

SHROUDED PATHS

THE UNBROKEN



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THE UNBROKEN

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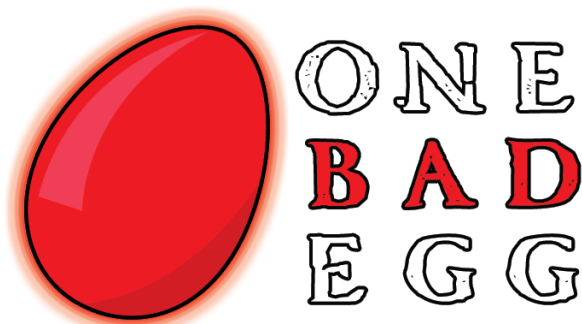
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If we think we need to change something here in response to the feedback we get, we absolutely will, and we'll post updates to this document whenever we can.

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SHROUDED PATHS: THE UNBROKEN

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THE UNBROKEN

“I need no gods to stop the likes of you.”

Prerequisite: Paladin class, no *channel divinity* feat powers

The loss of faith can be a terrible tragedy, especially if you have spent your life as a champion of divinity. For many, it is the end of everything. You have weathered this tragedy and come out stronger for it—bloodied, battered, but unbroken. Whether it has left you embittered towards the gods, or merely weary of their games, it has not weakened your resolve to do the things that must be done. Though you turned from your deity, your powers have not abandoned you, either because your god still supports you or perhaps because you never needed a divine crutch in the first place.

UNBROKEN PATH FEATURES

Unbroken Inspiration (11th level): When you spend an action point to take an extra action, you may also use your *channel divinity: divine mettle* or *channel divinity: divine strength* as a free action. This use does not count as a use of the *channel divinity* power for this encounter.

Devoted Steel (11th level): You may no longer use holy symbols, but you may use the enhancement bonus of a melee weapon as an implement bonus (the proficiency bonus is not included).

Inescapable Challenge (16th level): When you are adjacent to the target of your *divine challenge*, the target provokes an opportunity attack if it shifts or teleports away from you. Furthermore, your damage rolls against immortal creatures deal an extra 1d8 force damage.

UNBROKEN PRAYERS

Unflagging Strike Unbroken Attack 11

You trust yourself, you trust your weapon, and those are all that you need to strike home.

Encounter ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature that is marked by you

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You may spend a healing surge. Add your strength modifier to the number of hit points you recover.



Unyielding Valor

Unbroken Utility 12

You have faced the worst of struggles within your soul. Compared to that, the blows of your enemies are as nothing.

Daily ♦ Divine, Stance, Weapon

Move Action **Personal**

Effect: You are slowed and receive a +1 power bonus to all defenses and saving throws. You reduce all push, pull, and slide effects against you by a number of squares equal to your Wisdom modifier (minimum 1 square).

That Others May Live

Unbroken Attack 20

You strike a furious blow that draws your enemy's ire, buying your allies a moment to recover.

Daily ♦ Divine, Weapon

Standard Action **Melee weapon**

Target: One creature marked by you

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Spend two healing surges without recovering any hit points. All allies within 10 squares may immediately spend a healing surge. All enemies adjacent to the target are now marked by you.

NEW MAGIC ITEM

The Unbroken Blade

Level 12+

This weapon is cracked—so profoundly damaged that it looks like it should break on impact, yet it never does.

Lvl 12 +3 13,000 gp Lvl 22 +5 325,000 gp

Lvl 17 +4 65,000 gp Lvl 27 +6 1,625,000 gp

Weapon: Axe, Hammer, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Enhancement bonus is added to damage from the *divine challenge* ability.

NEW FEATS

PERSONAL CODE

Prerequisite: Adopt a personal code.

Benefit: You have a code of conduct which you are willing to follow, even at great personal cost. The code consists of three priorities (similar to the commandments of a deity), which may be chosen by the player. In fact, deity commandments make a great personal code for strongly religious characters.

When you encounter a situation where following your code produces some significant or serious difficulty for you, that scene is treated as a milestone (see the **D&D 4E PLAYER'S HANDBOOK**). Further, at end of the session you are rewarded as if you had completed a minor quest (see the experience point section in the **D&D 4E DUNGEON MASTER'S GUIDE**).

The character can only benefit from this feat once per session of play.

CLARITY OF PURPOSE

Prerequisite: *Personal code* feat.

Benefit: When you spend an action point to take an action that furthers your *personal code* you gain a +2 feat bonus to the first roll associated with that action.

NEW PERSONAL CODES

When your player wants to establish a personal code, it's important to talk to the DM to make sure that he or she can see how it could come up in play. Remember, the code only grants experience points when it creates a problem, so a code that won't create any problems won't be useful. However, a code that will create more problems for your allies than for you is just a bad idea.

SAMPLE PERSONAL CODES

The Bandits of Deepwood

Despite their ominous name, the Bandits of Deepwood are seen as heroes by the local townsfolk.

- ◆ Take only from those who can afford it.
- ◆ Share with those who need more.
- ◆ No man is your master, save he to whom you gave your word.

The Knights of the Cauldron

An order of knights with close ties to arcane practitioners, they have a tradition as bodyguards and protectors of secret.

- ◆ Let no knowledge be lost
- ◆ Die before your ward is bloodied
- ◆ Steel is strong, but secrets are stronger - use both with restraint.

The Upright Gentlemen

A band of thieves with a penchant for the dramatic, the Upright Gentlemen are bound together by their code.

- ◆ Never turn your back on a brother.
- ◆ The money of a fool belongs in your pocket.
- ◆ Nobody saw nothin'.

UNBROKEN (TEMPLATE)

Player characters aren't the only ones who can turn away from the gods. Added to a religiously-themed monster, this template can create a truly implacable foe that scoffs at the divine talents arrayed against it.

Prerequisites: Level 11, humanoid

Unbroken **Elite Soldier**
Humanoid XP Elite

Defenses +2 AC; +2 Fortitude, +4 Will
Resist 5 radiant, 5 necrotic at 11st level; 10 radiant, 10 necrotic at 21st level
Saving Throws +2
Action Point 1
Hit Points +8 per level + Constitution score

POWERS

⚔ **Unflagging Strike** (standard; recharge ☞☞) ⚡ **Healing, Weapon**

The unbroken makes a basic melee attack. The unbroken regains hit points equal to its level.

Thou Art My Enemy

The unbroken may mark a single eligible target whenever it attacks. Unless the base creature is able to do so, the unbroken may not have more than one target marked at a time.

Inescapable Challenge (immediate interrupt when an adjacent marked target shifts or teleports away from the unbroken; at-will)

The unbroken makes a basic melee attack against the target.

Even Gods Fear My Blade ⚡ Force

The unbroken deals an extra 1d8 force damage with its attacks against immortal enemies.

Unyielding Valor (move; sustain minor; encounter)

The unbroken is slowed until this power is no longer sustained. It receives a +1 power bonus to all defenses and saving throws. All push, pull, and slide effects against the unbroken are reduced by two squares.

UNBROKEN ANGEL

Somewhere between truly fallen angels and those who serve the divine are the unbroken angels, divine creations that have turned their backs on the gods they once served. Without a god to tether them, they are dangerous, unpredictable foes when provoked. Even when allied with others, they often pursue agendas of their own.



Unbroken Angel **Level 16 Elite Soldier**
Large immortal humanoid (angel) XP 2,800

Initiative +15 **Senses Perception** +12
HP 304; **Bloodied** 152
AC 32; **Fortitude** 31, **Reflex** 27, **Will** 32

Immune fear; **Resist** 10 fire, 5 necrotic, 15 radiant

Saving Throws +2

Speed 6, fly 9 (hover)

Action Points 1

⚔ **Longsword** (standard; at-will) ⚡ **Fire, Weapon**

Reach 2; +23 vs. AC; 1d10+7 damage plus 1d8 fire damage and the target is marked until the end of its next turn.

🔥 **Searing Scorn** (standard; at-will) ⚡ **Fear, Fire**

Ranged sight; +21 vs. Will; 10 fire damage. The target is marked until the end of its next turn and pushed 3 squares.

⚔ **Unflagging Strike** (standard; recharge ☞☞) ⚡ **Healing, Weapon**

The unbroken angel makes a basic melee attack. The unbroken angel regains hit points equal to its level.

⚔ **It's Time You Die** (immediate response when the unbroken angel bloodies an enemy; recharge ☞) ⚡ **Fire, Weapon**

Reach 2; +23 vs. AC; 2d10+9 damage plus 2d8 fire damage and the target is marked until the end of its next turn.

⚡ **My Soul Yet Burns** (free, when first bloodied; encounter) ⚡ **Fire, Fear**

Close burst 2; +21 vs. Reflex; 3d10 fire damage. Each target hit is pushed one square, knocked prone, and marked until the end of its next turn.

You Shall Fall (immediate interrupt when an adjacent marked target shifts or teleports away from the unbroken; at-will)

The unbroken angel makes a basic melee attack against the target.

Even Gods Fear My Blade ⚡ Force

The unbroken angel deals an extra 1d8 force damage with its attacks against immortal enemies.

Unyielding Valor (move; sustain minor; encounter)

The unbroken angel is slowed until this power is no longer sustained. It receives a +1 power bonus to all defenses and saving throws. All push, pull, and slide effects against the unbroken are reduced by two squares.

Alignment Any **Languages** Supernal
Str 24 (+15) **Dex** 20 (+13) **Wis** 19 (+12)
Con 20 (+13) **Int** 16 (+11) **Cha** 22 (+14)

UNBROKEN ANGEL TACTICS

Isolating opponents from allies with *searing scorn*, the unbroken angel pounds away at a single enemy with relentless focus, using *it's time you die* to seal its doom. *My soul yet burns* both makes room and destroys foes.