

ADVENTURER'S GUIDE TO ETHONIA



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FEUDAL LORDS™
CAMPAIGN SETTING

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.



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Heraldry



Knights of St. John



Royal Family of Cthonia



Knights of St. Constantine

Flags of Terra and Western Cthonia



Kings Lord of
Caldor



Knights of St. Malchus



Kings Lord of
Border Keep



Princes of Darcadia



Church of the Eternal Spirit
Crusader Flag



City State of Argos
Crusader Flag



Princes of Darcadia

Homar



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Introduction

THE GREAT THAW NEARS to an end as ice and winter torrents cease allowing a cascade of adventurers to explore the world of Terra. Petty feudal lords reign over their fiefdoms from within grand, self-sufficient manor houses while peasants cling to their small world in fear of the evil that lurks beyond. Their only hope is to endure.

CAMPAIGN DESIGN DIARY

When initially designing the attitude and tone that would become Terra, we looked at our own history and posed a simple question. How would the church react if magic truly existed? The medieval mindset truly believed magic a possibility. Even the early church, in order to differentiate magic used by prophets and that of magicians, they used the term miracle. Miracles were divinely inspired acts, while magicians and charlatans used spells empowered by demons and devils. Hence, we have divine magic, inspired through divine worship, and arcane magic, empowered through demon worship or granted by devilish pacts.

ATMOSPHERE

The world of Terra differs much from other fantasy realms, yet maintains a fine balance between myth and historical reality familiar with our own. It is a world of dark fantasy, mystery, gothic horror, and medieval adventure.

Very few stray from the roads for monstrosities and dangers wait while cities are havens for the depraved; hungry to leech off humanity. Even the smallest thorp has vile secrets, crooked clergy, and

covetous nobles. It is a world of absolute power and corruption eager to sway the heart of the most stalwart adventurer.

Many fear mysterious arcane forces while much of the old gods either faded away or became saints in the Church of the Eternal Spirit. Small cabals still dedicate themselves to these ancient vestiges as demigods hide and cultivate hope to rise again. Even those who do follow the tenets of church doctrine find themselves constantly

scrutinized by inquisitors and spiritual invokers while burdening the yoke of the secular feudal lords.

It is a world suppressed by fear and power. It is a world held together by political intrigue, allegiances, and crusades. It is a world of mystery, dark experiments, shadowy alleys, and desperation.

It is a world of ancient ruins, forgotten gods, and buried cultures. It is a world in need of hope, a glimmering beacon to set sail to, and a moment of triumph. Terra is in need of heroes.

THE WORLD OF TERRA

The sweat of peasants, serfs, and slaves who toil the land shapes the medieval world of Terra as do artisans and laborers belonging to burgeoning guilds or grand merchant houses; all ruled by a sullied aristocracy. Terra has a rich and vibrant past shrouded in mystery and secrets. Much of the world emerges from the shadow of a long dark age as a fledging, human church consolidates its strength to soar to a new height as powerful feudal lords vie for power.

However, very much like the fantasy worlds you are familiar with, there a number of facts to keep in mind when running an adventure, designing an encounter, or adventuring for glorious prestige within the world of Terra.

❖ **This is your world:** This product provides the elements to help create an ideal that is the *Feudal Lords Campaign Setting*, beginning with the region of Cthonia. However, in short, this is your world. You will find many elements outside this product that fit nicely into the setting. Exploring an Egyus ruin or soaking in an ancient Romas bathhouse should invoke strong images as both parallel our own history. It also lays a strong foundation for there are countless resources from books to television channels devoted entirely to history to help spark the imagination.

❖ **Attitude:** Most villagers, merchants, burghers, and even some minor nobles, are skeptical. Tavern proprietors might refuse service or a room to those that look like trouble. Villagers carefully watch strangers as they pass through even the smallest of hamlets. Many take heed



acquiring magical items for fear that a powerful curse lurks embedded in the arcane markings or diabolic entities empower the magic bound within.

In addition, besides pilgrims, merchants, crusading nobles, and the occasional church official, there is little travel. Most serfs and peasants, tied to the land they farm, suffer extreme poverty and debt to move anywhere else. In addition to highwaymen, corrupted soldiers, mercenaries, and monsters, such as ravenous orcs, travel presents a constant danger even if following the ancient roads of the glorious Romas Empire.

As a rule of thumb, NPCs of 3rd level or lower rarely venture out from the area of their birth. Only the most powerful travel alone or at night.

- ❖ **Ignorance:** A fighter wielding a magical sword into battle might attribute its abilities to his prowess, luck, or divine intervention. A rogue might believe himself blessed by the gods when a *cloak of resistance* saves him from a severe burning while escaping a fiery building or dodging a spell. A barkeep laughs when a group of adventurers announces they just slew a dragon believing they are storytellers or actors in a traveling troupe. Not that commoners question the existence of monsters, but unless they are knowledgeable in such matters, they insist on keeping their sanity and wits about them by being ignorant.
- ❖ **Magic:** Many consider arcane magic, for the most part, diabolic in nature. Its association could mean heresy and possibly a cleansing of the soul by fire or some other frightful ordeal. Mostly, many practitioners study in secret, even though those wielding such power might do it for the greater good.
- ❖ **A World of Dark Adventure:** Since the collapse of the Romas Empire nearly 700 years ago, the world plunged into a dark age when barbarian kingdoms ruled. However, through conversion, most of the barbarian warlords settled and began

civilization anew. However, much of the explored world fell once again in darkness as records and histories were lost during those times. Now, a few emerging regions have become small, rival nations trying to carve a niche in this new world. Many areas, left unexplored by the Romas or plunged back into being wild lands, await rediscovery.

- ❖ **A World of War:** These small nations vigilantly watch one another as borders are ever-shifting monuments to one victorious battle or another. The church, with a renewed vigor, issued a crusade into the Hill Lands, a region once the heartland of the Romas Empire, to spread religion to the heathens and orc warlords. Furthermore, armies still try to claim dominion over contested land once conquered by Lord One, leader of the Thirteen Tyrants, two hundred year ago.
- ❖ **The Three Great Nations:** Human culture dominates the majority of the civilized lands that spread across Terra. Each nation, though small in scope, has a potential greatness to emerge and rule over the others.
 - Cthonia covers the greatest area of land, houses the current Popa at its capital, and has a powerful central structure. However, its edge along the Darcadian and Wildland borders are constantly susceptible to attack.
 - Darcadia, ruled by numerous princes, each with claim to the throne, is small, but houses a highly efficient military. However, too much political intrigue, internal spies, and murderous rampages, as each prince vies for the throne threatens its stability and ability to expand.
 - Caldera, comprised of a group of baronies, is the birthplace of the Enlightenment, when the Ancients forwent their bodies and ascended to the heavens. Each barony constantly struggles to expand their border within Caldera, thus this nation has a very unstable confederacy. From years of fighting with one another, each barony has a highly skilled army and consistently





hires out its soldiers as mercenaries to fund their internal struggle. Of the three, Caldera remains somewhat of a mystery since many warriors possess great mental powers.

❖ **Intrigue and Mystery:** Everyone characters will meet has an objective and it varies from being able to by a new cow to usurping a noble lord. Humans are characters' greatest allies and most infamous enemies. Politics, however minor, plays an important role in medieval life whether it is a peasant trying to earn enough money for a copper kettle so he can earn the title of brewmaster or a lady trying to break a political alliance to marry the man she loves. A murder of a lowly peasant could be a simple act of rage or lead characters into a tangled web of mystery resulting in a high-church official being the murderer.

❖ **Mythical Races:** Most rarely see the mythical races of dwarves, elves, eladrin, dragonborn, and gnomes. Dwarves, more frequently seen in a small city or mountainside village, they keep to themselves and seek to preserve their cultural identity. Gnomes tend to live in burrows or hollowed trees and most often spotted in a farmer's field.

Most human peasants, merchants, and freeman, take kindly to such creatures believing them a source of good luck and fortune.

Eladrin and elves, it seems, are almost nonexistent. Conversely, scholars believe these creatures have the ability to change appearance at will or seem more human giving them an ability to blend into society. Others claim they merely live in another place in time often referred to as the Otherworld or Faerie Realm.

❖ **The Ancients:** A mysterious race only known as the Ancients once held complete dominion over all of Terra. Lore masters hardly know anything about them and very little remains of their once great civilization. With their ascension, humans began their long struggle toward freedom from the domination of dragons.

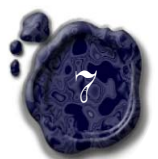
❖ **The Silent War:** Began many, many millennia ago, a silent war continues between a variety of draconic factions. Unbeknownst to most other races and cultures, dragons still war and secretly manipulate ignorant lords and churchmen to their cause. Very few know the existence of such a war, and some keen, monastic scholars believe the crusade to the Hill Lands is a manipulative act between two such draconic beasts.

HOW TO USE THIS GUIDE

This guide makes use of the game mechanics found in the D&D 4E PLAYER'S HANDBOOK. This is your guidebook for creating characters in Terra, particularly the lands of Cthonia. With this book, you can venture into the sprawling lands and meet interesting people of the *Feudal Lords Campaign Setting*.

However, this is not just a *Feudal Lords* book. Take from this guidebook what you will and build upon your already existing campaign setting. Each of the new powers, abilities, feats, and other game mechanics are not campaign specific and fit nicely into any setting. What makes the *Feudal Lords Campaign Setting* unique is its tone and feel, not necessarily its game mechanics.

Now, welcome to the known world of Terra. Take what you will from this guide, become a grand feudal lord yourself, and change the destiny of Terra forever.





Character Races



Jane Star Wells

Many races and diverse subcultures dominant the landscapes that make up the *Feudal Lords Campaign Setting*. Your choice sets the tone for the heroic adventures you will have discovering the lands of Terra.

HUMAN

There is no doubt that humans are the most prevalent race filling all but the darkest shadows along the western fringe. Three distinct human cultures thrive in these lands.

Cthonians: The most prominent human society in the region, a hardy and stout folk, Cthonians continue to plod the land into a great nation. However, despite its support from the Popa, as well as its supremely trained infantry, archers, and heavy cavalry, political strife riddles the lands west of the capitol city, known as the Western Fringe. Three distinct subgroups make up the populace along the Western Fringe each attempting to assert and maintain their cultural identity.

Axon-Jutes: The oldest folk culture and driven from their homeland by wildmen, Sabbatius led the Axon-Jutes into the then Romus province. Besides a few powerful nobles, most consist of peasant farmers.

The power of fate, or *wyrd*, holds great importance to Axon-Jutes. Also of great importance, communal ties inexplicable bind their individual identity to one another. A great terror, for Axon-Jutes, is isolation from their community. Such bonds are only broken through a great act of dishonor.

In fact, a long and prosperous life holds little virtue for Axon-Jutes, but living or dying for honor to survive only in communal memory offers great prestige. Wealth, for example, is only valuable to the extent of how much is shared, thus strengthening communal bonds.

Nomar: This is the most prominent subculture and they dominant all of Cthonia. A great warlord, James Kingsman, the White Knight, defeated King Thaniel Goodwin, an axon-jute, and his thanes at the Battle of High Road a few hundred years ago. This brought swift and momentous political change across the region.





The Nomar are great warriors, farmers, and hold great importance in personal identity. The invaders introduced an open-field agricultural system, allowing crop rotation and production of more food for the growing population. This too separated rural lords from their peasantry. Once Axon-Jute lords lived along side their subjects, they and Nomar lords now build great manor houses and stone castles isolating them from their people.

Seasonal changes dominate daily life and the Nomar still maintains, to some extent, the supernatural links to the nature religion of the Axon-Jutes. Hard and often wrought with strife, Nomar feudal lords ensure that work dominates peasant life year round along the Western Fringe. For the Nomar, the only life that matters is that of the aristocracy and only if it holds a great lineage filled with personal glory.

Welhan: Unlike the Axon-Jutes and the Nomar, the Welhan are indigenous to this region. With the subjugation of the Romus and then later by the Axon-Jutes, followed by the Nomar, the Welhan struggle to keep their cultural identity intact. With no nation to call their own, many Welhan live off the land. Most hunt, herd, and fish. However, their incredible skill with a bow secures many a living among the militia.

Northmen: While those South of the Shadkhanim and Yadlir mountain ranges transformed Cthonia into a thriving center for civilization, many in the lands northward remain true to old traditions. The Northlands, apart from the city of Ahngrin, is home to numerous barbaric clansmen known commonly as Northmen or Highlandsmen. Most are farmers, woodsmen, hunters, and raiders worshiping human representations of dwarven gods introduced by that culture several millennia ago.

Unlike the Welhan, early Romus legions or the later Axon-Jutes never conquered the Northmen, though both diverted many of their resources to do so. Many early scholars attest to the martial prowess to the simple fact their culture devotes time maintaining and supporting organized warfare.

In battle, they rarely wear clothing, electing to exhibit woad tattoos of cryptic, mystical symbols or crude animalistic visages. Though poorly

armored, they are well armed and skilled in the subtleties of warfare, including the brute methods of skirmishing and raiding. However, aside from the massive siege against Ahngrin nearly a century ago, the Northmen are content maintaining their dominance over the northern region in the land of ice and snow.

Wildmen: Uncouth, chaotic, and primitive, the Wildmen dwell westward, beyond Shadow River. From most accounts, they are hairy, of great size, wield clubs, and have a voice like that of a boar. Wildmen exist between the human and nonhuman culture, as they are very bestial in nature, often to excess, especially in their sexual appetites. Many greatly fear these men, not

just for their great strength and savagery, but for their cannibalistic nature as well.

Many scholars of the church lay hold to the claim they rejected humanity many millennia ago and thus fallen into a chaotic, animalistic state of being. Furthermore, some scholars claim they must reproduce with normal human women, thus explaining their need to abduct females from civilized areas throughout the region.

HUMAN NAMES

Humans dominate the land and have since most other species can remember. Their names vary as their culture often dependant on the region and profession.

The first name John, for example, might belong to a farmer in Cthonia, while it would be Johannes in the Italis city-state of Balic in the southlands, and in Darcadia, it might be Jehan or Jean. First names also reflect faith. It is very common to encounter a man or a woman named after a saint of the Eternal Spirit.

Nevertheless, last names are usually a reflection on a character's profession. Our prior example, John, a farmer from Cthonia, would simply be John Farmer. Alternatively, if John were a tanner, then it would be John Tanner. However, last names are not strictly limited to an occupation. Some last names are a reflection of a birthplace or city where characters made a name for themselves. Many call, the noble Eleanor, born in the Cthonian town of Blackburn, Eleanor of Blackburn. Born in the Darcadian capital of Cartha would change the

IMMORTALITY

Humans often misperceive dwarves, eladrin, and elves, as immortal creatures since their life spans several generations. Dwarves are quick to correct such perceptions while eladrin and elves, on the other hand, often expound such beliefs lending credence to these claims.





preposition “of” to “de.” Therefore, Eleanor de Cartha is her name. The Italis city-states in the Hill Lands use the prefix “di”, while in Calderia it is “von.”

In addition, nicknames are very prevalent throughout all human lands. Hugh the Fat is a hefty merchant named Hugh. Likewise, if Thomas is a boisterous servant, his master and friends might call him Thomas the Loud. Many nobles and courtiers have nicknames that even exploit their sexual prowess, such as William Longhorn.

Male Examples: *Augustine, Bartholomew, Bayard, Addison, Albin, Aldous, Anselm, Archer, Arthur, Bernard, Blade, Bryce, Caine, Caspar, Cid, Colin, Cornell, Dante, Drake, Gavin, Geoffrey, Ivan, Lance, Norman, Reynard, Sterling, Stewart, Tristan, Wade.*

Female Examples: *Adela, Alison, Amelia, Cass, Cecily, Christabel, Claire, Clarice, Clemence, Colette, Gaynor, Joan, Jocelyn, Katelyn, Katherine, Morgan, Ysabel.*

DRAGONBORN

Intimidating to behold, these draconic creatures possess a mythical air bewildering most other races that cross their path. While most take cover at their approach, a few courageous souls venture close enough to satisfy their curiosity whereas those bolder still, such as brash, young knights, challenge them to combat. On these rare occasions, dragonborn relish such an opportunity to demonstrate their martial expertise and glorious honor.

Although lore masters found evidence of their existence dating back nearly a thousand years, it is only now that more emerge from the dark regions of their origins into the light of the known world. While many noble feudal lords respect their commitment to honor and loyalty, some begin to ponder to whom or toward what end, they devote themselves.

Solitary creatures by nature, dragonborn often find themselves alone searching places of old for some shimmering glimpse of their culture or history within the world. Those that do seek companionship often find themselves as draconic agents paying homage to ancient dragons, while others willingly commit themselves to adventuring or mercenary companies.

DWARF

Dwarves commonly refer to themselves as nain. Although scholars call them dweorgas, a term they accept, most humans mistakenly call them dwarves, a name they consider wholly unacceptable.

Legends tell that ancient gods birthed nain from rock to forge weapons since they could not reach the iron ore. True to fashion, nain are master metal and stone workers and prefer to build their homes within or near mountains or underground areas. They are a quiet, stoic race never quick to move toward war, but never surrender once provoked.

Dwarven Lands: The diseased kingdom of Clan-King Fjor lingers in isolation in the Shadkhanim Mountains. Hundreds of years ago, this clan garnered much respect from Romus dignitaries and they continue to honor their memories. As such, many still practice the lost art of Romus armorsmithing integrating their masterful touch.

Even more isolated are the nain of Clan Ymir, in Yadrir Mountains, directly east from the Shadkhanim mountain range. Believed spontaneously created from the frost giant, Ymir, these dwarves are the master of ice and stone. They build great towers and fortresses, not within mountain depths, but at the peaks where wind constantly whirls bitter cold air. Since life in such climates is particularly harsh, the nain of Clan Ymir value hard work over individual accomplishment.

Further south, along the heated Ash Mountains, the area known for great fire-breathing dragons and the origin of the Thirteen Tyrants, the nain of Clan Fafnir dwell. They are the same height as other dwarves, but leaner. Their skin sometimes has a reddish tinge and their large eyes lack the brightness of those of their kindred, being a washed-out blue. Their hair color ranges from bright red to straw blond. Many care not to interact with non-dwarven peoples and usually do so in times of war or desperate necessity due to their weakness for greed.

Dwarves in the Feudal Lords Campaign Setting uses the rules found in the D&D 4E PLAYER'S HANDBOOK save for the following racial trait.

Mark of War: An elf is an enemy, and never an ally, in the target entry or elsewhere within your powers.





DWARF NAMES

As an ancient race that takes extreme pains to record, remember, and revere those ancestors that came before them, names hold great importance. With that said, most dwarves are named after a deceased relative or ancestral hero believing the spirit is attracted to its namesake enabling it to pass upon the child its goodly virtues. Relatives recently deceased, as often believed, are able to live again within a dwarven child.

With a great respect for lineage, dwarven parents also name their children after themselves, combining both the mother's name and father's name. A dwarf's name, whose father is Úlfr and mother is Bera, is Úlfra for a male or Berfr for a female.

Male last names either reflect their clan, such as Úlfra of Clan Durin, or from a defining physical trait, such as Úlfra Ljótr (ugly). Females take their last names from either their husband's or father's first name depending on whom holds the most prestige and honor.

Male Examples: *Baldr, Bjarr, Biörn, Biörnólfr, Egill, Guðmundr, Gunnarr, Guthbrand, Fálki, Hakon, Hallthor, Hroler, Njall, Ormarr, Dórbrandr, Úlfr, Yngling.*

Female Examples: *Álfdís, Astridr, Auðr, Bera, Borghild, Drífa, Finna, Frigg, Halldóra, Ingvilfr, Jorunnr, Kelda, Nanna, Ragnhildr, Sív, Thora, Urd, Urthr.*

ELADRIN

Known only to a few diligent scholars, these creatures refer to themselves as Tuatha Dé Iwlanann, or peoples of the goddess Iwla. They dwell within Álfheim, or the Faerie Realm, thus many commonly call them the *huldufólk* or *sidhe*, translated roughly as the hidden people and fairy folk respectively.

Most feel no responsibility or connection with the material world of Terra and thus often delight in binding humans to frivolous pacts or frustrating adventurers with whimsical riddles. Enigmatic to even other Tuatha Dé Iwlanann, a rare few still believe their gifts intertwine with the survival of humanity. Therefore, these devoted individuals take a brief interest in human affairs enough to traverse the lands of Terra. In spite of this, they seldom devote more than one human lifetime to their curious wanderings.

ELADRIN NAMES

While eladrin names often inspire fancy in the minds of mortals, unlike their elven cousins, they retained the purity of the elven language, thus their names do not suffer from dwarven bastardization (see Elf Names below).

Male Examples: *Aodh, Bairrfhionn, Bearach, Brion, Cain, Conall, Daigh, Fiachra, Grian, Nuadha, Uaithne.*

Female Examples: *Ainnir, Aodnait, Blinne, Damhnait, Deirdre, Feme, Laoise, Moinnine, Niamh.*

ELF

Originally, a race of minor nature and fertility gods, they ascended from Terra to become semi-divine creatures with mystical powers. Since their return several millennia ago, they inhabit forests and underground places as well as minor regions within Álfheim.

They are commonly referred as the *huldufólk* or hidden people for they are extremely elusive, cunning, and rarely seen.

Elves in the Feudal Lords Campaign Setting uses the rules found in the D&D 4E PLAYER'S HANDBOOK in addition to the following racial trait.

Mark of War: A dwarf is an enemy, and never an ally, in the target entry or elsewhere within your powers.

ELF NAMES

More ancient than dwarves, these otherworldly creatures, like many other races, do not have defined kingdoms. Rather, elves seemingly drift in an aimless direction throughout their life living for the here and now. However, some scholars attribute many woodland ruins to that of ancient elven or eladrin artisanship. Thus, pointing toward the belief that elves were once a sedentary people.

Nevertheless, what confounds scholars and lore masters alike is the fact that elven names derive from the dwarven tongue and alphabet. Despite their origin, elven names inspire a certain whimsy when spoken often omitting the harder, distinct dwarven consonants.

Male Examples: *Byggvir, Cai, Elais, Frej, Freyr, Halvar, Isak, Kalle, Leif, Mathias, Ove, Rasmus, Sindri.*



Female Examples: *Asa, Beata, Beyla, Ellinor, Frea, Hella, Hilliva, Keja, Linnéa, Maja, Mikaela, Nea, Pia, Siri, Svea, Synöve, Vanja.*

GNOME

Also commonly called *huldufólk*, gnomes are jovial creatures with an innate sense of foresight and cunning. True gnomes, as they call themselves, or otherwise gnomes born from the earth, tend to dwell underground and away from the prying eyes of humankind. As extensive human miners displace their colony, they often settle as refugees with various dwarven clans. Surface gnomes, on the other hand, have adapted well in dark, thick-canopied forests. They dwell in the complex root systems of ancient redwoods or within overgrown hillocks, occasionally repairing the roof of their abode from a naïve human's step.

GNOME NAMES

Gnomes have peculiar and, as other humanoids find, strange unpronounceable names due to their simple language of natural sounds. However, due to the extensive human population, when dealing with other races, gnomes often find it easier to give common names in lieu of clicks and whistles. These names have a sort of an amusing twist such as Tom Bedwillow, Mary Cornswallow, or Nathaniel Perriwinkle. These fanciful names often change depending to whom a gnome addresses. Nevertheless, it is usually something that puts the addressee at ease.

Male and Female Examples: *Brandybutter, Brandycoote, Dandiblade, Fatbritches, Hobnob, Hodgehodge, Littlestep, Oleoxen, Petaltook, Sockhat, Thimbleful, Thunderpants, Tomtom, Windypants.*

HALF-ELVES

These humans, sometimes called malekin or faerie-kin, are a complete mystery, even unto themselves. Usually abducted as an infant and secretly replaced by a changeling or a glamoured piece of wood, cunning fey whisk them away to

Álfheim, otherwise known as either the Faerie Realm or the Faerie Wilds. The reason for this abduction is unknown and many scholars speculate it is due to the desire of a fey to have a human servant, desire the need to feed from the love and innocence of a human child, or for simple malice and spite. On the other hand, some church monks believe the true reason is to offer such kidnapped children as tithe to denizens of the hellish planes.

However, just as quickly as they left, a few children return with no memory of their captivity, but with rather faerie-like features. More to the point, they remember nothing of their previous life within the mysterious Faerie Realm.

Rejoiced relatives or caring strangers adopt such children into their fold that do return, although most never reappear again. Mostly pitied, but at times looked upon with some suspect, these humans try to integrate themselves into society despite their differences.

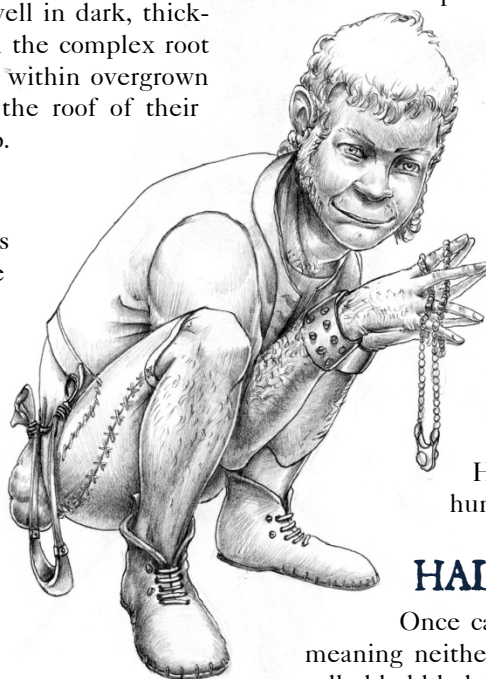
HALF-ELF NAMES

Half-elves have names that reflect a human heritage.

HALFLING

Once called *hauffin*, the Northmen word meaning neither boy nor man, the halflings, also called hobbledheoys, are a sprightly race. They are cousins to humans, but comprised more of faerie-like substances, thus are shorter in stature. Unlike other mystical creatures, halflings do not hide themselves away in their hillock dwellings nor shy away from curiosity. They are jovial, quick witted, and slow to anger. All halflings enjoy good berry wines and rich food often eating seven or eight times a day.

Although found living near human settlements, at times, halflings are naively fearless thus they also venture into lands humans prefer not to linger. Directly south of Border Keep, in the hills just above Trollford, several halfling villages eek out what they might call a merry life, that is, life free of human politics.





HALFLING NAMES

Like gnomes, a halfling often uses more than one name depending on whom the small creature is addressing, especially if talking with a human. However, unlike amusing gnomish names, halflings choose endearing names usually consisting of one syllable.

Male and Female Examples:

Bill, Bo, Button, Hodge, Jack, Jam, Knobby, Pip, Pug, Rose, Skip, Tom, Willow, Zeke.

HALF-ORC

First called *heldeofol*, or hell-devils, by dwarven allies at the Siege of Ahngrin, the orcmen are the progeny of trolls and men and, unlike wildmen, represent the intentional evils brought forth by humankind. Since that time, nearly a century ago, the orcish peoples quickly spread throughout the region of Cthonia and beyond. Pursuing to find their cultural identity, these vile creatures war and raid vulnerable human settlements often leaving behind progeny of their own.

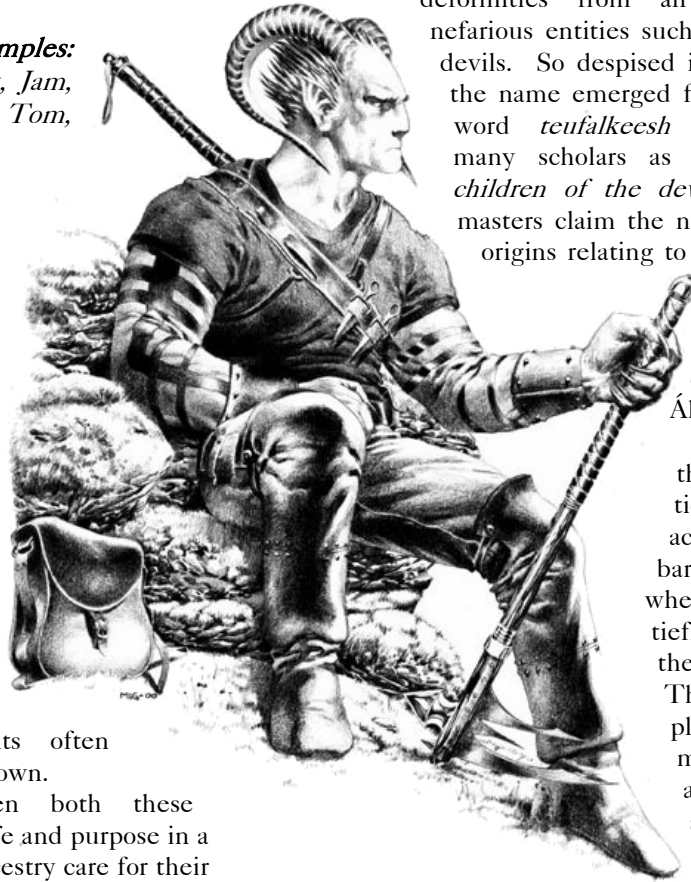
Half-orcs linger between both these societies, attempting to find a life and purpose in a world where neither of their ancestry care for their existence. They often find work in remote places, such as nomadic herdsmen or woodsmen. While others value their strength as mercenaries, most remain true to their warlike heritage and roam with groups of bandits and highwaymen.

HALF-ORC NAMES

Since half-orcs have no culture completely their own, their names reflect the culture that has the most influence in their individual lives. Should a half-orc mercenary guard a human settlement, then they have a human name, while one traveling with a group of halfling bandits might have the name Nob or Pike. The only exception is those individuals actually accepted in orcish societies. In such cases, others name them after their human ancestry as a slight to their heritage.

TIEFLING

With no culture onto themselves, but deriving from tainted human ancestry, tieflings bear the weight of a decadent lineage. Most forsake tieflings due to their physical traits often seen as deformities from an alliance with nefarious entities such as demons and devils. So despised in some regions, the name emerged from the orcmen word *teufälkeesh* interpreted by many scholars as *devil blood* or *children of the devil*. Other lore masters claim the name has ancient origins relating to a fallen empire,



while still others associate their existence to Álfheim.

Regardless of their beginnings, tieflings find acceptance among barbarian tribes, where they respect tieflings due to their own fears. They also find a place among mercenary bands, and within the shadows of large cities. Those living in large

cities often prove themselves with a strong association with the church or nestle quietly in the underbelly, taking to the streets after night falls. A few inquisitors believe tieflings have superior senses being able to detect foul and devilish magic, thus some play the part of hound.

TIEFLING NAMES

Like half-elves, tieflings have names reflecting a human ancestry. In fact, it is quite common for a human couple to conceive a tiefling newborn. Unfortunately, most births end in the death of the mother.



Adventurers of Terra

Many adventurous spirits fulfill the traditional character roles of those presented in other settings. However, the burgeoning nations of Terra hold many opportunities for fame, fortune, title, and land, thus this chapter expands those roles.

BARBARIANS

Since their arrival along the edges of the late Grece Empire, the barbarian tribes spread to all the known lands and even those beyond human imagination. Initially called *bárbaros*, meaning *someone who does not speak Grece*, the word barbarian is synonymous with uncouth destroyers of civilization.

The Barbarian Reign began after the fall of the Romus Empire and lasted until the emergence of Halismagne, ancestor of Chlodovechus, who held dominion in the lands now known as the Forest of Tyrants. During this time of barbarian domination, also called the Dark Ages, all civilizations crumbled under one or more barbarian tribes: Gaths, Visigaths, Gypids, Hans, Pycts, Symatians, Vy-kings, and Francs, to name but a few.

Now, these tribes face extinction as civilization once more rises like a phoenix from the flames. Most inhabit the Northlands, an area directly north of Ahngrin, and a few tribes live west of Shadow River, known as the Wildlands.

In addition to the human barbarian clans, the recent birth of the orcmen created a reemergence of the old, traditional ways of worshipping and communing with nature. As with many other cultures isolated from the advances of civilization, the orcmen quickly adopted a barbarous lifestyle and social structure.

BARDS

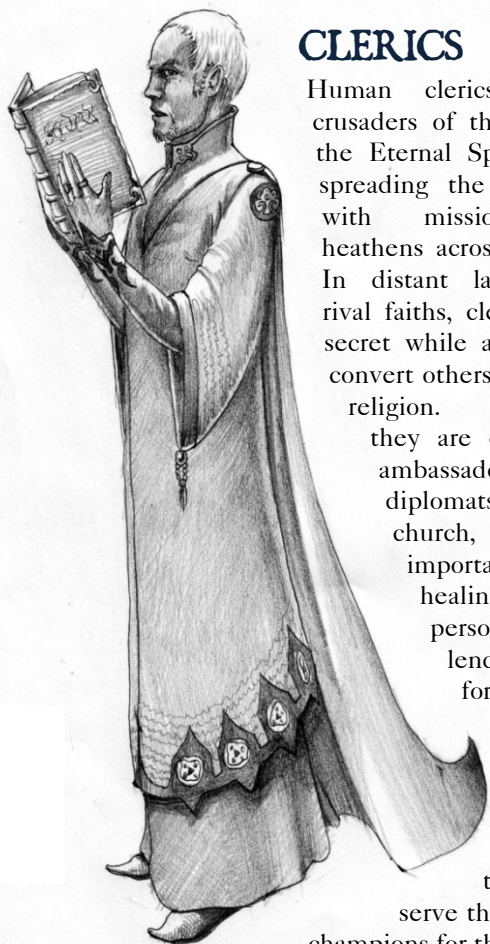
While some serve as wandering minstrels providing entertainment to feudal lords, most use their arcane abilities and skills as a means for subterfuge. Most serve as spies, ambassadors, courtiers, and chroniclers, for feudal lords. Others are servants of greater wielders of arcane mastery, often serving such masters as purveyors of magical lore. Some even aid the church by performing

N.C. Wyeth





morality plays, acting as eyes and ears for inquisitors and summoners, as well as chronicling pagan rituals and cultures for missionaries.



CLERICS

Human clerics serve as crusaders of the Church of the Eternal Spirit of Man, spreading the faith, along with missionaries, to heathens across the region. In distant lands, against rival faiths, clerics work in secret while attempting to convert others to their own religion. Furthermore, they are often official ambassadors and diplomats for the church, performing important rituals, healing noble personages, and lending guidance for those wavering in faith. While acolytes fulfill daily, menial tasks, clerics serve the forefront as champions for the faith.

Clerics of other races and barbaric cultures serve to keep the traditional values intact as their ancestors did before them. They often initiate rites of passage, offer guidance for those in need, and serve as moral advisors. Most of these clerics follow the old, pagan gods, those deities particular to their race, as well as ancestral or nature spirits.

DRUIDS

Druids once served as advisors and mystics to grand barbarian kings or powerful chieftain warlords. However, since the rise of fortified towns and active trade routes, their influence faded to beyond Shadow River along with their barbarian clansmen.

Their downfall did not just begin with the rise of civilization from the Dark Ages, but long before. As Romas legions entered barbarian lands

THE PRIMAL POWER SOURCE

Characters with the primal power source, like barbarians and druids, are less powerful when in large areas of civilization, such as towns and cities. Therefore, their power over nature dwindles, as does their ability to regain healing surges after an extended rest. However, a concentration of superstitious folk, such as within primitive tribes and small hamlets, empower their role as a nature priest or guardian.

| Community Size | Healing Surges |
|----------------|----------------|
| Wilderness | +1 |
| Village | +0 |
| Town | -1 |
| City | -2 |

and forced tribute, druidic influence became less as Romas advisors inserted themselves into chieftains' encampments.

Now most druids try to continue the old ways and revere nature in its purest form, but it often leads to their seclusion from the rest of the world. On the other hand, these hermits find solace in providing guidance and healing nearby hamlets and small villages. Despite the influence of churchmen and inquisitors, druids thrive among the superstitious peasant folk.

FIGHTERS

The lands of Cthonia and Darcadia teem with all manner of warriors from noble knights to fierce highlandsmen. Many pilgrims leave to crusade in the southern Hill Lands and return veteran warmongers. While most cannot return to life as a peasant farmer or laborer, they find means to survive by becoming mercenaries, guardsmen, and outlaws. Others earn a living escorting missionaries and merchants across the wilder region of Cthonia or even further, into the Hill Lands itself. Minor nobles look to hire mercenaries to guard their territories along Shadow River from wildmen and orc raiders, while others look to war with neighbors, consolidating their power in the area. Merchant lords hire thugs and bullies to wage a secret war against their competition. Much blood runs in the streets of Caldor after curfew.



MONKS

The ascetic way of life is an ancient concept, as the earliest monastic orders emerged from the Malsara desert. The earliest of these Desert Fathers were St. Anthony of Egyus, St. Jerome the Hermit, and St. Paulistisus of the late Romas Empire. As with the earliest Desert Fathers, most monks in Cthonia, especially along the Western Fringe, are hermits. Many are missionaries, singularly forging the unknown wilderness of the Northlands and Wildlands for converts among barbaric clans.

However, there are two prominent monastic orders within the region of Cthonia. Unlike their hermitic brethren, these orders take an active role in civilized affairs.

ORDER OF THE SCION

This order focuses on the hereditary role and history of noble lords. Many whisper that some the order await a personal incarnation of the Eternal Spirit to come into being.

PRIORY OF THE ANGELIC HAND

This is a much-feared order, shrouded in mystery and rumor, since their devotion is to the inquisition rather than a means to becoming an ascetic being.

PALADINS

The military might of the church, utilized by clerics and inquisitors alike, paladins must uphold a stringent and righteous path to salvation. These warrior clerics dedicated to the Church of the Eternal Spirit are paragons of moral virtue, dedicated to bring others to their path with the edge of their sword.



RANGERS

Unlike druids, rangers do not shy away from civilization. Although rangers traveling to a large city, like Caldor, might find themselves overwhelmed, they serve a great purpose to many a feudal lord.

Most serve as reeves, keeping a watchful eye and bringing order to peasant villages while others are wardens guarding lands of feudal lords from poachers and thieves. Furthermore, they prove excellent scouts for crusading armies pushing southward and stolid guides for pilgrims doing the same.

ROGUES

The Western Fringe is a haven for adventurous rogues. Whether it is deep in the Forest of Woe plundering ancient elven ruins or hampering merchants traveling through Lost Wood, rogues find themselves with a wealth of opportunity. However, tolerances for their nefarious activities are thin since many feudal lords view them undermining their advancement. Thus, all consider any rogue fleeing justice an outlaw and death awaits them when captured. Most rogues risk sentencing in the manor courts when caught, for thievery usually amounts to a fee, public humiliation in the stocks, or a loss of a hand, rather than immediate death.

SORCERERS

Sorcerers, lacking means of proper study, lend themselves to their wild souls or draconic masters for training and growth. Many wizards think them uncouth, often perverting the beauty that is the arcane, while warlocks are jealous of their innate talents. Regardless, like warlocks, sorcerers tend to draw much attention from the Inquisition since both have other masters than those of the church.

Michael Gullbrandson



WARLOCKS AND WIZARDS

Like rogues, warlocks and wizards find many opportunities to explore their craft within the ancient, arcane ruins that dot the land. However, such arcane practices, deemed by many as powers granted from demons and devils, these practitioners of magic often find themselves at odds with clerics, summoners, inquisitors, and paladins.

THE ARCANES POWER SOURCE

Warlocks, sorcerers, and wizards take a precarious chance when casting spells in a crowded area, such as a city street or market. Warlocks and wizards using a power from an arcane power source must immediately make a successful Diplomacy or Intimidate check after the encounter with a penalty equal to the level of the highest power used.

A hostile reaction causes the crowd to come together as a vigilante mob, trying to drive the arcane practitioner from town. A crowd's initial attitude is usually indifferent.

In game terms, for each failed result and as long as they remain in the community, they suffer a cumulative -2 penalty to Stealth checks. Once the penalty becomes greater than their skill modifier, Inquisitors begin looking for the character to question or worse. This penalty remains until the character leaves the community plus 1 day equal to the number of previous failed results.

| Community Size | DC Needed |
|----------------|-----------|
| Village | Hard |
| Town | Moderate |
| City | Easy |

WARLORDS

Unlike most people, who rely being somewhat self-sufficient and satisfied to remain on the fringe of society, warlords have a stake in world as a whole. A trained and skilled soldier, politics and social structure play an important role in the success of a warlord whether a barbarian chieftain, a calculating feudal lord, an ambitious mercenary captain, or a grandmaster of a pious military order.

Social position and power are paramount and occupy a great deal of time for the warlord when not on the battlefield. Indeed, many warlords view a crowded court filled with plots and ploys just as dangerous as a vicious field of blood and steel. In the presence of nobility or high church officials, a warlord values honed diplomatic skills over the finest Italis blade.

NEW KEYWORDS

Within this book, you will find new power keywords. Below is a brief summary what you will find.

Relic: This keyword identifies a power used in conjunction with a magic item or artifact. If you use a relic power with a specified magic item or artifact, you gain the stated benefits.

Wild Soul: Powers with this keyword rely on your Wild Soul result. [WS] is the damage type equal to your Wild Soul result. Should you have multiple resistances based on your Wild Soul class feature, you choose only one.





Noble



Keith Thompson

Nobility is a government title, often denoting privilege, usually issued for a lifetime or hereditary entitlement. Most nobles during the feudal age held a fief under some term of vassalage with a higher, more notable lord. However, other landless nobles might perform a service or duty, such as household knights, for a privileged opportunity to increase their social status.

The noble class, in the right campaign setting, offers unique opportunities for characters wishing to carry the mantle of nobility. It adds character and role-playing depth, as well as numerous starting points for adventure. You might choose to expand your ancestral lands, fight off rebellion, do a favor for the king or queen, or even try to vie for the crown yourself. Whichever you choose, be careful for there are lesser family members wishing to advance themselves with your death, paranoid royalty always fearing shiftily usurpers, and never forget the discontented peasantry.

ARISTOCRATIC FRAILTY

To meet the prerequisites of the Nobility multiclass feat, allowing access to swap feats into the noble class, you must first choose to possess Aristocratic Frailty. It is a choice you can make during the character creation process or later, after discussing the matter with your Game Master.

- ❖ **Aristocratic Frailty:** Minions have a +1 bonus to all attacks rolls against you the round after you use a bloodline power.

NOBILITY [MULTICLASS NOBLE]

Prerequisite: Cha 13, you have Aristocratic Frailty

Benefit: You gain training in either the Diplomacy or Intimidate skill. You meet the criteria for the power swap feats found in the D&D 4E PLAYER'S HANDBOOK, considering noble as a multiclass character. In addition, choose one feature from the following list.

- ❖ **Aristocratic Action:** When you spend an action point to take an extra action, you gain a +1 bonus to attack rolls when using a bloodline power during the extra action.



- ❖ **Noble Temperament:** You gain resist 2 psychic and a +2 bonus to Diplomacy checks.

Your resistance improves to 5 at 11th level, and to 10 at 21st level.

- ❖ **Self-Control:** Once per encounter, you can reroll a failed saving throw against a charm or fear effect.

BLOODLINE POWER SOURCE

Bloodline powers, called endeavors, draw energy from a prominent ancestral heritage within a person to help accentuate their destiny. Bloodline characters use their strength of will and cult of personality, as well as deeds of their ancestors, to overcome their foes.

Bloodline powers make use of scepters and royal seals as implements. A royal seal is wax stamped with a prominent heraldic mark usually placed upon secular scrolls, writs, or other important documents.

PARAGON PATH AT-WILL ENDEAVOR

Ancestral Strike Noble Attack 1

With each successful strike, an ancestral spirit invigorates and bolsters your strength or quickness to ensure victory.

At-Will † Bloodline, Weapon
Standard Action **Melee Weapon**

Target: One creature

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

Special: Add a +1 bonus per previous hit with ancestral strike this encounter.

Hit: 1[W] + Strength or Dexterity modifier damage. Increase damage to 2[W] + Strength modifier damage at 21st level.

LEVEL ONE ENCOUNTER ENDEAVORS

Command of Nobility Noble Attack 1

You instruct those you deem lesser in station to go away or answer your summons.

Encounter † Bloodline, Charm, Implement
Immediate Interrupt **Ranged 5**

Trigger: A creature starting their move

Target: Triggering creature

Attack: Charisma vs. Will

Hit: You can either push or pull the target a number of squares equal to your Charisma modifier.

Tongue Lashing Noble Attack 1

You berate opponents into submission.

Encounter † Bloodline, Implement, Psychic
Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage. For each attack the target makes on its next turn, it takes 5 psychic damage.

LEVEL ONE DAILY ENDEAVORS

Aristocratic Strike Noble Attack 1

The strike of your weapon prostrates your foes before you and forces them to recognize your greatness.

Daily † Bloodline, Fear, Psychic, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier psychic damage and target is prone. If the target stands on its next turn, it takes 5 psychic damage.

Miss: No damage, but target is prone. If the target stands on its next turn, it takes 5 psychic damage.

Courtier's Retort Noble Attack 1

A foe quickly regrets its attempt to strike you after an angry commanding reply.

Daily † Bloodline, Fear, Implement, Psychic
Immediate Reaction **Close burst 2**

Trigger: A creature misses you with a melee attack

Target: Triggering creature in burst

Attack: Charisma vs. Will

Hit: 2d10 + Charisma psychic damage, and push the target a number of squares equal to your Charisma modifier.

Miss: Half damage, and the target is not pushed.

LEVEL TWO UTILITY ENDEAVORS

Bodyguard Noble Utility 2

An ally leaps in the way of a hazardous blow.

Encounter † Bloodline, Charm, Implement
Immediate Interrupt **Close burst 1**

Trigger: A melee attack targets you

Target: One willing ally in burst

Effect: You and the target swap places, and ally is now the target of the triggering attack. The target gains a +4 power bonus to all defenses until the start of their next turn.



Restoring Taunt Noble Utility 2

Your vicious sneer distracts a foe and bolsters you or an ally.

Encounter † Bloodline, Fear, Healing, Implement

Standard Action **Ranged 5**

Target: One creature

Effect: Target suffers a -2 penalty to attack rolls until the end of your next turn or until it misses with an attack, whichever happens first. If an attack from the target misses, you or an ally within 5 squares can spend a healing surge.

Sustain Minor: You may sustain this power until the end of your next turn or until the target misses, whichever happens first.

LEVEL THREE ENCOUNTER ENDEAVORS

Mark of the Blue Blood Noble Attack 3

You mark and belittle your rival and inspire others to do the same.

Encounter † Bloodline, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. Until the end of your next turn, each successful attack against the target by all of your allies causes an extra 5 psychic damage.

High-born Flourish Noble Attack 3

A deadly strike flaunts your illustrious lineage.

Encounter † Bloodline, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + 2[Charisma modifier] damage.

LEVEL FIVE DAILY ENDEAVORS

Noble Stance Noble Attack 5

Your grand presence strikes an uneasy feeling of anxiety to all who attempt to harm you with a melee attack.

Daily † Bloodline, Fear, Stance

Minor Action **Personal**

Effect: An enemy that starts its turn adjacent to you grants you combat advantage (save ends).

Wallop the Knave Noble Attack 5

You use your weapon to hamper your adversary as it tries to rid itself of you.

Daily † Bloodline, Weapon

Immediate Interrupt **Melee weapon**

Trigger: A creature shifts or moves from a square adjacent to you

Target: Triggering creature

Attack: Charisma +2 vs. Reflex

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

Miss: Half damage, and the target is not immobilized.

LEVEL SIX UTILITY ENDEAVORS

Trial by Combat Noble Utility 6

You challenge a rival to personal combat.

Daily † Bloodline

Minor Action **Personal**

Effect: Mark one enemy adjacent to you. If the marked enemy starts its turn adjacent to you, it is immobilized (save ends or an ally targets the adjacent enemy). Furthermore, you receive a +1 power bonus to attack rolls against that enemy for each other enemy adjacent to you.

Equanimity Noble Utility 6

You take a moment to compose yourself or help an ally regain their dignity.

Encounter † Bloodline

Standard Action **Ranged 5**

Target: You or an ally

Effect: Target ends one charm, psychic, or fear effect that currently affects them.





LEVEL SEVEN ENCOUNTER ENDEAVORS

Undermine Morale Noble Attack 7

A dauntless assault against an adversary provides hope for your allies as it snatches any immediate victory from your foe.

Encounter † Bloodline, Healing, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Primary Attack: Charisma vs. AC

Hit: 1[W] + Charisma damage, and you may spend a healing surge and make a secondary attack against the target.

Close burst 1

Secondary Attack: Charisma vs. Will

Hit: 2d10 psychic damage and you or target adjacent ally gains temporary hit points equal to the psychic damage dealt.

Sweep Away the Inferior Noble Attack 7

Meager minions offer no resistance as you move toward a more significant rival worthy of your greatness.

Encounter † Bloodline, Weapon

Standard Action **Close burst** 1

Target: Each enemy you can see in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength damage.

Effect: Move a number of squares equivalent to your Dexterity modifier (minimum 1).

LEVEL NINE DAILY ENDEAVORS

Treacherous Assault Noble Attack 9

Taking your rival by surprise, you slip through his armor to deliver a deadly wound while regaining your composure.

Daily † Bloodline, Poison, Reliable, Weapon

Standard Action **Melee weapon**

Prerequisite: You must be trained in Bluff

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3[W] + Charisma modifier damage, and 5 ongoing poison damage (save ends).

Effect: Each time the target fails a saving throw against this ongoing damage, you regain hit points equal to the ongoing damage.

Artful Dodger: The ongoing poison damage is 10.

Belittling Barrage Noble Attack 9

Your first attack upon your rival unleashes a volley of verbal abuse as you strike with the blunt of your weapon bruising his ego more than his skin.

Daily † Bloodline, Reliable, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 2[W] + Charisma modifier damage.

Sustain Minor: You belittle your target with verbal abuse (save ends). Until the target saves, you can make another melee attack against it each time you sustain the power.

Sustained Attack: Charisma vs. Will

Hit: 1d10 psychic damage.

LEVEL TEN UTILITY ENDEAVORS

Bloodline Blade Noble Utility 10

You infuse your great lineage into the weapon you wield to ensure a critical wound.

Daily † Bloodline

Minor Action **Personal**

Effect: Choose one melee weapon you wield. For a number of melee attack rolls equal to your Charisma modifier, your chosen weapon scores a critical hit on a roll of 18-20.

Resistant to Rebellion Noble Utility 10

Your deep-rooted ancestry gives you strength and protection during the most trying times.

Daily † Bloodline, Psychic, Stance

Minor Action **Personal**

Effect: Any creature striking you with a melee attack takes 1d6 psychic damage. When bloodied, the stance ends.

LEVEL THIRTEEN ENCOUNTER ENDEAVORS

Backhanded Slap Noble Attack 13

You send your opponent reeling with a backhanded strike across the face after he dares to harm you and fails.

Encounter † Bloodline, Implement

Immediate Reaction **Melee** 1

Trigger: A creature misses you with a melee attack

Target: Triggering creature

Attack: Strength +2 vs. Reflex

Hit: 2d6 + Strength modifier damage, and the target is stunned until the end of your next turn.



Strike Down the Leader Noble Attack 13

You stand up to the leader and his followers crumble.

Encounter † Bloodline, Psychic, Weapon
Standard Action **Melee weapon**

Target: One creature

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage, and enemies adjacent to the target take 1d6 + Charisma modifier psychic damage.

LEVEL FIFTEEN DAILY ENDEAVORS

Death to Assassins Noble Attack 15

Paranoid or complete aware of your surroundings, assassins have trouble striking you first.

Daily † Bloodline, Reliable, Weapon
Immediate Interrupt **Melee weapon**

Prerequisite: You must be trained in Perception

Trigger: A creature targets you with a melee attack and has combat advantage against you

Target: Triggering creature

Attack: Charisma vs. Reflex

Hit: 2[W] + Charisma modifier damage, and +3d6 extra damage. Increase extra damage to +5d6 at 21st level.

Down to One Knee Noble Attack 15

With commanding authority, you beckon a creature forward forcing them to bow before you and your splendor.

Daily † Bloodline, Reliable, Implement, Psychic

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: Pull target a number of squares equal to your Charisma modifier, target becomes prone, and immobilized until the end of your next turn.

Sustain Minor: You can sustain this power until the end of your next turn. The target can end this power by taking 6d6 + Charisma modifier psychic damage as a minor action.

LEVEL SIXTEEN UTILITY ENDEAVORS

Castling Move Noble Utility 16

A rival launches an attack only to find it is not you but a disguised ally in your place ready to strike.

Daily † Bloodline, Teleportation
Immediate Interrupt **Personal**

Trigger: A creature targets you with an attack

Target: One willing ally

Effect: You swap places with a target within a number of squares equal to your Charisma modifier. The target can make a basic attack against the triggering creature as an immediate interrupt.

Come to My Aid Noble Utility 16

Allies rally around you to offer support.

Daily † Bloodline, Stance, Zone
Minor Action **Close burst 1**

Effect: The burst creates a zone that lasts until the end of your next turn or until you leave the zone. Allies that start their turn in the zone receive a +2 power bonus to melee attack and damage rolls. While you remain in the zone, you receive a +1 power bonus to AC for each ally in the zone.

Sustain Move: The zone persists.

LEVEL SEVENTEEN ENCOUNTER ENDEAVORS

Striking Surge of Morale Noble Attack 17

Your victorious blow revitalizes others to stay and fight.

Encounter † Bloodline, Healing, Psychic, Weapon

Standard Action **Melee weapon**

Target: One creature

Primary Attack: Charisma vs. AC

Hit: 2[W] + Charisma damage, and you may spend a healing surge and make a secondary attack against the target.

Close burst 1

Secondary Attack: Charisma vs. Will

Hit: 2d10 psychic damage and you or target adjacent ally gain temporary hit points equal to twice the psychic damage dealt.





Bewildering Scowl Noble Attack 17

Your unyielding glare abates the resolve of an adversary.

Encounter † Bloodline, Fear, Implement, Psychic

Standard Action Close blast 2

Target: Each creature in blast you can see

Attack: Charisma vs. Will

Hit: 1d10 psychic damage, and target is dazed until the end of your next turn.

LEVEL NINETEEN DAILY ENDEAVORS

Curse of the Blue Blood Noble Attack 19

Your attack bites hard delivering an ancestral curse.

Daily † Bloodline, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Constitution vs. AC

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

Miss: Half damage, and the target is not dazed or weakened.

Might Makes Right Noble Attack 19

Your strength of conviction influences allies toward your cause against a rival.

Daily † Bloodline, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of your next turn, all your allies gain an attack bonus equal to your Charisma modifier against the target.

Sustain Minor: Sustain the bonus for another round.

LEVEL TWENTY-TWO UTILITY ENDEAVORS

Dying Breath Noble Utility 22

With your dying breath, you pass sentence upon your killer.

Daily † Bloodline

Immediate Reaction Personal

Trigger: An attack dropping you to 0 or fewer hit points.

Target: Triggering creature

Effect: The target takes 15 ongoing damage (save ends). If the target saves, it takes 10 ongoing damage (save ends). If the target saves, it takes 5 ongoing damage (save ends).

Diplomatic Negotiations Noble Utility 22

Profound phrases resound to all listening as a silver-tongued and a hereditary skill in diplomacy wanes the staunchest opposition.

Encounter † Bloodline

Standard Action

Personal

Prerequisite: You must be trained in Diplomacy

Effect: Make two consecutive Diplomacy checks with a +5 power bonus to each.

During a skill challenge, each success counts toward the number of success needed to overcome the challenge. Furthermore, any failed result does not tally against you.

LEVEL TWENTY-THREE ENCOUNTER ENDEAVORS

Glowing Grimace Noble Attack 23

You exude extreme anger upon your foes through a glaring scowl.

Encounter † Bloodline, Fear, Implement, Psychic

Standard Action

Close blast 4

Target: Each creature in blast you can see

Attack: Charisma vs. Will

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

Guardians of the Ancestral Bloodline

Noble Attack 23

Ghostly, ancestral entities emanate from your body becoming guardians wielding deadly blades and wearing armament bearing your family crest.

Encounter † Bloodline, Fear, Implement, Psychic

Standard Action

Close blast 1

Target: Each creature in blast

Attack: Charisma vs. Will

Hit: 2d6 psychic damage, pushed 1 square, and weakened until the end of your next turn. Furthermore, all creatures take psychic damage equal to your Charisma modifier for each successful ranged or melee attack against you until the end of your next turn.



LEVEL TWENTY-FIVE DAILY ENDEAVORS

Mercenary's Betrayal Noble Attack 25

Everyone has a price and once someone treks down the path of betrayal, it is hard to return.

Daily † Bloodline, Charm, Implement
Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Will

Hit: Target is dominated (save ends). The target receives a -1 penalty to saving throws for each previously failed saving throw. Furthermore, the dominated target gains a power bonus to attack rolls equal to your Charisma modifier.

Miss: Target is dazed (save ends).

Warriors of the Ancestral Bloodline Noble Attack 25

Your attack marks a foe for ancestral vengeance as vaporous, wraithlike knights radiate from your body to assail your enemy.

Daily † Bloodline, Weapon
Standard Action Ranged weapon

Target: One enemy

Attack: Dexterity vs. AC

Hit: 6[W] + Dexterity modifier damage. Furthermore, make a number of additional ranged basic attacks against the target equal to your Charisma modifier.

Miss: You make a number of additional ranged basic attacks against the target equal to your Charisma modifier.

LEVEL TWENTY-SEVEN ENCOUNTER ENDEAVORS

Kneel Before Your Lord Noble Attack 27

A strong, compelling wave of admiration exudes from your person forcing enemies to kneel before you.

Encounter † Bloodline, Charm, Implement, Psychic

Standard Action Close blast 10

Target: Each enemy in blast you can see

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and target is prone.

Blood of my Ancestors Noble Attack 27

By sacrificing the blood of your enemy, you invoke the power of the diminished bloodline of your allies.

Encounter † Bloodline, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you and each ally within 10 squares gain a power bonus to attack and damage rolls equal to your Charisma modifier until the end of your next turn.

LEVEL TWENTY-NINE DAILY ENDEAVORS

Intrinsic Renewing Strike Noble Attack 29

You call upon your ancestors to renew your strength with each successful attack.

Daily † Bloodline, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Special: If you hit with your attack, you do not expend the use of this power.

Mark of the Heir Noble Attack 29

Summoning forth all of your bloodline strength, you etch your crest upon your rival and bestow him his fate with your ancestral might.

Daily † Bloodline, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Miss: No damage, and the target is marked (save ends).

Sustain Standard: You may repeat this attack against the target. You can sustain this power as long as the target remains marked by this power.





Possessed



Joshua Raynack and Pegaso

“I have always heard voices in my head for as long as I can remember. My Nan says it comes from a pact her father once made to ensure a good harvest during the drought.

“But since growing older, I find it is more than just voices – they give me great gifts: horns and vision to see through the eternal night; it is teaching me to read; and soon I will no longer be a farmer, but a lord – gained not from a birthright, but by blood and might!”

–James Farmer, peasant to Lord Kingsford.

Many might become possessed, power hungry individuals being the most obvious choice. However, many allow possession out of desperation, revenge, self-pity, greed, or even a need for protection against other nefarious agents.

Others become possessed from means not of their control. A pact made years and years ago might carry itself through generations. In addition, a parent might wish to protect her newborn child from pestilence or other diseases. The body of a possessed character might serve as a direct conduit to a hellish or abyssal realm. In such rare cases, several demons or devils might possess a character to fight for the opportunity that might lead to their eventual metamorphosis in the mortal realm.

Whatever the reason, a possessed character is in constant struggle with the entity. A possessed character seeks to use the powerful gifts a demon or devil offers while trying to remain true to their own self. For in turn, the entity has a vessel in the mortal world where it might be able to perverse morals or gain power it would never have in its native realm. It is a struggle that rarely ends in the favor of the possessed.

PERSECUTED

To meet the prerequisites of the Possessed multiclass feat, allowing access to swap feats into the possessed class, you must first choose to become Persecuted. It is a choice you can make during the character creation process or later, after discussing the matter with your Game Master.

- ❖ **Persecuted:** You gain vulnerable 5 radiant the round after you use an infernal power.



POSSESSED [MULTICLASS POSSESSED]

Prerequisite: Cha 13, you are Persecuted

Benefit: You gain training in the Arcana skill. You meet the criteria for the power swap feats found in the D&D 4E PLAYER'S HANDBOOK, considering possessed as a multiclass character. In addition, choose one feature from the following list.

- ❖ **Hedge Magic:** Choose a ritual of your level or lower with the Arcana key skill. Once per day, after reaching a milestone, you may spend 1 action point to perform the chosen ritual. You do not need to acquire a ritual book or scroll, have the Ritual Caster feat, or master the ritual before you perform it.
Note: You still need the proper components to cast the ritual. Each time you gain a level, you can replace your selected ritual with another of your choosing.
- ❖ **Demonic Spellbook:** If you have the spellbook class feature, you master one additional ritual at 5th, 11th, 15th, 21st, and finally at 25th level.
- ❖ **Infernal Temperament:** You gain resist 2 fire and a +2 bonus to Arcana checks. Your resistance improves to 5 at 11th level, and to 10 at 21st level.

INFERNAL POWER SOURCE

Infernal powers, called vicissitudes, draw energy from demonic or devilish denizen within a possessed person. The outsider inhabiting the possessed allows use of its physical form. This enables the possessed to augment his physical appearance.

Although not true manipulators of the arcane power source, your Game Master might decide to change a possessed power source to Arcane instead of Infernal. This is perfectly acceptable to fit the theme of their campaign.

Furthermore, possessed characters suffer as warlocks and wizards do when using infernal powers (see The Arcane Power Source sidebar above earlier in this chapter). A possessed character using both arcane and infernal powers only makes one check, taking a penalty equal to the highest level of the two.

METAMORPHOSIS CLASS FEATURE

Each vicissitude with the metamorphosis keyword allows you to enter into a transformation. The entity possessing you grants the ability to transform your physical appearance enabling them to unleash their power into the mortal realm. Each metamorphosis follows rules outlined below:

- ❖ Each metamorphosis lasts until you use another metamorphosis power, reduced to 0 or fewer hit points, or take a short rest.

PARAGON PATH AT-WILL VICISSITUDES

Glare of Your Master Possessed Attack 1

Your eyes turn pale white as you allow your possessing master a glimpse into the mortal world bringing much fear to your foes.

At-Will † Infernal, Psychic
Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, and you gain darkvision until the start of your next turn.

Increase damage to 2d8 + Charisma modifier psychic damage at 21st level.

LEVEL ONE ENCOUNTER VICISSITUDES

Hellbite Possessed Attack 1

Fangs of your infernal master jut from your gums granting you the power to pump hellfire into the blood of your victim.

Encounter † Fire, Infernal
Standard Action Melee 1

Target: One creature

Attack: Strength +2 vs. AC, Constitution +2 vs. AC, or Dexterity +2 vs. AC.

Hit: 2d8 + Strength, Constitution, or Dexterity modifier damage, and if you have combat advantage against the target, you deal fire damage equal to your Charisma modifier.



Hellfire Tongue Possessed Attack 1

A forked, snake-like tongue of fire whips and burns enemies venturing too close.

Encounter † Fire, Infernal
Standard Action **Ranged 5**

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 1d6 + Dexterity fire damage. Each square the target moves while within range, you deal fire damage equal to your Dexterity modifier.

Brutal Scoundrel: You also add your Strength modifier to the damage roll.

Infernal Pact: The power is ranged 10 instead of 5.

LEVEL ONE DAILY VICISSITUDES

Horns of Azag Possessed Attack 1

Great, demonic horns sprout from your skull.

Daily † Infernal, Metamorphosis
Standard Action **Melee 1**

Target: One creature

Attack: Strength vs. Fortitude or Constitution vs. Fortitude

Hit: 2d8 + Strength or Constitution modifier damage, and push the target a number of squares equal to your Strength or Constitution modifier.

Miss: Half damage, and target is pushed 1 square.

Effect: Until the end of this metamorphosis, after each successful melee attack, you may push the target of that power up to 2 squares.

Rending Claws of Kulak

Possessed Attack 1

Your fingernails grow into spindly, claws of bone striking each foe in a whirlwind of fury.

Daily † Infernal, Metamorphosis
Standard Action **Close burst 2**

Target: Each enemy in burst

Attack: Dexterity vs. Reflex

Hit: 2d10 + Dexterity modifier damage.

Miss: Half damage.

Effect: Until the end of this metamorphosis, each of your melee attacks has a reach of 2.

LEVEL TWO UTILITY VICISSITUDES

Carapace Possessed Utility 2

Your skin transforms into a hard, insect-like carapace.

Encounter † Infernal, Polymorph
Immediate Interrupt **Personal**

Trigger: A melee attack targets you or you fall

Effect: Add 4 to your AC and Fortitude defense until the end of your next turn, and you take 1d6 damage for each 10 feet you fall instead of normal.

Flight of the Bat Possessed Utility 2

Temporary wings germinate from your shoulder blades

Daily † Infernal
Move Action **Personal**

Effect: Fly up to twice your speed.

LEVEL THREE ENCOUNTER VICISSITUDES

Abyssal Strands Possessed Attack 3

You spray sharp, shadowy strands from your fingertips. Each enemy hit finds there are tied to abyssal ebbs and flows.

Encounter † Infernal
Standard Action **Close blast 3**

Target: Each enemy in blast

Attack: Charisma vs. Reflex or Intelligence vs. Reflex

Hit: 1d8 + Charisma or Intelligence modifier damage, and the target is slowed until the end of your next turn.

Blade of the Icy Devil Possessed Attack 3

Air condenses about your weapon then freezes creating a chilling coat of frost.

Encounter † Cold, Infernal, Weapon
Standard Action **Melee weapon**

Target: One or two creatures

Attack: Strength vs. Fortitude, Constitution vs. Fortitude, or Dexterity vs. Fortitude, one attack per target

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





LEVEL FIVE DAILY VICISSITUDES

Blasphemous Sermon Possessed Attack 5

The demonic entity possessing you spews guttural, vile words harming all that hear while enhancing arcane spells.

Daily † Infernal, Metamorphosis, Psychic
Standard Action Close burst 3

Target: Each creature in burst

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

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

Miss: Half damage, and the target is not dazed.

Effect: Until the end of this metamorphosis, you gain a +1 power bonus to attack and damage rolls with powers containing the arcane keyword. This bonus to damage rolls increases to +2 should the power also contain the psychic keyword.

Infernal Pact: Until the end of this metamorphosis, each of your arcane powers gains the psychic keyword.

Poisonous Tail Possessed Attack 5

Your coccyx forms into an impish tail dripping foul hellish poison.

Daily † Infernal, Metamorphosis, Poison
Minor Action Personal

Effect: You deal ongoing 5 poison damage to any enemy that starts its turn adjacent to you (save ends).

Effect: Until the end of this metamorphosis, any enemy moving into a square adjacent to you takes poison damage equal to 3 + your Constitution modifier.

Infernal Pact: You deal ongoing 10 poison damage instead of normal.

LEVEL SIX UTILITY VICISSITUDES

Demonic Celerity Possessed Utility 6

You move with incredible, blurring speed.

Daily † Infernal, Metamorphosis
Minor Action Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to speed, and can shift 2 squares as a move action.

Artful Dodger: You may shift a number of squares equal to one-half your adjusted speed.

Eyes of the Trickster Possessed Utility 6

You feel your eyes burn with pain as they roll deep within your head as infernal pupils take their place radiating infernal, dispelling magic.

Encounter † Infernal

Minor Action Close burst 1

Effect: End one illusion effect in burst.

LEVEL SEVEN ENCOUNTER VICISSITUDES

Impish Strike Possessed Attack 7

A quick, poisonous strike from a spectral tail leaves your opponent slowed reeling with intense pain.

Encounter † Infernal, Poison

Standard Action Melee 1

Target: One creature

Attack: Constitution vs. Fortitude

Metamorphosis: If the *poisonous tail* vicissitude is in effect, you gain a bonus to the attack roll equal to your Dexterity modifier.

Hit: 1d8 + Constitution modifier poison damage and takes ongoing 5 damage (save ends). *First Failed Save:* The target is slowed (save ends). *Second Failed Save:* Instead of slowed, the target is unconscious (save ends).

Profane Cloud Possessed Attack 7

From your pore, a profane, inky-black cloud bursts engulfing your foes and the surrounding area.

Encounter † Infernal

Standard Action Close burst 1

Target: Each creature in burst

Attack: Dexterity vs. Reflex or Constitution vs. Fortitude.

Hit: Target is dazed (save ends). *First Failed Save:* The target is instead stunned until the end of your next turn.





LEVEL NINE DAILY VICISSITUDES

Arms of Ravan Possessed Attack 9

Your lower rib bones bend to form two additional arms that sprout from your midsection and grab your foe in a squeezing grip.

Daily † Infernal, Metamorphosis
Standard Action **Melee 1**

Target: One Creature

Attack: Strength vs. AC or Constitution vs. AC

Hit: 3d8 + Strength or Constitution modifier damage and you grab the target. Each time you sustain the grab, you deal damage to the target equal to 3 + your Strength or Constitution modifier. If the target attempts an escape, you gain a +2 power bonus to your Reflex and Fortitude defense against the attempt.

Effect: Until the end of this metamorphosis, you gain a power bonus to your Athletics skill checks, grab attack rolls, moving a grabbed target attack rolls, and your bull rush attack rolls, equal to your Constitution modifier.

Third Eye of Oros Possessed Attack 9

The eye of the entity possessing you emerges from the center of your forehead crippling foes with a powerful mental gaze.

Daily † Infernal, Metamorphosis, Psychic
Standard Action **Ranged 10**

Target: One creature

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

Hit: 4d8 + Wisdom, Intelligence, or Charisma modifier psychic damage.

Effect: Until the end of this metamorphosis, when you make a ranged arcane attack roll, also roll a Perception check opposed by the target's Passive Stealth + 10. If your attack roll or your opposed check is successful, then you hit.

LEVEL TEN UTILITY VICISSITUDES

Demonic Surge Possessed Utility 10

Adrenaline from infernal entities floods your bloodstream as you become stronger or more dexterous.

Daily † Infernal, Metamorphosis
Minor Action **Personal**

Effect: Gain a +2 power bonus on all Strength-based or Dexterity-based attack and a damage rolls until the end of the encounter.

Eye of the Infernal Rogue

Possessed Utility 10

You become immediately aware of precarious situations that might leave you open to attack.

Encounter † Infernal
Free Action **Personal**

Effect: You do not grant combat advantage to any of your enemies until the end of your next turn.

Metamorphosis: If the *third eye of Oros* vicissitude is in effect and you are not immobilized, you do not grant combat advantage to any of your enemies until the end of the encounter.

LEVEL THIRTEEN ENCOUNTER VICISSITUDES

Battering Horns of the Ram

Possessed Attack 13

You pummel your foe into the ground temporarily imprisoning them in the very earth where they once stood.

Encounter † Infernal
Standard Action **Melee 1**

Target: One creature

Attack: Strength vs. AC or Constitution vs. AC

Hit: 1d12 + Strength or Constitution modifier damage, and target is immobilized until the end of your next turn.

Metamorphosis: If the *horns of Azag* vicissitude is in effect, the target is restrained instead of immobilized.

Quickening Claws Possessed Attack 13

Your hastened strike catches your opponent unprepared.

Encounter † Infernal
Immediate Reaction **Melee 1**

Trigger: A creature provokes an opportunity attack

Target: Triggering creature

Attack: Dexterity vs. Reflex

Hit: 3d6 + Dexterity modifier damage.

Metamorphosis: If the *rending claws of Kulak* vicissitude is in effect, make a secondary attack against the same target using this power.



LEVEL FIFTEEN DAILY VICISSITUDES

Bone Wand of Orcos Possessed Attack 15

Your wound sprays a black blood of necrotic pain as one of your lower rib bones protrudes from your midsection to become an implement of deathly power.

Daily † Infernal, Metamorphosis, Necrotic Immediate Reaction Close blast 5

Trigger: You become bloodied by an attack

Target: Each enemy in blast

Attack: Charisma vs. Reflex or Intelligence vs. Reflex

Hit: 4d6 + Charisma or Intelligence modifier necrotic damage.

Effect: Until the end of this metamorphosis, once per turn as a minor action, you designate one target you hit with an implement power to take +2d6 extra necrotic damage.

Level 21: +3d6 necrotic damage.

Tentacles of Pithe Possessed Attack 15

You rib bones flay outward, burst from your sides and back stretching into tendrils that flay about striking all enemies in their path.

Daily † Infernal, Metamorphosis Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. Reflex, or Dexterity vs. Reflex, or Constitution vs. Reflex

Hit: 4d10 + Strength, Dexterity, or Constitution modifier damage, and the target is pushed 1 square and knocked prone.

Effect: Until the end of this metamorphosis, the area adjacent to you is difficult terrain, you gain a +2 power bonus to your AC and Reflex defenses against ranged attacks, and each creature adjacent to you takes a penalty to their AC and Reflex defenses equal to your Strength, Dexterity, or Constitution modifier.

LEVEL SIXTEEN UTILITY VICISSITUDES

Master of Hellish Magic

Possessed Utility 16

Infernal denizens loathe your ability to consume them with hellish fires.

Daily † Fire, Infernal Standard Action Personal

Effect: Until the end of your next turn, your powers with the fire keyword deals +2d6 extra fire damage. Furthermore, resistance does not reduce fire damage from your powers.

Sustain Move: When you sustain this power, one creature you previously hit with a fire power takes ongoing 5 fire (save ends).

Infernal Shroud Possessed Utility 16

Hellish energies swirl about wrapping around your most vulnerable defenses.

Daily † Infernal, Stance, Zone Minor Action Close burst 1

Effect: The burst creates a zone of infernal blessings until the end of your next turn. If you or your allies move into the zone or start their turn in the zone, they gain a +2 power bonus to all defenses. Also, you or your allies may spend a healing surge. Instead of regaining hit points, the target gains a +4 power bonus to all defenses.

Sustain Move: The zone persists unless the stance ends.

LEVEL SEVENTEEN ENCOUNTER VICISSITUDES

Whirlwind of Hellish Steel

Possessed Attack 17

You swiftly move across the battlefield striking down each foe in your path.

Encounter † Infernal, Weapon Standard Action Melee weapon

Requirement: You must wield a light blade

Target: Up to four creatures

Attack: Dexterity vs. AC, 1 attack per creature

Effect: During the attack, you may move 4 squares.

Metamorphosis: If the *demonic celerity* vicissitude is in effect, you may instead shift 4 squares during the attack.

Hit: 1[W] + Dexterity damage.





Vexing Voice Possessed Attack 17

Your booming voice incites worry and despair.

Encounter † Implement, Infernal, Fear, Psychic

Standard Action **Close** blast 2

Target: Each creature in blast you can see

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

Hit: 1d10 psychic damage, and target is dazed until the end of your next turn.

Metamorphosis: If the *blasphemous sermon* vicissitude is in effect, the target is instead stunned until the end of your next turn.

Effect: The target suffers a -2 penalty to attack rolls against you (save ends).

LEVEL NINETEEN DAILY VICISSITUDES

Invigorating Fangs of Vespa

Possessed Attack 19

Your incisors grow into sharp, infernal fangs enabling you to attack you foe while feeding from its lifeblood.

Daily † Infernal, Metamorphosis

Standard Action **Melee** 1

Target: One creature

Attack: Constitution vs. AC, Dexterity vs. AC, or Strength vs. AC.

Hit: The target is weakened (save ends). You gain temporary hit points equal to 10 + your Constitution modifier.

Effect: Until the end of this metamorphosis, you gain regeneration 5 + your Constitution modifier. In addition, each time you hit with a melee attack power, you gain temporary hit points equal to your Constitution modifier.

Infernal Might Possessed Attack 19

Demonic and hellish entities empower you with unparalleled mortal strength.

Daily † Infernal, Metamorphosis, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC, or Constitution vs. AC, or Dexterity vs. AC

Hit: 5[W] + Constitution, Dexterity, or Strength modifier damage.

Effect: Until the end of this metamorphosis, your Constitution, Dexterity, or Strength-based weapon melee attack powers deal an extra +1[W] damage.

LEVEL TWENTY-TWO UTILITY VICISSITUDES

Gills of Shabiri Possessed Utility 22

Gills form along your throat allowing you to breathe water as the famed water demon, Shabiri.

Daily † Infernal, Metamorphosis

Standard Action **Personal**

Effect: Until the end of this metamorphosis, you can breathe water as well as air.

Devilish Wings of Diavoli

Possessed Utility 22

Great, leathery wings sprout from your back granting you infernal flight.

Daily † Infernal, Metamorphosis

Standard Action **Personal**

Effect: Until the end of this metamorphosis, you gain a speed of fly 10, a +2 power bonus to AC against opportunity attacks, and a +2 power bonus to your Reflex defense. You land to the ground safely if this effect ends.

LEVEL TWENTY-THREE ENCOUNTER VICISSITUDES

Nether Guardians of Rael

Possessed Attack 23

Demonic shadow entities swirl about your person protecting you from a designated foe.

Encounter † Force, Infernal, Necrotic

Standard Action **Melee** touch

Target: One Creature

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

Hit: 1d10 + Charisma, Intelligence, or Wisdom modifier force damage, and the target is pushed 3 squares, takes ongoing 10 necrotic damage and must remain 3 squares away from you (save ends both).

Infernal Pact: Add the implement keyword to this power.



Shadow Fang Strike Possessed Attack 23

You immerse yourself and foes in a murky shroud of inky blackness enabling you to strike relentlessly from the shadows.

Encounter † Infernal, Poison, Zone
Standard Action **Close** burst 1

Target: Each creature in burst
Attack: Dexterity vs. Reflex or Constitution vs. Reflex

Hit: 2d8 + Dexterity or Constitution modifier poison damage.

Metamorphosis: If the *invigorating fangs of Vespa* vicissitude is in effect, you gain temporary hit points equal to your Constitution modifier.

Effect: The burst creates a zone of infernal shadows until the end of your next turn. Creatures within the zone gain total concealment. While within the zone, you ignore the total concealment the zone provides. As an immediate reaction, you can make an opportunity attack against creatures that start their turn in the zone or move into the zone.

Opportunity Attack: Dexterity vs. Fortitude or Constitution vs. Fortitude

Hit: Ongoing 10 poison damage (save ends).

LEVEL TWENTY-FIVE DAILY VICISSITUDES

Coiling Grasp of Khthon

Possessed Attack 25

Your legs twist about one another binding them into a giant, slithering snake-like appendage as you crush your foe in a deadly embrace.

Daily † Infernal, Metamorphosis
Standard Action **Melee** 1

Target: One creature
Attack: Constitution vs. Fortitude, or Strength vs. Fortitude

Hit: 4d10 + Constitution or Strength modifier damage, you grab the target and target takes ongoing 10 damage (until escape).

Special: You may move the grabbed target as part of your movement without an attack roll.

Effect: Until the end of this metamorphosis, you can climb a number of squares equal to your speed. Furthermore, your snake tail is considered a weapon, with which you are proficient, dealing 1d12 weapon damage with a 2 reach.

Withering Hand of the Burnt One

Possessed Attack 25

You unleash a blast of flame when subjected to fire. Your hand withers while gathering the remaining energy into a globe of dark orange fire that you can hurl at your enemies.

Daily † Infernal, Fire, Metamorphosis
Immediate Reaction **Close** blast 3

Trigger: You suffer damage from a fire attack
Target: Each creature in blast

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

Hit: Target takes fire damage equal to the fire damage you received from the triggering attack.

Effect: Until the end of this metamorphosis or until the end of duration, you can use the wizard *fireball* power as a minor action, once per turn. You can do this a number of times equal to three or your Constitution modifier, whichever is higher.

LEVEL TWENTY-SEVEN ENCOUNTER VICISSITUDES

Infernal Swarm of Flies

Possessed Attack 27

Birthing in your upper intestines, you spew forth a swarm of plague flies from your gullet upon a foe.

Encounter † Infernal, Poison, Zone
Standard Action **Area** burst 1 within 5 squares

Target: Each creature in burst
Attack: Constitution +2 vs. Fortitude

Hit: 2d10 + Constitution modifier poison damage. The burst creates a zone of putrid flies that lasts until the end of your next turn.

Effect: Creatures in the area grant combat advantage. Creatures that start their turns within the zone take 1d6 + Constitution modifier poison damage. Bloodied creatures that start their turns within the zone instead take 1d10 + Constitution modifier poison damage.

Sustain Minor: The zone persists.





Torrent of Destruction

Possessed Attack 27

You become a whirlwind of fists, bone, and steel as each foe tries to escape your onslaught.

Encounter † Infernal, Weapon (see below)

Standard Action **Melee 1** or **Weapon**

Target: One or more creatures

Attack: Strength vs. Reflex, or Dexterity vs. Reflex, or Constitution vs. Reflex, four attacks

Metamorphosis: If the *demonic celerity* vicissitude is in effect, you instead have six attacks.

Hit: 1[W] + Strength, Dexterity, or Constitution modifier damage or 1d10 + Strength, Dexterity, or Constitution modifier damage.

Metamorphosis: If the *tentacles of Pithe* vicissitude is in effect, the target is pushed 2 squares and knocked prone.

Malevolent Symbol of Malady

Possessed Attack 29

You touch the enemy unleashing a surge of damning pain and condemning your foe to unfounded hatred from all those near it.

Daily † Infernal, Metamorphosis

Standard Action **Melee 1**

Target: One creature

Attack: Constitution vs. AC, Dexterity vs. AC, or Strength vs. AC,

Hit: 4d12 + Constitution, Dexterity, or Strength modifier damage, and target is condemned (save ends). A condemned target provokes opportunity attacks from each adjacent creature at the start of its turn. If able to do so, each creature adjacent to the condemned target must attack when the target provokes an opportunity attack.

Effect: Until the end of this metamorphosis, you can choose to move the condemned condition from the target to an adjacent creature.

LEVEL TWENTY-NINE DAILY VICISSITUDES

Loathing Mark of the Nether Lords

Possessed Attack 29

Calling upon a host of demonic entities to make their repugnant presence known, a symbol of aversion appears upon your forehead letting all who view it, you are a slave of hell.

Daily † Infernal, Metamorphosis, Psychic

Standard Action **Close burst 1**

Target: Each enemy in burst

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

Hit: 4d6 + Charisma, Intelligence, or Wisdom modifier psychic damage, and target is blinded (save ends) and deafened (save ends); a separate save is needed to end each condition. Each time a target fails its saving throw against this power, it takes 5 psychic damage.

Effect: Until the end of this metamorphosis, as a minor action, you may slide an adjacent enemy a number of squares up to your Charisma, Wisdom, or Intelligence modifier.





ASTROMANCER

“Do not mistake me for a simple astrologer. Such charlatans entertain fat noblewomen by finding their potential through observing stars, whereas I bring those stars down upon you.”

- Asterias the Star Lord

Prerequisite: Warlock, star pact

NONE IN THEIR RIGHT mind underestimates the collective power of astromancers for scholars and bards alike tell the destruction of Carpathos at the hand of a misdirected asteroid. After such a catastrophe, the once respected magi scattered and hid behind the guise of science and fortune telling.

Save for the bold, most that take up the craft disguise themselves as befuddled astrologers. While others, gaining a new profound respect for science over wizardry, compete with church doctrine about the movement of celestial bodies as they begin unlocking the secrets of the universe. However, some grand lore masters within the inquisition fear they instead look for a secret portal into to a mysterious and dangerous realm far beyond prying eyes.

Despite scientific and arcane persecution from the Church of the Eternal, a few brazen nobles still seek their council. Astromancy, from all the most present forms of divination, still holds popular sway among the elite. Even the lowest peasants seek out naïve gypsies and frauds to hear their fortunes based upon their astrological sign.

ASTROMANCER PATH FEATURES

Astral Consultation (11th level): Instead of paying homage to divine entities, you observe planets and constellations for predictions and horoscopes. You may use your Arcana skill in place of the Religion skill when using divination rituals.

Astron Divination (11th level): After an extended rest, studying the stars the night before, you or an ally gain a +1 bonus to attack rolls, skill checks, ability checks, or saving throws. This bonus lasts until the recipient takes a short rest.

Starburst Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, you deal 5 points of damage to each enemy adjacent to one target of your attack.

Astron Curse (16th level): You may choose to use Astron Curse in place of your Fate of the Void

pact boon when an enemy under your Warlock’s Curse drops to 0 or fewer hit points. One enemy of your choice within 10 squares of you gains vulnerable 5 radiant until the end of your next turn. If the chosen enemy has resistance radiant, you instead regain the use of Fate of the Void pact boon for the fallen target.

ASTROMANCER PATH SPELLS

Solarburst Stride Astromancer Attack 11

Bright, burning light explodes from your being sending blinding, searing rays while you open a rift allowing a brief escape.

Encounter † Arcane, Fire, Implement, Radiant, Teleportation

Standard Action **Close burst 2**

Target: Each creature in burst

Attack: Charisma vs. Reflex

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

Effect: You may teleport to any square within the burst.

Foreseen Nemesis Astromancer Utility 12

You saw your own demise within the shifting constellations and taken great precautions to avoid your fate.

Daily † Arcane

Immediate Interrupt **Close burst 5**

Trigger: An enemy bloodies you with an attack

Target: Triggering creature

Effect: Target is weakened (ends when attacked by an ally).

Astron Blast Astromancer Attack 20

You summon forth a tiny asteroid from the outer reaches of the heavens to blast your foes with devastating force.

Daily † Arcane, Fire, Implement, Radiant

Standard Action **Ranged burst 1 within 10 squares**

Target: One creature within burst

Attack: Constitution vs. Fortitude

Hit: 4d8 + Constitution modifier damage.

Effect: Each creature within the burst takes ongoing 5 fire and radiant damage (save ends). The burst creates a permanent zone of crumbling earth that forms a crater. The crater is a 10 feet deep pit. Creatures within zone fall into the crater.





FEUDAL LORD

“At times I believe to be the cleverest person in existence since with a simple command, I change hundreds of lives.”

-Sir Reginald de Cathway

Prerequisite: Noble

WHETHER THEY HOLD POWER by commanding a fief, with its accompanying rights and duties, or a landless second son, feudal lords pay homage to a king or queen. Descendant of fighting men whose duty fell to protecting the enduring power of the monarchy, a feudal lord swears to defend that tradition as well as those beneath their station.

As a landholder, like the peasants under their influence, feudal lords forge an unbreakable bond with the land they control. Early Cthonian and Darcadian law declares, “No lord without land; no land without a lord.” Proud of their vassalage, these noble proprietors defend their lands and those of their sovereign completely. For most, it is their only capital, or means of support.

Those without land serve their superior in numerous others ways often supported by their sovereign with living quarters as household knights. Many seek their fortune through war and warmongering or among the silver-tongued courtiers each vying for a royal favor. As a landless

lord, their word and devoted loyalty is their shield, their sword and victory decides their fate.

FEUDAL LORD PATH FEATURES

Feudal Commander (11th level): Imbued with a commanding presence, you gain access to commands as if you had the Authority feat.

Noble Action (11th level): Once per day, you may spend an action point to regain the use of one bloodline power you have already used, instead of taking an extra action.

Diplomatic Master (16th level): Whenever you make a Diplomacy check, roll twice and use the result you prefer.

FEUDAL LORD PATH ENDEAVORS

Oath of Fealty

Feudal Lord Attack 11

An ally, swearing an oath of fealty, swiftly strikes a foe while coming to your aid.

At-Will † Bloodline, Weapon

Standard Action

Close burst 5

Target: One creature in burst

Attack: Pull a willing ally in burst up to 3 squares, and chosen ally makes a melee basic attack as a free action against the target at any point during the pull

Hit: Basic attack damage of ally + your Charisma or Intelligence modifier.

Daring Push

Feudal Lord Utility 12

Rallying your companions, you command your small group to force themselves across the battlefield.

Daily † Bloodline

Move Action

Close burst 2

Target: You and each willing ally in burst

Effect: Target may move up to 5 squares, and must end the move adjacent to you or an ally adjacent to you. Each target gains a +5 bonus to AC against opportunity attacks until the end of your next turn.

Feudal Tactics

Feudal Lord Attack 20

With a commanding shout, allies launch a simultaneous attack against your foes.

Daily † Bloodline, Weapon

Standard Action

Close burst 5

Target: Each enemy in burst

Attack: Each ally can make a basic attack against one target of their choice

Hit: Basic attack damage of ally.

Effect: You retain this power. Each time you use this power again before an extended rest, reduce burst by 2.



GUILDMASTER

“You dare confront me within these very streets. Look around you, this rabble, as you call them, depends upon me to feed their bellies!”

Prerequisite: Human or half-elf, martial class, trained in Diplomacy or Intimidate.

FORMIDABLE OPPONENTS TO EVEN the most politically connected or divinely elected, guildmasters are the true leaders in any large city. Many guilds organize and operate as trade unions, part cartel and part secret society. They support and cater to the commoners that maintain the trade and production of the area by providing unparalleled personal attention in times of need.

Guilds are the backbone of any major city in Cthonia and elsewhere in like lands. Most move to stretch their influence across district lines striving to control a city in its entirety. Many guildmasters achieve these aims by politically outmaneuvering their peers for coveted Letters of Patent, allowing them a monopoly, or by battling competing guilds in the streets after curfew.

GUILDMASTER PATH FEATURES

Guildmaster’s Action (11th level): Once per day, you may spend an action point to sell a magic item at half of its cost instead of taking an extra action.

Guildmaster Entourage (11th level): Allies with five squares of you gain a +2 bonus to either Diplomacy or Intimidate, and Streetwise checks.

Dubious Negotiations (16th level): Once per combat encounter, you can use your Diplomacy or Intimidate skill in place of the Bluff skill when trying to gain combat advantage. You cannot use *dubious negotiations* if you already used the *leader of the masses* ability this encounter.

Leader of the Masses (16th level): Once per combat encounter, you gain a +1 bonus to your next attack roll equal to your number of allies. You cannot use *leader of the masses* if you already used the *dubious negotiations* ability this encounter.

GUILDMASTER PATH EXPLOITS

Street Fighting Tactics Guildmaster Attack 11

Capable in fighting cramped streets, you easily maneuver an ally to pin an opponent in a corner.

Encounter † Martial

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. Reflex, Dexterity vs. Reflex, or Charisma vs. Reflex

Hit: 1[W] + Strength, Dexterity, or Charisma modifier damage, and one ally adjacent to you may shift 1 square. Target is immobilized (ends when no longer flanked by you and at least one ally).

Stirring Defense Guildmaster Utility 12

As an enemy’s blade bites deep, with an encouraging shout, you rouse others to quickly defend themselves.

Encounter † Martial

Immediate Reaction

Close burst Charisma modifier (minimum 2)

Trigger: An enemy hits you with a melee attack

Target: Each ally in burst

Effect: Target gains a +1 power bonus to defenses for each ally in burst until the end of your next turn.

Workers of the Streets Unite

Guildmaster Attack 20

With a shout, several workmen belonging to your merchant house emerge from the shadowed alleys to aid you against your foe.

Daily † Martial, Summoning, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: You summon a number of workmen equal to your Charisma modifier (minimum 1). Place these workmen within a number of squares of you equal to your Charisma modifier (minimum 1). Each has 1 hit point (a missed attack never damages a workman). Each has -10 to all defenses and -5 to attacks and checks. Once per round, it attacks one enemy that begins its turn adjacent to a workman. You can give the following special commands.

Minor Action: Melee 1; targets one creature; Strength or Constitution vs. AC; 6 damage.

Minor Action: All workmen move their speed.

Standard Action: All workmen attack.

Special: When not in a village, town, or city, you instead summon peasants (same as workmen save for the following; -15 to all defenses and -10 to attacks and checks; 4 damage).





INQUISITOR GENERAL

“Many tremble by my very presence. Most everyone has a taint of some devilish secret that once crossed their mind or devious act that brought them to the edge, away from salvation. And if they do, I will find it.”

—Gareth the Somber

Prerequisite: Cleric

THEY CONSTANTLY SEEK out depraved souls when redemption proves a lost cause. They spearhead official inquisitions with full force and zeal, all the while hunting emerging demons and devils entering into the mortal realm.

They keep a watchful eye on burgeoning cults and often expunge material that borders heresy. They are patient, often keeping those under their charge at bay, waiting for possible heretics to incriminate themselves before striking. For those that prove more difficult, torture remains an option when extracting a confession.

INQUISITOR GENERAL PATH FEATURES

Inquisitorial Blade (11th level): You gain proficiency with one heavy blade of your choosing. Inquisitor generals wielding an inquisitorial blade may also use it as an implement for divine powers in addition to being a weapon.

Repel the Damned (11th level): Each of your Channel Divinity class features that affect undead

may instead affect devils and demons (you choose each time you use the power).

Pious Commander (16th level): Whenever you gain an action point, you also gain a piety point. After an extended rest, you lose any unspent piety points. Once per round, you may spend a piety point as a free action to issue the following commands:

- ❖ **Rally the Pious:** One ally rerolls a failed save.
- ❖ **Forward:** One ally shifts 1 square.
- ❖ **Press the Damned:** One ally adds an extra 1d6 to an attack or damage roll against a demon or devil prior to the roll.

INQUISITOR GENERAL PATH PRAYERS

Heretical Mark Inquisitor General Attack 11

The strike of your weapon marks the enemy with a burning brand making them susceptible to radiant attacks.

At-Will † Divine, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage and target gains Vulnerable 5 radiant until the end of your next turn. Creatures with Resist radiant are immune to this effect.

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

Level 25: 2[W] + Strength modifier radiant damage.

Cunning Perception Inquisitor General Utility 12

Your prayer reveals all those concealed.

Encounter † Divine

Standard Action

Close burst 3 + 1 per piety point you possess

Target: Each enemy in burst

Effect: Target no longer benefits from any type of concealment until the end of your next turn.

Fiery Stakes of the Inquisition

Inquisitor General Attack 20

You impale foes of the inquisition upon stakes of immaculate fire.

Daily † Divine, Fire, Implement, Radiant

Standard Action

Close burst 5

Target: One creature + 1 additional creature in burst per piety point you possess

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier fire and radiant damage, and target gains ongoing 5 fire damage and is immobilized (save ends both).

Effect: Until the end of your next turn, target loses any Resist fire and gains Vulnerable radiant equal to their normal Resist fire value. Creatures with Resist radiant are immune to this effect.



KINGMAKER

“I have little gold or influence to offer, but I have this sword and a stout warheart that will soon see you king.”

—Robert Brandonbock

Prerequisite: Warlord, trained in Diplomacy or Intimidate.

KINGMAKERS RESIDE BEHIND the throne and with great clout, gold, or might, becomes a decisive factor of a royal or political ascension to that throne. Often times, kingmakers use their charismatic personality and strengths as a means to interfere in the succession of a leader they believe incapable of ruling. While some might rise from the ranks of nobility, most kingmakers either have no official claim to the throne or do not seek the title. Instead, they fight for cause or favor believing the ascension of particular personage will ultimately aid them.

KINGMAKER PATH FEATURES

Fortune Favors the Bold (11th level): You may spend a healing surge on a death saving throw of 19 or higher.

Kingmaker’s Action (11th level): When you spend an action point to make a successful attack, one target within sight grants combat advantage and one ally gains an additional +2 bonus to hit the target until the start of your next turn.

For King and Country (16th level): After damage is resolved and when an adjacent ally would drop to 0 or fewer hit points, you may instead drop to 0 hit points. The adjacent ally suffers no damage.

KINGMAKER PATH EXPLOITS

Kingmaker’s Ploy Kingmaker Attack 11
You lure your foe into a trap by bringing its attention upon you.
Encounter † Martial, Weapon
Standard Action **Melee weapon**
Primary Target: One creature
Primary Attack: Charisma vs. Will
Hit: 2[W] + Strength modifier damage and target is marked and grants combat advantage to adjacent allies until the start of your next turn. Make a secondary attack against the target.
Secondary Attack: An adjacent ally makes a melee basic attack against the target
Hit: Ally’s basic attack damage + your Charisma modifier.

Inspiring Death Kingmaker Utility 12
You manage to incite hope within your allies as you collapse.
Encounter † Martial, Healing
Immediate Reaction **Personal**
Trigger: You drop to 0 or fewer hit points
Effect: Allies who can see you can spend a healing surge.

Guiding Strike of Majesty Kingmaker Attack 20
You brutally strike your foe with such might leads an ally to place the finishing blow.
Daily † Martial, Weapon
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Miss: Half damage.
Effect: Until the end of your next turn, one ally making a successful melee attack against the target deals extra damage as if they designated the target with the Hunter’s Quarry class feature. If the ally has the Hunter’s Quarry class feature, they deal an extra +1d6 damage.

Joshua Raynack and Pegaso



KNIGHT-ERRANT

“Put away thy coin, mi lady. The ogre is dead for you wished it and my heart obliged.”

—Garris of the Western Road

Prerequisite: Ranger, Mounted Combat feat, good alignment.

UNAFFILIATED WITH a particular military order or lord, most knight-errants are landless nobles seeking adventure or virtuous warriors yearning to prove themselves of the chivalrous title. Epitomizing the role of knighthood, often separating themselves from uncouth armored feudal lords, knight-errants are lawfully righteous vigilantes. While lingering outside the feudal structure, such equestrians wander solely to fulfill noble exploits such as jousts and other forms of contests. At times, a knight-errant might temporarily ally themselves with a great lord or king in need of their service. However, more often than not, these self-reliant knights lend aid to others typically deemed beneath his station.

KNIGHT-ERRANT PATH FEATURES

Tempered Action (11th level): When you spend an action point to take an extra action, you

gain a +2 bonus to saving throws until the end of your next turn.

Valiant Equestrian (11th level): You confer the following ability to a creature with the mount keyword:

Diverting Stance (while mounted by a knight-errant; at-will) † **Mount**

Adjacent allies gain a +2 bonus to AC and Reflex defenses against opportunity attacks.

Wanderer’s Court (16th level): Once per day, after reaching a milestone, you may perform the *travelers’ feast* ritual. You do not need to acquire a ritual book or scroll, have the Ritual Caster feat, or master the ritual before you perform it.

KNIGHT-ERRANT PATH EXPLOITS

Arduous Strike Knight-Errant Attack 11

Your invigorating strike incites a passionate zeal within to become a stout, strengthened warrior.

Encounter † **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You may deal +1[W] damage, or gain 10 temporary hits points.

Mount: If you are mounted, your mount also gains these temporary hit points.

Impetuous Spur Knight-Errant Utility 12

Eager to enter the fray, you immediately spur your horse at your enemies leaving your comrades behind.

Daily † **Martial**

No Action Personal

Effect: Make an Athletics check and initiative check and use the better roll for your initiative check result.

Mount: If you are mounted, and are first in the encounter, you may shift your mount’s speed as a free action before you take any other action.

Hammering Trample Knight-Errant Attack 20

You slam the full weight of your weapon and mount into your foe bringing him to his knees and under hoof.

Daily † **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and target is immobilized (save ends).

Mount: If you are mounted, the target is knocked prone and takes ongoing 10 damage (save ends both).

Sustain Minor: Your mount makes a melee basic attack against the target.



PRELATE

"I am more than a symbol. I am a leader to the masses, commanding hope and religious zeal within their ignorant, but pious hearts."

—Bishop Turin

Prerequisite: Cleric, trained in Diplomacy

MOST ORGANIZED RELIGIONS amongst the civilized races have natural leaders, able to embody the symbols of their faith. These high-church officials, or prelates, offer guidance to a larger audience beyond that of the lowly clergy whether it is a bishop of the Eternal Church of Man or a white-robed, spear wielding, statuesque eladrin Alèhal.

While many attained this prestigious badge of office through political maneuvering, some garner this rank by impressing church officials with their pious devotion and sanctity. Regardless of their ascension to the office, many duties fall to them such as the spiritual health of their flock, maintaining political power over secular lords, and orchestrating the destruction of potential threats to the church.

PRELATE PATH FEATURES

Religious Vestments (11th level): When wearing cloth armor, you gain a +2 armor bonus.

Level 21: +3 armor bonus.

Spiritual Supervision (11th level): When you spend an action point to take an extra action, one ally within 5 squares of you gains a bonus to Will defense equal to the enhancement bonus of your holy symbol until the end of your next turn.

Diocese (16th level): With the Game Master's approval, you choose a locale to administer your spiritual guidance. The size of the diocese is typically large enough to contain 360 families. It may comprise of 8 parishes with 30 to 45 families in each or a city ward centered around a cathedral or grand church.

You gain a +4 bonus to Religion and Diplomacy skill checks you make within that area.

Pious Leader (16th level): Whenever you gain an action point, you also gain a piety point. After an extended rest, you lose any unspent piety points. Once per round, you may spend a piety point as a free action to issue the following commands:

- ❖ **Pious Oratory:** One ally gains 5 temporary hit points.
- ❖ **Rousing Demand:** One ally may stand.
- ❖ **Celestial Resolve:** Add a +1 bonus to your Will defense until the start of your next turn.

PRELATE PATH PRAYERS

Reverent Respite Prelate Attack 11

Your sanctified glory shortly holds an enemy in awe.

Encounter † Charm, Divine, Implement Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: Target cannot attack you (save ends or you attack the target)

Aftereffect: 2d8 + Charisma modifier damage.

Effect: You gain a +5 power bonus to your next Diplomacy or Bluff skill check before the end of your next turn.

Iconic Verse Prelate Utility 12

You invoke the obscure scripture divinely bound to your holy symbol by the covenant of your faith to empower the devoted.

Daily † Divine

Free Action

Personal

Effect: You gain an aura 2 until the end of the encounter. An ally starting his or her turn in your aura gains the radiant keyword to their attacks. An enemy starting its turn in your aura gains vulnerable 5 radiant. Creatures with Resist radiant are immune to this effect.

Special: You may spend a piety point to instead gain an aura 5.

Political Maneuvering Prelate Attack 20

You whisper a crippling secret, such as a damaging scandal or a creature's true name, to gain influence over your foe.

Daily † Charm, Divine, Psychic

Standard Action

Melee 1

Target: One creature

Attack: Diplomacy vs. Will + Fortitude

Hit: Target is dominated (save ends).

Aftereffect: Target is dominated (save ends) or takes 2d8 Charisma psychic modifier damage and ongoing 5 psychic damage.

Miss: Ongoing 10 psychic damage.



SACRISTAN

“Get your hands off our blessed chalice, you damn, dirty orc!”

–Daniel, Sacrosanct Sword



Prerequisite:
Paladin, trained in Endurance

AS GUARDIANS OF A sacristy, where a cathedral or military order keeps sacred artifacts and vestments, sacristans often find themselves hunting for lost or stolen sanctified relics. In particular, they stand vigilant along the fringe of Shadow River as barbarians frequently raid and loot monasteries and churches.

The church also burdens them with reclaiming vanquished church lands including hallowed, overgrown graveyards. They often travel along forgotten paths and into forsaken domains to recoup ancient losses to the Holy Council.

Sacristans are not merely sentinels of archaic religious articles and stewards of consecrated ground, but possess an intimate knowledge of the enchantments bound to magical treasure. Using secret methods of discernment, sacristans are able to manipulate the magic housed within a supernatural item.

SACRISTAN PATH FEATURES

Sacristan Knowledge (11th level): You gain training in Arcana.

Restoring Assault (11th level): When you spend an action point to make an extra attack, you regain a lost healing surge.

Unyielding Defender (11th level): When you spend a healing surge, you gain a +2 bonus to AC until the start of your next turn.

Keeper of Relics (16th level): When you take possession of an artifact, you start with a concordance of 10 instead of normal (see the D&D 4E DUNGEON MASTER’S GUIDE).

SACRISTAN PATH PRAYERS

Fortifying Assault Prelate Attack 11

By assailing your immediate foe, you stand firm and strengthen your resolve by unlocking the mystical secrets of your weapon.

Encounter † Divine, Relic, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] damage.

Relic (Magic Weapon): This power gains the invigorating keyword and you gain a power bonus to AC equal to the enhancement bonus of the magic weapon until the start of your next turn.

Relentless Pursuit Sacristan Utility 12

Nothing tires you while on a chase while the power of faith compels you.

Daily † Divine, Relic
Minor Action **Personal**

Effect: You can use second wind.
Relic (Holy Symbol): You gain additional hit points equal to the enhancement bonus of the holy symbol.

Relic Guardian Strike Sacristan Attack 20

Your powerful strike unleashes a captivating enchantment from your weapon distracting your foes from your allies and bringing their attention upon you.

Daily † Divine, Relic, Weapon
Standard Action **Melee weapon**

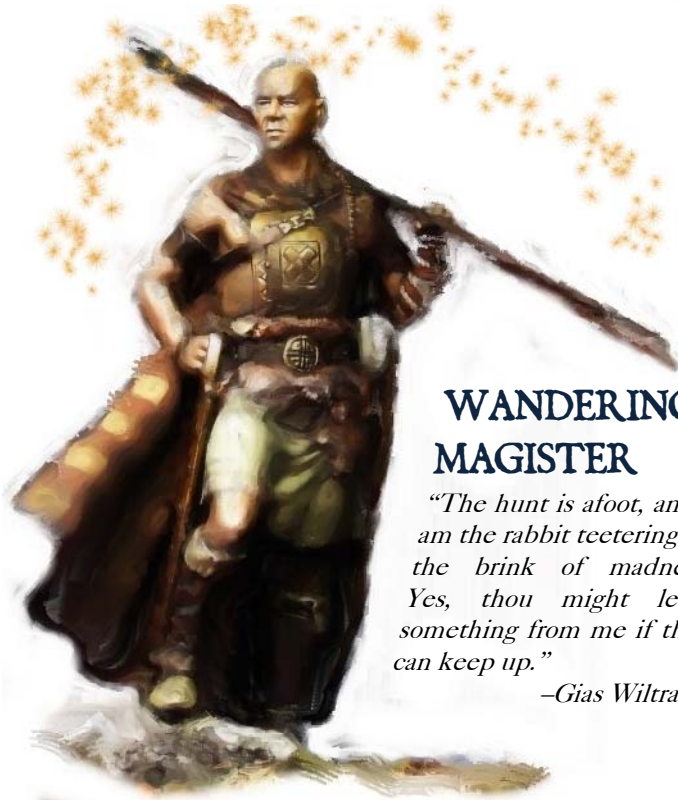
Target: One creature
Attack: Charisma vs. AC
Hit: 4[W] damage.

Relic (Magic Weapon): If you use your divine challenge this turn, you may target a number of creatures equal to the enhancement bonus of your weapon.

Miss: Regain a use of a magic item daily power.

RELIC KEYWORD

The relic keyword identifies a power used in conjunction with a magic item or artifact. If you use a relic power with a specified magic item or artifact, you gain the stated benefits.



WANDERING MAGISTER

“The hunt is afoot, and I am the rabbit teetering on the brink of madness. Yes, thou might learn something from me if thou can keep up.”

—Gias Wiltravel

Prerequisite: Sorcerer, Ritual Caster feat, Wild Magic class feature

A ONCE PROMINENT TEACHER of philosophy and liberal arts within a university, a wandering magister is a fugitive of the inquisition. These arcane scholars of magic continue their craft in secret, relinquishing their time-honored tools of wonder, the wand and orb, for a walking staff and the open road. Without their great libraries and stack of ancient tomes, they must rely on fickle, wild magic to continue their research. More often than not, their previous training eventually succumbs to chaos and bedlam despite their attempts to control their wild soul.

They often keep to the smaller villages along the fringe of civilization offering aid and guidance to burgeoning cabals or arcane prodigies. Others temporarily establish a traveling troupe of arcane apprentices forming unorthodox universities dedicated to supernatural studies and exploration.

WANDERING MAGISTAR PATH FEATURES

Arcane Instruction (11th level): You gain the Staff of Defense wizard class feature.

Exploration Mastery (11th level): Whenever you make a skill check for an exploration ritual, roll twice and use the result you prefer.

Maddening Hand of the Tutor (11th level): When you spend an action point to make a successful attack, all allies gain a +3 bonus to attack rolls until the start of your next turn. If the attack fails, all allies have a -3 penalty to attack rolls until the start of your next turn. Allies with the Arcane Prodigy or Arcane Initiate feat may shift 1 square as an immediate reaction.

Swift Retreat (16th level): When bloodied for the first time in an encounter, you may shift up to your speed as an immediate reaction.

WANDERING MAGISTER PATH SPELLS

Cryptic Soul Bolt Wandering Magister Attack 11

Your previous studies leads you to believe that you can harness the powers of chaos as you tap into your wild soul to release a torrents of arcane bolts.

Encounter † Arcane, Implement, Wild Soul

Standard Action Ranged 10

Primary Target: One creature

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier [WS] damage.

Wild Magic: Roll 4d10 and compare the result to your Wild Soul result. For each match you may add an extra +1d8 damage to the target or make a secondary attack.

Level 21: Roll 5d10.

Level 25: Roll 6d10.

Secondary Target: One creature within 5 squares of the last target hit by this power

Secondary Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier [WS] damage.

Wild Absorption Wandering Magister Utility 12

Your wild soul briefly extends from your body creating an arcane bubble shielding you and your allies from a blast.

Daily † Arcane

Immediate Interrupt Personal

Trigger: You are hit by an area or a close attack with a damage type matching your Wild Soul resistance.

Effect: You and your allies take no damage from the attack.

Split the Soul Wandering Magister Attack 20

You split your wild soul creating a chaotic blast of raw energy.

Daily † Arcane, Wild Soul

Standard Action Close burst 5

Target: Each creature in burst; you may ignore allies with the Arcane Prodigy or Arcane Initiate feat

Attack: Charisma vs. Reflex

Hit: 5d10 + Charisma modifier [WS] damage.

Miss: Half damage.

Effect: Until the end of the encounter, you gain a second Wild Soul resistance. Roll 1d10 for the damage type.



WELHAN ARCHER

“Most were without armor, dressed in their doublets, their hose loose around their knees, axes hanging from their belts. Many were barefooted and without headgear. They looked more like peasants than soldiers, but the sting of their arrows said otherwise.

—Enguer de Mons, Chronicler.

Prerequisite: Ranger, Bolt from the Blue feat, archer fighting style, estate of the realm (commoner)

OFTEN AT ODDS WITH Darcadian soldiers and orcs, Welhan archers live along the southern fringe of Cthonia. Subjugated generations ago by Julia the Red when forming the Cthonian Kingdom, the Welhan serve a vital part in the southern defences. Unlike the princes of Darcadia, who refuse arms to peasants for fear of a revolt, Cthonian kings and queens allowed the Welhan to keep their tradition with the bow. In return, Welhan archers serve faithfully and affectively when called to war with their southern neighbors.

WELHAN ARCHER PATH FEATURES

Peasant Hunter (11th level): While wearing cloth or leather armor, you gain a +1 bonus to ranged attack rolls against a target designated as your quarry.

Level 21: +2 bonus.

Level 25: +3 bonus.

Welhan Volley (11th level): When you spend an action point to make a successful ranged attack, enemies adjacent to the target take damage equal to your Wisdom modifier.

Accurate Shot (16th level): You ignore concealment or cover when attacking creatures with a ranged attack against a target designated as your quarry.

WELHAN ARCHER PATH EXPLOITS

Armor Piercing Shot Welhan Archer Attack 11

You take aim at a chink in your opponent’s armor, hoping to overcome his defenses by hitting a poorly defended spot.

Encounter † Martial, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] damage and target suffers a penalty to AC equal to the damage dealt until the end of your next turn.

Demoralize Welhan Archer Utility 12

The reputation of Welhan archer is legendary bringing fear to those that oppose them.

Daily † Fear, Martial

No Action

Personal

Effect: Until the end of the encounter, if a target of your ranged attack becomes bloodied, target is dazed (save ends).

Storm of Arrows Welhan Archer Attack 20

You unleash a volley of arrows so great your enemies fail to evade its devastation.

Daily † Martial, Weapon

Standard Action Area burst 3 within 20 squares

Requirement: You must wield a ranged weapon.

Target: Each creature in burst

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier damage.

Effect: The burst creates a zone of raining arrows that last until the end of your next turn. While within the zone, enemies take additional d6 damage and suffer a -2 penalty to AC from ranged attacks.

Sustain Standard: The zone persists. You may make a ranged basic attack targeting a creature within the zone.





WOAD CHAMPION

“Many knights think us savages, for we paint ourselves in woad dye, wear little armor in battle, allowing our rage to spout like a forge flame. However, they mark themselves too—their shields speak their heritage, they hang bits of silver about the neck paying lip service to their eternal spirit, and, most savagely, they paint themselves with the blood of their relentless conquest over us.

“So, I tell this to you, my brethren—let us do what our chieftain demands. Let us pay them tribute one hundred fold! To battle!”

—Manx, the Ancient Bear

Prerequisite: Barbarian, Rageblood Vigor class feature, must worship animism

Woad champions are spiritual warriors unparalleled with those of their people. In battle, they prove once and again that their spiritual belief constantly protects them by means of woad tattoos, imbuing the champion with supernatural protection and strength.

Woad champions lead other warriors into battle, charging forth with a frightening bellow and faith. Among their people, they are a paragon of bravery and courage facing untold dangers and, at times, countless numbers.

Woad champions also have a strong faith in animism and often consult and defend the spiritual leaders of your people. This often brings them into conflict with chieftains and other hierarchical leaders, but they are no mere follower.

WOAD CHAMPION PATH FEATURES

Highland Charge (11th level): When you spend an action point to make a charge attack, you gain an additional +1 bonus to attack rolls and deal extra d6 damage.

Level 21: +2 bonus; 2d6 damage.

Level 25: +3 bonus; 3d6 damage.

Woad Tattooist (11th level): Once per day, you may spend 1 action point to perform the Woad Armor ritual. You do not need to acquire a ritual book or scroll, have the Ritual Caster feat, or master the ritual before you perform it.

Surge of Heart (16th level): When you use a primal power and gain temporary hit points, double the temporary hit points gained.

WOAD CHAMPION PATH EVOCATIONS

Indomitable Roar Woad Champion Attack 11

A mighty, fearful and bestial sound forces your foes to give ground.

Encounter † **Fear, Primal**

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Strength vs. Will

Hit: Target is pushed 2 squares.

Special: If you are raging when you use this power, you retain the use of this power on a 10 or higher on a d20 roll.

Supernatural Rush Woad Champion Utility 12

As you hurl yourself into combat, the mystically imbued woad tattoos blur the air about you.

Daily † **Primal, Stance**

Minor Action **Personal**

Effect: Until this stance ends, whenever you charge, you gain concealment until the start of your next turn.

Enduring Thrust Woad Champion Attack 20

Powered by the spirits infused in the cryptic woad symbols across your body, the driving force behind your attack sends your foe flying.

Daily † **Fear, Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 4[W] + Strength modifier damage, and target is immobilized and suffers ongoing push equal to your Strength modifier (save ends both).

Aftereffect: Target is knocked down, and takes damage equal to the number of squares pushed (save ends).

Miss: Half damage, and target suffers ongoing push 2 (save ends).

WOAD ARMOR

By calling upon various spirits, you are able to imbue their protective strength in the form of a woad tattoo.

Level: 4

Duration: Permanent, until preformed again

Category: Creation

Component Cost: Special

Time: 1 hour

Market Price: 150 gp

Prerequisite: Barbarian

Key Skill: Nature (no check)

You paint elaborate tattoos upon your skin and imbue it with a magic armor of your level or lower. The component cost of the ritual is equal to the cost of the magic armor you create.

You can only choose a magic armor enchantment suitable for cloth, leather, or hide armor.





HOLY SOVEREIGN

You alone interpret the will of the divinities to the flock.

Prerequisite: 21st level, any divine class

THE ASPIRATIONS OF a Holy Sovereign remain firmly planted in the mortal realm rather than seeking a place of immortality in the heavens. They take solace in the thought that generations of worshippers shall follow their doctrine and divine spark of interpretation of ancient scripture toward redemption and salvation. Your guidance does not just influence those immediate few that hear your speak, but the very institution of dogma and tradition that sustains the faithful.

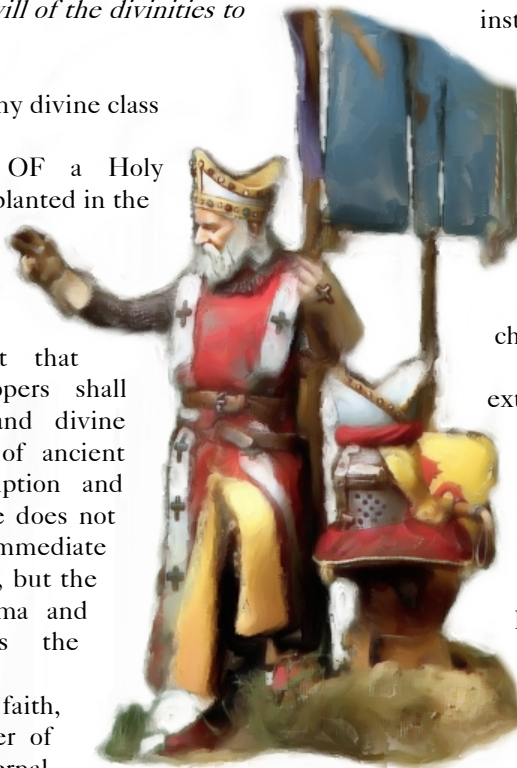
As leader of the faith, whether the Popa, leader of the Church of the Eternal Spirit, or the All-Father, spiritual guide for the dwarven race, they seek its continuance and growth. Duty also falls to them to resolve disputes over church doctrine and rectify problems between powerful secular rulers.

IMMORTALITY

Unlike those selfish few that seek immortality through sainthood or impart themselves into the divinity as a demigod, you choose to impart your humble wisdom leading others to the righteous path of salvation. Upon your final quest, distraught to leave the mortal realm to its own devices wrought by an unguided humanity to take your earned place within the heavens, you imbue your soul into a holy artifact. Those who need your guidance seek you out enabling you to forge a physical connection between celestial divinity and reality. Your influence over those who possess you forges great leaders both spiritual and secular.

HOLY SOVEREIGN FEATURES

Divine Insight (21st level): When you raise a level and gain a class encounter or daily power, you can choose your new power from any divine class.



Earthly Kingdom (21th level): With approval of the Game Master, you choose the religious institution you are to lead. In addition to proper resources and staff befitting your office, you choose one of the following abilities to base your leadership:

Political Acumen: You gain a +2 bonus to all Charisma-based skill checks.

Divine Astuteness: You gain a +2 bonus to all Wisdom-based skill checks.

Mass Revival (24th level): After an extended rest, choose a number of allies equal to your Charisma modifier. Each ally gains additional healing surges equal to your Wisdom modifier.

Spiritual Conduit (30th level): Once per day, choose a Channel Divinity power, even if you do not meet the worship requirement or possess that class feature. For an encounter, you can use it a number of times equal to your either your Charisma modifier or Wisdom modifier, depending on the ability you chose for the *Earthly Kingdom* class feature.

HOLY SOVEREIGN POWERS

Celestial Gate Holy Sovereign Utility 26

You summon forth a divine gate of wonderment briefly connecting to the spiritual realm allowing angelic creatures to tread the earth.

Daily † Divine, Implement, Radiant, Summoning, Zone

Minor Action **Area** burst 1 within 5 squares

Effect: The burst creates a zone of blessed light creating a heavenly portal.

Standard Action: You summon an angelic petitioner in the zone. The petitioner has a speed 6 and fly 8 (hover). It has 1 hit point (a missed attack never damages an angelic petitioner). It has -5 to all defenses. Once per round, it attacks one enemy that begins its turn adjacent to the angel. You can give the following special commands.

Minor Action: Melee 1; targets one creature Wisdom vs. AC; 6 radiant damage.

Opportunity Attack: Melee 1; targets one creature Wisdom vs. AC; 6 radiant damage.

Move Action: The zone persists or until you summon a number of petitioners equal to your Charisma modifier.



ONCE AND FUTURE MONARCH

Born to myth and destined to rule Cthonia, your reign transcends reality.

Prerequisite: 21st level; Noble, human or half-elf

SINCE ITS VOILENT beginnings and precarious unification under Julia the Red, the burgeoning nation of Cthonia still struggles and claims no great noble heritage. Though prior monarchs established mediocre rule through concessions, political machinations, and might, none inspired a grand, national spirit for throne and country.

A Once and Future Monarch fulfills the fantastic imaginings of myths and legends by manifesting dreams and chivalric ideal into a reality. They often rise from obscurity to great renown by inspiring fancy through illustrious deeds of high adventure. Such quests might include bringing the country from the brink of strife and civil war ushering peace and prosperity, defeating an ancient monstrosity, or subjugating the Wild Lands or Darcadia and thus expanding Cthonia.

IMMORTALITY

Legends of your greatness as an innovative and progressive ruler begin to take shape upon completion of your final quest. Your rule solidifies the nation of Cthonia in both strength and spirit as even the lowliest of peasants take pride in being Cthonian. Your leadership sets precedent and establishes a hereditary bloodline for generations upon generations.

Upon your death, your mythical self is spirited away to the Álfheim lending guidance to your descendents when they call for it or when trouble besieges their hearts. Once your dynasty passes from Terra and your exploits turn to dust returning to vague oral legends, you again arise when Cthonia faces its direst moment.

ONCE AND FUTURE KING FEATURES

Bloodline of the Sovereign (21st level): When you raise a level and gain a class encounter or daily power, you can choose your new power from the Noble multiclass.

Heir to the Kingdom (21th level): With approval of the Game Master, you begin to plot your rise to rule the lands of Cthonia. In addition to property and estates, staff, and retainers, befitting your station, you gain the *Grand Duke* noble title.

Alternatively, you may instead become the long awaited monarch destined to unify the Welhan clans and reestablish the Welhan throne by conquering Cthonia or Darcadia.

Intertwining Fates (24th level): Once per day, when an enemy reduces you to 0 or fewer hit points, the triggering enemy takes damage equal to your bloodied value. If this damage destroys your enemy, you immediately lose all remaining healing surges.

Coronation (26th level): Finally able to consolidate your power, you gain the *King* noble title.

Return of the Monarch (30th level): Once per day, when you die, you disappear returning to the mortal world when an ally has need of you. Following a short rest, you revive the round after an ally drops to 0 or fewer hit points. You return with hit points equal to your bloodied value and the triggering ally may spend a healing surge.

ONCE AND FUTURE KING POWERS

Sword of Caliburn

Once and Future Monarch Utility 26

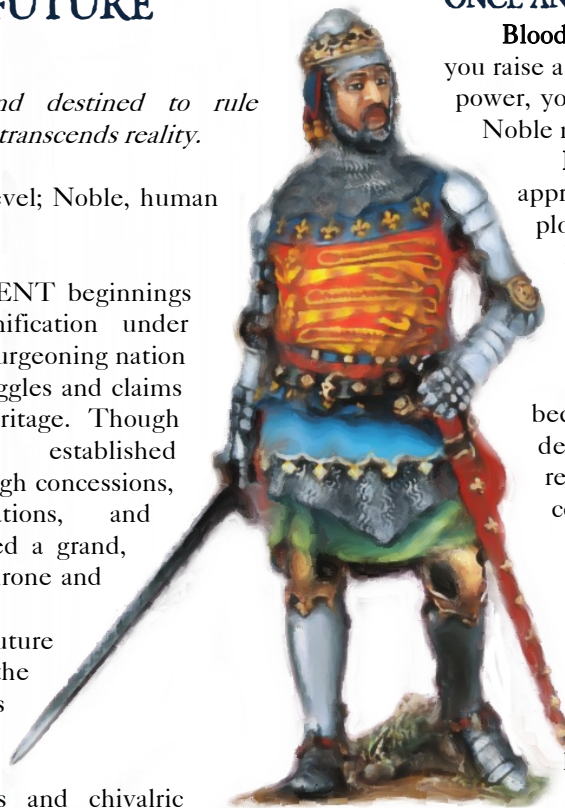
All equate the weapon you wield as the legendary Caliburn, connected with rightful sovereignty of Cthonia. The Welhan call the weapon Caledfwlch.

Daily † Bloodline, Stance

Minor Action

Personal

Effect: Until the stance ends or when you become bloodied, you add an extra d10 to your attack rolls with weapon powers. In addition to normal rules, you also gain a critical hit when you roll a 10 on the extra d10 and the attack is high enough to hit the target's defense. Should you roll a natural 20 and natural 10 on both die rolls and score a critical hit, the target is blinded (save ends).





Personal History and Backgrounds

As you adventure throughout the lands of Terra, you will undoubtedly build a profound legacy, but when and where did it begin? Your companions will come to know your strength, witness your faith, and perhaps even look a bit into your soul, but where did your heart and passion originate?

A personal history offers some insight into the drives, ambitions, and goals of your character as well as the reasons that lure them to adventure. It serves as a basis for which your character might behave, the decisions they might make, or how they instinctively handle a precarious situation.

ESTATES OF THE REALM

The *estates of the realm* mechanic is a feudalistic caste system that divides up the human population into three predominantly hereditary social classes: the nobles, the clergy, and the commoners.

Beginning at 1st level, an unaligned human character must choose an estate to which they belong. Since half-elves live in the confines of human society with no culture of their own, these unaligned characters must also select one of the above estates.

Once selected, a character cannot change or disregard their choice. The feudal system is also a strict caste system where everybody within knows their place and reminded of such since the time of their birth. However, special circumstances (such as multiclass characters) may arise where your Game Master might allow you to change your social class. These changes are always at the discretion of the Game Master.

Humans and Other Races

Much of the information within this chapter mostly pertains to humans. Other races might have a rich personal history, however being a race other than human carries a certain mystique in and of itself.

Estates and Alignments

Characters belonging to the majority of alignments found in the D&D 4E PLAYER'S HANDBOOK either rise above or are not concerned with the restrictive caste system. A lawful good character might adhere to such restrictions should they truly benefit society as a whole, but are not bound by it should they find corruption within the system. Furthermore, an evil farmer is not going to let the fact that he is a peasant stand in his way toward glorious power.

On the other hand, an unaligned character accepts their place within such a strict society. It is not to say that an evil or lawful noble does not exist. It merely suggests that they would disregard such a system should it no longer provide a use toward their goals.

Other unaligned races may also belong to one of these estates if they so choose, with the exception of the Noble estate. This represents that they chose to live within human society or, under extenuating circumstances, abandoned to it.

Unlike humans or half-elves, they may disregard or change these ranks freely; however, they will lose any benefits gained while having such a social class. Regardless of the situation, a character may only belong to one of these estates at any given time.

Below are the three distinct social classes that make up the *estates of the realm*.

NOBLE

Nobility originally arose from the dark ages as minor warlords pledged allegiance to a more powerful sovereign with a promise to fight for an allocation of land. It now serves as a political title granted either through heredity or for a lifetime. The nobility and clergy suffer in a state of flux since each caste delicately maneuvers to gain control over the other.

A character choosing to belong to this estate might have a great, long ancestry that also bore their title; a poor nobleman looking to rebuild their impoverished lands; an ambitious prince nurturing political machinations to gain a crown; or a young lord with a lifetime appointment looking for a chance to prove his mettle.

Special: Those selecting the noble estate must know a power with the bloodline power source or possess Diplomacy as a trained skill.





CLERGY

Unlike most nobles, members of the clergy may rise from any member of the caste system through faithful devotion. Clergy officially represents their church and work toward spreading their belief through conversion. The highest of such an order seeks to control the noble caste through moral duty and the power of excommunication.

A character choosing this estate might be a second son to a noble not able to inherit his father's lands or title; a bright peasant or orphan given the chance of an education in a monastery; a crusader belonging to a military holy order; a religious heretic looking to teach his interpretation of ancient scripture; or an inquisitor looking for such men.

Special: Those selecting the clergy estate must know a power with the divine power source or possess Religion as a trained skill.

Roles Within Roles

Do not allow this strict caste system to hamper your creativity.

For example, you might be a son or daughter of a gypsy king and while your tribe might see the distinction, most feudal lords still might see you as a commoner. In addition, as a commoner, you might rise up the social hierarchy as a powerful merchant lord, only to discover that you will need a noble title to access true power.

On the other hand, you might have a noble title but no money. Without the power of gold, your title might not get you far in the real world.

COMMONERS

Barely noticed by the upper classes, save as a source of revenue, commoners have a distinct social hierarchy of their own: freeman and peasants.

Peasants

As power fell into the hands of noble warriors, the distinction between free peasants and unfree peasants blurred; many simply became serfs. This class of peasant is a hereditary role that holds a heavy dependency on their lord without the

prestige or honor. They are bound to the land and must seek the permission of their lord for every important aspect of their life; especially should they wish to leave the village. Most peasants never venture far beyond their village within their lifetime.

Freeman

In contrast to the strict role of peasants, freemen come and go as they please. They most likely live in cities as tradesmen, soldiers, merchants, pilgrims, or adventurers. Characters choosing the common estate fall into this category. After all, it is quite hard to go off and plunder a dragon's tomb if you are always seeking permission from your lord.

Non-Human Races

The feudal system is a human concept. While a caste or similar systems might exist in other cultures, the distinction between social classes is minute. However, humankind strictly adheres to this concept even to the extreme as labeling other races as commoners. Although human nobles respect and treat a dwarven king as his rank commands, they never truly consider him a peer.

REGIONAL BACKGROUNDS

While social castes might help define a political worldview, the lands that your character roamed as a child or adopted really impart the beginnings of their instinctual nature. Choosing a regional background feat gives a character an additional racial power. Furthermore, you may only choose one regional feat.

Chapter 7: Cthonia Gazetteer presents the regional background feats.

BRINGING A FEUDAL LORD'S CHARACTER TO LIFE

While game mechanics allow you to navigate through dangers, slice up monsters, and provide a basis for interacting with society and the environment, many more elements separate a character from a sheet of statistics. A list of basic, but essential, questions helps define your character and leads to possible motivations a Game Master might draw from when creating an adventure.

WHERE ARE YOU FROM?

How large or small is the community your character hailed from? Did you live in a community or virtually alone in the wilderness? Was it a settled community or did you belong to a nomadic tribe? Each of these basic questions





forms the foundation from which to build habits and regional characteristics.

Once you addressed the previous questions, you may wish to think about the culture or the environment where your character and community thrived. What custom and traditions do you still follow? A Welhan character might wear a customary plaid sash.

Furthermore, did the weather and environment influence your life or change how you deal when under similar circumstances?

You may withstand a snowstorm better than your companions might or dwelling in a community clinging to a mountainside could justify your high Athletic skill.

WHAT IS YOUR LINEAGE?

In a world relying heavily on hereditary bloodlines to determine social class, you should take a moment to consider your lineage. Did you have a famous ancestor? Did a powerful forbearer once hold the magical sword you now wield? Do you share similar characteristics?

WHAT IS YOUR SOCIAL CLASS?

While it might seem by choosing an *estate of the realm* implies your social class, it does so presently. Were you always a successful merchant or did you come from humble beginnings? You may be a noble, but is your family impoverished with the hope that you might change their fortunes. How will your peasant family or local lords react when you bring home a treasure of immense value? Are you a refugee escaping from an unfair or cruel lord? These are all viable questions that can jumpstart an adventuring career or campaign path.

WHAT LED YOU TO ADVENTURE?

The medieval world is a dangerous place fraught with great perils, but also rewarding for those who survive the many ordeals of travel and adventure. However, besides greed or desire for rare, magical equipment, what led your character off the beaten path to adventure? Did a calamity befall your village forcing you to leave your homeland? Are you on a rampage to avenge your family or a loved

one? Were you inspired to go on crusade to the holy lands or do you wish to inspire others?

WHAT OR WHO DO YOU WORSHIP?

In a realm where religious faith is justified constantly and consistently with divine miracles, it is hard to be skeptical of heavenly worship. On the contrary, many wizards, sorcerers, and warlocks, purloin arcane secrets from devilish entities that thrive on complete devotion.

Therefore, whom your character worships and the religious practices followed play an important role in your character development. Other characters, player and non-player, might treat you differently depending on the religious tenets you adhere to. Does it affect the way you dress, how you carry on, or even eat? What sacred restrictions hold sway over your character and his or her attitude or outlook on life?

Perversely, have you lost your way from a path of salvation or righteousness? Do you find others more pious than yourself? Do others persecute you because of a difference in scriptural interpretation?

WHERE DOES YOUR LOYALTY LIE?

You might pay homage to the lord above you, but are you loyal or does your loyalty lie to the old peasant teaching you arcane secrets? In this world, political aspirations and machinations prove more delicate and dangerous as a dungeon crawl. Attaching your loyalty to a person found treasonous to the king might lead you to the chopping block and your head on a spike.

You will find that political life inserts itself everywhere, from the lowly peasant trying to outmaneuver the taxman or shire reeve to the high-church official losing the ear of the king. More than once in your adventuring career you might need to make a stand, but will you be on the side that prevails? Since being on the side of the just is not enough unless you are victorious.

DO YOU HAVE FRIENDS OR ENEMIES?

It is likely that your adventuring companions are your closet allies, but if some grew up in different surroundings or harbor separate loyalties, you



Kimagu



might find yourself at odds and at a crossroads. Loot and adventure should not be the only ties binding you with your companions. It is important to share goals, ideals, and beliefs. It not only enriches your character, but allows your compatriots to understand the depth behind your motivations rather than just being a good swordsman.

PROFESSIONS

Professions allow additional background development concerning what trade, craft, livelihood, or professional role, a character played before setting off for high adventure. Professions are a direct result of a character being an apprentice for a period learning a trade or livelihood. Techniques and skills a character learned while an apprentice carries with them throughout their adventuring career.

Prerequisites

Some professions have prerequisites that a character must meet before choosing the profession. In addition, most professions require a character to belong to one of the three *estates of the realm*. The brackets accompanying the name of the profession indicates which estates of the realm the profession belongs.

APOTHECARY

Apothecaries are people who study the science of mixing chemicals, elements, and naturally occurring materials together for predictable results. They often go on to be inventors or alchemists.

APOTHECARY BENEFIT

Add a +2 bonus to your Endurance checks against diseases and poisons. Furthermore, add Nature to your class skill list.

ACOLYTE [CLERGY]

These minor neophytes within local temples often perform mundane tasks and hold little responsibility except to themselves and their studies. In a rural or primitive area, acolytes might personally serve the shaman or druid.

ACOLYTE BENEFIT

You add Supernal to your known languages, and gain a +2 bonus to Religion checks.

ALMONER [CLERGY]

These religious individuals make sure the poor receive alms, distribute discarded food from feasts, and responsible in other forms of charity. Almoners spend a majority of their time traveling to the many monasteries, since the church requires these institutions to tithe a tenth of their income.

ALMONER BENEFIT

You add Thieves' Cant to your known languages, and Streetwise to your class skill list, and gain a +2 bonus to Streetwise checks.

APPRENTICE

Many learn the arcane arts in secret under the tutelage of an experienced practitioner. However, these relationships are precarious at best since masters often fear their students becoming too powerful or inquisitors end the partnership prematurely. Often an apprentice finds himself on his own with just enough arcane education to perform a few simple spells.

APPRENTICE BENEFIT

You add Draconic to your known languages and may re-roll any Arcana check, keeping the second result, even if it is worse.

If you have a fey pact or infernal pact, you may instead add Elven or Supernal to your known languages respectively.

BAILIFF [NOBLE]

Bailiffs are manorial officials whose duties included allotting tasks to peasants, upkeep of the lands, repair and replacing tools, as well as collecting taxes and rent. As a direct representative of the ruling aristocracy, many peasants dislike these officers of the court and their methods of extortion.

BAILIFF BENEFIT

You gain a +2 bonus when issuing commands from a writ (see Chapter 6 for more details).



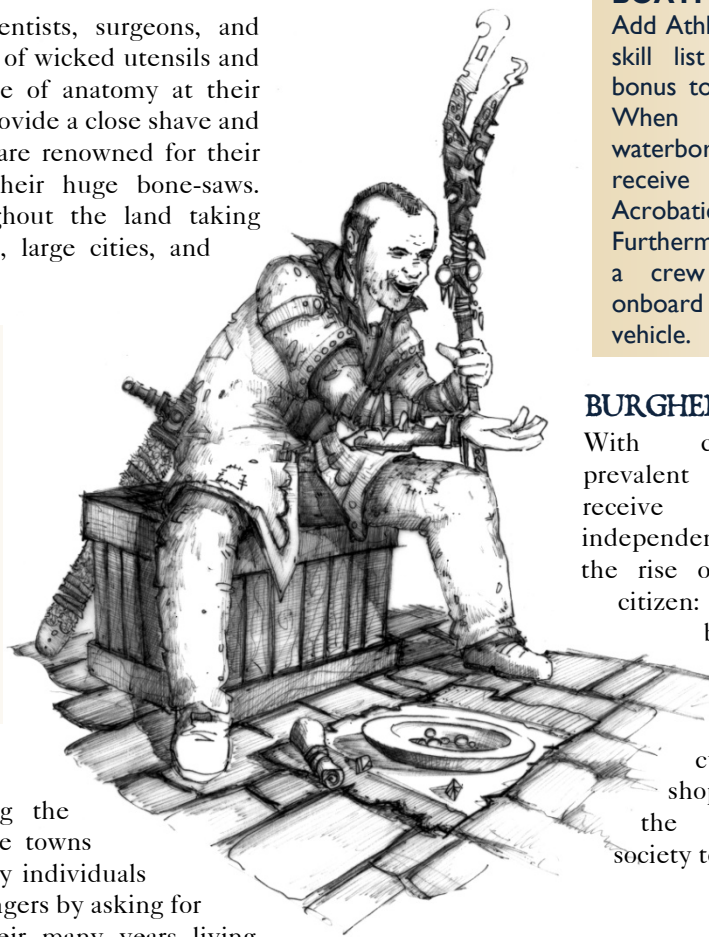


BARBER [COMMONER]

Many barbers serve as dentists, surgeons, and blood-letters, with a variety of wicked utensils and a relatively firm knowledge of anatomy at their disposal. While they still provide a close shave and cut hair, the most famous are renowned for their quick amputations with their huge bone-saws. They are common throughout the land taking residence in small villages, large cities, and onboard seagoing vessels.

BARBER BENEFIT

Add Heal to your class skill list and gain a +1 bonus to Heal checks. Furthermore, once per encounter, as a minor action, yourself or an adjacent ally can spend a healing surge to recover 5 hit points instead of the hit points you would normally gain.



BOATMAN BENEFIT

Add Athletics to your class skill list and gain a +1 bonus to Athletics checks. When onboard a waterborne vehicle you receive a +1 bonus to Acrobatic skill checks. Furthermore, you count as a crew of two when onboard a waterborne vehicle.

BURGHER [COMMONER]

With cities becoming prevalent and beginning to receive and establish independent charters, it led to the rise of a new class of citizen: the burgher. Many burghers are tradesmen, city laborers, petty merchants, custom officials, and shop owners that hold the fabric of urban society together.

BURGHER BENEFIT

Add Streetwise to your class skill list, and gain a +1 bonus to Streetwise checks. Once per day, while within a city, you can sell a magic item for one-fourth of the purchase price.

BEGGAR [COMMONER]

As coins begin overtaking the barter system in most large towns and cities, poor, street savvy individuals rely on the kindness of strangers by asking for spare change. During their many years living within the underbelly of society, beggars often learn Thieves' Cant, a secret language among rogues, hustlers, and lowly thugs.

BEGGAR BENEFIT

You add Thieves' Cant to your known languages and add Streetwise to your class skill list, and gain a +2 bonus to Streetwise checks.

BOATMAN OR SAILOR [COMMONER]

Ferryman, gypsy sailors, pirates, among many others that call a raging river or deep ocean their home, feel quite at ease with a stiff wind and a star to guide them. They have intimate knowledge of ships and the water they travel often risking their lives carrying the rich cargoes of spice and silks, devout pilgrims, or zealous crusaders.

BUTLER [COMMONER]

These individuals care for the cellar often in charge of the butts (or bottles) of wine and beer. They usually have a staff of brewers, tapsters, dispensers, and cupbearers. Many great households, fortified manors, and castles frequently employ dwarves to fulfill this position.

Maciej Zagoski



BUTLER BENEFIT

Add Dungeoneering and Streetwise to your class skill list, and gain a +1 bonus to Dungeoneering and Streetwise checks.

CHAMBERLAIN BENEFIT

When immobilized, you gain a +1 bonus to your Armor Class and Will defenses.

CARPENTER [COMMONER]

These well-trained craftsmen use their skills constructing tithe barns, timber framework, cathedrals, and castles.

CARPENTER BENEFIT

You gain a +1 bonus to attack and damage rolls against creatures with the plant keyword.



CARTER [COMMONER]

Untrained laborers, carters simply bring wood and stone to a construction site. Depending on the distance and location of a quarry or forest, the task usually proves taxing and dangerous.

CARTER BENEFIT

Add Endurance to your class skill list and you may re-roll any Endurance check, keeping the second result, even if it is worse. Furthermore, add a +2 bonus to your Strength score when determining the amount of weight you can carry, lift, and drag.

CASTELLAN [NOBLE]

Also known as a seneschal, steward, or majordomo, castellans serve as caretakers of castles or fortified manor houses often in charge of the domestic staff and maintaining the defenses and surrounding lands. This is especially the case when the lord or lady is not in residence or frequently absent from the estate.

CASTELLAN BENEFIT

When immobilized, you gain a +1 bonus to your Armor Class and Fortitude defenses.

CLERK [CLERGY]

Any hope of a proper education in this world of grit and sweat, blood and bone, resides in the church or the few religious universities. The clerk is a bookkeeper and many rely on their ability to read and write to correspond with others. Prestigious nobles often hire clerks to write an illustrious biography of either himself or herself or a prominent ancestor.

CLERK BENEFIT

You gain an extra language of your choice, add History to your class list, and gain a +2 bonus to History checks.

CHAMBERLAIN [NOBLE]

Whereas the castellan oversees the responsibilities of the domestic and military staff, the chamberlain manages the finances of a castle or great manor house. In addition, this duty also includes maintaining the personal well-being of the lord and his family as well as taking responsibility for the private living quarters or chambers.

COBBLER OR CORDWAINER [COMMONER]

The truly most vital and often overlooked piece of adventuring equipment is a good pair of shoes or boots. It allows daring travelers and their companions to venture between adventure sites in

Maciej Zagoski





comfort. While a cordwainer makes shoes and a cobbler repairs them, the two professions are slowly merging into one.

COBBLER BENEFIT

You and your allies gain a +1 item bonus to their Base Exploration Speed (to a maximum of 7). Furthermore, you grant a +1 power bonus to Endurance checks to yourself or an ally until the next extended rest.

COOK [CLERGY OR COMMONER]

Aside from a good pair of boots, a fair meal can also carry an adventurer over great distances. In any group of travels, be it from a band of mercenaries to a performing troupe, the cook is a vital member to their success. Furthermore, many monasteries take some pride in their well-known culinary skills.

COOK BENEFIT

You and your allies benefit from an extended rest if you have slept at least 5 hours. Furthermore, you grant a +1 power bonus to Endurance checks to yourself or an ally until the next extended rest.

COTTAR [COMMONER]

One of the lowest of peasants, a cottar performs lowly duties usually undertaken by the old and infirmed. Many are swineherds, typical prison guards, rat catchers, while others do menial tasks to earn their upkeep.

COTTAR BENEFIT

You add Thieves' Cant to your known languages. In addition, once per day, you gain a +1 bonus to one of the following skill checks until the next extended rest: Athletics, Dungeoneering, Endurance, Intimidate, Nature, Perception, Streetwise, or Thievery.

DITCHER [COMMONER]

As the name implies, ditchers dig ditches, moats, and lay earthen foundations for building and walls. It is hard, laborious, but honest work for a meager wage.

DITCHER BENEFIT

Add Athletics and Endurance to your class skill list, and gain a +1 bonus to Athletics and Endurance checks.

GLAZIER [COMMONER]

A highly trained profession that begins at an early age under the tutelage of a master glazier, these artisans create marvelous works of stained glass. A part of a traveling studio, glaziers are in high demand especially in cities building mighty cathedrals. Their work often depicts religious or historical scenes to teach and highlight spiritual stories.



GLAZIER BENEFIT

Add History and Religion to your class skill list, and gain a +1 bonus to History and Religion checks.

GONG FARMER

[COMMONER]

The removal of gong, another word for dung, from privies and cesspits relied on the gong farmer. These individuals work at night and transport the firth, commonly called night soil, outside the city and town boundaries. Being able to move around at night, after curfew, gave these peasants certain lead way among the night watch and thieves.

GONG FARMER BENEFIT

Add Perception and Streetwise to your class skill list, and gain a +1 bonus to Perception and Streetwise checks.

HAYWARD [COMMONER]

Particularly present in rural manor houses or great castle gardens, as well as village farms, haywards



tended hedges, royal gardens, as well as managed and took responsibility of work done in the hayfields.

HAYWARD BENEFIT

Add Intimidate and Nature to your class skill list, and gain a +1 bonus to Intimidate and Nature checks.

HERALD OF ARMS OR HARKER [NOBLE]

Often the position of lowly nobles, a herald performs an array of responsibilities besides being an expert in coat of arms: organize and run tourneys, act as messengers and envoys, make public announcements, arrange ceremonies of state, and interpret genealogy.

HERALD OF ARMS BENEFIT

You may re-roll any Diplomacy check, keeping the second result, even if it is worse. Furthermore, when under the slowed effect, you have a speed of 3 instead of normal.

INSTIGATOR

Although the feudal landscape offers little hope for individual or political change, an instigator organizes support for a number of causes. These agitators might attempt to publish divine texts written in the common tongue, question religious tradition, usurp a noble, or give rise to a political movement.

INSTIGATOR BENEFIT

Add Insight and Streetwise to your class skill list, and gain a +1 bonus to Insight and Streetwise checks.

LADY-IN-WAITING [NOBLE]

Prerequisite: Female

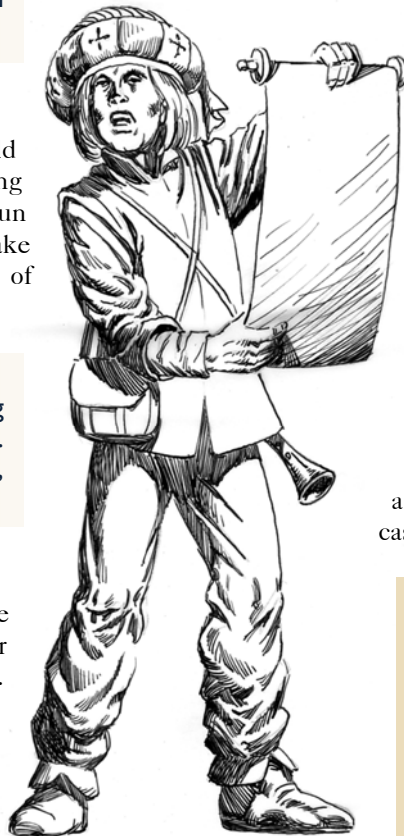
Known as waiting maids, these lesser noblewomen are personal assistants to greater women of rank including princesses and queens. Her duties vary from court to court and from mistress to mistress, but often acting as a royal companion, messenger, and during dangerous times, a spy.

LADY-IN-WAITING BENEFIT

Add Insight, Perception, and Stealth to your class skill list, and gain a +1 bonus to Insight, Perception, and Stealth checks.

MASON [COMMONER]

Stonemasonry is a steady and much respected trade. It allowed many in the field to travel and after many years, make it possible to become a master mason with some wealth and influence. Life is hard and labor intensive as masons spend many hours hammering and chiseling large stone bricks, doorways, arches, and carved figures for great castles and cathedrals.



MASON BENEFIT

Once per day, you can use your second wind as a minor action instead of normal.

Once per day, dwarves instead gain an additional 1d6 hit points when spending using a second wind.

MINER [COMMONER]

Also called sappers, these individuals perform several tasks, the most obvious of which is mining. During sieges however, these individuals dig tunnels to undermine walled fortifications and countermine against enemy sappers.

MINER BENEFIT

Add Dungeoneering to your class skill list, and gain a +1 bonus to Dungeoneering checks. Furthermore, while in darkness, you see as if holding a candle.



MINSTREL [COMMONER]

These simple court servants entertain lords and courtiers in the form of songs of heroic deeds and lineages and by playing instruments. They also assist knights by recording and publicly reciting their deeds giving their armored employers respect and additional status.

MINSTREL BENEFIT

Your base number of healing surges on your Charisma score.

MISSIONARY [CLERGY]

These brave souls, delegates of the Eternal Spirit, often travel to wild and untamed lands seeking to convert others to their faith. Many human missionaries devote their time trying to proselytize other humans into the fold of the church, such as barbarians or those in a culture of spiritual sin. However, some venture into the lands of orcs and goblins in hope of bringing these wild savages to the faith. Successes in such circumstances are rare.

MISSIONARY BENEFIT

You gain two extra languages of your choice, add Diplomacy to your class list, and gain a +1 bonus to Diplomacy checks.

PORTER [COMMONER]

These lowly guardsmen take responsibility over the entrance of a fortification and the barracks. More importantly, they insure that no one enters or leaves the castle or keep without permission.

PORTER BENEFIT

Add Perception to your class skill list, and gain a +3 bonus to Perception checks.

SQUIRE [NOBLE]

Often an apprentice to a knight, a squire is a man-at-arms or professional soldier of noble status. Beginning at an early age, squires rise from the ranks of pages to commence training as a knight.

SQUIRE BENEFIT

You may exchange one paragon path power for an exploit power of the same level from a knight paragon path. A knight paragon path is a paragon path with “knight” in the title.

WATCHMEN

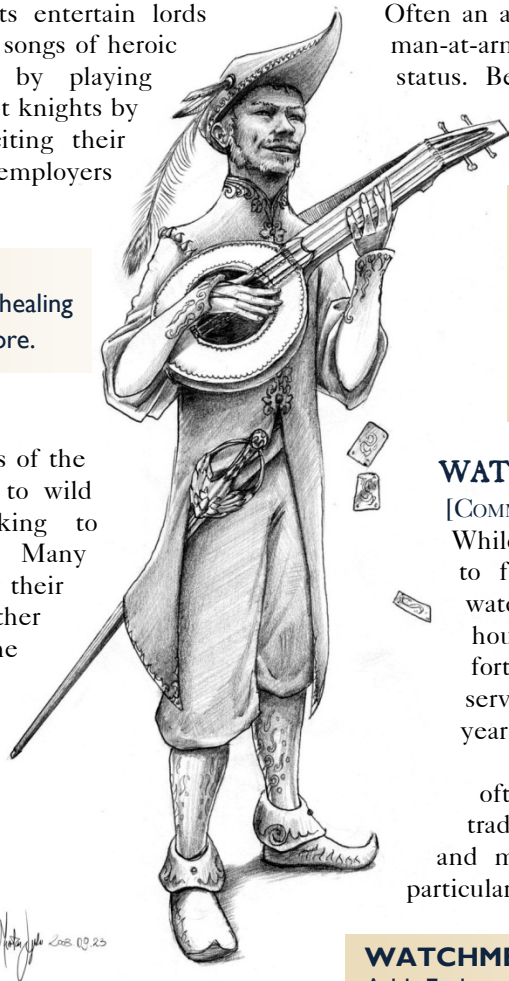
[COMMONER]

While most peasants farm fields and tend to flocks, a few capable souls stand watch and protect the fortified manor house of a lord in rotational shifts of forty days. In exchange for their service, they receive food and board year around.

In large cities or towns, watchmen often come from the ranks of tradesman, working in weekly shifts and maintain vigilance over a block or particular street.

WATCHMEN BENEFIT

Add Endurance and Perception to your class skill list, and gain a +1 bonus to Endurance and Perception checks.





Feudal Obligations



N.C. Wyeth

Although you may or may not belong to one of the three *estates of the realm*, you still might find yourself pledging an obligation to a feudal lord. Such an allegiance may perhaps begin before your first adventure or take place long after your exploits become well known.

OATHBOUND [Power-Swap]

You choose to align yourself with a particular alliance, whether it is a noble family, religious order, merchant house, or some other organization.

Prerequisite: You must meet the prerequisites of the particular alliance, which you pledge yourself.

Benefit: You gain the benefits of a particular allegiance.

PLEDGING ALLEGIANCES

Regardless of your race, character class, or alignment, you may pledge yourself to only one allegiance. Pledging your allegiance, especially during character creation, has its own benefit as indicated below. While it is impossible to list every influential noble family or organization throughout the known regions of Terra, the few portrayed are the most predominant.

The allegiances presented in this chapter are in the format described below.

NAME [Type]

There are four types of allegiances: noble, religious, merchant, and organization.

Leader: This is the head of the family or institution.

Location: This is the region, city, or area, where the leader is located.

Prerequisite: You must meet any additional prerequisites to gain this allegiance. If at any time you lose any of the listed prerequisites, you no longer gain the benefits.

Class Skill: A character may add this skill to their class skill list.

Benefit: You gain an additional benefit to the following powers you know. This represents an obligation and training from the leader in exchange for your pledge of allegiance. Any



benefits are immediately lost should a character sever the allegiance.

Quest Reward: Completing a major or minor quest for your allegiance has additional benefits.

POWERS

Most organizations have access to special powers available to particular classes.

ALLEGIANCE DESCRIPTIONS

The following details important factions within the land of Cthonia.

CTHONIAN ROYAL COURT [Noble]

You are a court favorite or relation to a highly valued courtier or lady-in-waiting. These connections allow many opportunities for the monarch to notice your skills.

Leader: The King or Queen of Cthonia

Location: The court moves between Caldor and The First City, capitol of Cthonia, northeast of the Forest of Woe.

Prerequisite: Must be trained in Diplomacy, *estates of the realm* (noble).

Class Skill: Intimidate

Benefit: You gain the *command of the monarch* feat power.

Quest Reward: Should you complete a quest for the Cthonian Royal Court, you gain a +2 feat bonus on all Charisma-based skill checks while within Cthonia until the completion of any other quest.

ENCOUNTER POWER

Command of the Monarch Feat Power

You exert the will of your monarch by commanding those before you to their knees in name of your liege.

Encounter † **Charm**

Minor Action **Ranged 2**

Requirement: You must pledge allegiance to the Cthonian Royal Court.

Target: One creature

Attack: Charisma +4 vs. Will, Strength +4 vs. Will, or Wisdom +4 vs. Will

Level 11: +6 bonus

Level 21: +8 bonus

Hit: Target is knocked prone.

BLOODLINE POWERS

By committing yourself to the Cthonian Royal Court, you add the following powers to the Noble multiclass power list.

LEVEL THREE ENCOUNTER ENDEAVOR

Make Way For Your Liege Noble Attack 3

You push people aside and keep them at bay giving yourself and your allies room to move.

Encounter † **Bloodline, Charm, Implement, Psychic, Zone**

Standard Action **Close burst 3**

Requirement: You must pledge allegiance to the Cthonian Royal Court.

Primary Target: Each creature in burst

Primary Attack: Charisma vs. Fortitude, Strength vs. Fortitude, or Wisdom vs. Fortitude

Hit: The target is pushed 1d6 squares.

Effect: The burst creates a zone filled with an awe-inspiring presence. Make a secondary attack.

Secondary Target: Each creature pushed outside the zone.

Secondary Attack: Charisma vs. Will, Strength vs. Will, or Wisdom vs. Will

Hit: 1d10 + Charisma modifier psychic damage and target cannot enter zone. The zone ends at the end of your next turn.

LEVEL SIX UTILITY ENDEAVOR

Summon Royal Guard Noble Utility 6

You call forth a royal guard for added protection.

Daily † **Bloodline, Implement, Summoning**

Minor Action **Close burst 2**

Requirement: You must pledge allegiance to the Cthonian Royal Court.

Effect: You summon a Medium royal guard in an unoccupied square within the burst. The royal guard has a speed 5 and a +2 AC and +1 Fortitude. You may give the royal guard the following special command.

Immediate Interrupt: When you are targeted by a melee attack and the royal guard is adjacent to the attacker, push the attacker 1 square.

LEVEL NINE DAILY ENDEAVOR

Summon Royal Knight Noble Attack 9

You beckon the aid of a royal household knight to champion your cause.

Daily † **Bloodline, Implement, Summoning**

Minor Action **Ranged 5**

Requirement: You must pledge allegiance to the Cthonian Royal Court.

Effect: You summon a Medium royal knight in an unoccupied square within range. The royal knight has a speed 5 and a +4 AC and +2 Fortitude. You may give the royal knight the following special commands.

Minor Action: Melee 1; targets one creature; Charisma vs. AC; 1d8 + Charisma modifier damage and target is marked.





INQUISITION [Religious]

You ruthlessly hunt arcane purveyors, heretics, and others who defy cannon law.

Leader: The Popa, the Father of the Church of the Eternal Spirit of Man.

Location: Though the Popa resides within the Holy District within The First City, capitol of Cthonia, northeast of the Forest of Woe, the location of the Inquisition is wherever it begins an investigation.

Prerequisite: Must be trained in Arcana, estates of the realm (clergy).

Class Skill: Intimidate

Benefit: You may swap one 1st level or higher at-will attack power you know with the *trial by ordeal* feat power. Furthermore, you may use a magic weapon as an implement for powers with the fire keyword.

Quest Reward: Should you complete a major quest for the Inquisition, you gain a +4 feat bonus on Intimidate skill checks until the completion of any other major quest.

AT-WILL POWER

Trial by Ordeal

Feat Power

You unleash the power of the heavens physically testing your foe for heresy.

At-Will † Radiant

Standard Action

Ranged 10

Target: One creature

Attack: Charisma +2 vs. Fortitude, Strength +2 vs. Fortitude, or Wisdom +2 vs. Fortitude

Level 11: +4 bonus

Level 21: +6 bonus

Hit: Target gains vulnerable 5 radiant (save ends). Creatures with Resist radiant are immune to this effect.

Effect: Your attacks gain the radiant keyword until the end of your next turn.

DIVINE POWERS

By committing yourself to the Inquisition, you add the following powers to any divine class power list.

LEVEL THREE ENCOUNTER PRAYER

Command of the Inquisition

[Divine Class] Attack 3

Your booming voice shackles your foes where they stand with the threat of hellish, searing flames.

Encounter † Divine, Implement, Fire

Standard Action Area burst 1 within 10

Requirement: You must pledge allegiance to the Inquisition.

Target: Each creature in burst

Attack: Charisma vs. Will, Strength vs. Will, or Wisdom vs. Will

Hit: Until the end of their next turn, should they move, the target takes 10 fire damage.

LEVEL SIX UTILITY PRAYER

Weapon of the Inquisition

[Divine Class] Utility 6

A bright, fiery light reminiscent of inquisitorial bonfires erupts from your weapon.

Daily † Divine

Minor Action

Personal

Requirement: You must pledge allegiance to the Inquisition.

Effect: Add your Charisma modifier to your attack rolls and all damage dealt with weapon powers is fire damage until the end of the encounter.

LEVEL NINE DAILY PRAYER

Summon Witch Hunter

[Divine Class] Attack 9

You summon an experienced witch hunter to root out those you charged with heretical practices.

Daily † Divine, Implement, Fire, Summoning

Minor Action

Ranged 5

Requirement: You must pledge allegiance to the Inquisition.

Effect: You summon a Medium witch hunter in an unoccupied square within range. The witch hunter has a speed 6 and the hunter's quarry class feature based on your level. You may give the witch hunter the following special commands.

No Action: Once per round; designate the closest enemy to you as the witch hunter's quarry.

Minor Action: Melee 1; targets one creature; Charisma vs. AC; 1d8 + Charisma modifier fire damage.





ARCANE CHARACTERS

It is quite common to find arcane practitioners belonging to the ranks of the inquisition. Some do so openly, using their vast knowledge of the arcane to help hunt those who pervert the craft and to teach the church the benefits of righteous arcana. However, these brazen individuals walk a fine line often finding themselves at odds with certain members of the clergy who wish to purge such magicians from the church.

Others might practice in secret, gathering arcane lore with each successful raid, consolidating their powers. Still others might use their position in the Inquisition to help those of the Veiled Coven or similar arcane sects.

A few members of the Inquisition who dabbled too close with their victims eventually succumbed to demonic and devilish temptation. Such individuals often begin practicing magic and wielding spells guised as divine magic with the aid of their new masters.

MARAUDERS OF WELHAN

[Organization]

You live outside the shackles Cthonian and Darcadian civilization hoping one day to see a Welhan noble become king. You raid camps and forts fighting those who you see as part of an occupying force.

Leader: There is no central leader, just roaming bands of Welhan clansmen, each with their own agenda and plan to restore the Welhan throne.

Location: Most live within the vile Bog of Bones, Lost Wood, or other desolate places Cthonian and Darcadian soldiers fear to tread.

Prerequisite: Must be trained in Endurance, *estates of the realm* (commoner).

Class Skill: Nature or Stealth

Benefit: You may swap one 1st level or higher daily attack power you know with the *Welhan ambush* feat power.

Quest Reward: Should you complete a minor quest for the Marauders of Welhan, you gain a +1 feat bonus to attack rolls while you have cover or concealment until the completion of any other quest.

DAILY POWER

Welhan Ambush

Feat Power

From a hidden position, you launch a fearful attack catching your foes unaware shaking their resolve.

Daily † **Rattling**

Free Action

Close burst 5

Requirement: You must have cover or concealment to the target.

Trigger: You make an initiative check.

Target: Each enemy in burst.

Attack: Dexterity +2 vs. Reflex, or Wisdom +2 vs. Reflex

Level 11: +4 bonus

Level 21: +6 bonus

Hit: Dexterity or Wisdom modifier damage, and target grants combat advantage to you until the end of your next turn.

MARTIAL POWERS

By committing yourself to the Marauders of Welhan, you add the following powers to any martial class power list.

LEVEL THREE ENCOUNTER EXPLOIT

Marauding Strike

[Martial Class] Attack 3

You leap into action, unsettling your opponent as you move in, strike, and then lurk away.

Encounter † **Martial, Rattling, Weapon**

Standard Action

Melee weapon

Requirement: You must pledge allegiance to the Marauders of Welhan.

Target: One creature

Effect: Before the attack, you can shift up to 4 squares.

Attack: Dexterity vs. Reflex, or Wisdom vs. Reflex

Hit: 1[W] + Dexterity or Wisdom modifier damage, and you can shift a number of squares equal to the difference of the squares you did not shift before the attack.

LEVEL SIX UTILITY EXPLOIT

Diversions Tactics

[Martial Class] Utility 6

You easily create a diversion from which to pounce upon your enemies.

Daily † **Martial**

Minor Action

Personal

Requirement: You must pledge allegiance to the Marauders of Welhan.

Effect: You can make a Bluff check to create a diversion to hide and choose one of the following:

Rattle: Your next attack gains the rattling keyword.

Shift: You may shift 2 squares.



LEVEL NINE DAILY EXPLOIT

Welhan Arrow Barrage [Martial Class] Attack 9

With a bellowing command, several hidden, fellow Welhan marauders unleash a volley of arrows creating a killing zone to all that enter.

Daily † Martial, Zone

Minor Action Area burst 1 within 10

Requirement: You must pledge allegiance to the Marauders of Welhan.

Target: Each creature in burst

Attack: Charisma vs. Reflex, Dexterity vs. Reflex, or Wisdom vs. Reflex

Hit: 3d6 + Charisma, Dexterity, or Wisdom modifier damage.

Effect: The burst creates a zone of raining arrows until the end of the encounter. You and any ally deals 1d6 extra damage with ranged attacks against enemies in the zone.



VEILED COVEN [Organization]

The Inquisition has a long arm reaching into every orifice and shadow of the underworld seeking a sacrifice for their eternal fires. Whatever your reasons for dabbling into the arcane, you need allies, teaching, and access to the proper tools to continue your studies.

Leader: There is no central leader. Each coven has a unique teacher or master from whom pupils study. Each coven is highly secretive and rarely do they take the risk allowing outsiders into their fold, even if the individual is another Veiled Coven leader from another town.

Location: Each village, town, and city, has some semblance of a Veiled Coven. In smaller hamlets they might consist of two magicians, while in a large city, such as Caldor, might have more than hundred. It is common for a large city to have multiple covens that work with or against each other depending on their individual goals.

Prerequisite: Ritual Caster or Alchemy feat

Class Skill: Stealth

Benefit: You gain the *heighten danger sense* feat power.

Quest Reward: Should you complete a major quest for the Veiled Coven, you gain a ritual of your level or lower at half the market value.

DIVINE CHARACTERS

It is possible for divine characters to ally themselves to the Veiled Coven. They might work undercover to root out arcane heretics, a trusting ally and priest to give the coven inside information, or the Inquisition persecutes their religious belief or interpretation. In the latter case, such covens consist mostly of renegade clergy.

DAILY POWER

Implement Danger Sense Feat Power

Innately tied by some mystical bond, your enhanced implement manifests your uneasiness and slight paranoia that cause you to take extreme care of your surroundings.

Daily † Implement

No Action **Personal**

Effect: At the start of any surprise round, you may shift a number of squares equal to the enhancement bonus of your implement.



ARCANE POWERS

By committing yourself to the Veiled Coven, you add the following powers to any arcane class power list.

LEVEL THREE ENCOUNTER SPELL

Veiling Assault [Arcane Class] Attack 3

A bolt of darkness strikes your enemy while spewing a misty black cloud as it temporarily rips into the Shadow Realm.

Encounter † **Arcane, Implement, Necrotic**
Standard Action **Ranged 10**

Requirement: You must pledge allegiance to the Veiled Coven.

Target: One creature

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

Hit: 1d8 + Charisma or Intelligence modifier necrotic damage, and allies within 3 squares of you gain concealment until the end of your next turn.

LEVEL SIX UTILITY SPELL

Dimensional Escape [Arcane Class] Utility 6

Warping the arcane energies in the air, you create a short, but useful dimensional portal.

Daily † **Arcane, Teleportation**
Minor Action **Close burst 1**

Requirement: You must pledge allegiance to the Veiled Coven.

Effect: The burst creates a zone that lasts until the start of your next turn. You and each ally may perform the following action in the zone.

Move Action: You may teleport your speed.

LEVEL NINE DAILY SPELL

Imaginary Existence [Arcane Class] Attack 9

Through a cunning mental assault, you erase your presence from the mind of your foe.

Daily † **Arcane, Illusion, Implement, Psychic**
Standard Action **Ranged 10**

Requirement: You must pledge allegiance to the Veiled Coven.

Target: One creature

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

Hit: 3d8 + Charisma or Intelligence modifier psychic damage.

Effect: You gain invisibility against the target until the end of your next turn. The power ends if you attack the target.

Sustain Minor: You can sustain the effect if the target is within range.



Feats



N.C. Wyeth

TYPES OF FEATS

Some of the following feats fall into special categories that adhere to different rules than those of general feats.

FATIGUE FEATS

Fatigue feats signify your character stretching beyond their normal capabilities to produce some extraordinary action. Each time you use a fatigue feat, you must first lose a healing surge. If you cannot lose a healing surge in this manner, you cannot use the feat. If you lose healing surges in this manner equal to your Constitution modifier, become weakened until you take a short rest.

LINEAGE FEATS

Lineage feats are available to characters within a specific lineage. The feudal system is also a strict caste system where everybody knows their place and reminded of such since the time of their birth. Each lineage feat builds upon both your famous ancestry and your social hierarchy.

A lineage feat depicts a class structure following the feat name: Noble Education [Noble]. There are three types of lineage feats corresponding with each *estate of the realm*: noble, clergy, or commoner.

At any given time, you can only have one type of lineage feat. For instance, Carl Farmer of Hill Fields cannot have both a lineage feat [Commoner] and a lineage feat [Noble]. Furthermore, should you belong to a particular *estate of the realm*, the type of lineage feat must correlate with that selection.

HERIOT TIER FEATS

ABRUPT DROP

Prerequisite: Alertness

Benefit: You may drop to the prone position as an immediate interrupt rather than a minor action. You also receive an additional +2 bonus to your Armor Class against ranged attacks while prone.



ACHIEVABLE PEACE [DWARF, ELF]

After a thousand years, you tire of constant war and hope for eventual peace.

Prerequisite: Dwarf or Elf

Benefit: You no longer possess the mark of war racial trait.

ACTION DEFENSE [HUMAN]

You have the ability to alter your armor class drastically when defending yourself.

Prerequisite: Human

Benefit: When you spend an action point to gain an extra action, you may instead gain an additional +2 bonus to all defenses when performing a Total Defense combat action. This benefit lasts until the end of the encounter.

AIM

Prerequisite: Precise Hunter

Benefit: You may forego your move action to gain a +1 feat bonus on your next ranged attack roll.

ANGELIC RECKONING [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship the Angel of Retribution

Benefit: You may invoke the power of your faith to use *angelic reckoning*

Channel Divinity: Angelic Reckoning

Feat Power

Otherworldly, divine strength wells up within your heart beckoning and guiding you to seek vengeance upon your rivals.

Encounter † Divine

Immediate Reaction **Ranged 5**

Channel Divinity: You may use only one channel divinity power per encounter

Trigger: When you or an ally becomes bloodied

Target: You or triggering ally

Effect: Choose one encounter attack power that you know and add your Strength modifier to damage rolls when using that power. Furthermore, the power also gains the *reliable* keyword.

ANCESTRAL ARMOR [FIGHTER, BARBARIAN]

An ancestral warrior spirit empowers the armor you wear offering their guidance and providing protection.

Prerequisites: Barbarian or Fighter, trained in Endurance

Benefit: While wearing armor, you gain a +1 feat bonus to your Will defense per tier.

ANCESTRAL SHIELD [FIGHTER]

An ancestral warrior spirit empowers the shield you carry into battle granting you a steady hand, and cool nerves.

Prerequisites: Fighter, trained in Acrobatics

Benefit: While carrying a shield, you gain a +1 feat bonus to your Reflex defense per tier.

ARCANE PROCUREMENT [DIVINITY]

Prerequisites: Channel Divinity Class Feature, must worship St. Marinis

Benefit: You may invoke the power of your faith to use *arcane procurement*.

Channel Divinity: Arcane Procurement

Feat Power

By invoking the name of St. Marinis, you temporarily transmogrify an arcane power into a divine power.

Encounter † Divine

Full Action **Personal**

Channel Divinity: You may use only one channel divinity power per encounter

Effect: Swap one divine at-will attack power that you know for one wizard at-will attack power of the same level or lower. The chosen power now has the divine keyword in place of the arcane keyword and is a prayer instead of a spell. This exchange of powers lasts until after you take an extended rest.

FULL ACTION

Some powers, such as *arcane procurement*, demand much concentration and thus require an entire turn to complete. A full action encompasses a standard, move, and minor action. Furthermore, you cannot spend an action point to gain an extra full action.

ARDUOUS RANGE [FATIGUE]

You can increase the range increment of a ranged or thrown weapon.

Prerequisite: Con 13

Benefit: Once per encounter, you may double the range increment of a ranged or thrown weapon, with which you are proficient.

ARMOR OF THE FAITHFUL [PALADIN]

You rely on the power of your faith for protection.

Prerequisite: Paladin

Benefit: When you forego wearing armor, you receive a +2 bonus to initiative checks, a +2 bonus to each of your defenses, and a +2 bonus to speed.

ATHLETIC

Prerequisite: Str 13

Benefit: You gain a +1 bonus to Strength-based skill checks.

AUTHORITY [NOBLE]

Prerequisite: Trained in Diplomacy or Intimidate

Benefit: You can give commands based on your level or lower. See Chapter 8 for information about acquiring and directing commands.

CHARMING

Prerequisite: Cha 13

Benefit: You gain a +1 bonus to Charisma-based skill checks.

CHASTE EARTH [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Silvia

Benefit: You may invoke the power of your faith to use *chaste earth*.

Channel Divinity: Chaste Earth Feat Power

An area of white, enriching soil infused with divine energy provides safety to allies and injures foul undead.

Encounter † **Divine, Healing, Radiant, Zone**

Standard Action **Close burst 1**

Channel Divinity: You may use only one channel divinity power per encounter

Effect: The burst creates a zone of unsullied, pure earth that lasts until the end of your next turn. Undead within the zone gain vulnerability to radiant damage equal to 1 + your Charisma modifier. Undead vulnerable to radiant damage starting their turn within the zone suffers damage equal to their radiant vulnerability. Undead with Resist radiant are immune to this effect.

Allies that start their turn within the zone receive a +1 bonus to saving throws.

Sustain Minor: The zone persists.

DEFEND THE MEEK [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Lucian

Benefit: You may invoke the power of your faith to use *defend the meek*.

Channel Divinity: Defend the Meek

Feat Power

As a comrade falls, you instantly appear by their side to give aid and defense.

Encounter † **Divine, Teleportation**

Immediate Reaction **Ranged 10**

Channel Divinity: You may use only one channel divinity power per encounter

Trigger: An ally drops to 0 hit points or less

Target: Triggering ally

Effect: You can teleport to a space adjacent to the target.

ENDURANCE OF ST. MARIS [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Maris

Benefit: You may invoke the power of your faith to use *endurance of St. Maris*.

Channel Divinity: Endurance of St. Maris

Feat Power

By invoking the name of St. Maris, you and your allies can withstand extreme environmental dangers together.

Encounter † **Divine, Zone**

Standard Action **Close burst 1**

Channel Divinity: You may use only one channel divinity power per encounter

Effect: The burst creates a zone of comfort that lasts until the end of your next turn. You and allies within the zone gain +1 bonus to Endurance checks to overcome environmental dangers for each other ally in the burst.

Sustain Minor: The zone persists.

ST. MARIS AND THE FIFTY MARTYRS

When St. Maris, a soldier for the Romus Empire, chastised General Diocenaes for torturing and killing believers of the Eternal Spirit, the tyrant beset the saint with pain and torment. After a severe beating, General Diocenaes stripped St. Maris of his clothing and banished him into the freezing cold. With a stoic nature and resolve for his belief, St. Maris inspired forty-nine other soldiers to come forth proclaiming their faith, disrobe, and share his fate. None survived the night as each froze to death.

EXHAUSTING MOVE [FATIGUE]

You push yourself to make an additional move action.

Prerequisite: Con 13





Benefit: Once per encounter, you may make an additional move action.

FUNERAL SONG [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Ffraid

Benefit: You may invoke the power of your faith to use *funeral song*.

Channel Divinity: Funeral Song Feat Power

Your woeful song of mourning awakes the dying.

Encounter † Divine

Standard Action **Ranged 5**

Channel Divinity: You may use only one channel divinity power per encounter

Target One willing dying ally

Effect: You dominate target until the end of your next turn. The target is still subject to all rules concerning death and dying. If target dies, this prayer immediately ends.

Sustain Standard: You may sustain this power until the end of your next turn.

FUNERAL SONG

Clerics following St. Ffraid's teaching often use the funeral song power conservatively since the act nearly borders a fascination with necromancy. It often unsettles those witnessing this invocation for the first time.

HARDENED

Prerequisite: Con 13

Benefit: You gain a +1 bonus to Constitution-based skill checks.

HEALING PRAYER

Prerequisites: Wis 13 or Cha 13

Benefit: You may invoke the power of your faith to use *healing prayer*.

Healing Prayer Feat Power

Your sympathetic prayer restores health to a fallen ally.

Encounter † Divine, Healing

Minor Action **Ranged 5**

Target One dying ally

Effect: You spend a healing surge however regain no hit points. Instead, the target regains hit points equal to your Charisma or Wisdom modifier (minimum 1). *Healing prayer* requires you to have one healing surge remaining to use this power.

HEALING PRAYER

This feat allows particularly pious characters access to a minor healing power without belonging to a divine class. In addition, it also provides an opportunity for an unaligned character to enter into the clergy (see *Estates of the Realm* for further details).

HEAVY ARMOR MASTERY [FATIGUE]

Prerequisite: Con 13

Benefit: Once per encounter, while wearing heavy armor and an enemy scores a critical hit, the attack instead does normal damage.

INFERNAL ARMOR [WARLOCK]

Infernal entities enhance your ability to protect yourself.

Prerequisites: Con 13 or Cha 13, infernal pact

Benefit: Your Dark One's Blessing now grants you, in addition to your other benefits, a +2 feat bonus to AC until the end of your next turn.

LIGHT SLEEPER

Prerequisite: Alertness

Benefit: You are no longer helpless when you sleep.

NIMBLE

Prerequisite: Dex 13

Benefit: You gain a +1 bonus to Dexterity-based skill checks.

NOBLE EDUCATION [NOBLE]

Nobles, from an early age, are taught courtly mannerisms and to excel in intellectual and social pursuits.

Benefit: You speak the Royal Tongue. In addition, you gain training in two of the following skills: Bluff, Diplomacy, History, and Intimidate.

PASSIONATE TOUCH OF ST. CHAUCE

[DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Chauce

Benefit: You may invoke the power of your faith to use *passionate touch of St. Chauce*.



Channel Divinity: Passionate Touch of St. Chauce

Feat Power

By a mere touch from your hand, divine energies either pacify your opponent or incite them to rage.

Encounter † Charm, Divine

Standard Action **Melee 1**

Channel Divinity: You may use only one channel divinity power per encounter

Target One living creature

Attack Charisma vs. Will

Effect: You dominate the target until the end of your next turn. The target may make an immediate saving throw with a +2 bonus to avoid this effect.

Sustain Standard: You may sustain this power until the end of your next turn. Each time you sustain this power, the target may make an immediate saving throw with a +2 bonus to avoid this effect.

PERSISTENT SURVIVOR [COMMONER]

Benefit: You gain a +3 bonus to all defenses whenever you have no healing surges available.

PHILOSOPHER

Prerequisite: Wis 13

Benefit: You gain a +1 bonus to Wisdom-based skill checks.

PIOUS ARMOR [DIVINITY]

Prerequisite: Channel Divinity Class Feature

Benefit: You may invoke the power of your faith to use *pious armor*.

Channel Divinity: Pious Armor

Feat Power

Your strong belief of faith shields you against your enemies.

Daily † Divine

Standard Action **Personal**

Channel Divinity: You may use only one channel divinity power per encounter

Effect: When not wearing armor or carrying a shield, you gain an armor bonus equal to your Charisma or Wisdom modifier until the end of your next turn.

Sustain Minor: You may sustain this power until the end of your next turn.

PIOUS INSPIRATION [DIVINITY]

Prerequisite: Channel Divinity Class Feature

Benefit: You may invoke the power of your faith to use *pious inspiration*.

Channel Divinity: Pious Inspiration

Feat Power

Your piety provides greater energy to invoke your power.

Encounter † Divine

Minor Action

Personal

Channel Divinity: You may use only one channel divinity power per encounter

Effect: You may use your Charisma and Wisdom modifier instead of just your Wisdom modifier with the next power you use that has the Divine keyword.

PUGILIST [COMMONER]

Prerequisite: Str 13

Benefit: You gain a +2 proficiency bonus and increase the damage die by one size with improvised melee weapons.

SATE THE HUNGRY [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Anthony

Benefit: You may invoke the power of your faith to use *sate the hungry*.

Channel Divinity: Sate the Hungry

Feat Power

Through sacrifice, you feed the hungry or provide air to breathe.

Encounter † Divine

Minor Action

Personal

Channel Divinity: You may use only one channel divinity power per encounter

Effect: You can spend a healing surge to satiate yourself or an ally of food or drink for another day or air to breathe for another round. You spend any number of healing surges in this fashion when you initiate this power. You must possess at least one healing surge to use this power.

SCHOLAR

Prerequisite: Int 13

Benefit: You gain a +1 bonus to Intelligence-based skill checks.

SPRINT

Prerequisite: Dex 13

Benefit: You gain a +1 bonus to speed when you run or charge.

ST. BASTION'S SIGHT [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Bastion

Benefit: You may invoke the power of your faith to use *St. Bastion's sight*.





Channel Divinity: St. Bastion Sight

Feat Power

You see your target through the eyes of St. Bastion, your patron saint.

Encounter † Divine

Minor Action Personal

Channel Divinity: You may use only one channel divinity power per encounter

Effect: Until the end of your turn, extend the distance of your next ranged attack to reach any single creature that you can see.

STEP FROM THE WORLD [DIVINITY]

Prerequisite: Channel Divinity Class Feature, must worship St. Cuthsfarne

Benefit: You may invoke the power of your faith to use *step from the world*.

Channel Divinity: Step from the World

Feat Power

When struck in a vital area, you temporarily dissipate from this world.

Encounter † Divine

Immediate Interrupt Personal

Channel Divinity: You may use only one channel divinity power per encounter

Trigger: An enemy scores a critical hit on you with a melee or ranged weapon.

Effect: You become insubstantial until the start of your next turn and may spend a healing surge.

STRENUOUS REACH [FATIGUE]

You can extend your reach by driving yourself.

Prerequisite: Con 13, medium size or larger

Benefit: Once per encounter, you may add 1 to your reach to a melee attack.

STRENUOUS STRIKE [FATIGUE]

You press the limits of your strength as you deliver a powerful critical hit.

Prerequisite: Con 13, Str 13, Power Attack

Benefit: Add your Strength modifier to your critical hit with a melee attack.

SUBTERRANEAN ARMOR [DWARF]

Prerequisite: Dwarf

Benefit: You gain a +1 bonus to AC when underground.

UNASSAILABLE SOUL [CLERGY]

Prerequisite: Chr 13 or Wis 13

Benefit: Once per encounter, when you deal damage with the radiant keyword, you may

immediately roll a saving to end one condition from which you suffer.

PARAGON TIER FEATS

ARDUOUS SPELL [FATIGUE]

Your determination can push the limits of spellcasting.

Prerequisite: Con 15, Wizard or Warlock

Benefit: Choose one at-will spell you can cast.

Once per encounter, you may use that power as a move action.

CLOSE-QUARTERS FIGHTING [FIGHTER]

You are adept at fighting within confined spaces.

Prerequisite: Fighter

Benefit: You no longer suffer a penalty to attack rolls while squeezed.

DRAGON PRIDE [DRAGONBORN, FATIGUE]

Let them know the true fury of the dragonborn.

Prerequisite: Dex 15, Dragonborn

Benefit: When bloodied for the first time in an encounter, you may use your *dragon breath* racial power as an immediate reaction.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge. However, you must first spend a healing surge before you benefit from this feat a second time in a day.

DWARVEN PRIDE [DWARF, FATIGUE]

You will not go down that easy.

Prerequisite: Con 15, Dwarf

Benefit: When bloodied for the first time in an encounter, you may use your second wind as an immediate reaction.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge. However, you must first spend a healing surge before you benefit from this feat a second time in a day.

ELADRIN PRIDE [ELADRIN, FATIGUE]

Let them try to stand within striking distance.

Prerequisite: Dex15, Eladrin

Benefit: You may use your *fey step* racial power as a free action before you make an initiative check.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge.





However, you must first spend a healing surge before you benefit from this feat a second time in a day.

ELVEN PRIDE [ELF, FATIGUE]

Never let them see you sweat.

Prerequisite: Wis 15, Elf

Benefit: When you use your *elven accuracy* racial power, you gain a bonus to the attack roll equal to the number of racial bonuses you grant with your group awareness racial feature.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge. However, you must first spend a healing surge before you benefit from this feat a second time in a day.

GNOMISH PRIDE [FATIGUE, GNOME]

You shall return, when you are ready.

Prerequisite: Int 15, Gnome

Benefit: When bloodied for the first time in an encounter, you may use your *fade away* racial power, even if you already expended the power.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge. However, you must first spend a healing surge before you benefit from this feat a second time in a day.

GRUELING COMBAT [FATIGUE]

You enable yourself to make additional attack by pushing yourself.

Prerequisite: Con 15, Combat Reflexes

Benefit: Once per encounter, you may make a basic attack as a move action.

GUERRILLA TACTICS [COMMONER]

Prerequisite: Dex 15, trained in Stealth

Benefit: Once per encounter, you can use the Total Defense combat action as a move action instead of a standard action.

HALF-ORC PRIDE [FATIGUE, HALF-ORC]

You cannot stop me!

Prerequisite: Con 15, Half-Orc

Benefit: When you use your *half-orc resilience* racial trait, you can immediately end one condition of your choice that a save can end.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge. However, you must first spend a healing surge

before you benefit from this feat a second time in a day.

HALFLING PRIDE [FATIGUE, HALFLING]

Why do they even try?

Prerequisite: Dex 15, Halfling

Benefit: When you use your *second chance* racial power, if the enemy is medium or larger, the attacker must roll twice and take the lowest result.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge. However, you must first spend a healing surge before you benefit from this feat a second time in a day.

LABORIOUS LUNGE [FATIGUE]

You can deliver additional sneak attack damage to a foe.

Prerequisite: Con 15, Sneak Attack class feature

Benefit: Once per encounter, you may add an extra die to your sneak attack damage.

TIEFLING PRIDE [FATIGUE, TIEFLING]

You do not sweat the small stuff.

Prerequisite: Con 15, Tiefling

Benefit: When you take fire damage, you may spend a healing surge.

Fatigue: Once per day, you can benefit from this feat without spending a healing surge. However, you must first spend a healing surge before you benefit from this feat a second time in a day.

EPIC TIER FEATS

BATTLEFIELD REFLEXES [FATIGUE]

Moving through your area proves difficult for your foes.

Prerequisites: Dex 19, training in Perception

Benefit: Until the end of your next turn, adjacent squares count as difficult terrain for enemies.

WEAPON MASTERY [HUMAN]

Prerequisite: Human

Benefit: When you spend an action point to gain an extra action, you may instead increase your weapon damage by one size until the end of your next turn.





Equipment



Pawet Dobosz

The world of Terra boasts a long history filled with unique innovations, warrior cultures, and advancements in the art of war. Good, proven equipment coupled with capable arms and armor shall aid any adventurer brave enough to challenge dark dungeon depths or knights jousting for honor.

ARMOR

The following suits of armor are in addition to those found in the D&D 4E PLAYER'S HANDBOOK.

READING THE TABLE

The armor table contains additional information than presented in the D&D 4E PLAYER'S HANDBOOK.

Action: When you spend an action point to take an extra action, increase your armor bonus by 1 until the end of your next turn.

Charm: This is a bonus to your defense against attacks with the *charm* keyword.

TYPES OF ARMOR

Many of the armors found in the D&D 4E PLAYER'S HANDBOOK are typical of their kind. However, with a history of constant warfare, many armor smiths of Terra made significant improvements. The following is a brief description of the armors presented in this chapter.

Brigandine

Comprised of canvas or leather, this armor is more akin to plate because of the small, oblong steel plates riveted into the fabric. Foot soldiers, known also as brigands, wear this armor over a gambeson coat or chainmail shirt, though men-at-arms commonly use it.

Knights and other nobles ostentatiously display wealth in court by a custom designed coat of brigandine armor. Consider such armors as art objects (see the D&D 4E DUNGEON MASTER'S GUIDE).

Feywingscale Armor

Savage dwarves, trapped in the Fey Realm for generations, as well as despotic half-elves ashamed



ARMOR

| | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price (gp) | Weight | Special |
|----------------------------|-------------|---------------------------|-------|-------|------------|--------|----------|
| Cloth Armor (Light) | | | | | | | |
| Gambeson | +0 | +0 | — | — | 10 | 8 lb. | Action |
| Chainmail (Heavy) | | | | | | | |
| Haubergeon | +4 | — | -1 | — | 35 | 25 lb. | — |
| Brigandine | +6 | — | -1 | -1 | 65 | 40 lb. | Action |
| King's mail | +7 | +2 | -1 | -1 | special | 40 lb. | +2 Charm |
| Scale Armor (Heavy) | | | | | | | |
| Lamellar armor | +7 | — | — | -1 | 70 | 45 lb. | Action |
| Feywingscale armor | +8 | +2 | — | — | special | 45 lb. | +2 Charm |
| Plate (Heavy) | | | | | | | |
| Gothic plate | +8 | — | -2 | -1 | 75 | 50 lb. | Action |
| Kastenbrust armor | +9 | — | -2 | -2 | 75 | 50 lb. | — |
| Maximilian plate | +9 | +2 | -2 | -1 | special | 55 lb. | Action |

ANCIENT ARMOR

| | Armor Bonus | Minimum Enhancement Bonus | Check | Speed | Price (gp) | Weight | Special |
|----------------------------|-------------|---------------------------|-------|-------|------------|--------|---------|
| Chainmail (Heavy) | | | | | | | |
| Lorica hamata | +4 | +0 | -1 | -1 | 250 | 40 lb. | |
| Scale Armor (Heavy) | | | | | | | |
| Lorica squamata | +5 | +0 | — | -1 | 250 | 45 lb. | |
| Lorica plumata | +5 | +0 | — | — | 1,500 | 45 lb. | |
| Plate (Heavy) | | | | | | | |
| Lorica segmentata | +6 | +0 | -2 | -1 | 250 | 45 lb. | |
| Dendra panoply | +7 | +0 | -2 | -2 | 2,500 | 60 lb. | |

of their heritage, perform the gruesome practice of fashioning scale armor from plucked fairy wings. Mystical rituals executed during the creation process helps strengthen the fragile wings while granting the wearer speed not commonly found in other scale armors.

While many find the practice grotesque, others find themselves enthralled by the beauty of such armor. Unfortunately, a new fashion recently emerged as young noble ladies clamor for any garment made of expensive fabric interwoven with fairy wings.

Elves and eladrin often attack those wearing the horrific armor on sight.

Gambeson

A padded defensive jacket made of cloth using the quilting sewing technique. It is made of linen and wool usually stuffed with scrap cloth or horsehair.

Romantic bards might line a few quilted pockets with a lock of hair from an admiring lady, while orcs commonly use hair and scalps from those they slain. Gambesons of a magical nature

often have parchment of arcane runes or griffin feathers stuffed within the pockets.

Gothic Plate Armor

This is a superior form of plate armor often accompanied by a sallet helmet to protect the back of the neck and head and a bevor to guard the chin.

Haubergeon

This armor is a shorter variant of chainmail with partial sleeves.

Kastenbrust

A precursor to gothic armor, human smiths initially developed this armor for their dwarven allies. Named for the Kastenbrust Treaty, the simple plate armor features a box-shaped breastplate. It is favored among dwarves for its added protection and their ability to move about unencumbered.



King's Mail

This is an exquisitely made piece of chainmail providing extra protection due to the double weave of chain. It is difficult, labor intensive to produce, and thus usually reserved for those in the king's service.

Note: Refer to it as queen's mail should a queen hold head of state.

Lamellar

Evolved from and slightly superior to scale armor, lamellar comprises of lacquered leather, iron, or steel scale plates interwoven together rather than to a cloth backing.

Maximilian Plate Armor

A crowning achievement in the production of plate armor, its armets, closed helmets with bellow visors, and small fan-shaped ridges known as

fluting, characterizes Maximilian plate.

ANCIENT ARMOR

Characters might not have great use for these armors, but many ancient treasure caches or undead from fallen empires usually contain or wear such protection. The listed price reflects its rarity and value equivalent to that of an art object (see the D&D 4E DUNGEON MASTER'S GUIDE).

The Romus Empire developed and used a variety of lorica armors while the ancient Greece peoples fashioned the heavy, bell-shaped dendra panoply bronze armor.

WEAPONS

These weapons are in addition to those found in the D&D 4E PLAYER'S HANDBOOK.

SIMPLE MELEE WEAPONS

Two-Handed

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|---------|-------|--------|-------|-------|--------|--------------|------------|
| Mattock | +2 | 1d4 | — | n/a | 8 lb. | Axe, polearm | Reach |

MILITARY MELEE WEAPONS

One-Handed

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|------------|-------|--------|-------|-------|--------|-------------|---------------------|
| Lance | +2 | 1d10 | — | 30 gp | 10 lb. | Spear | Mount, reach |
| Mercygiver | +2 | 1d4 | — | 3 gp | 1 lb. | Light blade | Off-hand, high crit |
| Rondel | +2 | 1d4 | — | 3 gp | 1 lb. | Light blade | Penetrate |

SUPERIOR MELEE WEAPONS

One-Handed

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|-----------------|-------|--------|-------|-------|--------|-------------|--|
| Shifting dagger | +2 | — | — | 3 gp | 1 lb. | Light blade | Off-hand, Parry |
| Poniard | +3 | 1d4 | — | 10 gp | 1 lb. | Light blade | Off-hand, Close-Quarters, Weapon Bond (rapier) |

SUPERIOR MELEE WEAPONS

Two-Handed

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|----------|-------|--------|-------|-------|--------|-------------|------------|
| Flambard | +3 | 1d10 | — | 35 gp | 8 lb. | Heavy blade | Parry |

SUPERIOR RANGED WEAPONS

Two-Handed

| Weapon | Prof. | Damage | Range | Price | Weight | Group | Properties |
|------------|-------|--------|-------|-------|--------|----------|--|
| Fire lance | +2 | 1d12 | 1/2 | n/a | 6 lb. | Firearms | Load short rest, high crit, master crafted quality |
| Handgonne | +2 | 2d6 | 15/30 | n/a | 8 lb. | Firearms | Load move and minor, high crit, master crafted quality |



WEAPON PROPERTIES

The weapon properties below are in addition to those found in the D&D 4E PLAYER'S HANDBOOK.

Close-Quarters: Add your proficiency bonus with this weapon to your Reflex defense against grab attacks.

Mount: Double your proficiency bonus with this weapon to attack rolls when performing a charge on a mount.

Parry: Add your proficiency bonus with this weapon to your AC against opportunity attacks.

Penetrate: You find it easier to pierce through armor or between its joints with this weapon. Increase your proficiency bonus by 2 to attack rolls against an opponent wearing armor.

Weapon Bond: When using this weapon in your off-hand with the bonded weapon listed, add a +1 bonus to attack rolls with the bonded weapon. If you are not proficient with this weapon, you cannot utilize this weapon property.

Master Crafted Quality: The cost of a master crafted quality weapon is included in the cost of magic weapons of 3rd level or higher.

someone willing to sell his or her *+4 Soulforged Armor* on the 4th day; however, he negotiates over a price the remaining 15 days.

Furthermore, a character can negotiate over a number of magic items equal to their Charisma modifier (minimum 1). Using our previous example, Ramirez has a 14 Charisma (+2 modifier). Therefore, he negotiates easily over acquiring *+4 Soulforged Armor* and selling his *+2 lightning weapon*, but finds it a stretch to look for a *potion of healing*. He must wait to first finish haggling over the price of the *+2 lightning weapon* or *+4 Soulforged Armor* before hunting down a potion.

MAGIC ARMOR

The following magical suits of armor are in addition to those found in the D&D 4E PLAYER'S HANDBOOK.

Colophonia Leaf Armor

Level 1+

Fashioned by elves in the Forest of Woe, this armor comprises of carefully layered leaves coated with resin. Though fragile, the armor provides great concealment in wooded areas.

| | | | | | |
|--------|----|----------|--------|----|------------|
| Lvl 1 | +1 | 180 gp | Lvl 16 | +4 | 22,500 gp |
| Lvl 6 | +2 | 900 gp | Lvl 21 | +5 | 112,500 gp |
| Lvl 11 | +3 | 4,500 gp | Lvl 26 | +6 | 562,500 gp |

Armor: Scale armor

Enhancement: AC

Property: Each time an attack hits your AC, reduce the enhancement bonus by 1 (minimum 0). In addition, gain an item bonus to Stealth checks equal to the armor's enhancement bonus when in wooded terrain. The enhancement bonus recharges after an extended rest.

Special: A character can only create or purchase this item within the Forest of Woe.

Hair Shirt of St. Cuthsarne

Level 3+

This coarse undershirt of hair irritates the skin forcing the wearer to forgo the realities of the physical 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: Cloth

Enhancement: AC

Power (Daily): Immediate Interrupt. You can use this power when an enemy scores a critical hit on you. You can teleport a number of squares equivalent to the enhancement bonus.

Level 23 and 28: You also gain phasing until the end of your next turn.

Special: Characters with the Step from the World feat gains use of that feat power one additional time per encounter.

Magic Equipment

The following rules pertain to magical equipment.

DELAY TIME

Add a Delay Time when a character either acquires or sells a particular magic item. Since no established magical emporiums exist, when characters buy or sell magic items they usually must hunt for a particular item as well as a person willing to purchase, sell, or create the treasure.

A Delay Time is easy to configure. To assign a Delay Time, look at the level of an item. It takes a character a day to sell, buy, or negotiate the creation of a magic item for each item level. For example, it will take Ramirez the Black nearly 19 days to find and purchase *+4 Soulforged Armor* (Item Level 19) while he will require at least 10 days to find a buyer for his *+2 lightning weapon* (Item Level 10).

This allows a more realistic portrayal of taking time to search out the items a character wishes to purchase. Additionally, a Delay Time does not necessarily transfer into an actual set time. For instance, Ramirez the Black may find





MAGIC WEAPONS

These magic weapons are in addition to those found in the D&D 4E PLAYER'S HANDBOOK.

Critical Striking Weapon Level 5+

Honed to perfection, the blade is the sharpest of its kind.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| 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: Light or heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you score a critical hit with the weapon. The weapon gains the high crit weapon property until the end of the encounter.

Crushing Weapon Level 3+

Foes crumble before you with each powerful blow.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 285,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 1,125,000 gp |

Weapon: Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with the weapon. In addition to normal damage, add your Strength modifier.

Explosive Blasting Weapon Level 3+

A blast of flaming lead bursts from this weapon knocking your foe to the ground.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 285,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 1,125,000 gp |

Weapon: Fire lance or handgonne

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily † Fire): Dwarf Only. Minor Action. Before the end of your turn, the next ranged basic attack you make with this weapon becomes a close blast 2. You use your normal basic attack bonus, but against Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends), and is knocked prone.

Level 13 or 17: Blast 3; ongoing 10 fire damage.

Level 23 or 28: Blast 5; ongoing 15 fire damage.

Special: A character can only create or purchase this item at a dwarven city.

Explosive Bursting Weapon Level 3+

Your explosive shot bursts fragments of hot lead across the battlefield.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 285,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 1,125,000 gp |

Weapon: Handgonne

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Dwarf Only. Minor Action. Before the end of your turn, the next ranged basic attack you make with this weapon becomes a burst 1 centered on a primary target. You use your normal basic attack bonus, but against Fortitude. Primary target hit takes normal damage and knocked prone. Each secondary target hit receives no damage, but pushed 1 square away from primary target, and knocked prone.

Level 13 and 17: Burst 2; push 2 squares.

Level 23 and 28: Burst 3; push 3 squares.

Special: A character can only create or purchase this item at a dwarven city.

Inquisitor's Brand Level 1+

Heretics fear even the simplest weapons of the Inquisition.

| | | | | | |
|--------|----|----------|--------|----|--------------|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

Weapon: Improvised melee

Enhancement: Attack rolls and damage rolls

Critical: The target gains vulnerability 5 fire (save ends) if it does not have resistance or immunity to fire. Targets that have resistance fire or immunity fire loses that resistance or immunity (save ends)

Power (Daily): Minor Action. Until the end of the encounter, this weapon deals an extra 5 fire damage.

Inquisitor's Weapon Level 9+

With this weapon, you decide you to send to the fires of the Inquisition.

| | | | | | |
|--------|----|------------|--------|----|--------------|
| 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 |
| Lvl 19 | +4 | 105,000 gp | | | |

Weapon: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus

against demon or devil creatures.

Property: You may use this blade as a holy symbol adding its enhancement bonus to attack and damage rolls when used as an implement.

Property: On a critical hit, target gains the devil or demon keyword (save ends).

Power (Daily): Free Action. Use this power when you hit with a divine power or with this weapon. The target is restrained (save ends). Creatures with the devil or demon keyword have a -5 penalty to the saving throw.



Scepter

Level 8+

The bloodline energy flowing through the weapon brings those that stand triumphant before the wielder to their knees.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| 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 |
| Lvl 18 | +4 | 85,000 gp | | | |

Weapon: Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus, and the target is knocked prone

Property: Nobles may use this weapon as an implement for bloodline powers.

Power (Daily † Psychic): Free Action. Use this power when you hit with a bloodline power. You deal an extra d6 psychic damage, and the target is restrained until the end of your next turn.

Weapon of St. Bastion

Level 30

Guided by the divine hand of St. Bastion, an arrow shot from this bow finds the vulnerability of its mark.

| | | |
|--------|----|--------------|
| Lvl 30 | +6 | 3,125,000 gp |
|--------|----|--------------|

Weapon: Any bow

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Power (Daily): Free Action. Use this power when you score a hit with the weapon. The target must make a successful saving throw or it is a critical hit.

Weapon of the Stone

Level 3+

Many believe you carry the legendary sword, Caliburn.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 285,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 1,125,000 gp |

Weapon: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Nobles may use this blade as an implement for bloodline powers.

Property: You also gain an item bonus to Diplomacy checks equal to the enhancement bonus to the weapon.

Welhan Weapon

Level 3+

A well-placed shot from this fine yew bow marks a lasting impression upon your foe.

| | | | | | |
|--------|----|-----------|--------|----|--------------|
| Lvl 3 | +1 | 680 gp | Lvl 18 | +4 | 85,000 gp |
| Lvl 8 | +2 | 3,400 gp | Lvl 23 | +5 | 285,000 gp |
| Lvl 13 | +3 | 17,000 gp | Lvl 28 | +6 | 1,125,000 gp |

Weapon: Longbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and ongoing 5 damage

Power (Daily): Free Action. Use this power when you hit with the weapon. The weapon damage die is 1d12 instead of normal.

Level 13 or 17: The weapon damage die is 2d6.

Level 23 or 28: The weapon damage die is 2d8.

Special: A character can only create or purchase this item at Seven Arrows.

HOLY SYMBOLS

These holy symbols are in addition to those found in the D&D 4E PLAYER'S HANDBOOK.

Merciful Bone of St. Ffraid

Level 15+

With the slender finger bone of St. Ffraid, you protect fallen foes and comrades alike by establishing a presence.

| | | | | | |
|--------|----|------------|--------|----|--------------|
| Lvl 15 | +3 | 25,000 gp | Lvl 25 | +5 | 625,000 gp |
| Lvl 20 | +4 | 125,000 gp | Lvl 30 | +6 | 3,125,000 gp |

Implement (Holy Symbol)

Prerequisite: You must worship St. Ffraid to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Unconscious creatures adjacent to you are no longer helpless. When you reduce a creature to 0 hit points with this implement, you knock it unconscious instead of killing it.

WONDROUS ITEMS

These wondrous items are similar to those found in the D&D 4E PLAYER'S HANDBOOK, however a few of the items presented in this section feature royal seals and scepters. These items serve as implements for bloodline powers.

Using Royal Seals: Similar to other wondrous items, royal seals do not take an item slot. Most royal seals are wax, stamped with a royal mark imbuing the parchment, writ, or scroll with bloodline energy. You must hold the royal seal and read the royal decree to use the item's properties and powers.

Command of the Monarch

Level 17

You speak with a commanding voice as you dictate the wishes of the monarch.

Wondrous Item (Royal Seal) 65,000 gp

Property: Nobles can use this item as an implement for bloodline powers. As an implement, it grants a +4 enhancement bonus to attack and damage rolls, dealing 4d6 extra damage on a critical hit.

Power (Daily): Standard Action. You use this power during a short rest. After the rest, choose yourself or an ally who remained within 10 squares of you during the short rest. The target gains a +4 bonus to Diplomacy or Intimidate checks until the target's next short or extended rest.

Goblet of St. Chauce

Level 12

This ivory and gold cup fills with inspiring wine to bolster vigor and confidence.

Wondrous Item 13,000 gp

Property: You add 1 healing surge to your surge total.

Power (Daily † Healing): Minor Action. Drink the wine and spend a healing surge. You gain hit points equal to your Charisma score instead of the hit points you normally regain.





Decree of Action Level 12

You dictate bold statements that outline a course of action from a royal household.

Wondrous Item (Royal Seal) 13,000 gp

Property: Nobles can use this item as an implement for bloodline powers. As an implement, it grants a +3 enhancement bonus to attack and damage rolls, dealing 3d6 extra damage on a critical hit.

Power (Daily): Standard Action. You use this power during a short rest. After the rest, choose yourself or an ally who remained within 10 squares of you during the short rest. The target gains an action point, which he or she must spend before the end of that character's next short or extended rest. If the target does not spend the action point within the time allotted, it is lost.

Knucklebone of Asceirra Level 1+

This is a ghoulish trinket from the first possessed man. Before he unlocked the secrets of possession, demonic and devilish entities could only inhabit animals.

| | | | | | |
|--------|----|----------|--------|----|--------------|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

Property: While carried, you gain a bonus to attack and damage rolls to infernal powers equal to the enhancement of this item. It also deals dealing d6 extra damage per plus on a critical hit with infernal powers.

Pronouncement of Freedom Level 7

Elation enters the hearts of those who listen, as they no longer feel burden by the yolk of feudalism.

Wondrous Item (Royal Seal) 2,600 gp

Property: Nobles can use this item as an implement for bloodline powers. As an implement, it grants a +2 enhancement bonus to attack and damage rolls, dealing 2d6 extra damage on a critical hit.

Property: If used as an implement with bloodline powers that have the any effect that includes dominated, immobilized, restrained, or slowed conditions, those conditions have no effect against the target.

Power (Daily): Standard Action. You use this power during a short rest. After the rest, choose yourself and each ally who remained within 10 squares of you during the short rest. You and the targets gains a +2 bonus to saving throws to end any effect that includes dominated, immobilized, restrained, or slowed conditions until the end of that characters' next short or extended rest.

Royal Seal Level 1+

A basic mark of a royal family, enchanted to channel bloodline energy.

| | | | | | |
|--------|----|----------|--------|----|--------------|
| Lvl 1 | +1 | 360 gp | Lvl 16 | +4 | 45,000 gp |
| Lvl 6 | +2 | 1,800 gp | Lvl 21 | +5 | 225,000 gp |
| Lvl 11 | +3 | 9,000 gp | Lvl 26 | +6 | 1,125,000 gp |

Implement (Royal Seal)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Shroud of St. Ffraid Level 7

Made of fine gossamer linen, it aids healers seeking to cure disease through a personal sacrifice.

Wondrous Item 2,600 gp

Power (Daily † Healing): Standard Action. Cover this shroud to an adjacent ally. That creature automatically ends one disease that a save can end and that disease transfers to you.

Sword Knot Level 2

This is a decorative looped strap or ribbon attaches to the hilt of an ordinary or magical sword.

Wondrous Item 520 gp

Property: When attached to a light or heavy blade, increase the proficiency bonus to attacks rolls to an additional +1 when you spend an action point to take an extra action.

Tongue of Shadows Level 5

Light does not pierce nor reflect off the surface of this onyx gemstone. It holds a perverted form of Supernal Speech within its heart.

Wondrous Item 1,000 gp

Property: While carried, you speak, read, and write Black Tongue, a perverted form of Supernal Speech devised by Lord One. Unlike other gems of its kind, it still functions while within the company of similar wondrous magic items.





Ranks of Nobility



N.C. Wyeth

TITLES

The following list below outlines the ranks of nobility within human dominated lands. Most other races, such as dwarves and elves, have no care for human politics, thus hold no interest in gaining a hereditary title. However, such races might acquire titles through an advisory or ambassador status.

| Ranks of Nobility | Worth (gp) |
|-------------------|------------|
| Esquire | 360+ |
| Knight | 2,600+ |
| Baronet | 17,600 |
| Baron | 21,000 |
| Viscount | 25,000 |
| Earl | 45,000 |
| Marquess | 65,000 |
| Duke | 85,000 |
| Prince | 105,000 |
| Archduke | 125,000 |
| Grand Duke | 225,000 |
| Tenant-in-Chief | 325,000+ |
| King | 3,125,000 |

GAINING A TITLE

Anyone can gain a title, however only those able to use bloodline powers reap greater benefits as outlined below. A character can gain a title much like acquiring magic items: a reward for completing a quest or adventure; a powerful noble might grant a title in lieu of a favor; or by force through usurping the previous lord.

Characters that cannot use at least one power source of the same power source as the title can still have a title, but only up to the rank of baronet unless they marry an entitled person (see below). The upper echelons of royalty manage to keep a tight grip on the hereditary titles.

Marriage

A character can also buy a title, but only by becoming married to a person holding the desired title. This represents poor nobles exchanging a son or daughter in a marriage contract for wealth. In the medieval world, the marriage contract is a commodity more than a binding of two hearts. However, it might not be as easy as it sounds since other rivals may compete for the favor of your



betrothed. It is wise to win the good graces of the entitled noble.

Time

Negotiating over a marriage contract takes a number of days equal to the level of the desired title. As a Game Master, feel free to use this opportunity to create a skill challenge or better yet, an adventure.

DIVORCE

Divorce is rare and often needs permission of a high clergy official. In addition, strict moral and religious laws might prevent a divorce or a second marriage. As a rule of thumb, a divorced character cannot remarry until the death of their previous spouse.

Furthermore, if a character married to obtain a title, they lose that title should the marriage end in divorce, thus breaking the marriage contract.

WEALTH AND TAXES

Each level, a titled character receives the lowest of the treasure parcels equivalent for their newly attained level (to a maximum totaling the value of the title). This represents normal taxation, levies, fines, and profits yielded through farming or trade.

At each level, a titled character may instead receive the next least of the treasure parcels equivalent for a newly attained level (to a maximum totaling the total value of the title). This represents excessive taxations, fines, levies, or borrowing against the value of the property. A character may do this a total number of levels equal to their Charisma modifier (minimum 1).

Each time a character chooses the latter, they gain a cumulative -2 penalty to Charisma-based skill checks in the lands which they hold influence. The penalty remains until the character taxes normally for a number of times equal to the overall total in which they previously taxed heavily.

For example, Sir Rodger of Dunwood, a newly leveled knight (lvl 12), would normally receive 1,000 gp. However, he instead he chooses to place heavier taxes on his peasants to raise the money he needs for his army. Thus, he gains 2,000 gp. The next level Sir Rodger gains (lvl 13), he can elect to take 1,800 gp or 2,800 gp.

However, since Sir Rodger realizes his peasants become bitter by his presence and does not wish a rebellion, he lowers the taxes back to normal.

For the Game Master

Gaining wealth is not an absolute certainty. The Game Master reserves the right for a titled character to adventure or solve a crisis involving his dominion. A successful adventure or encounter might ensure wealth. Some ideas are as follows:

- ❖ A foul monster might threaten farmlands.
- ❖ Inquisitors find heretics in the regions.
- ❖ An invading noble lord attempts to exert influence.
- ❖ Famine or a magical plague decimates the population.
- ❖ A local rebel succeeds in gaining followers to incite a revolt.
- ❖ A group of skilled bandits hampers trade along vital roads or waterways.

LOSING TITLES

If a character does not rule as sovereign, the king or queen reserves the right to remove titles.

TITLE DESCRIPTIONS

A character can only have one title at any given time. Although not specifically an item, items do represent titled characters in the form of a coat of arms, signet rings, scepters, crowns, royal jewels, or other badges of office.

You use a title's power as you would a normal power. However, you must first be able to use at least one power source of the same power source as the title.

Furthermore, if you belong to a class that can use powers of the same power source as the title, you can apply the enhancement bonus of the title to the attack and damage rolls to any powers with the bloodline keyword.

Land

This describes the amount of families that a titled character may sustain on their lands. The more families a character supports, the more land a character possesses. In a sense, this is an abstract representation of a titled characters wealth.

Landless nobles, or those living with more powerful lords, do not have land per se, but instead has an allowance or income equivalent of landed gentry.





Esquire Level 1+

A rank of gentry derived from the role of a hereditary squire. You have a modest income and the lord you serve is a knight.

Lvl 1 +1 360 gp Lvl 6 +2 1,800 gp

Bloodline (Title)

Land: 15 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

Power (Daily † Bloodline): Free Action. You gain training in the Charisma skill of your choice. You further gain a power bonus to the chosen skill equal to the enhancement bonus of your title. This effect lasts until you take an extended rest.

Knight [Sir or Dame] Level 7+

A mounted soldier of nobility ready to lend aid to the feudal lord you serve. Like the esquire, your income is modest often consisting of loot from warring or ransoming other knights.

Lvl 7 +2 2,600 gp Lvl 12 +3 13,000 gp

Bloodline (Title)

Land: 30 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

Lvl 12: The zones you create with powers containing the bloodline keyword are burst 3 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Esquire power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 2. You and each ally in the zone gain a power bonus to the Fortitude defense equal to the enhancement bonus of your title. This effect lasts until the end of the encounter or until you move.

Baronet [or Baroness] Level 13

A lower noble with hardly any political influence, but the title baronet earns you some respect among other noble peers.

Lvl 13 +3 17,600 gp

Bloodline (Title)

Land: 45 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 3 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Knight power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 3. When any enemy within the zone makes a successful saving throw against a bloodline power effect, you may force the enemy to roll the saving throw again as an immediate reaction. The enemy must use the second roll.

This effect lasts until the end of the encounter or until you move.

Baron [or Baroness] Level 14

As baron, the lowest rung of political nobility, you have the right to wear a coronet, or crown, embedded with six pearls. You have a good income and a sizeable area of land called a barony.

Lvl 14 +3 21,000 gp

Bloodline (Title)

Land: 90 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 3 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Baronet power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 3. You and each ally in the zone gain a power bonus to the Will defense equal to the enhancement bonus of your title.

This effect lasts until the end of the encounter or until you move.





Viscount [or Viscountess] Level 15

Usually the son of an earl or marques, as a viscount, you serve as deputy for those offices of nobility or hold duties of a sheriff for a particular shire. As a viscount, you have the right to wear a coronet embedded with sixteen pearls.

Lvl 15 +3 25,000 gp

Bloodline (Title)

Land: 180 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 5 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Baron power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 5. You and each ally gain a power bonus to damage rolls equal to the enhancement bonus of your title against all enemies within the zone. If an enemy within the zone is reduced to 0 hit points or less, it is knocked unconscious and restrained instead of killed.

This effect lasts until the end of the encounter or until you move.

Earl [or Countess] Level 16

As an earl, you most often hold influence over the office of sheriff, command armies of the king, and have the ability to pass judgment over those in your land. If in the favor of a king or queen, you may also receive permission to build a royal castle.

Your income is considerable, since you keep one-third of the taxes you collect for the king. As an earl, you have the right to wear a coronet bearing eight golden strawberry leaves and eight silver balls.

Lvl 16 +4 45,000 gp

Bloodline (Title)

Land: 360 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 5 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Viscount power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 5. Allies in the zone may use your Charisma modifier in place of one normal ability modifier when making attack and damage rolls.

This effect lasts until the end of the encounter or until you move.

Marquess [or Marchioness] Level 17

Most marquess governs a small region or city in name of a king or queen and preserves their influence. As a marquess, you have the right to wear a coronet bearing eight golden strawberry leaves and four pearls along the rim.

Lvl 17 +4 65,000 gp

Bloodline (Title)

Land: 720 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 5 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Earl power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 5. You and each ally in the zone gain resist 15 psychic.

This effect lasts until the end of the encounter or until you move.





Duke [or Duchess] Level 18

You are a ruler of a province or oversee the Marquess in grand cities. As a follower of a king or queen, you might serve as a military commander. As a duke, you have the right to wear a coronet bearing ten golden strawberry leaves and a pearl embedded in each leaf.

Lvl 18 +4 85,000 gp

Bloodline (Title)

Land: 1,420 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 10 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Marquess power.
- ❖ **Zone:** Standard Action. You create a zone in a ranged burst 10 within 10 squares. Allies ending a charge action within the zone receive a power bonus to attack rolls equal to the enhancement bonus of your title.

This effect lasts until the end of the encounter or until you move.

Prince [or Princess] Level 19

You either rule a principality, a smaller territory with less sovereign rights than a king rules over, or are an heir apparent.

Lvl 19 +4 105,000 gp

Bloodline (Title)

Land: 2,840 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 10 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Duke power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 10. You gain a power bonus to melee attack rolls with the bloodline keyword equal to the number allies within the zone.

This effect lasts until the end of the encounter or until you move.

Archduke [or Archduchess] Level 20

Similar in power to princes, as an archduke you may command a principality within a confederation of other small sovereign states. Otherwise, it is a titular rank of honor, often given to adoptive sons and daughters of the king. The title is in greater use in Caldera, the land immediately east of Darcadia.

Lvl 20 +4 125,000 gp

Bloodline (Title)

Land: 5,760 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 10 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Prince power.
- ❖ **Charm:** Free Action. You may use this power when you hit with a power containing the bloodline keyword. You can slide the target a number of squares equal to the enhancement bonus of your title.

Grand Duke [or Grand Duchess] Level 21

As a grand duke, you might command over a great city-state, a grand duchy, or even rival a weak king. In Darcadia, lands immediately south of Cthonia, the title instead refers to a grand prince.

Lvl 21 +5 225,000 gp

Bloodline (Title)

Land: 11,520 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 10 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Archduke power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 10. You and each ally within the zone gain a power bonus to melee attack rolls equal to the enhancement bonus of your title.

This effect lasts until the end of the encounter or until you move.



Tenant-in-Chief

Level 22+

Referred to as a high or great feudal lord, you hold land as a tenant directly from a monarch. You are the backbone of a monarch's influence.

Lvl 22 +5 325,000 gp Lvl 27 +6 1,625,000 gp

Bloodline (Title)

Land: 23,040 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 10 instead of normal.

Level 27: The zones you create with powers containing the bloodline keyword are burst 15 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Grand Duke power.
- ❖ **Charm:** Standard Action. Make an attack: Close burst 10; targets living humanoid creatures; +25 vs. Will; on a hit, the target is pushed a number of squares equal to the enhancement bonus of your title, and stunned until the end of your next turn or until the target is attacked, whichever comes first.

King [or Queen]

Level 30

You rule a nation or large city-state.

Lvl 30 +6 3,125,000 gp

Bloodline (Title)

Land: 46,080+ families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 20 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Tenet-in-Chief power.
- ❖ **Fear, Psychic, Zone:** Standard Action. You create a zone, centered on you, in a close burst 20. All enemies starting their turn within the zone takes 3d6 psychic damage.

This effect lasts until the end of the encounter or until you move.



Commands



Most commands require a particular amount of time. Issuing a command is a standard action; however, it may take longer before the effects resolve. While some are quick or curt, some involve a longer amount of time to organize. Some actions might include seeking permission from a powerful feudal lord, gathering men or supplies, or performing favors and bribes.

Some commands require a Heraldry check (a trained Diplomacy check) as this usually determines the effectiveness of your order. While a low result typically does not lead to failure, a higher check often meets or exceeds your expectation.

Commanding for the First Time: You do not need to master a command before issuing, but commands that have a writ skill take 8 hours the first time you issue them. Those without, issue them normally.

Special: A character with the Authority feat may issue a command using the skill denoted by the writ skill, but only if trained in that skill.

USING A WRIT

Feudal lords often give commands by issuing a writ or summons. These are tightly bound scrolls fastened by a wax seal. Once the seal is broken, a character can issue the command by using the appropriate skill even if they do not have the Authority feat or appropriate level. A writ with a broken seal is useless.

Time and Cost: Resolving a command from a writ takes half the time specified in the description of a command, but costs the listed price.

READING A COMMAND

Each command bears a consistent format outlined below.

NAME AND FLAVOR

Following the name of a command, a small passage of text indicates what a character accomplishes by issuing the order.



LEVEL

A character must have at least the level indicated, or higher, in the description to use the command.

SETTING

A command is only effective if issued in an area of civilization such as a village, town, or city. The setting is a minimum requirement needed to issue a command. A command with a village minimum requirement is also effective in a town or city. However, a command with a city minimum requirement does not have the resources available to prove effective in a village or town.

TIME

The amount of time needed before the effect of the commands resolves.

DURATION

Most commands have a duration indicating the length in time the effects of a command lasts after it is given.

COST

Commands and writs often cost time and somewhat of a personal expense. A character might need to purchase arms and armor, training, bribes, or other services and supplies to ensure a command's success.

WRIT SKILL

This is the appropriate skill needed to issue a command from a writ. If the entry indicates *trained only*, a character must have the necessary trained skill to issue a command from a writ.

EFFECTS

This text outlines and describes what effects take place from successfully issuing a command.

COMMAND DESCRIPTIONS

The following descriptions interchangeably use the words *creature* and *character*.

GUARDS

You send for a couple of guards to watch over a particular area or stationary object.

Level: 5
Setting: Town
Time: 10 minutes
Duration: Special
Cost: 50 gp
Writ Skill: Diplomacy

You summon two guards to stand watch. You may have guards protect a particular area such as a room or door to a room. You may also have them safeguard a stationary object such as a chest or art object. A 24-hour period must pass before a character can perform or again benefit from this command.

Make two Heraldry checks. Your checks determine the number of hours the guards remain and their rank.

| Check Result | Number of Hours | Rank |
|--------------|-----------------|------|
| 9 or lower | One | 0 |
| 10-19 | Two | 1 |
| 20-29 | Three | 2 |
| 30-39 | Four | 3 |
| 40 or higher | Five | 4 |

GUARD STATISTICS

Ability Scores: Strength 16 (+3), Constitution 15 (+2), Dexterity 14 (+2), Intelligence 10 (+1), Charisma 12 (+1)

Size: Medium

Speed: 5 squares

Defenses: AC 16 + rank, Fortitude 12 + rank, Reflex 12 + rank, Will 12 + rank.

Hit Points: 23 + 8 per rank

Attack Bonus: Rank + 7

Damage: 1d10 + rank

Melee Basic Attack: Halberd; reach 2; rank + 7; 1d10 + rank.

Ranged Basic Attack: Crossbow; ranged 15/30; rank + 7; 1d8 + rank.

Combat Advantage: When a guard has combat advantage against the target, a successful melee basic attack knocks the target prone.

Trained Skills: Perception, Streetwise.

HERALDIC MARK

You hire a herald to paint or devise your personal mark upon a shield or some other object.

Level: 2
Setting: City
Time: 1 hour
Duration: Permanent
Cost: 25 gp
Writ Skill: Diplomacy

You place your personal mark or family seal on an object, usually a shield or tabard, signifying ownership.

HUE-AND-CRY

You are a victim or witness a crime in progress and bellow out for help.





Level: I
Setting: Village
Time: Special

Duration: Special
Cost: 0 gp

You may use your Diplomacy skill in place of a Heraldry check when issuing this command. You let out a hue-and-cry summoning guards to your location.

Your check determines how long it takes guards to reach your location, while the setting determines how many guards respond (see guards statistics above).

| Setting | Number of Guards | Rank |
|---------|------------------|------|
| Village | 1 | 0 |
| Town | 1d4 | 3 |
| City | 2d4 | 6 |

Guards remain until the threat is resolved and a number of rounds thereafter equal to your Charisma modifier.

Special: Unlike most commands, you do not need to have the Authority feat to issue this command.

LOYAL MESSENGER

You rely on your skill to pick an able subject to deliver a vital message.

Level: I
Setting: Town
Time: 1 hour

Duration: Special
Cost: 20 gp
Writ Skill: Diplomacy

You summon a resourceful and loyal subject to deliver a short message up to 25 words. The messenger tries to avoid danger and suspicion in a timely manner. Dependant on your Heraldry check, the messenger delivers your communication to the desired party.

| Check Result | Result |
|--------------|---------------------------------------|
| 9 or lower | Message intercepted (failure) |
| 10-19 | Message lost (failure) |
| 20-29 | Message received |
| 30-39 | Message received with a 25 word reply |
| 40 or higher | Message received with a 50 word reply |

NOBLE ACCOMMODATIONS

A lord, upon hearing of your endeavors or looking to make prominent connections, offers lodging at his manor house.

Level: I
Setting: Village
Time: 1 hour

Duration: 1 week
Cost: 0 gp
Writ Skill: Diplomacy

With a successful Heraldry check, you find hospitality from a gracious lord. You stay in a luxury room. Your allies may also stay at the manor house, sleeping in the servant's quarters or by the hearth in the kitchen. You receive further generosity based on the result of your check. A week must pass before a character can perform or again benefit from this command.

| Check Result | Result |
|--------------|--|
| 19 or lower | Failure |
| 20-29 | Luxury room |
| 30-39 | Luxury room and common meals |
| 40 or higher | Luxury room, good meals, and a feast in your honor |

RUMORS AND GOSSIP

You send spies to gather information and observe suspicious suspects to ensure you did not overlook anything obvious.

Level: 10
Setting: Village
Time: 1 hour

Duration: Instantaneous
Cost: 200 gp
Writ Skill: Streetwise (trained only; no check)

As soon as your spies return and report, you may make a Streetwise check to reveal an overlooked clue or vital piece of information. You gain a bonus to the check dependant on size of the settlement.

| Setting | Bonus |
|---------|-------|
| Village | +5 |
| Town | +10 |
| City | +15 |

SERVANT

You call upon a lowly servant to perform menial tasks.

Level: I
Setting: Village
Time: 1 hour

Duration: Special
Cost: 20 gp
Writ Skill: Diplomacy (trained only; no check)

You summon a servant or peasant to perform reasonable and menial tasks such as being a torchbearer, preparing common meals, making up a room, or carrying equipment. A servant has 1 hit





point (a missed attack never damages a servant), has no actions during an encounter, a 10 for all defenses, and is not an ally.

Any creature can pass through a space occupied by a servant. However if an enemy enters into a space occupied by a servant, the enemy can attempt to kill the servant with a melee basic attack as a free action. Otherwise, the servant flees. In either case, the servant is lost.

Make two Heraldry checks. Your checks determine the number of hours the servants remain and the number of servants that arrive. A 24-hour period must pass before performing or benefiting from this command.

| Check Result | Hours | Servants |
|--------------|-------|----------|
| 9 or lower | Two | 1 |
| 10-19 | Four | 2 |
| 20-29 | Six | 3 |
| 30-39 | Eight | 4 |
| 40 or higher | Ten | 5 |

STATELY CONNECTIONS

You spread a few coins around giving the chance for bards to spout the names of important and prominent individuals whom wish you well. In short, you name drop.

Level: 5
Setting: Town
Time: 1 hour
Duration: 10 minutes
Cost: 50 gp
Writ Skill: Diplomacy (trained only; no check)

Until the end of the duration or until you make an initiative check, you roll twice whenever you use the Diplomacy skill. You may use either result.

SUBORN

You obtain a writ through use of cunning, such as bribery, deceit, or theft.

Level: Special
Setting: City
Time: 1 hour
Duration: Special
Cost: Special

You gain one writ of your level or lower. The cost of the writ is equal to twice the cost of the particular command. It remains with you until used, but once used, the writ is useless.

Writs attained in this manner use the Bluff skill in place of any writ skill denoting Diplomacy. Furthermore, if any command issued from a writ obtained by *suborn* should fail, authorities discover your ruse and guards arrive to deal with

the situation, as the Game Master deems appropriate (usually a fine equal to the cost of the writ obtained by *suborn*).

Determine the number of guards as dictated under the *hue-and-cry* command. Their rank equals the level of the failed command, using the guard statistics above.

A 24-hour period must pass before a character can perform or again benefit from this command.

Special: Unlike most commands, you do not need to have the Authority feat to issue this command.

ACQUIRING WRITS

Besides the *suborn* command, there are other ways to acquire writs.

Finding or Given a Writ: You might find a writ as a part of a treasure or a lord might give you a writ to perform a certain task or as a job well done.

Scribing a Writ: Should you have the Authority feat, you may scribe a writ. Doing so takes twice the amount of time to issue a command and costs the amount listed. You cannot scribe commands that do not list a writ skill.

WELLBEING

You have eyes and ears throughout the settlement and hear regular reports on the wellbeing of your allies.

Level: 9
Setting: Town
Time: 1 hour
Duration: 24 hours
Cost: 160 gp
Writ Skill: Streetwise

Dependant on your check, designate up to eight allies bearing your personal mark (see Heraldic Mark above). As long as they remain in the town or city and for the duration of the command, you are aware of their location and condition. A 24-hour period must pass before a character can perform or again benefit from this command.

| Check Result | Number of Allies |
|--------------|------------------|
| 19 or lower | Two |
| 20-29 | Four |
| 30-39 | Six |
| 40 or higher | Eight |





Deities and Saints



Abbot Thayer

The Church of the Eternal Spirit of Man is the dominant faith across Cthonia as well as the rest of Terra. This belief does not revere a deity but rather worship paragons of human virtue, called saints. Scholars believe, but not confirm, that the worthy aspect of that faith grants goodly, divine powers.

While on the other hand, devils and demons fuel corrupted clerics. The church even considers the old Romus, Grece, and barbarian gods, as with those worshipped by other races, empowered by evil, planar entities.

However, the church is only concerned about human worship and salvation, although it will not deny someone from another race into their fold. By outlining good, moral guidelines, the clergy hope to propagate the good, spiritual aspect of humankind. Since, once a human soul departs into the afterlife, worshippers believe their energy becomes either a part of the good or evil aspect of human spirituality.

Worship for the Eternal Spirit emerged from the ashes of the Romas Empire. It celebrates human ingenuity and perseverance in a world filled with so many humanoid monstrosities. The church dominates human civilization and continuously attempts to assert control over feudal domains much to the discontent of many noble lords. A precarious struggle between power, domination, salvation, and excommunication, constantly overshadows everyday life.

The Eternal Spirit is not a manifestation of a god or goddess, but an ideal of the good humanity offers one another in the world. Worshippers find paragons of human virtue, courage, and morals, in the veneration of those who led such lives. These saints form the foundation of faith. Most worshippers pay homage to a patron saint, although it is common to revere all saints.

In the early days of the church, instead of excommunicating those who continued to seek guidance from the old gods of the Romas, Egyus, and Grece Empires, instead incorporated most of those gods into the burgeoning faith as saints. However, those that still worship them as gods or those not accepted into the faith as saints, are heretics or pagans. Such transgressors often find themselves at the tip of inquisitors' swords.



The Popa, or High Father, and his clergy council govern the church. Inquisitor-Generals and an army composed entirely of loyal Sweiss mercenaries militarily support against powerful interlopers. Furthermore, many feudal lords also support the church in times of trouble in fear of excommunication.

THE ETERNAL CHURCH AND ALIGNMENT

It is possible for evil and chaotic evil clerics to worship unaligned saints within the Church of the Eternal Spirit of Man. However, many high-church officials deem them heretics because of their gross misinterpretations of teachings and deal with them accordingly.

PATRON SAINT BENEFITS

Characters choosing to revere a saint gain this benefit if they select the Patron Saint feat. As with the restrictions imposed on clerics, worshippers taking the Patron Saint feat must have a compatible alignment to the saint they revere. You may only have one patron saint.

PATRON SAINT

Your devotion grants you access to a divine ability associated with your patron saint.

Prerequisite: Must worship the Church of the Eternal Spirit of Man

Benefit: You gain the patron saint benefit from a particular saint you revere. You lose this benefit should you worship a different saint or no longer have a compatible alignment.

MAJOR SAINTS OF THE ETERNAL CHURCH OF MAN

ANGEL OF RETRIBUTION [UNALIGNED]

Avenging Angel of Destruction, Order, and Strength

Not a saint, but a collection of righteous souls merging to form a divine entity, the Angel of Retribution offers guidance to paladins and inquisitors. Though the church officially condemns angelic adoration feeling that it might lead to idolatry, many officials presently tolerate followers of the Angel of Retribution given their

high success rate dealing with heretics and pagans. Angel of Retribution demands of its supporters thus:

- ❖ Natural law or chaos does not exist; the church dictates what law and chaos is or is not.
- ❖ The ideology and doctrine the church upholds must prevail at all costs.
- ❖ Faith is in the heart and the faithful need not convert.



THE RETRIBUTION HERESY

Ten years ago, high-church officials rooted out and destroyed those teaching the philosophy now called the *Retribution Heresy*. Contrary to church doctrine, it edifies that the soul has the ability to convert in the afterlife, thus it is unnecessary to convert pagans and heretics while they live.

Many following this heresy killed scores without giving victims the opportunity to convert to the faith. The heresy further claimed the Angel of Retribution passes judgment and grants opportunity to those worthy for conversion in the afterlife.

Although almost entirely squelched, a few secret organizations still exist to continue this church philosophy.

ST. ANTHONY [GOOD]

Patron Saint of Travelers, Merchants, and Adventurers

Sickly and weak, St. Anthony spreads the word of the faith to the corners of the known world despite his condition. He preaches hope for those that travel the long, harsh road especially should those journeys take place across formidable and dangerous lands. He





teaches his followers thus:

- ❖ Never fear to tread into the unknown.
- ❖ Offer food and comfort to travelers.
- ❖ Explore beyond the known world and map it for others.

ST. ANTHONY PATRON SAINT BENEFIT

Once per encounter, you may spend a healing surge to slide an ally within 5 squares a number of squares equal to 1 + your Charisma modifier.

ST. BASTION [GOOD]

Patron Saint of Archers

Physical endurance and energetically defending the faith is what St. Bastion holds most dear. His teachings praise a strong body to endure over the many weaker agan faiths. He commands his followers accordingly:



- ❖ Convert people of uncivilized lands.
- ❖ Defend weaker parishioners from tyranny.
- ❖ Train those that need help defending precarious territories and pilgrims treading into the Hill Lands.

ST. BASTION PATRON SAINT BENEFIT

Once per day, you ignore a critical hit from a ranged attack. Instead, treat it as a normal hit.

ST. CHAUCE [UNALIGNED]

Patron Saint of Poets, the Arts, Healer of Broken Hearts, and Providence

Passion in all forms and for all things is what worshippers feel St. Chauce best represents. Most who pay tribute to St. Chauce believe to act or succumb to impulse rather than logical reasoning.

Although it is hard to pinpoint a certain dogma that is universal among all followers of St. Chauce, there is one statement which most agree: ensured survival is through sheer wit and luck. His followers hold this one tenet:

- ❖ Follow your heart and emotions no matter how strong.

ST. CHAUCE PATRON SAINT BENEFIT

After an extended rest, you may select one Charisma-based skill. Consider yourself trained in that skill until your next extended rest.

ST. CHAUCE AND THE CHURCH

Most church scholars and the Popa do not officially recognize Chauce as a saint. Only those missionaries in the Hill Lands and near the Southern Fringes give official saintly status to Chauce. Nevertheless, many bards, artists, and secret courts of love, celebrate in his name and offer much dedication to the saint in the form poetry, wine, and song.

There are also volumes of histories dedicated to his life. However, so much has changed over the years; St. Chauce has become more of a myth than a man. Early Romus doctrine contends that he was once a high priest of Aphrodite while others believe he was the greatest lover-thief the world has known.

Whatever the truth, St. Chauce is recorded having many hats: diplomat, rogue, poet, lover of barbarian queens, and the like. Many consume goblets of wine in his name.

Clerics who accept St. Chauce as their patron have no solid expectations of them. Most within the influence of the Church of the Eternal Spirit hide their true dedication to the saint.

Although the church usually looks the other way when a drunkard raises his goblet to St. Chauce, they see those that put true faith in such a character as borderline heresy.

Those priests outside the influence of the church openly worship St. Chauce encouraging their congregation to follow their heart and emotions no matter how strong. Many misconstrue such teachings due to their ambiguous nature.

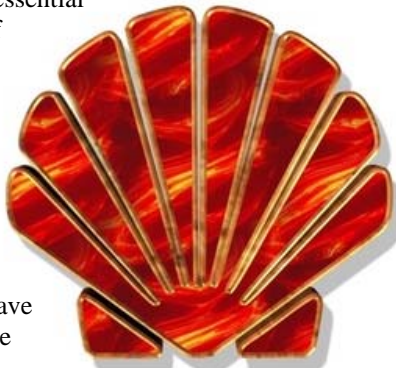


ST. CUTHSFARNE [UNALIGNED]

Patron Saint of Seafarers, Prisoners, and Monks

St. Cuthsfarne, the insoluble and incorruptible, places solace in self worth above all else. Isolation from civilized trappings is essential toward a path of personifying perfection from temptation. His doctrines include the following:

- ❖ Good and evil are elements of society and have no place in the natural world.
- ❖ Carry only what you need and not what your desire. Have confidence and trust in your own abilities.
- ❖ Freedom is an illusion since the physical body binds everyone to this world.
- ❖ Seek out and destroy undead to free souls that still cling to accouterments of their previous life.
- ❖ You may wear only cloth or leather armor.



ST. CUTHSFARNE PATRON SAINT BENEFIT

Choose either the Acrobatics or Athletics skill. You gain training and the Skill Focus feat with the chosen skill.

ST. CUTHSFARNE AND ALIGNMENT

All clerics and paladins devoted to St. Cuthsfarne must be *unaligned*. Though evil and good worshippers of St. Cuthsfarne exist, they have no power and many true followers consider them misguided.

ST. FFRAID

[UNALIGNED]

Patron Saint of Healers, Woodsmen, and Lepers

Many pilgrims travel to the grand cathedral of St.



Ffraid in Caldor for guidance to cure unknown illnesses and diseases.

Druids and rangers of the faith often carry her message of unity between man and nature to the northern barbarian tribes and to other pagan worshippers. She directs her followers with simple teachings:

- ❖ Heal all who ask.
- ❖ Offer mercy to the fallen.
- ❖ Hunt creatures and individuals that spread disease.
- ❖ Protect wild lands, especially those harboring curative plants, fungi, and animals.

ST. FFRAID PATRON SAINT BENEFIT

You receive a +5 bonus to Endurance skill checks to overcome disease.

ST. LUCIAN

[LAWFUL GOOD]

Patron Saint of Crusaders, Lawyers, and Civilization

St. Lucian organized ecclesiastical and secular law forming the foundation of modern civilization. Law and order suppresses pandemonium and to protect those that uphold its mantle. For ease converting disbelievers to the faith, St. Lucian also requires his followers to learn the various pagan tongues, especially crusaders and pilgrims. Thusly, he asks these tenets of his followers:

- ❖ Honor and respect the law, lawgivers, and traditions.
- ❖ Defend both secular and ecclesiastical lineages.
- ❖ Represent the good aspect of law and order through acts and deeds.
- ❖ Fight corruption, but not through tyranny.

ST. LUCIAN PATRON SAINT BENEFIT

You receive a +2 bonus to attack rolls against minions.

ST. MARINIS [UNALIGNED]

Patron Saint of Magic and Repose

As one of the Seven Sleepers of Arasmus, St. Marinis preaches patience and tolerance. Many secretly



interpret her teachings toward leniency for those of the faith practicing the arcane arts since she, herself, possessed magical talents. Officially, the church denounces this interpretation claiming her unorthodox gifts were divine in origin rather than an arcane endowment. Thusly, she directs her followers:

- ❖ Trust all magic not empowered by a pact.
- ❖ Warlocks bid themselves for power not knowledge.
- ❖ Patiently, but diligently, work toward a time when the Church of the Eternal Spirit, thus the world, tolerates the use of magic.
- ❖ Explore ancient ruins for arcane knowledge.
- ❖ Provide shelter and sanctuary for those that truly practice the arts.

ST. MARINIS PATRON SAINT BENEFIT

You may keep 1 unspent action point after taking an extended rest.

SEVEN SLEEPERS OF ARASMUS

Seven young believers of the Eternal Spirit fled to a hidden cave during the height of the Romus persecutions. St. Marinis, an arcane practitioner of enchantments, entered into a deep sleep, along with her band of believers, for two hundred years. They awoke when the Church of the Eternal Spirit finally established itself as the dominate religion of the Romus Empire.

ST. MARIS

[GOOD]

Patron Saint of Warriors and Fellowship

St. Maris, leader of the Fifty Martyrs and a Romus soldier, stood against tyranny to proclaim his belief for the Eternal Spirit. He values

personal discipline and a free mind to question authority. His teachings are thus:

- ❖ Never follow blindly.



- ❖ Always stand up for individuality, but also remember it requires several individuals to form a fellowship.

ST. MARIS PATRON SAINT BENEFIT

You receive +1d6 bonus damage when flanking an enemy with at least one ally possessing the Patron Saint feat. The ally need not have St. Maris as a patron saint.

ST. MARIS AND THE CHURCH

Although officially ordained, the church keeps a close eye on those who worship St. Maris. Many confuse his teachings with atheistic, eccentric, or democratic ideals rather than unity of individualists.

Contrary to this belief, philosophers and teachers of St. Maris uphold the monarchy often deeming it an almost perfect form of government. However, perfection of such a system requires two prerequisites: the collapse of the aristocracy and a benevolent king or queen dedicated to protect the individualist spirit and provide equality to all. While feudal lords with lineage connecting them to the crown support such ideals, high-church officials, in a constant power struggle with secular lords, often question worshippers of St. Maris and their motives.

ST. SILVIA [UNALIGNED]

Patron Saint of Earth, Plants, and Pagans

St. Silvia preaches patience for humans still practicing old pagan rituals. Many druids and rangers revere her steadfast devotion to incorporate pagan teachings into an honored place within the church. More importantly, many wild elves often see her followers as emissaries rather than transgressors.

Unfortunately, like St. Ffraid, followers of St. Silvia dwindle in light of the inquisition. Many high-church officials claim her followers often misinterpret her teachings of patience, thus border heresy. Nevertheless, her devoted follow these principles:

- ❖ Many pagan ideals uphold and respect the gifts offered by the natural world. Learn these values.



- ❖ Explore ancient and sacred sites of pagan worshippers for recuperation before it is lost.
- ❖ Live off the bounty Terra provides for its children.

ST. SILVIA PATRON SAINT BENEFIT

You receive a +2 bonus to death saving throws while on a dirt surface or within 5 squares of a tree. Furthermore, while on a dirt surface or within 5 squares of a tree you receive a +1 bonus to AC.

OTHER RELIGIONS OF THE KNOWN WORLD

Although there is one major religion dominating the land, others blossom while some merely continue a bleak, twilight existence.

ANIMISM [UNALIGNED]

Animism exists in small, remote areas of Terra worshiped usually by primitive hunter-gatherer cultures. Animistic humanoids believe that everything has a soul or spirit, including, but not restricted to, animals, plants, rocks, mountains, rivers, and stars. Each anima is a powerful spirit, not limited to but including the souls of the dead or ancestors, that may help or hurt the living.

Some animistic cultures believe the spirit survives physical death to pass into a nether world of overabundance, while others hold firm that the spiritual self remains behind on Terra as a malignant ghost. Scholars recently discovered some primitive, barbaric cultures that believe the spirit must journey to the nether world without becoming lost for those that do remain as ghosts. Complex funeral and mourning rituals require loved ones to help guide the spirit of a recently deceased to successfully complete their journey.

DRUIDISM [UNALIGNED]

Druidism is found nearly everywhere in the realms of Terra. Those that practice druidism are polytheists usually worshiping old gods of dead civilizations, but they also pay homage to the elements of nature. Druids and elemental priests look toward the sun, moon, and stars, searching for signs and portents while revering fire, water, earth, and air elements for protection and guidance.

Tribesmen rely upon high priests and druids as seers, leaders, scholars, healers, and magistrates. Most clerics practicing druidism abhor aberrations and undead as well as those who use arcane magic to further their needs.

DRACONIC [VARIES]

In dark recesses where dragons dwell, cults revere either a particular dragon spirit or a living dragon. Some great beasts relish the worship of lesser creatures, while others simply ignore or decimate the trespassers.

ELEMENTALISM [UNALIGNED]

Shamans, druids, and other pagan spiritualists, try to grasp knowledge of the world through its basic elements: fire, earth, water, and air. The more one gains knowledge and truly understands the forces that guide the natural world, greater the power garnered by a worshipper.

FALLEN OF MEN

[ANY EVIL]

As the Eternal Spirit celebrates near perfection of man in all its glorious good, other nefarious powers push forward with their fallacies. These fallen angels of men each represent a collection of turbulent spirits: the most callous, evil men and women to walk the face of Terra.

Those who worship the Fallen Angels of Men wish to bring plague, continue war, and oppress the weak. While some congregate in small cults,

| Pagan Religion | Alignment | Worshippers |
|---|--------------|---|
| Draconic | Any | Fighters, warlocks, goblins, reptiles, and dragonborn |
| Elementalism | Any | Barbarians, druids, and rangers |
| Gaea | Good | Druids, rangers, elves, and halflings |
| Zos, the First Wizard | Unaligned | Wizards |
| Fey | Unaligned | Warlock, druids, rangers, eladrin, and gnomes |
| World Tree | Unaligned | Barbarians, warlords, and druids |
| Sargon, the First Warlock | Unaligned | Warlocks |
| Abaddon, Fallen Angel of Tyranny | Evil | Fighters, knights, monks, warlords, and inquisitors |
| Dantelan, Fallen Angel of Secrets | Evil | Wizards, warlocks, and rogues |
| Orcas, Fallen Angel of Death | Evil | Necromancers and rogues |
| Caacrinolaas, Fallen Angel of Slaughter | Chaotic Evil | Fighters, barbarians, rogues, and warlords |



others never realize that, through their actions, they too are worshippers and agents of these devious entities.

“As it is written, as it is so—the four horsemen, should they once more walk the earth, a sundered earth it shall be.”

— Father Wyndon, Parish Priest

SHAMANISM [UNALIGNED]

Shamanism, similar to animism, refers to the traditional beliefs that one is able to help or harm by means of traversing the World Tree to develop a relationship with spirits. A shaman acts as an intermediary between the natural world and the spirit world. By communicating to the spirit world, a shaman is able to aid hunters, control the weather, interpret dreams, as well as many other things.

| Pagan Religion | Tenet Belief |
|---------------------------|------------------|
| Draconic | Draconic |
| Elementalism | Elementalism |
| Gaea | Druidism |
| Zos, the First Wizard | Elementalism |
| Fey | Druidism |
| World Tree | Shamanism |
| Sargon, the First Warlock | Any pagan belief |
| Abaddon | Fallen of Men |
| Dantelan | Fallen of Men |
| Orcas | Fallen of Men |
| Caacrinolaas | Fallen of Men |



AHNGRIN

SHADKHANIM

MOUNTAINS

CTHONIA

SOMBER WOOD

WOOD OF THE FORGOTTEN

ASHEN

RIVER

ARDEN

FOREST OF WOE

BLACKBURN

DRAY WOOD

BLACK GROVE

OAK AGES

KALDOR

CALDOR

SORROWFUL GARDE

TALKING TREES

SHADOW RIVER

LOST WOOD

SHADOW PEAKS

RAVEN'S DEN

WOODMEN'S HALL

ELTON

ARDOR

BORDER KEEP

ELOE CASTLE

BURROW GLADES

SILENT WOOD

RIVER OF GOOD FAITH

JOURNEYMAN'S REST

TOWER OF CALEL

TROLLFORD

STRONGHOLD OF THE ONE

RIVER BOTTOM

SEVEN ARROWS

BOG OF BONES

ASH

FEN GROVE

HOWDEN MOOR

MOUNTAINS

SHIELD TREE

TOLLBRIDGE



Cthonia



The heart of the world, at least as I know it, is the lands of Cthonia. Though my heart never longs for it, it is a region of petty feudal lords clamoring for more prestige and land than they could pass off to a hundred heirs. Save for my lord, whom though considered minor for the little land or soldiers that guards his manor house gate, has great lineage of the one true queen of us all: Julia the Red.

Hundreds of years ago, Julia the Red expelled the encroaching armies and settlers of the Sabbatius and tamed the wild land that is now Cthonia. She, in turn, united the tribes under her banner and forced other to their knees that refused to pay tribute. Chieftains become warrior-lords, then knights, then the feudal lords that plague the land today. Only if she listened to her savage heart and remained a woman rather than becoming a lady what a land this would be!

However, I digress, my lord, for I go beyond my duty. I shall continue what you bade me to do and be a chronicler.

-Yzra the Crow, 952 C.E.

N.C Wyeth

CTHONIA LORE

With a successful skill check, a character knows the following (characters with a Cthonian regional feat from gain a +2 bonus to their skill check):

History DC 20: A servant of Sabbatius, known now only as Lord One, leader of the Thirteen Tyrants, became a lich of tremendous power. His reign of terror ended two hundred years ago when a great army of heroes besieged Stronghold of the One. Near the end of the battle, some mysterious power extinguished all life within the castle and sealed the doors shut with an immensely strong arcane seal.

Streetwise DC 15: There is much rapid growth in this region as land grants move once landless nobles in search of providence. The city of Caldor serves as the hub for the many sprawling towns and villages looking to make use of the rich soil.



COMMON KNOWLEDGE

For the past ten years, rumors circulate that King Edred I of Midland, Lord of Cthonia, is mad. Though vehemently refuted by the court, many influential feudal lords who hunger for the crown argue it a just right to make war against a feeble king. The atmosphere across the region is foreboding filled with sinister personalities seeking civil war.

SETTLEMENTS

Human villages and towns thrive in the area, albeit along a dangerous edge. At the time that I write this, despite the enthusiasm of missionaries, no known civilized settlement lies west of Shadow River. It is an area even savage barbarians fear, for it is the lands of the wildmen.

Although the lands seemingly teem with human excrement as feudal lords establish domains, other races wisely cling to the shadows. Any settlements I do describe, they will undoubtedly be human.

The Chronicles of Ysra the Crow

Not much changed in the hundred years since Ysra the Crow illegally left her Lord Havishem of Willshire to chronicle the known lands of Terra. Although this might sadden the mysterious storyteller, it means that her writings still prove valuable to any stalwart adventurer.

The italicized text comes directly from the Chronicles itself. However, take note eager explorer, while still useful, the Chronicles are out of date. It is good for generalities, but if looking for specifics, you will have to travel to the particular locale yourself.

waterways and the cleverness needed to achieve such stonework.

Despite my hopes, no vestiges remained of the Varyrag. In its place stood a thriving feudal city pouring over the old Romus walls several times over. The grand gateway willingly embraced us but I could feel the layers of walls closing in upon me. However, we quickly realized it might serve our purpose. In spite of my impressions, it does well serving as a center for trade, mercenaries, and adventurers looking to launch themselves northward.



AHNGRIN [Pronounced awn-grin]

City; Population 23,000

Of all the settlements in these lands, Ahngrin is an independent city-state serving as a gateway to the north. Though my travels called me southward, I needed to see the once great town of my ancestors: the wily Varyrag northmen.

We followed the old aqueducts built by Chlodovechus and the stout dwarves of Shadkhanim. My companions and I marveled at the great accomplishment of these mountainous



ARDEN

Town; Population 5,000

As Ahngrin serves as a gateway to the north, Arden once served the same purpose as settlers moved westward from the great capital of Cthonia that lies in the east. Arden Castle dwarfs the town it protects serving as a military center than that of culture and enlightenment.



ARDOR

Town; Population 2,500

The town of Ardor boasts a healthy market place, splendid tourney fields for the spring, and a broad river for winter fairs. I was fortunate enough to travel here in time for the latter. With Shadow River frozen, the gypsy markets, festivals,



and games all took place on solid ice. I must say, it did give me pleasure watching heavily armored knights fall upon one another during the Ice Tourneys.

Aside from the wide Shadow River, only a small keep and a few solid towers protect this town from barbarians and wildmen. I have a sneaking suspicion that in addition to their tolerance of the few gypsy tribes inhabiting the area, they might offer sanctuary to those practicing the arcane arts.



BLACKBURN

Village; Population 1,000

Protected by two ancient, heavily fortified Romus bridges, the village of Blackburn quietly nestles between two rivers: Somber River to the west and Shadow River to the east. Only the most foolish or desperate noble lords hold lands so close to the Wildlands. However, like Arden, it serves as a great center for missionaries looking to travel eastward or monks seeking isolation.



BORDER KEEP

Village; Population 800

Many say Border Keep is as old as the hills that surround it. Some believe it to rest upon a sacred druid site while others swear Chlodovechus built the fortress upon a dwarven foundation. Regardless of its origin, Border Keep possesses a deep-rooted history.

It might lie in ruin haunted by foul creatures if it were not for its purpose: to guard the Cthonian border from the many warmongering princes of the south. I would advise any traveler to the town not

to stir up trouble, for veteran crusaders, old hand soldiers, and valiant knights, guard the area.

I must say it was not for the dank dungeons of Border Keep I traveled here. South of Border Keep a loose confederation of halflings embed their homes into the surrounding hillocks. Unlike their cousins of Burrow Glades, this farming community welcomes almost all despite their curious suspicion. They are truly a jovial, hard working folk. I must say however, they seem to have much more in common with human gypsies, since my purse proved lighter upon my departure.

UNDERFOOT STRIKE [Regional]

Region: The hills south of Border Keep

Prerequisite: Halfling

Benefit: You can use the *underfoot strike* racial power.

Underfoot Strike

Racial Power

You slip beneath a larger enemy to deliver a devastating blow only to slip out afterward before the foe is any wiser.

Daily

Standard Action

Personal

Prerequisite: Must be trained in Acrobatics

Effect: You shift into an adjacent space occupied by a large or larger humanoid creature, make a melee basic attack against that creature, and then shift into a space adjacent to the target; the target grants combat advantage during the melee basic attack.



CALDOR [Pronounced kawl-dohr]

City; Population 15,000

The city of Caldor serves as a hub for western Cthonia. Although its eastern counterparts remain larger, Caldor is a major foothold in this area. Three of its main roads feed the blossoming cities of Ardon and Kaldor as well as the lifeblood for the small towns of Elton and Raven's Den to the south. The north road leads past Arden and to the First City in the east, the capital of Cthonia.

Shadow River, as well as the previously mentioned cities of Ardon and Kaldor, protects the



city from wildling barbarians and Border Keep to the south serves as a strongpoint against Darcadia.

The gypsy market is possibly the largest such market in the region rivaling the one located in Tollbridge. However, besides the inquisitive onlooker, the market also brings a variety of tricksters, pickpockets, vagabonds, and charlatans.



ELTON

Village;
Population 200
As with most towns bordering a vast forest, Elton found its humble beginnings harvesting the

woodland. However, as other towns sprang up, the forests surrounding Elton dwindled and coupled with the mysterious Lost Wood, the townsfolk simply became serfs to intruding nobleman.

The forests to the south of Elton became elite hunting grounds for royalty. The heavy taxation from road, building, and farmland maintenance, placed a great burden on the foresters of Elton. Eventually, they gave up their ax for a plow to eke a livelihood.



JOURNEYMAN'S REST

Village;
Population 400
The Romus built the town as an early bridgehead for an

invasion. Chlodovechus and his dwarven allies clamored for the natural resources of the Forest of Woe. Despite their attempts, the elves that once secured the region proved more difficult to vanquish and the village now dwindles among once great ruins.

Most make a living harvesting woodland as they also skirmish with wild elves warring to preserve their heritage. Contrary to its name, I found the village filled with tough, straightforward folk and anxious glances.

KALDOR [Pronounced koul-dohr]

Village; Population 800
Much older than Blackburn, Shadow River also protects the village of Kaldor. Chlodovechus originally planned the site as a Romus fort but soon fell before its completion. Afterward, the

Axon-Jutes quickly settled within the old walls and it later served as a bastion for noble lords as they laid the foundations for Blackburn.



Some older monks insist a sacred, druidic site once existed beneath the streets of Kaldor long before the arrival of Chlodovechus. While most dismiss these claims, a few adventurers did find an old underground system of tunnels connecting a few hills surrounding the village. One such tunnel did in fact lead toward Kaldor, but has since collapsed.



RAVEN'S DEN

Village;
Population 200
The shadowy streets of Caldor can never compare

to the malevolent debauchery of Raven's Den. Like Elton, the village no longer harvests neighboring woodland, however not due to some royal decree, but through a sheer strength of force and cunning.

Nearly ten years ago, the elvish peoples led a successful campaign against the foresters and their display of savagery disheartened all from entering that trade. Blood ran so thick during those times, a congress of ravens large enough to block out the sun clamored for space upon rooftops hungry for death.

The existence of Raven's Den relies solely on thieves, mercenaries, and other such cutthroats. Everything and anything is available, save for a guide to Sorrowful Garde. The mere mention of that place drew angry looks and a few daggers for fear elves listened from the wood.



SEVEN ARROWS

Village; Population 200
The finest bowyers and fletchers call Seven Arrows their

home as their superior techniques pass orally between generations. The quaint village also boasts several legendary archers including Gwilym



Archer and Cadfael Leafnock. As tradition, the royal captain of the archers came from Seven Arrows until the Welhan Rebellion led by Owain Gwynedd in 828 C.E. He established his hold over the area for a number of years until the Cthonian crown once again imposed its authority.

BOLT FROM THE BLUE [Regional]

Region: Southern Cthonia (Seven Arrows)

Prerequisite: Human (Welhan)

Benefit: You gain the blot from the blue racial power.

Bolt from the Blue

Racial Power

You surprise your foe as you make a bashing improvised opportunity attack with your bow.

At-Will (Special) † Weapon

Special: This is an opportunity action

Immediate Interrupt **Melee weapon**

Prerequisite: You must be wielding a longbow

Trigger: An enemy provokes an opportunity attack from you

Target: One enemy provoking an opportunity attack

Attack: Strength vs. AC

Hit: 1d8 + Strength modifier damage.

Level 11: 2d4 + Strength modifier damage.

Level 21: 2d8 + Strength modifier damage.

TOLLBRIDGE

Town; Population 6,000

The proper name is Trowbridge, from the northern tongue *treow-brycg*, meaning “Tree Bridge”, referring to the first bridges to cross over Bog River and River Bottom. However, now that fortified stone bridges are in place, guards extract a heavy toll from travelers entering or leaving the town.

Nevertheless, Tollbridge is a den of excitement without a rightful feudal lord pulling in on the reigns. Almost anything goes in this chaotic, somewhat organized, lawless town. Most young knights have their fill of wine, women, and song at the famed tavern, *Olde Trip to Argos*, before launching their crusade into the Hill Lands. While other nobles often come to witness the savage gladiatorial pits that pothole the peninsula.



A mysterious, self-stylized lady governs Tollbridge, known only as Lady Bedlam. She is rarely seen save for

her shadowy silhouette that seems to move with her. Though I hardly believe such tales, I did not see the ladyship, but then again, I hardly tried. My eyes kept focus on my coin, my companions, and a guide sober enough to guide us into the Bog of Bones.

GEOGRAPHY

The Dominion of Darcadia and the Hill Lands lie directly south of the heart of Cthonia. To the west, the uncivilized lands of my people. The rest of this great nation is eastward along with a small collection of baronies. However, it is this glorious land of Cthonia that I am to document.

GROVES, WOODS, AND FORESTS

I ventured into many of the wooded lands of this region, or at least stood at their edge. I also collected rumors or in some cases dispelled beliefs.



Black Grove

Of all the wooded areas, this brought me the most dread. Against the wishes of one of my

guides, I elected to move off the heavily traveled road between Caldor and Arden, known as the High Road, and go into the grove's heart.

The grove is a collection of dead trees refusing to further rot or decay. No animal life inhabits the grove and the soil no longer supports new life. The peasants living near its edge claim the dead trees continue to stand because it is a graveyard for dryads and other fey silently resting in the heartwood of each tree.

They further claim a pagan group, known to them as Black Grove priests, guards the area from grave robbers. I must say that I did not see any black-robed pagans, but we all felt watched. Furthermore, I believe none of us even snapped a branch without a bead of sweat forming from the anxiety. It is a foreboding place indeed.



Burrow Glades

This too is a silent place, save for the occasional child-like laughter that echoes when someone



makes a fool of himself or herself. My guide contributes this to gnomes that live beneath the tree roots. The quiet people of Elton also claim this and often leave bowls of extra milk at their stoop for these creatures.

I talked to many people in this area to gain an authentic description of a gnome, but none save for the village idiot has every saw one of the elusive dwarf-kin. However, we did have several pairs of shoes stolen from us as we slept.

I also heard several great hobbit families inhabit the hillocks. Like the gnomes of the area, they too are just as elusive.

SECRET STEP [Regional]

Region: Burrow Glades

Prerequisite: Halfling or Gnome

Benefit: You can use the secret step encounter power.

Secret Step

Racial Power

Your small size, your quickness, and the ability to move about somewhat unseen, allows you to avoid unwanted attention on the battlefield.

Encounter

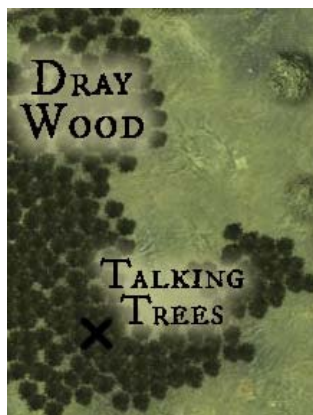
Move Action

Personal

Effect: You can shift 2 squares.

Level 11: You can shift 3 squares.

Level 21: You can shift 5 squares.



Dray Wood

The name of the forest comes from the large, side-less carts, called drays, which hauled a vast amount of wood from the region. The wood actually extended to the edge of Shadow River until foresters

discovered piles of large bones. Afterward, the harvesting ceased.

Many believe these bones draconic in origin, but I think they mistake giant dragon-like claws for tusks of elephants. The Romus and other ancient empires of the south used these dauntingly huge creatures.

It is not only from stories of my peoples that ascertain this assumption, but that of the Talking Trees. These bewitched oaks, spanning hundreds of years, and claim to remember such things. The ancient beings did not speak to us directly, but through a pagan priest, we found tending their druidic circle.

By placing his hands upon the bark, he heard their voices and relayed the information to us. I believed the information gleaned, whether it was from a charlatan or a heartwood voice.

However, the Talking Trees did claim ancient peoples carved the olifant sitting at their center from a single draconic tooth. When I asked the purpose for the great horn, they fell silent refusing to speak to us further.

CALL OF THE OLIFANT [Regional]

Region: Dray Wood

Prerequisite: Dragonborn

Benefit: You can use the call of the olifant racial power.

Call of the Olifant

Racial Power

A melodious, soothing hum escapes your throat. The ancient, inherent call of mysterious origin heals those of your kind.

Daily † Healing

Standard Action

Close burst 2 (3 at 11th level, 5 at 21st level)

Target: You and each dragonborn ally in burst

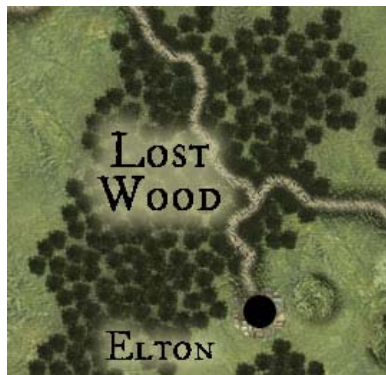
Effect: Each target can spend a healing surge.

Fen Grove

This wooded area mainly comprises of a swamp and bog trees. The land is marshy filled with poisonous snakes, gases and plants. In addition, it is the home of outlaws, assassins, cultists, and dark magicians. All of whom know how to remain



hidden from prying eyes. We only glimpsed the grove from a distance.



Lost Wood

We passed through the wood via the Lost Road onward to Elton and Raven's Den. Like that of our travels in the Black Grove, we did

not linger here long. Though we encountered nothing out of the ordinary and game was fair, some, including myself, swore we heard whispering voices.

According to those living in Elton, a band of thieves once roamed these woods hampering trade between Ardor and Caldor. They continuously evaded the soldiers of Border Keep well enough due to their leader, a rogue known only as The Jade.

On my account, we passed through and onto Elton safely with our coin intact. Nevertheless, many heard whispering voices while traveling these woods therefore travel to Elton and Raven's Den eventually dwindled. While some attribute it to ghostly spirits of outlaws, others proposed it a site of an ancient group of elves that slipped into the fairy realm. I do not think either village minds the loss of trade.

FEY STEP STRIKE [Regional]

Region: Lost Wood

Prerequisite: Eladrin

Benefit: You can use the fey step strike racial power.

Fey Step Strike

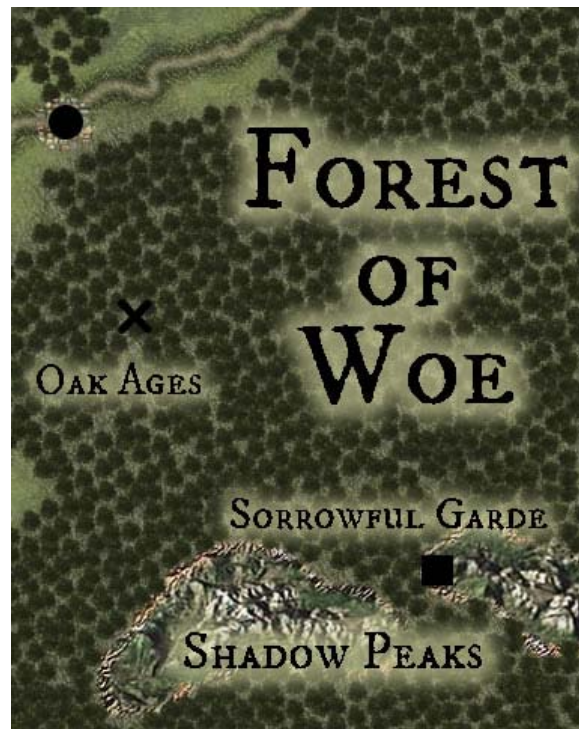
Racial Power

With lightening speed, you thrust your melee weapon into the feywild to have it reappear near a foe poised to strike.

Encounter † Teleportation

Standard Action Personal

Effect: You may make a basic melee attack against an enemy up to 5 squares from you.



Forest of Woe

The Forest of Woe is a chronicle in and of itself! It contains many mysteries and even more unanswerable questions. An old and dark castle, known as Sorrowful Garde by many questing knights, looms on top of Shadow Peaks. The great Woodmen's Hall remains devoid of activity at the forest's edge. The Oak of Ages, its wood as hard as stone, once said to give council to fairy-kin. Finally, the most wondrous legend – many claim the forest to be the birthplace of the elves.

The most wondrous creature encountered was not that of myth but of reality: humans – whether they are the axmen of Raven's Den harvesting the archaic trees or druidic pagans that wars against the former. Either way, both shed much blood making this a dangerous place to roam.

WOEFUL WAIL [Regional]

Region: Forest of Woe

Prerequisite: Elf

Benefit: You can use the woeful wail racial power.



Woeful Wail

Racial Power

A pitiful moan escapes your lungs, bearing the sorrow suffered from your people, as it causes lament to those that hear it.

Daily † Fear

Standard Action

Ranged 5

Target: One creature

Attack: Charisma +2 vs. Will

Hit: The target moves its speed away from you.

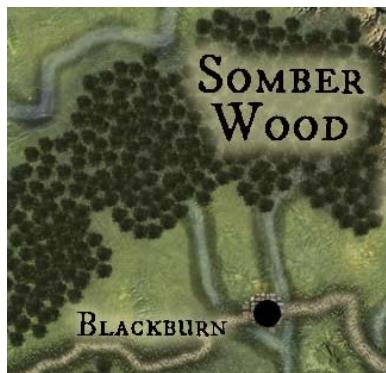


Silent Wood

Aptly named; nothing here seems to make a sound. Though our hunters found good game, it often proved difficult because none of the inhabiting animals even made a sound whether it was a grunt or hooves prancing upon dead leaves.

The only sound we heard was that we made ourselves. We encountered an ancient ruin – a lone stone tower that floated about ten feet above a dwindling stream. We saw no apparent entrance into the tower – not even a window or arrow slit. The base of the tower looked as though ripped from a castle wall.

Our guide suggested leaving the place when smoke began to rise from a chimneystack. Curious, I paid him no heed.



Somber Wood

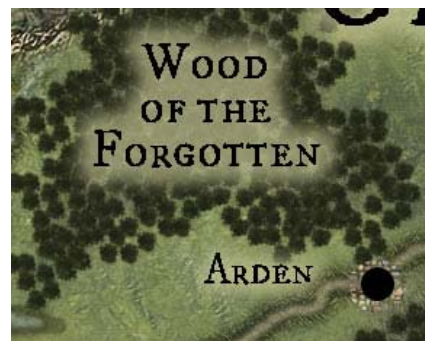
This place has no lingering mystery about it. Once called the North Wood until the plague afflicted the villages that lived within nearly ten

years ago. The ghostly villages that once thrived are a constant reminder of the deadly disease that threatens all civilization. Entire hamlets disappeared within a matter of hours once the Black Death swept through by way of a diseased wind.

The feudal lords of Blackburn are beginning to investigate the area and take a census of those that survived. Finding those willing to undertake such a task is proving difficult. It is slowly becoming a safe haven for poachers, escaped serfs, and thieves that are brave enough to risk sudden death in lieu of debtor's prison or the gallows.

Wood of the Forgotten

Like the Forest of Woe and Dray Wood, this too is an ancient weald.



Scholars of the old kingdoms have even made note of the ominous obsidian pillars guarding peaceful glades.

Standing within touching distance of this ancient stonework, I spied humanoid forms seemingly sleeping. They appeared human with ebony skin – the monks inform me that the Egyus Coptic script describe these creatures calling them simply the Ancients. A brother further informs me that these obsidian pillars also are numerous within deep recesses of the Malsara Desert to the south.

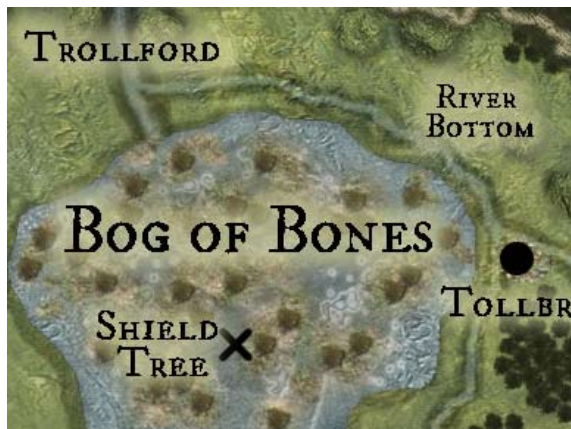
I must say, these pillars intrigued me enough to spend time until the evening, studying them until one of our own became glossy-eyed and thrust himself upon me with sword in hand. Our guide managed to strike swiftly dispatching our friend. We left that instant leaving his body to the wolves.

BOGS, RIVERS, AND STREAMS

Many rivers snake their way through the heart of Cthonia. They serve as the lifeblood for animals and people alike as well as important trade routes between towns and villages.

Ashen River

Not as well traveled as Shadow River, it remains in fair use for merchants coming from Ahngrin. It drags dark fertile soil from the Wood of the Forgotten southward providing rich farmland to those of Kaldor. Aptly named for it brings ash from a smoke plumed volcano located in the Shadkhanim Mountains.



Bog of Bones

Many a knight errant or questing knight lay rotting in the shallow waters of the Bog of Bones. We hired a guide from Tollbridge to take us somewhat into the interior.

We soon discovered the unsettling sound of bones crunching beneath our feet with each step we took. Our guide informed us this place was once a fertile bowl where an ancient sacrifice took place. The bones trapped water from Shadow River and the bog formed.

He also told us of that he pointed many men of iron toward Shield Tree: a great swamp oak where a plethora of knightly shields hang. Each shield represents a felled knight at the hands of a coven of hags that toil the area. It originated as a warning, but grew to represent a quick path to glory. To retrieve a single shield from the tree would bring fame to any brave knight.



Howden Moor

A misspelling by an early cartography left this place named Howden Moor instead of its original name:

Howden Moor. The former name seems innocent enough and many mistake the peat bog as such.

The latter reveals its true danger to men that travel the area. Many sink to the bottom only to drown while trying to chase down fairies, sirens, nymphs, will-o-wisps, or other falsely alluring creatures that live on or under the various patches of heath.

River Bottom

A small river that draws water from Trollford enriches the coffers of Tollbridge where it splits. A heavy toll is required to cross either river and enter into the debauched town.

River of Good Faith

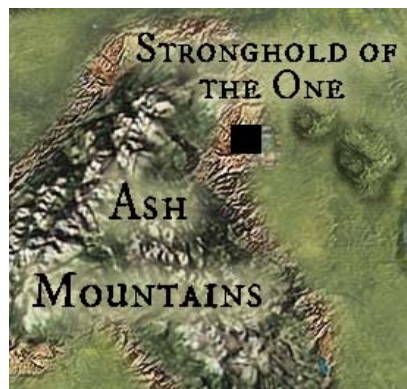
The river, so named by the many missionaries that travel westward into the Wildlands to convert pagans dwelling there, run parallel to an ancient Romus road that merchants and barbaric raiders use to travel in and out of the Wildlands.

River of Good Faith

The main river serves as a border between Cthonia and the Wildlands. It begins in the Shadkhanim Mountains and empties into the Bog of Bones.

MOUNTAIN RANGES

There are three major mountains in this area, all of which are dangerous to travel often due to strange creatures, sharp slopes, and an unforgiving climate.



Ash Mountains

Also called St. George's Mount, it is the site where the only known destruction of a great red wyrm took place

in a titanic battle of mythical proportions. The conflict said to have ended with the deaths of both St. George and beast Drúl Ven Ræc, to which the latter spewed hot, gray ash from its mortal wound.



ASHEN BREATH [Regional]

Region: Ash Mountains
Prerequisite: Dragonborn, Dragon Breath racial power (fire)
Benefit: You gain the ashen breath racial power.

Ashen Breath Racial Power

Coarse, hot ash pours from your throat filling the lungs of your enemies.

Daily † Fire

Standard Action **Close** burst 1

Effect: This power creates a cloud of loose hot ash that remains in place until the end of your turn. All creatures within the cloud, except you, suffer 2 ongoing fire damage (save ends).



Shadkhanim Mountains

The Ahngrin road is the only path piercing through these mountains. It is an ancient road named by the Romus after the dwarf-speak word *shadkhan* meaning old with great lineage. In recent times, with the growth of Ahngrin, many renamed the road to fit its purpose while *Shadkhanim* now refers to the mountain range.



Shadow Peaks

Named so for the ominous shadow that darkens the surrounding forest below, *Shadow Peaks* offers a great vantage point of the Forest of Woe. Perhaps this is the reasoning for the great undertaking in constructing the beautiful, yet somber, castle of *Sorrowful Garde*.

RUINS

There are more interests to explorers other than natural landscapes and that is the ruins of *Cthonia*. Be as it may, I speak with some trepidation, as the shaking hand of the monk transcribing my words holds no worth, neither do these places for the fool hardy.

ELOE CASTLE

Nestled in the hillocks close to *Elton*, these dilapidated series of towers hint at the true mystery of the ruin.

Deep beneath the rolling hills and the tall grass, a castle lays which sank into the earth an untold number of years ago. My guide informed me with great pride (I believe him of elven ancestry or a trickster changeling) that although it appears worked by human hands, subtle hints throughout the architecture behold an elven connection.

Though peaceful enough, even though devious gnomes prance about the area stealing shoes and other miscellaneous items, something sinister sleeps within. Against the wishes of my companions, I found a capable wall to climb and entered into a tower window (there are no direct entrances).

No sooner had I ventured three flights down, all the while careful of rotting floorboards and all manner of foul rodents, my torch light spied a sleeping troll covered in dust and cobwebs. The beast wore ancient gambeson leather and a rusted great axe kept him upright. Immediately, I took my leave. I did not know how many sleep beneath those hills, encased in a mysterious castle-tomb, nor for how long, but I have yet to return.



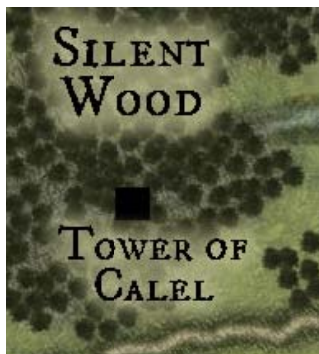


SORROWFUL GARDE

Once a castle of grand design, all manner of monstrosities fill this mountain fortress, or so my guide tells me. Despite my earnest attempts to find able companions willing to trek to its peak, I ventured as far as my foolishness permitted. Before running out of breath, due to the dizzying heights, and my inept climbing skills wearied my body, I did peak a glimpse of its gilded ivory towers. Such grace only beckoned me further, though instead quickly slinking away when an ominous shadow fell over me as its owner flew overhead. Those that witness a terrible dragon in flight tempt fate by such an ill-omened sight.

STRONGHOLD OF THE ONE

No one speaks of this place, and after much cajoling with the monk scribbling my dictation, I will say one thing concerning this matter. The map accompanying this book (should it survive by the time you read this), I found after much diligent research throughout the known world and believe it dated to the time of the incident. Maps made today, for those fortunate to acquire them, do not show this location. Either it faded from the memory of the general populace or they refuse to acknowledge its existence.



TOWER OF CALEL

One of the most peculiar and curious places I witnessed is that of the tower, named after the mage, or who I presume a mage, Calel. The stone tower, apparently

ripped from some structure somewhere, hovers gingerly over a dwindling brook. The evidence of strong magic put fear in my guides as I moved closer to the wonderment, but harm did not find us. Actually, my stubborn insistence that we make camp in its shadow later brought us joy for as we awoke, each felt full and in good spirits despite the mysterious tower.

I did note that, after two hours of travel from the place, no one but me could recall the tower or its location. My excellent guide tracked our movement back to the site, but only the bubbling brook remained.

WOODMEN'S HALL

The centuries-old timber, hunting lodge is more of a mysterious place than it is a ruin.

It is one of the few places that a noble holds no claim to the fields and the wildlife; therefore, you need not fear the shire reeve or warden clamping you in irons for poaching. No one can recall its original plan, since many built upon the chalet over untold years by unknown craftsmen. Each of us felt welcomed, though no one greeted us when we approached the hand-forged iron door or welcomed us as we took warmth by the already blazing fire.

The fresh, opened country, enclosed by nearby Laughing Wood and the Forest of Woe, had all manner of wildlife. Our hunters proved and honed their skills as they brought goodly game to our hearth. I spent the day, recalling my youth as I speared several bass, trout, and pike, in a nearby lake to smoke for our continuing journey. Soft, down mattresses, a tightly roped frame, and cozy quilts gave us a renewed start the next morning as we set off to explore the rest of Terra.



Cthonia Gazetteer

Level 8

A small portion of a much larger work, the *Chronicles of Yrza the Crow*, and often-found separate, this tome serves as a guide for those wishing to travel the lands of Cthonia. Fortune hunters usually discover the gazetteer on a corpse of an unfortunate traveler who did not heed the word of the wise Yrza.

Wondrous Item 3,400 gp

Property: While holding the Cthonia Gazetteer, you gain a +2 item bonus to skill checks for exploration rituals.

Property: You may use the Cthonia Gazetteer as a focus for exploration rituals comparing its worth to that needed for the focus of the ritual.

Power (Daily): Standard Action. You use this power after a short or extended rest. Until the first milestone after using this power, you and each ally who remained within 10 squares of you during the rest gain a +2 power bonus to initiative checks.



Almanac



N.C. Wyeth

A SHORT HISTORY

A new era emerges from the ash of fallen empires and forgotten bastions of ancient cultures. It is a time of great change as pockets of humanity struggle to emerge from the darkness to connect the thousand points of light blossoming after the Great Cascade.


Many scholars, keen to fictionalize heroic exploits of their feudal lords, refer to this new beginning in their writings as the Time of Clearances. A vast movement wades through the wilderness as people explore the unexplored, settle ever so closer to the Wildlands, and rebuild elder feudal families on new foundations. Workman clear forests and marshes for cultivation as people trespass beyond ancient boundaries; merchants expand trade routes in the wake of crusading armies; age-old enemies emerge from the Thaw to rekindle their thousand-year war; and dragons, whose immemorial names belong to the dead, look to the heavens once more as they take to flight.

400 - 1000

As the last ancient empire collapsed, the world fell into a cataclysmic rending. The birth of this Dark Age is marked with the collapse of the Romus Empire followed by the Great Cascade. The death of ancient gods caused the heavens to cry torrential, freezing rain. Many of these epic storms encompassed the four corners of the known world lasting upwards of a hundred years. Devastating flash floods ripped through the land creating deep gorges and cutting through the most venerable mountain ranges.

Settlements quickly became overcrowded and the low-countries sank beneath hundreds of feet of ice. Such thickly populated regions suffered from plague and starvation. The meek farmer of the highlands attempted to provide a living for their struggling hamlets by begging, through lament and woe, the ancient gods to enrich the frozen soil.

More often than not, many without communities found themselves alone in icy darkness facing unspeakable horrors. Even those



clamored together often faced brutality and destruction from the various barbaric raiders from the Northlands.

Around the year 800, the thick, frozen thundershowers ceased as a warmer climate erupted from the earth's fiery bowels. Once again, as it was 400 years earlier, vast floods covered the land as enormous ice plains melted. This is the time of the Thaw.

THE THAW

When the ice receded, covetous hands once again sought after ancient treasures of dead kingdoms. Early strong and charismatic warlords united burgeoning communities as a means to consolidate and later expand their power.

With the end of the Romus Empire as well as the recession of ice and torrential storms, one despot, Chlodovechus, emerged to dominate the land. Chlodovechus conquered many human settlements, elevating the leader to the status of nobility, and recruited their men to fill his ranks as he continued his campaign across the known lands of Cthonia. This method of control built the foundations of feudalism.

As Chlodovechus continued to grow in power in the north, the remnants of the old empire tried to begin anew under the leadership of Sabbatius. His dream lay in a reunited Romus Empire. The self-proclaimed emperor of the south united the few great ancient cities that survived the Great Cascade and raised an army to march northward to regain the lands once under Romus rule.

Chlodovechus and Sabbatius, two titans among men during the Age of the Thaw, met on the field of battle many times trying to gain a foothold over the other. However, an invisible foe, unbeknownst to both powerful warriors, crept across the land parallel to the raging armies of the south.

The plague, believed by scholars, first entered the ports of Argos from some unknown region and swept across the known world in 842. It decimated both armies, the lands on which they fought, as well as both great men.

Chlodovechus died, without much fanfare, in the lands now known as Darcadia. Without a clear heir, his numerous sons erupted into a massive civil war, known as the War of the Princes.

Sabbatius survived, but he was not the same man afterward. The last Romus emperor expanded the lands of the ancient empire more

than any other of his predecessors did in five centuries. However, the sickness left him paranoid, pale and weak.

Although he reached Cthonia, the lands of Chlodovechus, Sabbatius fell to an assassin soon after his great defeat by Julia the Red, a barbarian queen. As with Chlodovechus, Sabbatius had no apparent heir leaving the old bastions of civilization in the south to form into self-governing city-states.

Unwittingly, Sabbatius' legacy is the spread of the religion of the Spirit, now the most powerful church of the known world. Although most of his soldiers worshipped the ancient pantheon of the Romus Empire, a charismatic few preached the word of the Spirit of Man. On his deathbed, even the paranoid emperor, Sabbatius, converted to the church in hopes to save his own soul from eternal damnation. This last edict of a dying man, with a diseased brain, gave the support early church fathers needed to solidify their power and vanquish the decaying vestiges of the Romus and Grece gods.

Julia the Red

As plague laid waste to the greatest armies ever witnessed, crippling Sabbatius and unceremoniously silencing Chlodovechus, the barbaric chieftain, Saxonius, took the opportunity to rebel against Romus rule in the north. The madness of Sabbatius led to corruption of many Romus generals along the northern fringe of the empire.

Denied grain rations earmarked for the conquered barbarian peoples of the north, many sold themselves and their children into slavery for dog meat. Such humiliation and starvation forced the hand of Saxonius and his allies, the Jutes, to rebel.

Unfortunately, Saxonius never lived long enough to witness his freedom from a Romus yolk since an assassin took his life on the eve of the first major battle of the rebellion. Regardless of the tragedy, his warrior daughter, now queen, Julia the Red took the reins of her followers' savage hearts and led them to victory.

Though triumphant as a leader whenever her hand gripped an axe, Julia the Red never possessed the bureaucratic skills needed to defeat the ideal of feudalism envisioned by Chlodovechus. Even in death, he finally conquered Cthonia and swept away its enemies.



The Thirteen Tyrants

A hundred years later, the vague vestige of death encompassed much in the form of a man, known as Lord One, who gave rise to the powerful Jutland Horde. His twelve shadowy lieutenants of ruin, along with their notorious master, collectively called the Thirteen Tyrants, scoured the known world and even ventured into parts unknown seeking supremacy over darkness and light.

Humans and dwarves finally trapped and besieged the warlord at an archaic dwarven tower, renamed Stronghold of the One. Each of the tyrants, aside from their enigmatic leader, fell to heroic deeds of sacrifice and steel. Mysteriously, before besiegers breached the gatehouse, a dark ritual obliterated all those within. In fear of corruption beyond the comprehension of mortal men, dwarven arcanists sealed the black gates with momentous runic symbols empowered by their own creation and left the place never to return.

1000 - PRESENT

It is the year 1123. Much of the last three hundred years remains elusive even to the most diligent scholar. Mysteries, treasures, and culture, await rediscovery as many emerge from the dark ages since the fall of the Thirteen Tyrants nearly two hundred years ago.

The crusades in the southern Hill Lands give rise to culture, education, and trade, with the shadowed remains of the Romus and Grece civilizations. The newly organized Council of Princes, under the tutelage of the Winter Queens, wish to reclaim the heritage and lands of Chlodovechus thus war with Cthonia along its borders. Savage elves and honor bound dwarves continue their thousand-year war to vanquish the other as feudal lords oppress all those without lineage while dominating others through ostentatious rituals of loyalty and servitude. It is the Age of Adventure; it is the Age of the Feudal Lords.

LANGUAGES

In a land of various cultures, burgeoning forth from regional landscapes or dominated by vast empires, many languages and dialects exist in Terra. Most races have a distinct language root based on thousands of years of changing etymology.

However, there are a few languages and dialects worth mentioning for any stalwart adventurer.

BLACK TONGUE

Spoken by dark mortals, often ignorant of its origin, Black Tongue is a bastardized, perverted form of Supernal Speech devised by Lord One, leader of the Thirteen Tyrants. Mysteriously, orcmen dwelling near the shadows of the Stronghold of the One speak a sullied form of Black Tongue.

You cannot choose the Black Tongue language as a 1st-level character.

ROYAL TONGUE

While all commoners speak the Trade Tongue, nobles choose to speak the ancestral speech of divinely appointed royalty. While a peasant or some other commoner may learn this tongue, it is quite hard without the proper education.

You cannot choose Royal Tongue as a 1st-level character unless you possess a power with a bloodline power source or training in Diplomacy.

THIEVES' CANT

A secret language devised by thieves, rogues, hustlers, low-life thugs, and criminals, so that they may speak freely without outsiders understanding their conversations.

You cannot choose the Thieves' Cant language as a 1st-level character unless you are a rogue.

TRADE SPEAK

Otherwise known as the Common Tongue or simply Common, Trade Speak is the dominant language of Humans, with the exception of the Wildmen. It is the language of the ancient Romus peoples, the last great empire in human history. Although understood across all regional and racial boundaries, each culture naturally developed its own distinct dialect over the hundreds of years since the collapse of the Romus Empire.

WILD SPEAK

Comprising of a conglomeration of clicks, bestial grunts, and harsh guttural tones, Wild Speak is what scholars refer to the tongue spoken by savages within the Wildlands, commonly known as Wildmen.



COINAGE OF TERRA

Copper and silver coins are common and most countries and independent cities mint their own. However, though not rare, no one has the funds enough to begin minting gold coins. Gold coins used in trade and services are actually remnants from the Romus Empire. Platinum coins are also from the late Romus period, however are much rarer. Instead, silver plates are used. Each silver plate is equivalent to 1,000 sp or 1 pp. Silver plates are easily stackable and weigh the same as 25 coins, or half-pound.

CALENDAR OF CEASASIAS

Named after an early Romas slave, the Calendar of the Northman, Ceasasias marks the year as 375 days long divided into 12 months. Each month is 31 days long and each week lasts 7 days.

The first day of the year, belonging to no month, is Modranect. In addition, between the months Aerra Lida and Aeftera Lida, is the celebrated day of Lida. Finally, the last day of the year is Geola. Like Modranect, Lida and Geola do not belong to a particular month.

| Month | Name | Week Days |
|-------|---------------|-----------|
| 1 | Aeftera Geola | Monath |
| 2 | Sol-monath | Dienath |
| 3 | Hred-monath | Weodnath |
| 4 | Eostre-monath | Donath |
| 5 | Thri-milce | Freenath |
| 6 | Aerra Lida | Sonabend |
| 7 | Aeftera Lida | Sonath |
| 8 | Weod-monath | |
| 9 | Hilig-monath | |
| 10 | Winterfylleth | |
| 11 | Blot-monath | |
| 12 | Aerra Geola | |

FESTIVALS

Many cultures and races celebrate the changing of the seasons with fairs or other great communal outings.

Modranect

Also known as Mother's Night, Modranect begins the new year with Yule-tide feasts, during which warriors and knights make vows often pledging their service to a feudal lord for the coming year.

Lida

The Midsummer festival is an old pagan tradition of building bonfires and burning sacrifices to the spirit world. Many church officials wish the practice banned and often mark the day burning heretics at the stake.

Geola

The Midwinter festival celebrates the coming of Modranect and the approaching New Year. Many see the day as a time for forgiving past transgressions and signing peace treaties.



KNIGHTS OF MALCHUS
COMMANDRY

CALDOR
CITY OF CROSSROADS

HOUSE MORGAN

HOUSE MYOPIA

HOUSE BARCEL

OLD GATE
MARKET

KING'S GATE

NORTH
GATE

OLD GATE

CALDOR CONSORTIUM
GUILDHOUSE

CROSSROADS
MARKET

AR CRANIUM
BATH

DIOON WAY

HOUSE
SLOAM

THE DEAD
TAVERN

GYPSY
MARKET

BAPTISTA'S
WEAPONRY

UNIVERSITY
OF MAN

CASTLE
GATE

LOAM
UNIVERSITY

GYPSY
GATE

THE KING'S
FIELDS

THE WAYWANDERER'S
FRIEND

ABERAMA'S
HIDES AND LEATHERS

CALDOR

DISTRICTS AND WARDS



HIGH
WARD

NORTH
WARD

OLD GATE
DISTRICT

PILGRIM'S
WARD

KING'S
WARD

BATH
DISTRICT

LOW
WARD

NORTH CASTLE
WARD

CROSSROADS
MARKET

CASTLE
WARD

BLACK
WARD

CATACOMB
DISTRICT

TANNER'S
DISTRICT

BISHOP'S
WARD

GYPSY MARKET

ST. FFRAID'S
WARD

SOUTH CASTLE
WARD

SOUTH
WARD