of magical power.

This implement also counts as a quarterstaff. Even a creature who doesn't have proficiency with the staff as an implement can use it as a weapon, but if the staff is magical, the creature cannot use its properties or powers, only its enhancement bonus and critical hit effect.

Wand: Associated with the arcane power source, a wand is a slender, tapered piece of wood, ivory, or other material crafted to channel magical energy.

ADVENTURING GEAR

From meals to torches, adventuring gear is essential to your party's success. You're assumed to start with basic clothing, and before your first adventure, you should equip yourself with weapons, armor, and other gear. See the table on the following page.

Adventurer's Kit: This kit includes all the items grouped beneath its entry on the table: a backpack, a bedroll, flint and steel, a belt pouch, two sunrods, ten days' worth of trail rations, 50 feet of hempen rope, and a waterskin.

Ammunition: Arrows come in a quiver that holds thirty, crossbow bolts come in a case that holds twenty, and sling bullets come in a pouch that holds twenty. Ammunition is used up when you fire it from a projectile weapon.

Arcane Implement: Wizards use orbs, staves, or wands as focus items for their spells. Using a nonmagical implement confers no benefit. You can purchase a magic implement to gain an enhancement bonus to attack rolls and damage rolls with your arcane powers. A staff implement also functions as a quarterstaff.

Climber's Kit: This kit includes all the items grouped beneath its entry: a grappling hook, a small hammer, and ten pitons. When you use a climber's kit, you gain a +2 bonus to Athletics checks for climbing.

Everburning Torch: This torch never stops burning. It casts bright light to a radius of 5 squares but sheds no heat, so you can stow it in a bag or a pouch. You can't set fire to anything with it.

Holy Symbol: This is a finely crafted, nonmagical symbol of precious metal that characters who worship gods might carry as a representation of their deity.

Journeybread: This magic bread fills the stomach and provides all necessary nutrients with only a few small bites, so you can carry food for a long journey without weighing yourself down.

Spellbook: Wizards keep the spells they've learned in a spellbook.

Sunrod: This minor magic item sheds bright light to a radius of 20 squares for 4 hours before burning out.

Thieves' Tools: To use the Thievery skill properly, you need the right picks and pries, skeleton keys, clamps, and so on. Thieves' tools grant a +2 bonus to Thievery checks to open a lock or to disable a trap.

Torch: A torch is a wooden rod capped with twisted flax soaked in tallow. A torch burns for one hour and provides bright light to a radius of 5 squares.

ADVENTURING GEAR

Item	Price	Weight
Adventurer's kit	15 gp	33 lb.
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Flint and steel	1 gp	—
Pouch, belt (empty)	1 gp	½ lb.
Rations, trail (10 days)	5 gp	10 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Sunrods (2)	4 gp	2 lb.
Waterskin	1 gp	4 lb.
Ammunition		
Arrows (30)	1 gp	3 lb.
Crossbow bolts (20)	1 gp	2 lb.
Sling bullets (20)	1 gp	5 lb.
Arcane implement		
Orb	15 gp	2 lb.
Staff	5 gp	4 lb.
Wand	7 gp	—
Candle	1 cp	—

Item	Price	Weight
Chain (10 ft.)	30 gp	2 lb.
Chest (empty)	2 gp	25 lb.
Climber's kit	2 gp	11 lb.
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Pitons (10)	5 sp	5 lb.
Everburning torch	50 gp	1 lb.
Fine clothing	30 gp	6 lb.
Flask (empty)	3 cp	1 lb.
Holy symbol	10 gp	1 lb.
Journeybread (10 days)	50 gp	1 lb.
Lantern	7 gp	2 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Spellbook	50 gp	3 lb.
Tent	10 gp	20 lb.
Thieves' tools	20 gp	1 lb.
Torch	1 sp	1 lb.

Food, Drink, and Lodging

When you're not traveling in the wilderness, you can enjoy the comforts that a village or a town have to offer. Most settlements feature inns or taverns that provide soft beds, hot meals, and a variety of drinks—for a price.

Item	Price
Food	
Meal, common	2 sp
Meal, feast	5 gp
Drink	
Ale, pitcher	2 sp
Wine, bottle	5 gp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp

Mounts and Transport

Mounts and vehicles can improve your speed or increase the amount you can carry when you travel. This table shows the price for various kinds of transport, as well as the weight that each can carry. For mounts, the carrying capacity shown is the normal load for the creature. For vehicles, it's the maximum amount of goods you can haul with the vehicle.

Mount or Transport	Price	Carrying Capacity
Cart or wagon	20 gp	1 ton
Riding horse*	75 gp	237/475/1,187 lb.
Rowboat	50 gp	600 lb.
Warhorse*	680 gp	262/525/1,312 lb.

* Quadrupeds can carry 25 percent more than bipeds.

Carrying, Lifting, and Dragging

Adventurers carry a lot of gear, but the amount you carry should rarely be an issue. More often, you'll need to know how much weight you can push or drag along the ground—are you strong enough to slide the statue covering the trapdoor? This information is contained in your Strength score.

Multiply your Strength score by 10. That's the weight, in pounds, that you can carry around without penalty. This is considered a **normal load**.

Double that number (Strength \times 20). That's the maximum weight you can lift off the ground. If you try to carry that weight, though, you're slowed. Carrying such a load requires both hands. This is considered a **heavy load**.

Five times your normal load (Strength \times 50) is the most weight you can push or drag along the ground. You're slowed if you try to push or drag more weight than your normal load, and you can't push or drag such a heavy load over difficult terrain. This amount of weight is referred to as your **maximum drag load**.

MAGIC ITEMS

As you gain levels, the mundane equipment you purchased as a starting character becomes less important and is overshadowed by the magic items you acquire on your adventures. Magic armor that can cloak you in shadow, magic weapons that burst into flame, magic rings that turn you invisible—these items enhance and supplement the powers you gain from your class and enhance your attacks and defenses.

Magic items have levels, just as characters, powers, and monsters do. An item's level is a general measure of its power and translates to the average level of character using that item. In practice, your character will end up with some items that are three or four levels above you and others that are several levels below. There's no restriction on using or acquiring items based on their level. If your 10th-level character finds a 20th-level magic sword, you can use it to full effect.

As you adventure, you'll come across magic items as part of the treasure you acquire. Magic items range in power from common items with limited abilities to rare and wondrous items with an array of unusual characteristics.

You can sometimes buy magic items just as you can mundane equipment. It's rare to find a shop or a bazaar that routinely sells magic items, except perhaps the lowest-level items. Some fantastic places, such as Sigil, the legendary City of Doors, have such markets, but those are the exception rather than the rule. Your Dungeon Master might say that you can track down a seller for the item you want to buy or that you might have to do some searching, but in general you can buy any item you can afford.

Other rules concerning magic items and their use can be found in the *DUNGEONS & DRAGONS Rules Compendium*.

Magic Item Level and Rarity

Two aspects of a magic item determine when you are likely to find it: its level and its rarity.

Level A magic item's level is a general measure of its power and translates to the average level of characters using that item. An item's level doesn't limit who can acquire or use the item, though it's unusual for an adventurer to find magic items more than a few levels above his or her own level.

Rarity A magic item's rarity indicates how easy it is to obtain in the *DUNGEONS & DRAGONS* world.

Common magic items are the sort that the most advanced dwarf smiths and elf weavers create in their workshops. These items are generally simple, often having only a single special property: a bonus to certain skill checks or attacks, enhanced effects on a critical hit, and so on.

You can purchase these common magic items just as you can buy mundane equipment, though few shops or bazaars routinely sell them. Some fantastic

locales, such as the legendary City of Brass in the heart of the Elemental Chaos, have such markets, but those are the exception rather than the rule. You must usually seek out the artisans who create common magic items, though they are not too difficult to find. In most situations—particularly with a little free time—you can buy any common magic item you can afford without the shopping trip becoming an adventure in its own right.

Uncommon and rare magic items are not normally created in the current age of the world. These items were crafted in the distant past, some even during the Dawn War, and the techniques for their creation have been lost to the ravages of time. Now they are found only as part of treasure hoards in ancient ruins and dangerous dungeons. Uncommon items are more complicated and potent than common items, though they usually carry only a single property or power. Rare items are even more complex and wondrous, frequently having multiple properties or powers—such a wondrous possession can define a character’s identity.

Identifying Magic Items

Most of the time, you can determine the properties and powers of a magic item during a short rest. By handling the item for a few minutes, you discover what the item is and what it does. You can identify one magic item per short rest.

Rare magic items could be harder to identify. Your Dungeon Master might ask you to make a hard Arcana check to identify the properties and powers of such an item. You might even need to go on a special quest to unlock the powers of a unique magic item.

Magic Item Values

The gold piece value of a magic item depends on its level, as shown on the table below. The value of a consumable item (such as a potion) is much lower than the value of a nonconsumable item of the same level. The sale price of a magic item (the amount a character gets from selling an item) depends on the rarity of the item, as shown on the table. A common item’s sale price is 20 percent of its gold piece value; an uncommon item’s sale price is 50 percent of its gold piece value; and a rare item’s sale price is its full gold piece value.



Many warriors yearn to wield a magic sword

MAGIC ITEM VALUES

Level	Gold Piece	Sale Price (gp)		
	Value	Common	Uncommon	Rare
1	360	72	180	360
2	520	104	260	520
3	680	136	340	680
4	840	168	420	840
5	1,000	200	500	1,000
6	1,800	360	900	1,800
7	2,600	520	1,300	2,600
8	3,400	680	1,700	3,400
9	4,200	840	2,100	4,200
10	5,000	1,000	2,500	5,000
11	9,000	1,800	4,500	9,000
12	13,000	2,600	6,500	13,000
13	17,000	3,400	8,500	17,000
14	21,000	4,200	10,500	21,000
15	25,000	5,000	12,500	25,000
16	45,000	9,000	22,500	45,000
17	65,000	13,000	32,500	65,000
18	85,000	17,000	42,500	85,000
19	105,000	21,000	52,500	105,000
20	125,000	25,000	62,500	125,000
21	225,000	45,000	112,500	225,000
22	325,000	65,000	162,500	325,000
23	425,000	85,000	212,500	425,000
24	525,000	105,000	262,500	525,000
25	625,000	125,000	312,500	625,000
26	1,125,000	225,000	562,500	1,125,000
27	1,625,000	325,000	812,500	1,625,000
28	2,125,000	425,000	1,062,500	2,125,000
29	2,625,000	525,000	1,312,500	2,625,000
30	3,125,000	625,000	1,562,500	3,125,000

Magic Item Categories

Magic items fall into several broad categories: *armor*, *weapons*, *implements*, *clothing and jewelry*, *wondrous items*, and *potions*. (The *Dungeon Master's Kit* has information on rings and wondrous items.) Items in a particular category have similar effects or share certain themes—all magic weapons give you bonuses when you attack with them, and magic boots typically have powers or properties relating to movement. Aside from those broad generalities, magic items have a wide variety of powers and properties. Whatever an item's effects, properties, or powers, the item's description indicates how you use them.

Within the broad category of clothing and jewelry, items are grouped by kind—whether you wear the item on your head or your feet, for example. These groups are called **item slots**, as follows: arms, feet, hands, head, neck, rings (two slots), and waist. Item slots provide a practical limit to the number of magic items you can wear and use. You can benefit from only one magic item that you wear in your arms slot even if, practically speaking, you can wear bracers and carry a shield at the same time. You benefit from the item you put on first; any other item you put in the same item slot doesn't function for you until you take off the first item. Sometimes there are physical limitations as well—you can't wear two helms at the same time.

All magic armor gives you an enhancement bonus to your Armor Class. All magic weapons and implements give you an enhancement bonus to your attack rolls and damage rolls when you use them to make an attack. All magic cloaks, amulets, and other neck slot items give you an enhancement bonus to your Fortitude, Reflex, and Will.

The rest of this chapter describes a broad selection of magic items of all levels, presented alphabetically within each category.

Reading a Magic Item

Here's a sample magic item, the *defensive weapon*:

Defensive Weapon				Level 2+ Common	
<i>This weapon glows blue when its wielder takes a defensive posture.</i>					
Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Weapon: Any					
Enhancement: Attack rolls and damage rolls					
Critical: +1d6 damage per plus					
Property: When you take the total defense or second wind action, you add the enhancement bonus of this weapon as an item bonus to all your defenses until the start of your next turn.					

Name and Level The name of the magic item, the item's level, and its rarity (common, uncommon, or rare) appear on the first line of the description.

If an item's level entry ends with a plus sign (+), that item is available at more than one level, with higher-level versions having a greater enhancement bonus or more potent powers and properties, as described later in the item's description.

Example: The *defensive weapon* is available as a 2nd-level item and also comes in higher-level versions. It's a common magic item, relatively easy to buy or sell.

Flavor Text The next entry gives a description of the item, sometimes explaining what it does in plain language, other times offering flavorful information about its appearance, origin, effect, or place in the world. This material isn't rules text; when you need to know the exact effect, look at the rules text below.

Category and Value The next line or lines indicate the magic item's various levels and enhancement bonuses (if applicable) and the gold piece value for each version of the item. For weapons, the line beneath this information lists which weapon groups can be enchanted with that set of qualities, and for armor, it notes the same for the five types of armor (plus clothing). For implements, it shows the specific kind of implement. For clothing items, the entry appears as "Item Slot" followed by the appropriate slot.

The magic item's gold piece value is either a single number (for an item with a fixed level) or a list of values.

Example: The value of a *defensive weapon* (as well as its enhancement bonus) depends on its level. The 2nd-level version is a +1 weapon and costs 520 gp, and the 27th-level version is a +6 weapon and costs 1,625,000 gp. It's found as any kind of weapon.

Enhancement For items that give an enhancement bonus, this entry specifies what that bonus applies to: AC, other defenses, or attack rolls and damage rolls.

Magic weapons and implements grant their enhancement bonus to attack rolls and damage rolls only when you use powers delivered through the weapon or the implement (or directly from the weapon or the implement, for items that have attack powers).

For example, a fighter's attacks are delivered through a weapon, so he or she adds a magic weapon's enhancement bonus to attack rolls and damage rolls. A wizard's attacks are delivered through an implement (orb, staff, or wand), so he or she adds an implement's enhancement bonus to attack rolls and damage rolls with those powers.

A power's description indicates if it functions through the use of a weapon or an implement. Each class description in Chapter 4 indicates which implements (if any) a character of that class is allowed to use when delivering powers. For example, a wizard can wield an orb, a staff, or a wand.

A magic item's level and its enhancement bonus are associated. An item that has a +2 bonus is always between level 6 and level 10.

Example: Because a *defensive weapon* is a magic weapon, its enhancement bonus applies to the wielder's weapon attack rolls and damage rolls.

Item Level	Enhancement Bonus
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-25	+5
26-30	+6

Critical For magic weapons and implements, this entry describes what happens when you score a critical hit using that item. Just as with an enhancement bonus, this effect only applies for attacks that are delivered through the weapon or the implement. (A wizard's *burning hands* can't benefit from the critical hit effect noted for the magic dagger she carries, for example.)

All magic weapons and implements deal one or more extra dice of damage on a critical hit. The number of extra dice is equal to the item's enhancement bonus, and the die rolled depends on the particular weapon or implement. (The normal critical die is a d6.) Unless noted otherwise, the damage type of this extra damage is the same as the normal damage type for the weapon. An attack that does not normally deal damage still does not deal damage on a critical hit.

In addition to extra damage, some magic weapons or implements produce other effects on a critical hit. This information is noted in the weapon's description. An attack that does not deal damage still does not deal damage on a critical hit.

Example: A +4 *defensive weapon* deals 4d6 extra damage on a critical hit.

Property Some magic items have a special property that is constantly active (or active under certain conditions). A property doesn't normally require any action to use, although some properties allow you to turn them off (or on again).

Example: While wielding a *defensive weapon*, you increase your defenses whenever you take the total defense or second wind action.

Power Some uncommon and most rare magic items have a special power. This entry, when present in an item description, includes the action required to use the power and the effect of the power. In some cases, it might also specify the circumstances in which the power can be used (for instance, only if you're bloodied). In general, magic item powers follow the same rules as other powers (see Chapter 3).

Like other powers, magic item powers often have keywords, which indicate the powers' damage or effect types. When using a magic item as part of a racial power or a class power, all the keywords of the item's power and the other power apply.

Like other powers, magic item powers are sometimes at-will powers, sometimes encounter powers, and sometimes daily powers. Magic item powers have two other categories as well: healing surge powers and consumable powers. The power's category appears in parentheses following "Power" in the entry.

At-Will: These powers can be used as often as their action types allow.

Encounter: These powers can be used once per encounter and are recharged when their user takes a short rest.

Daily: A magic item's daily power can be used once per day and is recharged when its user takes an extended rest.

Healing Surge: The character begins with one use of the power per day, like a daily power. He or she can recharge this item's power by taking a standard action to funnel vitality into the item, spending a healing surge in the process. Spending a healing surge in this way doesn't restore hit points, and this standard action is separate from the action required to activate the item's power.

Consumable: Some items, particularly potions, contain one-use powers that are expended when used.

Special If any special rules or restrictions on the item's use exist, you'll find them in this section of the magic item's entry.

Magic Item Categories

The following sections provide rules and notes about the main categories of magic items.

Armor Magic armor adds an enhancement bonus to AC. If you don't have proficiency with the armor type, you take -2 penalty to attack rolls and to your Reflex but still gain the enhancement bonus of the magic armor. Magic armor has the same check speed, and weight as its base type.

Magic appears at higher levels, and grants higher armor bonuses than its mundane counterpart. Magic armor always has an enhancement bonus, and the price of the armor material is incorporated into the overall cost of the magic armor. For example, a level 22 set of +5 *veteran's plate* adds a total bonus of 17 to the wearer's Armor Class (12 for the armor bonus and 5 for the enhancement bonus), and costs 325,000 gp.

The category determines what kind of armors can be enchanted with that particular set of qualities. "Any" includes all armors: cloth, leather, hide, chainmail, scale, and plate.

Magic armors appear in many varieties and using construction techniques unique to specific cultures and locations. For example, magic cloth armor might be made of feyweave woven by the eladrin or starweave fashioned after patterns created in the divine dominions of the Astral Sea. Feyleather armor is cured by an elven method, while starleather armor is infused with the raw spiritual matter of the Astral Sea. Darkhide armor is a superior tiefling armor cured in fire and infused with shadow, and elderhide armor involves scouring the material with elemental forces. Forgemail armor is made with superior metallurgy and a chain-making technique perfected by the dwarves; spiritmail armor draws on techniques developed in the divine dominions. Wyrmscale is made using ancient techniques the dragonborn invented to mimic the strength of overlapping dragon scales, and elderscale is a similar armor scoured with elemental forces. Legend holds that Moradin made the first godplate armor for use during the Dawn War, when the gods and the primordials fought over the world. Ancient dwarf smiths copied his patterns imperfectly to make warplate armor.

MAGIC CLOTH ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+0	+1
6-10	+2	+0	+2
11-15	+3	+0	+3
16-20	+4	+1	+5
21-25	+5	+1	+6
26-30	+6	+2	+8

MAGIC LEATHER ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+2	+3
6-10	+2	+2	+4
11-15	+3	+2	+5
16-20	+4	+3	+7
21-25	+5	+3	+8
26-30	+6	+4	+10

MAGIC HIDE ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+3	+4
6-10	+2	+3	+5
11-15	+3	+3	+6
16-20	+4	+4	+8
21-25	+5	+4	+9
26-30	+6	+5	+11

MAGIC CHAINMAIL ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+6	+7
6-10	+2	+7	+9
11-15	+3	+8	+11
16-20	+4	+9	+13
21-25	+5	+10	+15
26-30	+6	+12	+18

MAGIC SCALE ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+7	+8
6-10	+2	+8	+10
11-15	+3	+9	+12
16-20	+4	+10	+14
21-25	+5	+11	+16
26-30	+6	+13	+19

MAGIC PLATE ARMOR

Level	Enhancement Bonus	Armor Bonus	Total Bonus to AC
1-5	+1	+8	+9
6-10	+2	+9	+11
11-15	+3	+10	+13
16-20	+4	+11	+15
21-25	+5	+12	+17
26-30	+6	+14	+20

Black Iron Armor

Level 4+ Common

The black metal of this armor glows red when violence flares.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Scale, plate**Enhancement:** AC**Property:** You gain resist 5 fire and resist 5 necrotic.

Level 14 or 19: Resist 10 fire and resist 10 necrotic.

Level 24 or 29: Resist 15 fire and resist 15 necrotic.

Magic Armor

Level 1+ Common

A set of basic yet effective enchanted armor.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Armor: Any

Enhancement: AC

Sylvan Armor

Level 3+ Common

This brown and gray armor is favored by those who want to move like a leaf carried along on a forest breeze.

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, leather, hide

Enhancement: AC

Property: You gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.

Veteran's Armor

Level 2+ Common

Battered and worn, this unassuming armor helps you get the most out of your experiences.

Lvl 2 +1	520 gp	Lvl 17 +4	65,000 gp
Lvl 7 +2	2,600 gp	Lvl 22 +5	325,000 gp
Lvl 12 +3	13,000 gp	Lvl 27 +6	1,625,000 gp

Armor: Any

Enhancement: AC

Property: When you spend an action point, you gain a +1 item bonus to attack rolls and all defenses until the end of your next turn.

Weapons

A magic weapon adds an enhancement bonus to attack rolls and damage rolls of attacks used with the weapon. The bonus does not apply to any ongoing damage dealt by those powers.

If you don't have proficiency with the weapon type, you don't gain the proficiency bonus to attack rolls, but you still gain the enhancement bonus of the magic weapon.

A magic weapon's category determines the sorts of weapons that can be enchanted with that particular set of qualities. "Any ranged" includes projectile weapons and weapons with the heavy thrown or the light thrown property. "Any" or "Any melee" includes all applicable categories.

Ammunition: Ranged projectile weapons such as bows, crossbows, and slings impart their magic to appropriate ammunition fired from them.

Thrown Weapons: Any magic light thrown or heavy thrown weapon automatically returns to its wielder's hand after a ranged attack with the weapon is resolved. Catching a returning thrown weapon is a free action.

Defensive Weapon

Level 2+ Common

This weapon glows blue when its wielder takes a defensive posture.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you take the total defense or second wind action, you add the enhancement bonus of this weapon as an item bonus to all your defenses until the start of your next turn.

Magic Weapon

Level 1+ Common

A basic enchanted weapon.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Vicious Weapon

Level 2+ Common

Some wielders claim this weapon takes pleasure in dealing pain.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus

Implements

If you have proficiency with an implement, you add its enhancement bonus to attack rolls and damage rolls of attacks made with the implement, and you can use its properties and powers. The bonus does not apply to any ongoing damage dealt by those powers.

Unless noted otherwise, you can't make melee attacks with an implement.

Orbs An orb is a heavy, round object, usually made of crystal, of a size to fit in the palm of your hand. Orbs range in color, from clear glass to solid ebony, with storms of color erupting deep within their depths.

Magic Orb

Level 1+ Common

A standard crystal orb, enchanted to channel arcane energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Orb of Insurmountable Force

Level 3+ Uncommon

The repulsive force emanating from this orb makes it hard to grasp.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Power (Encounter): Free Action. *Trigger:* You hit with an arcane attack power using this orb. *Effect:* You can push the target a number of squares equal to the enhancement bonus of the orb.



Staves A staff is a shaft, usually of wood, that is typically as tall as or slightly taller than its wielder. Staves are sometimes crowned with decorative crystals or other symbols of power. This implement can also be used as a weapon (treat it as a *magic quarterstaff*). Even a wielder who doesn't have proficiency with the staff implement can use it as a weapon, but that character cannot use its properties or powers, only its enhancement bonus and critical hit effect.

Earthroot Staff

Level 3+ Uncommon

This staff is as light as wood, but it seems to be made of earth and stone with a fine crystal atop it. It can bind your enemies to the earth and protect you against the same.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: The target is restrained until the end of your next turn.

Property: Any target you immobilize, petrify, slow, or restrain with an attack power using this implement takes a -2 penalty to the first saving throw it makes against that condition.

Magic Staff

Level 1+ Common

A basic staff, enchanted to channel arcane energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Wands A wand is a slender, tapered piece of wood, enchanted to channel arcane energy.

Magic Wand

Level 1+ Common

A basic wand, enchanted so as to channel arcane energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Wand of the Hunting Hound

Level 3+ Uncommon

This plain, wooden wand has its end carved to resemble a snarling mastiff.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: The target is immobilized (save ends).

Property: Attacks using this wand ignore penalties for partial cover.

Arms Slot Items

Shields and bracers contain powers that protect you from harm. Some magic shields are always light shields, others are always heavy shields, but most can be found as either kind of shield.

Bracers of Mighty Striking

Level 2+ Common

These enchanted armbands increase the damage you deal with a melee attack.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Item Slot: Arms

Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Level 12: +4 item bonus.

Level 22: +6 item bonus.

Shield of Deflection

Level 2+ Common

This enchanted shield reduces the damage you suffer from ranged attacks and area attacks.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Item Slot: Arms

Property: You gain resist 2 to all damage from ranged attacks and area attacks.

Level 12: Resist 5 to all damage from ranged attacks and area attacks.

Level 22: Resist 10 to all damage from ranged attacks and area attacks.

Feet Slot Items

Boots and greaves typically contain powers that enhance your speed, provide additional movement, or otherwise assist you in movement-related situations.

Boots of Striding

Level 9 Common

These enchanted boots increase your speed if you wear light armor or no armor.

Item Slot: Feet 4,200 gp

Property: You gain a +1 item bonus to speed when wearing light or no armor.

Hands Slot Items

Gloves and gauntlets contain powers that assist with skill checks, increase attack rolls and damage rolls, and even allow rerolls in some situations.

Burglar's Gloves

Level 1 Common

These fingerless black gloves are embroidered with dark red sigils and improve your thievery skills.

Item Slot: Hands 360 gp

Property: You gain a +1 item bonus to Thievery checks.

Gauntlets of Blood

Level 4+ Uncommon

These blood of wounded foes streams along the joints of these rusty-looking steel gauntlets.

Lvl 4 840 gp Lvl 24 525,000 gp

Lvl 14 21,000 gp

Item Slot: Hands

Property: You gain a +2 bonus to damage rolls against bloodied targets.

Level 14: +4 bonus.

Level 24: +6 bonus.

Head Slot Items

These items typically contain powers that improve Intelligence-based and Wisdom-based skills, increase damage, and enhance senses.

Diadem of Acuity

Level 8 Common

This metal headband enhances your insight and perception skills.

Item Slot: Head 3,400 gp

Property: You gain a +2 item bonus to Insight checks and Perception checks.

Goggles of Night

Level 14 Common

This eyewear provides you with darkvision.

Item Slot: Head 21,000 gp

Property: You gain darkvision.

Helm of Battle

Level 9+ Common

This simple helmet enhances the initiative of you and your allies.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp

Lvl 19 105,000 gp

Item Slot: Head

Property: You and each ally within 5 squares of you gain a +1 item bonus to initiative checks.

Level 19: +2 item bonus.

Level 29: +3 item bonus.

Neck Slot Items

Amulets and cloaks grant an enhancement bonus to Fortitude, Reflex, and Will. Many of them provide other benefits as well.

Amulet of Protection

Level 1+ Common

This light blue amulet increases your defenses.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Elven Cloak

Level 7+ Common

This cloak of swirling leaves, crafted in the elven tradition, increases your stealth.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

Safewing Amulet

Level 3+ Common

This orange amulet reduces the damage you suffer when falling.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When falling, you reduce the distance fallen (for the purpose of calculating damage) by a number of feet equal to $10 \times$ the amulet's enhancement bonus. You always land on your feet after a fall.

Waist Slot Items

Belts contain powers that improve Strength-based skills, healing, and resistances.

Belt of Vigor

Level 2+ Common

This chain metal belt improves your recuperative abilities.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Item Slot: Waist

Property: You gain a +1 item bonus to your healing surge value.

Level 12: +2 item bonus.

Level 22: +3 item bonus.

Potions

A potion is a magic liquid that produces its effects when imbibed. Drinking a potion is usually a minor action. Administering a potion to an unconscious creature is usually a standard action. Drawing a potion out of your pack is a minor action. Healing potions are not as effective as the healing powers of a cleric, but many adventurers find it useful to carry one or two with them on their journeys.

Potion of Healing

Level 5 Common

This simple potion draws on the body's natural healing ability to cure your wounds.

Potion 50 gp

Power (Consumable ♦ Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Potion of Life

Level 30 Common

This fabled potion not only heals wounds but can even bring back the recently deceased.

Potion 125,000 gp

Power (Consumable ♦ Healing): Standard Action. If this potion is administered to a character who died since the end of your last turn, that character is restored to life at 50 hit points.

If consumed by a living creature, this potion instead functions as a *potion of recovery*.

Potion of Recovery

Level 25 Common

This mighty potion uses your own stamina to restore your hit points and to help you shrug off harm.

Potion 25,000 gp

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 50 hit points and make a saving throw against each effect on you that a save can end.

Potion of Vitality

Level 15 Common

This potent curative heals wounds and can even fix other ailments.

Potion 1,000 gp

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

GLOSSARY

This glossary briefly defines many of the terms in the DUNGEONS & DRAGONS game that are not discussed elsewhere in this book. Consult the index for terms that don't appear here, and see the *Rules Compendium* for the complete rules.

adjacent squares: Two squares are adjacent if a side or a corner of one touches a side or a corner of the other. Two creatures or objects are adjacent if one of them is in a square adjacent to a square occupied or filled by the other, or if they are in the same square.

adventurer: The character controlled by a player other than the Dungeon Master. An adventurer is sometimes called a player character. See also **character**.

area of effect: An area of a specific size where a particular effect takes place. An area of effect usually has one of three types: blast, burst, or wall. Area powers and close powers almost always involve an area of effect.

armor class (AC) [defense]: Armor class measures how hard it is to land a significant blow on a creature with an attack using a weapon or a magical effect that works like a weapon. Some creatures have a high AC because they are extremely quick or intelligent and able to dodge well, while other creatures have a high AC because they wear heavy armor that is difficult to penetrate.

Astral Sea: A plane. The Astral Sea floats above the world and is home to the gods' dominions, the Nine Hells, and githyanki pirates.

attack: An attack roll and its effects, including any damage rolls. The word "attack" is sometimes used as shorthand for "attack power." Some attack powers include multiple attacks, and some powers, such as *magic missile*, are designated as attacks yet lack attack rolls (using such a power counts as making an attack if the power has a target).

automatic hit: When an attacker makes an attack roll and rolls a 20 on the d20, the attack automatically hits, regardless of modifiers. The attacker also probably scored a critical hit.

automatic miss: When an attacker makes an attack roll and rolls a 1 on the d20, the attack automatically misses, regardless of modifiers.

battle grid: The network of 1-inch squares that represents an encounter area.

blinded [condition]: While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a -10 penalty to Perception checks. It also grants combat advantage and can't flank.

blindsight: A creature that has blindsight can clearly see creatures or objects within a specified radius and within line of effect, even if they are invisible or in obscured squares. The creature otherwise relies on its other senses.

blocking terrain: An obstacle such as a large tree, a pillar, or a floor-to-ceiling wall blocks a square entirely by completely filling it. Creatures can't

normally enter a square of blocking terrain, and when blocking terrain fills a square, a creature can't move diagonally across the corner of that square.

bonus: A number added to a die roll. If a bonus has a type (such as a power or a feat bonus), the bonus is not cumulative with bonuses of the same type; only the highest bonus applies. Bonuses that have no type are called untyped bonuses. Such bonuses are cumulative. However, untyped bonuses from the same named game element (such as a power or a feat) are not cumulative; only the highest applies.

character: Another term for a creature. The term is usually used to refer to a person who is not monstrous: either an adventurer or a DM-controlled person (sometimes called a nonplayer character, or NPC).

charge [action]: A charge is a special kind of attack. As a standard action, a creature chooses a target and then moves up to its speed. Each square of movement must bring the creature closer to the target, and the creature must end the move at least 2 squares away from its starting position. At the end of the move, the creature either makes a melee basic attack against the target or uses *bull rush* against it. The creature gains a +1 bonus to the attack roll. The creature can't take any further actions this turn, except free actions.

climb speed: A creature that has a climb speed moves on vertical surfaces at that speed without having to make Athletics checks to climb. While climbing, the creature ignores difficult terrain, and climbing doesn't cause it to grant combat advantage.

combat advantage: One of the most common attack modifiers is combat advantage, which represents a situation in which a creature can't give full attention to defense. The creature is flanked by multiple enemies, stunned, surprised, or otherwise caught off guard. A creature gains a +2 bonus to attack rolls against a target granting combat advantage to it.

concealment: Many types of terrain offer places to hide or obstructions that combatants can duck behind to avoid attacks. Concealment means objects or effects that don't physically impede an attack but instead hide a creature from view. Concealment comes into play when a target is invisible or in an obscured square. See also **partial concealment** and **total concealment**.

conditions: Conditions are states imposed on creatures by various effects, including powers, traps, and the environment. A condition is usually temporary, imposing a penalty, a vulnerability, a hindrance, or a combination of effects. Some conditions include other conditions within their effects. For example, an unconscious creature is also helpless and prone.

The conditions defined in this glossary include blinded, dazed, deafened, dominated, dying, helpless, immobilized, marked, petrified, prone, removed from play, restrained, slowed, stunned, surprised, unconscious, and weakened.

coup de grace [action]: A coup de grace is a special kind of attack. As a standard action, the creature uses one of its attack powers against an adjacent target that is helpless. If the attack hits, it automatically scores a critical hit

against the target. If the critical hit deals damage greater than or equal to the target's bloodied value, the target dies.

cover: Many types of terrain offer places to hide or obstructions that combatants can duck behind to avoid attacks. Cover means solid obstructions that can physically deflect or stop objects. See the *Rules Compendium* for how to determine cover. See also **partial cover** and **superior cover**.

crawl [action]: A prone creature uses a move action to move up to half its speed.

creature: A being in the game world. Both adventurers and monsters are creatures. See also **adventurer** and **monster**.

critical hit: When an attacker makes an attack roll and rolls a 20 on the d20, the attack not only automatically hits, but is a critical hit (also called a crit) if the result of the attack roll, after all modifiers are applied, is high enough to hit the target's defense. A critical hit deals maximum damage. If an attack normally deals no damage, it still deals no damage on a crit. If a character scores a critical hit with a magic weapon or implement, or with a high crit weapon, the item causes the attack to deal a specific amount of extra damage (or to impose some special effect). If that extra damage involves a die roll, the extra damage is not automatically maximized.

damage roll: A roll of a die or dice to determine damage dealt by a power or some other effect. Modifiers to a damage roll apply to the entire roll, not to each die rolled.

damage type: A specific type of damage: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each damage type has a keyword associated with it. If a power has such a keyword, the power deals that type of damage (the exception is poison, the keyword for which refers to damage, a nondamaging effect, or both).

darkvision: A creature that has darkvision can see normally regardless of light. The creature therefore ignores concealment that is a result of dim light or darkness.

dazed [condition]: While a creature is dazed, it doesn't get its normal complement of actions on its turn; it can take either a standard, a move, or a minor action. The creature can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.

deafened [condition]: While a creature is deafened, it can't hear, and it takes a -10 penalty to Perception checks.

diagonal movement: Moving diagonally works the same as other movement, except that a creature can't cross the corner of a wall or another obstacle that fills the corner between the square the creature is in and the square it wants to enter. A creature can move diagonally past creatures, since they don't fill their squares.

difficult terrain: Rubble, undergrowth, shallow bogs, steep stairs, and other impediments are difficult terrain, which hampers movement. Each square of

difficult terrain costs 1 extra square of movement to enter. Because difficult terrain costs that extra square of movement to enter, a creature can't normally shift into it.

distance: When determining how far away one square is from another, start counting from any square adjacent to one of the squares (even one that is diagonally adjacent but around a corner), then count around blocking terrain and end up in the other square. Make sure to use the shortest path.

dominated [condition]: While a creature is dominated, it can't take actions voluntarily. Instead, the dominator chooses a single action for the creature to take on the creature's turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make the creature use are ones that can be used at will, such as at-will powers. The creature also grants combat advantage and can't flank.

double move: A creature can move twice on its turn if it takes another move action instead of a standard action. During a double move, first add the speeds of two identical move actions together. The creature moves using the combined speed.

dying [condition]: A dying creature is unconscious and must make death saving throws. This condition ends immediately on the creature when it regains hit points.

effect: The result of a game element's use. The damage and conditions caused by an attack power are the power's effects, for instance. Some powers have "Effect" entries, which contain some but not necessarily all of the powers' effects. In an attack power, the effects of such an entry are not contingent on a hit or a miss.

Elemental Chaos: A plane. The Elemental Chaos churns below the world and is populated by elementals and home to the Abyss, the abode of demons.

ending a move: A creature must have enough movement to enter its destination space. A creature can't partly enter a square: If it doesn't have enough movement or runs out on the way, its move ends in the last square it could get to.

enter a square: Move to a square on the battle grid by any means, whether willingly or unwillingly.

escape [action]: A creature can attempt to escape when it is grabbed or subject to other immobilizing effects. As a move action, the creature makes either an Acrobatics check or an Athletics check against a set DC. If the check succeeds, the immobilizing effect ends on the creature, which can then shift 1 square.

extra damage: Many powers and other effects grant the ability to deal extra damage. Extra damage is always in addition to other damage and is of the same type or types as that damage, unless otherwise noted. An effect that deals no damage cannot deal extra damage.

facing: A creature that is taking part in an encounter is assumed to be in

constant motion, looking here and turning there. Because of this assumption, no one ever has to keep track of which direction a creature is facing.

falling: When a creature falls at least 10 feet, it takes 1d10 damage for each 10 feet it falls, to a maximum of 50d10. The creature falls prone when it lands, unless it took no damage from the fall. If a creature has training in Acrobatics, it can make a check to reduce the damage of a fall.

Far Realm: A plane that lies outside the normal realms of existence, the source of aberrant monsters.

Feywild: A plane. The Feywild is an enchanted reflection of the world. Coursing with arcane magic, it is home to eladrin and other fey creatures.

filling a square: When something fills a square, that thing functions as blocking terrain. Unless otherwise noted, a creature or an object such as a chair does not fill squares in its space.

flanking: To flank an enemy, a creature and an ally must be adjacent to the enemy and on opposite sides or corners of the enemy's space. Creatures have combat advantage against any enemies that they're flanking.

fly speed: A creature that has a fly speed can fly a number of squares up to that speed as a move action. If the creature is stunned or knocked prone while flying, it falls. See also **hover**.

flying: To fly, a creature takes the walk, run, or charge action but uses its fly speed in place of its walking speed. A creature that has a fly speed can also shift and take other move actions, as appropriate, while flying. While flying, a creature can move straight up, straight down, or diagonally up or down. There is no additional cost for moving up or down. If a creature falls prone while it is flying, it falls.

forced movement: Movement that a creature is compelled to do, specifically a pull, a push, or a slide. A creature can be moved in other ways, such as through teleportation, but only pulls, pushes, and slides are technically forced movement. A creature must have line of effect to any square that it pulls, pushes, or slides a target into. Forced movement doesn't provoke opportunity attacks or other opportunity actions and isn't hindered by difficult terrain.

Fortitude [defense]: Fortitude measures the inherent toughness, mass, and resilience of a creature. It is often the defense against attacks that include effects such as disease, poison, and forced movement.

grabbed [condition]: While a creature is grabbed, it is immobilized. Maintaining this condition on the creature occupies whatever appendage, object, or effect the grabber used to initiate the grab. This condition ends immediately on the creature if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

half damage: When a power or another effect deals half damage, apply all

modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

heavily obscured: A measure of visibility. A creature has total concealment when it is in a heavily obscured square, although it has only partial concealment against an enemy adjacent to it. *Examples:* Heavy fog, smoke, or foliage. Contrast with **lightly obscured** and **totally obscured**.

helpless [condition]: While a creature is helpless, it grants combat advantage.

hidden: When a creature is hidden from an enemy, the creature is silent and invisible to that enemy. A creature normally uses the Stealth skill to become hidden. See also **invisible**.

hindering terrain: Pits, electrifying runes, lava, extremely deep water, and other harmful environmental phenomena are hindering terrain, which punishes creatures that are in it or try to enter it. A creature can make a saving throw to avoid being forced into hindering terrain, whether it is pulled, pushed, slid, teleported, or otherwise moved against its will.

hover: If a creature can hover, it can remain in the air if it is stunned. See also **fly speed**.

immobilized [condition]: When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.

immunity: If a creature has immunity to a damage type, it doesn't take that type of damage. If a creature is immune to charm, fear, illusion, or poison, it is unaffected by the nondamaging effects of a power that has that keyword.

initiative: Before the first round of combat, each creature rolls initiative to determine the order of turns within a round. Then the participants take turns, round after round in the initiative order from highest to lowest, until one side or the other flees or is defeated and the encounter ends. See page 39 for how to calculate your initiative modifier.

insubstantial: When a creature is insubstantial, it takes half damage from any damage source, including ongoing damage. See also **half damage**.

invisibility: The most common way to become invisible is to use the Stealth skill to become hidden. An invisible creature can't be seen by normal forms of vision. It has total concealment against any enemy that can't see it, and gains combat advantage against any enemy that can't see it (but it still has to be able to see the enemy). It doesn't provoke opportunity attacks from enemies that can't see it.

knowledge check: A skill check used to remember a useful bit of information in a particular field of knowledge. Arcana, Dungeoneering, History, Nature, and Religion are the skills most commonly used to make knowledge checks.

leave a square: Move out of a square on the battle grid by any means, whether willingly or unwillingly.

lightly obscured: A measure of visibility. A creature has partial concealment

when it is in a lightly obscured square. *Examples:* Dim light, foliage, fog, smoke, and heavy rain or falling snow. Contrast with **heavily obscured** and **totally obscured**.

line of effect: A clear line from one point in space to another point in an encounter that doesn't pass through or touch blocking terrain. Unless noted otherwise, there must be line of effect between the origin square of an effect and its intended target for that target to be affected.

line of sight: A clear line from one point in space to another point in an encounter that doesn't pass through or touch an object or an effect—such as a stone wall, a thick curtain, or a cloud of fog—that blocks the vision of the viewer.

low-light vision: A creature that has low-light vision can see in dim light without penalty.

marked [condition]: When a creature marks a target, the target takes a -2 penalty to attack rolls for any attack that doesn't include the marking creature as a target. A creature can be subjected to only one mark at a time, and a new mark supersedes an old one. A mark ends immediately when its creator dies or falls unconscious.

milestone: A character reaches a milestone each time he or she completes two encounters without taking an extended rest. Each character who reaches a milestone gains 1 action point.

modifier: A bonus or a penalty applied to a die roll. See **bonus** and **penalty**.

monster: A creature controlled by the Dungeon Master. The term is usually used to refer to creatures that are hostile to the adventurers (often including DM-controlled characters). See also **adventurer**, **character**, and **creature**.

move: Any instance of movement, whether it is done willingly or unwillingly. Whenever a creature, an object, or an effect leaves a square to enter another, it is moving. Shifting, teleporting, and being pushed are all examples of moves.

nearest creature or square: To determine the nearest creature or square, count distance normally. When two or more creatures or squares are equally close, the creature's player can pick either one as the nearest.

occupied squares: A creature occupies all the squares of its space. A creature can enter an ally's space, but it can end its move in an ally's space only if the ally is prone. A creature can't enter an enemy's space unless that enemy is helpless or two size categories larger or smaller than it. A creature can end its move in an enemy's space only if the enemy is helpless.

once per round: Some effects can occur only once per round. When a creature uses such an effect, the creature can't use the effect again until the start of its next turn.

once per turn: Some effects can occur only once per turn. When a creature uses such an effect, the creature can use the effect on each turn, not only during its turn.

ongoing damage: Damage that occurs on consecutive turns. When a creature is subjected to ongoing damage, it does not take the damage right away. Instead, the creature takes the specified damage at the start of each of its turns until the ongoing damage ends. Unless noted otherwise, an instance of ongoing damage lasts on a creature until the creature makes a successful saving throw against it. See “Saving Throws,” page 25.

origin square: The square where an effect originates. Every power has an origin square. A power’s attack or utility type determines the origin square’s location.

partial concealment: A target in a lightly obscured square or in a heavily obscured square but adjacent to an attacker has partial concealment against that attacker, causing the attacker to take a -2 penalty to melee and ranged attack rolls against the target.

partial cover: An attacker takes a -2 penalty to attack rolls against a target that has partial cover. When a creature makes a ranged attack against an enemy target and other enemies are in the way, the target has partial cover.

penalty: A number subtracted from a die roll. Unlike bonuses, penalties don’t have types. Penalties add together, unless they’re from the same named game element (such as a power or a trait).

petrified [condition]: While a creature is petrified, it is unconscious. In addition, it has resist 20 to all damage and doesn’t age.

phasing: While phasing, a creature ignores difficult terrain, and it can enter squares containing enemies, blocking terrain, or other obstacles. The creature follows the normal rules for where it must end its movement (normally an unoccupied space).

planes: Other planes of existence exist around or outside the world. They are home to creatures beyond the mortal realm.

position: The location of a creature, an object, or an effect on the battle grid.

prone [condition]: When a creature is prone, it is lying down. If the creature is climbing or flying when it is knocked prone, it falls instead. A prone creature takes a -2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren’t adjacent to it. A creature can end this condition on itself by standing up. A creature can drop prone as a minor action.

pull (forced movement): Pulling a target means that each square of the forced movement must bring the target closer to the creature or effect that is pulling it.

push (forced movement): Pushing a target means that each square of the forced movement must move the target farther away from the creature or effect that is pushing it.

range: The maximum distance that an effect can reach. Range is often expressed as a number of squares.

reach: A creature's size affects its reach, which is measured in squares. A creature's reach can influence several things in the game, such as how far away the creature can touch or grab something as well as the range of some of its melee powers. A typical adventurer's reach is 1 square.

Reflex [defense]: Reflex measures a creature's ability to predict attacks or to deflect or dodge an attack. It's often useful against areas of effect such as dragon breath or a *fireball* spell.

regeneration: Regeneration is a special form of healing that restores a fixed number of hit points every round without drawing on healing surges. A creature regains the hit points at the start of its turn, but only if it has at least 1 hit point.

removed from play [condition]: Some effects can temporarily remove a creature from play. While a creature is removed from play, its turns start and end as normal, but it can't take actions. In addition, it has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

resistance: Resistance means a creature takes less damage from a specific damage type. "Resist 5 fire," for example, means that any time the creature takes fire damage, that damage is reduced by 5. (An attack can't do less than 0 damage.)

restrained [condition]: While a creature is restrained, it can't move, unless it teleports. It can't even be pulled, pushed, or slid. It also takes a -2 penalty to attack rolls, and it grants combat advantage.

round: A round represents about 6 seconds in the game world. In a round, every combatant takes a turn. See also **turn** and **once per round**.

run [action]: A creature uses a move action to move its speed plus up to 2 additional squares. As soon as a creature begins running, it grants combat advantage and takes a -5 penalty to attack rolls until the start of its next turn.

save: A successful saving throw. A save ends an effect that includes one of the following notations: "save ends," "save ends both," or "save ends all."

Shadowfell: A plane. The Shadowfell is a dark echo of the world. It is the first destination of souls after death and inhabited by undead.

shift [action]: A creature uses a move action to move 1 square (certain powers allow a creature to shift more than 1 square). Shifting doesn't trigger opportunity actions such as opportunity attacks.

size: One of six categories—Tiny, Small, Medium, Large, Huge, or Gargantuan—that determines the extent of a creature's space. Depending on his or her race, an adventurer's size is usually either Small or Medium.

slide (forced movement): Sliding a target can move it in any direction. Sometimes a creature can swap places with a target. Doing so is a special

kind of slide; the creature slides the target into its space and then shifts so that its space includes at least 1 square that the target just left.

slowed [condition]: When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, and so on), but it does not apply to forced movement against it, teleportation, or any other movement that doesn't use the creature's speed. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed.

solid obstacle: See **blocking terrain**.

space: A creature's space is the area—measured in squares—that the creature occupies on the battle grid. This area represents the cubic space that the creature needs to take part in an encounter, allowing it to turn around, attack, fall prone, and so on.

speed: Each creature has a speed that is measured in squares. This speed represents how far a creature can move using the walk action. The most common way that a creature moves is by taking a move action, such as the walk or the run action, that is based on its speed. See page 39 for how to determine your character's speed.

square: A 1-inch square on the battle grid, which is equivalent to a 5-foot square in the game world. The square is the main unit of measurement in the game.

stand up [action]: A prone creature uses a move action to stand up, which ends the prone condition on it.

stunned [condition]: While a creature is stunned, it can't take actions. It also grants combat advantage and can't flank. The creature falls if it is flying, unless it can hover.

superior cover: An attacker takes a -5 penalty to attack rolls against a target that has superior cover.

surprise round: Some combat encounters begin with a surprise round. All creatures that aren't surprised can take one action in initiative order during that round. A creature can also take free actions, but it cannot spend an action point. Surprised creatures can't act at all during the surprise round.

surprised [condition]: While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.

swim speed: A creature that has a swim speed moves through water at that speed without having to make Athletics checks to swim.

telepathy: A creature that has telepathy can communicate mentally with any creature that has a language, even if they don't share the language. The other creature must be within line of effect and within a specified range. Telepathy allows for two-way communication.

teleportation: A teleportation power transports creatures or objects instantly from one location to another.

- threatening reach:** A creature that has threatening reach can make an opportunity attack against any enemy within its reach that provokes an opportunity attack.
- total concealment:** A target that an attacker can't see at all—because the attacker is invisible or the target is in a totally obscured square or in a heavily obscured square and not adjacent to the attacker—has total concealment, causing the attacker to take a -5 penalty to melee and ranged attack rolls against the target.
- total defense [action]:** As a standard action, a creature can focus its attention on defense to gain a +2 bonus to all defenses until the start of its next turn.
- totally obscured:** A measure of visibility. A creature has total concealment when it is in a totally obscured square. *Example:* Total darkness. Contrast with **heavily obscured** and **lightly obscured**.
- tremorsense:** A creature that has tremorsense can clearly see creatures or objects within a specified radius, even if they are invisible, obscured, or outside line of effect, but both they and the creature must be in contact with the ground or the same substance, such as water or a web. The creature otherwise relies on its other senses.
- turn:** On a creature's turn, it takes actions: a standard action, a move action, a minor action, and any number of free actions, in any order it wishes. See also **once per turn**.
- unconscious [condition]:** While a creature is unconscious, it is helpless, it can't take actions, and it takes a -5 penalty to all defenses. It also can't flank and is unaware of its surroundings. When a creature is subjected to this condition, it falls prone, if possible. See also **helpless** and **prone**.
- unoccupied square:** A square that is neither occupied by a creature nor filled by an object.
- vulnerability:** Vulnerability to a damage type means the creature takes extra damage from that damage type. "Vulnerable 5 fire" means that any time the creature takes fire damage, it takes 5 extra fire damage.
- walk [action]:** A creature uses a move action to move up to its speed.
- weakened [condition]:** While a creature is weakened, its attacks deal half damage. However, two kinds of damage that it deals are not affected: ongoing damage and damage that isn't generated by an attack roll. See also **half damage**.
- Will [defense]:** Will is a creature's defense against effects that disorient, confuse, or overpower the mind. It measures self-discipline, strength of will, and devotion.
- willing movement:** Movement of any sort that a creature does of its own free will. Any other sort of movement, such as forced movement, is unwilling.

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CHARACTER NAME

Class: _____ Level: _____

Race: _____ Gender: _____

Alignment: _____

Languages: _____

ABILITIES AND SKILLS

Strength [MODIFIER] [CHECK]

Strength measures your physical power.

Athletics Trained [MISC.] [CHECK]

Constitution [MODIFIER] [CHECK]

Constitution represents health, stamina, and vital force.

Endurance Trained [MISC.] [CHECK]

Dexterity [MODIFIER] [CHECK]

Dexterity measures coordination, agility, and balance.

Acrobatics Trained [MISC.] [CHECK]

Stealth Trained [MISC.] [CHECK]

Thievery Trained [MISC.] [CHECK]

Intelligence [MODIFIER] [CHECK]

Intelligence describes how well you learn and reason.

Arcana Trained [MISC.] [CHECK]

History Trained [MISC.] [CHECK]

Religion Trained [MISC.] [CHECK]

Wisdom [MODIFIER] [CHECK]

Wisdom measures common sense, self-discipline, and empathy.

Dungeoneering Trained [MISC.] [CHECK]

Heal Trained [MISC.] [CHECK]

Insight Trained [MISC.] [CHECK]

Nature Trained [MISC.] [CHECK]

Perception Trained [MISC.] [CHECK]

Charisma [MODIFIER] [CHECK]

Charisma measures force of personality and leadership.

Bluff Trained [MISC.] [CHECK]

Diplomacy Trained [MISC.] [CHECK]

Intimidate Trained [MISC.] [CHECK]

Streetwise Trained [MISC.] [CHECK]

COMBAT STATISTICS

Initiative **Speed**

Roll initiative to determine the turn order in combat.

Your speed is the number of squares you can move with a move action.

DEFENSES

Armor Class (AC) [CALCULATIONS]

AC measures how hard it is to physically land an attack on you.

Fortitude [CALCULATIONS]

Fortitude measures your toughness and resilience.

Reflex [CALCULATIONS]

Reflex measures your ability to deflect or dodge attacks.

Will [CALCULATIONS]

Will measures your strength of will and self-discipline.

Attack Bonus [WEAPON / POWER] [DAMAGE]

Attack Bonus [WEAPON / POWER] [DAMAGE]

When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.

Hit Points **Bloodied** []

Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).

Healing Surge Value []

Surges Per Day []

When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).

CURRENT HIT POINTS

Temporary Hit Points

Surges Remaining

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.



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