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When I sit down to make a character, whether Dungeons & Dragons, Dungeon World, Dresden Files, or what have you, I tend to pick options that follow a theme. An obvious example is the pyromancer; you just pick all the spells that have Fire somewhere in them, and you are good to go.

Sometimes these concepts are difficult to realize due to a lack of choices, such as an invoker that is all about fire. Sometimes it is because they are so bizarre or corner-case that it is not too surprising, like a wizard that focuses on transmutations.

The seeker class had an interesting if somewhat confusing concept that combined weapons and spirits, but no support that I can even remember, and so my only experience was when a friend played one during a Heroic tier *Eberron* campaign. Now that *Wizards of the Coast* is moving on to *Next*, there is pretty much no hope for “official” support for this class.

When I think of primal classes, I envision them having strong themes surrounding animal spirits and terrain, and so a couple years ago I was trying to think of a *Dragon* submission and came across the idea of a seeker with strong ties to the desert. I felt it was untreaded territory and might spark some interest, but they were not interested in “power” articles at the time.

I posted this on my blog while back, but with *Next* coming up I figured I would clean it up, add some new stuff, and maybe get paid for my efforts. I get that it is not “official”, but I also get that there are plenty of people that still love and play 4th Edition (myself included if I had the time). Maybe somewhere in that demographic are players that want more choices for seekers, or want a stronger theme before giving one a try.

This is for them.

This 8-page supplement contains 14 seeker evocations from levels 1-9, a paragon path, and five magic items. It is intended to

provide a solid conceptual foundation throughout the Heroic tier, and hopefully inspire you to the paragon tier and beyond.

Spirits of Dust and Wind

The desert is a harsh and unforgiving place. Food and water are difficult to come by, making day to day survival a luxury that few can afford. Though spirits want for little even for their existence is a test of time, because though they are immortal they can be still be destroyed, and destruction can come from many sources: careless mortals, power-hungry spirits, even the natural course of things as rivers, rocks erode, and plants wither and die.

It is because of this eventual doom that most are eager to bond with someone not tied to the land, and whether by choice or circumstance you have discovered one or more spirits during your travels through the wasteland. Maybe it was part of your tribe’s initiation rite to hunt down a spider spirit and force it to obey your commands, or maybe you found a weak spirit and offered yourself as its new home... maybe you needed *its* help, and were willing to pay any cost?

As the bond with the spirit lends you its strength and capabilities, so too can it change your nature. Spider spirits can instill a deep thirst, causing you to view other creatures as prey. Wind spirits can make you fickle, prone to wandering from place to place. How has the bond changed you? Which spirits are your allies, and which your burdens?

At-Will Evocations

Culling Strike

Seeker Attack 1

Your weapon or shot is attached to you by a strand of spiritual webbing, allowing you to drag your enemy towards you.

At-Will ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and you pull the target a number of squares equal to your Strength modifier and it is slowed until the end of your next turn.

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

Pinning Scorpion

Seeker Attack 1

A ghostly scorpion manifests next to your enemy, pinning it in place.

At-Will ♦ Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

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

Level 21: 2 + Wisdom modifier damage.

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

Scouring Sands

Seeker Attack 1

A shroud of wind surrounds the enemy you strike, preventing it from moving and harming those that get too close.

At-Will ♦ Primal, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage, and the target is slowed until the end of your next turn. In addition, until the end of your next turn enemies that enter a square adjacent to the target take damage equal to your Dexterity or Strength modifier.

Level 21: 2[W] + Wisdom modifier damage, and enemies that enter a square adjacent to the target take damage equal to your Dexterity or Strength modifier + 3.

Level 1 Encounter Evocation

Spider Trap

Seeker Attack 1

The spirit of a massive arachnid lunges from the ground, toppling a foe and biting him with envenomed fangs.

Encounter ♦ Poison, Primal, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1[W] + Wisdom modifier poison damage, and the target is knocked prone and immobilized (save ends both).

Level 1 Daily Evocation

Swarm of Scorpions Seeker Attack 1

A swarm of black scorpions erupts from the ground, ferociously stinging any enemy within reach.

Daily ♦ **Poison, Primal, Weapon**

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

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 1[W] + 1d6 + Wisdom modifier poison damage.

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Enemies that enter the zone or end their turn there take poison damage equal to your Dexterity or Strength modifier. As a move action, you can move the zone 2 squares.

Sustain Minor: The effect persists.

Bloodbond: The range is increased to an area 2 burst, and as a move action you can move the zone a number of squares equal to your Dexterity modifier.

Spiritbond: Enemies in the zone take additional damage from you equal to your Strength modifier.

Level 2 Encounter Evocations

Shimmering Curtain Seeker Utility 2

The air shimmers around you, making it difficult for distant enemies to strike you.

Encounter ♦ **Primal**

Minor Action **Personal**

Effect: Until the end of your next turn, you gain concealment against creatures that are not adjacent to you.

Sinking Sands Seeker Utility 2

You weaken the planar fabric, causing part of a Feywild wasteland to briefly manifest and hinder your enemies.

Daily ♦ **Primal**

Minor Action **Close** burst 3

Target: Each creature in the burst

Effect: Each enemy in the area of effect is immobilized until the end of your next turn.

Afterspell: Each enemy is slowed (save ends).

Level 3 Encounter Evocation

Invigorating Blood Seeker Attack 3

Your attack not only wounds your enemy, but you draw strength from it.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee** or **Ranged** weapon

Target: One creature

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. You regain a number of hit points equal to your Wisdom modifier.

Spiritbond: You gain temporary hit points equal to your Strength modifier.

Bloodbond: The target takes a penalty to damage equal to your Dexterity modifier until the end of your next turn.

Level 5 Daily Evocation

Summon Spirit Scorpion Seeker Attack 5

You call a spirit scorpion to your side.

Daily ♦ **Poison, Primal, Summon, Weapon**

Minor Action **Ranged** 10

Effect: You summon a Small scorpion in an unoccupied square within range. The scorpion has speed 6. You can give the scorpion the following special commands.

On the turn you summon the scorpion, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Intelligence modifier damage, and the scorpion grabs the target.

Standard Action: Melee 1; targets one grabbed creature; Wisdom vs. Fortitude; 1d6 + Intelligence modifier damage, and ongoing 5 poison damage (save ends).

Instinctive Effect: If you have not given the scorpion any commands by the end of your turn, it attacks an adjacent enemy using the first attack unless the enemy has been grabbed by it, in which case it uses the second attack. Otherwise, it moves its speed to an adjacent enemy.

Level 6 Utility Evocation

Sandstorm Shroud Seeker Utility 6

You conjure a swirling cloud of sand to conceal you and confound your enemies.

Daily ♦ **Primal, Zone**

Minor Action **Close** burst 5

Effect: The burst creates a zone of swirling sand until the end of your next turn. You and your allies have concealment while in the zone. If an enemy ends its turn in the zone, you can slide it 1 square.

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

Level 7 Encounter Evocations

Cascade of Dust Seeker Attack 7

As your weapon strikes your enemy, a spirit explodes into a choking cloud of sand.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee** or **Ranged** weapon

Primary Target: One creature

Requirement: You must be wielding a light thrown or a heavy thrown weapon to make a melee attack with this power.

Primary Attack: Wisdom vs. AC

Hit: 1[W] + Wisdom modifier damage. Make a secondary attack that is an area burst 1 centered on the primary target.

Secondary Target: Each enemy in the burst.

Secondary Attack: Wisdom vs. Fortitude

Hit: 1d6 damage.

Bloodbond: You slide each creature damaged by this attack 1 square.

Serpent's Grip

Seeker Attack 7

Your attack distracts your enemy, giving a spiritual serpent the perfect opportunity to strike.

Encounter ♦ Primal, Weapon

Minor Action **Close** burst 5

Special: If you hit the target during your turn with a seeker attack, you have combat advantage for this attack.

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: Wisdom modifier damage, and you slide the target 1 square and it is immobilized until the end of your next turn.

Spiritbond: You instead slide the target a number of squares equal to your Strength modifier.

Level 9 Daily Evocation

Carrion Flock

Seeker Attack 9

A flock of rotting bird spirits descends upon your foes, pecking and tearing at them.

Daily ♦ Primal, Weapon

Standard Action **Area** 2 burst within 10 squares

Target: Each enemy in the burst

Attack: Wisdom vs. Fortitude

Hit: 1[W] + Wisdom modifier damage, plus 1d8 damage against bloodied targets.

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. The zone is also difficult terrain for flying enemies. Bloodied enemies that end their turn in the zone take 5 damage.

Sustain Minor: The effect persists, and you can slide each enemy in the zone 1 square.

Bloodbond: Bloodied creatures in the zone grant combat advantage.

Spiritbond: When you sustain the power, you instead slide enemies a number of squares equal to your Strength modifier.

Wall of Cactus

Seeker Attack 9

A row of cactus erupts from the ground, bristling with numerous spines.

Daily ♦ Conjuraton, Primal

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

Effect: You conjure a wall of cactus. The wall can be up to 4 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides cover. A creature's line of sight through a wall square is blocked unless the creature is adjacent to that square.

Entering a wall square costs 3 extra squares of movement. If a creature enters a wall's space or starts its turn there, that creature takes 3d6 + your Wisdom modifier damage and is slowed (save ends). A creature can take this damage only once per turn.

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

SAND STRIDER

Though the desert does not have much to offer, you have sworn (or been charged) to protect it. Has the desert's spirit empowered you with this task? Are you the ancestor of a previous strider? Is it the latest "gift" that the desert has granted you after sparing your life?

Prerequisite: Seeker

Sand Striker Path Features

Striding Action (11th level): When you spend an action point to take a move action, each ally within 5 squares can move their speed. In addition, you and each ally within 5 squares gains a +1 power bonus to AC and Reflex until the start of your next turn.

Boon of the Sand Spirits (11th level): You gain resist 10 fire and resist 10 thunder, and are unaffected by difficult terrain due to sand, rubble, mud, and similar features.

Shifting Ground (16th level): When you hit an enemy with an attack, the next attack against it gains a +1 power bonus to the attack roll.

Sand Strider Powers

Dune Spirit's Howl Sand Strider Attack 11

You channel the roar of a wind spirit, creating a concussive blast of wind and sand that scours the flesh from your enemies and sending them sprawling.

Encounter ♦ Primal, Thunder, Weapon

Standard Action Close blast 3

Target: Creatures in the blast

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier thunder damage, and the target is pushed 2 squares, knocked prone, and dazed until the end of your next turn.

Dessicating Heat Sand Strider Utility 12

You call upon a spirit of fire to sap the strength from your enemies.

Daily ♦ Conjuraton, Primal

Minor Action Ranged 5

Effect: You conjure a fire spirit within 5 squares that lasts until the end of the encounter. Enemies within 3 squares of the fire spirit suffer a -2 penalty to Fortitude. When you spend a move action, the spirit can fly a number of squares equal to your speed.

Ambushing Bulette Sand Strider Attack 20

You can easily burrow through the ground, springing forth suddenly to catch your enemies off guard.

Daily ♦ Primal, Stance

Minor Action Personal

Effect: For the rest of the encounter you gain tremorsense 10 and can use the following at-will power.

Ambushing Bulette Attack

At-Will ♦ Primal, Weapon

Move Action Close burst 1

Requirement: The power Ambushing Bulette must be active in order to use this power.

Effect: Before the attack, you burrow up to your speed.

Target: Each enemy within the burst

Attack: Wisdom vs. Fortitude

Hit: Wisdom modifier damage, and the target is knocked prone.

Magic Items

Thousand Razors Level 5+ Rare

This weapon is formed from hundreds of shards of obsidian. Though they occasionally harm the wielder, they can also be unleashed upon your enemies.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,200 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Weapon: Axe or bow

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property

- Whenever you use an attack power that has a ranged of close burst or close blast, you deal additional damage equal to this weapon's enhancement bonus.
- Whenever you roll a natural 1, you take 1d6 damage per plus. This damage cannot be reduced in any way.

Attack Power ♦ Encounter (Standard Action)

Attack: Close blast 3 (creatures in the blast); the weapon's level + 3 vs. Reflex

Hit: 1d10 damage, and the target is slowed (save ends).

Level 16: 2d10 damage.

Level 26: 3d10 damage.

Utility Power ♦ Daily (Move Action)

Effect: Close burst 3. Enemies in the burst take damage equal to the weapon's enhancement bonus and are immobilized until the end of your next turn.

Landshark Gauntlets Level 8+ Rare

These thick, clawed gloves give you the ability to effortlessly tear through earth and stone. Oh, and flesh.

Lvl 8	3,400 gp	Lvl 28	2,215,000 gp
Lvl 18	85,000 gp		

Hands Slot

Property

Your unarmed attack deals 1d6 + Strength modifier damage.

Level 16: 1d8 + Strength modifier damage.

Level 26: 1d10 + Strength modifier damage.

Utility Power ♦ Daily (Minor Action)

Effect: You gain a burrow speed of 4 squares until the end of the encounter.

Level 16: Burrow speed 6.

Level 26: Burrow speed 8.

Utility Power ♦ Daily (Standard Action)

Effect: You strike a surface, creating a passage 2 squares wide and 4 squares deep.

Level 16: The passage is 6 squares long.

Level 26: The passage is 8 squares long.

Snakeskin Boots Level 5 Uncommon

The serpent spirit bound to these boots allows you to move in swift, unpredictable ways.

Feet Slot 1,000 gp

Property

You gain a +1 power bonus to AC against opportunity attacks made while moving or making ranged attacks.

Power ♦ Daily (Move Action)

Effect: Shift your speed. You can move through an enemy's space during this movement.

Chitin Harness Level 7+ Rare

This armor is crafted from the corpse of a massive spider. The spirit that resides within grants you the ability to scale walls and trap your prey within webbing.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Armor: Leather or hide

Enhancement Bonus: AC

Property

- You gain an item bonus to Athletics checks equal to the armor's enhancement bonus.
- If you do not attack the nearest bloodied, immobilized, or restrained creature that you can see, you take a -2 penalty to the attack roll.

Utility Power ♦ At-Will (Move Action)

Effect: You can shoot a line of webbing to retrieve an unattended object 5 squares away weighing no more than 10 pounds. At the DM's discretion you can also use this to catch items with a readied action or manipulate devices like levers.

Level 17: The range is 10 squares, and the object can weigh up to 15 pounds.

Level 27: The range is 20 squares, and the object can weigh up to 30 pounds.

Attack Power ♦ Daily (Minor Action)

Attack: Area burst 2 within 10 (enemies in the burst); the weapon's level + 3 vs. Fortitude.

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

Aftereffect: The target is slowed (save ends).

Mirage Cloak Level 8+ Rare

This shimmering cloak makes it difficult for enemies to determine your true location from a distance.

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			

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Property

Enemies that are 5 or more squares away that make ranged attacks against you take a -1 penalty to the attack roll.

Power (Teleportation) ♦ Daily (Immediate Interrupt)

Trigger: You are hit by a melee or ranged attack.

Effect: The attack misses and you teleport 3 squares.