

CLEVER CLASSES

EXPLORER
Player Character Class



Jared Glenn
4th Edition Roleplaying Game Supplement

CLEVER CLASSES: THE EXPLORER

A New Player Character Class For the 4th Edition Dungeons & Dragons Game



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INTRODUCTION

Ruins of ancient mystery. Arcane wildernesses and grim shadowscapes that mimic the world. The endless horizon. Many adventurers visit these places and forge their own legends in unknown realms, but few feel as at home on the road as the explorer.

Explorers feel drawn to move against the grain of the world, discovering places it has forgotten and learning things unknown for centuries. Amazingly, these brave souls survive solely on their wit and martial talent. They are exhaustive in their research and exacting in their physical practices. Few explorers will go in search of a destination without learning all they can in advance, and none will go without the proper tools.

This guide provides those tools in abundance. Characters of other classes may find the multiclass feats herein useful, but most of the book is built specifically for the explorer.

So grab your pack, whip, and antivenom - the path to discovery awaits!

USING THIS BOOK

This book contains rules for a new character class, the explorer, along with powers, paragon paths, epic destinies, feats, equipment, and backgrounds designed with it in mind.

The first chapter focuses on the new class and includes the powers, paragon paths, and epic destinies that were intended for use with the explorer. The second chapter was intended to flesh the explorer out further with new feats, equipment, and backgrounds to allow it to fit seamlessly into any Dungeons and Dragons game.

While any character is capable of dipping into the explorer via multiclass feats, this book was built to help players create new characters with a specific flavor and place in the world. Use it to realize your concept of the brilliant adventurer in search of lost history, or the trickster who has the home field advantage wherever he fights. The possibilities are as endless as the horizon.

Explorer: Chapter 1

"You seek discovery? Adventure, perhaps? A discovery lies under your feet, and that adventure you're looking for is right in front of your nose. Of course, if that's not enough for you, I can show you far better."

The explorer is unique in the category of controllers; shunning the traditional route of magic, and depending solely on his mastery of weapon and earth. An explorer's desire to find the unexpected and adapt to any situation give her exceptional ability to control her enemies.

Whether you wield the traditional hand crossbow and bullwhip of the explorer, or opt for a more military style of combat, this chapter was written for you, brave seeker. Those blank spaces on the map need discovering, and you, with your companions, are exactly the sort of people who can fill it in.

This chapter contains the following sections:

- ◆ **New Class:** The explorer class is detailed from the beginning of this chapter, along with descriptions of and rules for the three builds: the degrading, disrupting, and exploiting explorers.
- ◆ **Powers:** The myriad of abilities and tools the explorer possesses are outlined here, along with new keywords, and a new condition.
- ◆ **Paragon Paths:** Nine new paragon paths, each designed for the explorer, are outlined in this section.
- ◆ **Epic Destinies:** Two new epic destinies are given toward the end of the chapter. Both designed with the explorer class in mind, these destinies bring the explorer class to its exciting and world-shaking concluding levels.

EXPLORER

"It does not need to be known to be important."

CLASS TRAITS

Role: Controller. Your intuition and mastery of swift weaponry allow you to manipulate any battle to the detriment of your foes. You typically wield a hand crossbow and an off-hand weapon, allowing you to adapt quickly in combat. You might also support as a defender, leader, or striker, depending on your chosen class features and powers.

Power Source: Martial. Your powers come from extensive training, exacting practice, and countless hours of experience surviving in the dangerous places you discover.

Key Abilities: Dexterity, Intelligence, Charisma

Armor Proficiencies: Cloth, Leather

Weapon Proficiencies: Bullwhip, Crossbow, Hand Crossbow, Light War Pick, Litupa, Scourge

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 10 + Constitution Score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution Modifier

Trained Skills: Perception. From the class skills list below, choose four more trained skills at 1st Level.

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Thievery (Dex), Stealth (Dex)

Class Features: Alchemist, *hip shot*, Spirit of Discovery, *twist the ground*

Explorers are clever warriors who have learned to survive in the most dangerous places in a dangerous world. They are knowledge hunters, treasure collectors, and thrill seekers, never satisfied while there are still blank spots on any map. To an explorer, the most interesting place in the world is his next destination where new discoveries will abound.



As an explorer, your discoveries mean more to you than mere bragging rights; they are each a lesson, a trick you can bring to bear in your next challenge. Having faced a myriad of tough choices, you know how to present similar difficulties to those who oppose you. You might have spent your time studying your own footwork, and can now intuitively understand the terrain you cross and how to make that same ground into a hindrance for your foes. Perhaps you have spent untold hours coming to understand the many groups of people and creatures you have encountered in your travels and can now predict and influence your enemies' actions. However you seek to understand the world, over time you have come to find that danger seeks you as fervently as you seek it. Peril surrounds you, but you embrace it, avoiding its pitfalls in plenty of time to see your enemies crushed by them.

When danger eventually seeks your life and your senses begin to scan your surroundings, will you make the best of your surroundings, forcing your foes into impossible straits? Will you delve into the minds of those who dare stand between you and your next discovery, baring their disadvantages? Or will your companionship with a beast allow you to sow discord where there was once peace? In whatever way you triumph, you always see it for what it is: another step toward the endless horizon.

EXPLORER CLASS FEATURES

Explorers have the following class features:

ALCHEMIST

Your experience in the forgotten places of the world has taught you to be prepared for anything. You gain the Alchemist feat and know two 1st level Alchemical formulas at character creation.

In addition, you have a quick eye while you travel, allowing you to gather short-term reagents. Once per day, you may create an Alchemical Item you know of your level or lower without expending components. This item becomes useless after an extended rest.

HIP SHOT

Your training allows you to occasionally make ranged attacks without lowering your defenses. You gain the *hip shot* power.

SPIRIT OF DISCOVERY

As an explorer, your thirst for knowledge and desire to discover fills every aspect of your life. During battle you study your foes, waiting to exploit their first mistake.

Choose one of the following options. The choice you make gives you the benefit described below and also provides bonuses to certain explorer powers.

Discovery of Degradation: You gain the *mocking glance* power. In addition, whenever you are wearing light armor and a creature who is marked by an ally makes a melee attack against you, that attack takes a penalty to damage equal to your Charisma modifier.

Discovery of Disruption: You gain a beast companion, chosen from one of these categories: bat, feline, fowl, insect, monkey, reptile, or rodent. These categories do not describe specific animals, but rather groups of similarly themed creatures in your world. You may decide on the details of your companion's appearance as long as they remain appropriate for the companion categories and campaign. As part of the bond between you and your beast companion, you gain access to the Raise Beast Companion ritual. This ritual allows you to raise your beast companion from the dead, even if you are otherwise unable to master and perform rituals. For all other relevant details see "Explorer Beast Companion."

Explorer Overview

Characteristics: Using a seamless combination of ranged and melee attacks, you use your off-hand weapon to throw enemies off balance while delivering debilitating attacks with your ranged weapon to those who escape your immediate reach. You specialize in sliding your enemies into compromising positions and distracting them from making their best attacks.

Religion: Explorers worship gods of travel, knowledge, and the unexplored. Most good explorers are drawn to gods of positive change, while those who are unaligned find their best fit with deities of knowledge or the wilderness. A few otherwise good explorers are even pulled to worship dark and secretive forces for the mysteries that they promise to reveal.

Races: Eladrin and humans make up the greatest of the exploiting explorers in this world or the Feywild. Halflings are powerful degrading and disrupting explorers, whereas tieflings and gnomes combine traits valuable to both types, making them exceptionally versatile.

In addition, you gain the *surprising skitter* power. Also, whenever you are wearing light armor and a creature that is marked by an ally makes a melee attack against your beast companion, your beast companion may shift into that creature's square as an immediate interrupt action.

Discovery of Exploitation: You gain the *shoot first* power. In addition, whenever you are wearing light armor and a creature that is marked by an ally makes a melee attack against you, your next attack against that creature before the end of your next turn gains a bonus to damage equal to your Intelligence modifier.

TWIST THE GROUND

You have learned, through your travels, just how close to difficult some terrain really is, allowing you to quickly make adjustments that push your ground in that direction. You gain the *twist the ground* power.

CREATING AN EXPLORER

The build options presented here are the degrading explorer, disrupting explorer, and the exploiting explorer, corresponding to class features you choose at character creation. Dexterity is the most vital ability to an explorer, but Intelligence and Charisma are also important, depending on how you choose class features and powers.

DEGRADING EXPLORER

You are a calculating force on the battlefield, not simply taking note of your foes' poor strategic moves but forcing your enemies to dwell on them. You thrive in the midst of melee, striking wounds to body and soul with a lash and crossbow. Choose abilities that weaken or distract your enemies, leaving them open to attacks from your allies. Make Dexterity your best ability score, since all your attacks depend on it, and Charisma your secondary score to assist you in manipulating your foes. Your powers lean you toward the secondary role of defender.

Suggested Class Feature: Discovery of Degradation

Suggested Feat: Exalting Certainty

Suggested Skills: Bluff, Insight, Intimidate,

Perception, Thievery

Suggested At-Will Powers: *detracting flurry, not a move*

Suggested Encounter Power: *infuriating disdain*

Suggested Daily Power: *will breaker*

DISRUPTING EXPLORER

To you, the endless horizon is not a lonely sight. During your many travels you eventually made your greatest discovery: a trustworthy companion. With the help of your beast companion, you throw the enemy ranks into chaos. Your beast companion is adept at infiltrating your foes while you cover with crossbow fire. As you progress, accumulate powers that allow you to pick off foes at a distance while your beast companion keeps them occupied. As with each explorer, Dexterity is your most important ability score, so make it your best. Many of your attacks depend on quick communication with your beast companion, so make Charisma your second highest ability score. Your beast companion depends on the close support of allies, so your secondary role is leader.

Suggested Class Feature: Discovery of Disruption

Suggested Feat: Coordinated Attack

Suggested Skills: Dungeoneering, Insight, Intimidate, Nature, Perception

Suggested At-Will Powers: *creeping distraction, inset paranoia*

Suggested Encounter Power: *disrupting spectacle*

Suggested Daily Power: *staying flurry*

EXPLOITING EXPLORER

In your eyes, even the most barren bit of ground is alive with possibilities. Having tread so much terrain beneath your feet, you understand how to use that soil to your advantage and which injuries make that ground the most difficult to pass. Since the terrain is your friend, you prefer to keep it between you and your enemies by using more ranged attacks than melee. Select powers that allow you to keep your foes at a distance while you spread damage through their ranks. Dexterity is your most important ability, so make it your highest, and make your Intelligence the second highest so that you can quickly call upon your years of experience. Striker is your secondary role.

Suggested Class Feature: Discovery of Exploitation

Suggested Feat: Perfect Manipulation

Suggested Skills: Athletics, Dungeoneering, Nature, Perception, Thievery

Suggested At-Will Powers: *advantageous trip, rapid fire*

Suggested Encounter Power: *footing reversal*

Suggested Daily Power: *whirling threats*

Gaining Your Beast Companion

Other supplements present many excellent ideas for how you may have met your beast companion and became friends, but that is not the end of the possibilities. Following are a few specific to the flavor of the explorer.

- ◆ While searching some ruins, you found your companion also exploring, and were charmed by its curiosity.
- ◆ Your companion appeared as part of an omen at your birth, encouraging you into the wilderness through your youth.
- ◆ In your travels, you discovered an idol in the shape of a beast with your name scribed upon it. When you awakened the following morning, you discovered your companion in place of the idol.
- ◆ Your beast companion used to be a guardian over an ancient treasure, but when you were judged worthy to possess the treasure, the beast was impressed enough to join your travels.
- ◆ Your companion is an accidental traveler from a distant land and wishes to return home. You agreed to help it find home again, but neither of you are in a hurry, having become friends over time.

EXPLORER BEAST COMPANION

The explorer's beast companion shares the attributes of the ranger's beast companion except as noted below. The ranger and the explorer do not have access to the same categories of beast companion. The categories specific to the explorer are detailed below.

EXPLORER BEAST COMPANION ATTRIBUTES

The explorer beast companion has the following attributes.

- ◆ **Attacks:** A beast companion can only attack creatures whose square it occupies.
- ◆ **Size:** Tiny
- ◆ **No Flanking:** A beast companion can't flank.
- ◆ **Difficult to Hit:** A beast companion gains a +3 bonus to defenses against opportunity attacks.

SHARING SQUARES

As a tiny creature, a beast companion may share a square with another creature. The following attributes apply for a tiny beast companion.

- ◆ **Opportunity Attack:** When a beast companion enters an enemy's square, that enemy may make an opportunity attack against it unless the beast companion is shifting.
- ◆ **Provoking:** A beast companion can only make opportunity attacks against creatures moving out of its square or making area or ranged attacks while within its square.
- ◆ **Enemy's Space:** While a beast companion shares a space with an enemy, damage is dealt differently depending on who deals the damage and the type of attack.
 - **Enemy in the Same Space:** Any enemy who is sharing its space with a beast companion deals only half damage with attacks against it.
 - **Anyone Else (Melee or Ranged):** Any other creature who attacks the beast companion with a melee or ranged attack, deals half damage to the beast companion and half damage to the creature the beast companion shares its space with. Any other effects of the attack still only affect the beast companion.
 - **Anyone Else (Area or Close):** Any other creature who attacks the beast companion with an area or close attack, attacks both the beast companion and the creature sharing its square, dealing damage as normal.
- ◆ **Ally's Square:** When a beast companion ends its movement in an ally's square, it immediately enters Passive Mode (detailed below).

PASSIVE MODE

While in Passive Mode, the following rules apply to a beast companion.

- ◆ **No Targeting:** A passive beast companion can't be targeted by any attack or effect.
- ◆ **No Damage:** A passive beast companion cannot be damaged by any attack or effect.
- ◆ **Movement:** A passive beast companion may not move from the square it shares with its ally. When the ally moves, the beast companion is carried with the ally as if it were an object.
- ◆ **No Attacks:** While a beast companion is passive, its master may not use any powers with the "beast" keyword. The beast companion may not make any attacks while in passive mode.
- ◆ **Activating:** While a beast companion is passive, it may spend a minor action to shift into an adjacent square and end its passive mode.

NEW BEAST CATEGORIES

The following options are available to explorers. Choose one of the categories, such as a reptile, and then you may decide its specific appearance, such as a snake, lizard, or tortoise.

BAT

Bats include several varieties of small flying mammals. They are adept at recovering from damage in the midst of battle.

BAT STATISTICS

Ability Scores: Strength 10, Constitution 14, Dexterity 16, Intelligence 6, Wisdom 14, Charisma 6
Speed: 2 squares, fly 7 squares (hover)
Defenses: AC 17 + level, Fortitude 12 + level, Reflex 15 + level, Will 12 + level
Hit Points: 10 + 5 per level
Attack Bonus: Level + 5
Damage: 1d4
Melee Basic Attack: Bite; level + 5 vs. AC; 1d4 + Dexterity modifier damage.
Trained Skills: Perception, Stealth
Special: Whenever a bat deals damage with an attack, it may regain hit points equal to half the damage dealt.

FELINE

Felines comprise all small cats and are known for furious attacks and swift retreats.

FELINE STATISTICS

Ability Scores: Strength 10, Constitution 12, Dexterity 16, Intelligence 6, Wisdom 14, Charisma 6
Speed: 7 squares, climb 4 squares
Defenses: AC 16 + level, Fortitude 11 + level, Reflex 16 + level, Will 13 + level
Hit Points: 12 + 5 per level
Attack Bonus: Level + 5
Damage: 1d6
Melee Basic Attack: Claw; level + 5 vs. AC; 1d6 + Dexterity modifier damage.
Trained Skills: Athletics, Stealth
Special: A cat ignores difficult terrain.

FOWL

This category includes all small flying birds. They are swift and deadly when given room for a dive attack.

FOWL STATISTICS

Ability Scores: Strength 10, Constitution 12, Dexterity 18, Intelligence 6, Wisdom 12, Charisma 6
Speed: 2 squares, fly 7 squares (hover)
Defenses: AC 15 + level, Fortitude 10 + level, Reflex 15 + level, Will 12 + level
Hit Points: 10 + 5 per level
Attack Bonus: Level + 5
Damage: 1d4
Melee Basic Attack: Claw; level + 5 vs. AC; 1d4 + Dexterity modifier damage.
Trained Skills: Perception
Special: When charging, a fowl's damage becomes 2d6.

INSECT

Spiders, centipedes, and scorpions are among the variety claimed by this category. They are excellent at pinning an enemy in difficult positions.

INSECT STATISTICS

Ability Scores: Strength 12, Constitution 14, Dexterity 14, Intelligence 6, Wisdom 12, Charisma 6
Speed: 6 squares, climb 6 squares
Defenses: AC 17 + level, Fortitude 12 + level, Reflex 14 + level, Will 10 + level
Hit Points: 10 + 5 per level
Attack Bonus: Level + 5
Damage: 1d6
Melee Basic Attack: Bite; level + 5 vs. AC; 1d6 + Dexterity modifier damage.
Trained Skills: Athletics, Stealth
Special: Enemies in an insect's square cannot shift.

MONKEY

Monkeys are intelligent combatants. They are capable of following more complex orders than other beast companions, even manipulating traps under their master's supervision.

MONKEY STATISTICS

Ability Scores: Strength 10, Constitution 14, Dexterity 18, Intelligence 8, Wisdom 14, Charisma 6
Speed: 5 squares, climb 6 squares
Defenses: AC 16 + level, Fortitude 10 + level, Reflex 16 + level, Will 12 + level
Hit Points: 12 + 5 per level
Attack Bonus: Level + 4
Damage: 1d6
Melee Basic Attack: Bite; level + 4 vs. AC; 1d6 + \ Dexterity modifier damage.
Trained Skills: Athletics, Thievery
Special: A monkey may shift 2 squares as a move action.

REPTILE

This category includes turtles, snakes, and small lizards. They are hearty creatures who are difficult to escape in combat.

REPTILE STATISTICS

Ability Scores: Strength 10, Constitution 16, Dexterity 16, Intelligence 6, Wisdom 12, Charisma 6
Speed: 5 squares, swim 5 squares
Defenses: AC 17 + level, Fortitude 14 + level, Reflex 14 + level, Will 12 + level
Hit Points: 12 + 6 per level
Attack Bonus: Level + 4
Damage: 1d4
Melee Basic Attack: Bite; level + 4 vs. AC; 1d4 + Dexterity modifier damage.
Trained Skills: Athletics, Stealth
Special: When a reptile is sharing a square with an enemy and that enemy moves away from the reptile, the reptile may shift with that enemy as an immediate reaction, remaining in its square.

RODENT

Rats, mice, and ferrets are counted among those in this category of beast companion. When assisted by an ally, they are extremely reliable attackers.

RODENT STATISTICS

Ability Scores: Strength 10, Constitution 16, Dexterity 16, Intelligence 6, Wisdom 12, Charisma 6
Speed: 6 squares, climb 5 squares
Defenses: AC 16 + level, Fortitude 12 + level, Reflex 17 + level, Will 12 + level
Hit Points: 10 + 5 per level
Attack Bonus: Level + 5
Damage: 1d6
Melee Basic Attack: Bite; level + 5 vs. AC; 1d6 + Dexterity modifier damage.
Trained Skills: Stealth
Special: While a rodent occupies an enemy's square, it gains combat advantage against that enemy as long as an ally is adjacent to that enemy.

Beast Companion Personality

The type of creature that accompanies an explorer on his or her travels is far from garden variety. An explorer's beast companion tends to exhibit traits in sync with those of its master. Some examples of companion quirks follow.

- ◆ It must take a turn inspecting each item of value that you recover in your travels.
- ◆ It "helps" or "directs" when you make alchemical items.
- ◆ It consistently sneaks away at night to explore on its own.
- ◆ It listens intently to conversation, reacting appropriately to emotions in each speaker's voice.
- ◆ It grows fidgety when kept in the same place for long periods of time.
- ◆ It will, occasionally, respond to a command with a sarcastic glance that seems to say, "obviously."

EXPLORER POWERS

Your powers are martial exploits, adaptive abilities gained from your brave excursions into the world and beyond. Your confidence and brilliance stem from the realization that your greatest problems can be manipulated into their own solutions. Some powers are more suited to the abilities of a degrading explorer, while others are more dangerous in the hands of an exploiting or disrupting explorer, but you are free to choose whichever powers you like.

NEW KEYWORDS

Some of the explorer's powers use new keywords.

Discovery: You must be trained in Perception. Powers that allow you to use a facet of the battleground to greater benefit than is normally available.

Trap: You must be trained in Thievery to gain the benefit of this keyword. On a hit, the target becomes *trapped* until the end of the encounter.

TRAPPED

- ◆ You take damage equal to half the damage you deal with attack powers. This damage has no type.
- ◆ When you use a single attack power that hits multiple creatures, determine which creature took the most damage from that attack power. You take damage equal to half the damage dealt to that creature. This damage has no type.
- ◆ Each time you take damage from the *trapped* condition, you may make a saving throw. If you succeed, the *trapped* condition ends.

RANGE

The following range designations are found in a number of powers presented here. These range designations are primarily used by the disrupting explorer.

Melee beast 0: The attack's target must be sharing a square with your beast companion.

Ranged weapon (beast 0): The attack's target must be within range of the ranged weapon you are wielding and must be sharing a square with your beast companion.

Ranged weapon (beast 1): The attack's target must be within range of the ranged weapon you are wielding and must be adjacent to your beast companion.

CLASS FEATURES

Each explorer gains the powers *hip shot* and *twist the ground*.

◆ Hip Shot Explorer Feature

You maintain an inner calm despite imposing enemies.

Encounter (Special) ◆ Martial

Minor Action Personal

Effect: Your next ranged attack before the end of your next turn does not provoke opportunity attacks.

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, but only once per round.

◆ Twist the Ground Explorer Feature

With a few quick knots, kicks, and flurries of repositioning, you turn an unremarkable bit of earth into a troublesome affair.

Encounter ◆ Discovery, Martial

Standard Action Close special

Effect: Your square becomes difficult terrain along with 2 adjacent unoccupied squares.

Level 11: 4 adjacent unoccupied squares.

Level 21: 8 adjacent unoccupied squares.

The Spirit of Discovery class feature grants each explorer one of the following powers.

◆ Mocking Glance Explorer Feature

Your foe looks up from an embarrassing mistake to see your sly grin.

Encounter ◆ Martial

Immediate Reaction Ranged 10

Trigger: An enemy in range rolls a natural 1 on an attack against you or an ally.

Target: The triggering enemy

Effect: The target is weakened and enemies treat the target's square and the squares adjacent to the target as difficult terrain (save ends both).

Special: You may use the *hip shot* power as a free action when the trigger for this power occurs.

Shoot First Explorer Feature

In a flash, you notice your foe's dangerous footing and ready an attack to take advantage of his inevitable failure.

Encounter ♦ **Martial, Weapon**

Immediate Interrupt **Ranged** weapon

Requirement: You must be wielding a crossbow.

Trigger: An enemy in range rolls a natural 1 on an attack against you or an ally.

Target: The triggering enemy

Effect: 2[W] + Intelligence modifier damage, and the target falls prone.

Special: You may use the *hip shot* power as a free action when the trigger for this power occurs.

Surprising Skitter Explorer Feature

You notice a foe's mistake in progress from across the battlefield and instruct your companion to take advantage of it.

Encounter ♦ **Beast, Martial**

Immediate Interrupt **Ranged** 10

Trigger: An enemy in range rolls a natural 1 on an attack against you or an ally.

Target: The triggering enemy

Effect: Your beast companion may shift its speed as long as it ends its movement in the triggering enemy's space. If your beast companion does this, the target takes 2[B] + Charisma modifier damage.

Special: You may use the *hip shot* power as a free action when the trigger for this power occurs.

Creeping Distraction Explorer Attack 1

A swift gesture sends your companion diving into an enemy's square, latching on and drawing its attention away from incoming attacks.

At-Will ♦ **Beast, Martial**

Standard Action **Melee** beast 1

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + your Charisma modifier damage and your beast companion must shift into the target's square. While your beast companion is in the target's square, the target grants combat advantage until it is hit by an attack.

Level 21: 2[B] + Charisma modifier damage.

Special: When your beast companion charges, it may use this power in place of a melee basic attack as long as it ends the charge in the target's space.

Crippling Shot Explorer Attack 1

A single bolt buries itself into your foe's leg, impairing his movement.

At-Will ♦ **Martial, Weapon**

Standard Action **Ranged** weapon

Target: One creature

Attack: Dexterity vs. AC

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

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

Special: You can use this power as a ranged basic attack.

LEVEL 1 AT-WILL EXPLOITS

Advantageous Trip Explorer Attack 1

"Do not dare to approach me again!"

At-Will ♦ **Martial, Weapon**

Standard Action **Melee** 1

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One or two creatures

Attack: Dexterity vs. AC (one target) or

Dexterity - 2 vs. AC (two targets)

Hit: 1[W] damage and the target is pushed one square and knocked prone.

Level 21: 2[W] damage.

Eladrin Explorers

The eladrin of the Feywild hold explorers in high esteem in their society. The ever changing landscape of their world necessitates consistent rediscovery.

Eladrin favor the practices of exploiting explorers because of the need for constant preparation for a different landscape in the Feywild. Their natural Dexterity and Intelligence is also ideal in bringing their abilities to bear, and few other creatures can compete with their natural understanding of terrain. For this reason, an eladrin explorer is as comfortable on a frozen tundra as he or she is in a sweltering rainforest.

● Detracting Flurry Explorer Attack 1

You throw your lash in a wide arc, culling the weak and humiliating the powerful.

At-Will ♦ Martial, Rattling, Weapon

Standard Action Close burst 2

Requirement: You must be wielding a lash.

Target: Each creature in burst you can see

Attack: Dexterity vs. AC

Hit: Charisma modifier damage (minimum 1).

Level 21: 1[W] + Charisma modifier damage.

● Inset Paranoia Explorer Attack 1

As your foe flails under the infiltration of your beast companion, you further its fear by firing a sudden bolt into the fray causing it to react suddenly and harshly to anything that approaches.

At-Will ♦ Beast, Fear, Martial, Weapon

Standard Action Ranged weapon (beast 0)

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. While your beast companion is in the target's square, each creature that enters a square adjacent to the target before the beginning of your next turn takes 1[B] + your Charisma modifier damage.

Level 21: 2[W] + Dexterity modifier damage and 2[B] + your Charisma modifier damage.

● Not A Move Explorer Attack 1

You make a quick strike against your enemy gaining its attention long enough to display your crossbow menacingly.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding both a crossbow and a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. If the target shifts or moves before the end of its next turn, it takes damage equal to your Dexterity modifier.

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

● Rapid Fire Explorer Attack 1

With hardly a glance, you send several bolts careening toward your enemies.

At-Will ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One, two, or three creatures in contiguous squares

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

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

LEVEL 1 ENCOUNTER EXPLOITS

● Clever Distraction Explorer Attack 1

Silent as a shadow, your companion sneaks into your enemy's space, and launches a sudden attack, allowing your allies to take advantage of your foe.

Encounter ♦ Beast, Martial

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + your Charisma modifier damage, and the target grants a +4 bonus to attacks while granting combat advantage rather than +2 until the end of your next turn.

Beast: If your beast companion is an insect, monkey, reptile, or rodent, adjacent allies may shift 1 square as a free action

● Disrupting Spectacle Explorer Attack 1

Your brilliant marksmanship and ability to command the battlefield, strengthens your allies and weakens your foes.

Encounter ♦ Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and until the end of your next turn allies who end their turn within 1 square of the target gain temporary hit points equal to your Charisma modifier and enemies who end their turn adjacent to the target take damage equal to your Charisma modifier.

Discovery of Disruption: Your beast companion shifts its speed before the attack as long as it ends its movement in the target's square.

Twist the Ground

Since you took your first step, you have been on a journey and every step since then has been a lesson. The feel of the earth under your feet is as clear to you as sight. A single footfall tells you all you need to know of the battlefield. Many areas of the world teeter on the edge of peril and you delight in watching it fall the rest of the way at your command.

When you use your *twist the ground* power, what do you do to ensure the terrain becomes difficult? Perhaps you are skilled with knots, fastening reeds or ropes together in ways designed to frustrate. Then again, your tactics may simply be perfect enough that you can position stones and sticks with such precision that any movement must be rethought. Maybe you do not alter the ground at all, but put on a show, implying that the ground is perilous, causing others to treat it with care. Consider which method best fits your character, or come up with another method that better matches, since it suggests several things about your character's personality and background and may play a role in noncombat encounters.

Excruciating Puncture Explorer Attack 1

You direct your attack to an area that will deal less damage, but inflict the most pain, causing your foe to scream out in terrifying torture.

Encounter ♦ **Martial, Psychic, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. Enemies within 2 squares of the target take psychic damage equal to your Dexterity modifier.

Footing Reversal Explorer Attack 1

A swift attack throws your foe's footing into disarray, keeping him pinned to the spot while he regains balance.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

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

Discovery of Exploitation: You may also slide the target a number of squares equal to your Intelligence modifier.

Infuriating Disdain Explorer Attack 1

You fire a single bolt at your quailing enemy, and flash it a wink, drawing its ire.

Encounter ♦ **Charm, Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. Will

Hit: 1[W] + Dexterity modifier damage and the target must make a charge attack against you on its next turn or become dazed until the end of its following turn.

Discovery of Degradation: The target takes a penalty to damage on the charge attack equal to your Charisma modifier.

Sudden Dive Explorer Attack 1

Your beast companion dives onto your foe, ripping and tearing at armor, leaving it exposed to further attacks.

Encounter ♦ **Beast, Martial**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Dexterity modifier damage.

Special: When charging, your beast companion may use this power instead of a melee basic attack.

Beast: If your beast companion is a bat, feline, or fowl, each ally that attacks the target before the beginning of your next turn deals extra damage equal to your Charisma modifier.

Out of Harm's Way Explorer Attack 1

You notice the perfect route to reach safety, then distract any foe that may have noticed.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Special: You may shift 2 squares before or after the attack. You can shift through an enemy's square, but may not end your movement there.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and the target is marked by an ally within 3 squares.

LEVEL 1 DAILY EXPLOITS

Sabotaging Strike Explorer Attack 1

You strike a vital area, forcing your foe to hurt itself when it harms you or your allies.

Daily ♦ **Martial, Trap, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage, and the target takes 5 damage whenever it attacks before the end of your next turn.

Staying Flurry Explorer Attack 1

Your companion leaps onto a foe, holding on tight until it attempts to move away. With a disconcerting squeal, the beast throws your enemies out of step and alerts your allies of an opportunity.

Daily ♦ **Beast, Martial**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Dexterity modifier damage.

Effect: If the target moves before the end of the encounter, each enemy within two squares is slowed (save ends). Also, you or one ally within 5 squares of the target may make a basic attack against it.

Whirling Threats Explorer Attack 1

You sling your lash in all directions, forcing your enemies to show extra care.

Daily ♦ **Martial, Stance, Weapon, Zone**

Minor Action Personal

Requirement: You must be wielding a lash.

Effect: This stance creates a zone in a burst 2 centered on you. When you move, the zone stays centered on you. Whenever an enemy enters a square in the zone, it may treat that square as difficult terrain.

You gain access to the following attack.

Opportunity Action Melee weapon

Trigger: An enemy enters a square in the zone without treating it as difficult terrain.

Secondary Target: The triggering enemy

Secondary Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Will Breaker Explorer Attack 1

You slice into your enemy, causing it to lose confidence for an important moment. Thereafter, its presence is a detriment to its allies.

Daily ♦ **Martial, Rattling, Reliable, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage and any enemy that starts its turn adjacent to the target is dazed until the beginning of its next turn (save ends).

Aftershock: Until the end of the target's next turn, any enemy that starts its turn adjacent to the target is dazed until the beginning of that enemy's next turn.

LEVEL 2 UTILITY EXPLOITS

Body Shield Explorer Utility 2

When you spend as much time as you and your companion do in the ancient places of the world, even your fighting gets dirty.

Encounter ♦ **Beast, Martial**

Move Action Close burst 10

Requirement: Your beast companion must be sharing a square with an enemy.

Target: Your beast companion in burst

Effect: The target gains cover.

Explorer's Toolbox Explorer Utility 2

"There's nothing a whip and some creativity can't fix."

Encounter ♦ **Martial**

Minor Action Personal

Requirement: You must be wielding a lash.

Effect: You gain a +5 bonus to the next Acrobatics or Athletics check you make before the end of your next turn.

Lightning Retreat Explorer Utility 2

Your companion barely escapes a death blow, retreating to a safe place until it can recuperate.

Daily ♦ **Beast, Martial**

Immediate Interrupt Close burst 20

Trigger: Your beast companion takes damage that would reduce it to 0 or fewer hit points while adjacent to an ally.

Target: Your beast companion in burst

Effect: Your beast companion's hit points are reduced to 1 and it immediately shifts into the adjacent ally's square, entering passive mode.

Misleading Maneuver Explorer Utility 2

You dart around the battlefield, baiting your enemies until you end up in your original position with your foes exactly where you wanted them.

Daily ♦ **Martial**

Move Action Close burst 3

Target: Each enemy in burst you can see

Effect: Slide each target a number of squares equal to your Intelligence modifier.

Shoot from the Hip Explorer Utility 2

As an enemy prepares to take advantage of your ally's distracted condition, you create a distraction of your own.

Encounter ♦ **Martial**

Immediate Interrupt Melee touch

Trigger: An adjacent ally makes an area or ranged attack that would draw an opportunity attack.

Target: The triggering ally

Effect: The triggering attack does not draw an opportunity attack.

Swift Threats Explorer Utility 2

In a flash of fur or feathers, your companion darts throughout the immediate vicinity, prepared to strike at a moment's notice.

Encounter ♦ **Beast, Martial**

Minor Action Close burst 10

Target: Your beast companion in burst

Effect: Your beast companion may attack adjacent creatures and threatens adjacent squares until the end of your next turn.

Trap Sense Explorer Utility 2

You reach forward to manipulate a cog and suddenly pull back, rethinking your strategy.

Encounter ♦ **Martial**

Free Action Personal

Trigger: You make a Thievery check that you dislike.

Prerequisite: You must be trained in Thievery.

Effect: Reroll the triggering Thievery check. You must use the second result even if it is lower.

LEVEL 3 ENCOUNTER EXPLOITS

Adaptive Strategy Explorer Attack 3

Your arms seem to move with minds of their own, dropping your foes to the ground with crushing power.

Encounter ♦ **Discovery, Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Primary Target: One creature

Primary Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is pushed 1 square and knocked prone. 1 square of the target's space becomes difficult terrain (your choice).

Discovery of Exploitation: Choose a number of squares adjacent to the target equal to your Intelligence modifier. Those squares become difficult terrain as well.

Effect: Make a secondary attack.

No Action Ranged weapon

Requirement: You must be wielding a crossbow.

Secondary Target: One creature other than the primary target.

Secondary Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target is knocked prone. 1 square of the target's space becomes difficult terrain (your choice).

Diseased Fangs Explorer Attack 3

With a frightening charge, your beast companion rushes in with a toxic bite.

Encounter ♦ **Beast, Martial**

Standard Action **Melee** beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Dexterity modifier damage, and you slide the target 1 square.

Beast: If your beast companion is a bat, insect, or rodent, the target is also weakened.

Encouraging Companion Explorer Attack 3

Your beast makes an impressive attack then regroups, boosting an ally's confidence.

Encounter ♦ **Beast, Martial**

Standard Action **Melee** beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Dexterity modifier damage.

Effect: Your beast companion may shift its speed. If it ends its movement in an ally's square, that ally may make a saving throw.

Beast: If your beast companion is a fowl, feline, reptile, or monkey, it may also make a saving throw.

Exploit Distraction Explorer Attack 3

Foes surround your allies, seeming to have forgotten about you. You vow that they will pay for such an oversight.

Encounter ♦ **Martial, Weapon**

Standard Action **Ranged** weapon

Requirement: You must be wielding a crossbow.

Target: Each enemy adjacent to one or more allies in range

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and ongoing 5 damage (save ends).

Fear the Unknown Explorer Attack 3

You play on your enemies' tenuous fears over your significant abilities, menacing them with your weapons and attacking their souls without ever striking them.

Encounter ♦ **Fear, Martial, Psychic**

Standard Action **Close** blast 3

Prerequisite: You must be trained in Intimidate

Target: Each creature in blast

Attack: Dexterity + 2 vs. Will

Hit: 1d6 + Dexterity modifier psychic damage and the target moves 2 squares away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Discovery of Degradation: The target instead moves 1 + your Charisma modifier squares away from you.



*Hingsam unleashes **diseased fangs***

Head Crack Explorer Attack 3

A swift series of whip cracks leaves your foes distracted.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 2

Requirement: You must be wielding a lash.

Target: Each creature in burst

Attack: Dexterity vs. AC

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

LEVEL 5 DAILY EXPLOITS

Clever Ploy Explorer Attack 5

You appear oblivious to an attack that you see coming, ducking out of the way in time to see your foe punish its own ally.

Daily ♦ **Martial**

Immediate Interrupt Melee touch

Trigger: You are hit by an attack.

Target: One creature other than the triggering attacker.

Effect: Your enemy must make the triggering attack again against the target instead of you.

Dazzling Flurry Explorer Attack 5

You spin in a tight circle, punishing everyone nearby and throwing them into disarray.

Daily ♦ **Martial, Weapon**

Standard Action Close burst 2

Requirement: You must be wielding a lash.

Target: Each creature in burst

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target is dazed (save ends).

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

Hazard of the Highlands Explorer Attack 5

Your understanding of terrain allows you and your allies to exploit a somewhat normal piece of the battlefield through your continued instructions.

Daily ♦ **Discovery, Martial**

Standard Action Area wall 5 within 10 squares

Effect: You discover a stretch of terrain that can be used to greater benefit until the end of your next turn. Each square of the discovery becomes difficult terrain to enemies while an ally is adjacent to it. The discovery provides cover to each ally within the wall

Each ally inside the discovery may make opportunity attacks against creatures up to 2 squares away with a basic melee or ranged attack as if the ally threatened that creature's square.

Sustain Minor: The discovery persists.

Intertwining Plunge Explorer Attack 5

In a flare of movement, you toss one enemy into another, leaving them hopelessly entwined.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: Slide the target into the space of another enemy within reach. If you do this, the target falls prone and is restrained (save ends).

Make a secondary attack.

No Action Melee weapon

Secondary Target: The enemy sharing its square with the primary target.

Secondary Attack: Dexterity vs. AC

Hit: 2d10 + Dexterity modifier damage.

Effect: The secondary target falls prone and is restrained (save ends).

Halfling Explorers

Explorers of all races consider halflings kin. They have an inborn love of travel and nature, and explorers are attracted to this. It is, therefore, not surprising that many halflings take up the path of the explorer.

Due to their ability to escape attack, even when surrounded by foes, most halflings become degrading explorers, wading into the thick of battle, sinking fear into the hearts of foes twice their size. Their natural Dexterity and Charisma makes their attacks far more powerful than other degrading explorers. In addition, since these explorers tend to destroy an enemy's ability to attack allies, frustrating foes to no end, an ability like *second chance* will be useful indeed.

✿ Make It Bleed Explorer Attack 5

You fire a bolt with considerable power, lodging it into your enemy's body and forcing it to take considerable time pulling it free.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and ongoing 10 damage until the end of the encounter. The target may spend move actions to affect this damage.

First Move Action: The ongoing damage is lowered to 5 ongoing damage until the end of the encounter.

Second Move Action: The ongoing damage becomes (save ends) rather than until the end of the encounter.

Miss: Half damage and 5 ongoing damage (save ends).

✿ Unseen Barrage Explorer Attack 5

"Go for the eyes, my friend!"

Daily ♦ **Beast, Rattling, Martial**

Standard Action Melee beast 0

Effect: Your beast companion shifts its speed + 2.

Target: Each creature whose square your beast companion shifted into during this shift.

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's Dexterity modifier and the target is blinded (save ends).

Miss: Half damage.

LEVEL 6 UTILITY EXPLOITS

🔷 Battlefield Prediction Explorer Utility 6

In a flash of inspiration, you reposition some stones or planks until they spell danger to all but you.

Encounter ♦ **Discovery, Martial**

Standard Action Area (Special)

Effect: You create hazardous terrain in your square and in a number of adjacent squares equal to your Intelligence modifier. Any creature other than you that enters one of these squares takes 5 damage. A creature may destroy 1 square of hazardous terrain by spending a standard action while adjacent to that square. You may destroy any number of squares of this hazardous terrain by spending a minor action while adjacent to, or within them.

Level 11: 10 damage.

Level 21: 15 damage.

✿ Frightening Visage Explorer Utility 6

Your countenance has a tangible effect on the battlefield.

Daily ♦ **Martial, Stance**

Minor Action Personal

Prerequisite: You must be trained in Intimidate.

Effect: While the stance is active, enemies within 2 squares of you take a -1 penalty to attack rolls.

✿ Living Guidance Explorer Utility 6

Your beast companion jumps into safe quarters, still actively assisting with the battle.

Daily ♦ **Martial**

Minor Action Close burst 10

Requirement: Your beast companion must be alive, passive, and in an ally's square.

Target: One ally in burst who is sharing its square with your beast companion.

Effect: Until the end of the encounter, when an enemy ends its turn adjacent to the target it grants combat advantage until the end of its next turn. In addition, until the end of the encounter you may spend a standard action on your turn to allow the target to make a basic attack.

If your beast companion leaves passive mode, these effects end.

🌐 Native Advantage Explorer Utility 6

Your experience in the varied environs of the world has trained your feet to carry you over all types of terrain without incident.

At-Will ♦ **Martial**

Minor Action Personal

Effect: You ignore difficult terrain until the end of your turn.

🔷 Pertinent Study Explorer Utility 6

"Any good explorer will tell you that if you don't know where you're going, it really doesn't matter in which trap you die."

Encounter ♦ **Martial**

Free Action Personal

Trigger: You make a knowledge skill check and dislike the result.

Effect: Reroll the skill check. You must keep the second result, even if it is lower.

LEVEL 7 ENCOUNTER EXPLOITS

Entwining Companion Explorer Attack 7

Your beast companion scuttles around your foe's feet, negating any thoughts of movement.

Encounter ♦ **Beast, Martial**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Beast: If your beast companion is an insect or reptile, the target grants a +3 bonus to attacks rolls while being flanked instead of the normal +2.

Insulting Failure Explorer Attack 7

An attack swishes past your head; you turn to face your attacker, a grin on your face, and peg him with humiliating ease.

Encounter ♦ **Charm, Martial, Weapon**

Immediate Reaction Close burst 10

Prerequisite: You must be trained in Intimidate.

Requirement: You must be wielding a crossbow.

Trigger: An enemy within range misses you with an attack.

Target: The triggering enemy

Attack: Dexterity vs. Will

Hit: 1[W] + Dexterity modifier and the target takes a -2 penalty to attack rolls until either it hits you with an attack or you end your turn farther from the target than you began your turn.

Discovery of Degradation: The target is also weakened.

Nervous Twitch Explorer Attack 7

The crossbow bolt you fire strikes your foe in the center of a bundle of nerves, sending it into a dangerous spasm.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One or two creatures

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and each creature adjacent to the target takes damage equal to 5 + your Intelligence modifier.

Perfect Opportunity Explorer Attack 7

In an instant of weakness, you shout for your companion to swoop in, helping in the destruction of a foe.

Encounter ♦ **Beast, Martial**

Immediate Reaction Melee beast 0

Trigger: An ally hits an enemy in range with an encounter attack power.

Target: One creature hit with your ally's attack.

Attack: Dexterity vs. Reflex

Effect: The triggering attack does an extra 1[B] + your Dexterity modifier damage.

Hit: The target is blinded until the end of your next turn.

Beast: If your beast companion is a bat or fowl, the triggering attack instead does 2[B] + your Dexterity modifier extra damage.

Staggering Strike Explorer Attack 7

You sweep your weapon at the feet around you, dodging amongst them and rearranging them where you like.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 2

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: Each creature in burst

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you slide the target 1 square.

Zif Explorers

To the Zif, the lands above the seas are new and alien. Every discovery is a treasure, and each vista an exciting new chapter of life. For this reason, many zif possess the talents and wanderlust needed by explorers. Due to a propensity toward Intelligence, many zif tend toward the exploiting explorer build, firing upon foes from a distance and using their considerable senses to discover useful bits of terrain. Most zif are far more hungry for the knowledge that a life of adventuring offers than they are for the treasure that follows. Zif tend to be idealistic explorers, offering artifacts to museums or libraries rather than selling them for profit.

The Bigger They Are Explorer Attack 7

Your bolt flies into your foe, striking at exactly the angle to send it sprawling and tearing into the terrain.

Encounter ♦ **Discovery, Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target falls prone. Each square of the target's space becomes difficult terrain.

Discovery of Exploitation: Your allies may ignore the difficult terrain created by this power.

Thief of the Shadows Explorer Attack 7

In a tornado of movement, your beast companion forces your enemies to shed any pretense of strategy.

Encounter ♦ **Charm, Beast, Martial**

Standard Action Close burst 1 (beast)

Target: Each enemy in burst

Attack: Beast's attack bonus vs. Will

Effect: After the attack, your beast companion shifts 1 square.

Hit: 2[B] + your Charisma modifier damage, and the target is marked by an ally adjacent to your beast companion after it shifts until the end of your next turn.

Beast: If your beast companion is a feline, monkey, or rodent, it shifts 3 squares.

LEVEL 9 DAILY EXPLOITS

Bond of Blood Explorer Attack 9

Your beast companion gains invulnerability to one foe by making a savage attack.

Daily ♦ **Beast, Martial, Reliable**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: Ongoing 15 damage (save ends), and until the end of the encounter the target cannot deal damage to your beast companion.

Aftereffect: 2[B] + beast's Dexterity modifier damage.

Inescapable Trap Explorer Attack 9

You rig a brilliant trap that holds your foe hopelessly ensnared, even as it struggles furiously.

Daily ♦ **Martial, Reliable, Trap, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and the target takes a -10 penalty to saving throws until the end of the encounter. The target can spend move actions to affect this penalty.

First Move Action: The penalty to saving throws is reduced to -5.

Second Move Action: The penalty to saving throws is reduced to -2.

Crossbow Whip Explorer Attack 9

You walk directly up to your foe and strike it across the face with the butt of your crossbow, rendering it helpless.

Daily ♦ **Martial, Weapon**

Standard Action Melee 1

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2d6 + Dexterity modifier damage and the target is unconscious (save ends).

Miss: Half damage, and the target falls prone and is dazed (save ends).

Hazard of the Mountains Explorer Attack 9

A patch of earth catches your eye and, with your continued assistance, your allies decide to make their last stand on that ground.

Daily ♦ **Discovery, Martial**

Standard Action Area burst 2 within 10 squares

Target: Each enemy adjacent to an ally in burst

Attack: Each ally in burst makes a basic attack against each adjacent enemy.

Hit: 2d6 + Intelligence modifier damage. Each target only takes this damage once.

Effect: The burst becomes a discovery of tactically sound terrain. Until the end of your next turn, allies in the discovery can score a critical hit on a roll of 18-20.

Sustain Minor: The discovery persists.

✿ Maneuver of Ruins Explorer Attack 9

A sudden blow to the face disorients your foe, allowing you to move it around the battlefield like a pawn.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: The target is dazed (save ends).

Each Failed Saving Throw: You slide the target a number of squares equal to your Charisma modifier.

✿ Rally the Party Explorer Attack 9

The direction you give to your beast companion also instructs allies where to strike in order to avoid your foe's strengths.

Daily ♦ **Beast, Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: Each enemy sharing a square with your beast companion or adjacent to it.

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you hit with a power with the beast keyword, the target of that power loses any resistances it has until it is hit by another attack.

✿ Trapping Weave Explorer Attack 9

You release a storm of bolts on your enemies, causing pain with their every attack.

Daily ♦ **Martial, Trap, Weapon**

Standard Action Close blast 3

Requirement: You must be wielding a crossbow.

Target: Each creature in blast

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the target is weakened (save ends).

Miss: Half damage.

LEVEL 10 UTILITY EXPLOITS

✿ Beast's Tenacity Explorer Utility 10

Your close companionship with your beast companion allows it to recover quickly and strike with precision.

Daily ♦ **Beast, Healing, Martial**

Minor Action Close burst 10

Target: Your beast companion in burst

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

In addition, the target gains a bonus to damage equal to half your Charisma modifier until the end of the encounter.

✿ Experienced Confidence Explorer Utility 10

To your opponent's surprise, you are much more hardy than you first appeared.

Encounter ♦ **Martial**

Minor Action Personal

Effect: You gain temporary hit points equal to half your level.

Discovery of Degradation: You gain temporary hit points equal to half your level + your Charisma modifier.

✿ Explorer Sense Explorer Utility 10

Your intuition serves you and your allies well. No one can hide from you.

Encounter ♦ **Martial**

Minor Action Close burst 10

Target: Each enemy in burst

Effect: The target cannot benefit from cover, concealment, superior cover, or total concealment until the end of your next turn.

✿ Stance of the Serpent Explorer Utility 10

Your words guide your allies across the battlefield, protecting and leading them.

Encounter ♦ **Discovery, Martial**

Minor Action Close burst 10

Target: You and each ally in burst

Effect: Until the end of your next turn, whenever the target is in difficult terrain it has cover and may shift as a minor action.

Dragonborn Explorers

Though most explorers tend to fight dirty, the dragonborn of the world are most known for acts of valor on the battlefield, and dragonborn explorers are no exception. The dragonborn's natural Charisma draw them to the degrading and disrupting explorer builds. Many dragonborn are drawn to the degrading explorer path due to a desire to stand in the midst of battle, bringing fear to those who stand against them.

Others seek to recreate the camaraderie of the troops of their ancient empire by seeking a beast companion and entering the disrupting explorer tradition. These explorers choose less tricky powers, preferring to pit their wills directly against their foes, making dragonborn fairly unique among the ranks of explorers.

Uncover the Hidden Explorer Utility 10

You knock in a patch of ground, revealing a pocket of useful terrain beneath.

Daily ♦ **Discovery, Martial**

Minor Action Area (special) within 10 squares

Effect: You discover a piece of terrain that would be easily missed by less clever folk.

Roll 1d6 to determine what type of terrain you discover and then place it within range. The terrains are found in the D&D 4E DUNGEON MASTER'S GUIDE.

1. **Cave Slime:** Area burst 1
2. **Cloudspore:** Area burst 2
3. **Grasping Slime:** Area burst 2
4. **Mirror Crystal:** Area 4 squares
5. **Pillar of Life:** Area 1 square
6. **Spiderwebs:** Area burst 1

Discovery of Exploitation: Choose one of the terrains rather than rolling to determine the type.

Watch of Hate Explorer Utility 10

You stare your opponent down, making it pay for each aggressive action.

Encounter ♦ **Martial**

Minor Action Close burst 5

Target: One creature in burst

Effect: The next time the target attacks before the end of your next turn, it provokes opportunity attacks from adjacent allies.

LEVEL 13 ENCOUNTER EXPLOITS

Aura of Companionship Explorer Attack 13

As your bolt streaks past your foe, your companion leaps to action, slowing the enemy and allowing time for your allies to recuperate.

Encounter ♦ **Beast, Martial, Weapon**

Standard Action Ranged weapon (beast 0)

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

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

Effect: Your beast companion can make a saving throw as a free action.

Beast: If your beast companion is a bat, fowl, or reptile, your beast companion and an ally within 2 squares of your beast companion can make a saving throw as a free action.

Chaotic Discovery Explorer Attack 13

You become a veritable whirlwind of action, weapons flying in all directions, causing panic and distress among the enemy.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged 3

Requirement: You must be wielding both a crossbow and a one-handed weapon with the off-hand property.

Target: Each creature in range

Attack: Dexterity vs. AC

Hit: The attack's effect is different depending on if you rolled even or odd on the attack.

Even: 2[W] (Off-hand) + Dexterity modifier damage and the target is restrained until the end of your next turn.

Odd: 2[W] (Crossbow) + Dexterity modifier damage and the target is knocked prone and cannot stand until the end of your next turn.

Deathtrap Explorer Attack 13

With a flourish, you twist the area around you into a deadly trap.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 2

Requirement: You must be wielding a lash.

Target: Each creature in burst

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: Until the end of your next turn, enemies may choose to treat each square in the burst as difficult terrain. Each time an enemy enters a square in the burst without treating it as difficult terrain before the end of your next turn, that enemy takes 10 damage.

Held Hostage Explorer Attack 13

You stop your enemy cold and hold your weapon to its throat, making it pay each time another foe attacks.

Encounter ♦ **Martial, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Hit: Dexterity modifier damage and you slide the target 1 square into a square adjacent to you. The target is stunned until the start of your next turn. Before the start of your next turn, each time an enemy within 5 squares hits or misses you or an ally, the target takes 1[W] damage.

Discovery of Degradation: The target takes 1[W] + Charisma modifier damage each time an enemy hits or misses you or an ally before the start of your next turn.

Islands of Inability Explorer Attack 13

With a series of bolts, you trap your foes in solitude.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One, two, or three creatures

Attack: Dexterity vs. AC

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

Discovery of Exploitation: The target is immobilized instead of slowed.

On The Run Explorer Attack 13

Everywhere your foe turns, your beast companion is there, dogging its steps.

Encounter ♦ **Beast, Martial**

Standard Action Melee burst 0

Target: One creature

Attack: Beast's attack bonus vs. Will

Hit: 3[B] + beast's Dexterity modifier damage, and you slide the target 4 squares. Your beast companion may move with the target.

Beast: If your beast companion is a feline, insect, monkey, or rodent, you slide the target a number of squares equal to 2 + your Charisma modifier.

LEVEL 15 DAILY EXPLOITS

Fumbling Ruin Explorer Attack 15

Your weapons weave around your foe, never driving home, but leaving your foe a complete mess in their wake.

Daily ♦ **Martial, Trap, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: The target is dazed (save ends).

Effect: Until the end of the encounter, when you hit the target with an attack, you may knock the target prone.

Hazard of the Forest Explorer Attack 15

You make a few modifications to the ground around you, and invite your foes to enter your trap.

Daily ♦ **Discovery, Martial**

Standard Action Close burst 2

Effect: You discover the perfect place for an ambush. Until the end of the encounter, each square within the burst becomes a discovery that grants superior cover to allies when the attacker is more than 2 squares from that ally.

You gain the following attack, which you may use until the end of the encounter or until each square in the discovery is destroyed.

Minor Action Close burst 10

Effect: You may destroy 1 square of the discovery within the burst. Any creature in that square takes 10 damage.

✿ Knowing Strike Explorer Attack 15

Your foe's ignorance of terrain makes it an easy target.

Daily ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One, two, or three creatures

Attack: Dexterity vs. AC

Special: If you only target one creature with this attack, you gain combat advantage against that creature for this attack.

Effect: If the target is in difficult terrain it takes 10 ongoing damage (save ends).

Hit: 4[W] + Dexterity modifier damage.

Miss: Half damage.

✿ Not So Fast Explorer Attack 15

You rush into a group of enemies that are harming your ally, and afford that ally a moment of respite.

Daily ♦ **Martial, Rattling, Weapon**

Standard Action Close burst 2

Requirement: You must be wielding a lash.

Target: Each enemy in burst

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is weakened (save ends).

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

✿ Trained Sabotage Explorer Attack 15

With practiced precision, your companion sets your foe up for retribution with each attack.

Daily ♦ **Beast, Martial, Trap**

Standard Action Melee beast 0

Prerequisite: Your beast companion must be trained in Thievery.

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 4[B] + beast's Dexterity modifier damage.

Each Failed Saving Throw: Each ally adjacent to the target gains 15 temporary hit points.

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

Each Failed Saving Throw: Each ally adjacent to the target gains 10 temporary hit points.

✿ Unconventional Wisdom Explorer Attack 15

Your companion causes your ally to react to a threat with a difficult maneuver that it recently used.

Daily ♦ **Martial**

Standard Action Melee beast touch

Requirement: Your beast companion must be alive, passive, and in an ally's square.

Target: The ally sharing a square with your beast companion.

Effect: The target regains the use of an encounter attack power of a lower level than this power and uses it immediately as a free action. The regained encounter attack power automatically hits. After the attack, your beast companion may shift its speed and become active.

LEVEL 16 UTILITY EXPLOITS

✿ Bolstering Confidence Explorer Utility 16

You brace yourself for any attack as you rush into the fray.

Encounter ♦ **Martial**

Minor Action Personal

Effect: You gain resist 10 to all damage until the end of your next turn.

✿ Critical Ground Explorer Utility 16

"Check your footing, or I will."

Daily ♦ **Martial, Stance**

Minor Action Personal

Effect: While in this stance, you can score a critical hit on a roll of 18-20 with martial attack powers against creatures in difficult terrain.

✿ Customized Advantage Explorer Utility 16

You feel the ground under your feet, and the connection between you gives you all the information you need to destroy your enemies.

Daily ♦ **Discovery, Martial**

Minor Action Close burst 2

Effect: Each square in the burst becomes difficult terrain. Until the end of your next turn, you have combat advantage against creatures in difficult terrain.

✿ Embracing Terrain Explorer Utility 16

You step into a patch of rubble and disappear from sight.

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Prerequisite: You must be trained in Stealth

Effect: While in this stance, whenever you end your turn in difficult terrain, you are invisible until the beginning of your next turn or until you make an attack.

⬠ Horizon Reach Explorer Utility 16

Distances shrink before you, giving in to your unending reach.

Encounter ♦ **Martial**

Minor Action **Personal**

Effect: Increase the size of your next blast or burst power made before the end of your next turn by 1.

✿ Tandem Recovery Explorer Utility 16

In practiced unison, you and your beast companion break from combat and recover long enough to finish the fight.

Daily ♦ **Beast, Healing, Martial**

Move Action **Close burst 10**

Target: You and your beast companion in burst

Effect: The target may shift its speed and spend a healing surge as a free action.

⬠ Centered Bolt Explorer Attack 17

You pummel your foe with a bolt to its center of gravity, knocking it to the ground with powerful force.

Encounter ♦ **Martial, Weapon**

Standard Action **Close blast 5**

Requirement: You must be wielding a crossbow.

Target: Each creature in blast

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is knocked prone. The target's space becomes difficult terrain.

⬠ Consuming Failure Explorer Attack 17

You strike your foe and smile in a way that reminds it how pathetic it is.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and push the target 2 squares.

Discovery of Degradation: The next time the target misses with an attack against you or an ally, it moves its speed +2 away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

⬠ Ensnaing Strike Explorer Attack 17

You sweep your weapon around your foe, leaving it hopelessly entwined.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target is restrained until the end of your next turn.

LEVEL 17 ENCOUNTER EXPLOITS

⬠ Bolt of the Storm's Warning Explorer Attack 17

You fire a bolt at your foe, warning of further pain if it should approach.

Encounter ♦ **Martial, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a crossbow.

Target: One, two, or three creatures

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and the target takes 15 damage if it moves toward you on its next turn.

Discovery of Exploitation: The target takes damage equal to 15 + your Intelligence modifier if it moves toward you on its next turn.

Daigana catches a goblin in an **ensnaring strike**



Lead Astray Explorer Attack 17

Your beast companion harries your foe until it can think of nothing but trying to hit your companion, even if its allies get in the way.

Encounter ♦ **Beast, Charm, Martial**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. Will

Hit: The target is dominated until the end of your next turn or until hit with an attack by a creature other than your beast companion.

Beast: If your beast companion is a feline, fowl, or monkey, the target gains a bonus to attacks while dominated equal to your beast's Dexterity modifier.

Terrifying Scream Explorer Attack 17

Your companion leaps from foe to foe, scratching at each and making noises straight out of a nightmare.

Encounter ♦ **Beast, Fear, Martial, Psychic**

Standard Action Close burst 3 (beast)

Target: Each enemy in burst

Attack: Beast's attack bonus vs. Will

Hit: 1d6 + beast's Dexterity modifier psychic damage, and the target is pushed 3 squares.

Effect: One ally in the burst may make a basic attack as a free action.

Beast: If your beast companion is a bat, insect, reptile, or rodent the target is pushed a number of squares equal to 2 + your Charisma modifier.

LEVEL 19 DAILY EXPLOITS

☼ Beast's Stance of the Feywild Explorer Attack 19

Your beast companion takes a more active role in the battle, remembering places of lush beauty from your travels and the dangers that lurk there.

Daily ♦ **Beast, Martial, Stance**

Minor Action Personal

Effect: While you are in this stance, any ally that ends its turn adjacent to your beast companion gains 10 temporary hit points.

Also, you gain access to an extra attack until the stance ends.

Minor Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's Dexterity modifier damage, and you slide the target 1 square.

☼ Hazard of the Desert Explorer Attack 19

You fire several bolts to push attention off of you as you set your trap around your foe's feet.

Daily ♦ **Discovery, Martial, Weapon**

Standard Action Close burst 3

Requirement: You must be wielding a crossbow.

Target: Each creature in burst

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: The burst becomes a discovery of unforgiving terrain that you have modified to become treacherous. Any creature, other than you, that enters a square in the discovery takes 10 damage. The discovery lasts until the end of the encounter.

In addition, until the end of the encounter, you can spend a minor action while within the burst to destroy any number of squares of the discovery (your choice).

Dwarf Explorers

Explorers are common among dwarves, who value the discovery of a new, rich mountain or underground passage. Given their natural aptitude in other areas, many find dwarven explorers to be odd, but, as any explorers who has been poisoned by a trap will tell you, dwarf explorers get along just fine. Their ability to recover quickly in battle and hold their ground make them considerable degrading explorers. However, many dwarves feel such a connection to the stone and earth of the world that they take up the exploiting explorer path.

✿ Paralyzing Strike Explorer Attack 19

With a rough blow to the head, your foe is unable to think cohesively for several crucial seconds.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage, and the target is stunned (save ends).

Afterside: The target is dazed (save ends).

✿ Thrashing Tendril Explorer Attack 19

With practiced precision, you strike each creature who dares to approach you, leaving them in pain and confusion.

Daily ♦ Martial, Weapon

Standard Action Close burst 2

Requirement: You must be wielding a lash.

Target: Each creature in burst

Attack: Dexterity vs. AC

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

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

LEVEL 22 UTILITY EXPLOITS

✿ False Discovery Explorer Utility 22

Your foe makes a sudden movement to attack, but you were ready for it. With quick thinking, you sabotage the attack and feel a surge of satisfaction and energy.

Daily ♦ Martial

Immediate Interrupt Close burst 10

Trigger: An enemy in burst spends an action point to make an attack

Target: The triggering enemy

Effect: The target takes a -5 penalty to the triggering attack.

If the triggering attack misses, you gain an action point.

✿ Heightened Senses Explorer Utility 22

You seem to hear the world speak to you, giving warnings in time for you avoid the dangers inherent there.

Encounter ♦ Discovery, Martial, Stance

Immediate Interrupt Close burst 3

Trigger: You or an ally in range is attacked by a trap or hazard.

Effect: Until the stance ends, the burst creates a discovery around you. When you move, the discovery moves with you. You and each ally in the discovery gains a +2 bonus to all defenses against attacks made by traps and hazards and resist 5 to all damage from traps and hazards.

In addition, until the end of the encounter, you gain a +2 bonus to attacks made against traps and a +4 bonus to skill checks to disable a trap.

✿ A Small Distraction Explorer Utility 22

You notice a tactical advantage to a bit of movement and signal your companion to help that movement happen.

Encounter ♦ Beast, Martial

Move Action Close burst (beast) 10

Requirement: Your beast companion must be sharing a square with an enemy.

Target: Each ally in burst

Effect: Each target may move twice its speed. This movement does not draw opportunity attacks from the creature your beast companion is sharing a square with.

● Stake A Claim Explorer Utility 22

"The land is mine!"

At Will ♦ **Discovery, Martial**

Free Action **Close** (special)

Special: You may only use this power once per turn.

Effect: Your square becomes difficult terrain.

✿ To the Ends of the Earth Explorer Utility 22

A foe attempts to escape you, but a swift whip of your lash pulls you along for the ride.

Encounter ♦ **Martial**

Immediate Reaction **Melee 2**

Prerequisite: You must be trained in Acrobatics or Athletics.

Requirement: You must be wielding a lash.

Trigger: A creature in range moves, shifts, teleports, climbs, flies, or burrows away from you.

Target: The triggering creature

Effect: You move with the target, remaining within 2 squares of it (your choice).

In addition, until the end of the encounter you gain a +4 bonus to all defenses against attacks made by the target.

Sustain Minor: Each time the target moves, shifts, teleports, climbs, flies, or burrows away from you, you may choose to remain within 2 squares of it (your choice). If you choose not to move with the target or ever move further than 2 squares from the target, you cannot sustain this power.

● Watch Your Step Explorer Utility 22

You manipulate your foes into fearing each step they take.

Encounter ♦ **Martial, Charm**

Minor Action **Close burst 20**

Target: Each enemy in burst

Effect: Until the end your next turn, the target must treat each square of normal terrain as difficult terrain.

In addition, the target must spend 3 squares of movement to enter a square of difficult terrain.

LEVEL 23 ENCOUNTER EXPLOITS

● All Without Losing Your Hat Explorer Attack 23

You make a swift attack and bolt for cover, leaving a trail of manipulated earth in your wake.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: After the attack, you may shift your speed. Each square you are in at any point during the shift becomes difficult terrain.

Discovery of Degradation: You may also spend a healing surge.

● Come Help Explorer Attack 23

Your foes move to help their ally, but your companion has already left the vicinity.

Encounter ♦ **Charm, Beast, Martial**

Standard Action **Melee beast 0**

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 6[B] + beast's Dexterity modifier damage.

Effect: Each enemy within 3 squares of the target is pulled two squares toward it, and your beast companion may shift its speed.

● Feathered Rage Explorer Attack 23

In a flurry of feathers, your beast companion claws at your foe's face, rending flesh and taking sight.

Encounter ♦ **Beast, Martial**

Standard Action **Melee beast 0**

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 5[B] + beast's Dexterity modifier damage, and the target is blinded until the end of your next turn.

Beast: If your beast companion is a fowl, it may use this power in place of a basic attack when charging.

Get Out Now Explorer Attack 23

You take aim at your foes, warning them to leave the area or pay dearly for refusing.

Encounter ♦ **Martial, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: Each enemy in range

Effect: Each time a target hits or misses you or an ally before the start of your next turn, you may make the following attack against that target as an opportunity action.

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Discovery of Exploitation: You gain a bonus to all attacks made before the end of your next turn equal to your Intelligence modifier.

Mischievous Trip Explorer Attack 23

Loss of balance for a moment is loss of battles henceforth.

Encounter ♦ **Beast, Discovery, Martial**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 3[B] + beast's Dexterity modifier damage.

Effect: The target is knocked prone. Also, the target's space and each adjacent square becomes difficult terrain.

Beast: If your beast companion is a feline or monkey, the target also takes a penalty equal to your Charisma modifier to all damage rolls before the end of your next turn.

Startling Crack Explorer Attack 23

You bring the end of your whip to an unbelievable speed, causing a nerve wracking burst of sound.

Encounter ♦ **Fear, Martial, Thunder, Weapon**

Standard Action Area burst 2 within 5 squares

Requirement: You must be wielding a lash.

Target: Each creature in burst

Attack: Dexterity vs. Will

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

Where'd It Go Explorer Attack 23

Your companion hides perfectly, worrying your opponents and causing them to search frantically, and dangerously, for it.

Encounter ♦ **Beast, Martial, Psychic**

Standard Action Close burst 2 (beast)

Prerequisite: Your beast companion must be trained in Stealth.

Target: Each enemy in burst

Attack: Beast's attack bonus vs. Will

Effect: Your beast companion shifts its speed and becomes invisible until the start of your next turn.

Hit: 1d6 + Charisma modifier psychic damage and the target is dazed until the end of your next turn.

Beast: If your beast companion is a bat, insect, reptile or rodent, the target is stunned until the end of your next turn instead of dazed.

LEVEL 25 DAILY EXPLOITS

Blind Fury Explorer Attack 25

Your beast companion leads your foe to attack his own allies, and when your foe realizes that it's been duped it is tormented by its mistake.

Daily ♦ **Beast, Charm, Martial, Psychic**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. Will

Hit: The target is dominated (save ends).

Aftereffect: The target takes ongoing 20 psychic damage (save ends).

Miss: The target is stunned (save ends).

Entobian Explorers

The clever, scuttling entobians have had little to do but explore throughout their short history as an intelligent race. Their drive to experience life to the fullest leads a large number of entobians to the explorer's path. Most entobians become degrading explorers due to their naturally high Charisma. Additionally, their ability to spontaneously produce rope is useful to anyone who wishes to descend into the lost places of the world. Most entobians who become explorers remain larvites throughout their lives, which allows them to continue to contribute to the history of the world in a wholly unique manner.

✿ Chaos in the Ranks Explorer Attack 25

You fire four bolts at your foes, each for a different purpose.

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Primary Target: One creature

Primary Attack: Dexterity vs. AC

Hit: The target is knocked prone.

Effect: Make a secondary attack.

Secondary Target: One creature

Secondary Attack: Dexterity vs. AC

Hit: The target is slowed (save ends).

Effect: Make a tertiary attack.

Tertiary Target: One creature

Tertiary Attack: Dexterity vs. AC

Hit: The target is weakened (save ends).

Effect: Make a quartary attack.

Quarternary Target: One creature

Quarternary Attack: Dexterity vs. AC

Hit: The target is dazed (save ends).

Effect: Each target takes 2[W] + Dexterity modifier damage. Each creature can only take this damage once.

✿ Diminishing Options Explorer Attack 25

Bit by bit you lead the enemy into your territory.

Daily ♦ Discovery, Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: Each enemy in range

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and the target's space becomes difficult terrain.

Effect: Until the end of the encounter, each time you hit an enemy with an attack its space becomes difficult terrain.

In addition, each time you hit an enemy standing in difficult terrain with an attack you gain a bonus to damage for that attack equal to your Intelligence modifier.

✿ Hazard of the Wetlands Explorer Attack 25

You move through your foes, slashing with your weapon and leaving trapped terrain around you.

Daily ♦ Discovery, Martial, Weapon

Minor Action Close burst 2

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: Each enemy in burst

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: You discover a patch of ground that will easily impede movement. Each creature that enters the discovery must spend 3 squares of movement per square entered in the discovery. If a creature ends its movement in the discovery, it is immobilized (save ends).

You are unaffected by this discovery, and it lasts until the end of the encounter.

LEVEL 27 ENCOUNTER EXPLOITS

✿ Discover Weakness Explorer Attack 27

"I've found how to kill you."

Encounter ♦ Martial, Rattling, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target and each adjacent enemy has vulnerability to all damage equal to your Charisma modifier until the end of your next turn.

Discovery of Degradation: The target is also marked by you or an ally in range until the end of your next turn.

Fierce Strike Explorer Attack 27

Your companion, surrounded by foes, seeks your aid, and you happily provide it.

Encounter ♦ **Beast, Martial, Weapon**

Standard Action Ranged weapon (beast 1)

Target: Each creature adjacent to your beast companion in range

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: The target is dazed until the end of your next turn, and your beast companion can shift half its speed as a free action.

Beast: If your beast companion is a feline, fowl, insect, or rodent, the attack deals extra damage equal to your beast's Dexterity modifier.

Focusing Distraction Explorer Attack 27

Your beast companion heartens your allies by disheartening your foes.

Encounter ♦ **Beast, Martial**

Standard Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 4[B] + beast's Dexterity modifier and the target takes a -5 penalty to all saving throws until the start of your next turn.

Beast: If your beast companion is a bat, monkey, or reptile, all allies within 2 squares gain a +5 bonus to all saving throws until the start of your next turn.

Remove Options Explorer Attack 27

With your weapon dancing in every direction, your foes find their choices few and far between.

Encounter ♦ **Martial, Weapon**

Standard Action Close burst 1

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: Each creature in burst

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: The target is dazed, can only use basic attacks, and cannot regain hit points until the end of your next turn.

Discovery of Exploitation: The target cannot move into squares of difficult terrain until the end of your next turn.

Unseen Trap Explorer Attack 27

You make an insignificant attack while preparing a painful retribution for each attack your foe makes.

Encounter ♦ **Martial, Trap, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

LEVEL 29 DAILY EXPLOITS

Beast's Stance of the Shadowfell Explorer Attack 29

Your beast companion takes a more active role in the battle, recalling places of deepest shadow and the terrors that hide there.

Daily ♦ **Beast, Martial, Stance**

Minor Action Personal

Effect: While you are in this stance, your beast companion gains concealment.

In addition, you gain access to the following attacks while in this stance.

Minor Action Melee beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Dexterity bonus damage and the target is blinded until the end of your next turn.

Standard Action Melee beast 0

Special: Your beast companion shifts its speed.

Target: Each creature whose space your beast companion shifted through.

Attack: Beast's attack bonus vs. AC

Hit: 2[B] + beast's Dexterity modifier damage and the target grants combat advantage until the end of your next turn.

Elf Explorers

The desire to discover runs deep in elven blood. With lifetimes that extend for several centuries, it is easy for an elf to become bored with his or her surroundings. Such elves are driven to adventure and explore. Those elves that choose to become explorers are equally good in any build. Their natural Dexterity and their ability to ignore difficult terrain while shifting makes them aggressive and powerful explorers.

✿ Compass Strike Explorer Attack 29

"'X' marks the spot."

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One, two, three, or four creatures

Attack: Dexterity vs. AC

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

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

✿ Hazard of the Plains Explorer Attack 29

You make minor changes to a bit of earth and instruct your allies how to use it to optimize their strategy.

Daily ♦ Discovery, Martial

Minor Action Close burst 4

Effect: The burst becomes a discovery that you and your allies can exploit against your foes. Each enemy in the discovery grants combat advantage and gains vulnerability 15 to all damage.

In addition, you and each ally in the discovery gain concealment and total concealment against attackers more than 4 squares away.

This discovery lasts until the end of the encounter. You can end this effect as a minor action.

✿ Unthinking Fear Explorer Attack 29

Your presence on the battlefield makes your foes so uneasy that the right sudden movement pushes them over the edge of rationality.

Daily ♦ Fear, Martial, Psychic, Rattling

Standard Action Close burst 20

Target: Each enemy in burst

Attack: Charisma + 6 vs. Will

Hit: 5d8 + Charisma modifier psychic damage.

Effect: The target moves its speed + your Charisma modifier away from you. This movement provokes opportunity attacks.



*Vulestria prepares for **chaos in the ranks***

PARAGON PATHS

DISCIPLE OF THE BROKEN EARTH

"The only sure thing that history teaches us is that everything that is built will eventually fall."

Prerequisite: Explorer

The world is pockmarked with the bones of civilization. Each great nation that rises across the face of the world, seeking to carve a place in the memory of those who will come after, eventually fails, collapsing in on itself or being overrun by another up and coming civilization.

In your many travels, this point has been unendingly driven home to you. You are unsurprised by each dead capitol, seeing it as an inevitability. Often, while in a living city, you find yourself wondering who will explore it in the distant (or not too distant) future when it has died. While many would find these prospects to be depressing, you choose to see the lesson beneath the facts. Things exist exactly as long as they need to, and you are no exception. You see the places in the world that teeter on the edge of destruction and can push them over that limit for your benefit.

As a Disciple of the Broken Earth, you do not fear the eventuality of ruin, instead embracing that certainty and avoiding it while you can. Each enemy that falls before you is a reminder that you will someday face a similar fate, allowing you to proceed with certainty. It is this that places you apart from those ruined civilizations, you look into the face of death and obscurity and crack a knowing smile.

Disciple of the Broken Earth Path Features

Broken Earth Action (11th): When you spend an action point, you may also immediately use your *twist the ground* power as a free action if you have not already expended it.

Rend the Earth (11th): You may affect 2 additional squares with your *twist the ground* power and may affect squares with that power up to 2 squares away (rather than only adjacent squares).

Step of the Broken Earth (16th): Each time you spend a move action to move (not to shift), the first 2 squares of difficult terrain you move through do not cost any squares of movement.

Disciple of the Broken Earth Exploits

Broken Disciple of the Broken Earth Attack 11 Empire

You confront your foe with the weight of a fallen empire, crushing it beneath the loss.

Encounter ♦ **Martial, Rattling, Weapon**

Standard Action Ranged weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage and the target is knocked prone. In addition, the target's space becomes difficult terrain.

Embrace Disciple of the Broken Earth Utility 12 Ruin

You swiftly direct your allies to twist the ground around them, making the battlefield suit your needs perfectly.

Daily ♦ **Discovery, Martial**

Standard Action Close burst 10

Target: Each ally in burst

Effect: The target's space and four squares adjacent to the target (your choice) become difficult terrain.

Bring Disciple of the Broken Earth Attack 20 About Your Destruction

You bring your weapon crashing down upon your foe, making it sense the approach of its own destruction. From that moment, each action brings it closer to its end, despite its attempts to escape fate.

Daily ♦ **Martial, Trap, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: The target takes a -5 penalty to all d20 rolls that are made while the target is standing in difficult terrain (save ends).

Fellowship of Discovery

"What lies beyond the horizon is a mystery, but the loyalty of my companions has never been."

Prerequisites: Explorer, Discovery of Disruption

Many adventurers seek companionship. Typically this friendship can be found in others of their kind, the patrons of local taverns, or even powerful spirits. A few likeminded adventurers sometimes even adopt a beast companion, as you have, but almost none have developed this kind of camaraderie with two beast companions at once.

While you began your journey alone, you draw curiosity and friendship to you, allowing you to gain companionship available to few. Perhaps your new beast companion observed your friendship with another of its kind and wanted to have that feeling as well. Maybe you have always had another companion and it is finally ready to participate in battles. It may be, also, that destiny was preparing you and your companions in different ways and you have finally all met.

However you came together, you now form a fellowship, far from the individuals you once were. United by your desire to discover forgotten treasures and knowledge, you form a bond beyond the normal scope of an adventurer's life.

Fellowship of Discovery Path Features

Additional Companion (11th): You gain a second beast companion. This new companion is your level and may be of any category available to the explorer. Each time you use a power with the beast keyword, you choose which beast companion to affect. Abilities and actions that affect both you and your beast companion now affect both of your beast companions and you.

Fellowship Action (11th): When you spend an action point to take an extra action, your beast companions may each shift 3 squares as a free action.

Wrath of the Fellowship (16th): When you score a critical hit with a power with the beast keyword, your beast companions may each make a basic attack as a free action.

Fellowship of Discovery Exploits

Concerted Effort Fellowship of Discovery Attack 11

Your beast companions each strike at once, encouraging allies to also strike in unison.

Encounter ♦ **Beast, Martial**

Standard Action **Melee** beast 0

Special: This attack is made by both beast companions instead of one of them.

Target: Two creatures

Attack: Beast's attack bonus vs. AC; one by each beast companion.

Hit: 3[B] + beast's Dexterity modifier damage, and, until the end of your next turn, allies gain a bonus to damage with attacks against the target equal to 2 + your Charisma modifier.

Quicken Instructions Fellowship of Discovery Utility 12

You call out your instructions in a swift burst, and your companions both react to the call with equal ferocity.

Daily ♦ **Beast, Martial**

Free Action **Personal**

Trigger: You use an at-will or encounter attack power with the beast keyword.

Effect: The triggering attack is made with both beast companions instead of one of them.

Fellowship Vengeance Fellowship of Discovery Attack 20

In a surprisingly coordinated move, you and your beast companions sweep over the battlefield causing havoc.

Daily ♦ **Beast, Martial, Weapon**

Standard Action **Melee** beast 0

Special: This attack is made by both beast companions instead of one of them.

Primary Target: Two creatures

Primary Attack: Beast's attack bonus vs. AC; one by each beast companion.

Hit: 4[B] + beast's Dexterity modifier damage and the target is blinded until the end of your next turn.

Miss: Half damage.

Effect: Make a secondary attack.

Ranged weapon (beast 1)

Secondary Target: Each creature in range.

Secondary Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is knocked prone.

Miss: Half damage.

Master Alchemist

"Careful, boy! One drop o' that on yer pants and there'll be naught left o' you but bones 'n mem'ry!"

Prerequisites: Explorer, Alchemist class feature

With every action there is an equal and opposite reaction. True words. Perhaps even prophetic in nature. But one thing has always been sure about this statement: if you want a specific reaction, you had better not be careless about the preceding action.

As a Master Alchemist, you are anything but careless. In fact, many call you meticulous, and it is true in nearly every aspect of your life; you evaluate the simplest task to be certain of the consequences. Over your time studying the intricacies of alchemy, you have come to see the world as an enormous equation, where each outcome is predictable from the outset.

Being prepared is built into your very soul. You always seek out the best tools for each job, watching the road you travel down for usable materials in your next project. One thing you know for certain: the more actions you have at your disposal, the more likely it is that you will reach exactly the reaction you wish.

Master Alchemist Path Features

Alchemist's Action (11th): When you spend an action point to make an attack, one target you hit gains vulnerability 5 to acid, cold, fire, poison, or thunder (your choice) until the end of your next turn.

Formula Master (11th): You learn 2 additional Alchemical formulas of your level or lower. In addition, you may now create an Alchemical Item without expending components four times per day rather than once.

Swift Application (16th): When you use an Alchemical Item from the oil or poison categories that require a standard action to use, you may use that item as a minor action instead.

Master Alchemist Exploits

Master's Shot Master Alchemist Attack 11

You rush to create a special treat just for your foe.

Encounter ♦ **Martial, Weapon; Varies**

Standard Action **Ranged** weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC, Fortitude, or Reflex (your choice)

Hit: 2[W] + Dexterity modifier. The damage type is one of the following (your choice): acid, cold, fire, poison, or thunder.

Right Tool Master Alchemist Utility 12 For The Job

In a moment of need, you quickly finish an item you had been working on.

Daily ♦ **Martial**

Minor Action **Personal**

Effect: Choose an Alchemical Item you know the formula for. You immediately create that item free of component costs.

This item becomes useless after an extended rest.

Creative Master Alchemist Attack 20 Formula

You are never at a loss with your endless arsenal.

Daily ♦ **Martial, Weapon; Varies**

Standard Action **Ranged** weapon

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 4d6 + Dexterity modifier damage. Choose one damage type and additional effect from the list below.

- ♦ Acid damage. The target takes 10 ongoing acid damage (save ends).
- ♦ Cold damage. The target is restrained (save ends).
- ♦ Fire damage. Repeat the attack against each creature within 2 squares. Each attack deals fire damage and has no additional effect.
- ♦ Poison damage. The target is slowed and weakened (save ends both).
- ♦ Thunder damage. The target is pushed 4 squares and knocked prone.

Miss: Half damage. Choose one damage type and additional effect from the list above.

Master of the Reaching Eye

"Nothing is beyond my reach."

Prerequisite: Explorer

Legends tell of an ancient martial school that guards the knowledge of limits. Few are the students invited to attend, and fewer still are those who have found it on their own. It is also said that those who have left the school before completing their lessons have never been able to return. The mystery of the academy is also its very fabric, for this school is forever on the move.

You are one of those who have found this hidden academy while on your travels around the world. Some students saw this as chance, but the Masters of the Reaching Eye saw otherwise. You were proclaimed worthy to stretch your understanding of your own physical limits, and soon be named a master in your own right.

As a Master of the Reaching Eye, you understand that distance is an illusion forced on you by your sight. You see the world differently than most, allowing you to manipulate it around you. Consequently, you can attack with melee weapons at a longer range than people of any other practice. Your liberated view of your limits also provides you with increased confidence, encouraging you to walk amongst those who would harm you without fear.

Masters of the Reaching Eye are fond of lashes for their elegance, reach, and adaptability, which, in many ways, personifies their own outlook and abilities. Few possibilities are beyond your reach, and nothing can prevent you from reaching that limit, if, indeed, there is one.

Master of the Reaching Eye Path Features

Extraordinary Reach (11th): When you use a daily attack power while wielding a lash, your reach with that weapon increases to 3 for that attack.

Threatening Eye (11th): When you spend an action point to take an extra action, you gain threatening reach until the end of your next turn.

Lash Mastery (16th): While wielding a lash, you can score a critical hit on a roll of 19-20.

Master of the Reaching Eye Exploits

Eye of Insulation Master of the Reaching Eye Attack 11

You manipulate your foe into believing that all but the closest targets are far beyond its reach.

Encounter ♦ **Martial, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding a lash.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target may only attack adjacent creatures until the end of your next turn.

Keep to the Borders Master of the Reaching Eye Utility 12

You become the master of the world immediately around you as you further your studies, allowing you to decide who can exist in your corner of the world.

Daily ♦ **Martial, Stance**

Minor Action **Personal**

Requirement: You must be wielding a lash.

Effect: While this stance is active, you may push each enemy that ends its turn adjacent to you 1 square and knock that enemy prone as an opportunity action.

Reaching Eye Burst Master of the Reaching Eye Attack 20

You push yourself past your natural limits for a moment, allowing your foes to become trapped by theirs.

Daily ♦ **Martial, Weapon**

Standard Action **Close burst 3**

Requirement: You must be wielding a lash.

Target: Each enemy in burst

Attack: Dexterity vs. AC

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

Miss: Half damage.

Pathwarden

"I care little for your destination. The passage itself is my charge."

Prerequisite: Explorer

In a world comprised of points of light amidst a vast darkness, it is natural for people to be concerned with preserving the light and ignoring the darkness. Natural, perhaps, but wrong.

You are one of the few who revel in the veins that connect the points of light in your world, seeking to keep them clear and operational so that the heart will continue to beat. You are never comfortable with destinations, only with highways. Those who seek to travel are best suited in your company, though they may find that their destination tastes stale after they have stood on the threshold of the entire world. Your home is everywhere and nowhere. You are a pathwarden.

As a pathwarden, you are uncomfortable staying anywhere for long, and enemies quickly find that they cannot pin you down. You specialize in creating new paths to victory in combat, using the mystery of passage to destroy your foes.

Adaptable and quick, a pathwarden will always find its way in the world, and emerge ready to set out again.

Pathwarden Path Features

Pathwarden Action (11th): When you spend an action point to gain a standard action, you also gain a move action.

Riverwarden (11th): You may shift 3 squares as a move action as long as you begin your movement in difficult terrain.

Skywarden (16th): When you use your second wind, you may shift your speed as a free action. You may pass through an enemy's square during this move, but must end your movement in an empty square.

Pathwarden Exploits

Path of Wind

Pathwarden Attack 11

You slip through the midst of your foes, striking at their legs and pushing them into the areas you want.

Encounter ♦ **Discovery, Martial, Weapon**

Standard Action

Close burst 2

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Target: Each creature in burst

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Effect: You may slide each target 3 squares.

Path of Water

Pathwarden Utility 12

With your guidance, your allies can move among the enemy ranks without fear of reprisal.

Daily ♦ **Discovery, Martial**

Minor Action

Area wall 10 within 20 squares

Effect: You find a strip of land that is easy to slip through quickly. Each square in the wall becomes a discovery. You and allies moving in the discovery spend only 1 square of movement for each 2 squares moved through. Additionally, leaving squares in the discovery does not provoke opportunity attacks. The discovery lasts until the end of your next turn.

Sustain Minor: The discovery persists.

Path of Earth

Pathwarden Attack 20

Your foes sense your fellowship with the earth beneath their feet, and have no choice but to move as you direct.

Daily ♦ **Charm, Martial, Weapon**

Standard Action

Ranged weapon

Requirement: You must be wielding a crossbow.

Target: Each enemy within range

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage.

Effect: Until the end of the encounter, you may slide each creature within 2 squares of you 1 square as a move action.

Patron of Deficiency

"Success is overrated. Failure is not only an option, it is my favorite path to walk."

Prerequisites: Explorer, Discovery of Degradation

The world is obsessed with winning. With coming to a fight prepared and performing sufficiently to come out ahead. They focus on their own abilities to get by, never contemplating the powerful force of failure on the battlefield.

You came to realize long ago that your success never depends on your own abilities, but on the delicious failure of your foes. You watch each misstep of your foes with exultation, capitalizing on those failures with swift attacks and clever insults. When you stand on the battlefield, your foes rarely have the luxury of forgetting a mistake.

You have, in time, come to see your connection with deficiency as something almost divine - an external force of power that coalesces around you when you join in battle. Whether or not this power is appointed divinely, you see yourself as if surrounded by the mists of the astral sea, designing a domain of perfect failure. Each combat is an act of creation, building on the mistakes of your foes, and completing a calling that exists beyond yourself.

Patron of Deficiency Path Features

Blessing of Failure (11th): Each time an enemy rolls a natural 1 on an attack roll against you or an ally within 5 squares, that enemy takes a -2 penalty to all attack rolls until the end of its next turn. This penalty is cumulative.

Deficient Action (11th): When you spend an action point to take an extra action, you can treat each natural 1 on attack rolls as a natural 20 until the end of your next turn.

Touch of the Patron (16th): Choose one melee at-will explorer attack power you know. You may now use that power as a melee basic attack.

Patron of Deficiency Exploits

Fruits of Failure Patron of Deficiency Attack 11

As an attack streaks past your head, you dodge over to the attacker, laying it low before your judgment.

Encounter ♦ **Martial, Rattling, Weapon**

Immediate Reaction **Melee** weapon

Requirement: You must be wielding a one-handed weapon with the off-hand property.

Trigger: An enemy within a number of squares equal to your speed misses you with an attack.

Target: The triggering creature

Attack: Dexterity vs. AC

Effect: Before the attack, you may shift your speed as long as you end your movement adjacent to the target.

Hit: 3[W] + Dexterity modifier damage.

Salt in the Wound Patron of Deficiency Utility 12

You watch a misguided attack miss you and you take heart at such a spectacular failure.

Encounter ♦ **Healing, Martial**

Immediate Reaction **Personal**

Trigger: An enemy misses you with an attack.

Effect: You spend a healing surge and add your Charisma modifier to the amount of hit points regained.

Mark of the Patron Patron of Deficiency Attack 20

You hurl insults at your foe, attacking pride and will until you find that you control it like a puppet.

Daily ♦ **Martial, Charm**

Minor Action **Close** burst 10

Target: One enemy in burst

Effect: Until the end of the encounter, each time the target misses with an attack, you may make the following attack against it as an immediate reaction.

Attack: Charisma + 6 vs. Will

Hit: The target is dominated until the end of its next turn.

Trapsmith

"Watch your step. That empty room wants to kill you."

Prerequisites: Explorer, Discovery of Exploitation

A hidden temple holds great treasure, but only for those who avoid the surprises the late owners left behind. A cavern in the Underdark may lead to a wondrous fount of life, but death lurks for those who do not notice the crumbling cave floor. Evil creatures carry artifacts of old and plenty of valuable coin, but those who are less crafty than they may end up as a monstrous meal.

As a Trapsmith, you are aware of all these dangers, and know how to avoid them. Indeed, you recognize the weapons of the enemy and choose to employ them yourself against your foes. The natural hazards of the world serve you as readily as the ones who placed them, and it is likely that you understand them better. You see the hints of traps and the rhythm of their dance, dodging just beyond reach and setting up snares of your own. You see the world for what it is: a series of dangers to be overcome and learned from.

When you enter the forgotten places of the world, your eyes seem to brighten as you scan each room for the dangers that lurk in the dark and those that hide in plain sight. You spend a few moments after each battle that involved traps to understand what set the trap off and how to improve your own creations. Over time, your enemies learn to tread in your footsteps with care.

Trapsmith Path Features

Sense the Snare (11th): You gain a +2 bonus to all defenses against traps and hazards. You also gain a +2 bonus to Perception checks made to notice traps and hazards.

Trapsmith Action (11th): When you spend an action point, you may choose to regain an encounter power with the Discovery keyword that you have used during this encounter instead of taking an extra action.

Simple Traps (16th): You deal extra damage to creatures in difficult terrain equal to your Intelligence modifier.

Trapsmith Exploits

Swift Traps Trapsmith Attack 11

You dart around the battlefield placing deadly traps in your wake.

Encounter ♦ **Discovery, Martial**

Standard Action **Melee 1**

Special: As part of this attack, you may shift your speed + 2.

Effect: Pick 4 unoccupied squares you were adjacent to at any point in your movement, those squares are trapped until the end of the encounter.

You gain the following attack.

Opportunity Action **Melee 0**

Trigger: A creature enters a trapped square.

Target: The triggering creature

Attack: Intelligence + 6 vs. Reflex

(21st Level: Intelligence + 8 vs. Reflex)

Hit: 1d10 + Intelligence modifier damage and the target is slowed until the end of its next turn. The square is no longer trapped.

Advantageous Snare Trapsmith Utility 12

As your foes struggle to maintain their footing, you augment your attacks to keep them off balance.

Encounter ♦ **Discovery, Martial**

Minor Action **Personal**

Effect: You gain combat advantage against all creatures in difficult terrain until the end of your next turn.

Ensnaing Swings Trapsmith Attack 20

You arrange your foe's attacks into a self-destructive pattern, leading it to make some traps of its own.

Daily ♦ **Discovery, Martial, Trap, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a crossbow.

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage and each time the target takes damage from the *trapped* condition, its space and each adjacent square becomes difficult terrain.

Miss: Half damage and each time the target hits with an attack, the target's space and each adjacent square becomes difficult terrain (save ends).

Unfinished Map

"I am as the blank spot on a map, unknowable but present, like a splinter in your mind."

Prerequisites: Explorer, Discovery of Disruption, trained in Stealth

Most explorers leave their homes and travel the world in order to fill in blank pieces of a map. The bits of unknown between the points of light annoy and frustrate them, so they seek them out and spread word of what lies there. Not so with you.

As an Unfinished Map, you are just as interested in discovering what is beyond the edge of the map, but you consider such information privileged. You exalt in knowing things that others do not. Those who freely share the stories of their travels are misled, allowing the lazy to wallow in hard earned information. When an employer attempts to hire you to obtain information on an undiscovered location, you are just as likely to decline as you are to simply lie about what you found. Let your employer take the trip himself if he wants the benefit.

You and your companion have seen things that no other eyes have; you have also seen things that would mean your death if others knew. You have a thirst for hidden knowledge that cannot be sated merely by travel to hidden wonders. You and your companion have spent many hours hiding just out of sight in secret meetings, and together you may know more about the ultimate fate of your kingdom than the king himself. ... Not that you have any interest in sharing that knowledge.

Unfinished Map Path Features

Cover the Map (11th): When you spend an action point to make an attack with the Beast keyword, the target is also blinded until the end of your next turn on a hit.

Distracting Cover (11th): Whenever you enter difficult terrain you may make a Stealth check against a creature that is sharing a square with your beast companion as a free action. If you succeed, you become hidden from that creature until the beginning of your next turn or until you take an action that causes you not to remain hidden.

Hidden Strike (16th): Whenever you target a creature that cannot see you with an attack, that attack deals an extra 1d6 damage.

Unfinished Map Exploits

Edge of the Map Unfinished Map Attack 11

Your foe staggers back, reeling from the attack to his eyes.

Encounter ♦ **Beast, Martial**

Standard Action **Melee** beast 0

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 1[B] + beast's Dexterity modifier damage and the target is pushed 5 squares away from you. The target is also blinded until the end of your next turn.

Circumnavigate Unfinished Map Utility 12

You slyly move from one end of the battlefield to the other, losing each prying eye along the way.

Encounter ♦ **Martial**

Move Action **Personal**

Requirement: You must be hidden from at least one enemy.

Effect: You shift half your speed. If you end your movement behind cover or in difficult terrain you are hidden from all enemies in sight until the end of your next turn.

Hidden Key Unfinished Map Attack 20

Like the unfolding of a map, your foe has no more secrets that can disrupt you or your allies.

Daily ♦ **Beast, Martial**

Standard Action **Melee** beast 0

Requirement: You must be hidden from the target.

Target: One creature

Attack: Beast's attack bonus vs. AC

Hit: 3[B] + beast's Dexterity modifier damage, and the target loses all immunities, resistances, and regeneration (save ends).

Miss: Half damage and the target loses all immunities, resistances and regeneration until the end of your next turn.

World Traveler

"Yes! I've been there too!"

Prerequisites: Explorer, Linguist feat, trained in Insight and Intimidate

The rising cityscapes to the south. The bustling marketplaces of the west. The content villages and small town concerns of the north. The labyrinthine city streets of the east. All of them are bright and beautiful to you. You have found that the reason that the points of light in your world stay lit is because there are people to tend them.

As a World Traveler, you feel a burning desire to discover each culture for yourself. You have visited countless cities in your travels, and, while many of them feel new and exciting to you, most also feel familiar. There is a sense of home amongst the disparate peoples of the world, and you often feel as if each stranger you meet has been a close acquaintance for years.

There has been a slight drawback to all your travels, however. You constantly feel as if you are in danger of boredom. The similarities you often discover threaten boredom at every turn, but you are determined to defeat it. As you spend time in each city, you are more interested in the differences there than the things you have seen a hundred times. You often seek out strange inns, exotic drinks, and unique people wherever you go. So far, your efforts have been rewarded, but the moment that something becomes too familiar, you have to move on. For, if the world cannot be entertaining, it cannot be your home.

World Traveler Path Features

At Home Anywhere (11th): Choose two additional languages. You can now speak, read, and write those languages fluently.

Been Around the Block (11th): When you roll an Insight skill check, you roll twice and keep the higher result.

What I've Seen (11th): When you spend an action point to take an extra action, you may also make an Intimidate check as a free action against a bloodied enemy. As normal, if it succeeds the enemy surrenders.

Street Smarts (16th): You gain training in the Streetwise skill. In addition, you gain a +2 bonus to all Charisma based skill checks.

World Traveler Exploits

People Like You World Traveler Attack 11

You know you've met people like your foe before, and the recognition of that allows you to be more effective in your attacks.

Encounter ♦ **Martial, Psychic, Weapon**

Standard Action **Melee or Ranged** weapon

Special: As part of this attack, make an Insight check vs. the target's level + 10.

Target: One creature

Attack: Dexterity vs. AC

Effect: If you succeeded at the Insight check, you have combat advantage for this attack.

Hit: 2[W] + Dexterity modifier damage. If you succeeded at the Insight check, the target takes 3d6 extra psychic damage.

Seen It All World Traveler Utility 12

Your foe's antics, while amusing, are useless against your experience.

Encounter ♦ **Martial**

Minor Action **Close burst 5**

Target: Each enemy in burst

Effect: Until the end of your next turn, the target cannot benefit from cover, concealment, combat advantage, or invisibility. Also, the target automatically fails all Bluff checks until the end of your next turn.

Best Laid Plans World Traveler Attack 20

Your seemingly prescient knowledge of your foe's actions leaves it furiously trying to do something you do not expect.

Daily ♦ **Martial, Psychic, Weapon**

Standard Action **Melee or Ranged** weapon

Special: As part of this attack, make an Insight check vs. the target's level + 10.

Target: One creature

Attack: Dexterity vs. AC

Effect: If you succeeded at the Insight check, you have combat advantage for this attack and the target is stunned (save ends).

Hit: 3[W] + Dexterity modifier damage.

Aftereffect: The target is dazed (save ends).

EPIC DESTINIES

Destiny Tracker

"Travel is the method of the cosmos. You and I leave footprints as we walk down our paths, and destiny is no different."

Prerequisites: 21st level, explorer or ranger

If you would have had the audacity to count your steps from your first journey to your latest, the number would easily impress a god of travel. Over the time you glanced down at your own feet, you eventually began to see your footprints before you made them, and, in time, you were able to foresee the tracks of those around you.

Destiny itself walks a path you can see and use to your advantage. The effects of destinies around the world solidify as visible tracks around you. And the future is as easily read as the tomes of the past.

Immortality?

The mysteries of time have been unfolded before your eyes since you set out on your journey. You have spent so much time dogging the steps of destiny, what will occur when you finally catch up with it?

The Eternal Path: As you reach the end of your destiny's path, you watch as it connects to a grand highway of destiny, stretching beyond the horizon in both directions. In that moment you step beyond the concept of past or future, entering an eternal path of now. From then, you can visit and revisit the many places and times of the world's many ages, learning secrets and expanding your horizons.

Perhaps you explore the passages of time, looking for world ending mistakes and giving a word of warning to those who could stop such an event. Over time, your name comes to be synonymous with avoiding catastrophe. Maybe you continue to travel onward in time until you discover another destiny path created just for you. When you do, you might decide to leave the Eternal Path to embark anew on a heroic journey to protect the world.

Destiny's Footprint (21st): Whenever you use an encounter attack power, you may choose for that power to have no effect and, instead, shift 1 square. If you do this, you retain the use of that power. You make this decision after all attack rolls are made.

Path of Another Destiny (24th): You may discover the direction and distance to any one location,

object, or creature. Discovering this information takes one hour of careful speculation or study.

This can only be used to discover the whereabouts of a something specific. For instance, you cannot discern the location of "someone who knows how to avoid the dangers of the Castle of Torment," though you can find Jhemast the Mapper, who you hope can assist you avoiding those same dangers. If the location, object, or creature is on another plane, you learn the name of that plane, but must use this ability again when you arrive there to discover the distance and direction to the thing you seek.

Take Another Path (30th): The first time you would be reduced to 0 hit points or fewer each day, you do not take the damage from that attack or effect and, instead, regain hit points equal to your bloodied value.

 **Before the Footprint** Destiny Tracker Utility 26

You see the earth prepare for your foe's arrival, allowing you to move as your enemy does.

Daily ♦ **Martial, Stance**

Minor Action

Personal

Effect: While in this stance, whenever a creature within 5 squares takes a move action, you may also take a move action as an immediate interrupt.

Twilight Walker

"If people knew how thin the curtain between Dream and the world was, they might pay more attention to their unconscious thoughts."

Prerequisites: 21st level, explorer

Throughout your travels in the world, you have been plagued with a disconcerting and consistent sense of "wrongness." Eventually you came to realize why: the world so easily seen is only the thin canvas used to cover the machinations of the eternal beings from the plane of dreams. By manipulation of this plane, these Eternal Ones influence the world into eras of good or evil, as they see fit.

While this revelation may have been disheartening at first, that feeling was quickly lifted when you realized the innate power of the mortal subconscious over that same plane. With a mere thought, you can warp the surface of the canvas you walk on. With practice, you learn to leap in and out of the curtain between worlds. And, in time, your subconscious and conscious minds cease to be separate at all.

Immortality?

Many seek to make their dreams into reality, but you can do so with minimal effort. As a Twilight Walker, your path is a tenuous one between two worlds and you have finally mastered the knife's edge of your existence.

Slumber of the Gods: Once you complete your destiny quest, you feel a profound weariness in body and an extreme energy in spirit. After you set your affairs in order, you find a protected place in the world and settle in for a long sleep. When your practiced subconscious leaves your body behind this last time, you finally join the Eternal Ones as one of the greatest among them in the plane of dreams.

Over the course of centuries you are able to affect the hearts and minds of generations according to your desires, leading to eras of peace or war. To those in the mortal world, you become their patron in Dream, representing their interests to the Eternal Ones. Many invoke your name reverently when hoping to have pleasant dreams as they rest; a reverence you remember and, often, respect. You can also watch events unfold through the dreams of those who enter your domain subconsciously. Eventually, you might see a great threat emerge in the world you once lived it. When that happens, you might elect to return to your body in the mortal world, awakening to face the threats of a world millennia removed.

Dreamscape (21st): Your *twist the ground* power becomes an at-will power.

Part the Curtain (24th): You can teleport 10 squares as a move action as long as you begin and end the teleport in difficult terrain.

Waking Dream (30th): Once per day, when you would die you instead fall into a deep slumber. While you are in this slumber you cannot take damage. Each round, on your initiative count, you can use your normal allotment of actions as if you were standing in an ally's square within 5 squares of your body. You may take each individual action in the same ally's square or different allies' squares as you see fit.

When you use this ability, a ghostly image of you replaces your ally for a brief moment as you attack, move, or use another ability, after which your ally replaces your image. If your actions draw opportunity attacks or other effects, these attacks or effects are, instead, used against the ally with whom you are sharing a square. At the end of the encounter, you awaken from your deep slumber at full hit points and as if you had just finished a short rest.

Image of Nightmare Twilight Walker Utility 26

You gaze into your foe's subconscious and bring its greatest fears to bear against it.

Daily ♦ **Martial, Fear**

Immediate Reaction

Close burst 10

Trigger: You are hit by an attack made by an enemy in range.

Target: The triggering enemy

Effect: The target is stunned until the end of its next turn. Also, each time the target hits you with an attack until the end of the encounter, it is dazed until the end of its next turn.



Scalar, Master of the Reaching Eye

Ancient Vengeance

The river was calm here, seeming to meld into the rocks rather than push against them. The water lay flat against the incline of the mountain, maliciously hiding its dangerously swift and merciless current. Many an animal had approached this river and been swept away by its invisible flow, and, likely, several men as well. The lucky ones drowned long before they reached the lake below.

Oreth's canoe glided along the surface of the river, appearing more to slide down an icy hill than to float on a fluid surface. Despite its swift progress, neither hull nor paddle could shatter the glassy surface. From the center of the river, Oreth could see the black mud and pebbles of the riverbed; there was no life. The tiefling had been on the river since daybreak and there had been no sign of fish, plants, or even algae. Even the shore was barren, lined with the same black pebbles and lacking even weeds of the troublesome sort. Oreth chanced a glance at the sky, and let a small groan escape as he saw the dark clouds, *Rain again ... and within the hour.* Absently, he scratched his palm and paddled faster.

A silent eternity passed. He heard no insects in the trees to his sides, and the river retained its quiet vigil, seeming to watch him approach its heart. It knows what I came for, thought Oreth. How unfortunate. He stared at the river, *I wonder what sort of vengeance it has in mind.*

When the trees finally parted, the lake appeared swiftly. Wildly, the tiefling was flung directly into its heart, and the canoe turned at a awkward angle. In a terrible instant, the boat tipped to one side. Oreth leaped to his feet, pulling his lash from his belt, while letting himself fall toward the water on the opposite side of the boat. A moment before he touched the surface, he flourished the bullwhip and pulled, letting it catch onto the tipping hull. He pulled himself up again while righting the canoe. Seconds ticked by while the tiefling fought for control of the craft, tossing his tail to either side, standing on one foot or the other, and generally balancing for dear life.

At long last, Oreth caught his breath, dropping into the canoe's seat and staring in trepidation at the eerily smooth surface. Some distance away, at the dead center of the water, stood the tip of an enormous ziggurat. The double opening at its apex stared at him with the sullen expression of a drowned man; both pleading for release and dark with fear. He shook a shiver off and began to paddle toward the pyramidal shape.

He resisted the urge to stare into the water's depths. He knew what he would see: the near perfect remains of an enormous ship, split in two. There would be no mast for sails, no anchor, no ropes for mooring, nothing other than pure floatation ... and storage - lots of storage. Oreth smiled at this, and looked again for signs of animal life along the shores. *At least my ancestors did something right.*

Lightly at first, water began to fall from the heavens, but, before long, rain was pelting his face. The lake around him, true to form, absorbed the water, but refused to be troubled by it, lying flat around him - waiting. Perhaps the wait was about to be over.

The tiefling's foot touched solid ground for the first time in hours at the base of the exposed portion of the ziggurat. Climbing from the craft, Oreth took extra care; the black stone was slippery from the rain, and he was not about to repeat his earlier incident in the canoe. He dragged his boat onto the surface, pulling it nearly to the entrance. Then he turned to stare at the twin openings.

Well ... this is it. He stood another moment, scratching his chin. Oreth took a step toward the right entrance, and stopped, changing his mind. He drew his crossbow, and walked up to the entrance on the left. For a moment, he stood at the threshold, thinking intently.

Then he smiled. "My eyes accuse the lost," he whispered, as if quoting a poem. He backed away from the double entry until they appeared to stare at him once again. *Two perfect eyes.*

"The curse is cleansed." He looked down at his left hand, letting his fingers open to the six pointed shape burned into it. A single drop of rain fell onto it, causing it to glow the color of blood. He grimaced at the pain, and held it toward the sky until his entire hand seemed to be on fire, both in appearance and agony.

Gritting his teeth, he knelt and pushed his burning hand against the black stone, "The hated are below." Where his palm touched the floor beneath him, the stone broke away, like sand, reforming into a spiral stair beneath. Oreth shook the pain from his hand, letting a smile climb his cheeks.

"Better luck this time," he called out to the calm waters. He chuckled; this was the best part of the job.

CHAPTER 2: EXPLORER OPTIONS

"The moment you think you're prepared is the moment luck will prove you wrong."

Having the right tool for the job is essential when you descend into the hostile territory of the forgotten lands. Every shred of an edge is an increased likelihood that you will live to discover another day.

This chapter gives multiple options to your explorer, increasing your ability to diversify yourself from others of your class. The options presented here will tell much about your explorer and her connection to the world.

A number of options are also available to other classes, allowing you to sprinkle some explorer flavor into any character.

You will find the following material in this chapter:

- ◆ **Feats:** The feats found in the section present a bevy of options to choose from, making each explorer vastly different from any other.
- ◆ **Multiclass Feats:** Can't quite bring yourself to abandon your favorite character, but still want to play an explorer? This wide variety of multiclass feats gives you that option.
- ◆ **Weapons:** The explorer makes extensive use of the lash weapon category. This new category is outlined in this section.
- ◆ **Magic Items:** This section outlines several new magic items, meant to bring your explorer all the way from heroic tier to his final destiny quest.
- ◆ **Backgrounds:** Explorers search the world from all walks of life. This section presents a few ideas for your explorer's motivation and back story.

FEATS

Aside from powers, feats are the best way to customize your explorer. They allow you to decide how you wish your explorer to operate in battle and noncombat situations.

Choose feats to reinforce your character image and add flavor to your abilities. There are also several options specific to your race, allowing even further diversity.

WEAPON COMMAND FEATS

Weapon Command feats allow explorers to widely vary themselves by changing the properties of the lashes they wield. A Weapon Command feat is denoted by "Weapon Command" in brackets after the name of the feat.

Weapon Command feats can only be used one at a time. Therefore, each time you make an attack with a weapon, you must state which Weapon Command feat you are using, if any. You may take any number of Weapon Command feats that you qualify for, and switch between them at will with no action needed.

HEROIC TIER FEATS

As you begin exploring the world, it is important to have many tricks up your sleeve. The feats of the heroic tier allow you to adapt faster and use racial abilities to greater effect. These feats are available to explorers of any level.

ANIMAL FRIEND

Prerequisite: Anumus, explorer, Discovery of Disruption

Benefit: Each time you spend a healing surge, your beast companion may make a saving throw against an effect that a save can end.

BLOODIED STRATEGY

Prerequisite: Explorer, Twist the Ground class feature

Benefit: The first time you are bloodied during an encounter, you regain the use of your *twist the ground* power.

BRILLIANT SCAVENGER

Prerequisite: Explorer, Alchemist class feature

Benefit: Increase the number of times you can create an alchemical item without expending components per day by 1.

BRUTAL LASH [WEAPON COMMAND]

Prerequisite: Explorer, proficiency with a lash weapon

Benefit: Whenever you wield a lash, that weapon gains the Brutal 1 property.

BULLFROG TONGUE

Prerequisite: Mogogol, explorer

Benefit: You may treat your tongue as a bullwhip. In addition, you may use the Enchant Magic Item ritual to enchant your tongue as if it were a bullwhip.

HEROIC TIER FEATS

Any Class	Prerequisites	Benefit
Critical Alchemy	Alchemist Feat	Deal extra damage on a critical hit with alchemical items
Explorer Feats	Prerequisites	Benefit
Bloodied Strategy	Explorer, <i>twist the ground</i>	Regain <i>twist the ground</i> when bloodied
Brilliant Scavenger	Explorer, Alchemist	Use Alchemist Class Feature once more each day
Brutal Lash	Explorer, proficiency with a lash	Weapon Command feat; give a lash Brutal 1 property
Coordinated Attack	Explorer, Discovery of Disruption	+1 to ranged attacks against creature sharing square with beast companion
Critical Lash	Explorer, proficiency with a lash	Weapon Command feat; give a lash High Crit property
Empathic Bond	Explorer, Cha 13, Discovery of Disruption	Gain access to limited communication with beast companion
Exalting Certainty	Explorer, Discovery of Degradation	Gain AC bonus and temporary hit points after using <i>mocking glance</i>
Explorer Weapon Wielding	Explorer, Dex 13	Additional damage when wielding certain weapons
Hide Skill	Explorer, proficiency with Hide	Ignore skill check penalty with hide armor
Improved Hip Shot	Explorer, <i>hip shot</i>	Gain bonus to attack and damage when using <i>hip shot</i>
Joint Effort	Explorer, Discovery of Disruption	Gain skill bonus while beast companion is passive
Lethal Terrain	Explorer	+2 damage to creatures in difficult terrain
Perfect Manipulation	Explorer, Discovery of Exploitation	Shift when using <i>shoot first</i>
Skilled Companion	Explorer, Discovery of Disruption	Beast companion gains training in a skill
Volatile Chemist	Explorer, Alchemist	Gain bonus to attack and damage with alchemical items
Wicked Lash	Explorer, proficiency with a lash	Weapon Command feat; increase damage dice of lash

CHAOTIC BLOOD

Prerequisite: Xax, explorer

Benefit: The first time you are bloodied during an encounter, you can choose to make your square into difficult terrain or normal terrain.

CLEVER CONFIDENCE

Prerequisite: Doppelganger, explorer, *hip shot* power

Benefit: You can use your *hip shot* power 1 additional time each encounter.

CLEVER SAVAGE

Prerequisite: Mahrog, explorer

Benefit: Your Fist and Stone racial feature now applies to lashes in addition to improvised melee weapons. The proficiency bonus with lashes does not change.

COORDINATED ATTACK

Prerequisite: Explorer, Discovery of Disruption class feature

Benefit: You gain a +1 bonus to ranged attacks against a creature sharing its square with your beast companion.

CRITICAL ALCHEMY

Prerequisite: Alchemist feat

Benefit: When you score a critical hit on an attack with an alchemical item, it deals 1d6 extra damage. As with a magic weapon, an attack that does not deal damage still does not deal damage on a critical hit. The extra damage increases as the level of the alchemical item increases, as follows:

Level 6: 2d6 extra damage. *Level 11:* 3d6 extra damage.
Level 16: 4d6 extra damage. *Level 21:* 5d6 extra damage.
Level 26: 6d6 extra damage.

Racial Explorer Feats	Prerequisites	Benefit
Animal Friend	Animus, explorer, Discovery of Disruption	Your beast companion gains saving throw when you spend a healing surge
Bullfrog Tongue	Mogogol, explorer	Treat tongue as bullwhip
Chaotic Blood	Xax, explorer	Create or destroy difficult terrain when bloodied
Clever Confidence	Doppelganger, explorer	Use <i>hip shot</i> once more per encounter
Clever Savage	Mahrog, explorer	Fist and Stone applies to lashes
Degrading Presence	Cha 13, Dragonborn, explorer	<i>Dragon breath</i> power gains rattling keyword
Difficult Mastery	Elf, explorer	Shift 2 squares while in difficult terrain
Difficult Stance	Dex 13, Dwarf, explorer	Resist 2 squares of forced movement in difficult terrain
Distant Oozing	Squole, explorer	Elemental Oozing activates on ranged basic attacks
Doubled Proficiency	Dex 13, Taddol, explorer	Bonus to attacks and damage with off-hand weapons
Evolved Explorer	Entobian, explorer	+2 to Perception and low-light vision
Forceful Reentry	Eladrin, explorer	<i>Fey step</i> creates difficult terrain
Frightening Exploit	Int 13, Tiefling, explorer	+2 bonus to damage against bloodied creatures in difficult terrain; increases with tier
Gritty Presence	Muse, explorer	Unearthly presence is always active
Impish Reach	Kval, explorer	Threaten adjacent squares while wielding a lash
Like A Shot	Human, explorer	Ignore difficult terrain by expending a use of <i>hip shot</i>
No Passage Too Small	Numistian, explorer	Use Adjust Size to become tiny
Perfect Scavenger	Boggle, explorer, Alchemist	Use Alchemist Class Feature twice more each day
Protective Terrain	Dex 13, Halfling, explorer	Bonus to AC while in difficult terrain
Resilience of the Earth	Half-orc, explorer	Gain additional temporary hit points from Half-Orc Resilience while in difficult terrain
Shadow Terrain	Drow, explorer	Treat squares in <i>cloud of darkness</i> as difficult terrain
Slip Away	Gnome, explorer	Shift 2 squares after using <i>fade away</i>
Swift Eystalks	Zif, explorer	Several benefits with <i>retract into shell</i>
Thick Steam	Relluk, explorer	<i>Breath of steam</i> creates difficult terrain and gives bonus to opportunity attacks
Slowing Alacrity	Obitu, explorer	Immobilize target with <i>alacrity of the dead</i>
Versatile Discovery	Half-elf, explorer	Dilettante power uses Dexterity instead of normal ability
Vital Earth	Oakling, explorer	Use <i>sun heal</i> in difficult terrain

CRITICAL LASH [WEAPON COMMAND]

Prerequisite: Explorer, proficiency with a lash weapon

Benefit: Whenever you wield a lash, that weapon gains the High Crit property.

DEGRADING PRESENCE

Prerequisite: Cha 13, Dragonborn, Explorer

Benefit: Your *dragon breath* power gains the rattling keyword.

DIFFICULT MASTERY

Prerequisite: Elf, explorer

Benefit: You can shift 2 squares as a move action as long as both squares contain difficult terrain.

DIFFICULT STANCE

Prerequisite: Dex 13, Dwarf, Explorer

Benefit: While you are standing in difficult terrain, you can move 2 squares less when affected by forced movement, rather than the normal 1 square less granted by your Stand Your Ground racial feature.

DISTANT OOZING

Prerequisite: Squole, explorer

Benefit: Your Elemental Oozing racial feature activates on a successful ranged basic attack as well as with a successful melee basic attack.

DOUBLED PROFICIENCY

Prerequisite: Dex 13, Taddol, explorer

Benefit: You gain a +1 bonus to damage with one-handed weapons with the off-hand property. This feat does not operate in conjunction with your Big racial trait.

EMPATHIC BOND

Prerequisite: Explorer, Cha 13, Discovery of Disruption

Benefit: You and your beast companion are able to communicate through body language and vocal inflections. This does not allow you to have conversations beyond the scope of your beast companion's intelligence or to express complex ideas, but your beast companion can scout for you and report basic information.

EVOLVED EXPLORER

Prerequisite: Entobian, explorer

Benefit: You gain low-light vision, and a +2 bonus to Perception checks.

EXALTING CERTAINTY

Prerequisite: Explorer, Discovery of Degradation class feature

Benefit: When you use your *mocking glance* power, you gain a +2 bonus to AC until the end of your next turn. You also gain temporary hit points equal to your Charisma modifier.

EXPLORER WEAPON WIELDING

Prerequisite: Explorer, Dex 13

Benefit: While you are wielding a crossbow in your main hand and a one-handed weapon with the off-hand property in your off-hand, each time you make a weapon attack involving one of your wielded weapons you may add the enhancement bonus of the other weapon to the damage roll.

FORCEFUL REENTRY

Prerequisite: Int 13, Eladrin, Explorer

Benefit: When you use your *fey step* power, the square you teleport into becomes difficult terrain.

FRIGHTENING EXPLOIT

Prerequisite: Int 13, Tiefling, Explorer

Benefit: You gain a +2 bonus to damage against bloodied enemies in difficult terrain.

Level 11: +3 bonus.

Level 21: +4 bonus.

GRITTY PRESENCE

Prerequisite: Muse, explorer

Benefit: Your Unearthly Presence racial feature is always active, even while bloodied.

HIDE SKILL

Prerequisite: Explorer, proficiency in Hide armor

Benefit: You ignore the skill check penalty normally incurred by wearing Hide armor.

IMPISH REACH

Prerequisite: Kval, explorer

Benefit: Whenever you are wielding a lash, you threaten adjacent squares as if you were small instead of tiny.

IMPROVED HIP SHOT

Prerequisite: Explorer, Hip Shot class feature

Benefit: When you use your *hip shot* power, you gain a +1 bonus to your next ranged attack. In addition, you gain a +2 bonus to damage on that attack.

JOINT EFFORT

Prerequisite: Explorer, Discovery of Disruption class feature

Benefit: While your beast companion is passive and in your square you gain a +2 feat bonus to any skill in which it is trained.

LIKE A SHOT

Prerequisite: Human, explorer

Benefit: You may spend a minor action to expend a use of your *hip shot* power without gaining its benefit. If you do this, you may ignore difficult terrain during this turn.

LETHAL TERRAIN

Prerequisite: Explorer

Benefit: You gain a +2 bonus to damage against enemies in difficult terrain.

NO PASSAGE TOO SMALL

Prerequisite: Numistian, explorer

Benefit: Once per day, you may use your Adjust Size racial feature to become tiny. You can change your size between tiny, small, and medium until the end of the encounter or for 5 minutes.

PERFECT MANIPULATION

Prerequisite: Explorer, Discovery of Exploitation class feature

Benefit: When you use your *shoot first* power, you may shift a number of squares equal to your Intelligence modifier.

PERFECT SCAVENGER

Prerequisite: Boggle, explorer, Alchemist class feature

Benefit: Increase the number of times you can create an alchemical item without expending components per day by 2.

PROTECTIVE TERRAIN

Prerequisite: Dex 13, Halfling, Explorer

Benefit: While you are standing in difficult terrain, you gain a +1 bonus to AC.

RESILIENCE OF THE EARTH

Prerequisite: Half-orc, explorer

Benefit: If you are standing in difficult terrain when your Half-Orc Resilience racial feature triggers, you gain additional temporary hit points equal to your Dexterity modifier from that feature.

SHADOW TERRAIN

Prerequisite: Drow, explorer

Benefit: Enemies treat squares within your *cloud of darkness* racial power as difficult terrain. Additionally, squares within your *cloud of darkness* racial power count as difficult terrain for the purpose of feats and powers.

SKILLED COMPANION

Prerequisite: Explorer, Discovery of Disruption class feature

Benefit: Your beast companion gains training in a skill of your choice. If you gain a different beast companion, you may choose to change the skill training granted by this feat.

Special: You may take this feat more than once.

SLIP AWAY

Prerequisite: Gnome, explorer

Benefit: When you use your *fade away* racial power, you may shift 2 squares as a free action.

SWIFT EYESTALKS

Prerequisite: Zif, explorer

Benefit: You are not blinded while using your *retract into shell* racial power.

In addition, you may use the encounter power granted by your Spirit of Discovery class feature, and use minor actions to sustain powers with the Discovery keyword, even while under the effect of your *retract into shell* racial power.

THICK STEAM

Prerequisite: Relluk, explorer

Benefit: The zone created by your *breath of steam* racial power counts as difficult terrain. In addition, you gain a +1 bonus to opportunity attacks against creatures entering a square in the zone.

SLOWING ALACRITY

Prerequisite: Obitu, explorer

Benefit: When you use your *alacrity of the dead* racial power, if the opportunity attack hits while wielding a one-handed weapon with the off-hand property, the target is also immobilized until the end of its next turn.

VERSATILE DISCOVERY

Prerequisite: Half-elf, explorer

Benefit: When you use the power granted by your Dilettante racial feature, you may use Dexterity for the attack instead of the specified ability score.

VITAL EARTH

Prerequisite: Oakling, explorer

Benefit: You can use your *sun heal* racial power while in difficult terrain even if you are not in bright light.

VOLATILE CHEMIST

Prerequisite: Explorer, Alchemist class feature

Benefit: Gain a +1 bonus to attack rolls and a +2 bonus to damage rolls with alchemical items.

15th level: +2 bonus to attack rolls and +3 bonus to damage rolls.

25th level: +3 bonus to attack rolls and +4 bonus to damage rolls.

WICKED LASH [WEAPON COMMAND]

Prerequisite: Explorer, proficiency with a lash weapon

Benefit: Whenever you wield a lash, increase that weapon's damage die by one size.

PARAGON TIER FEATS

Any Class	Prerequisites	Benefit
Entwining Lash	Dex 17	Grab target at distance with a lash

Explorer Feats	Prerequisites	Benefit
Bulwark of Confidence	Explorer, Cha 15, Discovery of Degradation	Gain temporary hit points each time you are missed by an attack
Close Enough	Explorer, Spirit of Discovery	Spirit of Discovery power activates on a roll of 1-2
Confused Discovery	Explorer, Int 15, Discovery of Exploitation	Target grants combat advantage once per encounter
Cover Fire	Explorer, Discovery of Disruption	Make ranged basic attack against a creature that hits your beast companion with an opportunity attack
Dropped Discovery	Explorer, Int 15, Discovery of Exploitation	Knock target prone once per encounter
Lasting Trap	Explorer	Trapped creatures take -2 penalty to saving throws
Rattling Fear	Explorer, Cha 15, Discovery of Degradation	Bloodied creatures take -3 penalty from rattling powers
Shuffling Discovery	Explorer, Int 15, Discovery of Exploitation	Slow target once per encounter
Swift Discovery	Explorer, <i>twist the ground</i>	Minor action to use <i>twist the ground</i>

PARAGON TIER FEATS

Once you reach paragon tier, your ability to specialize becomes your greatest asset. These feats allow further power in your chosen field, and are available to explorers of 11th level or higher.

BULWARK OF CONFIDENCE

Prerequisite: 11th level, Cha 15, explorer, Discovery of Degradation class feature

Benefit: Each time you are missed by an attack made by an enemy, that enemy takes a -2 to its next attack roll.

CLOSE ENOUGH

Prerequisite: 11th level, explorer, Spirit of Discovery class feature

Benefit: You can use the encounter power granted by your Spirit of Discovery class feature when an enemy in range rolls a natural 1-2 rather than just a natural 1. The attack must still miss for you to gain this benefit.

CONFUSED DISCOVERY

Prerequisite: 11th level, Int 15, explorer, Discovery of Exploitation

Benefit: Once per encounter when you hit an enemy in difficult terrain with a ranged weapon attack, you may also cause that enemy to grant combat advantage until the end of your next turn.

COVER FIRE

Prerequisite: 11th level, explorer, Discovery of Disruption

Benefit: When your beast companion is hit by an opportunity attack, you may make a ranged basic attack against the creature making the opportunity attack as a free action.

DROPPED DISCOVERY

Prerequisite: 11th level, Int 15, explorer, Discovery of Exploitation

Benefit: Once per encounter when you hit an enemy in difficult terrain with a ranged weapon attack, you may also cause that enemy to be knocked prone.

ENTWINING LASH

Prerequisite: 11th level, Dex 17

Benefit: Whenever you make a basic melee attack with a lash, you may choose to deal no damage with that attack to grab the target (no attack roll required). You can sustain this grab and move this grabbed target from up to 2 squares away.

LASTING TRAP

Prerequisite: 11th level, explorer

Benefit: When you hit a creature with an attack that has the Trap keyword, that creature takes a -2 penalty to saving throws against the *trapped* condition until it saves against that condition.

EPIC TIER FEATS

Any Class	Prerequisites	Benefit
Alchemical Mastery	Dex 21, Int 17, Alchemist	Critical hit on a roll of 19-20 with alchemical items
Clever Weapon	Two Weapon Command feats	Weapon Command feat; gain the benefit of two Weapon Command feats at once
Lash Mastery	Dex 21, Int 15, Cha 15	Critical hit on a roll of 19-20 with lashes

Explorer Feats	Prerequisites	Benefit
Epic Failure	Explorer, Spirit of Discovery	Spirit of Discovery power activates on a roll of 1-4

Racial Explorer Feats	Prerequisites	Benefit
Group Exploit	Half-elf, explorer	Allies gain +2 bonus to damage against creatures in difficult terrain

RATTLING FEAR

Prerequisite: 11th level, Cha 15, explorer, Discovery of Degradation

Benefit: When you hit a bloodied creature with a rattling attack, it takes a -3 penalty to attack rolls rather than a -2 penalty.

SHUFFLING DISCOVERY

Prerequisite: 11th level, Int 15, explorer, Discovery of Exploitation

Benefit: Once per encounter when you hit an enemy in difficult terrain with a ranged weapon attack, you may also cause that enemy to become slowed until the end of your next turn.

SWIFT DISCOVERY

Prerequisite: 11th level, explorer, *twist the ground* power

Benefit: You can use *twist the ground* as a minor action.

EPIC TIER FEATS

Epic tier feats bring your character into realms of power generally reserved for gods. These feats will allow you to battle the most powerful beings in the cosmos, and are available to explorers of 21st level and higher.

ALCHEMICAL MASTERY

Prerequisite: 21st level, Dex 21, Int 17, Alchemist feat

Benefit: When you make an attack with an alchemical item, you can score a critical hit on a natural roll of 19 or 20.

CLEVER WEAPON [WEAPON COMMAND]

Prerequisite: 21st level, two other Weapon Command feats

Benefit: Each time you make an attack roll, you may choose to apply the benefits of two Weapon Command feats which you have gained to that attack. You must still be wielding the specified weapon to gain the benefit.

EPIC FAILURE

Prerequisite: 21st level, explorer, Spirit of Discovery class feature

Benefit: You can use the encounter power granted by your Spirit of Discovery class feature when an enemy in range rolls a natural 1-4 rather than just a natural 1. The attack must still miss for you to gain this benefit.

GROUP EXPLOIT

Prerequisite: 21st level, half-elf, explorer

Benefit: Allies within 5 squares gain a +2 bonus to damage rolls against creatures in difficult terrain.

LASH MASTERY

Prerequisite: 21st level, Dex 21, Int 15, Cha 15

Benefit: When you make a weapon attack with a lash, you can score a critical hit on a natural roll of 19 or 20.

MULTICLASS FEATS

Not every explorer began her journey on that path. The multiclass feats that follow allow characters of any class to dabble in the style and abilities of the explorer class.

DEFENSIVE STRATEGIST

[MULTICLASS EXPLORER]

Prerequisite: Any multiclass explorer feat, paragon multiclassing as an explorer, Cha 13

Benefit: Whenever you are the target of a melee attack made by a creature marked by an ally, that creature takes a penalty to the damage roll for that attack equal to your Charisma modifier.

MULTICLASS FEATS

Name	Prerequisites	Benefit
Defensive Strategist	Any multiclass explorer feat, paragon multiclassing as an explorer, Cha 13	Explorer: reduced damage from marked enemies
Discouraging Manipulator	Dex 13, Cha 13	Explorer: training in Intimidate, daze enemy when it rolls a natural 1
Journeyman of Eternal Travel	Dex 13	Explorer: skill training, explorer at-will 1/encounter
Prepared Seeker	Dex 13, Int 13	Explorer: training in one knowledge skill, Alchemist class feature
Vengeful Strategist	Any multiclass explorer feat, paragon multiclassing as an explorer, Int 13	Explorer: additional damage against marked creatures that attack you
Whirlwind of Discovery	Dex 13, Int 13	Explorer: training in Perception, <i>twist the ground</i> 1/day

DISCOURAGING MANIPULATOR

[MULTICLASS EXPLORER]

Prerequisite: Dex 13, Cha 13

Benefit: You gain training in the Intimidate skill.

Once per day, when an enemy rolls a natural 1 on an attack against you or an ally within 10 squares, you may cause that enemy to become dazed (save ends).

JOURNEYMAN OF ETERNAL TRAVEL

[MULTICLASS EXPLORER]

Prerequisite: Dex 13

Benefit: You gain training in one skill from the explorer's class skill list.

Choose a 1st level explorer at-will attack power. You can use that power once per encounter.

PREPARED SEEKER [MULTICLASS EXPLORER]

Prerequisite: Dex 13, Int 13

Benefit: You gain training in one knowledge skill. You gain the explorer's Alchemist class feature.

VENGEFUL STRATEGIST [MULTICLASS EXPLORER]

Prerequisite: Any multiclass explorer feat, paragon multiclassing as an explorer, Int 13

Benefit: Whenever you are the target of a melee attack made by a creature marked by an ally, you gain a bonus to your next damage roll against that creature before the end of your next turn equal to your Intelligence modifier.

WHIRLWIND OF DISCOVERY

[MULTICLASS EXPLORER]

Prerequisite: Dex 13, Int 13

Benefit: You gain training in the Perception skill.

Once per day, you can use the explorer's *twist the ground* power.



Glunder uses *Swift Discovery* to **twist the ground**

WEAPONS

The explorer relies heavily on a weapon group not presented in the D&D 4E PLAYER'S HANDBOOK, the lash. Two weapons of this group are presented here.

WEAPON GROUPS

The lash weapon group supplements the weapon groups found in the D&D 4E PLAYER'S HANDBOOK.

Lash: Lashes are light weapons, easily wielded in the off-hand. They deal less damage than other weapons in their category, but their reach gives them increased adaptability.

MELEE WEAPONS

SUPERIOR MELEE WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Bullwhip	+3	d4	-	5 gp.	2 lb.	Lash	Reach, Off-hand
Litupa	+2	d6	-	10 gp.	3 lb.	Lash	Reach, Off-hand

Weapons of Fantasy Adventure

Dungeons & Dragons is a game of fantasy and adventure. The portrayal of the lash here is in accordance with this and popular culture which is exemplified in various contexts including cartoons, television shows, videogames and numerous movies. Often their usage is spectacular and wildly embellished, showing action heroes tripping or disarming an adversary, breaking furniture, or other dramatic tricks.

Of course, in real life, the lash is much less formidable. Most lashes are far too fragile to swing from, and inflict minimal damage. Against non-fantasy opponents, lashes are of limited effectiveness, and are primarily psychological weapons. The potential for the infliction of pain and the loud crack produced by long single-tailed whips can frighten less determined opponents into fleeing.



Bullwhip (bottom right) & Litupa (top left)

MAGIC ITEMS

The magic items presented here follow the same rules presented in the D&D 4E PLAYER'S HANDBOOK.

This section presents new armor designed with the explorer in mind as well as new magic enhancements for lashes.

ARMOR

"I much prefer my poison darts embedded in my armor than my skin."

MAGIC ARMOR

Lvl	Name	Price (gp)	Categories
2	Pocketed +1	520	Leather, Hide
2	Scholar +1	520	Cloth, Leather, Hide
3	Armor of the Explorer +1	680	Leather, Hide
4	Quickenvine +1	840	Leather, Hide
5	Shockwave +1	1,000	Any
7	Pocketed +2	2,600	Leather, Hide
7	Scholar +2	2,600	Cloth, Leather, Hide
8	Armor of the Explorer +2	3,400	Leather, Hide
9	Quickenvine +2	4,200	Leather, Hide
10	Shockwave +2	5,000	Any
12	Pocketed +3	13,000	Leather, Hide
12	Scholar +3	13,000	Cloth, Leather, Hide
13	Armor of Exaggeration +3	17,000	Cloth, Leather, Hide
13	Armor of the Explorer +3	17,000	Leather, Hide
14	Quickenvine +3	21,000	Leather, Hide
15	Shockwave +3	25,000	Any
17	Pocketed +4	65,000	Leather, Hide
17	Scholar +4	65,000	Cloth, Leather, Hide
18	Armor of Exaggeration +4	85,000	Cloth, Leather, Hide
18	Armor of the Explorer +4	85,000	Leather, Hide
19	Quickenvine +4	105,000	Leather, Hide
20	Shockwave +4	125,000	Any
22	Pocketed +5	325,000	Leather, Hide
22	Scholar +5	325,000	Cloth, Leather, Hide
23	Armor of Exaggeration +5	425,000	Cloth, Leather, Hide
23	Armor of the Explorer +5	425,000	Leather, Hide
24	Quickenvine +5	525,000	Leather, Hide
25	Shockwave +5	625,000	Any
27	Pocketed +6	1,625,000	Leather, Hide
27	Scholar +6	1,625,000	Cloth, Leather, Hide
28	Armor of Exaggeration +6	2,125,000	Cloth, Leather, Hide
28	Armor of the Explorer +6	2,125,000	Leather, Hide
29	Quickenvine +6	2,625,000	Leather, Hide
30	Shockwave +6	3,125,000	Any

Armor of Exaggeration

Level 13+

The rubble and brush at your feet expand and contract in a strange rhythm, making attacks against you, considerably more difficult.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: When you are standing in difficult terrain, you gain cover.

Armor of the Explorer

Level 3+

This armor is highly prized by explorers and all those who venture into the forgotten parts of the world.

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: Leather, Hide

Enhancement: AC

Power (At-Will): Standard Action. You produce an object from one of your many pockets. You may only maintain a number of objects at the same time equal to this item's enhancement bonus. Any further objects disappear. The condition of each object (destroyed, used, or damaged) remains the same each time produced until after an extended rest, at which point it is restored to perfect condition.

You may produce one of the following objects:

- ◆ Flint and steel
- ◆ Journeybread (one meal)
- ◆ Flask (full of water)
- ◆ Sunrod
- ◆ Silk rope (50 feet)
- ◆ Thieves' tools
- ◆ Collapsible 10 foot pole

Pocketed Armor Level 2 +

This armor is covered in small armored pockets that seem far larger on the inside. Your beast companion maintains a more powerful bond with you while you wear it.

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: Leather, Hide

Enhancement: AC

Power (Encounter): Move Action. Your beast companion within 10 squares teleports into your square and enters passive mode. Your beast companion must be tiny to benefit from this power.

Quickenvine Armor Level 4+

This armor is made up of a mass of vine. It writhes over your body, and, when activated, vines spread in front of you, clearing rubble and replacing it in your wake.

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: Leather, Hide

Enhancement: AC

Power (Encounter): Minor Action. You ignore difficult terrain until the end of your next turn.

Scholar Armor Level 2+

You cover yourself in hardened parchment and scroll cases, turning to them when you are stumped for knowledge.

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: Cloth, Leather, Hide

Enhancement: AC

Property: You gain an item bonus to knowledge skill checks equal to the armor's enhancement bonus.

Shockwave Armor Level 5 +

This armor fluctuates between polished smooth and roughly scratched, seemingly undecided on how to appear.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Armor: Any

Enhancement: AC

Power (Daily ♦ Force): Minor Action. Close burst 1: Each square in the burst becomes either normal or difficult terrain (your choice).

Level 15 or 20: Close burst 2.

Level 25 or 30: Close burst 3.

WEAPONS

"Surviving out there is as much 'kill' as it is 'don't be killed.'"

MAGIC WEAPONS

Lvl	Name	Price (gp)	Categories
2	Groundtwisting +1	520	Any off-hand
3	Dragging +1	680	Any
4	Continuing +1	840	Any
5	Cracking Lash +1	1,000	Lash
5	Degrading +1	1,000	Any off-hand
7	Groundtwisting +2	2,600	Any off-hand
8	Dragging +2	3,400	Any
9	Continuing +2	4,200	Any
10	Cracking Lash +2	5,000	Lash
10	Degrading +2	5,000	Any off-hand
12	Groundtwisting +3	13,000	Any off-hand
13	Dragging +3	17,000	Any
14	Continuing +3	21,000	Any
15	Cracking Lash +3	25,000	Lash
15	Degrading +3	25,000	Any off-hand
17	Groundtwisting +4	65,000	Any off-hand
18	Dragging +4	85,000	Any
19	Continuing +4	105,000	Any
20	Cracking Lash +4	125,000	Lash
20	Degrading +4	125,000	Any off-hand
22	Groundtwisting +5	325,000	Any off-hand
23	Dragging +5	425,000	Any
24	Continuing +5	525,000	Any
25	Cracking Lash +5	625,000	Lash
25	Degrading +5	625,000	Any off-hand
27	Groundtwisting +6	1,625,000	Any off-hand
28	Dragging +6	2,125,000	Any
29	Continuing +6	2,625,000	Any
30	Cracking Lash +6	3,125,000	Lash
30	Degrading +6	3,125,000	Any off-hand

Continuing Weapon Level 4+

This weapon is covered in spiral designs that never find an ending.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: The target is dazed (save ends).

Power (Daily): Immediate Interrupt. Use this power when a creature within reach or range succeeds on a saving throw. That creature rerolls the saving throw with a penalty to the roll equal to this item's enhancement bonus.

Cracking Lash Level 5+

This lash crackles and pops with miniature bursts of sonic energy, veritably aching for the chance to release a burst of sound.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	2,125,000 gp

Weapon: Lash

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily): Standard Action. Close burst 3. Each enemy in the burst grants combat advantage until the end of your next turn.

Degrading Weapon Level 5+

This weapon laughs sardonically at your foe's failures.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Weapon: Any off-hand

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. Use this power when an enemy within reach rolls a natural 1 on an attack roll against you or an ally. That enemy gains vulnerability 5 to all damage until the end of your next turn.

Level 15 or 20: Vulnerability 10.

Level 25 or 30: Vulnerability 15.

Dragging Weapon Level 3+

This weapon batters foes with force energy, throwing the weak precisely where you want.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: Slide the target 1 square per enhancement bonus.

Power (Daily): Free Action. Use this power when you hit with this weapon. You may shift your speed, and pull the target an equal number of squares.

Groundtwisting Weapon Level 2+

Leather straps dangle off the grip of this weapon, stretching out to grasp at anything in reach.

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	1,325,000 gp

Weapon: Any off-hand

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you use your *twist the ground* power. You may use that power as a minor action instead of as a standard action.



Groundtwisting Warhammer

HEAD SLOT ITEM

HEAD SLOT ITEM

Lvl	Name	Price (gp)
19	Fedora of Forethought	105,000

Fedora of Forethought Level 19

This weathered hat consistently keeps you apprised of the area around you.

Item Slot: Head 105,000 gp

Property: You cannot be surprised

WONDROUS ITEM

WONDROUS ITEM

Lvl	Name	Price (gp)
10	Compass of Seeking	5,000

Compass of Seeking Level 10

This black compass is made of a material not easily placed. It points west when not in use.

Wondrous Item 5,000

Power (Daily): Standard Action. Name a specific object or creature within 1 mile. The *compass of seeking* points toward that object or creature until the end of the encounter or for 5 minutes.

If the named object or creature is not within 1 mile, the pointer disappears until this power recharges.



Dagger of Degradation

BACKGROUNDS

This section provides backgrounds created specifically for the explorer. For full rules on backgrounds, see the D&D 4E PLAYER'S HANDBOOK 2.

AIMLESS WANDERER

You have always been on the move. Since an early age, you have been bored with the familiar and shunned any static part of life. Perhaps your family cloistered you within a small community as a child and you have cut all ties to them. Maybe wanderlust runs in the family and you keep in contact through special methods known only to your family. However you come by this desire to wander, whenever someone tells a story of a location you have yet to visit, it is certain to be your next stop. You follow the directions of a town drunk as easily as you listen to the advice of sages, and good thing too. You haven't faced a boring day in years.

Associated Skills: Endurance, Streetwise

LOST ORIGINS

Your birth and much of your youth are steeped in mystery. You were discovered in a remote location at an early age with no memory of how you got there, and were taken in by the members of another community. Despite this kindness, you have never forgotten that you do not belong in that community. Since you were old enough to enter the wilderness alone, your search for your lost people has never ceased. Your search has led to many remote places, but has yielded precious few hard facts.

Associated Skills: History, Streetwise

NOBLE HISTORIAN

You have a great respect for the histories of the myriad of peoples in your world. Since your first exposure to ancient scrolls detailing the sagas of the empires of old, you have committed thousands of these stories to memory. Armed with this knowledge, you venture into the forgotten places of the world to learn and to reclaim their history for the world. You have no respect for the more mercenary minded adventurers of the world, claiming that ancient artifacts belong in academies and libraries for study and expanded knowledge. You feel rewarded adequately when you know that your favorite stories will be told more accurately because of your discoveries.

Associated Skills: History, Religion

THRILL SEEKER

To you, the world is an exciting obstacle course, and the most challenging parts aren't found by repeating the familiar parts. You have known for a long time that you are capable of more than most people, though you have no idea where your limit is at. You see this discovery of your limit as your greatest quest, and spend each day searching for the next most difficult challenge. The dangerous places of the world call to you, and if they have treasure and other rewards, so much the better.

Associated Skills: Acrobatics, Athletics

TREASURE HUNTER

The world is full of glittering prizes, and you are just the person to claim them. You put your knowledge of the lost places in the world to excellent financial use by following up on old treasure stories. When you were a child, you would sit in rapt attention as the elders would tell of cities filled with gold and the monsters that stood between you and those riches. Rather than hear the frightening tale of the evils that protect those treasures, you remained focused on the tangible benefit of wealth. As soon as you could wield a weapon, you set out to claim your first lost treasure, and despite adversity it has become your livelihood.

Associated Skills: Arcana, Perception, Thievery

WILDERNESS GUIDE

The wilderness has ever been your home, but you know that many others do not have that benefit. The dangers of the wild have rarely bothered you in your life, at least not as much as the rigors of the city. The sounds and smells of the wilderness have always brought you peace, but rarely the company of other people. As a result of your desire for company, you began offering to bring people from one city to another, and your knowledge of the wild has rarely allowed a mishap to occur, bringing the trust of those you lead from place to place. Over time, you have come to know many places and people in the world while still remaining at peace in the wilderness.

Associated Skills: Nature, Perception



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