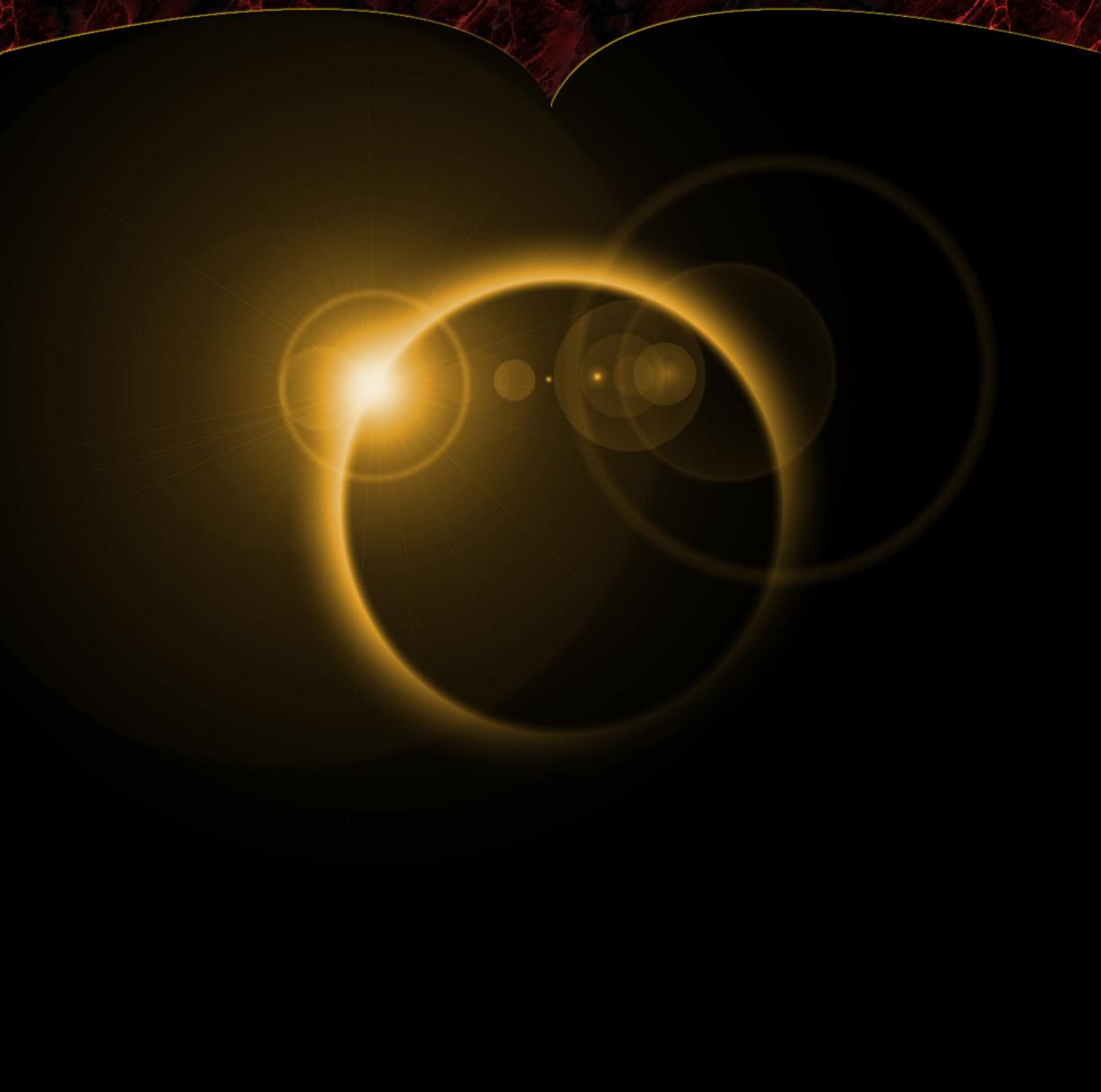
NIGHT REIGN

Campaign Setting



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Excerpt From the Voren Codex

Upon the void of nothingness, the world came into being, the avatar of the Mother. Ten days passed as the Mother crafted the world and all things upon it. At the beginning of time, before the rise of the divine races, the Mother gave birth to the Moon and the Sun. The Sun gave life and warmth to the Mother. The Moon provided death and entropy. The world, with as much as it already held, did not have any being that the Sun could call a companion. The Sun wished for companions during his reign to help him rule over life. With that in mind, he created the twin Wyrms and called them Spring and Summer.

When the Moon assumed his reign over the world, he too attempted to create life to join him, but life would not be created for him. Upset, the Moon went to the Mother to ask why the Sun was able to create and he could not. The Mother told him no, for the power over life was the domain of the Sun. She held him in her arms and told him that she loved him equally as the Sun, but that his domain was over death, and thus he was unable to create life. The Moon grew jealous over this because he was unable to comprehend the concept of love. In anger, he imprisoned the Mother deep within the earth during his reign.

When the Sun claimed his throne once more, he could not find the Mother. He asked his brother where she had gone, and the Moon told the Sun that their Mother had died during his reign. Thus, the first lie in the world was told, and the Sun, not understanding deception, believed his brother and fell into mourning for his own Mother.

As the Sun mourned during his reign, his brother helped comfort him and in doing so, caused the day to grow dark, casting long shadows across the world. With the shadows of the living cast, the Moon devised a plan to create his own progeny. From the shadows of the living, the Moon harnessed their power and created his own children, shadow twins of the Wyrms. He named them Autumn and Winter.

The world continued, and life thrived under the loving embrace of the Sun. The Wyrms served as the keepers of the world, and it was they who called it Falamar. The world, though, was too large for the Wyrms to maintain order, as they went to the land and took the four precious metals of the earth — gold, silver, bronze and copper — and combined them with the rays of the sun. The Wyrms gave birth to the guardians of the land in their own image and called them dragons.

The guardians in turn created the watchers over nature and magic. The dragons took the bark of the tallest trees, the rocks of the earth and the water of the oceans, and thus two beings called Eladrin were born, Loth and Syladrin. Loth became the First Sorceress, a master of all things magic. Syladrin became the first Hunter, a master of all things natural.

As time passed, Loth and Syladrin grew lonely within the Great Forest, and so they called out to the Sun, but he could not hear them. Loth then raised the ground so that she would be closer to him and called out to him again, and the Sun listened to her plea. He granted Loth and Syladrin's request for companionship. From the mountain and a lock of Loth's hair he created the twin dwarven brothers, Ikar and Ikos. He gave them dominion over the divine and craft; thus Ikos became the Voice of the Sun and Ikar became the Voice of the Moon. From the tears of Syladrin and the wind he created the humans, Lissa and Lorik. He gave them dominion over the physical, masters of the heart.

As time passed yet again, the six traveled to the place that they named the Astral Mountains, and called out to the Sun once more. They pleaded with him, asking him for children of their own, and so he granted them their wishes in order that the world would be plentiful. This time the world saw the rise of the Cushani, the powerful feline hunters of the Great Forest. Loth found them of particular interest, shaping the predatory animals into intelligent hunters and rulers over the animal kingdom. Loth encouraged the Cushani to develop as a race, although she hindered their ability to understand and use magic since she believed their simple intellect and bestial natures were too primitive to control magic.

The beings of the world loved their patron in return, for he allowed life to come into the world. As the Sun descended, and Moon arose to claim his rightful place upon the throne of the world, the beings of the world slept, paying no tribute to his glory. He took away life, drawing curses from the world. The Moon grew jealous, for all loved the Sun.

Upon assuming his rule, the Moon assumed the guise of a mortal and visited the beings of the world. As he walked through the fertile land, he found a deer and asked it what it held true to its heart. She replied that she loved to run free in the forest and watch her fawn play among the butterflies. At first, the

Moon could not comprehend her response. He left and found a city of humans where he found a man sleeping upon his bed with his wife. He watched as the two huddled close for warmth, and upon the man's mind he asked what he held true to his heart. The man said he held closest to his heart his wife and unborn child. Again confused, Moon left the man in his slumber and sought another.

The Moon visited many creatures that winter and each response held a pure answer, to be alive was their greatest treasure. Pained, the Moon wept, for he had not the power to give life, only to take it away. He wept for many cycles of his reign, which brought about the first snow upon the world of Falamar.

When the Moon stopped weeping, his jealousy took full control of him. He wanted to be loved as well by the world, to be given tribute and praise for his reign. He took the guise of a mortal once again and sought out the beings of the world. He learned of a story of a man with white skin, a man believed to be cursed by the Sun. He traveled to the human man of albino skin named Ilius and whispered in his dreams the symbol of all that was life. Ilius dreamed of the rose, for it was the first flower created by the Mother. Following his divine vision, Ilius went out into the world. After ten days and ten nights, his journey brought him to the shore of the Red Sea. Upon the beach he found a single rose growing from the sands. Ilius then called out to the Moon, offering the rose as tribute to the Lord of Night.

Hungrily, the Moon descended upon the earth during his reign, appearing before Ilius and the rose. The Moon took the rose with each hand, feeling the power it held, but he knew it was not enough. He embraced Ilius with his arms and placed a kiss upon his brow. With this kiss, the Moon rewarded Ilius with insight into the divine magic. He then turned to Ilius and gave him another vision, to seek out a newborn eladrin girl, for the eladrin were the first of the divine races to be created. Ilius traveled upon the world for ten days and ten nights before he came upon the eladrin woman Shilo who held a newly born child. Ilius pleaded with Shilo to give him the child as his vision foretold, but she refused. Ilius grew angry that Shilo would dare defy his divine vision, and he slew her with his own hands.

No mortal had been slain by another out of cruelty before, and the earth shook as Ilius took the newborn child back to the beach, back to the Lord of Night. Ilius presented the child to his patron with delight, and the Moon took the child his arms along with the rose. With the child now in his care he again embraced Ilius and placed a kiss upon his brow. With the kiss Ilius gained the insight of arcane magic. The Moon knew that there was one last task to be given to Ilius, and so he gave him one last vision to fulfill. Night may reign only when innocent hands have knowingly spilled innocent blood upon the flower of the Mother's heart.

And so Ilius walked upon the world again for ten days and ten nights where he came upon the innocent and pure human named Braun. Ilius deceived him through sorcery gifted to him by the Night. Braun fell under a curse that would cause him to sleep during the day. Ilius deceived the man into believing that the Sun had gone away and helped guide Braun to the conclusion that in order to bring the Sun back, he had to sacrifice a life. As the two reached the beach during the night, Ilius told him that the Sun required a sacrifice and brought forth the newborn child, placing her upon a stone altar. Braun believed that he had to perform this horrible act to save the world from a life without the love from the Sun. With tears in his eyes he slew the child and poured her blood upon the single rose.

The Sun screamed in pain, and the Moon howled in delight. Innocence was shattered by the act of Braun. The days grew colder and the nights longer as the Moon fed upon the power of the Sun. The Moon then turned to Ilius and embraced him, placing a kiss upon his brow and gifting him with a vision and power. The vision showed Ilius he would become the ruler of Falamar, the instrument of the Moon's glory. Ilius was then given a gift by his patron, power over shadow and death. With this power Ilius exhaled a dark fog that spread his avarice and dominance over the world. The people called this fog the Breath of Ilius and thus began the Night Reign.

Voren Codex
Creation of Falamar

Introduction

The Night Reign Campaign Setting is set in Falamar, a young world of gothic horror and high fantasy. Night Reign is unique among fantasy settings. This is the tale of a world covered in darkness and ruled by evil hearts. Death and despair are the weapons of conquering armies, swarming the known lands and enslaving all people to a vengeful god.

Ultimately, it is up to the players to decide the fate of the world, to allow evil to continue its rule or to bring back the light. Can you conquer the Night Reign?

The Theme

The theme of Night Reign is one of gothic horror fantasy. When preparing for a Night Reign game, it is important to understand what these themes represent. Understanding these themes will help players to become fully immersed in the Night Reign setting.

Gothic

The term "gothic" refers to a style of literature characterized by a gloomy setting, grotesque characters, mysterious or violent events, and an atmosphere of degeneration and decay.

When running a campaign in the world of Night Reign, it helps to emphasize the gothic flavor of the environment surrounding your players' characters. The world is literally dark: there is no sunlight during the day, only a faint ambient glow that is a sickly imitation of true light. The full moon on a clear night is the brightest light in Falamar, and even that is tempered by the persistent chill in the air and the fog that rolls in near the waters.

Horror

Horror is defined as an intense and profound fear of a person, place, or thing. This is no mundane fear, but a creeping dread that pervades all thoughts, gradually becoming the kind of overwhelming terror that only true heroism or madness can keep at bay.

Night Reign is not a place only for monsters that leap out for a quick scare (though they certainly have their place). There are many things in this world that can, through small subtleties, have a greater and more lasting impact. For example, there is a phenomenon in Falamar known as the Breath. It is a mindless, malignant force that appears as a harmless fog … until the dying starts. Imagine that your adventurers have been travelling through a waterfront town, when they gradually notice that the streets have been cleared of townfolk. As the fog rolls in off the water, the adventurers face buildings covered in heavy, closed shutters and not another living soul in sight. Horror dawns as they realize that the fog is not just aimlessly rolling in. It is hunting.

Fantasy

Fantasy tales are (by definition) generally serious in tone and epic in scope. They deal with themes of grand struggle against supernatural forces of good and evil.

The world of Night Reign is, at its heart, a high fantasy setting. But it is more than mere swords and sorcery. The clashing of gods has blanketed the realms in mythical darkness. Evil rulers hold their kingdoms with tyrannical ferocity and terrible power. Magical creatures become twisted by the darkness and stalk unwary travelers. Heroes carry the only light of the world within their hearts and pursue a quest against impossible odds.

Ilius the Betrayer, he who is most steeped in true evil, reigns over the length and breadth of the lands of Falamar. Can his power be vanquished and the Moon fought back to balance the Sun once more? Will the might of the Ilium Empire prove too oppressive for the heroes to overcome? These are the types of struggles that make up the fantasy theme.

The Land

No wholesome thing can thrive without life-giving sunlight. Most societies of Falamar rely heavily on the land to produce everything from the food they eat to the cloth they wear, but in the reign of night the land is dying. Entire fields of crops wilt for lack of sun as hardier weeds and poisonous night-blooming plants thrive. Orchards bloom rarely and yield little fruit as the seasons themselves seem to succumb to despair. Summer and Winter are harsh in their extremes, Autumn rains fail unceasingly, and Spring barely exists at all. Many creatures that once

flourished on the lands in the days of the sun now sicken and die, falling easy prey to the foul beasts that were once only free to prowl at night. In the dim semi-dark of the daytime, they hunt the weak and feed upon the uncertainties and fears of the living.

The People

The environment of Falamar comes to naught without a cast of characters to inhabit it. The people of Night Reign embody the themes and give substance to the setting by providing perspectives that your adventurers can react to. By incorporating the folk of Falamar into your story, you will create a story full of richness and depth.

The denizens of the Night Reign are widely varied, hailing from many different kingdoms, societies, and races. Each group holds to its own customs, notions, and ideals, thus providing a unique perspective. Faced with a horde of shambling hungry dead, a slave worker from the Karsari city-states will have a very different reaction than a battle-hardened Helvadian soldier. The regions of Falamar, and their inhabitants, are described in detail in Chapter 6.

In general, all living things in Falamar are affected by the absence of the Sun, and the citizens are no different. Furred peoples tend to have darker pelts, unbleached by sunlight. Those who have bare skin or hide are more pale than is natural. Commonfolk of all races suffer from poor nutrition and short food supply to varying degrees, leading to continuous problems with disease. Nobility and the wealthy fare better, and to serve them is to eat well. This is not to say that all evil regimes starve and torment their citizens indiscriminately. That would be foolishly self-destructive because, as the saying goes, dead peasants do not pay taxes.

Of greater impact than simple lack of sunlight, perhaps, is the constant presence of fear. The most common emotion of the average person in Night Reign is fear – of becoming undead, of being consumed by what lurks in the persistent dark, of failing crops, of anything and everything. It is little wonder, then, that so many turn to the powerful Church of the Moon for protection. Though that faith has led to the two decades of darkness and terror that they seek shelter from, the people cling to the greatest bastion of strength and security the world has to offer. With the Church comes food, regular patrols of trained guards, and a promise of safety in an uncertain world. All that is required is loyalty and obedience. What the people truly believe in their hearts, they prudently keep to themselves … out of fear.

The Heroes

Here and there in the world, there are people who rise up, who overcome their fears and take a stand against the darkness. Perhaps they are motivated by the hardened resolve they have seen in the face of cruel oppression. Or perhaps there is a divine chord deep within their hearts that is struck one day, and they find that they have a true calling. The lure of arcane knowledge, the cries of the downtrodden, the bittersweet pursuit of revenge, the thirst for glory … any of these things and more can spur an ordinary citizen of the Night Reign to act. To strive. To fight the darkness.

The task is enormous, pursuit of the goal is epic. In a world where evil has already won, it falls to these few heroes to prevail for the cause of good. Such adventures are destined to become legends.

Here lies the
Constant
Dragonborn
Diner
Raised
By
Halfling
Human
Thieving

Chapter 1: Racial Lore

From the three divine races to the primal races, each race has its own unique history and society. Not all beings are capable of surviving the Reign of Night; some struggle in the darkness, slowly waning away, while others thrive and flourish in the gloom. However they live, all of Falamar's races have been left scarred by the experience.

History of the races

At the dawn of creation, the Sun gazed upon the empty new world and wept at the desolation. The Moon wrapped his brother in soothing light, comforted him and reminded the Sun that within his power was the gift of beauty and life. So warm was the Sun's gratitude that the world burst into life, covering the lands in all the wonder and beauty of nature. To govern over this new life, the Sun then created the Wyrms. Proud of his brother's creations, the Moon whispered to the Wyrms that they, too, held the power of creation. And so the dragons were spun into being.

The Divine Races

The immortal dragons, restless grandchildren of the Sun, grew weary of the world and wished to journey afar in search of what secrets could be found in the far reaches of creation. The Sun feared that without the dragons, the world would suffer for lack of care. The Moon reminded his brother that all things must come and go as is their nature. Thus, the dragons were wished well on their journeys. In their place, the Eladrin were created to care for the world.

And so the Eladrin Loth and Syladrin were born. After a time, they grew lonely and wished to share the world with others. Loth prayed to the Sun with an offering of earth and blood, and the Sun was inspired to create the dwarves Ikar and Ikos and the humans Lyssa and Lorik. With the divine races created, the world once again enjoyed a long peace.

The Primal Races

Long years of walking the world together led the divine races to create their own children. New races were born, some of loving desire and some of shameful greed, but all a step removed from their divine creators. These primal races are each distinct in their own right, though they all share the common thread of divinity half-realized.

Loth loved to walk the ruthlessly beautiful paths of the Great Forest, and there she found mighty feline predators. She saw great potential in these beasts, and so the Cushani were made. Walking upright and gifted with intelligence, these feline warriors served the Eladrin faithfully until the first Night Reign, when their masters betrayed them and left them for dead. Fierce and determined survivors, the Cushani became their own masters, and today they rule their forests as powerful hunters.

Dragons are immense and powerful creatures; however, during the first Dragon War it became clear to them that there are tactical advantages in overwhelming numbers of smaller creatures. Thus, the youngest of the primal races were created: the Dragonborn. For centuries, the Dragonborn served their masters as shock troops and infantry, knowing only battle, befriending only one another, and living by a soldier's code of duty and honor. As the dust of bitter wars settled, and the dragons retreated from Falamar, the Dragonborn have been left to wander the world, warriors without a cause.

No greater burden can a child be made to bear than the shame of his parents. This is the tragedy of the Half-Elves. Forsaken by both birth parents' races, Half-Elves have lacked the shelter of their own society, and so they have become most vulnerable to the trials of the Night Reign. These misbegotten children were prized as slaves for their exotic beauty and near-human versatility. Divine blood is not easily broken, however. Each Half-Elf has been imbued with a depth of strength and drive that few can match. The drive to be free.

Humans, of all the divine races, have become best known for following their hearts into adventure, for good or ill. Falamar is a place rife with consequences for the impetuous and unwary. The combination is nearly always epic, and very often tragic.

Power over death is the magical coin of the Night Reign, and none were more versed in its intricacies than the Nullmandor. This human society of necromancers delved deep into the secrets of death and found a great evil to embrace. The Council of Twilight gathered their strength and cast a curse upon the Nullmandor, stripping them of their power and truly diminishing them in body and spirit. Thus, the Halflings were born. Few have been alive long enough to recall their true origins.

Many creatures threw themselves wholeheartedly behind the cause of the first Night Reign. One particular society of humans, the Naur'toth, wagered their souls against demonic pacts in order to gain the power they would need to become the elite consorts and warlock army of the Betrayer, and thus the Tieflings were created. In the wake of that first Night Reign's defeat, the forces of the dark were scattered to the far corners of Falamar. The Tieflings, unable to hide amongst the remains of human society, found themselves banished to the far east.

Cushani

"The intricacies of magic require a sense of subtlety unencumbered by rough slabs of muscle and temper. The beasts have dared a step above their natural place; the price is only a fair one."
- Ahlenna'et Umbre, Shadow Elf

RACIAL TRAITS
Average Height: 6'8" – 7'2"
Average Weight: 220 – 300 lbs

Ability Scores: +2 Strength, +2 Charisma
Size: Medium
Speed: 7 squares
Vision: Low-light

Languages: Rathek, choice of one other
Skill Bonus: +2 Nature, +2 Intimidate
Predator's Roar: You can use Predator's Roar as an encounter power.
Cushani Breeding: +2 Fortitude defense
Feline Reflexes: You gain a +2 racial bonus to saving throws to avoid falling off an edge. In addition, while falling, you gain a +2 racial bonus to Acrobatic checks to reduce falling damage.
Overbearing Strength: When you push or pull a target, you can push or pull that target 1 additional square.

Predator's Roar Cushani Racial Power

With a mighty roar, you rattle your opponent's will to fight.

Encounter ✦ Fear
Minor Action **Close Burst** 2
Target: Each enemy in burst
Attack: Charisma +2 vs. Will
Hit: Each target takes a -2 penalty to all defenses until the end of your next turn.
Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Play a cushani if you want …
- ✦ to be a feline
- ✦ to be a natural hunter
- ✦ to intimidate your foes with your presence
- ✦ to be a member of a race that favors warlord, fighter, paladin, destiny knight or judge classes

The Cushani are a feline-like people that are skilled hunters and ferocious predators. They are known for their love of the hunt and forceful personalities. Those who can earn the friendship of a cushani have gained a life-long friend.

Personality: The cushani believe that they are the ultimate predators of the world. With their size and natural strength, few can hope to match a cushani in a direct confrontation. Their predator instincts have not dulled with the development of their culture, serving instead to refine their lust for the hunt.

Physical Description: The cushani resemble large, upright felines, similar to lions, tigers and panthers in appearance. With retractable claws and fur color ranging from dark yellow to brown to black, the cushani heritage is obvious to any observer. Their cat eyes are either green or yellow, and their paws are more human like than feline. Cushani typically live up to 50 years of age due to an ancient curse laid upon them for learning magic.

Lands: Though their ancestral home of the Great Forest is lost to them, the majority of cushani make their new home in the Kusar Jungles to the northwest of Aiyia called the Cushani Dominion. With their constant drive to gain honor and glory, many cushani leave the Dominion as adventurers and can be found almost everywhere in the world.

Religion: As a race, the cushani have no particular religious preference regarding the Sun and the Moon; however, they have a deep reverence for the Wyrms. Those that take the divine path of the gods tend to primarily worship the Wyrms.

Society: A proud people, the cushani live their lives at the edge of safe ground in their search for honor and glory. With their shortened life spans, most cushani refuse to idly watch time go by and prefer to be proactive in nearly all aspects of their lives from choosing mates to hunting prey.

Male cushani are expected to be hunters and provide for the pride under the command of the dominate female. Most males tend to prefer physical roles such as warriors and hunters, while the females prefer the mental and spiritual challenges of magic use and leadership over others.

A distinct piece of cushani culture is their relationship with dragons. Since the second Dragon War during the Age of Heroes, the history of the cushani and the dragons has been intertwined due to the ancient pacts made by the metallic dragons.

Cushani revere dragons and will go out of their way to protect a dragon from danger. This extends especially to wyrmlings, which cushani take great pride and honor in helping protect from predators until the young dragons are able to fend for themselves.

The height of cushani-dragon relations is the bonding of cushani and dragon to form dragon riders. Raised from birth as equals, the cushani and dragon form a magical bond which links their bodies and souls together to form a powerful pairing that forms the foundation of Dominion superiority.

Cushani Characteristics: Proud, predator instincts, blunt, glory-seeker

Male Names: Bysar, Cagatkao, Cogazhis, Hallis, Jayal, Kamirr, Kacath, Kotja, Meneothi, Perusas,

Female Names: Aska, Galeca, Icatha, Jalle, Jatiska, Kalinera, Kyana, Pouma, Wedi, Wersa

Cushani thoughts on the other races

Dragonborn: Not. Food.
Dwarves: Mighty as their mountain homes, and just as incomprehensible.
Eladrin: Exotic food, the magics that pulse in their very blood leave a tingle on the palate.
Elves: Crisp bones, long-lived race whose flesh is like fine wine aged in a magical barrel over centuries. Truly a delicacy not to be missed.
Half-Elves: Odd creatures, neither predator nor prey. Pity them if you wish.
Halflings: Food.
Humans: Clever little clawless hunters. Some are even worth noticing.
Tieflings: The tail makes for extra meat.

Cushani thoughts on one another

"Dulling your claws on paving stones, cub? Next you'll be purring for a saucer of milk and a belly rub."
- Rrahl Hysstra, Cushani Huntmaster

Dragonborn

"Never play cards with a Dragonborn. Reptile faces are impossible to read, and you can kiss your sweet socks goodbye if they ever so much as suspect that you're cheating."

- Crystia Lightstep, Human Rogue

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Dragonborn.

The Dragonborn are a race of creatures that were created during the First Dragon War of the Age of Heroes to serve as soldiers in the world wide war. When the fighting ended, and the dragons pulled away from the common eye, the dragonborn were left to fend for themselves. They strive to forge their own path in life as the youngest race, yet born from the oldest.

Depending on the blood line, Dragonborn tend to follow the basic personality and instinct traits of their progenitor dragons. For example, gold dragonborn tend to be lawful and the most honor-bound, whereas the white dragonborn tend to be ruthless savages.

Personality: The Dragonborn are honorable creatures who can be blunt in their viewpoints. Dragonborn are widely known for their short fuse temper which has gotten more than one dragonborn into trouble.

Physical Description: The Dragonborn are humanoid-sized creatures of draconic appearance. Their skin is layered with thousands of small scales which exhibit a wide range of colors, but most commonly follow the primary colors of the chromatic dragons and the metallic dragons. Instead of hair, dragonborn have long tendril-like extensions which typically are adorned with jewelry.

Lands: The Dragonborn have no specific homeland since they were bred for war first before all else. They can be found in most regions, though more commonly in the Dominion, Ro, Solis and Sadire.

Religion: The Dragonborn follow all of the gods equally.

Dragonborn thoughts on the other races

Cushani: Of all the races, they may understand us best. But they are too self-absorbed to bother trying.

Dwarves: They treat us with cautious respect, because we have given them no cause to do otherwise.

Eladrin: We are so far removed from one another that they take no more notice of us than we do of them.

Elves: Never have we been on the end of their leash. Though some have a gleam in their eyes that says it is only a matter of time.

Half-Elves: Caught between two worlds, they are possessed of a sense of ambition that often harmonizes with our own.

Halflings: Frustrating to keep company with, like a burr under your back scales. If you can tolerate them without losing your temper, they make useful compatriots.

Humans: There are as many kinds of humans as there are leaves on a tree. Take each as they come.

Tieflings: As one people, they have carved a home in this world and strive together towards a common goal. Theirs is an achievement we can admire, regardless of what past misdeeds were necessary..

Dragonborn thoughts on one another

"We need not be enemies, you and I. But know that should we meet on the field of battle and find ourselves on opposing sides, you will have your chance to make an end of me. As I will of you."
- Kaland the Gold, Dragonborn Fighter

Dwarf

"Some folks mistake a dwarf's smile for a sense of humor. But not more than once."

- Crystia Lightstep, Human Rogue

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Dwarf. Night Reign is home to two types of dwarves. Only the Asani dwarf is detailed here.

The dwarves of Falamar are one of the three divine races created by the Sun during the First Age. The role given to them by the Sun was to be the Voice of the Gods. Since that time, the dwarves have fractured into two subraces based on the practice of the first two dwarves, Ikos and Ikar.

The Asani dwarves are descendants of Ikos and are the voice of the Sun. The Winkar dwarves are descendants of Ikar and are the voice of the Moon. After the first Night Reign, the Winkar have driven the Asani from their perch of power and now control the religious doctrine..

Personality: Asani are slow to laugh or jest and are suspicious of strangers, but they are generous to those few who earn their trust. Asani value gold, gems, jewelry and art objects made with these precious materials, and they have been known to succumb to greed. They fight neither recklessly nor timidly, but with careful courage and tenacity. Their sense of justice is strong, but at its worst, it can turn into a thirst for vengeance.

Physical Description: Asani skin is typically deep tan or light brown, and their eyes are dark. Their hair is usually black, gray or brown and worn long. Asani men value their beards highly and groom regularly with simple styles and religious symbols.

Lands: Alakar is the ancestral home of the dwarves and currently under the control of the Winkar.

Religion: Religion, to the dwarves, is a fact of life, since it constitutes their outlook on life. The Asani follow the Sun as passed down by their ancestors.

Language: The language of the dwarves is Winthik .

Asani dwarf thoughts on the other races

Cushani: Only a fool disobeys divine edict, particularly when that edict is writ upon one's very flesh. They bear their punishment with more dignity than one would expect of such beasts.
Dragonborn: Thus far, they have proven themselves honorable. Nonetheless, it is only sensible to be wary of a race so young, seemingly abandoned by their creators.
Eladrin: Eldest and yet newest come, their minds are alien and their motivations unknowable.
Elves: Siblings of old, we have shared this world for so long that we have simply become facts of each other's existence.
Half-Elves: You don't see any half-dwarves running around, do you? Some divine races have weaker resolve than others.
Halflings: Mostly harmless children, they find themselves more amusing than others do.
Humans: The light of divinity shines through them in so many ways, and so many places. This is both a blessing to the faiths, and a curse.
Tieflings: There is no amount of pursuing goodness, no pile of evil corpses high enough, that can erase the stain they have brought upon themselves. They are forever touched by that one long-ago bargain.

Asani dwarf thoughts on one another

"We are not a conquered people. We are of one flesh, but we are not a balanced body. If you would carry an axe, you must let your other hand carry your shield. Our dark brothers have dropped the shield to spite the hand, and the axe will suffer for it."
- Eskar Scoria, Asani cleric

Eladrin

"Condescending doesn't even begin to cover it. Also, they got no pupils in their eyes, so you can't even really tell when they're looking at you. Spooky? Hell yes."

- Kitzin Greenshoe, Halfling rogue

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Eladrin.

The first of the divine races, the eladrin were the caretakers of the land. When Loth left the forest, many eladrin went after her to either bring her back to justice or to join her and learn from her. Those that refused to join her were imprisoned within the Fey Realm for a thousand years.

Once the eladrin were free of their prison, they returned to a changed world. The progenitors of their race were dead and the world was deep in strife. Few in number, they returned to Allandorr where they could gather their strength so they might restore balance to the world. With the rebirth of Ilius, the eladrin have returned to cleanse the world.

Personality: The eladrin are a race that has been frozen in time. During the period they were detached from the world, they gained an outside view of the world and how it works. They hold strongly to the old ways of the divine races, believing absolutely in the divine roles that were given to them. They are extremely patient, a trait gained due to their infinite lifespan. The eladrin view and interact with the world like they would a chess game, very carefully and methodically.

Physical Description: Their skin is typically fair, and their hair color varies widely over a vast range of colors. Their ears are long and pointed, and their eyes are of solid color with no pupils. Eladrin children age similarly to humans, though when they reach maturity, they age extremely slowly for the next 100 years until they reach adulthood.

Lands: The Fey strongholds of Allandorr are the home of the eladrin. Eladrin rarely gather in communities outside of Allandorr, though when they do, they can normally be found in Lothanewi.

Religion: The eladrin believe in equal balance of religion covering the Sun, the Moon and the Wyrms.

Language: The language of the eladrin is Tyrish.

Eladrin thoughts on the other races

Cushani: They are as the passing of a shooting star, when measured against the fullness of time. No one beast survives for a sufficient span to be of any real use.

Dragonborn: Curiosities, nothing more. The fate of these creatures is far too unsettled to be considered consequential to the tapestry as a whole at this time.

Dwarves: Endurance is their defining trait, both physically and spiritually. These young mountain folk require a deft hand.

Elves: The Wayward are steeped in jealousy for that which they had denied themselves long ago. Never forget, this envy colors their every thought and action.

Half-Elves: Have the Wayward truly strayed so far?

Halflings: Unnecessary and small.

Humans: Remarkable that they, as a race, have survived all this time. It bears remembering that this is the race that has spawned the greatest cataclysms of the world's history.

Tieflings: Children marred in their very flesh for their misdeeds, they grow into adolescents who throw themselves at redemption with youthful abandon. Predictable at best.

Eladrin thoughts on one another

"I have walked the shining roads of an oft-shadowed sojourn amongst realms and beings beyond your ability to comprehend, and returned to find the world left in the hands of unruly tenants who have sullied its beauty nearly beyond repair. Can you truly look about you, and see that this suffering place has no need of Eladrin wisdom?"
- Eloi'Salanna, Eladrin warlock

Elf

"Feh!"

- Rok Caldera, Winkar fighter

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Elf. Night Reign is home to two types of elves. Only the sun elf is detailed here.

The elves were once Eladrin themselves until the progenitors of the race were killed. Those on the plane of Falamar lost their connection to the Fey Realm and became known as elves.

After the change, the elves divided into two subraces, the sun elves and the shadow elves. The sun elves are those who chose to continue in their role as protectors of the forest and magic as Syladrin taught. Those who chose to follow Loth's teachings fell into darkness where they were changed into the shadow elves.

Personality: The sun elves are more often amused than excited and are more likely to be curious than greedy. With such a long life span, they tend to keep a broad perspective on events, remaining aloof and unfazed by petty happenstance. They do, however, remain focused and relentless when pursing goals that they feel are relevant. They are slow to make friends, but to those who are considered friend, the sun elves are fiercely loyal.

Physical Description: Skin tone tends to be pale with light touches of gold highlights along the sides of the neck, shoulders and ribs. Hair color typically ranges from blonde to light brown to red. Elves have no facia or body hair. They prefer light and loose-fitting clothing.

Religion: The sun elves tend to follow the teaching of the Sun, and the shadow elves strictly follow the Moon.

Lands: Lothanewi is the ancestral home of the elves. It is the first place that was created by the Sun and is now under the control of the shadow elves.

Language: The language of the elves is Tyrish.

Elf thoughts on the other races
Cushani: The cats possess a certain feral beauty, but nonetheless are hardly worth the effort to tame again.
Dragonborn: We do not easily trust constructs not of our own making. Should the need arise, however, we are confident that such creatures can be brought to heel..
Dwarves: Even in the depths of a midnight sky, there is some light. It is the juxtaposition of the joy in creation and the bleakness of destruction. Deep within their mountain homes, our brothers forget the sky.
Eladrin: Negligent elders return to the world they had long ago abandoned, and feign surprise to find it changed. It is no accident that now is the time they choose to wander back into our midst, or that this point in our evolving history is where they choose to attempt to regain their sovereignty.
Half-Elves: Our shame lives in them, and for that they are scorned.
Halflings: Mysterious as a butterfly's path, and equally pointless. One can only hope such feckless beings have forgotten their dark glories of the past.
Humans: The flame that burns hot, burns briefly. Divine flame is no exception.
Tieflings: Like precious few peoples of this world, they acknowledge the lessons of their past and seek to better themselves as a result. A worthy pursuit, though most likely doomed to failure before it began.

Elf thoughts on one another
"Can you tell me where the wind ends and begins? Can you point to a tree as it sprouts, grows, falls, and sprouts again and tell me there, that is where it has died? Wood and Air are eternal, and it is from these elements that we Elves are made."
- Sheylan Solth'emi, Elven Paladin

Half Elf

"These younger generations have grown soft. When I was a child, there was a strict policy of drowning these brats like the unwanted kittens they were."

- Ahlenna'et Umbre, Shadow Elf

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Half Elf.

The half elves of Falamar are the most numerous of the half breeds. Born from elven and human parents, they are of both worlds though they fit within neither. Half elves live as outcasts throughout the world, shunned for their mixed blood which is viewed as blasphemy by the church. The life of the half elf is always on the road, moving from town to town, looking for work where they can get it, usually as mercenaries or bandits. Half elven women are prized highly as slaves among the more major cities.

Personality: Many half elves are cold and uncaring, shaped by the outcast lifestyle that they live. Friends are few and far between, the lonely road being their only true companion. With this lifestyle, many half elves are slow to trust and are suspicious of those that offer it. They value their freedom above all else and tend to help others of their kind to obtain freedom when they can.

Physical Description: There skin is pale with slight highlights of gold or silver along the jawline. Their hair and eye color varies as much as humans and many males prefer to display long hair and facial hair to hide some of their elven features.

Lands: With no homeland to call their own, half elves who are lucky enough to have their freedom can be found wandering anywhere in the world. Those who are not free are typically slaves to the wealthy.

Religion: Half elves do not follow the gods, since they believe they are cursed blasphemies. Instead they tend to follow the views of the Mother or the Wyrms.

Language: Half elves have no language of their own. They usually speak of the language of their significant parent, either Tyrish or Cerian.

Half Elf thoughts on the other races

Cushani: To a Cushani, there are two types of traveling companions: comrades-at-arms, and food. Prove yourself to be one or the other, and you will always know where you stand.
Dragonborn: Even more lost in this world than we are. At least our creators are still around to direct and inspire us, for good or ill.
Dwarves: Best avoided, unless you enjoy being spat on.
Eladrin: They are to elves what elves are to us. Not surprisingly, we are apparently far beneath their notice. Still, it can be fun to see the Elves having to swallow millennia-old doses of their own medicine.
Elves: We can only spend so much of our lives apologizing for your mistakes.
Halflings: Underestimate them at your own peril. They're just as quick to help a friend as they are to eviscerate an enemy.
Humans: They seem to resent us less than our Elven parents, but only because they don't have centuries to live with the shame.
Tieflings: Charming company, and too wrapped up in their own over-reaching goals to care about the circumstances of anyone's birth.

Half Elf thoughts on one another

"Don't mistake our bitterness for apathy. No one is as motivated to triumph as an outcast."
- Sai'laja Ironspear, Half-Elf fighter

Halfling

"Utterly infuriating green-eyed devils, every last one."

- Eskar Scoria, Asani cleric

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Halfling.

The halflings are a simple and rustic people. They live in large, open communities where they can attend to their social gatherings and crafts. The Halflings began sometime during the end of the Age of Creation, and myth states that they came from humans that had been banished from the Great For-est due to the group's drive to gain power over death.

With their exile and the rise of Ilius, the group now known as the Nullmandor, arose as powerful necromancers. Their power would last until the Age of Heroes when Latarin banished many to the far reaches of the world. Those Nullmandor who remained were stripped of their power and cursed with a death sight. The death sight forces halflings to see all living creatures in a state of death and decay. This sight has a physical manifestation within halflings manifested by their green eyes which tend to flare and glow when their emotions run high.

Personality: A simple people, Halflings are kind and warm towards others. They can almost always be found smiling and pointing out the finer points of life. Secretly however, many Halflings long for the power they once held. They are known to carry grudges and are exceptionally cruel to those they hate.

Physical Description: Their hair color varies greatly, though most go grey by late adulthood. Eye color is always green for Halflings due to their past dealings with necromancy.

Lands: After the curse, the Halflings settled into the Fire Plains and the Plains of Sorrow.
Religion: Halflings outwardly show no preference to the gods. Within their own communities, those who still follow the old ways give their faith to the Moon.

Language: The Halflings have no specific language of their own. They typically learn Cerian as they tend to normally interact with humans. Those that practice the old ways tend to also speak Derish.

Halfling thoughts on the other races
Cushani: Never forget: when traveling with Cushani; anyone that's not a kitty is just rations they don't have to carry.
Dragonborn: Short on sense of humor, long on sense of honor. Good in a fight, good for a promise, really horribly bad as an enemy.
Dwarves: They think we're hilarious.
Eladrin: Just showed up one day, and act like they're owed something. They're the Elves' elves, more elf than any Elf, and not necessarily in a good way.
Elves: Don't doubt that they're watching us. Of the few races that have been around long enough to remember where we came from, only the Elves really care.
Half-Elves: Pretty humans, or ugly Elves, depending on how you look at them.
Humans: Excellent fun: smart enough to trust at your back, dumb enough to send charging in first.
Tieflings: Great companions, as long as you're travelling the same path. I don't recommend ever thwarting one in his quest. Ever. That's when you see the demon come out.

Halfling thoughts on one another
"Everything moves around in cycles – Ilius up, Ilius down, Ilius up again. Our time will come again, never fear. But while we wait, how's about another round of dice?"
- Kitzin Greenshoe, Halfling rogue

Human

"Never know what to expect with humans. Could be priests, could be beggars, could be soldiers. Luckily, most of them dress the part, and they all bleed red."

- Rok Caldera, Winkar fighter

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Human.

The last of the divine races, humans were created by the Sun along with the dwarves and elves. Created to be the masters of heart, they brought emotion to the world through song and action. Humans are capable of adapting to any situation and have the flexibility to do what is needed. Where the other divine races do not have specific roles, humans fill the void.

Today, humans can be found nearly anywhere in the world filling a large variety of roles from king to beggar. Unlike the other divine races, humans are only united together based on their regional location, not as a whole.

Personality: Humans have an inner resolve that drives them further than any other race. This is referred to as the human spirit by the other races. This spirit has helped humans become a vastly diverse people, offering a wide range of outlooks and motivations.

Physical Description: Depending on the region, humans vary greatly in the appearance. Helvadians tend to have blonde or brown hair mixed with blue or green eyes and known for having beards. Humans of Solis and Ro tend to have darker hair color mixed with brown and black eyes. The humans of Fao typically have dark hair and dark, almond shaped eyes.

Lands: Humans occupy many of the regions within Falamar including Aiyia, Fao, Helvada, Ilium, Iso'Latarin, Karsari, Ro and Solis.

Religion: Humans are known to be split evenly when deciding which religion to follow.

Language: The human language is Cerian.

Human thoughts on the other races

Cushani: Imagine a common cat, hunting mice in a barn. It has all the cunning and strength it needs to be the perfect predator for a little squeaky mouse. Now, imagine you are the mouse.
Dragonborn: Cut adrift in the world, they only want to survive and make a place for themselves. A humble ambition that should be respected.
Dwarves: Stalwart companions, with the intensity to see them through their long years.
Eladrin: Too soon to name them enemy, but neither would it be wise to call them friend. They've been gone a long time, and who knows where they've been.
Elves: Longevity is not the same thing as quality. When you have so many moments in your life, you forget to live in all of them.
Half-Elves: They hate themselves enough, there's no reason to pile it on. Why blame the child for the parents' indiscretions?
Halflings: Cheerful companions, horrendous enemies.
Tieflings: Unholy taint is writ upon their very flesh and bones. This is not an accident of birth, but the lasting effect of an evil choice. Always bear this in mind when dealing with the horned ones.

Human thoughts on one another

"If there's one thing we're great at, it's everything."
- Crystia Lightstep, Human Rogue

Tiefling

"It is the nature all creatures to either be exactly what they appear to be, or to be exactly the opposite of what they appear to be. But that's nature. There is nothing natural about what the Tieflings appear to be."

- Marlowe Farseer, Human Ranger

RACIAL TRAITS
Please see the D&D 4E PLAYER'S HANDBOOK for the racial traits of the Tiefling.

During the first Night Reign, an old kingdom of humans made a pact with a sect of demons for the power to aid Ilius. During the first Night Reign, the tieflings served as warlords and generals in the armies of the Empire.

After Ilius' defeat, the tieflings were driven out from their homes to the far east where they struggled to come to terms with what they were and what they had done. After many generations of struggle and civil war, the tieflings have remerged united and hell-bent on correcting their ancestors, mistake and destroying Ilius once and for all.

Personality: Tieflings are a passionate and driven people. Due to the centuries of mistrust by the other races, tieflings have learned to rely on themselves to get things done in any way possible. When tieflings do interact with others, they strive for friendship and companionship using their natural charisma in hopes of convincing others to join them in their cause.

Physical Description: Tiefling appearance shows the price they have paid for power. They have horns upon their head as well as nonprehensile tails up to five feet in length. Their eyes are a solid color without pupils, and their hair has a range of colors similar to humans.

Lands: The tieflings have made their home in the kingdom of Sadire, east of the astral mountains.

Religion: The tieflings follow a strict set of laws within Sadire where the faith of the Moon has been outlawed. Those tieflings seeking the church of the Moon travel outside of the borders into other regions such as Ro or Solis. Most tieflings pay homage primarily to the Sun, and then to the Wyrms.

Language: The tieflings speaking Cerian normally, though Derish and Infernal are also common.

Tiefling thoughts on the other races

Cushani: Inscrutable creatures. They would have you believe they are nothing more than stomachs with claws, but there are thinking minds inside those furry heads.
Eladrin: They hold themselves aloof out of self-defense; this is no longer their world, and they cannot help but feel apart from it.
Elves: Our paths often cross, sometimes to assist us in our quest and sometimes to oppose us. But nearly always to manipulate us.
Dragonborn: Further proof, like ourselves, that one cannot judge a beast by its hide. Inside all that scaled armor and fearsome visage is a heart full of yearning and honor.
Dwarves: You will not encounter a more judgemental lot. They have the strength of their convictions, and to move them to sympathy is to move mountains.
Half-Elves: Less manipulative than Elves. Less fearful than Humans. Yet more than both.
Halflings: Cheerful and interesting companions, often with surprising depths of skill. Once committed, they can only help our cause.
Humans: There is very little trust to be found here. They look upon us, and cannot forget what our ancestors have done.

Tiefling thoughts on one another

"I seek to redeem that which has branded me unholy. There is no worthier pursuit in my life's days. I wouldn't call it a crusade, per se, but it is certainly a mission. Care to join?"
- Sigil Firskaya, Tiefling cleric

Chapter 2: Paths of Destiny

The life of an normal adventurer is dangerous. The life of an adventurer in Night Reign is life-threatening. Those who choose a life of adventure have perfected the art of survival using blade and magic. Due to the hazards of the world, a new breed of adventurers have arisen to battle the darkness.

Within this chapter you will find information on six new classes, new paragon paths and new epic destinies. These new options are designed for the *Night Reign Campaign Setting*, but can be used in other settings with little change.

Classes

Circle Dancer

Empowered by the Sun, the circle dancers pull the enemy into their fighting circle and dispatch them with quick and devastating attacks.

Destiny Knight

Mounted knights in shining armor, the destiny knights use their gifts from the Sun to manipulate the battlefield in their favor.

Judge

Empowered by the Sun to judge the actions of others, these leaders drive their allies into combat and judge their enemies harshly.

Martial Artist

The martial artist is a striker who has found harmony between the body and the mind. Harnessing the power of Ch'i, their training focuses on channeling that power into their fighting abilities.

Summoner

The summoner is a controller who uses creatures to wreak havoc on the battlefield through a catalog of creatures.

Warlock (Sun pact)

The sunlock is a warlock who has made a pact with the Sun to be his avenging angel against the minions of the Moon. Imbued with the radiant fire of the Sun itself, the sunlock is driven to demonstrate the righteous power of the Sun to all.

Paragon Paths

The Night Reign has come before, and the disciplines of survival from ages past resurface now, in the new darkness. Those who wish to survive the horrors of the world and drive the darkness back find themselves learning of these ancient ways and adapting them to the modern world.

- Bloodcrest Archer
- Crusader of Light
- Dragon Breeder
- Destiny Weaver
- Earth Dancer
- Emerald Lancer
- Exalted Disciple
- Fire Dancer
- Karsarian Warmage
- Kingmaker
- Peacekeeper
- Nature's Storm
- Ninja
- Shadow Prosecutor
- Splicer
- Strophion
- Sun Judge
- Sun Wielder
- Temporal Mage
- Water Dancer
- White Tiger Master
- Xionaire

Epic Destinies

Mastering the paths and braving the horrors of the world are the stuff of legend. When adventurers have reached this point, they are ready to leave their mark for the world to watch in awe and aspire to.

Ancestor Incarnate

The ancestor incarnate is a martial artist who has found perfection and has ascended to the highest order of spiritual awareness and being.

Entropic Dancer

The entropic dancer is a warrior who has embraced the fate of violence, become the chaos of battle. Wherever they walk, death is not far behind.

Horde Master

The horde master is a summoner of legend, a master of creatures that form an unstoppable army that few can hope to hold back.

Solar Champion

There are those who hope to bring the light back to the world, and then there are those who are the light made flesh. The solar champion does not merely fight in the name of the Sun. This warrior is the Sun's chosen vessel in battle.

Supreme Judge

The personification of law, the supreme judge is the Sun's command given form. The law of the world is meant to be obeyed, and those who do not follow its tenets are to be judged.

Circle Dancer

"The circle is life. The circle is death. Join me in the circle and let's see which one you are."

CLASS TRAITS

Role: Striker. You specialize in combat within your circle of power.

Power Source: Solar. You draw upon the Sun's energy to empower your circle.

Key Abilities: Dexterity, Wisdom, Constitution

Armor Proficiencies: Cloth, Leather, Hide,

Weapon Proficiencies: Simple melee, Martial melee

Implement: Any light blade, heavy blade, spear, axe, polearm, flail, hammer or mace. Your weapon adds its enhancement bonus to attack rolls and damage rolls and any extra damage granted by a property (if applicable) when used as an implement. You do not gain your weapon proficiency bonus to the attack roll when using your weapon as an implement.

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Acrobatics

From the class skills listed below, choose three more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Diplomacy (Cha), Endurance (Con), Insight (Wis), Intimidate (Cha), Perception (Wis)

Class Features: Circle of Power, Dancer's Challenge, Solar Weapon, Wise Defense

The Circle Dancer is a striker who focuses on combat within a ritual circle. Honorable and deadly, circle dancers have been called upon for thousands of years to serve as duelists for the elite and the military. For the circle dancer, life moves from one duel to the next.

Creating a Circle Dancer

You can choose any circle dancer powers you like for your character though circle dancers fall into two groups, the ritual dancer and the storm dancer. Circle Dancers focus on either Dexterity or Wisdom for their attacks and Constitution to augment their powers.

Ritual Dancer

You specialize in one-on-one combat using your weapon of choice. With your powers you are able to knock your opponent in and out of your circle. Your best ability score is Dexterity which is used from your primary attacks. Constitution is helpful in augmenting your powers and your Circle of Power damage. Select powers that are melee-focused to take advantage of your high Dexterity.
Suggested Feat: Empowered Circle
Suggested Skills: Acrobatics, Endurance, Insight
Suggested At-Will Powers: *side step, stutter step*
Suggested Encounter Power: *push back*
Suggested Daily Power: *essence backlash*

Storm Dancer

You specialize in handling multiple foes at once. With your implement, you are able to attack using your circle, harming enemies within it. Your best ability score is Wisdom which is used from your primary attacks. Constitution is helpful in augmenting your powers and your Circle of Power damage. Select powers that are burst and ranged-focused.
Suggested Feat: Group Dancer
Suggested Skills: Acrobatics, Endurance, Perception
Suggested At-Will Powers: *fire circle, sun snare*
Suggested Encounter Power: *spiteful flare*
Suggested Daily Power: *whirling waltz*

Circle Dancer Class Features

Your class focuses on fighting within your circle of power and your chosen weapon helps augment your abilities within the circle.

Circle of Power

Your circle of power is the cornerstone of your fighting abilities. Many of your powers focus on fighting within the circle or pulling opponents in. Some ranges are based on the size of your circle of power. This is listed as follows:

Close Burst circle: These powers are centered on your circle of power and are the same size as your circle of power.

Circle of Power Circle Dancer Feature

You create a circle of power around you for you to focus your energy and fight within.

At-Will ✦ Solar, Zone
Minor Action **Close Burst** 3 (4 at 11th, 5 at 21st)

Effect: The burst creates a zone of power in which you fight. You gain a bonus to damage rolls against one enemy within the zone equal to your Constitution modifier. You can choose when to apply this damage. This damage can only be applied once per round.

Only one circle of power can be active at a time and lasts until the end of the encounter. If a new circle of power is created, the old one ends immediately along with any effects that may be associated with it.

Dancer's Challenge

When only one enemy is within your *circle of* power, you gain a +1 bonus to attack rolls and damage rolls against that target.

Implements

Your weapon adds its enhancement bonus to attack rolls and damage rolls and any extra damage granted by a property (if applicable) when used as an implement. You do not gain your weapon proficiency bonus to the attack roll when using your weapon as an implement.

CIRCLE DANCER OVERVIEW

Characteristics: You focus on solar virtues to move your opponents in and out of your circle, inflicting serious damage in the process.

Religion: Circle Dancers typically follow the path of the Sun as it is the center of their beliefs.

Race: Dwarves, Elves, Halflings and Humans all make good circle dancers.

Solar Weapons

In addition to the circle of power, circle dancers are known for the weapon that they use in their fighting. Choose a weapon group. When you use a weapon of that group within your circle of power, you gain its benefit.

Weapon	Effect Granted
Light Blade or Heavy Blade	+1 bonus to AC while in circle of power
Spear or Polearm	When you hit an enemy while in the circle of power, slide the target 1 square.
Axe or Hammer	While in the *circle of power*, reroll 1's on damage rolls made with the weapon.
Flail or Mace	When you hit an enemy while in the circle of power, you may shift 1 square.

Wise Defense

While not wearing heavy armor, you can choose to apply your Wisdom when determining your AC instead of your Dexterity or Intelligence.

Keyword: Circle

The circle dancer introduces a new keyword — circle. When a power has this keyword, the power can only be used if a circle of power is in effect and within line of sight. For example, in order to use the *fire circle* virtue, you must have a *circle of power* in effect.

You or your target do not have to be within the *circle of power* in order for this power to work. If your *circle of power* ends while a sustained power is in effect, and centered on your circle of power (i.e. a Zone), that power ends immediately.

Circle Dancer Virtues

Your powers are called virtues, gifts granted by the holy Sun. The circle dancer virtues focus on melee, ranged and burst attacks. Several powers also produce zones which tie to your circle of power. Some powers work better for ritual dancers, and some work better for storm dancers, but you can choose any power you like when you reach a level that allows you to choose a new power.

Level 1 At-Will Virtues

Fire Circle Circle Dancer Attack 1

By invoking the power of the circle, you direct fire to burn one of your enemies.

At-Will ✦ Circle, Fire, Implement, Solar
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier fire damage.
Level 21: 2d8 + Wisdom modifier.

Speed Step Circle Dancer Attack 1

You bounce forward with amazing speed to strike your opponent with their guard down.

At-Will ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Special: You may shift 1 square before the attack roll
Attack: Dexterity vs. AC
Hit: 1 [W] + Dexterity modifier damage.
Level 21: 2 [W] + Dexterity modifier.

Stutter Step Circle Dancer Attack 1

With quick footwork you are able knock your opponent around.

At-Will ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1 [W] + Dexterity modifier damage, and you may slide the target 1 square.
Level 21: 2 [W] + Dexterity modifier.

Sun Snare Circle Dancer Attack 1

You capture your enemy in sunlight and pull them into your circle.

At-Will ✦ Circle, Implement, Radiant, Solar
Standard Action **Ranged** 5
Requirement: You must be within your circle of power
Target: One creature outside of circle of power
Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier radiant damage, and pull the target into an adjacent square to you.
Level 21: 2d6 + Wisdom modifier.

Level 1 Encounter Virtues

Push Back — Circle Dancer Attack 1

With a surge of speed, you send your opponent stumbling back out of your circle.

Encounter ✦ Circle, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1 [W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Constitution modifier. If the target is pushed out of your circle of power, the target takes an additional 1 [W] damage.

Essence Strike — Circle Dancer Attack 1

You strike hits your target with a sudden blast of sunlight which dazes them temporarily.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1 [W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

Radiant Beam — Circle Dancer Attack 1

With a flick of your sword you shoot a beam of sunlight at your foe.

Encounter ✦ Fire, Implement, Radiant, Solar
Standard Action **Ranged** 5
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier radiant and fire damage, and the target is knocked prone.

Spiteful Flare — Circle Dancer Attack 1

By channeling solar power through your circle, your enemy takes a blast of radiant energy.

Encounter ✦ Circle, Implement, Radiant, Solar
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. Reflex
Hit: 1d6 + Wisdom modifier radiant damage. If the target is vulnerable to radiant damage, increase their vulnerability by your Constitution modifier until the end of your next turn.

Level 1 Daily Virtues

Essence Backlash — Circle Dancer Attack 1

As you hit your opponent, empower your circle to keep other enemies at bay.

Daily ✦ Circle, Solar, Weapon, Zone
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage.
Effect: The attack creates a zone of energy centered on your circle of power until the end of the encounter. As an immediate reaction, if an enemy enters the zone, you can apply your circle of power damage to the enemy. This is an additional use of the circle of power damage.

Retributive Flame Strike — Circle Dancer Attack 1

You take the hit your enemy lands on you and you return the favor, your weapon erupting into flames.

Daily ✦ Fire, Solar, Weapon
Immediate Reaction **Melee** Weapon
Trigger: An enemy damages you with an attack
Target: The triggering enemy
Attack: Dexterity vs. AC
Hit: 2 [W] + Dexterity modifier fire damage, and make a secondary attack.
Miss: Half damage plus 1d6 fire damage.
Second Attack: Dexterity vs. Fortitude
Hit: 2d6 fire damage.

Sun Bolt — Circle Dancer Attack 1

You launch a bolt of solar energy at your target which sets them ablaze in holy energy.

Daily ✦ Circle, Implement, Radiant, Solar
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. Reflex
Hit: 2d10 + Wisdom modifier radiant damage, and the target takes ongoing 5 radiant damage (save ends).
Miss: Half damage.

Whirling Waltz — Circle Dancer Attack 1

By harnessing the power of your circle, you send a blast of energy that knocks all of your opponents around..

Daily ✦ Circle, Implement, Solar, Zone
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier damage.
Effect: The burst creates a zone of swirling energy until the end of your next turn centered on your circle of power. Enemies that begin their turn in the zone make a saving throw at the start of their turn. If they fail, they slide 1 square of your choice.
Sustain Minor: The zone persists.

Level 2 Utility Virtues

Defensive Dance — Circle Dancer Utility 2

You dance a defensive style as your enemy attacks you, allowing you to move out of harms way.

Encounter ✦ Solar
Immediate Reaction **Personal**
Trigger: An enemy moves into an adjacent square
Effect: Shift 3 squares.

Fancy Footwork — Circle Dancer Utility 2

You nimbly dance through your circle, weaving and dodging around your opponents.

Encounter ✦ Circle, Solar
Move Action **Personal**
Requirement: You must be within your circle of power
Effect: Shift a number of squares equal to 1 + your Dexterity modifier. You may not leave your circle of power with this power.

Radiant Armor — Circle Dancer Utility 2

By drawing upon the power of your circle, you shield yourself in radiant light.

Daily ✦ Circle, Solar, Zone
Minor Action **Close Burst** circle
Effect: The burst creates a zone centered on your circle of power until the end of your next turn. While you are in the zone, you gain a +1 power bonus to AC and Fortitude.
Sustain Minor: The zone persists.

Nimble Body — Circle Dancer Utility 2

Your body is always in motion and when someone tries to pin something on you, you dodge out of the way.

Daily ✦ Circle, Solar, Zone
Minor Action **Close Burst** circle
Effect: The burst creates a zone centered on your circle of power until the end of your next turn. While you are in the zone, you gain a +2 bonus to Reflex.
Sustain Minor: The zone persists.

Level 3 Encounter Virtues

Astral Winds — Circle Dancer Attack 3

From the edges of your circle, astral winds buffet your enemies.

Encounter ✦ Circle, Solar
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Reflex
Hit: 2d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Decisive Challenge — Circle Dancer Attack 3

You deliver a challenge that your foe can't refuse and you both are teleported into your circle to duel.

Encounter ✦ Circle, Solar, Teleportation, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2 [W] + Dexterity modifier damage. You and the target are teleported a number of squares equal to 1 + your Dexterity modifier to adjacent unoccupied squares within your circle of power. If you or the target are unable to reach your circle of power, the teleport fails.

Essence Drain — Circle Dancer Attack 3

Your strike of solar energy drains your opponent of their strength.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 5
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier damage, and the target is weakened until the end of your next turn.

Solar Knockback — Circle Dancer Attack 3

With the strength of the sun you deal a powerful blow to your opponent, knocking them back.

Encounter ✦ Circle, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2 [W] + Dexterity modifier damage, and the target is pushed a number of squares equal to your Constitution modifier. If the target leaves your circle of power, it is weakened until the end of your next turn.

Level 5 Daily Virtues

Counterstroke — Circle Dancer Attack 5

Through brilliant swordplay you are able to use your foe's attack to make a hard-hitting strike.

Daily ✦ Solar, Weapon
Immediate Reaction **Melee** Weapon
Trigger: An enemy damages you with an attack
Target: The triggering enemy
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

Heat Stroke — Circle Dancer Attack 5

You strike with a solar powered weapon and the heat slows your opponent down.

Daily ✦ Circle, Fire, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2 [W] + Dexterity modifier fire damage, and the target is slowed until the end of your next turn.
Effect: Until the end of the encounter, if the target begins their turn in the circle of power, they are slowed until the end of your next turn.

Solar Radiation — Circle Dancer Attack 5

You infuse your opponent with the power of the sun and those enemies that get near the target get hurt.

Daily ✦ Implement, Radiant, Solar
Standard Action **Ranged** 5
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 3d8 + Wisdom modifier radiant damage.
Effect: Until the end of the encounter, if an enemy begins their turn adjacent to the target, they take 1d6 radiant damage.

Sun Storm — Circle Dancer Attack 5

With a quick prayer to the sun, your circle explodes in violent flare of solar energy.

Daily ✦ Circle, Implement, Radiant, Solar, Zone
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Reflex
Hit: 3d6 + Wisdom modifier radiant damage.
Effect: The burst creates a zone of solar energy centered on your circle of power until the end of your next turn. When an enemy enters or begins its turn in the zone, the target takes radiant damage equal to 2 + your Constitution modifier.
Sustain Minor: The zone persists.

Level 6 Utility Virtues

Backstep — Circle Dancer Utility 6

You relinquish the control of the fight in order to gain a better position.

Encounter ✦ Solar
Immediate Reaction **Personal**
Trigger: You take damage
Effect: You may shift 3 squares.

Courageous Virtue — Circle Dancer Utility 6

You strike up a dance that resonates with the solar energy of your circle allowing you to heal your wounds easier.

Daily ✦ Healing, Solar, Stance
Minor Action **Personal**
Effect: If you spend a healing surge, you regain extra hit points equal to 2 + your Constitution modifier.

Inner Strength — Circle Dancer Utility 6

You look within to find the rhythm of your body and harmonize it, thus washing away an ill effect.

Encounter ✦ Solar
Free Action **Personal**
Effect: At the beginning of your turn, you can make a saving throw against one condition. If you succeed, you do not suffer the effects on your turn.

Reactive Movement — Circle Dancer Utility 6

As an enemy steps into your circle, you make a sudden change in movement to gain the best tactical position.

Encounter ✦ Circle, Solar
Immediate Reaction **Personal**
Target: An enemy enters your circle of power
Effect: You may shift a number of squares equal to 1 + your Dexterity modifier. You must end your movement within your circle of power.

Level 7 Encounter Virtues

Exploding Stars — Circle Dancer Attack 7

You hit your opponent with a resounding clash, the resulting explosion of solar energy hurts those around him.

Encounter ✦ Circle, Implement, Radiant, Solar
Standard Action **Close Burst** circle
Primary Target: One creature in burst
Attack: Wisdom vs. Reflex
Hit: 2d8 + Wisdom modifier damage. Make a secondary attack.
Secondary Target: A creature other than the primary target in the burst
Secondary Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier radiant damage

Lonely Partner — Circle Dancer Attack 7

You issue your challenge to your opponent and when they refuse, you remind them who is leading this dance.

Encounter ✦ Circle, Implement, Solar
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: 2d8 + Wisdom modifier damage and until the end of your next turn, if the target makes an attack that does not include you as the target, they take 1d8 damage.

Twin Stars — Circle Dancer Attack 7

You let loose with a vicious set of attacks with amazing speed.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC; two attacks
Hit: 2 [W] + Dexterity modifier damage per attack.

Vengeful Counter — Circle Dancer Attack 7

You look out for your friends and when someone tries to take advantage of them, you step in to stop them.

Encounter ✦ Solar, Weapon
Immediate Interrupt **Melee** Weapon
Trigger: Ally is targeted by an enemy attack
Target: The triggering enemy
Attack: Dexterity +2 vs. AC
Hit: 2 [W] + Dexterity modifier damage, and the target takes a penalty to the triggered attack roll equal to 2 + your Constitution modifier.

Level 9 Daily Virtues

Circle Imprisonment — Circle Dancer Attack 9

With a focus of solar energy you empower your circle, preventing your opponent from leaving the duel.

Daily ✦ Circle, Implement, Solar
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. AC
Hit: 2d10 + Wisdom modifier damage.
Effect: The target is unable to leave your circle of power by moving, teleporting, shifting or forced movement (save ends).

Inescapable Challenge — Circle Dancer Attack 9

Empowered by your circle, you throw down your challenge and your foe is brought to you to answer.

Daily ✦ Circle, Implement, Solar, Teleportation
Standard Action **Ranged** 10
Requirement: You must be within your circle of power
Target: One creature outside your circle of power
Attack: Wisdom vs. Fortitude
Hit: 3d8 + Wisdom modifier damage, and the target is teleported into an adjacent square to you within your circle of power.
Miss: Half damage, and the target is teleported to an adjacent square to you within your circle of power.

Blow Back — Circle Dancer Attack 9

You use your foes attack to gain the advantage to make a powerful strike of your own that sends them backwards.

Daily ✦ Circle, Solar, Weapon
Immediate Reaction **Melee** Weapon
Trigger: An enemy damages you with an attack
Target: The triggering enemy
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage, and the target is pushed a number of squares equal to 2 + Constitution modifier. If the target is pushed out of your circle of power as a result of this power, they take an additional 2 [W] damage.
Miss: Half damage, and the target is pushed 2 squares.

One on One — Circle Dancer Attack 9

You issue your challenge to your foe and with your circle of power, you ensure no one gets in the way.

Daily ✦ Circle, Illusion, Solar, Weapon, Zone
Standard Action **Melee** Weapon
Requirement: You must be within your circle of power
Target: One creature in your circle of power
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage.
Effect: The attack creates a zone of invisibility centered on your circle of power that lasts until the end of your next turn. You and the target are invisible to all creatures while within the circle of power. You and the target are not invisible to one another.
Sustain Minor: The zone persists. If the target drops to 0 or fewer hit points, this power cannot be sustained.

Level 10 Utility Virtues

Sunlit Step — Circle Dancer Utility 10

Calling upon your empowered circle, you instantly teleport to a more advantageous position.

Daily ✦ Solar, Teleportation
Move Action **Personal**
Effect: You teleport 3 squares. If you are within your circle of power, you may instead teleport to any square within your circle of power.

Circle of Shadows — Circle Dancer Utility 10

You call upon the darkness of the world and ensnare it within your circle to conceal your movements.

Encounter ✦ Circle, Solar
Minor Action **Personal**
Requirement: You must be within your circle of power
Effect: You gain concealment while within your circle of power until the end of your next turn.

Slow Dance — Circle Dancer Utility 10

With the grace of a dancer, you recover from the pain to rejoin the fight.

Daily ✦ Circle, Solar, Zone
Minor Action **Close Burst** circle
Effect: The burst creates a zone centered on your circle of power until the end of your next turn. When an enemy begins their turn in the zone, they are slowed until the end of your next turn.
Sustain Minor: The zone persists.

Sun Body — Circle Dancer Utility 10

You connect your soul to your circle and draw upon its solar energy to empower your body.

Encounter ✦ Healing, Solar
Immediate Reaction **Personal**
Trigger: You are targeted by a power with the healing keyword
Effect: You regain extra hit points equal to your Constitution modifier. In addition, you gain resist 10 fire and necrotic until the end of your next turn.

Level 13 Encounter Virtues

Bloody Waltz — Circle Dancer Attack 13

You draw upon the blood of your enemies and attune them to your circle, causing them pain.

Encounter ✦ Circle, Implement, Solar, Teleportation
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Fortitude
Hit: 2d10 + Wisdom modifier damage, and the target is teleported to an unoccupied square within your circle of power.

Come and Fight — Circle Dancer Attack 13

By drawing upon the energy of your circle, you strike your opponent to bring them into your circle.

Encounter ✦ Circle, Solar, Teleportation, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity damage, and you and the target are teleported 10 squares to any adjacent unoccupied squares within your circle of power.

Die Alone — Circle Dancer Attack 13

With no one else around and no one to help them, you strike down your foe.

Encounter ✦ Circle, Implement, Solar
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. Fortitude
Hit: 3d10 + Wisdom modifier damage. If the target is the only enemy in your circle of power, they instead take 4d10 + Wisdom modifier damage and are weakened until the end of your next turn.

Sun Avenger — Circle Dancer Attack 13

Your circle flares with the flames of the sun to empower your weapon to keep your foe next to you.

Encounter ✦ Circle,Fire,Solar,Teleportation,Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity fire damage, and the target takes a penalty to attack rolls equal to your Constitution modifier until the end of your next turn. In addition, if the target leaves your circle of power, they are teleported to an unoccupied square adjacent to you until the end of your next turn.

Level 15 Daily Virtues

Death Spiral — Circle Dancer Attack 15

With a devastating strike you send your opponent stumbling in stunned amazement.

Daily ✦ Circle, Implement, Radiant Solar
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. Reflex
Hit: 4d6 + Wisdom modifier radiant damage, and slide the target a number of squares equal to 2 + your Constitution modifier. In addition, the target is stunned (save ends).
Miss: Half damage and slide the target 2 squares.

Duelist's Challenge — Circle Dancer Attack 15

You issue your challenge to your foe, the circle sealing the vow that they will not leave this field victorious.

Daily ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage
Effect: Until the end of the encounter or until you make an attack that doesn't include the target, you deal extra damage equal to 5 + your Constitution modifier on damage rolls against the target.

Intimidating Retort — Circle Dancer Attack 15

Your enemy attacks you but you were counting on it and strike back swiftly, sending them into your circle.

Daily ✦ Circle, Implement, Solar, Teleportation
Immediate Reaction **Ranged** 10
Trigger: An enemy hits or misses you with an attack
Target: Triggering enemy
Attack: Wisdom vs. Fortitude
Hit: 2d10 + Wisdom modifier damage, and the target is teleported to an unoccupied square of your choice within your circle of power.
Effect: Until the end of the encounter, if the target makes an attack that includes you as a target, teleport them as a immediate reaction to a square of your choice within your circle of power.

Solar Essence Barrier — Circle Dancer Attack 15

Your circle burns white with solar energy, allowing you to confront anyone who enters or leaves your circle.

Daily ✦ Circle, Solar, Weapon, Zone
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage.
Effect: The attack creates a zone centered your circle of power until the end of your next turn. When an enemy enters the zone, you may apply your circle of power damage to the enemy. When an enemy leaves your circle of power, they are weakened (save ends).
Sustain Minor: The zone persists.

Level 16 Utility Virtues

Electric Slide — Circle Dancer Utility 16

Lightning crackles from your circle and your feet, helping move you swiftly across the ground.

Encounter ✦ Solar
Free Action **Personal**
Effect: You gain a +2 power bonus to your speed until the end of your next turn.

Fire Dance — Circle Dancer Utility 16

You touch the tip of your blade to your circle, igniting it with the fire of the Sun.

Daily ✦ Circle, Fire, Solar, Stance
Minor Action **Personal**
Effect: You deal extra fire damage equal to your Constitution modifier on damage rolls with in your circle of

Take the Lead — Circle Dancer Utility 16

Your training takes over your senses, allowing you to react more quickly as combat starts.

Daily ✦ Solar
No Action **Personal**
Effect: Use this power before initiative. You gain a +5 bonus to initiative.

Tumble Rolls — Circle Dancer Utility 16

You begin a particular dance of leaps and tumbles which keeps your body out of harms way.

Daily ✦ Circle, Solar, Stance
Move Action **Personal**
Effect: You can shift one extra square when shifting. In addition, you gain a +2 power bonus to your Reflex while within your circle of power.

Level 17 Encounter Virtues

Come Join the Dance — Circle Dancer Attack 17

As your foe enters your circle of power, the circle flares, sending the foe deeper in.

Encounter ✦ Circle, Implement, Solar, Teleportation
Immediate Reaction **Close Burst** circle
Trigger: An enemy enters your circle of power
Target: Triggering enemy
Attack: Wisdom vs. Fortitude
Hit: 3d8 + Wisdom modifier damage, and the target is teleported to an unoccupied square within your circle of power and is slowed until the end of your next turn.

Premature Exit — Circle Dancer Attack 17

You strike your foe hard, sending them reeling backwards. As they exit the circle, it flares with solar energy.

Encounter ✦ Circle, Radiant, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2 [W] + Dexterity modifier damage, and push the target a number of squares equal to 3 + Constitution modifier. If the target leaves your circle of power as a result of this power, they take an extra 2d10 radiant damage.

Swap Partners — Circle Dancer Attack 17

You harness the power of your circle to teleport your foes into a better position for you and your allies.

Encounter ✦ Circle, Implement, Solar, Teleportation
Standard Action **Close Burst** circle
Target: Two creatures in burst
Attack: Wisdom vs. Fortitude
Hit: 3d10 + Wisdom modifier damage, and the targets swap places and are immobilized until the end of your next turn.

World Spin — Circle Dancer Attack 17

A pirouette of deadly strikes, you keep your opponent from getting close to you.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage.
Effect: Until the end of your next turn, you can make an opportunity attack against an enemy that ends its turn adjacent to you.

Level 19 Daily Virtues

Endless Resolve — Circle Dancer Attack 19

Drawing up the energy of your circle, you renew your strength and resolve.

Daily ✦ Circle, Healing, Solar, Weapon, Zone
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage.
Effect: The attack creates a zone centered on your circle of power until the end of your next turn. While in the zone, you gain regeneration 5 and a +2 power bonus to Fortitude and saving throws.
Sustain Minor: The zone persists.

Never Ending Dance — Circle Dancer Attack 19

Attuned to your circle, you strike at any opponent that dares to leave.

Daily ✦ Circle, Implement, Solar, Zone
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. Fortitude
Hit: 3d8 + Wisdom modifier damage.
Effect: The burst creates a zone of energy centered on your circle of power until the end of your next turn. When an enemy leaves the circle of power, you may make an Wisdom vs. Reflex opportunity attack against the creature. If successful, the creature takes 1d8 + Wisdom modifier damage and is pulled a number of squares equal to 2 + your Constitution modifier.
Sustain Minor: The zone persists.

Never Miss a Beat — Circle Dancer Attack 19

Like the pulse of a beating heart, you move into position for the perfect strike.

Daily ✦ Reliable, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 5 [W] + Dexterity modifier damage, and slide the target a number of squares equal to 2 + your Constitution modifier.

Slow Waltz — Circle Dancer Attack 19

The circle of power erupts with energy, which stops your foes who find it hard to recover to full speed.

Daily ✦ Circle, Implement, Solar
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Fortitude
Hit: 2d8 + Wisdom modifier damage, and the target is immobilized (save ends).
After Effect: The target is slowed (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.

Level 22 Utility Virtues

Blinding Spin — Circle Dancer Utility 22

Just as the strike of your opponent is about to land, you spin into a fast whirl, causing the sure strike to miss.

Daily ✦ Solar
Immediate Interrupt **Personal**
Trigger: You are hit by an attack
Effect: The attack misses.

Boundless Leap — Circle Dancer Utility 22

With long whirling strides you bound across the circle of power to a better vantage point.

Encounter ✦ Circle, Solar
Move Action **Personal**
Effect: If you are within your circle of power, you may shift directly to any other square within your circle of

In Synch — Circle Dancer Utility 22

Through your circle you move to the beat of your opponents, matching their every move.

Daily ✦ Circle, Solar, Stance
Minor Action **Personal**
Effect: When an enemy moves or shifts while in your circle of power, you may shift 1 square within your circle of power as a free action.

Level 23 Encounter Virtues

Flashing Steel — Circle Dancer Attack 23

As you strike your opponent with your weapon, your circle emits a shining light, blinding your enemy.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 4 [W] + Dexterity modifier damage and the target is blinded until the end of your next turn.

Stunning Exit — Circle Dancer Attack 23

You drop to the ground, sending a shockwave throughout your circle, sending your foes flying backwards, stunned.

Encounter ✦ Circle, Implement, Solar
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Reflex
Hit: 4d8 + Wisdom modifier damage, and the target is pushed a number of squares equal to 2 + your Constitution modifier. If the target leaves your circle of power, they are stunned until the end of your next turn.

Sure Step — Circle Dancer Attack 23

As each step falls in your circle, you become one with the dance and see all movements allowing you to strike true.

Encounter ✦ Circle, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity +1 per enemy in your circle of power vs. AC
Hit: 4 [W] + Dexterity modifier damage.

Level 25 Daily Virtues

One Space — Circle Dancer Attack 25

You banish all enemies from your circle except for one which you draw down on.

Daily ✦ Circle, Implement, Solar, Teleportation
Standard Action **Close Burst** circle
Primary Target: One creature in burst
Attack: Wisdom vs. Fortitude
Hit: 4d8 + Wisdom modifier damage.
Effect: The target is teleported to an unoccupied square in the circle of power. Make a secondary attack against all enemies other than the primary target in your circle.
Secondary Attack: Wisdom vs. Fortitude
Hit: 2d8 + Wisdom modifier damage, and the target is teleported to a square adjacent outside the circle of power.
Miss: Half damage.

Reactive Step — Circle Dancer Attack 25

In time with the dance you strike at your opponent before teleporting away to safety.

Daily ✦ Circle, Solar, Teleportation, Weapon
Immediate Reaction **Melee** Weapon
Trigger: An enemy damages you with an attack
Target: Triggering enemy
Attack: Dexterity vs. AC
Hit: 4 [W] + Dexterity modifier damage, and you may teleport to any square within your circle of power.
Miss: Half damage, and you may teleport 3 squares.

Sunlight Circle — Circle Dancer Attack 25

Your body glows like the Sun, inflicting constant pain on your opponents even as they dodge your attacks.

Daily ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 5 [W] + Dexterity modifier damage.
Effect: Until the end of the end of your next turn, if you miss the target with an at-will or encounter virtue, the target takes damage equal to your Dexterity modifier.
Sustain Minor: The effect persists.

Level 27 Encounter Virtues

Death Drop — Circle Dancer Attack 27

At the crescendo of the dance you beat your opponent to the ground, knocking them senseless.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 4 [W] + Dexterity modifier damage, and the target is knocked prone and stunned (save ends both).

Fallout — Circle Dancer Attack 27

Your weapon strikes the ground which sends a shockwave throughout the circle, moving your foes as you please.

Encounter ✦ Circle, Implement, Solar, Teleportation
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs., Fortitude
Hit: 4d8 + Wisdom modifier damage, and teleport the target to any square within your circle of power.

Hell Dance Blitz — Circle Dancer Attack 27

You move like fire, weaving in and around your foes and leave a trail of destruction behind you.

Encounter ✦Solar, Weapon
Standard Action **Melee** Weapon
Special: You shift a number of squares equal to your Dexterity modifier and you may shift through enemy squares.
Target: Each enemy whose space you shift through
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage.

Level 29 Daily Virtues

Curtain Call — Circle Dancer Attack 29

As the dance comes to an end, your foes scream in pain as they leave your circle.

Daily ✦ Circle, Solar, Weapon, Zone
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 5 [W] + Dexterity modifier damage.
Effect: The attack creates a zone centered on your circle of power until the end of the end of your next turn. When an enemy leaves the zone, they take 20 damage.
Sustain Minor: The effect persists.

Final Dance — Circle Dancer Attack 29

A final step. A final movement. Your final swing strikes true to end the dance.

Daily ✦ Reliable, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 7 [W] + Dexterity modifier damage.

Solar Endings — Circle Dancer Attack 29

One foe within your circle is greeted by the power of the Sun, ever burning those around him.

Daily ✦ Circle, Implement, Radiant, Solar
Standard Action **Close Burst** circle
Target: One creature in burst
Attack: Wisdom vs. Will
Hit: 7d10 + Wisdom modifier radiant damage. Until the end of the encounter, an enemy that ends its turn adjacent to the target takes 15 radiant damage.
Miss: Half damage and an enemy that ends its turn adjacent to the target takes 5 radiant damage until the end of the encounter.

Fire Dancer

"Like a flame, I am quick, and like a flame, I will burn you."

Prerequisite: Circle Dancer class

The Fire Style of circle dancing was developed by the cushani Romar Eighth born, Zuria of the Stone Razor tribe. During the Second Dragon Wars of the Age of Heroes, Romar sought out a style that could counter the Water Style that he constantly encountered from the region now known as Aiyia. His study of the Nightfire mountains led to the to the development of the fire dancer style.

Fire Dancer Path Features

Fire Blade (11th Level): When you spend an action point, add +1d8 fire damage to all damage rolls until the end of your next turn.

Heat Shield (11th Level): When you score a critical hit, enemies who are adjacent to you are weakened until the end of your next turn.

Fire Circle (16th Level): When you spend an action point, instead of gaining an extra action, you may empower your circle of power until the end of the encounter or until the circle is dismissed. Enemies who begin their turn in your circle of power takes 1d8 fire damage.

Fire Dancer Powers

Circle Inferno Style Fire Dancer Attack 11

Your circle erupts into flames and explodes, sending a wave of flames at your opponents.

Encounter ✦ Circle, Fire, Implement, Solar
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Reflex
Hit: 3d6 + Wisdom modifier fire damage.

Fiery Weapon Style Fire Dancer Utility 12

You touch your weapon to your circle of fire, igniting it with a holy flame. As you dance, those enemies that come in close are burned by the brilliant light.

Daily ✦ Fire, Solar, Stance
Minor Action **Personal**
Effect: Each enemy that enters a square adjacent to you or begins their turn adjacent to you takes fire damage equal to your Wisdom modifier.

Fiery Explosion Style Fire Dancer Attack 20

An explosion of fire from your circle causes a rift which allows you to move away as your foes burn.

Daily ✦ Circle, Fire, Implement, Solar
Standard Action **Close Burst** circle
Target: Each enemy in burst
Attack: Wisdom vs. Reflex
Hit: 4d10 + Wisdom modifier damage and the target gains vulnerability to fire equal to 5 + your Constitution modifier (save ends).
Miss: Half damage and the target gains vulnerability to fire equal to 1 + your Constitution modifier until the end of your next turn.

Earth Dancer

"The slow, steady beat of the heart is like the strength of the mountain. If you can achieve this, nothing can defeat you."

Prerequisite: Circle Dancer class

The Earth Style of circle dancing is one of the oldest Dancing styles that still exists in the modern world. As the first offshoot from Horan's solar style, the earth style focuses on defensive fighting to gain the perfect position from which to strike. The style was developed by Sir Wilvar Rockmoor, a dwarf of renowned abilities with an axe and shield. Rockmoor found Horan's style to be too mobile for his stockier body. His studies and research brought him to study the mountains of Alakar where he drew upon the power of the earth to strengthen his abilities.

Earth Dancer Path Features

Thunder Blade (11th Level): When you spend an action point, add +1d8 thunder damage to all damage rolls until the end of your next turn.

Earth Shield (11th Level): When you score a critical hit, you gain resist 5 to all damage until the end of your next turn.

Earth Circle (16th Level): When you spend an action point, instead of gaining an extra action, you may empower your circle of power until the end of the encounter. Enemies who begin their turn in your circle of power make a saving throw or be knocked prone.

Earth Dancer Powers

Iron Blood Style Earth Dancer Attack 11

You draw upon the power of the earth to harden your body as you strike down your opponents.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 2 [W] + Dexterity modifier damage.
Effect: You gain a +2 power bonus to all defenses until the end of your next turn.

Steel Body Style Earth Dancer Utility 12

The circle of power flashes with power, turning your body into living, regenerating steel.

Daily ✦ Healing, Solar, Stance
Minor Action **Personal**
Effect: Gain regeneration 5 + your Constitution modifier.

Mithral Heart Style Earth Dancer Attack 20

Chunks of rock begin to float around you, pulsating with energy which absorbs the elements to protect you.

Daily ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 4 [W] + Dexterity modifier damage.
Effect: You gain resist 20 Cold and 20 Fire until the end of the encounter.
Miss: Half damage.

Water Dancer

"To be cold is to be efficient. Never allow your emotions to sway your step."

Prerequisite: Circle Dancer class

The Water Style of circle dancing was developed by Yaneria Ro during the Age of Heroes. Considered to be the greatest swordsman in the world by historians, Yaneria found the older styles a poor fit for her fluid fighting style, and so she set off to find her own way of fighting. After an encounter with the Wyrm of Summer, Yaneria developed the Water Style.

Water Dancer Path Features

Frost Blade (11th Level): When you spend an action point, add +1d8 cold damage to all damage rolls until the end of your next turn.

Water Shield (11th Level): When you score a critical hit, you gain temporary hit points equal to 10 + your Constitution modifier.

Water Circle (16th Level): When you spend an action point, instead of gaining an extra action, you may empower your circle of power until the end of the encounter. Enemies who begin their turn in your circle of power treat the zone as difficult terrain.

Water Dancer Powers

Tidal Wave Style Water Dancer Attack 11

Your circle turns the air and ground cold as you strike your foe, slowing them down.

Encounter ✦ Cold, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier cold damage, and the target is slowed until the end of your next turn.

Rising Tide Style Water Dancer Utility 12

As your dance ascends, so does your body which recovers more quickly the more you strike down your foes.

Daily ✦ Healing, Solar, Stance
Minor Action **Personal**
Effect: When you hit with an attack, you regain a number of hit points equal to your Constitution modifier. You may only gain this benefit once per round.

Typhoon Style Water Dancer Attack 20

As you strike, your circle explodes with a wave of cold energy against your foes.

Daily ✦ Circle, Cold, Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 4 [W] + Dexterity modifier damage. Each enemy within your circle of power takes cold damage equal to your Dexterity modifier.
Miss: Half damage and each enemy within your circle of power takes cold damage equal to your Dexterity modifier.

Destiny Knight

"Destiny has chosen me to bring back the sun to this world. Nothing will keep me from my destiny."

CLASS TRAITS

Role: Defender. You are a mounted knight specializing in the lance and intimidating opponents.
Power Source: Solar. You draw upon the Sun's energy to defender your allies and punish your enemies
Key Abilities: Strength, Charisma, Constitution

Armor Proficiencies: Cloth, Leather, Hide, Chainmail, Scale, Plate, Light Shield, Heavy Shield
Weapon Proficiencies: Simple melee, Martial melee, Lance
Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 15 + Constitution score
Hit Points per Level Gained: 6
Healing Surges per Day: 9 + Constitution modifier

Trained Skills: Athletics or Intimidate
From the class skills listed below, choose three more trained skills at 1st level.
Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Religion (Int)

Class Features: Control Destiny, Fields of Evergreen, Mounted Superiority, Solar Steed

The Destiny Knights are stalwart knights, seeking to bring back the light and goodness to the world. With loyal steed and mighty lance, they charge head long into the dark, fearing nothing.

DESTINY KNIGHT OVERVIEW

Characteristics: You focus on mounted combat, using your lance in charge attacks to defeat your enemies.

Religion: Destiny Knights typically follow the path of the Sun as it is the center of their beliefs.

Race: Cushani, Dragonborn, Half Orcs, Half Elves and Humans all make good destiny knights.

Creating a Destiny Knight

You can choose any powers you like for your character. Destiny knights fall into two groups; the Knight Errant and the Knight Enforcer.

Knight Errant

You are the knight in shining armor. With your loyal steed and deadly lance you deliver justice to the wicked. Your best ability score is Strength. Constitution is helpful in augmenting your powers. Select powers that include your mount for maximum effect.

Suggested Feat: Forceful Lance
Suggested Skills: Athletics, Endurance, Intimidation
Suggested At-Will Powers: *Helpful Hand, Viridian Flare Strike*
Suggested Encounter Power: *Knockback Blow*
Suggested Daily Power: *Aura of Hope*

Knight Enforcer

You are a knight of destiny. With your insight into the destiny of all things, you steer your allies onto the path of victory. Your best ability score is Charisma. Constitution is helpful in augmenting your powers. Select powers that mark your enemies to take advantage of your *control destiny*.

Suggested Feat: Retributive Destiny
Suggested Skills: Diplomacy, Insight, Intimidation
Suggested At-Will Powers: *Painful Decisions, Intimidating Visage*
Suggested Encounter Power: *Slash and Kick*
Suggested Daily Power: *Path of Thorns*

Destiny Knight Class Features

Your class focuses on mounted combat and intimidating your enemies. Choose between either the Knight Errant or the Knight Enforcer.

Knight Errant

The knight errant focuses on mounted combat and defending their allies during combat. Your steed gains the following special ability.

Special Ability (Encounter): Minor Action. The solar steed grants its rider or an adjacent ally a power bonus to all defenses equal to 1 + your Constitution modifier until the end of your next turn.

Knight Enforcer

The knight enforcer focuses on drawing enemy attacks away from their allies. Your steed gains the following special ability.

Special Ability (Encounter): Minor Action. The solar steed may mark a number of targets within a close burst 3 equal to 1 + your Charisma modifier until the end of your next turn.

Control Destiny

By tapping into the strands of fate and destiny, you marked a target and manipulate their actions.

Control Destiny Destiny Knight Feature
You control the fate of your opponent's actions to help shield your allies from harm.

At-Will ✦ Solar
Minor Action **Close Burst** 10
Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time.

If your marked target makes an attack that doesn't include you as a target and hits, you can, as an immediate reaction, force the target to reroll the attack roll and keep the lower of the two rolls.

Mounted Superiority

You receive the following benefits while you are mounted on your solar steed.

- ✦ You gain Mounted Combat as a bonus feat
- ✦ You can mount or dismount your steed as a move action
- ✦ You gain a +2 bonus to saving throws against an effect that knocks you prone while mounted.

Solar Steed

You gain a steed to accompany you. Your steed can appear as any creature you wish, though that creature should generally be four-legged and large-sized.

Should your solar steed die in the course of your adventures, you have learned the Raise Solar Steed ritual, which allows you to raise your steed from the dead, even if you are otherwise unable to master and perform rituals.

Solar Steed immortal beast

Your solar steed is a four legged creature that you ride into battle.

SOLAR STEED STATISTICS

Ability Scores: Strength 16, Constitution 16, Dexterity 14, Intelligence 10, Wisdom 12, Charisma 6
Size: Large
Speed: 8
Defenses: AC 15 + level, Fortitude 14 + level, Reflex 11+ level, Will 10 + level
Hit Points: 14 + 8 per level
Attack Bonus: Level +4
Damage: 1d6
Melee Basic Attack: Kick; level + 4 vs. AC; 1d6 + Strength modifier damage.
Trained Skills: Athletics, Endurance

Steed Statistics

A steed also has the following statistics.

Level: Your steed's level is always equal to yours. The steed's defenses, hit points, and attack bonus improve with level.
Ability Scores: Add 1 to two of your steed's ability scores at 4th, 8th, 14th, 18th, 24th, and 28th level. All of your mount's ability scores improve by 1 at 11th and 21st level.
Healing Surges: Your steed has two healing surges. The mount's healing surge value is equal to a quarter of its maximum hit points, as normal.
Vision: Your steed has low-light vision.
Attacks: Powers that rely on your steed to attack use the steed's attack bonus
Damage: Damage rolls use [M] to denote the steed's damage die.

A power that has the mount keyword can be used only while your mount is conscious and present in an encounter.

Personal (mount): Targets you or your mount.
Melee mount 1: The attack's target must be adjacent to your mount.
Melee weapon (mount 1): The attack's target must be within the reach of the weapon you're wielding and must be adjacent to your mount.
Close burst (mount): The burst originates from your mount.

Fields of Evergreen

You and your mount share a connection with the sun. Through this connection, you are able to send your mount away to a safe place when they are not needed. The Fields of Evergreen within Avengard is a place where your mount can rest and recover from their wounds until you call upon them.

As a minor action, you can teleport your solar steed, along with its equipment, to and from the Fields of Evergreen. While in the Fields of Evergreen during an extended rest, your mount heals to full hit points and overcomes all conditions.

Raise Solar Steed

You call out to your solar steed. Though death separates you, the sun bridges the gap to reunite you once more.

Level: 1 **Component Cost:** 50 gp
Category: Restoration **Market Price:** None
Time: 4 hours **Key Skill:** Heal (no check)
Duration: Instantaneous

This ritual allows you to restore life to your slain solar steed. This ritual works only for destiny knights who have the Solar Steed class feature. The ritual functions as the Raise Dead ritual, with the following exceptions:

- You need not have any part of your solar steed's corpse.
- The death penalty lasts until you have reached three milestones.
- A paragon tier solar steed costs 500 gp to raise, and an epic tier solar steed costs 5,000 gp.

Destiny Knight Virtues

Your powers are virtues gifted by the Sun. Your primary stat is either Strength or Charisma depending on your choice. Constitution helps boost certain powers.

Level 1 At-Will Virtues

Helpful Hand Destiny Knight Attack 1

You make a quick strike against your foe to give your ally a means of gaining a better defensive stance.

At-Will ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and an adjacent ally gains a +1 power bonus to a defense of their choice until the end of your next turn.
Level 21: 2 [W] + Strength modifier.

Intimidating Visage — Destiny Knight Attack 1

As you strike with your weapon, you keep your enemy's focus on you.

At-Will ✦ Mount, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1 [W] + Charisma modifier damage. Until the end of your next turn, when the target makes their next damage roll, they roll twice and take the lower result.
Level 21: 2 [W] + Strength modifier damage.

Painful Decisions — Destiny Knight Attack 1

You give your enemy a choice; fight you or be racked in pain.

At-Will ✦ Radiant, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1 [W] + Charisma modifier damage, and until the end of your next turn, if the target makes an attack that does not include you as the target, the target takes 1d6 radiant damage.
Level 21: 2 [W] + Strength modifier damage.

Rear Kick — Destiny Knight Attack 1

Your mount unleashes a powerful rear kick which pummels your opponent.

At-Will ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 1 [M] + mount's Strength modifier + your Constitution modifier damage.
Level 21: 2 [M] + mount's Strength modifier + your Constitution modifier.

Viridian Flare Strike — Destiny Knight Attack 1

Your attack sends out a viridian flare of positive energy that harms the foes around your target.

At-Will ✦ Solar, Radiant, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and each enemy adjacent to the target takes radiant damage equal to your Strength modifier.
Level 21: 2 [W] + Strength modifier.

Level 1 Encounter Virtues

Foot Stomp — Destiny Knight Attack 1

Your mount stomps on the feet of your target inflicting pain upon them and making them easier to strike.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 2 [M] + mount's Strength modifier damage, and the target is immobilized until the end of your next turn.

Gainful Essence Strike — Destiny Knight Attack 1

Your strike sets off an explosion of solar energy that revitalizes you or your allies.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and you or one adjacent ally gains temporary hit points equal to your Constitution modifier.

Knockback Blow — Destiny Knight Attack 1

You level your weapon at your opponent and hit them square in the chest, pushing them far back from you.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and the target is pushed a number of squares equal to your Constitution modifier.
Special: If you are mounted, you gain a +2 power bonus to AC until the end of your next turn.

Slash and Kick — Destiny Knight Attack 1

You land a solid hit on your target before your mount unleashes a brutal attack of their own.

Encounter ✦ Mount, Solar, Weapon
Standard Action **Melee** weapon (mount 1)
Requirement: You must be mounted
Target: One creature
Attack: Charisma vs. AC
Hit: 1 [W] + Charisma modifier damage, and the target is marked until the end of your next turn. Your mount makes a secondary attack.
Secondary Attack: Mount's attack bonus vs. AC
Hit: 1 [M] + mount's Strength modifier damage, and the target is dazed until the end of your next turn.

Level 1 Daily Virtues

Aura of Hope — Destiny Knight Attack 1

Your strike becomes a beacon of hope to your allies, rallying them to stand against your enemies.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage.
Effect: One ally adjacent to gains a +2 power bonus to AC and saving throws until the end of your next turn.
Sustain Minor: The effect persists. When sustaining the effect, you may choose a new adjacent ally.

Knightly Visage — Destiny Knight Attack 1

Your mount strikes your opponent and presents the both of you as the primary threat.

Daily ✦ Fear, Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. Will
Hit: 2 [M] + mount's Strength modifier damage, and the target is marked and has an additional –2 penalty to attack rolls (save ends both).
Effect: Each enemy within 3 squares of the mount is pulled to a square adjacent to your mount.

Path of Thorns — Destiny Knight Attack 1

You grab hold of your foe's destiny, causing them pain should they stray from the path you have chosen.

Daily✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target is marked. If the target makes an attack that does not include you as the target, you may make an immediate basic melee attack against the target (save ends).
Miss: Half damage

Solar Inspiration — Destiny Knight Attack 1

Your valor inspires your allies with the will of the Sun which defends them from harm.

Daily ✦ Solar, Weapon, Zone
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage.
Effect: The attack creates a burst 3 zone centered on you and moves with you until the end of your next turn. An ally in the zone gains a +2 power bonus to AC and one other defense of their choice.
Sustain Minor: The effect persists.

Level 2 Utility Virtues

High Stepping — Destiny Knight Utility 2

Moving with long and high steps, your mount places the both of you in a defensible position.

Encounter ✦ Mount, Solar
Minor Action **Personal (mount)**
Requirement: You must be mounted
Effect: Your mount may shift 2 squares. In addition, you and your mount gain a bonus to your AC equal to your Constitution modifier until the end of your next turn as long as your remain mounted.

Sun Bolstering Effect — Destiny Knight Utility 2

You call out to the Sun to bless you and your allies. The warmth of his embrace empowers you and your allies.

Daily ✦ Solar
Minor Action **Close Burst** 3
Target: You and all allies in burst
Effect: Target gains temporary hit points equal to 5 + your Constitution modifier.

Tactical Mind — Destiny Knight Utility 2

Drawing upon your training and peering into your destiny, you gain a keen insight into your enemies' actions.

Daily ✦ Healing, Solar
Minor Action **Personal**
Effect: You gain a +2 bonus to AC until the end of your next turn. The first time you do not sustain this power, you regain hit points equal to 5 + Constitution modifier.
Sustain Minor: The effect persists.

Twin Souls — Destiny Knight Utility 2

The soul of your steed and you become one. You share the pain the recovery of one another.

Encounter ✦ Healing, Mount, Solar
Free Action **Personal** (mount)
Trigger: You or your mount are targeted by a power with the healing keyword
Effect: Until the end of your next turn, any powers with the healing keyword that you or your mount are the target of, the other regains hit points equal to your Charisma modifier.

Level 3 Encounter Virtues

Heroic Visage — Destiny Knight Attack 3

The strands of destiny are pulled taunt as your strike, drawing the attention of the enemies around you.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target and each enemy within 2 squares of you is marked until the end of your next turn.

Path of Confusion — Destiny Knight Attack 3

Your mount strikes with brutal accuracy, knocking the sense out of their target.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Requirement: You must be mounted
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 2 [M] + mount's Strength modifier damage, and the target is dazed until the end of your next turn.

Path of Golden Valor — Destiny Knight Attack 3

The destiny of valor is opened before you, empowering you and your mount to gain the upper hand.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Requirement: You must be mounted
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 2 [M] + mount's Strength modifier damage.
Effect: You and your mount gain temporary hit points equal to 5 + Constitution modifier.

Side Stepping — Destiny Knight Attack 3

Your mount side steps after your strike, putting you out of reach of a counterattack.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and you may shift a number of squares equal to your Constitution modifier and you gain a +2 power bonus to AC until the end of your next turn.

Level 5 Daily Virtues

Compelling Visage — Destiny Knight Attack 5

By grasping onto the destiny of your foe, you are able to control their movements and actions.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage, and the target takes 1d8 + Constitution modifier damage if they move or shift away from you (save ends).
Miss: Half damage, and the target takes 1d4 + Constitution modifier damage if they move away from you (save ends).

Golden Horizon Counter — Destiny Knight Attack 5

By manipulating destiny, you alter fate to hamper your foe's strike with a strike of your own.

Daily ✦ Mount, Solar
Immediate Interrupt **Melee** melee 1
Requirement: You must be mounted
Trigger: Adjacent enemy targets an ally with an attack
Target: The triggering enemy
Attack: Mount's attack bonus vs. AC
Hit: 3 [M] + mount's Strength modifier damage, and the target deals minimum damage on their next damage roll.
Miss: Half damage, and the target is marked until the end of your next turn.

Ignored Glory — Destiny Knight Attack 5

You and your mount gain continuing inspiration from a devastating strike.

Daily ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 3 [M] + mount's Strength modifier damage, and the target is marked (save ends). Until the end of the encounter, if the target makes an attack that doesn't include the mount as the target, you gain temporary hit points equal to 5 + Constitution modifier.
Miss: Half damage only
Special: When charging, you can use this power in place of a melee basic attack.

Prayer of Defense — Destiny Knight Attack 5

You call out to the Sun for his blessing and his warming acceptance empowers you and your allies.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage.
Effect: You and each ally within 5 squares gains a +2 power bonus to all defenses until they are hit by an attack. After they are hit by an attack, the bonus lasts until the end of their next turn.

Level 6 Utility Virtues

Encouraging Praise — Destiny Knight Utility 6

You give an encouraging praise to your mount to help them recover from the effects of combat.

At-Will ✦Mount, Solar
Minor Action **Close Burst** 5
Target: Your mount in burst
Effect: Your mount makes a saving throw with a +2 power bonus against an effect a save can end.

Field of Protection — Destiny Knight Utility 6

By pulling the paths of the destiny in your favor, your allies around you are fortified in body and soul.

Daily ✦ Solar, Zone
Minor Action **Personal**
Effect: You create a zone in a burst 1 centered on you and moves with you until the end of your next turn. Allies in the zone gain a +2 bonus to Fortitude, Reflex, and Will.
Sustain Minor: The zone persists.

Intercepting Angel — Destiny Knight Utility 6

As you are attacked, you call out to the Sun who answers with an angel to protect you.

Daily ✦ Mount, Solar
Immediate Interrupt **Personal (mount)**
Trigger: You or your mount take damage from an attack
Effect: Reduce the damage by 5 + Constitution modifier.

Radiant Charge Effect — Destiny Knight Utility 6

As you charge, you and your mount gain a golden glory of energy which empowers your attacks.

Daily ✦ Mount, Solar
Minor Action **Personal** (mount)
Effect: You and your mount gain a +2 power bonus to damage rolls when charging until the end of the encounter.

Level 7 Encounter Virtues

Double Kick — Destiny Knight Attack 6

Your mount rears back and kicks, striking to opponents, sending them to the ground.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: Two creatures
Attack: Mount's attack bonus vs. AC
Hit: 2 [M] + mount's Strength modifier damage, and the target is knocked prone. You and your mount gain a +2 power bonus to AC until the end of your next turn.

Path of Repulsion — Destiny Knight Attack 7

The weight of destiny strikes your foe, sending the reeling backwards.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One or two creatures
Attack: Mount's attack bonus vs. AC
Hit: 1 [M] + mount's Strength modifier damage per attack, and the target is pushed a number of squares equal to your Constitution modifier + your mount's Strength modifier.

Resounding Pounding — Destiny Knight Attack 7

Your strike sends your opponent stumbling, making him an easy target for you and your allies.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target takes a -2 penalty to AC and the target is marked until end of your next turn.

Thunderous Charge — Destiny Knight Attack 7

Your charge sounds of thunder which knocks your foe back into their friends with a thunderous blow.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and push the target 5 squares. Each enemy that the target enters an adjacent square to while being pushed takes 1 [W] damage. An enemy can only take damage once as a result of this power.
Special: When charging, you can use this power in place of a melee basic attack.

Level 9 Daily Virtues

Emerald Visage — Destiny Knight Attack 9

A burst of green energy envelopes your enemy, holding them in place.

Daily ✦ Psychic, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier psychic damage, and the target is immobilized (save ends).
Miss: Half damage and the target is immobilized until the end of your next turn.

Enervating Trample — Destiny Knight Attack 9

The enemy screams in pain as you trample them, their strength sapped and their bones broken.

Daily ✦ Reliable, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is weakened and takes ongoing 10 damage (save ends both). If you are mounted, the target is also knocked prone.

Field of Pain — Destiny Knight Attack 9

A field of sunlight surrounds your enemy which causes pain to the rest of your enemies as they draw in close.

Daily ✦ Radiant, Solar, Weapon, Zone
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier radiant damage, and the target is marked until the end of the encounter.
Effect: The attack creates a zone in a burst 2 centered on the target and moves where they move until the end of your next turn. An enemy that begins their turn in the zone takes 1d8 + Charisma modifier radiant damage.
Sustain Minor: The zone persists.

Thundering Blow — Destiny Knight Attack 9

As you strike your opponent, your mount side steps to an unprotected flank and knocks the enemy senseless.

Daily ✦Mount, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage. Your mount shifts 1 square and makes a secondary attack
Second Attack: Mount's attack bonus vs. AC
Hit: 1 [M] + mount's Strength modifier damage, and the target is dazed (save ends).
Effect: You or an ally you can see gain a +2 power bonus to saving throws and all defenses until the end of your next turn.
Sustain Minor: The effect persists.

Level 10 Utility Virtues

Emerald Shield — Destiny Knight Utility 10

Your armor takes on an emerald shine as an enemy attacks you and redirects part of the blow.

Daily ✦ Solar
Immediate Interrupt **Close Burst 1**
Trigger: An ally is hit by an attack
Effect: You take the damage instead. Reduce the damage by 5 + Constitution modifier.

Full Gallop — Destiny Knight Utility 10

You spur your mount into action and it gallops to full speed to carry you across the battle field.

Encounter ✦ Mount, Solar
Move Action **Personal (mount)**
Requirement: You must be mounted
Effect: Your mount takes two move actions.

Path of Recovery — Destiny Knight Utility 10

You alter the path of destiny which renews the health of you and your mount as you move down the path.

Daily ✦ Healing, Mount, Solar
Minor Action **Personal (mount)**
Requirement: You must be mounted
Effect: Until the end of your next turn, for each square your mount moves, you and your mount regain hit points equal to your Constitution modifier up to twice your healing surge value.

Watchful Angels — Destiny Knight Utility 10

An angel of the Sun lends a helping hand to you to help you recover from an ill effect.

Encounter ✦ Solar
Minor Action **Melee** touch
Target: You or one ally
Effect: Make an saving throw to end the condition that a save can end with a +4 power bonus.

Level 13 Encounter Virtues

Inspiring Courage — Destiny Knight Attack 13

Your heroic stance against your enemies inspires your ally to redouble their efforts.

Encounter ✦ Healing, Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 3 [M] + mount's Strength modifier damage, and one ally within 3 squares of you may spend a healing surge.

Intimidating Action — Destiny Knight Attack 13

As your mount pounds an enemy, the enemies around you are intimidated by their forthcoming fate.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 2 [M] + mount's Strength modifier damage, and the target and each enemy adjacent to the target is marked until the end of your next turn.

Shape Destiny — Destiny Knight Attack 13

You take hold of your destiny and force it to change in your favor.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and you gain a +4 power bonus to a defense of your choice and a +2 bonus to saving throws until the end of your next turn.

Solar Backlash — Destiny Knight Attack 13

A burst of sunlight erupts from your weapon as you strike down a foe which keeps their attention on you.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target is marked until the end of your next turn. If the target makes an attack that doesn't include you as the target while marked, they take 1d10 + Charisma modifier damage.

Level 15 Daily Virtues

Bleed Out — Destiny Knight Attack 15

You bare down with your weapon and strike true against your opponent to inflict a devastating wound.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Special: If you are mounted, you may shift your mount's speed.
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target takes ongoing 10 damage (save ends). The target gains a –2 penalty to save against this effect.
Special: If you are mounted, you got a +2 bonus to all defenses until the end of your next turn.
Miss: Half damage, and ongoing 5 damage (save ends).

Cavalry Charge — Destiny Knight Attack 15

With a defiant yell you charge your opponent, striking multiple foes as you ride past.

Daily ✦ Mount, Solar, Weapon
Standard Action **Melee** Weapon
Primary Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage. Your mount may shift 5 after the attack and then make a secondary attack.
Secondary Target: One creature other than the primary target.
Secondary Attack: Mount's attack bonus vs. AC
Hit: 2 [M] + mount's Strength modifier damage. Your mount may shift 2 after the attack.
Special: When charging, you can use this power in place of a melee basic attack.

Intervening Presence — Destiny Knight Attack 15

You weave the paths of destiny around the enemy so that any attack that they make will be against you.

Daily ✦ Solar, Teleportation, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage.
Effect: The target is marked until the end of the encounter. In addition, if the target declares an attack that does not include you as the target and is within 10 squares of you, they are immediately teleported to an adjacent square to you and make the attack against you instead (save ends).

Stunning Presence — Destiny Knight Attack 15

You strike a blow upon the enemy's head which stuns them and causes pain as they recover.

Daily ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage, and the target is stunned (save ends).
After Effect: The target takes 1d10 + Charisma modifier damage.
Miss: Half damage, and the target is stunned until the end of your next turn.

Level 16 Utility Virtues

Shared Honor — Destiny Knight Utility 16

Sunlight expands out from you to your allies. The golden wave of healing energy helps your allies recover.

Daily ✦ Solar
Standard Action **Close Burst** 3
Target: Each ally in burst
Effect: You spend a healing surge without gaining its benefit. Each target ally within the burst regains hit points as if they had spent a healing surge.

Defensive Rider — Destiny Knight Utility 16

With a pull of the reigns you put interpose yourself between the enemy and your ally.

Encounter ✦ Mount, Solar
Immediate Reaction **Personal** (mount)
Trigger: Your mount is hit by an enemy attack
Effect: You are hit by the attack instead.

Path of Shields — Destiny Knight Utility 16

Shields of golden sunlight surround the area which help defend your allies.

Daily ✦ Solar, Zone
Minor Action **Close Burst** 1
Effect: The burst creates a zone of shields centered on you until the end of your next turn. When you move, the zone moves with you. You and each ally in the zone gains +2 power bonus to all defenses and saving throws.
Sustain Minor: The zone persists.

Reform the Line — Destiny Knight Utility 16

Strands of sunlight covers your ally and brings them forth to help reform a defensive line against your enemies.

Encounter ✦ Solar, Teleportation
Move Action **Close Burst** 5
Target: Two willing allies in the burst
Effect: The target is teleported to an unoccupied square adjacent to you.

Level 17 Encounter Virtues

Golden Chivalry — Destiny Knight Attack 17

You and your mount are covered in a golden nimbus of light which empowers your strength.

Encounter ✦ Mount, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage. You and your mount gain a number of temporary hit points equal to 10 + your Constitution modifier.

Push Back Cascade — Destiny Knight Attack 17

You knock your foe back from your charge into a group of enemies, sending them backwards.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 3[M] + mount's Strength modifier damage, and push the target a number of squares equal to your Constitution modifier. At the end of the push, each enemy adjacent to the target is pushed 2 squares.
Special: When charging, you can use this power in place of a melee basic attack.

Resounding Impact — Destiny Knight Attack 17

The impact of your attack sends a shockwave that hampers the defenses of the enemies around you.

Encounter ✦ Solar, Thunder, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier thunder damage. The target and each enemy within 2 squares of it gains a –2 penalty to AC and Fortitude until the end of your next turn.

Solar Visage — Destiny Knight Attack 17

An image of a solar begin surrounds you which draws the attention of the enemies around you.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target is marked until the end of your next turn.
Effect: Each enemy within 2 squares of you is pulled to an unoccupied square adjacent to you and is marked until the end of your next turn.

Level 19 Daily Virtues

Battlefield Control — Destiny Knight Attack 19

By drawing upon the paths of destiny, you direct the path of the enemies around you to attack you.

Daily ✦ Mount, Solar, Weapon
Standard Action **Melee** weapon
Requirement: You must be mounted
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier + 1 [M] + mount's Strength modifier damage, and the target and each enemy within 2 squares of you is marked (save ends).
Miss: Half damage, and the target is marked until the end of your next turn.

Center of Engagement Destiny Knight Attack 19

You take hold of your foe's destiny, forcing all the enemies around them to share in their fate.

Daily ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage, and the target is marked by your Control Destiny power. Marking the target does not remove the mark on another target already affected by your Control Destiny.
Effect: Until the end of your next turn, enemies who begin their turn adjacent to you are marked by you until the end of your next turn.
Sustain Minor: The effect persists.

Kick to the Face Destiny Knight Attack 19

Your mount strikes a hard blow against the enemy's face, blinding him in his own blood.

Daily ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 4 [M] + mount's Strength modifier damage, and the target is blinded (save ends).
Miss: Half damage, and the target is blinded until the end of your next turn.

Sun Strike Destiny Knight Attack 19

Your weapon erupts into sunlight and fire as you strike, lightning up your foe in the wrath of the Sun.

Daily ✦ Fire, Radiant, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier radiant damage, and the target is marked and takes ongoing 15 fire damage (save ends both).
Miss: Half damage, and the target takes ongoing 10 fire damage (save ends).
Special: If the target makes an attack on its turn, it cannot attempt a saving throw to end the ongoing damage.

Level 22 Utility Virtues

Avenging the Fallen Destiny Knight Utility 22

As your ally succumbs to their wounds, you surge into action to avenge their honor.

Daily ✦ Solar
Free Action **Personal**
Trigger: An ally within 10 squares drops to 0 or fewer hit points.
Effect: You gain an action point that you must spend before the end of your next turn.

Controlled Fate Destiny Knight Utility 22

You manipulate the paths of destiny to show the path of recovery to your ally.

Encounter ✦ Solar
Move Action **Close Burst** 5
Target: You or one ally
Effect: The target ends a condition that a save can end.

Mount Up Destiny Knight Utility 22

Through the will of the Sun you are teleported to your steed and ready to ride.

Encounter ✦ Mount, Solar, Teleportation
Minor Action **Personal**
Requirement: You must not be mounted
Effect: Teleport to your mount's square and mount as a free action.

Level 23 Encounter Virtues

Destructive Charge Destiny Knight Attack 23

With your lance you charge with deadly accuracy, striking your foe to keep their attention on you.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Weapon: If you are wielding a lance, you can score a critical hit on a natural 18-20.
Hit: 4 [W] + Strength modifier damage, and the target is marked until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

Path of Blades — Destiny Knight Attack 23

By your strike you take hold of your foe's destiny and force him to focus on you.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage, and the target takes a penalty to AC equal to 2 + your Constitution modifier until the end of your next turn and is marked by your Control Destiny power. Marking the target does not remove the mark on another target already affected by your Control Destiny.

Trample the Field — Destiny Knight Attack 23

As you ride by your opponents, you knock each one to the ground.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 2 [W] + mount's Strength modifier damage, and the target is knocked prone. You then shift 5 squares. Enemies adjacent to each square that you shift into are knocked prone.

Level 25 Daily Virtues

Charging Tidal Wave — Destiny Knight Attack 25

As you charge, a surge of golden energy washes over your enemies, sending them back.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 6 [W] + Strength modifier damage, and the target is pushed a number of squares equal to 3 + Constitution modifier. Each enemy within 3 squares of you is pushed 2 squares.
Miss: Half damage and the target is pushed 2 squares.
Special: When charging, you can use this power in place of a melee basic attack.

Inspiring Solar Mount — Destiny Knight Attack 25

As your steed strike down a foe, your allies are inspired by its valor and rally to press the advantage.

Daily ✦ Healing, Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 5 [M] + mount's Strength modifier.
Effect: Each ally within 3 squares of you regains 10 + your Constitution modifier hit points.

Undeniable Destiny — Destiny Knight Attack 25

By redirecting the destiny of your opponent, you ensure that they are forever linked to your destiny.

Daily ✦ Reliable, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 5 [W] + Charisma modifier damage, and the target is marked until the end of the encounter.

Level 27 Encounter Virtues

Ally of Fate — Destiny Knight Attack 27

You glimpse into the future of your destiny and use that knowledge to strike with supreme accuracy.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC; make two attack rolls and take the better of the two rolls. You can score a critical hit on a natural roll of 19-20.
Hit: 4 [W] + Strength modifier damage

Controlled Aggression — Destiny Knight Attack 27

As you fight, you pull each of your foe's destiny into your own, ensuring that they focus on you.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 4 [M] + mount's Strength modifier damage.
Effect: Each enemy adjacent to you is marked until the end of your next turn.

Divine Visage — Destiny Knight Attack 27

The will of the Sun shines down upon you, giving you're a divine visage, which draws your opponents to you.

Encounter ✦ Solar, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 4 [W] + Charisma modifier damage, and the target is marked until the end of your next turn.
Effect: Each enemy within a number of squares equal to 2 + your Constitution modifier is teleported to an adjacent unoccupied square to you and is marked until the end of your next turn.

Level 29 Daily Virtues

Neverending Future — Destiny Knight Attack 29

By traveling the path of your ally's destiny, you instantly move to safeguard them from your enemies.

Daily ✦ Solar, Teleportation, Weapon
Immediate Interrupt **Close Burst** 5
Trigger: An ally is hit by an enemy attack
Target: The triggering enemy
Special: You teleport to an adjacent square to the target.
Attack: Charisma vs. AC
Hit: 5 [W] + Charisma modifier damage, and the target is marked by your Control Destiny power. Marking the target does not remove the mark on another target already affected by your Control Destiny.
Miss: Half damage
Special: If you hit with this power, it is not expended.

Path of Destiny's Shield — Destiny Knight Attack 29

By choosing the right path of destiny, you gain insight to your foe's action, making them easier to defender against.

Daily ✦ Mount, Reliable, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Strength vs. AC
Hit: 5 [M] + Strength modifier damage, and the target is marked by your mount until the end of the encounter.
Effect: You gain a +4 power bonus to all defenses until the end of your next turn.
Sustain Minor: The effect persists.

Last Ride — Destiny Knight Attack 29

You call out to your foes as you ride them down, hitting each one in turn with your weapon.

Daily ✦ Solar, Weapon
Standard Action **Close Blast** 5
Target: Each enemy in blast that you can see
Effect: Slide each enemy into a contiguous line of adjacent squares. You may then shift 7 squares and make an attack against each target that you shift past. You may only attack a target once with this power
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage.

Destiny Weaver

"The strands of fate and destiny are mine to command."

Prerequisite: Destiny Knight class, Knight Enforcer

Among the destiny knights, there are those who show a natural talent at seeing and manipulating fate and destiny. As one of the destiny weavers, you use your gift to aid you and your allies in combat.

Destiny Weaver Path Features

Split Destiny (11th Level): When you use your Control Destiny power, you may mark two creatures instead of one.

Aggressive Denial (11th Level): When you force a marked creature to reroll, they take a –2 penalty to the second roll.

Shifting Destiny (16th Level): When you spend an action point, you may slide each creature marked by your Control Destiny power 1 square in addition to the extra action.

Destiny Weaver Powers

Destiny's Guidance — Destiny Weaver Attack 11

Your foe's destiny becomes linked with yours which helps you hamper their ability to fight back.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Charisma vs. AC
Special: If the target is marked by you, make two attack rolls and take the better of the two rolls.
Hit: 2 [W] + Charisma modifier damage, and the target takes a penalty to attack rolls equal to 2 + your Constitution modifier until the end of your next turn.

Shared Fortune — Destiny Weaver Utility 12

By linking your destiny with your allies, you are able to grant them insight to increase their ability to attack.

Encounter ✦ Solar
Minor Action **Close Burst** 3
Target: Each ally in burst
Effect: Each target may roll twice on their next attack and take the better of the two rolls.

Crossroads of Fate — Destiny Weaver Attack 20

You rip open the destiny of your enemies, making their actions easier to react to and defend against.

Daily ✦ Solar, Weapon, Zone
Standard Action **Melee** Weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage.
Effect: The attack creates a burst 3 zone of sunlight until the end of your next turn. Each enemy in the zone takes a –2 penalty to attack rolls. In addition, each enemy that rolls a maximum result on a damage die must reroll the die, taking the second result.
Sustain Minor: The zone persists.

Emerald Lancer

"With this lance I will change the course of history."

Prerequisite: Destiny Knight class, Knight Errant

In addition to their abilities at manipulating destiny, there are those knights who excel at mounted combat. The emerald lancer is such a knight who uses his lance to devastating effect.

Emerald Lancer Path Features

Emerald Pain (11th Level): When you spend an action point, you ignore any resistances that an enemy has until the end of your next turn.
Quick Mount (11th Level): You are able to mount and dismount your Solar Steed as a minor action.
Emerald Oppression (16th Level): Whenever you score a critical hit, your mount gains a free basic melee attack against the target.

Emerald Lancer Powers

Emerald Lance Strike Emerald Lancer Attack 11

Taking on the properties of the emerald, your lance can pierce even the toughest armor.

Encounter ✦ Solar, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Weapon: If you are wielding a lance, you gain a +1 power bonus to the attack roll for each square of movement you take the round you use this power.
Hit: 2 [W] + Strength modifier damage. Until the end of your next turn, if the target makes an attack that doesn't include you as the target, they take 1d10 + your Strength modifier damage.
Special: When charging, you can use this power in place of a melee basic attack.

Emerald Regeneration Emerald Lancer Utility 12

Your skin takes a greenish tint and glow to it which mends your wounds as you take them.

Daily ✦ Healing, Mount, Solar, Stance
Minor Action **Personal** (mount)
Effect: You and your mount gain regeneration 2 + your Constitution modifier.

Emerald Flare Emerald Lancer Attack 20

As you charge forward, your lance erupts into flames of green which explodes on impact.

Daily ✦ Radiant, Solar, Weapon
Standard Action **Melee** Weapon
Primary Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier radiant damage. If you are wielding a lance, make a secondary attack.
Miss: Half damage
Secondary Target: Each enemy other than the primary target within 2 squares of you.
Secondary Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier radiant damage.
Miss: Half damage
Special: When charging, you can use this power in place of a melee basic attack.

Exalted Steed

"The sun has gifted me with a companion and patriot."

Prerequisite: Destiny Knight class, Solar Steed

Destiny Knights are known for their abilities in mounted combat. Every knight, however, will tell you that his steed is just as important. A loyal and trusted friend gifted to them by the Sun.

Exalted Steed Path Features

Blazing Stride (11th Level): Your solar steed gains a +2 bonus to speed.
Exalted Strike (11th Level): Your solar steed's base damage increases to 1d8.
Exalted Defender (16th Level): Your solar steed gains the following special ability.

Special Ability (Daily): Immediate Reaction. When the rider is struck by an attack, the solar steed takes the damage instead.

Exalted Steed Powers

Exalted Attention — Exalted Steed Attack 11

Your mount strikes a target which draws their attention. Should they look away, your mount makes a swift attack.

Encounter ✦ Mount, Solar
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 2 [M] + mount's Strength modifier damage, and the target is marked by your mount until the end of your next turn. In addition, if the target makes an attack that doesn't include your mount as part of the attack, your mount can make a free basic attack against the target. If successful, the target takes 1 [M] + mount's Strength modifier damage.

Exalted Renewal — Exalted Steed Utility 12

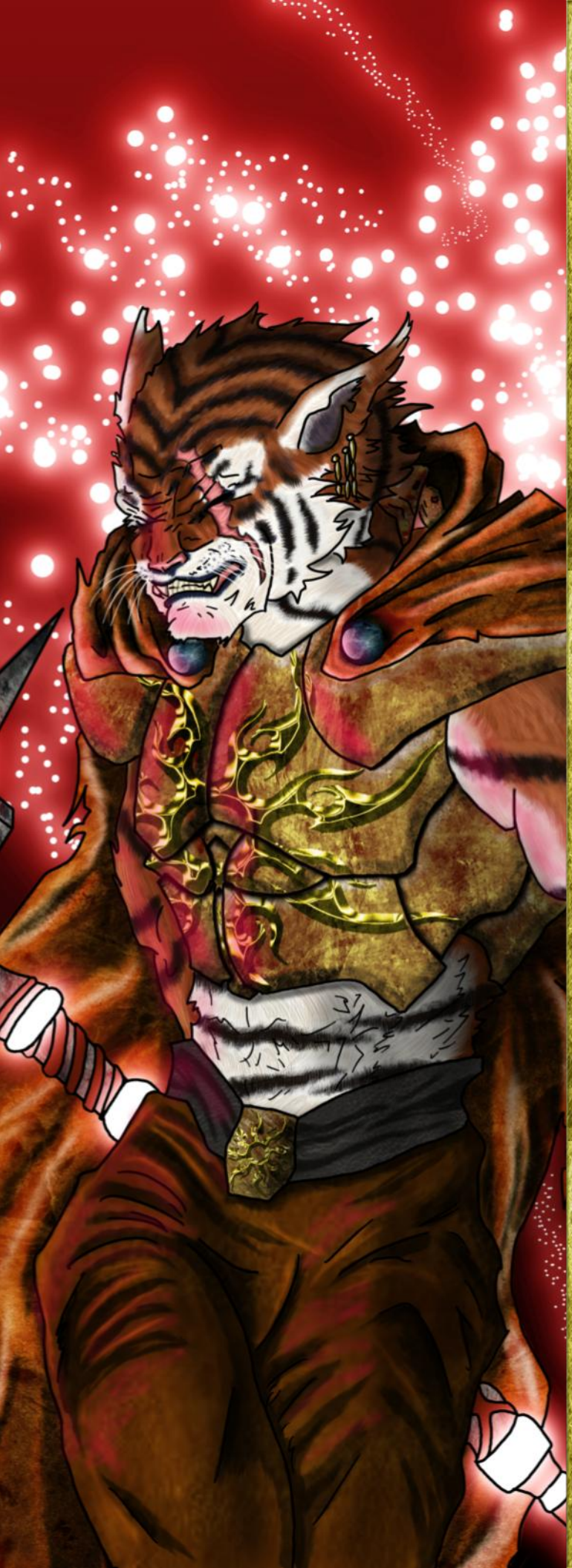
By drawing upon their connection with the Sun, your steed recovers from their wounds.

Daily ✦ Healing, Mount, Solar
Standard Action **Personal** (mount)
Effect: Your mount spends a healing surge and regains additional hit points equal to 2d6 + your Constitution modifier or the mount's Constitution modifier, whichever is higher.

Path of Victory — Exalted Steed Attack 20

By working together, your mount draws in your enemies so you can keep them away from your allies.

Daily ✦ Mount, Solar, Zone
Standard Action **Melee** mount 1
Target: One creature
Attack: Mount's attack bonus vs. AC
Hit: 3 [M] + mount's Strength modifier damage.
Effect: The attack creates a burst 3 zone centered on the mount and moves with it until the end of your next turn. Enemies who enter or begin their turn in the zone are marked by you until the end of your next turn.
Sustain Minor: The zone persists.



Judge

"I am the law of the Sun. Prepare to be judged."

CLASS TRAITS
Role: Leader. You focus on helping your allies through healing and coordinated attacks.
Power Source: Solar. You draw upon the Sun's energy to heal and propel your allies into battle.
Key Abilities: Charisma, Wisdom, Constitution

Armor Proficiencies: Cloth, Leather, Hide, Chainmail; Light Shield
Weapon Proficiencies: Simple melee, Hammers
Implement: Any hammer or rod. Your weapon adds its enhancement bonus to attack rolls and damage rolls and any extra damage granted by a property (if applicable) when used as an implement. You do not gain your weapon proficiency bonus to the attack roll when using your weapon as an implement.
Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Diplomacy
From the class skills listed below, choose three more trained skills at 1st level.
Class Skills: Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Streetwise (Cha)

Class Features: Judgment, Ritual Casting, Solar Aura

The Judge is the will of the Sun. It is a Judge's duty to bring the will of the Sun to the people and to the darkness. Those who stand in the dark shall be judged for their worthiness.

JUDGE OVERVIEW
Characteristics: You focus on solar virtues to heal and provide your allies with extra attacks.
Religion: Judges almost always follow the Sun.
Race: Cushani, Dragonborn, Half Elves, Halflings, Humans and Tieflings all make good judges.

Creating a Judge

You can choose any judge powers you like for your character. Judges fall into two groups, the Judge of War and the Judge of Peace.

Judge of War

You specialize helping your allies in combat with extra and triggered attacks. Your best ability score is Charisma, which is used from your primary attacks. Constitution is helpful in augmenting your powers.

Suggested Feat: Sun Commanding Aura
Suggested Skills: Diplomacy, Endurance
Suggested At-Will Powers: *leniency, rush the verdict*
Suggested Encounter Power: *contempt of court*
Suggested Daily Power: *guiding leadership*

Judge of Peace

You specialize in helping your allies defense and attacks. Your best ability score is Charisma, which is used from your primary attacks. Wisdom is helpful in augmenting your powers.

Suggested Feat: Sun Empowered Aura
Suggested Skills: Diplomacy, Insight
Suggested At-Will Powers: *just cause, precedence*
Suggested Encounter Power: *tide of the sun*
Suggested Daily Power: *golden smite*

Judge Class Features

Your class focuses on healing and improving your allies and granting them extra attacks based on certain conditions.

Implements

Add your hammer or rod's enhancement bonus to attack rolls and damage rolls and any extra damage granted by a property (if applicable) when used as an implement. You can still use the power even if you don't have an implement.

Judgment

Your power as a Judge gives you influence over the actions of others. When an action takes place, you judge how it should be responded to.

Vengeful Judgment Judge Feature

You judge the attack guilty and command your ally to counterattack their opponent.

Encounter (Special) ✦ **Solar**
Immediate Reaction **Close Burst** 5
Trigger: An ally takes damage in burst

Effect: The ally makes an immediate basic attack against the creature who hit them. If the attack is successful, the target gains a bonus to the damage roll equal to your Wisdom or Constitution modifier, whichever is higher.

Favorable Judgment Judge Feature

You judge the attack guilty and assist your ally in recovering from the strike.

Encounter (Special) ✦ **Healing, Solar**
Minor Action **Close Burst** 5
(10 at 11th, 15 at 21st)

Effect: The target may spend a healing surge. If the target is within your Solar Aura, they gain temporary hit points equal to your Wisdom (Empowering Aura) or Constitution (Protecting Aura) modifier + half your level.

Level 6: +1d6 hit points
Level 11: +2d6 hit points
Level 16: +3d6 hit points
Level 21: +4d6 hit points
Level 26: +5d6 hit points

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

Ritual Casting

You gain Ritual Caster as a bonus feat. You have a ritual book that contains your rituals. You begin with 2 rituals of your choice. At 11th and 21st level, you gain 2 more rituals of your choice.

Solar Aura

As a judge of the sun, you radiate an aura around you that either empowers your allies or commands them in battle. Choose one of the following:

Protecting Aura (aura 1): An ally who is within the aura gains resist melee and ranged damage equal to 1 + half your Constitution modifier. This resistance increases to resist melee and ranged 3 + half your Constitution modifier at 21st level.

Empowering Aura (aura 1): An ally who is healed while within the aura regains extra hit points equal to 2 + half your Wisdom modifier. This increases to 4 + half your Wisdom modifier hit points at 21st level.

Judge Virtues

Your powers are called virtues, gifts granted by the Sun. The virtues focus on ranged and burst powers that assist your allies. Some powers work better for the Judge of War and some work better for Judge of Peace, bur you can choose any power you like when you reach a level that allows you to choose a new power.

Level 1 At-Will Virtues

Just Cause — Judge Attack 1

You place your blessing upon your ally and should an enemy attack them, they are justly punished.

At-Will ✦ Implement, Solar
Standard Action **Ranged** 5
Target: You or one ally
Effect: The target gains a +2 power bonus to all defenses until the end of your next turn. The first enemy to hit the target before the end of your next turn takes 1d6 + Charisma modifier damage.
Special: If the target is the subject of a critical hit, the enemy instead takes 6 + Charisma modifier damage plus any extra damage or effects from an implement.
Level 21: 2d6 + Charisma modifier damage.

Leniency — Judge Attack 1

You show leniency to your allies over your enemies, punishing the guilty and rewarding the innocent.

At-Will ✦ Healing, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1 [W] + Charisma modifier damage, and you or an adjacent ally regains hit points equal to half your Constitution modifier.
Level 21: 2 [W] + Charisma modifier damage

Precedence — Judge Attack 1

You set for a precedence that should your enemies attack you or your ally, they will be punished in kind.

At-Will ✦ Implement, Solar
Standard Action **Close Burst** 5
Target: You or one ally
Effect: The target gains temporary hit points equal to your Wisdom modifier. If the target is hit by a melee attack before the end of your next turn and that enemy is within 5 square of you, you make an attack as an immediate reaction against the enemy . You may only make one attack with his power.
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier damage.
Level 21: 2d8 + Charisma modifier damage.

Rush the Verdict — Judge Attack 1

As the battle roars forward, you command your ally to charge your enemies to swing the battle in your favor.

At-Will ✦ Solar, Weapon
Standard Action **Close Burst** 5
Target: One ally
Effect: The target may charge an enemy within the burst and make a melee basic attack as part of the charge. If they hit, they gain a bonus to damage equal to your Constitution modifier.

Level 1 Encounter Virtues

Tide of the Sun — Judge Attack 1

You and your allies are bathed in sunlight, making your attacks infused with the Sun's power.

Encounter ✦ Implement, Radiant, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier radiant damage. Until the end of your next turn, you and all allies within 2 squares of you deal extra radiant damage equal to your Constitution modifier.

Overcoming the Odds — Judge Attack 1

You judge an ally favorably and your ruling helps them overcome the hazards of combat.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1 [W] + Charisma modifier damage, and one ally within 5 squares can make a saving throw against one condition that a save can end.

Contempt of Court — Judge Attack 1

You place your favor upon an ally and should an enemy question it, you judge them, harshly.

Encounter ✦ Healing, Implement, Solar
Standard Action **Close Burst** 5
Target: One ally
Effect: The target regains hit points equal to your Wisdom modifier. Until the end of your next turn, if the target is attacked by an enemy that is within 5 squares of you, you may make a ranged attack as an immediate reaction against the enemy who attacked your ally.
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier damage.

Charge the Bench — Judge Attack 1

You command an ally to charge forth in the name of the Sun, empowering them to rise to the occasion.

Encounter ✦ Solar
Standard Action **Close Burst** 5
Target: One ally
Effect: Target gains a +2 power bonus to AC and can charge an enemy within the burst and make a basic melee attack as a part of the charge. If they succeed in the attack, they deal an extra 1 [W] damage.

Level 1 Daily Virtues

Steel Enforcer — Judge Attack 1

You call forth an ally of the court of the Sun, an enforcer of steel to punish the guilty.

Daily ✦ Conjuration, Implement, Solar
Standard Action **Ranged** 10
Effect: You create a steel liberator in a unoccupied square within range. The liberator lasts until the end of your next turn. An enemy that begins their turn adjacent to the steel enforcer takes 1d6 + Charisma modifier damage. As a move action, you can move the steel enforcer 5 squares.
Sustain Minor: The conjuration persists.

Harsh Sentence — Judge Attack 1

You judge your enemy harshly and sentence them to a beating by an ally.

Daily ✦ Implement, Solar, Teleportation
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier damage, and the target is teleported to a square adjacent to an ally within range. The ally may then make a free basic melee attack against the target with a power bonus to the attack roll and damage roll equal to 1 + your Constitution modifier.
Miss: The target is teleported to an adjacent square of an ally within range. The ally may then make an basic melee attack against the target.

Golden Smite — Judge Attack 1

You give a favorable ruling for an ally, granting them the favor of the Sun to enhance their weapon.

Daily ✦ Solar, Radiant, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage.
Effect: One ally within 5 squares of you adds 1d6 radiant damage to all damage rolls until the end of the encounter.

Guiding Leadership — Judge Attack 1

Your leadership sparks a surge of action within an ally who makes a deadly attack against an opponent.

Daily ✦ Solar
Standard Action **Close Burst** 5
Target: One ally
Effect: The target makes a basic attack against a target within range. If they hit, they deal an extra 2 [W] damage. If the attack misses, they deal half damage.

Level 2 Utility Virtues

Jury Shift — Judge Utility 2

You call forth for your allies to rally. Your commanding presence makes them sure footed in their movements.

Encounter ✦ Solar
Minor Action **Close Burst** 5
Target: Each ally in burst
Effect: The target can shift 1 additional square with a move action until the end of your next turn.

Bring all to Order — Judge Utility 2

Through order and the will of the Sun, you inspire your allies to spring into action, catching your foes off guard.

Daily ✦ Solar
No Action **Ranged** Sight
Target: You and each ally in line of sight
Effect: Use this power before initiative. The target gains a +2 power bonus to initiative.

Vengeful Ruling — Judge Utility 2

With support of the law and will of the Sun, you empower your ally to greater heights in combat.

Daily ✦ Solar
Minor Action **Ranged** 5
Target: You or one ally
Effect: Until the end of the encounter, if the target makes a basic attack, they gain a +2 bonus to the damage roll.

Changed Ruling — Judge Utility 2

When one of your allies is hampered by your enemies, your judgment helps them regain their standing.

Encounter ✦ Solar
Minor Action **Personal**
Effect: You end one condition that a save can end.

Level 3 Encounter Virtues

Confusing Council — Judge Attack 3

You insight confusion in your enemy which allows your allies to knock them senseless.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Will
Hit: 1d8 + Charisma modifier damage, and until the end of your next turn, if the target is hit by an ally's attack, they are also dazed until the end of your ally's next turn. This condition can be applied once with this power.

Annul Sentence — Judge Attack 3

You rule favorably for an ally and help them recover from their exhaustion.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier damage, and an ally within range regains hit points equal to 5 + your Wisdom modifier.

Explosive Gavel — Judge Attack 3

As you strike with your weapon, an explosion of sunlight knocks your enemies back.

Encounter ✦ Radiant, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and each enemy adjacent to the target takes radiant damage equal to your Constitution modifier and pushed 1 square.

Summoning the Sheriff — Judge Attack 3

You call out to your allies to converge on your enemy and attack their exposed defenses.

Encounter ✦ Implement, Solar, Teleportation
Standard Action **Close Burst** 3
Target: One ally and one enemy in burst
Effect: Target ally teleports to any unoccupied square adjacent to the target enemy. Target ally may then make a free basic melee attack against the target enemy.

Level 5 Daily Virtues

Court of Defense — Judge Attack 5

Your judgment instills confidence in your allies, helping them avoid harm.

Daily ✦ Implement, Solar, Zone
Standard Action **Close Burst** 3
Target: Each enemy in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier damage, and the target is slowed (save ends).
Effect: The burst creates a zone until the end of your next turn. You and your allies gain a +2 power bonus to AC and Fortitude while in the zone.
Sustain Minor: The zone persists.

Sun Guardian — Judge Attack 5

You call upon a guardian of the Sun to assist you in combat and bring light to darkness.

Daily ✦ Conjuration, Implement, Radiant, Solar
Standard Action **Ranged** 10
Effect: You create a sun guardian in an unoccupied square within range until the end of your next turn. The sun guardian sheds light as a sun rod. Enemies cannot more through the square but allies can. Enemies who being their turn adjacent to the sun guardian takes 1d8 + Constitution modifier radiant damage and are slowed until the end of your next turn. You can move the sun guardian 4 squares with a move action.
Sustain Minor: The conjuration persists.

Coordinated Punishment — Judge Attack 5

You command your allies to launch an attack as you empower their weapons with solar energy.

Daily ✦ Radiant, Solar
Standard Action **Close Burst** 5
Target: Two allies within burst
Effect: Target can make a basic attack against an enemy within their range. If they hit, they add 2d6 + your Wisdom modifier radiant damage.

Judge and Executioner — Judge Attack 5

As your deliver your judgment, you command your ally to make a devastating attack on your foe.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1 [W] + Charisma modifier damage, and an ally adjacent to the target may make an free basic melee attack against the target. If they hit, they add 1 [W] to the damage roll. If the ally misses, they deal half damage.
Miss: Half damage.

Level 6 Utility Virtues

Glorious Conviction — Judge Utility 6

You praise your ally with the will and glory of the Sun which fills them with conviction to finish the fight.

Daily ✦ Healing, Solar
Free Action **Ranged** 10
Trigger: One ally spends a healing surge
Effect: The target does not spend the healing surge but still gains its benefit. The target regains extra hit points equal to your Wisdom modifier.

Judicial Backing — Judge Utility 6

Your solar aura strengthens your allies within it, allowing them to strike with more power.

Encounter ✦ Solar
Minor Action **Close Burst** 1
Target: Each ally in burst
Effect: The targets gains a +2 bonus to damage rolls until the end of your next turn.
Protecting Aura: The target gains a bonus to damage rolls equal to your Constitution modifier instead.

Support of the Law — Judge Utility 6

Your presence is empowering to your allies which helps them shake off the harsh conditions of combat.

Encounter ✦ Solar
Minor Action **Close Burst** 1
Target: Each ally in burst
Effect: The targets gains a +2 bonus to saving throws until the end of your next turn.
Empowering Aura: The target gains a bonus to saving throws rolls equal to your Wisdom modifier instead.

Shifting the Jury — Judge Utility 6

With a stern command, your allies move into better positions on the battlefield.

Daily ✦ Solar
Standard Action **Close Burst** 1
Target: Each ally in burst
Effect: Target may shift a number of squares equal to your Constitution modifier.

Level 7 Encounter Virtues

Prison Time — Judge Attack 7

As you shackle your opponent in sunlight, an ally of yours is reinvigorated by the light.

Encounter ✦ Implement, Solar
Standard Action **Area Burst** 1 within 10
Target: Each enemy in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier damage, and the target takes a –2 penalty to AC until the end of your next turn.
Effect: Each ally within the burst gains a +2 power bonus to AC until the end of your next turn.

Balanced Ruling — Judge Attack 7

With your judgment, you balance the scales of war in favor of your allies.

Encounter ✦ Implement, Solar
Standard Action **Area Burst** 1 within 10
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier damage, and the target takes a –2 penalty to saving throws until the end of your next turn.
Effect: Each ally in the burst can make a saving throw against one condition with a +2 power bonus to that roll.

Startling Ruling — Judge Attack 7

Your enemy is knocked senseless by your attack which inspires your allies to rally against the remaining foes.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target is dazed until the end of your next turn.
Effect: All allies within 3 squares of the target gain temporary hit points equal to your Constitution modifier.

Take the Stand — Judge Attack 7

Your attack teleports the enemy to your ally who takes advantage of their surprised state.

Encounter ✦ Implement, Solar, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: Charisma modifier damage, and the target is teleported to an adjacent square to an ally within range. That ally make a basic melee attack. If they hit, the target also takes an additional 1 [W] and is immobilized until the end of your next turn.

Level 9 Daily Virtues

Chain Gang Punishment — Judge Attack 9

Through rays of sunlight your enemy is teleported and presented before your allies for punishment.

Daily ✦ Implement, Solar, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: The target is teleported to an adjacent unoccupied square of an ally within range. That ally may then make an free basic melee attack. If that attack hits, the target is teleported to an adjacent unoccupied square of a second ally within range. The second ally may make a free basic melee attack against the target. If that attack hits, the target is teleport to an adjacent unoccupied square of a third ally within range. The third ally may make a free basic melee attack against the target.
Miss: 1d10 + Charisma modifier damage.

Swift Justice — Judge Attack 9

The enemy's attack is slower than your command, and your ally takes advantage of their exposed defense.

Daily ✦ Implement, Solar
Immediate Reaction **Ranged** 5
Trigger: An ally is hit by a melee attack
Target: Triggering ally
Effect: The target may make a free basic melee attack against the creature who attacked them. If they hit, the target takes an additional 2 [W] damage, and is also stunned (save ends). The enemy cannot make a saving throw against this condition until the end of their next turn. If the target misses, they deal half damage.

Mob Justice — Judge Attack 9

You judge your enemy guilty and their punishment is carried out by your allies until they succumb to the pain.

Daily ✦ Healing, Solar, Weapon, Zone
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage.
Effect: The attack creates a zone in a burst 1 centered on the target and moves with the target until the end of your next turn. Allies in the zone gain a bonus to attack rolls and damage rolls equal to your Wisdom modifier against the target. If the target drops to 0 or fewer hit points, each ally within the zone may spend a healing surge and the power ends.
Sustain Minor: The zone persists.

Fear the Jury — Judge Attack 9

Your presence incites fear in your opponent, making them hesitate and second guess their actions.

Daily ✦ Fear, Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier damage, and the target takes a penalty equal to 1 + your Constitution modifier to attack rolls and AC (save ends both).
Miss: Half damage and the target takes a –2 penalty to AC until the end of your next turn.

Level 10 Utility Virtues

Spontaneous Verdict — Judge Utility 10

Empowered by your favorable ruling, your ally surges in confidence.

Daily ✦ Solar
Minor Action **Close Burst** 3
Target: One ally within the burst
Effect: The target gains a +2 bonus to AC and Fortitude until the end of the encounter. As a free action, the target may end the bonus and gain temporary hit points equal to 10 + your Constitution modifier.

Defensive Jury Swap — Judge Utility 10

Intersection rays of sunlight allow you and your allies to teleport around the battlefield.

Encounter ✦ Solar, Teleportation
Move Action **Close Burst** 5
Target: You and one ally or two allies in burst
Effect: The targets swap places and gain a +2 bonus to AC until the end of your next turn.

Helpful Acquittal — Judge Utility 10

When your ally falls, you judge in their favor which helps them get back up and into the fight.

Daily ✦ Healing, Solar
Immediate Reaction **Close Burst** 5
Trigger: An ally drops to 0 or fewer hit points in burst
Effect: Target regains hit points as if they had spent two healing surges.

Reduce Sentence — Judge Utility 10

You command your ally to redouble their efforts to recover from their ailments.

Encounter ✦ Solar
Minor Action **Ranged** 10
Target: You or one ally
Effect: The target ends one condition that a save can end.

Level 13 Encounter Virtues

Delayed Punishment — Judge Attack 13

Your strike baths your enemy in sunlight, helping your ally make a vicious strike a moment later.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier damage. Until the end of your next turn, the next ally that attacks the target gains a bonus to their attack roll and damage roll equal to your Charisma modifier.

Healing Sun Judgment — Judge Attack 13

A bright flash of sunlight emanates from you, stopping your enemies in their tracks and heals your allies.

Encounter ✦ Healing, Implement, Solar
Standard Action **Close Burst** 3
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier damage, and the target is immobilized until the end of your next turn.
Effect: Each ally in the burst regains hit points equal to 5 + your Wisdom modifier.

Impending Judgment — Judge Attack 13

Your judgment gives insight to your ally, allowing them to deliver a fatal blow.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage.
Effect: Until the end of your next turn, all attacks against the target can score a critical hit on a natural 18 thru 20.

Prisoner Swap — Judge Attack 13

The battlefield is covered in sunlight which teleports your enemies into compromising positions against your allies.

Encounter ✦ Implement, Solar, Teleportation
Standard Action **Area Burst** 2 within 10 squares
Target: Each enemy in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier damage, and the target is teleported to an unoccupied square within the burst. Targets cannot end the teleport in the same square.
Effect: Each ally within the burst may teleport to an unoccupied square within the burst. Allies cannot end the teleport in the same square.

Level 15 Daily Virtues

Burden of Proof — Judge Attack 15

You judge the enemy unworthy and sentence them to continual pain to be carried out by your allies.

Daily ✦ Implement, Radiant, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier damage, and the target takes ongoing 10 radiant damage (save ends).
Effect: Until the end of the encounter, when an ally attacks the target, they add 1d10 radiant to damage rolls.

Instant Justice — Judge Attack 15

You judge your allies and grant them leniency in carrying out punishment for the guilty.

Daily ✦ Healing, Solar, Teleportation
Standard Action **Close Burst** 1
Target: Each ally in burst
Effect: Each target gains regeneration 5 until the end of the encounter. As a standard action, the target can end the effect. If they do, the target teleports 5 squares to an unoccupied square adjacent to an enemy and can make a free basic melee attack. If the attack hits, the target deals an extra 1 [W] damage and the enemy is slowed (save ends). If the attack misses, the target deals half damage and the enemy is slowed until the end of the target's next turn.

Court of Blind Justice — Judge Attack 15

Your ruling empowers your allies to shrug off their wounds and conceal them from view.

Daily ✦ Healing, Implement, Solar, Zone
Standard Action **Area Burst** 2 within 10 squares
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier damage, and the target takes a penalty to AC equal to 2 + your Constitution modifier (save ends).
Effect: The burst creates a zone of mist until the end of your next turn. Allies in the zone have concealment. Allies in the zone gain regeneration 5
Sustain Minor: The zone persists.

Twin Hammers of Justice — Judge Attack 15

Your attack puts your enemy into position for your ally to sweep in for the kill.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage.
Effect: One ally within 3 squares of you may shift 3 squares to an adjacent square to the target and make a free at-will melee attack against the target.

Level 16 Utility Virtues

Commanding Leadership — Judge Utility 16

Your aura settles upon your allies as a crown, empowering them with the essence of the Sun.

Encounter ✦ Solar
Minor Action **Close Burst** 1
Target: You and each ally in burst
Effect: Each target gains +2d6 radiant damage to all damage rolls until the end of your next turn.
Protecting Aura: Each target also gains a +2 power bonus to attack rolls until the end of your next turn.

Halo of Solar Defense — Judge Utility 16

Your aura settles upon your allies as a halo, help them shrug off enemy attacks.

Encounter ✦ Solar
Minor Action **Close Burst** 1
Target: You and each ally in burst
Effect: Each target gains a +4 power bonus to all defenses until the end of your next turn.
Empowering Aura: Each target also gains temporary hit points equal to your healing surge value.

Last Words — Judge Utility 16

You refuse to allow the guilty to win by granting your allies their last wishes to remain in the fight.

Encounter ✦ Healing, Solar
Immediate Reaction **Close Burst** 5
Trigger: An ally in burst drops to 0 or fewer hit points
Target: The triggering ally
Effect: The ally may immediately spend a healing surge and regain an additional 1d6 hit points.

Pardon Sentence — Judge Utility 16

Through the will of the Sun, you help your ally recover from their wounds.

Daily ✦ Healing, Solar
Standard Action **Melee** touch
Target: You or one ally
Effect: The target regains hit points as if they had spent three healing surges.

Level 17 Encounter Virtues

Witness to the Execution — Judge Attack 17

You sentence the enemy to suffer the wrath of the Sun. Your allies then move to carry out the sentence.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage. Until the end of your next turn, if you or an ally hits the target, the target takes additional damage equal to twice your Wisdom modifier.

Judicial Orders — Judge Attack 17

You command your allies to surge into combat to carry out your judgment.

Encounter ✦ Solar
Standard Action **Close Burst** 5
Target: Two allies in the burst
Effect: Each target ally may charge an enemy in the burst. If they hit, the attack deals an extra 1 [W] + your Constitution modifier damage.

Glory of the Fallen — Judge Attack 17

As the guilty receive their final punishment, your allies are renewed with confidence.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier damage. If the target drops to 0 or fewer hit points, each ally within 5 squares of the target gains temporary hit points equal to 15 + your Constitution modifier.

Preventative Action — Judge Attack 17

Judged unworthy, your enemy is unable to retaliate against you.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier damage, and the target cannot take an attack action until the end of your next turn

Level 19 Daily Virtues

Public Outcry — Judge Attack 19

You head the charge against your enemy and your allies follow your lead.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target takes a –2 penalty to all defenses (save ends).
After Effect: Each ally within 5 squares of the target may make a free charge against the target.
Miss: Half damage, and a –2 penalty to all defenses until the end of your next turn.

Immunity to Prosecution — Judge Attack 19

The word of the Sun inhabits your allies, protecting them from the darkness and leading them to victory.

Daily ✦ Solar
Standard Action **Close Burst** 5
Target: Each ally in the burst
Effect: Each target gains resist 5 damage until the end of the encounter. As a free action, the ally can end this effect to gain a free at-will attack against an enemy.

Decisive Jury — Judge Attack 19

You command carries the power of the Sun which spurs your allies into action.

Daily ✦ Solar
Standard Action **Close Burst** 5
Target: You and each ally in burst
Effect: Each target may make a free at-will attack against an enemy within the burst. If the attack hits, the ally deals an extra 1d10 + your Constitution modifier damage. If they miss, they deal half damage + your Constitution modifier.

Runaway Jury — Judge Attack 19

You judge your enemy's attack unworthy and command your ally to strike down the guilty.

Daily ✦ Solar, Teleportation
Immediate Interrupt **Close Burst** 10
Trigger: An ally in the burst is hit by a melee attack
Target: The triggering ally
Effect: The target can make a basic attack against the enemy that hit the target. If they hit, they deal an extra 3 [W] damage. If they miss, they deal half damage and may teleport 5 squares.

Level 22 Utility Virtues

Closing Argument — Judge Utility 22

Inspired by just cause, you and your allies overcome your enemies defenses.

Daily ✦ Solar
Standard Action **Close Burst** 5
Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains a +2 power bonus to attack rolls. If a target hits with their next attack, the attack is considered a critical hit and then effect ends immediately for that target.

Court of Solar Blessing — Judge Utility 22

Your solar aura flows with warm light, healing the wounds of your allies.

Daily ✦ Healing, Solar
Standard Action **Close Burst** 1
Target: You and each ally in burst
Effect: Each target regains hit points as if they had spent two healing surges.
Empowering Aura: The target regains an additional 2d6 hit points.

Court of the Iron Jury — Judge Utility 22

Bounded by sunlight and iron, your power hardens the resolve of your allies.

Encounter ✦ Solar
Minor Action **Close Burst** 1
Target: You and each ally in burst
Effect: Each target gains resist 10 all damage until the end of the encounter.
Protecting Aura: The target can end the effect as a free action. If they do so, they can reduce a damage roll against them to 0.

Level 23 Encounter Virtues

Violent Offense — Judge Attack 23

Under your watchful eye, you command an ally to strike down the enemy should they attack.

Encounter ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage. If the target attacks you or an ally before the end of your next turn, choose one ally within 5 squares of the target to make an at-will attack as an immediate reaction with a +2 power bonus to the attack roll.

Banished into Lockdown — Judge Attack 23

By the will of the Sun, you send your enemy to Avengard only to return to finish their sentence of punishment.

Encounter ✦ Implement, Solar, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier damage and the target teleported to Avengard until the end of your next turn. The target returns to an adjacent unoccupied square of an ally within 5 squares of you. The ally may then make a free basic attack against the target.

Empowering Execution — Judge Attack 23

As you strike down your foe, you inspire your allies to renew the fight.

Encounter ✦ Healing, Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier damage.
Effect: Two allies within 5 squares of the target may spend a healing surge.

Level 25 Daily Virtues

The Prosecution Rests — Judge Attack 25

Using sunlight, you blind a foe about to attack your ally, allowing your ally to counterattack.

Daily ✦ Solar
Immediate Interrupt **Close Burst** 10
Trigger: Ally is targeted by a melee attack
Target: The triggering enemy
Attack: Charisma vs. Fortitude
Hit: The target is blinded (save ends). The ally targeted by the attack may then make a free basic attack against the target. If the attack hits, the target takes an additional 3 [W] damage. If the attack misses, the target takes half damage.

Maximum Sentence — Judge Attack 25

Your final judgment of pain of death is enforced by your allies.

Daily ✦ Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 4 [W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever you deal damage to an enemy, an ally adjacent to the enemy may make a free basic melee attack.

Obscure Ruling — Judge Attack 25

You call to action on of your allies to carry out your foe's undeniable punishment.

Daily ✦ Solar
Standard Action **Range** 10
Target: One ally
Effect: The targeted ally can make a free attack with an daily or encounter power of a level equal to or lower than this power. If the attack misses, the ally's power is not expended.

Level 27 Encounter Virtues

Oppressive Prosecution — Judge Attack 27

You pummel your foe and then command an ally to guard over the enemy with renewed vigor.

Encounter ✦ Healing, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3 [W] + Charisma modifier damage, and the target is marked by one of your allies within 5 squares of the target until the end of your next turn.
Effect: You or one ally within 5 squares may spend a healing surge.

Aggressive Defense — Judge Attack 27

Marked for punishment, the enemy's fate instills confidence in your allies.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier damage. Until the end of your next turn, allies who deal damage to the target gain temporary hit points equal to 15 + your Wisdom modifier.

Throwing the Book — Judge Attack 27

The judgment is only the beginning as you call forth the maximum punishment on your enemy.

Encounter ✦ Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d10 + Charisma modifier damage. One ally with 10 squares may make a charge attack against the target and make a melee basic attack as a part of the charge. If they hit, the target is also stunned until the end of your next turn.

Level 29 Daily Virtues

Gavel of Solar Justice — Judge Attack 29

Your attack marks the target as punished by the Sun, making them vulnerable to your allies weapons.

Daily ✦ Reliable, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 4 [W] + Charisma modifier damage, and the target gains vulnerability 10 to melee attacks until the end of the encounter.

Everlasting Justice — Judge Attack 29

Final judgment of your enemy sentences them to death by your allies your attack with the backing of the Sun.

Daily ✦ Implement, Radiant, Solar, Zone
Standard Action **Close Burst** 5
Primary Target: One enemy in burst
Attack: Charisma vs. Will
Hit: 3d10 + Charisma modifier radiant damage.
Effect: The attack creates a burst 3 zone centered on the target and moves with them until the end of your next turn. An ally in the zone gains a +4 power bonus to attack rolls, can score a critical hit on a natural 18-20, and +2d6 radiant to damage rolls against the target. If the target drops to 0 or fewer hit points, you may make a secondary attack.
Secondary Target: One creature other than the primary target within 5 squares of you.
Secondary Attack: Charisma vs. AC
Hit: 2d10 + Charisma modifier damage and repeat the effect.
Sustain Minor: The zone persists.

Outlaw Justice — Judge Attack 29

Your inspirational command takes hold of your allies who attack their foes with brutal punishment.

Daily ✦ Solar
Standard Action **Close Burst** 10
Target: Each ally in burst
Effect: Each target may make a free attack with an at-will or encounter power with a bonus to the attack roll and damage roll equal to you Constitution modifier.

Kingmaker

"The law of the Sun will return through the strength of the just kings. I shall ensure that those of the light shall rise to their proper place."

Prerequisite: Judge class, Empowering Aura

You, Kingmaker, do not see yourself as the focal point of restoring justice and righteousness. That is the job of a worthy ruler. Your job is to ensure that the rulers get there, and then judge them to make sure they follow the right path.

Kingmaker Path Features

Majestic Assault (11th Level): When an ally spends an action point and is within your empowering aura, they gain a bonus to their next attack roll equal to your Wisdom modifier.

Majestic Resolve (11th Level): Each ally within your empowering aura gains a +4 bonus to saving throws against fear, charm and dominate effects.

Majestic Movement (16th Level): When you spend an action point, each ally within your empowering aura is immune to forced movement and immobilization until the end of your next turn.

Kingmaker Powers

Majestic Justice — Kingmaker Attack 11

You judge your ally true in their path which instills confidence in their actions.

Encounter ✦ Solar
Standard Action **Close Burst** 5
Target: One ally in burst
Effect: The target makes a free basic melee attack with a power bonus to the attack roll and damage roll equal to your Wisdom modifier. If the attack hits, the enemy is also weakened until the end of your next turn.

Majestic Recovery — Kingmaker Utility 12

Your favorable judgment helps your ally deliver swift justice before recovering from their own conditions.

Encounter ✦ Solar
Minor Action **Ranged** 5
Target: One ally
Effect: The target ally gains a +2 power bonus to attack rolls until the end of your next turn. When the effect ends, the ally can make a free saving throw against a condition that a save can end with a +2 bonus.

Majestic Response — Kingmaker Attack 20

You judge the foe unworthy and your allies swarm upon them, the Sun assisting their attacks to strike true.

Daily ✦ Healing, Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier damage.
Effect: Until the end of the encounter, allies who end their turn adjacent to the target gain a +2 power bonus to all defenses against attacks made by the target. When the target drops to 0 or fewer hit points, each ally within 5 squares of the target regains hit points equal to 10 + your Wisdom modifier.

Shadow Prosecutor

"I am the judge, jury and executioner of those who call the Moon an ally. I will catch you and judge you."

Prerequisite: Judge class

The shadow prosecutor takes his role seriously in hunting down those creatures and organizations that are allied with the Moon and the Night Reign. There is no place that can hide from the Sun, and your judgment will carry across the land.

Shadow Prosecutor Path Features

Shadow Judgment (11th Level): You gain a +1d8 bonus to damage rolls against creatures of shadow origin.

Solar Injunction (11th Level): Allies within your Solar Aura gain resist necrotic 5 until the end of your next turn.

Shadow Protection (16th Level): When you spend an action point, you also gain resist necrotic 15 until the end of your next turn.

Shadow Prosecutor Powers

Night Imprisonment Shadow Prosecutor Attack 11

Your strike emits a blinding flash of sunlight which slows down your enemy.

Encounter ✦ Radiant, Solar, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2 [W] + Charisma modifier damage, and the target is slowed until the end of your next turn. If the target is of shadow origin or is undead, you deal an extra +2d6 radiant damage.

Public Support Shadow Prosecutor Utility 12

You show support for you allies and judge them favorably in the eyes of the court of the Sun.

Encounter ✦ Healing, Solar
Minor Action **Ranged** 10
Target: One ally
Effect: The target ally regains hit points as if they had spent a healing surge and regains an additional +2d6 hit points.

Shadow Precedence Shadow Prosecutor Attack 20

Your judgment hangs over your enemy, their punishment allowing you and your allies to regain their stride.

Daily ✦ Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier damage. Until the end of the encounter, if you or an ally hits the target, they can make a saving throw against a condition that a save can end.
Miss: Half damage.

Sun Judge

"The law of the Sun shall no longer be shrouded by night. I shall bring the righteous word of the Sun back to the people, by any means necessary."

Prerequisite: Judge class, Protecting Aura

The Sun Judge makes it his mission to overthrow the rule of the Night Reign and restore the rightful laws of the Sun. With the power of the Sun's conviction, the Sun Judge commands his allies into the heart of the Night Reign. He knows that now is the time to strike and shows no fear in facing down the evil forces of the Night Reign.

Sun Judge Path Features

Court of Vengeance (11th Level): Allies within your Protecting Aura gain a +1 bonus to damage rolls.

Sway the Verdict (11th Level): If a target is hit by your Vengeful Judgment, the target takes an additional 1d6 damage.

Delegated Punishment (16th Level): When you spend an action point, instead of gaining an extra action, one ally within line of sight can make a free basic attack.

Sun Judge Powers

Cross Examination Sun Judge Attack 11

You command your ally to counterattack with the full blessing of the court of the sun.

Encounter ✦ Solar
Immediate Reaction **Close Burst** 3
Trigger: An ally is hit by a melee attack
Target: The triggering ally
Effect: The target can make a free basic melee attack. If successful, the attack deals an extra 1 [W] damage and the enemy takes a –2 penalty to AC until the end of your next turn.

Razor Edged Verdict Sun Judge Utility 12

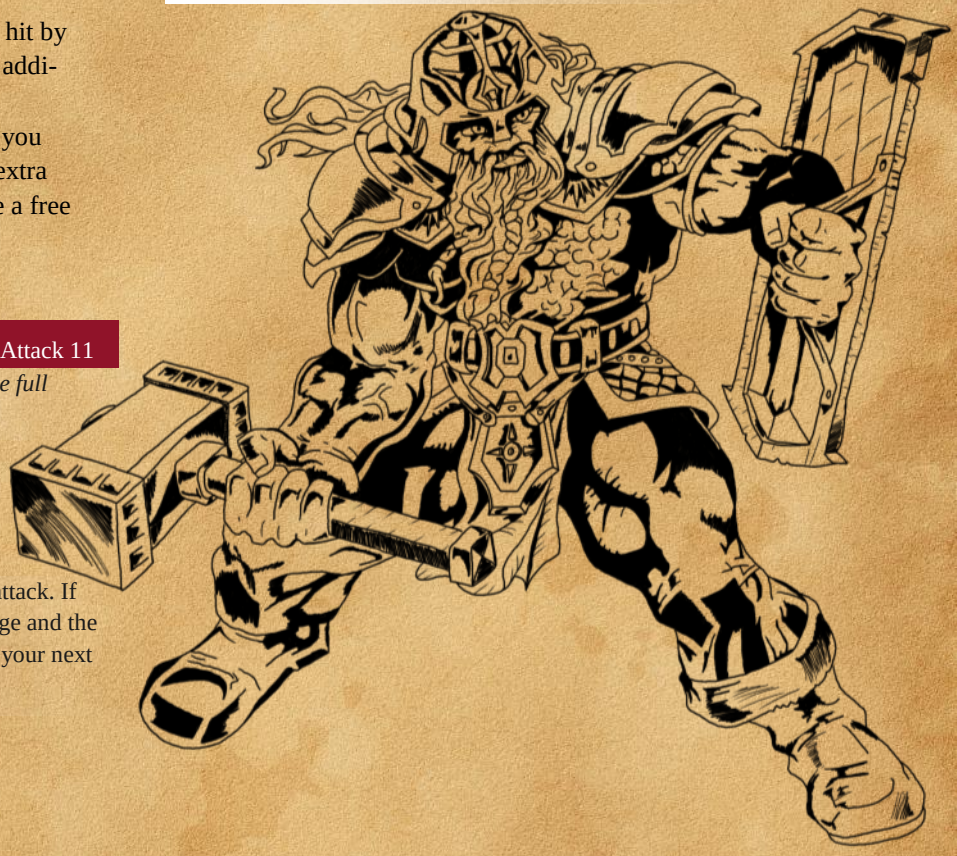
Your inspiring words rises your allies to the cause, the weapons becoming as sharp as your judgment.

Daily ✦ Solar
Minor Action **Close Burst** 1
Target: Each ally in burst
Effect: The target can score a critical hit on a roll of 18-20 until the end of your next turn.

Joint Judgment Sun Judge Attack 20

As you issue your judgment, you call upon your ally to join you in enacting the punishment.

Daily ✦ Solar, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: The target takes ongoing 10 damage (save ends).
Miss: Ongoing 5 damage (save ends).
Effect: One ally within 10 squares can teleport to an unoccupied square adjacent to the target and make a free basic attack. If successful, the target takes an extra 2 [W] + your Charisma modifier damage.



Martial Artist

"Notice that the stiffest tree is most easily cracked, while the bamboo or willow survives by bending with the wind."[1]

CLASS TRAITS
Role: Striker. You focus on a single opponent and hamper his ability to fight while dealing devastating blows through kata combination attacks.
Power Source: Ch'i. Your abilities draw upon the inner soul and the power of your ancestors.
Key Abilities: Strength, Wisdom, Dexterity

Armor Proficiencies: Cloth, Leather
Weapon Proficiencies: Dragon claws, Katana, Nunchaku, Sai, Quarterstaff, Wakizashi
Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 12 + Constitution score
Hit Points per Level Gained: 5
Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Acrobatics.
From the class skills list below, choose four more trained skills at 1st level.
Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Insight (Wis), Perception (Wis), Stealth (Dex)

Class Features: Unarmed Combat, Pressure Points, Fleet of Foot, Martial Art Fighting Forms

The Martial Artist can trace his roots back to the beginning of the Fao Empire at the start of the Fourth Age. The founders of the Empire were children of the Shan'ree who taught them the secrets of the inner soul and its connection with all things. By tapping into that connection, the martial artist can use the abilities of spirits, animals and the elements.

The martial artists focus their fighting abilities into a series of kata. These series of moves are designed to allow the martial artist to achieve maximum efficiency in their attacks by chaining attacks together for a more powerful outcome.

1. Quote from Bruce Lee

Creating a Martial Artist

You can choose any martial artist powers you like for your character. Martial artists fall into two groups, the tiger form martial artist and the mantis form martial artist.

Tiger Form Martial Artist

You are interested in taking the fight to the enemy using your katas to devastate your opponents. You prefer dragon claws or katana when you must use a weapon. Your best ability score is Strength. Dexterity is helpful in augmenting your powers. Select powers that are tied to your Face Rake power to make the most out of your attack chains.
Suggested Feat: Tiger Form Master
Suggested Skills: Acrobatics, Athletics, Endurance
Suggested At-Will Powers: *headlock, roundhouse*
Suggested Encounter Power: *glorious feline pounce*
Suggested Daily Power: *claws of the tiger*

Mantis Form Martial Artist

As opposed to the external and offensive form, you focus internally, using defense to establish your offensive capabilities. Weapons such as the nunchaku and the staff are helpful tools when needed. Like the tiger form, Strength is your greatest asset. After than, Wisdom helps your combat powers. Select powers that are tied to your High Guard power to make the most out of your katas.
Suggested Feat: Mantis Form Master
Suggested Skills: Acrobatics, Athletics, Insight
Suggested At-Will Powers: *horizon swing, spirit drain*
Suggested Encounter Power: *smash the spirit*
Suggested Daily Power: *carapace blow*

Martial Artist Class Features

Your class features depend on the build and fighting form you choose.

Fleet of Foot

While in light or no armor, you gain a +1 bonus to your Speed. In addition, you ignore the first square of difficult terrain you move into each round. You still may not shift into difficult terrain.

Martial Art Fighting Forms

Choose one of the following fighting styles and gain its benefit.

Tiger Form: You have trained to fight as a tiger, using your fingers as claws to rip at your opponents. This fighting form focuses on increasing the damage you inflict on your opponent. You focus on Strength and Wisdom for your powers. You gain the following:

- +1 bonus to AC while in no or light armor. You may substitute Wisdom for Dexterity or Intelligence for determining your bonus to AC while in no or light armor. Increase this bonus to +2 at 21st level.
- Unarmed attacks deal 1d10 damage instead of 1d8.
- Resist melee damage equal to half your Wisdom modifier.
- For katas, the tiger minor powers are *face rake*, *spirit drain* and *throat jab*.

Mantis Form: You have training to fight as a mantis, a powerful yet more defensive minded fighting form. This fighting form focuses on defense and status effects on your target. You focus on Strength and Dexterity for your powers. You gain the following:

- +2 bonus to AC while in no or light armor. Increase this bonus to +3 at 21st level.
- +2 bonus to Reflex. Increase this bonus to +3 at 21st level.
- Resist melee damage equal to half your Wisdom modifier +1.
- For katas, the mantis minor powers are *high guard*, *horizon swing* and *roundhouse*.

Unarmed Combat

Martial Artists are trained to fight with their entire body as a living weapon. Martial Artists can choose to attack with any part of their body which is considered a weapon. Unarmed attacks have a +3 proficiency bonus to attack rolls and deal 1d8 damage.

MARTIAL ARTIST OVERVIEW

Characteristics: You focus on katas to give you an edge in combat. You are moderately resilient in battle.

Religion: Martial Artist usually prefer to follow the Wyrms of the Seasons.

Race: Cushani, Dragonborn and Humans all make good martial artists.

Pressure Points

When you make a damage roll on a target, you can declare that target as under the effect of pressure point as a free action. When you declare that pressure point is active, choose between a standard action and a move action.

Any time the target takes an action that you declared, they suffer damage (save ends) depending on your level. This damage may only be applied once per round. If the target takes more than one of your declared action in the same round, they do not suffer the damage again. The pressure point effect remains active until the target succeeds on a saving throw.

Level	Pressure Point Damage
1st-10th	1d6
11th-20th	2d6
21st-30th	3d6

New Keyword: Kata

The kata represents the ability to chain attack powers together. When you fulfill the requirements for a kata, you gain a kata benefit to your attack. You may only gain the benefit from one kata, regardless of how many you qualify for.

✦ **Encounter Katas:** To gain a kata effect for an encounter power, you must use either a tiger form at-will power or a mantis at-will power within one round prior to using the encounter power. The at-will power and the encounter power must target the same creature. The at-will power does not need to hit the creature to make the kata available for the encounter power.

✦ **Daily Katas:** To gain a kata effect for an daily power, you must use either a tiger or mantis form at-will power or an encounter power within one round prior to using the daily power. The at-will or encounter power and the daily power must target the same creature. The at-will or encounter power does not need to hit the creature to make the kata available for the daily power.

Martial Artist Techniques

Your powers are techniques derived from your intense training and meditation. Strength is usually your primary focus in making attacks while your Wisdom and Dexterity help boost certain powers depending on your Martial Art Fighting Form.

Level 1 At-Will Techniques

Armlock — Martial Artist Attack 1

With a twist of your opponents arm you hold them fast in place and cause them agonizing pain.

At-Will ✦ Ch'i, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and the target is grabbed until they escape.

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

Face Rake — Martial Artist Attack 1

Your fingers rake your enemy's face. Their blood stings the eyes, making it hard for them to strike back.

At-Will ✦ Ch'i, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage. The next consecutive use of this power gains a +1 bonus to the attack roll.

Tiger Form: For each consecutive use of this power, you gain a +1 cumulative bonus to damage rolls.

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

High Guard — Martial Artist Attack 1

You make a quick strike against your foe to gain an advantageous position.

At-Will ✦ Ch'i, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and you gain a +1 power bonus to your AC until the end of your next turn.

Mantis Form: On a successful hit, you gain a +1 power bonus to Fortitude or Reflex until the end of your next turn (your choice).

Horizon Swing — Martial Artist Attack 1

With an insightful swing, your weapon penetrates your enemy's defenses, sweeping them off their feet.

At-Will ✦ Ch'i, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and the target is knocked prone.

Mantis Form: If the target is knocked prone, they take damage equal to your Dexterity modifier.

Roundhouse — Martial Artist Attack 1

You kick in a circular motion, pushing everyone back away from you.

At-Will ✦ Ch'i, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and each enemy adjacent to you is pushed 1 square.
Mantis Form: The target is pushed a number of squares equal to your Dexterity modifier.
Level 21: 2 [W] + Strength modifier damage.

Spirit Drain — Martial Artist Attack 1

You strike at the Ch'i center of your opponent, causing them pain when they try to attack you.

At-Will ✦ Ch'i, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage. If the target attacks you before the beginning of your next turn, the target takes 2 damage.
Tiger Form: If the target attacks you before the beginning of your next turn, they take your Wisdom modifier in damage instead.

Throat Jab — Martial Artist Attack 1

With a quick jab to the throat your enemy gasps for air, leaving them open for continued attacks.

At-Will ✦ Ch'i, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage, and the target has a –2 penalty to Fortitude until the end of your next turn.
Tiger Form: The penalty lasts for one additional round.
Level 21: 2 [W] + Strength modifier damage.

Level 1 Encounter Techniques

Headlock — Martial Artist Attack 1

You wrap your arm around your opponents neck and secure their head, ensuring that they don't get away.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is grabbed until they escape.
Minor Mantis Kata: The target gains a –2 penalty to Reflex until the end of your next turn.
Minor Tiger Kata: Add your Wisdom modifier to the damage roll.

Glorious Feline Pounce — Martial Artist Attack 1

Like a cat you pounce across the battlefield to catch your foe unaware, knocking him to the ground.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is knocked prone.
Minor Mantis Kata: On a hit, you may shift 2 squares after the damage roll.
Minor Tiger Kata: Add your Wisdom modifier to the damage roll.
Special: You may use this power as part of a charge.

Spinning Elbow — Martial Artist Attack 1

As you lash out with an elbow strike, you spin your body with the momentum to gain a better tactical position.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage. You gain a +1 power bonus to AC until the end of your next turn.
Minor Mantis Kata: You gain a power bonus to AC equal to 1 + your Dexterity modifier.
Minor Tiger Kata: Add your Wisdom modifier to the damage roll and the target is grabbed until they escape.

Smash the Spirit — Martial Artist Attack 1

With a quick jab you catch your foe off guard and with a yank of your weapon, you shove him aside.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target takes a –2 penalty to Will until the end of your next turn.
Minor Mantis Kata: You gain a +2 power bonus to AC until the end of your next turn.
Minor Tiger Kata: Until the end of your next turn, if the target makes an attack against you or your allies, they take 1d8 + Wisdom modifier damage.

Level 1 Daily Techniques

Carapace Blow — Martial Artist Attack 1

Your strike draw a sliver of your opponent's Ch'i which you use to harden your defenses.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target gains a –2 penalty to AC and Fortitude (save ends).

Major Kata: The target takes an additional 1 [W] damage, and the penalty to AC and Fortitude is 1 + your Dexterity modifier.

Minor Mantis Kata: You gain a power bonus to AC and Fortitude equal to 1 + your Dexterity modifier until the end of your next turn.

Miss: Half damage

Chest Crush — Martial Artist Attack 1

You focus your punch on the chest of your foe, crushing his lungs and leaving him gasping for air.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and target takes ongoing 5 damage (save ends).

Major Kata: The target takes an additional 1 [W] damage.

Minor Tiger Kata: The target has a –2 penalty to the saving throw to end the ongoing damage.

Miss: Half damage, and the target takes ongoing 2 damage (save ends).

Claws of the Tiger — Martial Artist Attack 1

Using your fingers as claws, you rake the flesh of your foe which bleeds endlessly.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls (save ends).

Major Kata: The target takes an additional 1 [W] damage.

Minor Tiger Kata: The target takes ongoing 5 damage (save ends).

Miss: Half damage, and the target takes a -2 to attack rolls until the end of your next turn..

Harmonious Jade — Martial Artist Attack 1

By channeling your ancestors, your jade-empowered strike sends your foe reeling backwards.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage and the target is pushed 2 squares and knocked prone.

Major Kata: Make a secondary Strength vs. Fortitude attack against the target. On a hit, the target takes damage equal to your Dexterity modifier, and is immobilized (save ends).

Minor Mantis Kata: You shift a number of squares equal to your Dexterity modifier after the damage roll.

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

Level 2 Utility Techniques

Razor Claw Tiger Style — Martial Artist Utility 2

Izo taught his students how to bypass the defenses of an enemy, no matter strong or powerful.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: Once per round, if you hit a target, reduce one of the target's resistances by your Wisdom modifier until the end of your next turn.

Monkey Training — Martial Artist Utility 2

Like a monkey spirit, you never miss the branch you are aiming for.

Encounter ✦ Ch'i
Free Action **Personal**
Trigger: You roll an Acrobatics check and dislike the result
Prerequisite: You must be trained in Acrobatics
Effect: Reroll the Acrobatics check.

Oaken Mantis Style — Martial Artist Utility 2

Tenchu taught his students how focus their will inward to shake off minor wounds.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: While bloodied, you gain regeneration equal to 1 + your Dexterity modifier.

Soul of the Gazelle — Martial Artist Utility 2

You invoke the soul of the gazelle to gift you with a burst of speed to dart across the battlefield.

Encounter ✦ Ch'i,
Minor Action **Personal**
Effect: Gain a +2 bonus to your speed until the end of your next turn.

Level 3 Encounter Techniques

Leaf Camouflage Strike — Martial Artist Attack 3

Like a leaf on the wind you move, and like a leaf within the forest, you cannot be seen.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1 [W] + Strength modifier damage. You gain concealment until the end of your next turn.

Minor Tiger Kata: Add your Wisdom modifier to the damage roll.

Minor Mantis Kata: The target takes a –2 penalty to Perception rolls, and a –2 penalty to attack rolls until the end of your next turn.

Onyx Hand Blow — Martial Artist Attack 3

Empowered with the soul of the onyx warrior, your fist hardens as you strike, breaking bone.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target gains vulnerability 2 melee attacks until the end of your next turn.

Minor Mantis Kata: You increase your resist all class feature by 2 until the end of your next turn.

Minor Tiger Kata: The target gains vulnerability 2 + Wisdom modifier until the end of your next turn instead.

Overhead Brutal Strike — Martial Artist Attack 3

You bring your weapon down on your opponent's skull with a staggering blow.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is dazed until the end of your next turn..

Minor Mantis Kata: You gain a power bonus to AC equal to 1 + your Dexterity modifier.

Minor Tiger Kata: Target is grabbed until they escape.

Two Fist Punch — Martial Artist Attack 3

You bring both fists forward like a battering ram to keep your foe from dodging your attack.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC; make two attack rolls, take the higher result of the two and apply it to both attack rolls
Hit: 1 [W] + Strength modifier damage per attack.

Minor Mantis Kata: The target gains a –2 penalty to attack rolls until the end of your next turn.

Minor Tiger Kata: Add your Wisdom modifier to each damage roll.

Level 5 Daily Techniques

Akuma Toss — Martial Artist Attack 5

By converting your opponent's attacks against him, you use his momentum to toss him through the air.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and slide the target 3 squares and knock them prone.

Major Kata: The target takes an additional 1 [W] damage, and you slide the target 5 squares instead.

Minor Mantis Kata: You slide the target a number of squares equal to 3 + your Dexterity modifier.

Miss: Half damage, and the target is knocked prone.

Flashing Tiger — Martial Artist Attack 5

Like a sprinting tiger you move across the battlefield to launch your attack against a surprised opponent.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Special: You may shift 2 squares before the attack roll
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage

Effect: You may shift 2 squares after the damage roll.

Major Kata: You shift a number of squares equal to your Wisdom modifier after the damage roll. In addition, you gain a +2 power bonus to AC and Reflex until the end of your next turn.

Minor Tiger Kata: On a hit, the target takes ongoing 5 damage (save ends).

Furious Maul — Martial Artist Attack 5

You strike with a furious hit that staggers your opponent to the point where he can barely lift his weapon.

Daily ✦ Ch'i, Kata, Weapon
Immediate Interrupt **Melee** Weapon
Trigger: You are targeted by a melee attack
Target: The creature targeting you
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target is weakened (save ends).

Major Kata: The target gains ongoing 10 damage (save ends).

Minor Tiger Kata: *After Effect:* The target takes a –2 penalty to AC (save ends).

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

Hidden Ghost Strike — Martial Artist Attack 5

From the shadows you lash out at your opponent, catching them off guard.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage.

Major Kata: If you attack from concealment, add 1 [W] + Dexterity modifier to the damage roll.

Minor Mantis Kata: Slide the target 2 squares and the target is knocked prone.

Miss: Half damage.

Level 6 Utility Techniques

Golden Meditation — Martial Artist Utility 6

Through meditation and proper breathing you have learned to harden your mind as well as your body.

Daily ✦ Ch'i
Minor Action **Personal**
Effect: You regain the use of your Second Wind which you use immediately as a free action.

Steel Mantis Style — Martial Artist Utility 6

Hira taught her students to draw upon the earth to harden their defenses.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: Gain +1 bonus to resist melee and +1 bonus to speed.

Stalking Tiger Style — Martial Artist Utility 6

Karbachi taught his students that a master's movement can empower their attack. Move more. Strike harder.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: Add +1 to any damage roll you make during the round for each square you move in the same round up to your Strength modifier.

Walking on Clouds — Martial Artist Utility 6

By tapping into the soul of the falcon to move through the air faster than you could run.

Encounter ✦ Ch'i
Move Action **Personal**
Effect: You fly up to 10 squares onto an unoccupied horizontal square or you fall.

Level 7 Encounter Techniques

Devouring Blow — Martial Artist Attack 7

Your strikes open wounds in your enemy which allows you to devour their Ch'i to renew yourself.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage.
Effect: Gain 5 temporary hit points.

Minor Mantis Kata: The target is immobilized until the end of your next turn.

Minor Tiger Kata: The target takes a –4 penalty to Fortitude until the end of your next turn.

Cleaving the Melon — Martial Artist Attack 7

A brutal strike to the head leaves your enemy dazed, confused and staggering across the battlefield.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target gains a -2 penalty to AC and Will until the end of your next turn.

Minor Mantis Kata: Shift a number of squares equal to 1 + your Dexterity modifier.

Minor Tiger Kata: The target takes additional damage equal to your Wisdom modifier.

Dragon Tail Sweep — Martial Artist Attack 7

With a leg extended you sweep the opponents surrounding you from their feet, knocking them to the ground.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Close Burst** 1
Target: Each creature in burst
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is knocked prone.

Minor Mantis Kata: The target is pushed a number of squares equal to 1 + your Dexterity modifier, and then knocked prone.

Minor Tiger Kata: The target takes additional damage equal to your Wisdom modifier.

Steel Claw Strike — Martial Artist Attack 7

Your strikes penetrate your opponents defenses, making every move they make filled with pain.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage. Until the end of your next turn, if the target takes Pressure Point damage, the target takes an additional 1d6 damage.

Minor Mantis Kata: The target takes a –2 penalty to attack rolls until the end of your next turn.

Minor Tiger Kata: The target gains vulnerability melee attacks equal to 2 + your Wisdom modifier until the end of your next turn.

Level 9 Daily Techniques

Tiger Pounce — Martial Artist Attack 9

As if bitten by a tiger, your opponent cannot escape without experiencing horrible pain.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is grabbed until they escape. Each round the target begins their turn grabbed by this power, they take damage equal to your Wisdom modifier.

Major Kata: Each round the target begins their turn grabbed by this power, they take 1d10 + your Wisdom modifier damage instead.

Minor Tiger Kata: The target takes a –4 penalty to escape the grab.

Miss: Half damage.

Fury of the Ancients — Martial Artist Attack 9

You call out to your ancestors who guide your weapon to strike your enemy and send him retreating in awe.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage and slide the target 1 square. The target takes a -2 penalty to Fortitude (save ends).

Major Kata: You may make a second attack; Strength vs. Fortitude. If you hit, you deal 1 [W] + Strength modifier damage, and the target is knocked prone.

Minor Mantis Kata: You may spend a healing surge and regain an additional 1d6 hit points.

Miss: Half damage and the target is knocked prone.

Silver Claw Carnage — Martial Artist Attack 9

Like the mightiest tiger you strike true. Your opponent cannot escape your wrath.

Daily ✦ Ch'i, Kata, Reliable, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target is immobilized (save ends).

Major Kata: Make a second attack; Strength vs. Reflex. If you hit, you deal 1 [W] + Strength modifier damage.

Minor Tiger Kata: Each time you miss with this attack, the next attack you make with this power gains a +2 bonus to the attack roll.

Submission Throat Strike — Martial Artist Attack 9

With a quick strike you grab the throat of your enemy and hold them in place as you squeeze.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is grabbed until they escape. Make a secondary attack.

Secondary Attack: Strength vs. Fortitude
Hit: 1 [W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Major Kata: Until the end of the encounter, if you begin your turn with the target grabbed by this power, repeat the secondary attack. This power ends once the target escapes the grab.

Minor Mantis Kata: Target takes a –4 penalty to escape the grab.

Level 10 Utility Techniques

Blazing Tiger Style — Martial Artist Utility 10

Imiro taught his students to harden their strikes, for even the simplest strike can cause excruciating pain.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: Unarmed strikes deal an extra 1d4 damage. Unarmed strike critical hits deal an extra 1d10 damage.

Devouring Mantis Style — Martial Artist Utility 10

Minilo taught his students that the secret to the mantis's power is within it's power to hold onto its target.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: When you grab a target, you deal 1d10 damage. Sustaining a grab deals no extra damage.

Sideslip — Martial Artist Utility 10

Like a snake you move quickly to the side to avoid an oncoming attack.

Daily ✦ Ch'i
Immediate Interrupt **Personal**
Effect: When an attack hits you, force the enemy to reroll the attack with a -5 penalty. Once the attack is resolved, shift 1 square.

Unbounded Spirit — Martial Artist Utility 10

Your spirit is empowered by your ancestors, granting you speed and agility.

Encounter ✦ Ch'i
Minor Action **Personal**
Effect: Gain a +4 bonus to speed and a +2 power bonus to Reflex until the end of your next turn.

Level 13 Encounter Techniques

Leg Lock — Martial Artist Attack 13

You focus your attack on the legs of your opponent, twisting them up so they can't go anywhere.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage and the target knocked prone and is grabbed until they escape.

Minor Mantis Kata: The target takes a –2 penalty to escape the grab.

Minor Tiger Kata: If the target escapes the grab, they are slowed until the end of your next turn.

Rage of the Tiger — Martial Artist Attack 13

You strike your opponent with a resounding growl which frightens your foe and all those nearby.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage and the target has a –4 penalty to Fortitude until the end of your next turn.

Minor Mantis Kata: On a hit, each enemy within 2 squares of the target has a -2 penalty to attack rolls until the end of your next turn.

Minor Tiger Kata: The target takes an additional 1[W] + Wisdom modifier damage.

Strength of the Soul — Martial Artist Attack 13

With a powerful strike you draw upon your Ch'i as a protective cloak against a counterstrike.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage. Until the end of your next turn, if the target makes an attack that includes you, the target takes 1d8 damage.

Minor Mantis Kata: Gain +3 bonus to your resist melee attacks until the end of your next turn.

Minor Tiger Kata: The target takes additional damage equal to your Wisdom modifier, and is pushed a number of squares equal to your Wisdom modifier.

Thunderpunch — Martial Artist Attack 13

Like the storm, your strike hits with the force of nature and knocks your opponent backwards.

Encounter ✦ Ch'i, Kata, Thunder, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier thunder damage, and you push the target 3 squares.

Minor Mantis Kata: You gain +3 to your resist melee damage until the end of your next turn.

Minor Tiger Kata: The target takes an additional 1d8 thunder damage.

Level 15 Daily Techniques

Coils of the Serpent — Martial Artist Attack 15

Your strike damages the organs of your foe, racking him with a never-ending stream of pain.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target takes ongoing 10 damage (save ends).

Major Kata: The target takes ongoing 15 damage instead, and if they take an attack action, they cannot attempt to save or escape.

Minor Tiger Kata: The target takes an additional 1 [W] damage.

Miss: Half damage.

Fists of Fury — Martial Artist Attack 15

Within your stance you rain blow after blow against your opponent.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC; make attacks until you miss or until you make three attacks.
Hit: 2 [W] + Strength modifier damage.

Major Kata: Make attacks until you miss or until you make a number of attacks equal to 2 + your Wisdom modifier.

Minor Tiger Kata: Slide the target 1 square after each damage roll. You may then shift 1 square to the square they just left after each damage roll.

Head Bite — Martial Artist Attack 15

Like the mantis, you ensnare your enemy within your powerful grasp and strike them in the head. Repeatedly.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage and the target is grabbed until they escape. Each round the target begins their turn grabbed, they take a –4 penalty to Will, and are dazed until the end of your next turn.

Major Kata: Each round the target begins their turn grabbed, they takes 1d8 + your Dexterity modifier damage.

Minor Mantis Kata: The target takes a –4 penalty to escape the grab.

Thunderous Impact — Martial Artist Attack 15

Your strike is followed by a clap of thunder as you harness nature to empower your ch'i.

Daily ✦ Ch'i, Kata, Thunder, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier thunder damage, and the target is dazed (save ends).

Major Kata: Each enemy within 2 squares takes 2d6 thunder damage.

Minor Mantis Kata: The target is stunned (save ends) instead.

Miss: Half damage.

Level 16 Utility Techniques

Aura of the Fire Spirit — Martial Artist Utility 16

Calling upon the fire dragon guardian, your body is wreathed in flames.

Daily ✦ Ch'i, Fire, Stance
Minor Action **Personal**
Effect: Add 2d6 fire damage to all damage rolls.

Mountain Mantis Style — Martial Artist Utility 16

Ochi taught her students to be one with nature, to tap into the life force of the earth to survive.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: Each round you take damage, you gain a +1 cumulative power bonus to all defenses up to a maximum equal to your Dexterity modifier.

One Soul, One Mind — Martial Artist Utility 16

Focusing your Ch'i outwards, you touch the minds of your allies with one another to act as one.

Encounter ✦ Ch'i
Minor Action **Close Burst** 2
Target: You and all allies within burst
Effect: Target gains a +2 power bonus to attack rolls, damage rolls and saving throws until the end of your next turn.

Frenzying Tiger Style — Martial Artist Utility 16

Tanaka taught his students the fluidity of combat and how to move from one opponent to the next.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: When you deal damage with an ch'i power, a creature adjacent to your target takes 1d6 damage.

Level 17 Encounter Techniques

Ascending Heaven Strike — Martial Artist Attack 17

You strike a blow that the gods find worthy. Your foe is held in place by a heavenly hand.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: Must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target is stunned until the end of your next turn.

Minor Mantis Kata: When the target is no longer stunned, they are slowed until the end of your next turn.

Minor Tiger Kata: The target takes a penalty to Reflex equal to your Wisdom modifier.

Black Jade Harmony — Martial Artist Attack 17

Your body melds with black jade, allowing you to knock over your foes while making you resistant to damage.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and slide the target 3 squares and knock it prone. You may shift 3 squares.

Minor Mantis Kata: Add a +5 bonus to your resist melee damage until the end of your next turn.

Minor Tiger Kata: The target takes a penalty to AC and Reflex equal to your Wisdom modifier until the end of your next turn.

Double Diamond Fists — Martial Artist Attack 17

Your fists become as hard as diamonds which knock your opponent senseless for a time.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: Must use unarmed strike
Target: One creature
Attack: Strength vs. AC; two attacks
Hit: 2 [W] + Strength modifier damage per attack.

Minor Mantis Kata: You gain a bonus to AC equal to your Dexterity modifier until the end of your next turn.

Minor Tiger Kata: The target is dazed and takes a –2 penalty to Reflex until the end of your next turn.

Shockwave — Martial Artist Attack 17

Within a sea of enemies, you clap your hands together which sends a shockwave out, knocking over your foes.

Encounter ✦ Ch'i, Kata, Thunder, Weapon
Standard Action **Close Burst** 2
Requirement: Must use unarmed strike
Target: Each creature in burst
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier thunder damage, and the target is pushed 2 squares and knocked prone.

Minor Mantis Kata: The target is pushed a number of squares equal to your Dexterity modifier and then knocked prone.

Minor Tiger Kata: The target takes an additional 1 [W] thunder damage.

Level 19 Daily Techniques

Blazing Halo Attack Martial Artist Attack 19

You focus your Ch'i to a singular point and then thrust it outwards as a ball of fire to engulf your enemies.

Daily ✦ Ch'i, Fire, Kata, Weapon
Standard Action **Close Burst** 1
Target: Each creature in burst
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier fire damage, and the target gains a -2 penalty to AC (save ends).

Major Kata: On a hit, add your Wisdom modifier to the damage roll. The target gains a penalty to AC equal to 2 + your Wisdom modifier instead.

Minor Tiger Kata: The target takes an additional 1 [W] thunder damage.

Descending Wyrm Strike Martial Artist Attack 19

Each consecutive blow further drives your enemy down the spiral into the maw of the Wyrm.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: Must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Minor Mantis Kata: You gain a +1 power bonus to the first attack roll, +2 power bonus to the secondary attack roll, and +3 power bonus to the tertiary attack roll.
Hit: 2 [W] + Strength modifier damage.
Secondary Target: Primary target or a secondary creature.
Secondary Attack: Strength vs. Fortitude.
Hit: 2 [W] + Strength modifier damage. If you hit the primary target, it is immobilized until the end of your next turn.
Tertiary Target: Primary target, secondary target or tertiary creature.
Tertiary Attack: Strength vs. Fortitude.
Hit: 2 [W] + Strength modifier damage. If you hit the primary target, it is dazed (save ends). If you hit the secondary target, it is immobilized until the end of your next turn.

Major Kata: The target takes ongoing 5 damage (save ends). If you hit the same target twice, the target takes ongoing 10 damage (save ends) instead.

Devour the Soul Martial Artist Attack 19

As you grapple your foe, you crush their body, drawing out their Ch'i for you to consume.

Daily ✦ Ch'i, Kata, Reliable, Weapon
Standard Action **Melee** Weapon
Requirement: Must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target takes a penalty to Will equal to your Dexterity modifier (save ends).

Major Kata: The target takes an additional 2 [W] damage.

Minor Mantis Kata: On a hit, make a secondary attack roll; Strength vs. Will. On a hit, the target is stunned (save ends).

Heavenly Submission Martial Artist Attack 19

With a guiding ancestor spirit, you strike the center Ch'i of your opponent, freezing their entire body in place.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4 [W] + Strength modifier damage, and the target is stunned (save ends).

Major Kata: The target takes an additional 2 [W] damage.

Minor Tiger Kata: The target takes ongoing 10 damage (save ends).

Level 22 Utility Techniques

Elemental Mantis Style — Martial Artist Utility 22

Macinni taught his students to draw upon the power of air, earth, fire and water to withstand any attack.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: Choose 3 keywords from Acid, Cold, Fire, Lightning, Poison and Thunder. Gain resist 15 against them.

Mark of the Predator — Martial Artist Utility 22

With an exhale of Ch'i, your guiding ancestor spirit tether's each enemy's Ch'i to you.

Daily ✦ Ch'i
Minor Action **Close Burst** 3
Target: Each enemy in burst
Effect: Target is effected by Pressure Points.

Shooting Star Tiger Style — Martial Artist Utility 22

Ovia taught her students to use the power of your opponent against them, to crush them with their own strength.

Daily ✦ Ch'i, Stance
Minor Action **Personal**
Effect: Each time an enemy hits you, gain a +1 cumulative bonus to all damage rolls up to your Strength modifier against that target until the end of the encounter.

Seven League Stride — Martial Artist Utility 22

You nimbly weave through the battlefield with lightning speed.

Encounter ✦ Ch'i
Move Action **Personal**
Effect: Shift a number of squares equal to 4 + your Dexterity modifier.

Level 23 Encounter Techniques

Calling the Fire Cat — Martial Artist Attack 23

You call upon the fire cat to empower your Ch'i. As you strike, your enemy is set ablaze.

Encounter ✦ Ch'i, Fire, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC; two attacks
Hit: 3 [W] + Strength modifier plus 10 fire damage per attack.

Minor Mantis Kata: Add your Dexterity modifier to each damage roll and the target gains vulnerability 5 to melee attacks until the end of your next turn.

Minor Tiger Kata: Until the end of your next turn, the target takes fire damage equal to your Wisdom modifier for each square they move.

Cherry Blossom Stride — Martial Artist Attack 23

Like the falling blossom you shift through the battlefield, knocking over your opponents and staying out of reach.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target is knocked prone. You may shift a number of squares equal 3 + your Wisdom modifier.

Minor Tiger Kata: The target takes an additional 1 [W] damage.

Minor Mantis Kata: Until the end of your next turn, you may shift an additional 2 squares when shifting.

Five Stones of Ice — Martial Artist Attack 23

You call to Winter to empower your strikes. With each blow your foe draws closer to death.

Encounter ✦ Ch'i, Cold, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One, two, three, four or five creatures
Attack: Strength vs. AC; five attacks
Hit: 1 [W] + Strength modifier cold damage per attack. If the target is hit twice, they are slowed until the end of your next turn. If the target is hit three times, they are slowed and weakened until the end of your next turn. If the target is hit four times, they are slowed, weakened and take a penalty to AC equal to your Strength modifier until the end of your next turn.

Minor Mantis Kata: If a target is hit five times, the target is also knocked unconscious until the end of your next turn.

Minor Tiger Kata: Add your Wisdom modifier to each damage roll.

Jade Empowerment — Martial Artist Attack 23

You empower your body with jade, making your attacks more powerful and your body more resilient.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4 [W] + Strength modifier damage.

Minor Mantis Kata: Add a +5 bonus to your resist melee damage until the end of your next turn.

Minor Tiger Kata: If you are bloodied, add 2 [W] to the damage roll.

Level 25 Daily Techniques

Blue Jade Press — Martial Artist Attack 25

By calling upon the elements, your strikes freeze the Ch'i points of your target, locking them in place.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4 [W] + Strength modifier damage, and the target is restrained (save ends).

Major Kata: Add your Wisdom modifier to the damage roll, and the target takes a –2 penalty to save against the restrained condition.

Minor Mantis Kata: Spend a healing surge and regain extra 2d6 hit points.

Miss: Half damage.

Celestial Avenger — Martial Artist Attack 25

You mark your enemy with your Ch'i and tether their actions to your desire. When they disobey, you punish.

Daily ✦ Ch'i, Kata, Radiant, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 5 [W] + Strength modifier radiant damage. Until the end of the encounter, the target takes 5 radiant damage every time they make an attack that includes you as the target.

Major Kata: The target instead takes 10 radiant damage every time they make an attack that includes you as the target.

Minor Tiger Kata: The target also takes 5 radiant damage every time they make an attack that does not include you as the target.

Miss: Half damage, and the target takes 5 radiant damage when their attack includes you as the target (save ends).

Everlasting Pain — Martial Artist Attack 25

You strike a devastating blow that cripples your foe to where they do anything to try and get away from you.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 6 [W] + Strength modifier damage, and the target can only take a move action until the end of your next turn.

Major Kata: The target takes 1d10 fire damage each time they take a move action (save ends).

Minor Tiger Kata: The target can only take a move action (save ends).

Miss: Half damage.

Seven Winds of Spring — Martial Artist Attack 25

You call upon the spring winds to slam into your enemy, knocking them to the ground.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 4 [W] + Strength modifier damage, and the target is knocked prone.

Effect: Gain temporary hit point points equal to one half your level plus your Dexterity modifier.

Major Kata: Make a secondary Strength vs. Fortitude attack all enemies within 3 squares of you. If successful, the target takes cold damage equal to your Dexterity modifier.

Minor Mantis Kata: You gain a bonus to AC equal to 2 + your Dexterity modifier until the end of your next turn.

Level 27 Encounter Techniques

Flood Wave Rush — Martial Artist Attack 27

Like a rushing tidal wave you slam into your enemy, knocking them backwards and downwards.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage, and the target is dazed until the end of your next turn and knocked prone.

Minor Mantis Kata: The target takes 1d10 damage instead of d6 when they take Pressure Point damage until the end of your next turn.

Minor Tiger Kata: The target takes an additional 1 [W] damage.

Full Moon Frenzy — Martial Artist Attack 27

Like the infamous werewolf, you enter a rage of fury. You move with blinding speed to attack all surrounding foes.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Close Burst** 2
Target: Each enemy in burst
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage.

Minor Mantis Kata: You may shift 3 squares after the damage roll.

Minor Tiger Kata: The target is knocked prone and immobilized until the end of your next turn.

Twist of Fate — Martial Artist Attack 27

Momentum is key. You use the power of your opponent against him.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Minor Mantis Kata: You gain a bonus to attack rolls made with this power equal to your Dexterity modifier.
Attack: Strength vs. AC
Hit: 3 [W] + Strength modifier damage. Until the end of your next turn, if the target takes a standard action within your line of sight, make a Strength vs. Fortitude attack against the target as an immediate reaction. If you hit, the target takes 1 [W] + Strength modifier damage, and is unconscious until the end of your next turn.
Minor Tiger Kata: The target takes an additional 1 [W] to each damage roll you make with this power.

Unwoven Tapestry — Martial Artist Attack 27

By unweaving the Ch'i of your opponent through your attacks, you unravel their life.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4 [W] + Strength modifier damage, and the target gains vulnerability 10 to melee damage until the end of your next turn.
Minor Mantis Kata: You gain a power bonus to AC and Fortitude equal to Dexterity modifier until the end of your next turn.
Minor Tiger Kata: The target also takes a –2 penalty to AC until the end of your next turn.

Level 29 Daily Techniques

Apocalypse — Martial Artist Attack 29

You have seen hell and with a single strike to the ground you bring it to earth.

Daily ✦ Ch'i, Fire, Kata, Weapon
Standard Action **Close Burst** 2
Target: Each creature in burst
Attack: Strength vs. AC
Hit: 4 [W] + Strength modifier fire damage, and the target gains ongoing 10 fire damage (save ends).
Major Kata: The target cannot make a saving throw to end the ongoing damage if they take an attack action. In addition, the target takes a –2 penalty to saving throws against the ongoing damage.
Minor Mantis Kata: Slide the target a number of squares equal to 2 + your Wisdom modifier.
Miss: Half damage, and ongoing 5 fire damage (save ends)

Rising Star — Martial Artist Attack 29

Through harmony of the soul with the stars your touch is unavoidable.

Daily ✦ Ch'i, Kata, Weapon
Major Kata: This power is Reliable
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 7 [W] + Strength modifier damage.
Minor Mantis Kata: The target is stunned (save ends).
After Effect: The target is blinded (save ends).
Miss: Half damage.

Shatterpoint — Martial Artist Attack 29

You seek the weak points in an opponent, shatterpoints where the unbreakable can be broken.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 6 [W] + Strength modifier damage, and the target is weakened (save ends) and gains vulnerability 5 to melee attacks until the end of the encounter.
Major Kata: The target gains vulnerability 10 to melee attacks instead.
Minor Tiger Kata: The target has a –4 penalty to their saving throw end the condition inflicted by this power.
Miss: Half damage, and the target is weakened (save ends).

Seven Point Star — Martial Artist Attack 29

To be one with your weapon, you must share in its fate. You show your opponents the meaning of true pain.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC
Hit: 6 [W] + Strength modifier damage. Anytime the target deals damage on a melee attack, they take half the damage dealt (save ends).
Major Kata: *After Effect:* The target is weakened until the end of the encounter.
Minor Tiger Kata: The target takes half the damage dealt plus your Dexterity modifier.
Miss: Half damage only.

Exalted Disciple

"I am one with the universe."

Prerequisite: Martial Artist class

You are a disciple of the clear thought, the path of joining the mind, body and soul with the cosmos. You strive for balance in all things.

As an exalted disciple, you travel the world with the strength of the celestial court at your side. With their support, you are able to align your Ch'i with the universe to bring balance, whether it be for the greater good or for the advancement of evil.

Exalted Disciple Path Features

Cosmic Balance (11th Level): When you spend an action point, instead of an extra action, choose the highest defense rating of your Fortitude, Reflex and Will defenses. Apply that defense rating to your Fortitude, Reflex and Will defenses until the end of your next turn.

Cosmic Retaliation (11th Level): If you attack an enemy that hit you last round, you deal an extra 2 damage on a successful attack.

Cosmic Ascension (16th Level): When you spend a second wind, you regain an extra 2d6 hit points.

Exalted Disciple Powers

Drop the Moon — Exalted Disciple Attack 11

By harnessing the strings of gravity, you pull the weight of the world upon your enemies, slowing them down.

Encounter ✦ Ch'i, Kata, Radiant, Weapon
Standard Action **Close Blast** 3
Target: Each creature in blast
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier radiant damage, and the target is slowed until the end of your next turn.

Minor Tiger Kata: Add your Wisdom modifier to the damage roll.

Minor Mantis Kata: Extend the duration of the slow effect one additional round.

Celestial Politics — Exalted Disciple Utility 12

By calling in the favor of the celestial court, you and your allies are shielded from harm.

Encounter ✦ Ch'i
Standard Action **Close Burst** 3
Target: You can each ally in burst
Effect: You and all allies gain a +2 power bonus to all defenses and saves until the end of your next turn.

Earth Cradle — Exalted Disciple Attack 20

You call upon the spirits of the earth to rise up and restrain your enemies.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Close Blast** 1
Minor Mantis Kata: Extend this power to Close Blast 3
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is restrained (save ends).

Major Kata: The target takes ongoing 10 damage (save ends).

Minor Tiger Kata: The target takes an additional 1 [W] damage.

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

White Tiger Master

"The spirit of the tiger is now within me. Where once I was the student, I am now the master."

Prerequisite: Martial Artist class, Tiger Form

You have spent your life learning to be the Tiger. Within the spirit of the tiger you find strength of character and personality. Following the ways of the tiger is not to be shy or deceptive but strong willed and forward. By following the ways of the tiger, you can complete the union of body and soul.

The tiger form teaches how to use Ch'i as an external fighting form. The tiger is quick and strikes with powerful claws. The tiger is also a hunter that stalks its prey.

White Tiger Master Path Features

Speed of the Tiger (11th Level): When you spend an action point, you gain a minor action in addition to the standard action.

Soul of the Tiger (11th Level): When you spend an action point to take an extra action, you may add your Wisdom modifier to all damage rolls until the end of your next turn.

Aura of the Tiger (16th Level): As long as you can make an opportunity attack, choose one adjacent enemy. That enemy takes your Wisdom modifier damage at the start of your turn.

White Tiger Master Disciple Powers

Savage Heart — White Tiger Attack 11

You call upon the heart of the tiger to stun your opponent to where they cannot counterattack.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Target: One creature
Attack: Strength vs. AC

Hit: 2 [W] + Strength modifier damage, and the target cannot take an attack action on their next turn.

Face Rake Kata: Target takes an additional 1 [W] damage.

Spirit Drain Kata: Target is slowed until the end of your next turn.

Throat Jab Kata: The target also cannot take a minor action until the end of your next turn.

White Tiger Form — White Tiger Utility 12

You invoke the kata of the white tiger, empowering your fists and legs to move quick and strike hard.

Daily ✦ Ch'i, Stance
Minor Action **Personal**

Effect: You gain a +4 power bonus to Strength related checks, +1 power bonus to speed and attack rolls.

Snow Tiger Pounce — White Tiger Attack 20

You move like the winter wind towards your foe and with a mighty leap you go in for the kill.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Requirement: You must use unarmed strike
Special: You may shift up to 5 squares before the attack roll and you ignore difficult terrain
Target: One creature
Attack: Strength vs. AC

Hit: 3 [W] + Strength modifier damage, and the target is knocked prone and unconscious until the end of your next turn.

Major Kata: You regain an encounter discipline.

Minor Tiger Kata: The target is unconscious (save ends).

Miss: Half damage, and the target is knocked prone.

Ninja

"I do not exist. I am but a figment of your imagination."

Prerequisite: Martial Artist class

Instead of mastering the brute strength of the Tiger or the stout defense of the Mantis, you have chosen to focus on the art of stealth. You are an assassin, yet you despise the scoundrels that dirty the name. You understand that there is honor in serving one's lord and that in order for your lord's honor to be true, you must live the life of dishonor for him.

To be ninja is to not exist at all. For an assassin, life is to be eternally within the shadows of society. Though most ninja are in service to a lord, some find themselves outside of normal society and forced into the life of an adventurer as a mercenary or assassin for hire.

Ninja Path Features

Hidden Soul (11th Level): When an adjacent enemy grants you combat advantage, you gain concealment against that target for as long as they grant you combat advantage.

Hidden Blade (11th Level): When you spend an action point, you gain +1 to your reach and you have threatening reach until the end of your next turn.

Hidden Reserve (16th Level): When you reduce an enemy to 0 hit points or fewer, you gain a number of temporary hit points equal to your Wisdom modifier.

Ninja Disciple Powers

Art of Deception Ninja Attack 11

You make a simple attack, lulling your opponent into a false sense of advantage.

Encounter ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC

Hit: Strength modifier damage. The next attack roll the target makes takes a penalty to the attack roll equal to 3 + your Wisdom modifier.

Minor Tiger Kata: The target takes an additional 2 [W] damage.

Minor Mantis Kata: The target grants combat advantage to you until the end of your next turn.

Art of Flight Ninja Utility 12

Like the wind you jump. No wall and no obstacle can stand in your way as you descend upon your prey.

Encounter ✦ Ch'i
Free Action **Personal**

Effect: Until the end of the encounter, you gain a +5 power bonus to Athletic checks and you may jump twice as far without the need for movement.

Art of the Unseen Ninja Attack 20

Through cunning you strike your opponent, and through trickery you slip from sight.

Daily ✦ Ch'i, Kata, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC

Hit: 4 [W] + Strength modifier damage, and the target grants combat advantage to you and your allies (save ends).

Effect: You are invisible until the end of the encounter or until you attack.

Major Kata: You can make a Stealth check against the target to attempt to remain invisible.

Minor Mantis Kata: Until the end of the encounter, you gain a +2 power bonus to damage rolls and +2 bonus to Acrobatic checks.

Minor Tiger Kata: Until the end of the encounter, you gain a +2 bonus to Stealth and Athletic checks.

Summoner

"So you think that I am alone? How horribly mistaken you are."

CLASS TRAITS
Role: Controller. You focus on summoning creatures to assist you in battle and inflicting status effects onto your opponents.
Power Source: Solar. You draw upon the Sun's energy of creating life to summon creatures.
Key Abilities: Charisma, Wisdom, Constitution

Implement: Orb, Soul Gem, Staff
Armor Proficiencies: Cloth
Weapon Proficiencies: Dagger, Quarterstaff
Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 10 + Constitution score
Hit Points per Level Gained: 4
Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Arcana.
From the class skills listed below, choose three more trained skills at 1st level.
Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Insight (Wis), Intimidate (Cha), Nature (Wis), Religion (Int)

Class Features: Creature Knowledge, Ritual Casting, Summon Esper, Tome of Creatures

The Summoner is a master of conjuring effects and summoning mythical creatures. From walls of fire to the powerful dragon, a summoner uses his solar ability to invoke the essence and true name of a creature.

Due to their intense study, Summoners are not as well versed in magical spells as wizards, however the horde of creatures that Summoners can call upon gives them a powerful edge in combat.

SUMMONER OVERVIEW

Characteristics: You focus on solar virtues to inflict status effects on your opponents and summoning big creatures to do the major fighting.

Religion: Summoners typically worship the Sun as it promotes life and creation.

Race: Dragonborn, Cushani, Half Elves, Halflings, Humans and Tieflings all make good summoners.

Creating a Summoner

You can choose any summoner powers you like for your character. Summoners fall into two groups, Conjurer and Occultist.

Conjurer

You focus on virtues involving your espers to funnel powers through them. Charisma is your primary attribute used for your attack virtues. Your Constitution modifier augments your espers.
Suggested Feat: Combat Teamwork
Suggested Skills: Arcana, Endurance, Insight
Suggested At-Will Powers: aster's Strike, Wave of Despair
Suggested Encounter Power: Shadow Stampede
Suggested Daily Power: Watch Dogs

Occultist

You focus on virtues that affect large amounts of creatures as possible and using your espers as a supplemental form of control. Charisma is the primary attribute used for your attack virtues. Your Wisdom modifier augments your powers.
Suggested Feat: Forbidden Knowledge
Suggested Skills: Arcana, Endurance, Insight
Suggested At-Will Powers: Sting of the Bee, Stinkbug Surprise
Suggested Encounter Power: Ice Beetle
Suggested Daily Power: Gremlin Menace

Summoner Class Features

Your class represents knowledge and power over creatures that you can summon.

Creature Knowledge

A Summoner has a vast understanding of a variety of creatures throughout the world and planes. With that extensive knowledge, summoners are able to identify creatures more easily. A summoner receives a +2 bonus on Monster Knowledge checks.

Implements

Summoners make use of orbs, soul gems, and staffs to help channel and direct their solar powers. Without an implement, summoners can still use their powers. A summoner wielding a soul gem, staff, or orb can add its enhancement bonus to the attack rolls and the damage rolls of summoner powers, as well as summoner paragon path powers that have the implement keyword.

Ritual Casting

You gain the Ritual Caster feat as a bonus feat. You possess a ritual book that contains three level 1 rituals of your choice.

Tome of Creatures

A summoner studies and learns about a variety of different creatures. From these studies, summoners can apply certain origins to the espers they summon, even if the creature is of a different origin.

When summoners summon an esper, they can choose to apply an additional creature origin. The esper gains an ability based on the new origin applied. For purpose of powers, espers are considered to be apart of both origins.

A summoner knows one origin at 1st level. They gain an second origin at 11th level and a third origin at 21st level. Summoned espers may only have one origin applied to them for the encounter, and the esper maintains its natural origin.

Origin	Effect Granted
Aberrant	Powers that originate from the esper have their reach extended by one. This does not apply to burst or blast powers.
Elemental	As a free action, you can change the damage type of a virtue that originates from your esper to Cold, Fire, Lightning or Thunder.
Fey	The esper gains a +2 bonus to AC.
Immortal	The esper gains extra hit points equal to 5 + your Constitution modifier.
Natural	The esper gains +1 bonus to their Fortitude, Reflex and Will defenses.
Shadow	The esper gains concealment if they move more than 3 squares on their turn.

Esper

Powers that include "esper" as part of the range treat your esper as the origin square for the power.

Summon Esper

You summon an esper to assist you. Choose one of the listed espers to be your summoned esper. At 6th level, you can choose a second esper. At 11th level you can choose a third, at 16th you can choose a fourth, at 21st you can choose a fifth and at 26th level you can choose a sixth esper.

You can only have one esper active during an encounter. If you summon a second esper, the summon esper power fails.

Summon Esper — Summoner Class Feature

You summon an esper to assist you in battle.

At-Will ✦ Solar, Summoning
Minor Action **Close Burst** 20
Effect: You create your esper in an unoccupied square in the burst. The esper occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the esper a number of squares equal to your speed.

Angel of War — immortal humanoid

A servant of the court of the Sun, this angel of war descends to the mortal realm to do battle.

Fire Brand; aura 1
Enemies that begin their turn within the aura take fire damage equal to your Charisma modifier.

Adjustments
✦ +2 bonus to AC and Will
✦ Until the angel of war is bloodied, enemies have a –2 penalty to attack rolls against the angel.
✦ The angel of war gains resist 10 fire.

Blood Lion — natural beast

As the king of cats, the lion is two tons of furry death awaiting its turn.

Stare down; aura 1
Enemies that begin their turn within the aura take a –2 penalty to AC until the end of their next turn.

Adjustments
✦ +2 bonus to AC and Fortitude
✦ While the blood lion is bloodied, powers that originate from it can score a critical hit on a natural 19 or 20.
✦ If a power originating from the blood lion hits a target that is bloodied, add 1d8 to the damage roll.

Blur Panther — fey beast

The blur panther is a feline-like creature of deep blue that is constantly phasing in and out of reality.

Dizziness; aura 1
Enemies that begin their turn within the aura are slowed until the end of your next turn.

Adjustments
✦ +2 bonus to AC and Reflex
✦ When the blur panther is bloodied for the first time, it gains invisibility until the end of the encounter or until a power originates from it.
✦ If you miss with an attack that originates from the blur panther, the blur panther gains concealment until the end of your next turn.

Lightning Hornet — elemental beast

The lightning hornet is a insect of pure lightning energy that buzzes with power.

Lightning Sphere; aura 1
Enemies that begin their turn within the aura take lightning damage equal to your Charisma modifier.

Adjustments
✦ +2 bonus to AC and Reflex
✦ The lightning hornet can fly (hover) a number of squares equal to the summoner's speed.
✦ The lightning hornet gains resist 10 lightning.

Savage Horror — aberrant beast

The savage horror is a deformed and grotesque creature of flesh and bone.

Savage Visage; aura 1
Enemies that begin their turn within the aura take a –2 penalty to attack rolls until the end of their next turn.

Adjustments
✦ +2 bonus to AC and Fortitude
✦ When the savage horror is first summoned, it begins with a number of temporary hit points equal to half your level + your Constitution modifier.
✦ When the savage horror is bloodied for the first time, each enemy adjacent to it takes damage equal to your Constitution modifier.

Shadow Mastiff — shadow beast

Made of pure shadow, this mastiff is big, mean and willing.

Nightmare Visions; aura 1
Enemies that begin their turn within the aura take a –2 penalty to saving throws.

Adjustments
✦ +2 bonus to AC and Will
✦ While the shadow mastiff is bloodied, powers that originate from it gain a +2 bonus to attack rolls.
✦ When summoned, the shadow mastiff gains resist 2 all except radiant damage.

Summoner Virtues

Your virtues are powered by solar energy. Due to your mystical connection with your creatures, virtues can be originated by you or them.

Level 1 At-Will Virtues

Master's Strike — Summoner Attack 1

You issue a command to your summoned esper to make an attack against a target.

At-Will ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d8 damage + Charisma modifier + your Constitution modifier damage.
Level 21: 2d8 + Charisma modifier + your Constitution

Sting of the Bee — Summoner Attack 1

You summon a swarm of bees to sting your foe, and distract them.

At-Will ✦ Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier damage, and the target grants one ally of your choice combat advantage until the end of your next turn.
Level 21: 2d6 + Charisma modifier.

Stinkbug Surprise — Summoner Attack 1

A stinkbug pops up from the ground to poison your enemies.

At-Will ✦ Implement, Poison, Solar
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier poison damage.
Level 21: 2d6 + Charisma modifier.

Wave of Despair — Summoner Attack 1

A wave of despair pulses from your esper, staggering everyone around it.

At-Will ✦ Esper, Implement, Psychic, Solar
Standard Action **Close Burst** esper 1
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier psychic damage.
Level 21: 2d6 + Charisma modifier.

Level 1 Encounter Virtues

Cull the Weak — Summoner Attack 1

Your esper lashes out to rip and tear at the enemy's body to weaken them for the final strike.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier damage, and the target is weakened until the end of your next turn.
Esper: If your esper is of natural or aberration origin, the target is also slowed until the end of your next turn.

Ice Beetle — Summoner Attack 1

An ice beetle is conjured to chill your enemies with a blast of arctic air.

Encounter ✦ Cold, Implement, Solar
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier cold damage, and the target is slowed until the end of your next turn. In addition, each enemy adjacent to the target takes cold damage equal to your Wisdom modifier.

Shadow Stampede — Summoner Attack 1

A stampede of shadows charges forth from your esper to knock over your opponents.

Encounter ✦ Esper, Implement, Solar
Standard Action **Close Blast** esper 3
Target: Each creature in blast
Attack: Charisma vs. Reflex
Hit: 1d6 + Charisma modifier damage, and the target is pushed 1 square and knocked prone.
Esper: If your esper is of shadow or immortal origin, the target is pushed a number of squares equal to your Constitution modifier.

Uncontrolled Rage — Summoner Attack 1

The rage of combat takes over and your esper takes its anger out on those nearest.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Esper: If your esper is of elemental or fey origin, the esper gains a power bonus to the attack roll equal to your Constitution modifier.
Attack: Charisma vs. Fortitude
Hit: 1d10 + your Charisma modifier damage, and the target is dazed until the end of your next turn.

Level 1 Daily Virtues

Ghost Stride Strike — Summoner Attack 1

Through the shadows your creature strikes a devastating blow against your enemy.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Esper: If your esper is of fey, elemental or shadow origin, it may teleport 3 squares before the attack roll
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier damage.
Effect: You and the esper are insubstantial until the start of your next turn.

Gremlin Menace — Summoner Attack 1

You conjure a group of gremlins to harass and distract your enemies.

Daily ✦ Implement, Solar, Zone
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 1d8 + Charisma modifier damage.
Effect: The burst creates a zone of gremlins who get in the way. A creature in the zone takes a –2 penalty to AC. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

Watch Dogs — Summoner Attack 1

You summon a pair of watch dogs to protect you from enemies who get too close.

Daily ✦ Conjuration, Implement, Solar
Standard Action **Close Burst** 1
Effect: You conjure a pair of watch dogs to protect your flanks. Each dog occupies 1 square adjacent to you on opposite (flanking) sides. Enemies cannot move through the square but allies can. The watch dogs do not have hit points and cannot be attacked. If you move, the watch dogs move with you and can change positions but must always end their movement in opposite (flanking) squares.

If an enemy moves or shifts into an adjacent square to the watch dog, make a Charisma vs. Reflex opportunity action against the target. If you hit, the target takes 1d6 + your Charisma modifier damage.

Sustain Minor: The conjuration persists.

Summoner's Wrath — Summoner Attack 1

In your fury you devastate your opponent and leave your esper open to attack.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d10 + Charisma modifier damage.
Esper: If your esper is of aberrant, immortal or natural origin, the damage is radiant, and the target also gains ongoing 5 radiant damage (save ends).
Effect: The esper grants combat advantage until the start of your next turn.
Miss: Half damage.

Level 2 Utility Virtues

Master's Guidance — Summoner Utility 2

You lend a helping hand to your summoned creature, showing them how to strike true.

Encounter ✦ Esper, Solar
Minor Action **Close Burst** 5
Target: One summoned creature in burst
Effect: Powers that originate from the target gain a +2 power bonus to attack rolls until the end of your next turn.

Rage Over Life — Summoner Utility 2

By invoking the rage of the Sun, your creature surges forth with renewed conviction.

Encounter ✦ Esper, Solar
Minor Action **Close Burst** 5
Target: One summoned creature in burst
Effect: Powers that originate from the target gain a +2 power bonus to damage rolls until the end of your next

Speed Time — Summoner Utility 2

You ask for the blessing of a cheetah to allow you to move and react faster.

Encounter ✦ Esper, Solar
Minor Action **Personal**
Effect: You gain a bonus to your speed equal to your Charisma modifier until the end of your next turn.

Tactical Reposition — Summoner Utility 2

By your command, your esper moves around your opponent to gain a better vantage point.

Encounter ✦ Esper, Solar
Move Action **Close Burst** 5
Target: You or one summoned creature
Effect: Target may shift a number of squares equal to your Charisma modifier.

Level 3 Encounter Virtues

Crowd Dispersal — Summoner Attack 3

Your savage attacks send your foes running away in the opposite direction.

Encounter ✦ Esper, Implement, Solar
Standard Action **Close Burst** esper 1
Target: One creature in burst
Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier damage, and push the target a number of squares equal to your Constitution modifier. Each enemy within 2 squares of the esper is pushed 1 square.
Esper: If your esper is of fey, immortal or elemental origin, each enemy within 2 squares of the esper is pushed a number of squares equal to your Constitution modifier.

Impish Mischief — Summoner Attack 3

You summon a party of imps to cause havoc and chaos throughout the area.

Encounter ✦ Implement, Solar
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier damage, and the target is slowed and takes a –2 penalty to Reflex until the end of your next turn.

Spider Nest — Summoner Attack 3

A large nest of spider webs fills the area, keeping your enemies from moving around.

Encounter ✦ Implement, Solar
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 1d6 + Charisma modifier damage, and the target is immobilized until the end of your next turn.

Overbearing Strength — Summoner Attack 3

You empower your summoned creature to strike with brutal force.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier damage, and the target is knocked prone.
Esper: If your esper is of natural, shadow or aberrant origin, the target is also dazed until the end of your next turn.

Level 5 Daily Virtues

Fairy Dust — Summoner Attack 5

A fairy flies across the battlefield spreading dust that confuses your enemies.

Daily ✦ Implement, Solar
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier damage, and the target is dazed (save ends). *First Failed Save:* The target is unconscious (save ends).
Miss: Half damage and the target is dazed until the end of your next turn.

Gravity Well — Summoner Attack 5

You create a gravity well with your esper as the epicenter. Nothing can escape.

Daily ✦ Esper, Force, Implement, Solar, Zone
Standard Action **Close Burst** esper 2
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier force damage, and the target takes a –2 penalty to attack rolls (save ends).
Effect: The burst creates a zone of gravitational forces centered on your esper and moves with your esper. If the esper dies or is dismissed, the power ends. A creature who begins their turn in the zone is slowed until the end of their next turn.
Esper: If your esper is of shadow or fey origin, a creature who begins their turn in the zone is slowed and takes a –2 penalty to attack rolls until the end of your next turn. The esper is immune to the effects of the zone.
Sustain Minor: The zone persists.

Knocked Senseless — Summoner Attack 5

You hit your foe so hard that they cannot tell friend from foe. They just start swinging.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier damage, and the target is dominated (save ends).
Esper: If your esper is aberrant or immortal origin, the target gains a power bonus to attack rolls while under the effects of the condition equal to your Constitution modifier.
Miss: Half damage only.

Raze the Ground — Summoner Attack 5

With strafing attacks along the legs of your opponent and the ground, you slow down your foe.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d6 + Charisma modifier damage, and the target is slowed (save ends).
Esper: If your esper is of elemental or natural origin, the target also takes ongoing 5 lightning damage (save ends).
Miss: Half damage and the target is not slowed.

Level 6 Utility Virtues

Encouraging Word — Summoner Utility 6

You call out a helpful word to your esper to help them shake off the stress of combat.

At-Will ✦ Solar
Minor Action **Ranged** 10
Target: One esper
Effect: The target can make an immediate saving throw against one condition with a +2 bonus.

Protective Nature — Summoner Utility 6

Your esper is overly protective of you. and when you are near, it uses its body as a shield for you.

Daily ✦ Solar
Minor Action **Personal**
Effect: Until the end of the encounter, you gain resist 5 to all damage when you are adjacent to your summoned creature.

Shared Space — Summoner Utility 6

Your esper moves and weaves with you to protect you from harm.

Daily ✦ Esper, Solar
Minor Action **Personal**
Effect: Until the end of the encounter, you may end your movement in the same square as your esper. While sharing an occupied square, you gain concealment.

Vitality Enhancement — Summoner Utility 6

You weave the essence of the Sun into your creature, boosting its vitality to new heights.

Encounter ✦ Esper, Solar
Minor Action **Close Burst** 5
Target: One esper in burst
Effect: The target gains resist melee equal to your Constitution score until the end of your next turn.

Level 7 Encounter Virtues

Deceiving Shadow Tactic — Summoner Attack 7

Through deception your esper lands a glancing blow that draws the enemy's attention away from your allies.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier damage, and grants combat advantage to you and your allies until the end of your next turn.
Esper: If your esper is of shadow, fey or natural origin, allies gain a bonus to damage rolls against the target equal to your Constitution modifier until the end of your next turn.

Into the Maw of Death — Summoner Attack 7

You hit your opponent with a blast of energy that sends then straight to your esper to be finished off.

Encounter ✦ Esper, Implement, Solar, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier damage, and the creature is teleported up to 5 squares to an unoccupied square adjacent to your esper. If the creature cannot reach an adjacent square to your summon creature, the target is not teleported.

Storm Crow — Summoner Attack 7

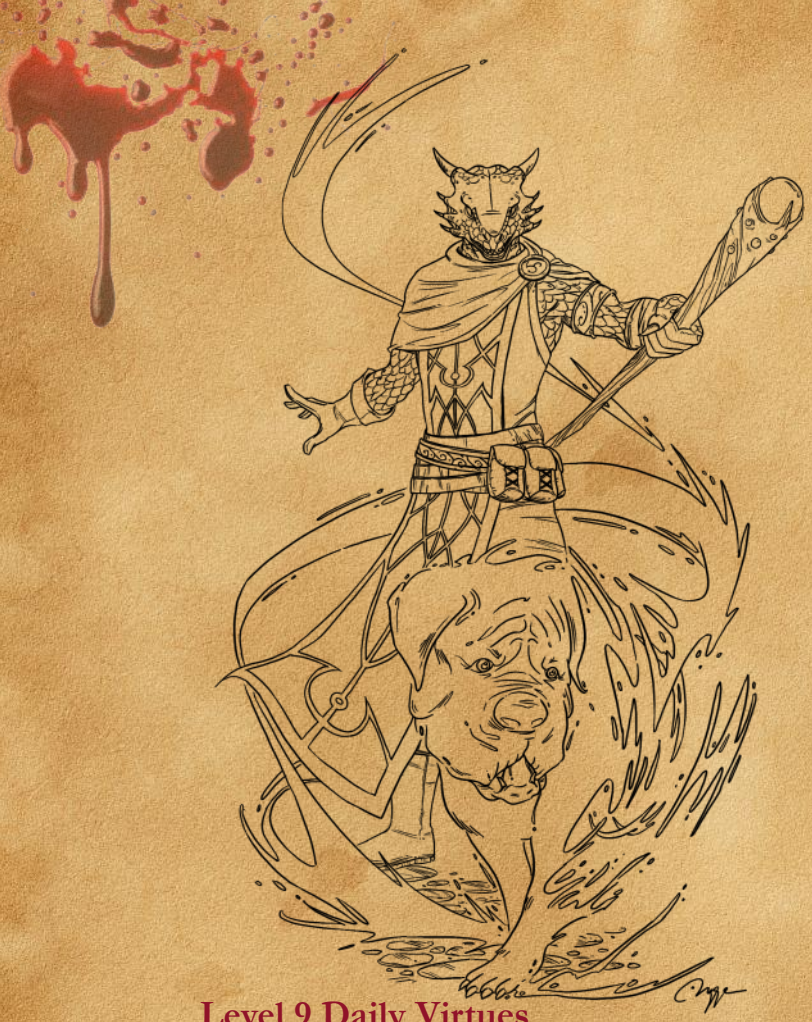
You summon a storm crow that dives from the sky and brings with it the wrath of nature.

Encounter ✦ Implement, Lightning, Solar
Standard Action **Ranged** 10
Target: Two creatures
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier lightning damage.

Thunder Burst — Summoner Attack 7

Your esper gives a battle cry that shakes your enemies to the bone with fear.

Encounter ✦ Esper, Implement, Solar, Thunder
Standard Action **Close Burst** esper 2
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier thunder damage.
Esper (Fear): If your esper is of immortal, elemental or aberrant origin, the target takes a penalty to AC equal to your Constitution modifier.



Level 9 Daily Virtues

Centaur Flanker — Summoner Attack 9

A centaur appears to assist your allies in combat by flanking your enemies.

Daily ✦ Implement, Solar, Summoning
Standard Action **Ranged** 5

Effect: You create a large centaur flanker in an unoccupied square within range. The centaur flanker has a speed of 6 and a +2 bonus to AC. An enemy that starts its turn adjacent to the centaur flanker grants combat advantage to you and your allies until the start of your next turn. You can give the centaur the following special commands.

Standard Action: Melee 1; targets one creature; Charisma +2 vs. AC; 2d6 + Charisma modifier damage.

Opportunity Attack: Melee 1; targets one creature; Charisma +2 vs. AC; 2d6 + Charisma modifier damage.

Clobbering Time — Summoner Attack 9

You command your esper to unleash a rush of crushing attacks against your opponent.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One or two creatures
Attack: Charisma vs. Reflex, two attacks
Esper: If your esper is of natural, fey or shadow origin, it may shift 1 square after the first attack and 1 square after the second attack.
Hit: 3d6 + Charisma modifier damage per attack.
Miss: Half damage per attack.

Energizing Violence — Summoner Attack 9

Each attack that pummels your foe further energizes your esper, allowing it to ignore the pain.

Daily ✦ Esper, Healing, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 4d4 + Charisma modifier damage.
Esper: If your esper is of aberrant, immortal or elemental origin, the target is also weakened (save ends).
Effect: You may spend a healing surge and your esper also regains the same number of hit points.

Sun Eagle — Summoner Attack 9

You call down a sun eagle to blind your enemies with his holy radiance.

Daily ✦ Implement, Solar
Standard Action **Area Burst** 1 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier damage, and the target is blinded (save ends). *After Effect:* The target is dazed (save ends).

Level 10 Utility Virtues

Eidetic Memory — Summoner Utility 10

You call upon the memory of all living things to learn the darkest secrets of your enemies

At-Will ✦ Solar
Free Action **Personal**
Effect: You gain a +3 bonus to identify a creature.

Force of Nature — Summoner Utility 10

By empowering your connection with your esper, you are able to greatly increase your explosive powers.

Encounter ✦ Solar
Minor Action **Personal**
Effect: Until the end of your next turn, the range on all close and area attacks is increased by 1.

Harmonic Touch — Summoner Utility 10

By infusing your touch with the essence of Avengard, you grant resilience to your creatures.

Daily ✦ Esper, Healing, Solar
Free Action **Close Burst** 5
Target: One esper in burst
Effect: Spend a healing surge, your esper also regains the same number of hit points.

Protect Thy Master — Summoner Utility 10

You open a shortcut through the Fey Realm between you and your creature to allow it to travel closer to you.

Encounter ✦ Esper, Solar
Free Action **Personal** (esper)
Trigger: The first time your esper becomes bloodied
Effect: Powers that originate from your esper gain a bonus to damage equal to your Charisma modifier until the end of your next turn.

Level 13 Encounter Virtues

Feral Destruction — Summoner Attack 13

With a heavy swipe your esper knocks your opponent to the ground and then proceeds to tear them apart.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier damage, and the target is knocked prone.
Esper: If your esper is of aberrant, fey or natural origin, make a secondary Charisma vs. Reflex. If the attack is successful, the target takes 1d8 damage + Charisma modifier damage.

Phoenix Boon — Summoner Attack 13

You call upon the legendary phoenix to you with a shielding wing and fiery aura.

Encounter ✦ Fire, Implement, Solar
Standard Action **Area Burst** 1 within 20 squares
Target: One enemy within burst
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier fire damage, and the target gains vulnerability to fire until the end of your next turn.
Effect: Each ally within the burst gains resist 5 to all damage until the end of your next turn.

Pulse of Anger — Summoner Attack 13

You funnel your anger to your esper who launches a powerful attack that knocks your foe senseless.

Encounter ✦ Esper, Implement, Psychic, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d6 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.
Esper: If you esper is of immortal, elemental or shadow origin, the target takes damage equal to your Constitution modifier if they take a move action until the end of your next turn.

Troglodyte Stench — Summoner Attack 13

The stench of troglodytes fills the area making everyone gasp for fresh air.

Encounter ✦ Implement, Poison, Solar
Standard Action **Area Burst** 2 within 20 squares
Target: Each creature within burst
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier poison damage, and the target takes a penalty to AC equal to your Wisdom modifier until the end of your next turn.

Level 15 Daily Virtues

Bloodied Empowerment — Summoner Attack 15

As you strike your foe down, their blood begins to flow which only fuels your rage further.

Daily ✦ Esper, Implement, Reliable, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 4d8 + Charisma modifier damage.
Esper: If your esper is of aberrant, natural or shadow origin, until the end of the encounter, when the esper is bloodied, their aura increases by 1.

Hellfire Wall — Summoner Attack 15

You conjure a wall made of hell fire to block the enemy's advancement.

Daily ✦ Conjuration, Fire, Implement, Solar
Standard Action **Area Wall** 6 within 10 squares
Effect: You conjure a wall that is 6 contiguous squares long and 3 squares high of fire that lasts until the end of your next turn.

Any creature that starts its turn adjacent to or within the wall takes 2d6 + Charisma modifier fire damage. The wall blocks line of sight. A creature that enters a square within the wall takes ongoing 10 fire damage (save ends).

Lightning Explosion — Summoner Attack 15

Lightning explodes from your esper as it attacks your enemy.

Daily ✦ Esper, Implement, Lightning, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier lightning damage.
Miss: Half damage.
Esper: If your esper is of elemental, immortal or fey origin, make a secondary attack against each enemy within 2 squares of the esper.
Secondary Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier lightning damage.
Miss: Half damage.

Yeti Invasion — Summoner Attack 15

You summon a pack of yeti to detain your enemies by pounding them to the ground.

Daily ✦ Cold, Implement, Solar, Zone
Standard Action **Area Burst** 2 within 20 squares
Target: Each creature within burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier cold damage, and the target is knocked prone.
Effect: The burst creates a zone of angry yetis. Each creature that enters or begins their turn in the zone takes 1d6 + Charisma modifier cold damage and is knocked prone. If an enemy ends their turn adjacent to the zone you may make a Charisma vs. Fortitude attack. On a successful attack, the target takes your Charisma modifier cold damage and you slide the target 1 square into the zone. With a move action you can move the zone 5 squares.
Sustain Minor: The zone persists.

Level 16 Utility Virtues

Elemental Connection — Summoner Utility 16

By infusing your creation with wisps of the elemental ring, you harden your esper against the elements.

Daily ✦Acid, Cold, Fire, Lightning or Thunder; Solar
Immediate Interrupt **Close Burst** 5
Trigger: A summoned creature is hit by an attack
Target: One summoned creature
Effect: The target summoned creature gains a resistance of your choice of either Acid, Cold, Fire, Lightning or Thunder equal to your level + your Constitution modifier until the end of your next turn.
Sustain Minor: The effect persists.

Earth Titan Empowerment — Summoner Utility 16

You call upon the essence of the earth titan to protect you and your esper.

Daily ✦ Esper, Solar
Minor Action **Close Burst** 5
Target: One esper in burst
Effect: Spend a healing surge. You and the target gains temporary hit points equal to twice your healing surge value.

Solar Ambidexterity — Summoner Utility 16

The sun guides your actions, allowing you act more swifty to get the job done.

Encounter ✦ Solar
Free Action **Personal**
Effect: You gain an extra move action until the end of your turn.

Level 17 Encounter Virtues

Blessed Wrath — Summoner Attack 17

Your faith guides you and your creature to victory. Your enemies become weak at the knees at the sight of you.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma +1 per ally adjacent to the target vs. Reflex
Hit: 4d6 + Charisma modifier damage, and the target is weakened until the end of your next turn.
Esper: If your esper is of elemental, immortal or shadow origin, each enemy adjacent to the target is also weakened until the end of your next turn.

Crushing Advance — Summoner Attack 17

You command your esper to strike with a furious attack after you grab your foe's attention.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Reflex; two attacks
Esper: If your esper is of aberrant, natural or fey origin, an ally is adjacent to the target, make a third attack against the target.
Hit: 3d8 + Charisma modifier damage per attack.

Dragon's Breath — Summoner Attack 17

You call down the breath of the mighty red dragon to raze the ground at your enemy's feet.

Encounter ✦ Fire, Implement, Solar
Standard Action **Area Burst** 2 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 2d10 + Charisma modifier fire damage, and the target takes 10 fire damage at the start of their next turn.

Level 19 Daily Virtues

Dead Zone — Summoner Attack 19

Your esper emits a toxic fume that begins to choke your enemies to death.

Daily ✦ Esper, Implement, Solar
Standard Action **Close Burst** esper 1
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 3d12 + Charisma modifier damage.
Effect: The burst creates a zone of deadly fumes that moves with your esper. A creature that enters or begins its turn in the zone takes necrotic damage equal to your Wisdom modifier and takes a –2 penalty to saving throws until the end of your next turn.
Esper: If your esper is of aberrant, fey or shadow origin, the penalty to saving throws is equal to your Wisdom modifier.
Sustain Minor: The zone persists.

Destiny's Sword — Summoner Attack 19

You create a sword of legend that slices through the enemy's line.

Daily ✦ Conjuration, Force, Implement, Solar
Standard Action **Ranged** 10
Target: One creature adjacent to the destiny sword
Attack: Charisma vs. Reflex
Hit: 5d6 + Charisma modifier force damage.
Effect: You conjure a medium sword in an unoccupied square within range, and the sword attacks an adjacent creature. Any creature that starts its turn next to the sword takes 10 + your Charisma modifier force damage. As a move action, you can move the sword up to 6 squares.
Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sword.

Swarm Tactics — Summoner Attack 19

Your esper swells with confidence as your allies help it swarm your enemies.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma +1 per ally adjacent to the target vs. Reflex
Hit: 4d10 + Charisma modifier damage.
Esper: If your esper is of elemental, immortal or natural origins, you gain a +2 power bonus to damage per ally adjacent to your esper until the end of the encounter.

Level 22 Utility Virtues

Deny Fate — Summoner Utility 22

Through your universal connection to the world, you weave fate to your liking.

Daily ✦ Esper, Healing, Solar
Immediate Reaction **Close Burst** esper 10
Trigger: You or one esper takes damage that would reduce you or it to 0 hit points of fewer.
Target: You or one esper in burst
Effect: The target regains hit points equal to your healing surge value + your Wisdom modifier.

Primordial Strength — Summoner Utility 22

By infusing your creation with the strength of primordial essence, they strike as if they were gods themselves.

Daily ✦ Esper, Solar
Minor Action **Personal**
Effect: You gain a bonus to damage rolls with powers that originate from your esper equal to one half your level + your Constitution modifier until the end of your next turn. The bonus then is reduced to +2 until the end of the encounter.

Summon the Future — Summoner Utility 22

You summon an angel who gives you a vision of the future, which allows you to act with supernatural insight.

Encounter ✦ Solar
Free Action **Personal**
Effect: You gain an extra standard action. This standard action cannot be used to attack or issue an attack command.

Level 23 Encounter Virtues

Primordial Surge — Summoner Attack 23

Your creation is revitalized and surges forth with renewed power and strength.

Encounter ✦ Esper, Solar, Teleportation
Immediate Reaction **Ranged** 10
Trigger: An enemy bloodies an esper with an attack
Target: The triggering enemy.
Effect: The esper teleports to an adjacent square next to the target and makes a Charisma vs. Reflex attack against it. If the attack hits, the target takes 3d12 + Charisma modifier damage.
Esper: If the esper is of elemental, immortal or shadow origin, the target is also stunned until the end of your next turn.

Savage Disaster — Summoner Attack 23

All sense of restraint is released from your esper as they are unleashed onto a foe.

Encounter ✦ Solar, Implement, Esper
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 4d6 + Charisma modifier damage, and the target is weakened until the end of your next turn.
Esper: If the esper is of aberrant, fey or natural origin, the target takes a –2 penalty to AC and Fortitude until the end of your next turn.

Summer Strike — Summoner Attack 23

You conjure an aspect of the Wyrm of Summer to drive fear into the hearts of your enemies

Encounter ✦ Fear, Implement, Psychic, Solar
Standard Action **Close Burst** 5
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier psychic damage, and the target takes a penalty to all defenses equal to your Wisdom modifier until the end of your next turn.

Level 25 Daily Virtues

Avalanche Rush — Summoner Attack 25

Your esper goes into a frenzy, driving your foe backwards with its attack.

Daily ✦ Esper, Implement, Reliable, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Reflex
Hit: 4d8 + Charisma modifier damage, and slide the target 2 squares. The esper then shifts 2 squares into a square adjacent to the target.
Esper: If your esper is of elemental, fey or natural origin, slide the target a number of squares equal to your Wisdom modifier. The esper then shifts a number of squares equal to your Constitution modifier.

Fear of the Dragon — Summoner Attack 25

The foe looks into the eyes of your esper and fear grips their mind, holding them in place.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Will
Hit: 4d10 + Charisma modifier damage, and the target is stunned (save ends).
Miss: Half damage and the target is stunned until the end of your next turn.
Esper (Fear): If the esper is of aberrant, immortal or shadow origin, the target takes a –2 penalty to saving throws to end this condition.

Lava Titan — Summoner Attack 25

You create a titan made of lava. It may not move much but it packs a fiery punch.

Daily ✦ Conjuration, Fire, Implement. Solar
Standard Action **Ranged** 10
Target: One creature adjacent to the lava titan
Attack: Charisma vs. Fortitude
Hit: 4d10 + Charisma modifier fire damage.
Effect: You conjure a large fire titan in an unoccupied square within range, and the titan attacks an adjacent creature. Any creature that starts its turn next to the lava titan takes 2d10 + Charisma modifier fire damage. As a move action, you can move the titan up to 8 squares.
Sustain Minor: The effect persists. As a standard action, you can make another attack with the titan.

Level 27 Encounter Virtues

Abyssal Vortex — Summoner Attack 27

You create a vortex of death that drains the life of everyone around it.

Encounter ✦ Implement, Necrotic, Solar
Standard Action **Area Burst** 2 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 4d8 + Charisma modifier necrotic damage, and the target is dazed and slowed until the end of your next turn.

Caged Fear — Summoner Attack 27

The visage of your esper expands and looms over your enemy. They are frozen in fear.

Encounter ✦ Esper, Implement, Psychic, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Will
Hit: 4d10 + Charisma modifier psychic damage, and the target is restrained until the end of your next turn.
Esper: If the esper is of aberrant, elemental or natural origin, each enemy adjacent to the target is slowed until the end of your next turn.

World of Rage — Summoner Attack 27

You fill your esper with rage which spurs them into action against your foe.

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 6d6 + Charisma modifier damage, and the target is weakened until the end of your next turn.
Esper: If the esper is of fey, immortal or shadow origin, the target gains vulnerability 10 to melee attacks until the end of your next turn.

Level 29 Daily Virtues

End Game — Summoner Attack 29

With nothing left to lose, your esper makes the final charge to end the fight once and for all.

Daily ✦ Esper, Implement, Solar
Standard Action **Close Burst** esper 5
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier damage.
Esper: If the esper is of aberrant, elemental or natural origin, make a second attack against the target; Charisma vs. Will. If successful, the target takes 2d10 + Charisma modifier damage and the target is stunned (save ends).
Miss: Half damage, and the target is stunned until the end of your next turn.

Death Curse — Summoner Attack 29

You utter a single word as you or your esper dies. A killing curse rips forth from its body to harm the killer.

Daily ✦ Esper, Implement, Solar
Immediate Reaction **Close Burst** esper 3
Trigger: You or the esper is reduced to 0 or fewer hit points.
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 5d8 + Charisma modifier damage, and the target takes ongoing 10 damage (save ends). *After effect:* The target is weakened (save ends).
Esper: If the esper is of fey, immortal or shadow origin, the target takes ongoing 20 damage (save ends) instead.
Miss: Half damage, and the target is weakened (save ends).

Devil Whip — Summoner Attack 29

You conjure the whip of a balor to punish your enemies and keep them from moving around.

Daily ✦ Conjuration, Fire, Implement, Solar
Standard Action **Ranged** 10
Target: One creature within 3 squares of devil whip
Attack: Charisma vs. Reflex
Hit: 4d10 + Charisma modifier fire damage, and the target takes ongoing 10 fire damage (save ends).
Effect: You conjure the whip of a devil in an unoccupied square within range, and the whip attacks a creature within 3 squares. As a move action, you can move the whip up to 6 squares.
Sustain Minor: The conjuration persists. As a standard action, you can make another attack with the whip.

Dragon Breeder

"I do not settle for the lowly creatures of bugs and rats. For true power, there is nothing more grand than the dragon."

Prerequisite: Summoner class

You have left the small creatures behind you for the truly awesome power of the dragon. Even the youngest of dragons wield fantastic power which you control at your fingertips.

Dragon Breeder Path Features

Scaly Hide (11th Level): When you spend an action point, one of your espers gains resist 5 all damage until the end of your next turn.

Dragon Bane (11th Level): Dragons take a –2 penalty to attack rolls against you and your summoned creatures.

Summon Dragon (16th Level): You can summon a second esper with the Summon Esper class feature. One of these espers must be the dragon wyrmling listed below. Each esper must be summoned separately.

Dragon Wyrmling natural beast

The dragon wrymling, though small, packs a powerful array of abilities.

Scorched Earth; aura 1

Enemies that begin their turn within the aura gain vulnerability 5 fire.

Adjustments

✦ +2 bonus to AC and Fortitude

✦ Powers that originate from the dragon wyrmling also deal +1d6 fire damage.

✦ The dragon wyrmling has resist 10 fire.

Dragon Breeder Powers

Fury of the Dragon Dragon Breeder Attack 11

The summon rears back and breaths a firestorm down onto your enemies.

Encounter ✦ Esper, Fire, Implement, Solar
Standard Action **Close Burst** esper 1
Esper: If your esper is the dragon wyrmling, the range is close burst esper 3 instead.
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier fire damage.

Draconic Heritage Dragon Breeder Utility 12

By infusing the essence of dragons into your summoned creatures, they are now able to take flight for a time.

Encounter ✦ Esper, Solar
Minor Action **Personal** (esper)
Target: One esper
Effect: The target's aura increases by 1 until dismissed. In addition, enemies who begin their turn in the aura takes 1d8 fire damage.

Scorched Earth Dragon Breeder Attack 20

When dragons leave to die, the world feels its loss. When a wyrmling dies, it leaves a lasting, painful impression.

Daily ✦ Esper, Fire, Implement, Solar
Immediate Interrupt **Close Burst** esper 1
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 2d10 + your Charisma modifier fire damage, and the target takes penalty to AC equal to your Wisdom modifier and gains ongoing 10 fire damage (save ends both).
Esper*:* If your esper is the dragon wyrmling, *After Effect:* The target is weakened (save ends).
Miss: Half damage, and the target is weakened (save ends).

Splicer

"Why have a normal monster when you can make a special one?"

Prerequisite: Summoner class

You like to tinker with creatures. You have sought the secrets of the world's greatest and bizarre aberrations in order to create the next greatest creature the world has ever seen.

Splicer Path Features

Body Splicing (11th Level): When you summon an esper, you can choose to replace one of its adjustments with another adjustment from another esper you know until the esper is killed or dismissed.
Body Rearrangement (11th Level): When you summon an esper, add a +2 bonus to a defense until the end of the encounter. In addition, apply a -2 penalty to another defense until the end of the encounter.
Summon Abomination (16th Level): You can summon a second esper with the Summon Esper class feature. One of these espers must be the abomination listed below. Each esper must be summoned separately.

Abomination aberrant beast

A mass of tangled flesh, bone armor and razor claws, the abomination is frightening and deadly.

Sickening Fumes; aura 1
Enemies that begin their turn within the aura take a –2 penalty to Fortitude and saving throws until the start of your next turn

Adjustments
✦ +4 bonus to Fortitude
✦ +2 bonus to AC
✦ When the abomination is bloodied, the sickening aura increases to 2.
✦ As a free action once per round, the abomination can change its origin to one of the following origins: aberration, elemental, fey or natural, immortal or shadow.

Splicer Powers

Tormented Soul Splicer Attack 11

By changing the body chemistry of your target, their actions cause massive amounts of pain

Encounter ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier damage, and until the end of your next turn, if the target takes an attack action, they take 5 damage.
Esper: If your esper is the abomination, the target takes 5 + your Constitution modifier damage instead.

Hybrid Injection Splicer Utility 12

By changing the soul of your summoned creature, you infuse the essence of two different planes.

Encounter ✦ Solar
Free Action **Close Burst** 3
Target: One esper in burst
Effect: Until the end of the encounter, your esper gains the benefit of an additional creature origin from your Tome of Creature class feature.

Exploding Abomination Splicer Attack 20

You have implanted magic within your creature so that should the blood begin to flow, your enemies begin to die.

Daily ✦ Esper, Implement, Solar
Free Action **Close Burst** esper 3
Trigger: The summoned esper is bloodied
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 3d10 + your Charisma modifier damage.
Esper: If your esper is the abomination, the target also takes ongoing 10 damage (save ends).
Miss: Half damage.

Nature's Storm

"You have harmed the Mother, and I'm not as forgiving as she is."

Prerequisite: Summoner class

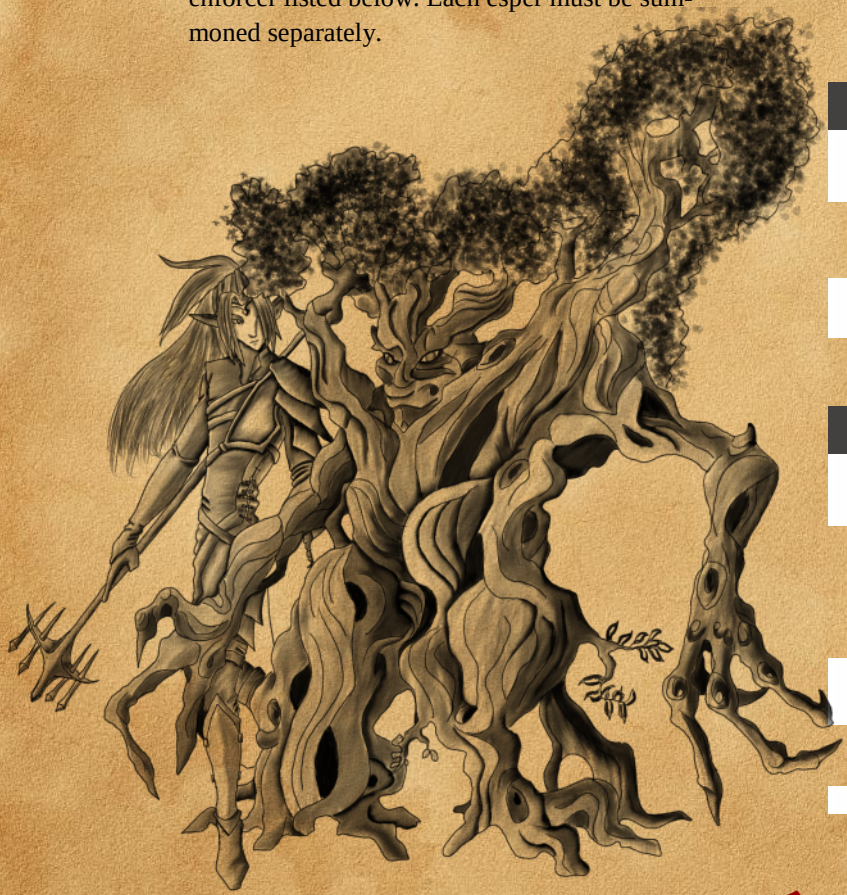
You specialize in solar energy from nature. You know the true names of the most rare natural creatures and when you call upon them, they come to your aid.

Nature's Storm Path Features

Stream of Life (11th Level): When your esper is healed, they gain a number of extra hit points equal to your Constitution modifier.

Nature's Blessing (11th Level): When you spend an action point to take an extra action, your esper can make an saving throw against all conditions that a save can end.

Summon Treant Enforcer (16th Level): You can summon a second esper with the Summon Esper class feature. One of the espers must be the treant enforcer listed below. Each esper must be summoned separately.



Treant Enforcer natural humanoid

As hard as the oak and as wise as the fern, this creature is a powerful enforcer of nature's law.

Weakening Presence; aura 1

Enemies in the aura take a –2 penalty on all damage rolls.

Adjustments

✦ +2 bonus to AC and Fortitude

✦ When subject to forced movement, the treant enforcer may make a saving throw to negate the effect.

✦ Each power that originates from the treant enforcer that hits a target grants the treant 2 temporary hit points. These temporary hit points may stack with each other but not with those from another source.

Nature's Storm Powers

Tree Cover Nature's Storm Attack 11

Trees sprout from the ground to knock your enemies down and give you a place to hide.

Encounter ✦ Esper, Implement, Solar
Standard Action **Close Burst** esper 3
Esper: If you esper is the treant enforcer, the range is close burst 5 instead.
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier damage.
Effect: Each ally within the burst gains concealment until the end of your next turn.

Iron Bark Nature's Storm Utility 12

You infuse the soul of the hawk into your creature to allow them to fly

Daily ✦ Solar
Minor Action **Personal**
Effect: You gain a bonus to all defenses equal to your Wisdom modifier until the end of your next turn.
Sustain Minor: The effect persists.

Living Tree Coffin Nature's Storm Attack 20

You call upon the forest to imprison your opponent. The trees and plants rise up and encase them in foliage.

Daily ✦ Esper, Implement, Solar
Standard Action **Melee** esper 1
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d10 + Charisma modifier damage, and the target is restrained (save ends).
Esper: If your esper is the treant enforcer, the target takes a –2 penalty to end the condition.
Miss: Half damage and the target is dazed (save ends).

Warlock [Sun Pact]

The dwarves are well known as the voice of the gods and their religious practices. So it comes as no surprise that they are also known for fully embracing the sun pact warlocks. They know that now, with the Night Reign in complete control, it is time for the wrath of the Sun to be felt. The Sun pact warlocks deliver on this objective.

Half elves are also quite commonly found among the ranks of the sun pact warlocks, for their desire for freedom is shared by the beings that serve the Sun. Very little convincing is needed to forge a pact with a half elf and those that take it are some of the most powerful warlocks in the land.

The warlock class is defined in the D&D 4E PLAYER'S HANDBOOK. This section describes a new warlock pact available to choose from when you create a warlock.

Sun Pact Class Feature

You have forged a pact with the celestial creatures loyal to the Sun who have been imprisoned by the Moon. Though the sun is viewed by the general populace as a being of goodness, you know his vengeful side. His anger knows no bounds, and though he cannot take life, you have promised your soul in exchange for the power to do his bidding.

Burning Light: You know the *burning light* or the *sun burn* at-will spell.

Solar Flare Aura: You have the Solar Flare Aura pact boon. You draw upon the life force of those around you to empower your solar flare. Your solar flare aura is off at the beginning of an encounter.

When an enemy under your Warlock's curse is reduced to 0 hit points or fewer, increase the Solar Flare Aura by 1 until the end of your next turn when the aura turns off. An enemy that begins their turn or enters the aura takes radiant damage equal to your Constitution modifier. Allies who begin their turn or enters the aura regains hit points equal to your Constitution modifier.

Level 1 At-Will Spells

Burning Light — Warlock (Sun) Attack 1

Your enemy's body burns as he attempts to attack you against the Sun's wishes.

At-Will ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 1d6 + Constitution modifier radiant damage. If the target makes an attack that includes you during their next turn, they take 1d6 + Constitution modifier radiant damage.
Level 21: 2d6 + Constitution modifier radiant damage.

Sun Burn — Warlock (Sun) Attack 1

The holy light of the Sun sears the flesh of your enemy and inflicts pain when he attempts to inflict harm.

At-Will ✦ Arcane, Fire, Implement, Radiant
Standard Action **Close Burst** 1
Target: One creature
Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier fire damage. If the target is within your Solar Flare Aura, they take an additional 1d6 radiant damage.
Level 21: 2d6 + Constitution modifier radiant damage.

Level 1 Encounter Spells

Solar Entrapment — Warlock (Sun) Attack 1

Like the sun's gravity, you entrap one of your opponents and pull them closer to you while slowing them down.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier radiant damage, and the target is pulled 2 squares and is then slowed until the end of your next turn.
Solar Pact: The target is pulled a number of squares equal to 1 + your Intelligence modifier.

Tears of Forgiveness — Warlock (Sun) Attack 1

Within forgiveness is pain and relief. Embrace both to find the road to salvation.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 2d6 + Constitution modifier radiant damage.
Effect: You gain 3 temporary hit points.
Solar Pact: You gain temporary equal to 3 + your Intelligence modifier.

Level 1 Daily Spells

Glory Days — Warlock (Sun) Attack 1

Your enemy's morale weakens at the sign of defeat as you regain your resolve to see the fight to the end.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier radiant damage, and the target is weakened (save ends).
Miss: Half damage, and the target is not weakened.

Pact of Angels — Warlock (Sun) Attack 1

You draw upon the power of your pact and the blood of angels to empower your blast against the wicked.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 3d6 + Constitution modifier radiant damage, and the target takes ongoing 5 radiant damage (save ends). If the target is bloodied, they take ongoing 10 radiant damage instead.
Miss: Half damage, and 5 radiant damage at the start of their next turn.

Level 2 Utility Spells

Flare Up — Warlock (Sun) Utility 2

By drawing upon the anger of the Sun, your solar flare erupts and expands for a brief moment.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: Until the end of your next turn, your Solar Flare aura increases by 1.

Solar Powered — Warlock (Sun) Utility 2

Bathed in the light of the Sun, you strike with the power of the light.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: You gain a power bonus to damage rolls equal to your Intelligence modifier until the end of your next turn.

Level 3 Encounter Spells

Devastating Dehydration — Warlock (Sun) Attack 3

By focusing the heat of the sun at your opponent, you cause their body to severely dehydrate

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 3d6 + Constitution modifier damage, and the target takes a –2 penalty to Fortitude until the end of your next turn.
Solar Pact: The penalty to Fortitude is equal to 1 + your Intelligence modifier.

Sun Burst — Warlock (Sun) Attack 3

You set forth explosions with the force of the sun to burn your enemies.

Encounter ✦ Arcane, Fire, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 2d6 + Constitution modifier radiant damage, and one enemy adjacent to the target takes 1d6 fire damage.
Solar Pact: Each enemy adjacent to the target takes 1d8 fire damage instead.

Level 5 Daily Spells

Seven Suns — Warlock (Sun) Attack 5

You create seven spheres of intense fire which set off a series of explosions in front of you.

Daily ✦ Arcane, Fire, Implement
Standard Action **Close Blast** 3
Target: Each creature in blast
Attack: Constitution vs. Reflex
Hit: 2d6 + Constitution modifier fire damage, and the target takes ongoing 5 fire damage and takes a –2 penalty to Fortitude (save ends both).
Miss: Half damage, and the target takes a –2 penalty to Fortitude (save ends).

Strip the Weak — Warlock (Sun) Attack 5

With a divine call you strip the power of your opponent and use it to empower your own spells.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d10 + Constitution modifier damage, and the target is weakened (save ends).
Miss: Half damage and the target is not weakened.

Level 6 Utility Spells

Shield of Pelus — Warlock (Sun) Utility 6

A shield of holy energy surrounds you and protects you from the powers of the night.

Encounter ✦ Arcane
Immediate Interrupt **Personal**
Trigger: You take necrotic damage
Effect: Gain resist 10 necrotic damage until the end of your next turn.

Solar Cloak — Warlock (Sun) Utility 6

With a wave of your hand you create a gravitational distortion around you, cloaking you from view.

Encounter ✦ Arcane, Illusion
Minor Action **Personal**
Effect: You gain invisibility until the end of your next turn. If you make an attack, the invisibility ends immediately.

Level 7 Encounter Spells

Elliptical Flare — Warlock (Sun) Attack 7

Blasting forth from your finger tips, you send a blazing ball of fire that explodes on impact.

Encounter ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier fire damage, and each enemy adjacent to the target takes 1d6 fire damage.
Solar Pact: Enemy adjacent to the target is cursed by you.

Reverse Fortune — Warlock (Sun) Attack 7

You turn the tide of the battle as a corona surrounds you to sap the power of your enemy and then empower you.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 1d12 + Constitution modifier damage, and the target gains a -2 penalty to AC until the end of your next turn. You gain a +2 power bonus to AC until the end of your next turn.
Solar Pact: You gain a power bonus to AC equal to 2 + your Intelligence modifier until the end of your next turn.

Level 9 Daily Spells

Angelic Chorus — Warlock (Sun) Attack 9

A choir of angels sings a song of despair that weakens the will of your enemies.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 3d6 + Constitution modifier psychic damage, and the target is immobilized and has a -2 penalty to their Will until the end of your next turn.
Sustain Standard: Make a Constitution vs. Will attack against the target. On a hit, the target takes 1d6 + Constitution modifier psychic damage and is immobilized and has a –2 penalty to their Will until the end of your next turn. If you miss with this power, you cannot sustain it.

Blood to Fire — Warlock (Sun) Attack 9

You use your pact to turn the blood of your foe into fire, burning them from the inside out.

Daily ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d10 + Constitution modifier fire damage, and the target takes ongoing 10 fire damage and is weakened (save ends both).
After Effect: The target takes ongoing 5 fire damage (save ends).
Miss: Half damage, and the target is weakened until the end of your next turn.

Level 10 Utility Spells

Divine Intervention — Warlock (Sun) Utility 10

You call out to the Sun to protect you. With his divine embrace he harms those that dare touch you.

Encounter ✦ Arcane, Radiant
Immediate Reaction **Personal**
Target: One creature
Trigger: You are hit by an attack and can see the attacker
Effect: The creature that attacked you takes 5 radiant damage. This damage ignores any resistances or invulnerabilities that the creature has.

Intersecting Sunlight — Warlock (Sun) Utility 10

You step into the light and are teleported to a new destination in a bright flash of light making it hard to see.

Encounter ✦ Arcane, Teleportation
Move Action **Personal**
Effect: Teleport 6 squares. You then gain a +2 power bonus to AC until the end of your next turn.

Level 13 Encounter Spells

Curse of Selrianne — Warlock (Sun) Attack 13

You call upon the name of Selrianne the hero to smite your enemies and recover from your wounds.

Encounter ✦ Arcane, Healing, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d6 + Constitution modifier radiant damage. You regain hit points equal to half the damage dealt.
Solar Pact: You regain hit points equal to the damage dealt.

Curse of Adrianne — Warlock (Sun) Attack 13

You call upon the name of Adrianne the hero to curse your foe.

Encounter ✦ Arcane, Implement, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d10 + Constitution modifier damage, and the target is teleported 3 squares to an unoccupied square and cursed.
Solar Pact: Teleport the target a number of squares equal to 2 + your Intelligence modifier.

Level 15 Daily Spells

Coordinated Prisms — Warlock (Sun) Attack 15

You create a beam of light which strikes your opponent which then bounces from enemy to enemy.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 4d10 + Constitution modifier damage.
Sustain Standard: Make a ranged Constitution vs. Reflex attack originating from the target to an enemy within 5 squares. On a hit, the target takes 2d12 + Constitution modifier damage. On a miss, you deal half damage and the power ends.

Heat Wave — Warlock (Sun) Attack 15

You create a heat wave as hot as the sun which burns your opponents and slows them down.

Daily ✦ Arcane, Fire, Implement, Zone
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Fortitude
Hit: 3d12 + Constitution modifier fire damage, and the target is slowed until the end of your next turn.
Effect: The burst creates a zone of heat that lasts until the end of your next turn. When a creature begins their turn or enters the zone, make a Constitution vs. Fortitude attack against the target. On a hit, the target takes 1d12 + Constitution modifier fire damage and is slowed until the end of your next turn.
Sustain Standard: The zone persists.

Level 16 Utility Spells

Angry Expressions — Warlock (Sun) Utility 16

Your anger boils over, causing your solar flare to burst forth, intensified by your emotions.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Your Solar Flare Aura increases by 2 until the end of your next turn. In addition, your aura gains a bonus to damage and healing equal to your Intelligence modifier.

Courage of the Heart — Warlock (Sun) Utility 16

With an encouraging prayer to the Sun, you propel yourself forward with renewed vigor.

Daily ✦ Arcane
Minor Action **Personal**
Special: Spend a healing surge without gaining its benefit
Effect: You gain a +2 power bonus to attack rolls until the end of the encounter.

Level 17 Encounter Spells

Flash Point — Warlock (Sun) Attack 17

A brilliant flash of hot white light emanates from your body to harm and blind your foes.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier radiant damage, and the target is blinded (save ends).
Solar Pact: The target has a -2 penalty to their saving throws to end this effect.

Sun Avenging Curse — Warlock (Sun) Attack 17

A brilliant flash of hot white light emanates from your body to harm and blind your foes.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 3d8 + Constitution modifier damage, and the target takes a –2 penalty to attacks and AC until the end of your next turn.
Solar Pact: The target takes a penalty to attacks and AC equal to 1 + your Intelligence modifier instead.

Level 19 Daily Spells

Angelic Ally — Warlock (Sun) Attack 19

By invoking your pact, an angel descends from the sky to assist you in battle.

Daily ✦ Arcane, Conjuration, Implement, Radiant
Standard Action **Ranged** 10
Effect: You conjure a medium angelic ally to an unoccupied square. You can choose to have an arcane spell originate from your angelic ally's square instead of yours. Enemies that begin their turn adjacent to the angelic ally take 1d10 radiant damage. You can move the angelic ally 6 squares with a move action
Target: One creature adjacent to the angelic ally
Attack: Constitution vs. Reflex
Hit: 2d10 + Constitution modifier radiant damage.
Sustain Minor: The conjuration persists.

Curse of Latarin — Warlock (Sun) Attack 19

You invoke the name of the mage Latarin which locks down your enemies with harmful arcane wards.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 4d10 + Constitution modifier radiant damage. If the target takes a standard action, they take 2d10 + Constitution modifier radiant damage (save ends).
Miss: Half damage.

Level 22 Utility Spells

Angelic Dodge — Warlock (Sun) Utility 22

As your enemies draw in closer, you call out to an angel to whisk you away from danger.

Daily ✦ Arcane
Immediate Reaction **Personal**
Trigger: An enemy moves adjacent to you
Effect: Teleport 6 squares to an unoccupied square.

Holy Blessing — Warlock (Sun) Utility 22

By channeling the divine essence of the Sun, you are able to help yourself overcome your hindrances.

Daily ✦ Arcane
Minor Action **Personal**
Effect: You can make a save against each effect that a save can end. In addition, you receive a +2 bonus to each saving throw you make until the end of the encounter.

Level 23 Encounter Spells

Pact of Archon — Warlock (Sun) Attack 23

You invoke your pact as you send for a blaze of radiant energy.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Close Burst** 3
Target: Each creature in burst
Attack: Constitution vs. Fortitude
Hit: 3d8 + Constitution modifier radiant damage.
Solar Pact: Your Solar Flare aura expands to aura 3 until the end of your next turn.

Searing Ray — Warlock (Sun) Attack 23

A beam of intense fire burns away the flesh and bone of your enemies.

Daily ✦ Arcane, Fire, Implement, Reliable
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 4d12 + Constitution modifier fire damage.

Level 25 Daily Spells

Holy Foundation — Warlock (Sun) Attack 25

As your solar flare expands, you become the foundation of your allies defense.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 4d10 + Constitution modifier damage.
Effect: Your base Solar Flare aura setting is 1 until the end of your next turn.
Sustain Move: The effect persists.

Radiant Prison — Warlock (Sun) Attack 25

You send your foe into the home of the Sun as his prisoner where they are punished for their sins.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 4d10 + Constitution modifier radiant damage, and the target is sent to Avengard (save ends). Each round that the target begins in Avengard, he takes 3d10 + Constitution modifier radiant damage. When the power ends, the target is returned to their original square. If the original square is occupied, he returns to the nearest unoccupied square.
Solar Pact: The target is blinded (save ends) on a hit or missed attack roll.

Level 27 Encounter Spells

Heavenly Arrangement — Warlock (Sun) Attack 27

As you invoke the power of the celestial courts, you forcibly move your opponent into a poor defensive position.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 3d12 + Constitution modifier damage, and slide the target 3 squares.
Solar Pact: Slide the target a number of squares equal to 2 + your Intelligence modifier.

Swarm of Angels — Warlock (Sun) Attack 27

A swarm of angels descends from the heavens to pass judgment and strip the unworthy of their strength.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Reflex
Hit: 4d10 + Constitution modifier radiant damage, and the target is weakened (save ends).
Solar Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

Level 29 Daily Spells

Super Nova — Warlock (Sun) Attack 29

An explosion of holy fire harms all in its path and creates a vortex that draws everything into its fiery core.

Daily ✦ Arcane, Fire, Implement, Radiant, Zone
Standard Action **Area Burst** 1 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Fortitude
Hit: 4d12 + Constitution modifier fire and radiant damage, and ongoing 10 fire damage (save ends).
Effect: The burst creates a zone of fire. Each creature that begins their turn within the zone takes 4d10 + Constitution modifier fire and radiant damage. When an enemy ends their turn adjacent to the zone, make a Constitution vs. Fortitude check against the target. If you hit, pull the target two squares into the zone.
Sustain Standard: The zone persists.

Curse of the Sun — Warlock (Sun) Attack 29

The final invoking of your pact, you expand your solar flare to encompass the battlefield.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 5d12 + Constitution modifier radiant damage.
Effect: Your solar flare aura expands to aura 5 until the end of your next turn. In addition, the damage and healing granted by your Solar Flare increases by 4.
Sustain Standard: The effect persists.

Crusader of Light

"The Sun has given me a purpose and a direction. I shall see it through to the end and burn the dark along the way."

Prerequisite: Warlock class, Solar Pact class feature

You are a champion of the sun. You have seen the Sun's celestial court, and you have been touched by the divine essence. You know that a crusade must begin, one to end the Night Reign so that all living things may thrive once more beneath the blazing glory of the Sun.

Crusader of Light Path Features

Weight of the Sun (11th Level): When you spend an action point and take an attack action, all enemies that are currently cursed by you take a –2 penalty to saving throws until the end of your next turn.

Blinded by the Sun (11th Level): All enemies that are currently cursed by you take a –2 penalty to attack rolls against you.

Ferocious Fire (16th Level): Powers with the Fire or Radiant keyword deal an extra 1d6 damage of that type of damage.

Crusader of Light Powers

Touched by the Sun Crusader of Light Attack 11

Your enemy is burned by a holy fire with each step that they take.

Encounter ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 3d6 + Constitution modifier fire damage.
Effect: Until the end of your next turn, when the target takes a move action, they take 10 fire damage.

Darkness to Light Crusader of Light Utility 12

You charge forth, undaunted by the grasp of the night, as you know that the Sun protects you.

Encounter ✦ Arcane
Immediate Reaction **Personal**
Trigger: You take necrotic damage
Effect: You regain hit points equal to the amount of necrotic damage taken plus your Intelligence modifier.

Sun Spot Crusader of Light Attack 20

Pummeled by the power of the Sun, your foe cannot escape the holy light.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 4d8 + Constitution modifier radiant damage, and the target gains vulnerability 10 radiant (save ends).
Miss: Half damage.

Paragon Paths

Bloodcrest Archer

"I am death incarnate. Lay down your sword and meet the Sun with your head held high, for you have died for a purpose."

Prerequisite: Ranger Class, Archer Fighting Style

You are an elite archer, a master of the bow and arrow that few can hope to match. The origins of the bloodcrest archer lie in the history of the eladrin during the first Night Reign.

The Bloodcrest Path teaches that the bow and arrow are extensions of your soul and flesh. You must allow the bow to become a part of you and, therefore, a part of your anger. By focusing your anger through the bow, you can unleash a powerful wave of arrows to defeat any foe before you.

Bloodcrest Archer Path Features

Bloodbow (11th Level): Choose between long bow and the short bow. Gain a +2 bonus to attack rolls and damage rolls with your chosen weapon against your quarry.

Blood Arrow (11th Level): You can spend an action point to increase your hunter's quarry die type by one step (i.e. d6 becomes d8 or d8 becomes d10) until the end of your next turn, instead of taking an extra action.

Crest Shield (16th Level): Your chosen bow is now considered a melee weapon in addition to its other properties. The bow has a +2 proficiency bonus to attack rolls and deals 1d8 damage.

Bloodcrest Archer Powers

Twin Blood Arrow Bloodcrest Archer Attack 11

A steady hand ensures that the arrow flies true.

Encounter ✦ Martial, Weapon
Standard Action **Ranged** Weapon
Target: One or two creatures
Attack: Dexterity vs. AC; two attacks
Hit: 1 [W] + Dexterity modifier damage per attack. If the target is under your Hunter's Quarry and you hit once, the target is slowed until the end of your next turn. If you hit twice, the target is dazed until the end of your next turn.

Quickstep Bloodcrest Archer Utility 12

When the enemy advances, you let them have your ground so you can gain a better tactical position.

Encounter ✦ Martial
Immediate Interrupt **Personal**
Trigger: An enemy moves to an adjacent square to you
Effect: Shift 1 square and gain a bonus to your AC and Reflex equal to your Wisdom modifier until the end of your next turn.

Bloodsplash Arrow Bloodcrest Archer Attack 20

Your arrow strikes the target, sending splinters, blood and bone flying in all directions.

Daily ✦ Martial, Weapon
Standard Action **Ranged** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Dexterity modifier damage.
Effect: Each enemy adjacent to the target takes damage equal to your Dexterity modifier.

Karsarian Warmage

"I have been trained by the most powerful wizards to bring destruction down upon my enemies. I honor the Order, and I honor my employer. My loyalty is to the highest bidder."

Prerequisite: Wizard Class

You have been trained at the Arcane Order of Magical Arts in Karsari. As the last of the arcane colleges with roots in Iso'Latarin, your knowledge and ability are vast.

As part of the Order, your services are for sale to merchants and trading companies who desire protection and a strong magical arm to deter any unwanted acts of piracy.

You are loyal to your employer, for you have your status to maintain, and the Arcane Order frowns on bribery. You make the best of any situation, and should some unlucky pirate or bandit attempt to raid the caravan you guard, you cut loose with devastating efficiency.

Karsarian Warmage Path Features

Arcane Element (11th Level): Choose one of the following: Cold, Fire, Lightning or Thunder. You can convert a damage roll from an attack power to the chosen damage type.

Arcane Explosion (11th Level): When you spend an action point, all burst and blast attack powers increase in size by 1 until the end of your next turn.

Arcane Destruction (16th Level): When you spend an action point, all burst and blast attack powers deal extra damage equal to your Intelligence modifier until the end of your next turn.

Karsarian Warmage Powers

Arcane Missile Karsarian Warmage Attack 11

You launch a barrage of arcane missiles at multiple targets.

Encounter ✦ Arcane, Force, Implement
Standard Action **Ranged** 20
Target: One, two or three creatures
Attack: Intelligence vs. AC; three attacks
Hit: 2d4 + Intelligence modifier force damage per attack. If successfully hit one creature three times, that creature is also dazed until the end of your next turn.

Arcane Rush Karsarian Warmage Utility 12

When your enemies try to gain a tactical advantage, you cast a spell to move you into a better position.

Encounter ✦ Arcane, Teleportation
Move Action **Personal**
Effect: You teleport your speed to an unoccupied square.

Edict Recall Karsarian Warmage Attack 20

You draw upon your keen intellect to recall a previous spell from memory to give you a tactical advantage.

Daily ✦ Arcane, Implement
Free Action **Personal**
Effect: Regain an immediate of a used encounter or daily spell equal to or lower than 20th level. You must use this power immediately or it is lost.

Peacekeeper

"The blood of Pelus runs through my veins, the blood of gods."

Prerequisite: Fighter Class

You are a knight of the Kingdom of Ro. Training in the fighting style and form that Pelus the Peacekeeper created, you stand vigil against the darkness, a classical knight in shining armor.

The Peacekeepers began as the personal guard for King Pelus Ro during the Age of Heroes. As the family of Pelus continued to grow, more and more descendants of the king were drawn into the Peacekeeper organization. Due to his extended life, Pelus had more than fifty children which grew into the fifty noble houses of Ro. Each house had representation within the organization to maintain its political and military strength.

During the Blood Culling, several of the noble houses betrayed the crown, which led to the downfall of the kingdom. Peacekeeper fought Peacekeeper in the streets of Ro-jah for a full season as their city and kingdom crumbled around them. When the dust had settled, the Peacekeepers were disbanded and those loyal to the Ilium Empire became Heaven Knights. Those Peacekeepers who refused either fled or were killed. Those who fled now roam the countryside, working to bring back the ideals of Pelus the Peacekeeper to their homeland.

Peacekeeper Path Features

Silver Fury (11th Level): When you spend an action point, until the end of your next turn, any successful attack that you make, the target is also immobilized (save ends) until the end of your current turn

Golden Valor (11th Level): If an adjacent ally is hit by an attack, reduce the damage taken by 1. This feature does not affect ongoing damage.

Bronze Heart (16th Level): When you are first bloodied during an encounter, you may spend a healing surge as an immediate reaction.

Peacekeeper Powers

Peacekeeper Justice Peacekeeper Attack 11

You force your foe to keep their eyes on you.

Encounter ✦ Martial, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage, and the target is marked and weakened until the end of your next turn.

Form the Line Peacekeeper Utility 12

By taking charge of the field, you help your allies get out of danger so you can take it head on.

Encounter ✦ Martial
Immediate Reaction **Close Burst** 5
Trigger: An ally is hit by an attack within burst
Effect: You may shift the ally up to 3 squares. You then shift up to 3 squares towards the target that attacked the ally. You gain a +2 power bonus to your next attack roll against the target. If you don't use this bonus by the end of your next turn, you lose the bonus.

Last Breath Peacekeeper Attack 20

You show no mercy to your opponents. Their brutal ending sends a message. Leave or draw your last breath.

Encounter ✦ Martial, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4 [W] + Strength modifier damage, and the target is weakened (save ends). If the target is bloodied, they have a –2 penalty to end this condition.
Effect: All enemies within 2 squares of the target are weakened until the end of your next turn.

Strophion

"Show them what it means to be a soldier of Helvada. On my command, unleash hell."

Prerequisite: Warlord Class

You are a leader in the army of Helvada. You inspire your troops to fantastic heroics and epic deaths.

The Helvadian army is known to be the greatest army in all of Falamor. For more than 3,000 years the culture of the Helvadan people has shaped their militaristic society to be the tip of the spear. All citizens of the Helvada nation know how to fight. The Strophion are those who can fight and lead. They lead by example and can always be found on the front line giving orders and dealing death. To be a Strophion is to be the ultimate Helvadian soldier.

Strophion Path Features

Wyvern Formation (11th Level): All allies within line of sight of you and within 10 squares gain a +2 bonus to saving throws verse fear and mind affects.
Griffon Formation (11th Level): When an ally spends an action point and they are within 10 squares of you and have line of sight, they may shift 1 square and gain a +1 bonus to AC until the end of their next turn as apart of their extra action
Hydra Formation (16th Level): When you spend an action point, instead of gaining an extra action, all allies who can see you within 10 squares may make a saving throw against each effect that a save can end with a +2 bonus.

Strophion Powers

Might of Helvada Strophion Attack 11

You inspire your troops with the sound of glory and honor that is the Helvada nation.

Encounter ✦ Healing, Martial, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2 [W] + Strength modifier damage.
Effect: Two allies within 5 squares of you may spend a healing surge. In addition, those two allies gain a +2 power bonus to AC until the end of your next turn.

Get up Soldier! Strophion Utility 12

You never give up and never surrender. You push your allies so that they will not either.

Encounter ✦ Healing, Martial
Immediate Reaction **Close Burst** 3
Trigger: An ally falls to 0 hit points or fewer within burst
Effect: Ally may immediately spend a healing surge and regains extra hit points equal to your Charisma modifier

Steppes of Tears Strophion Attack 20

To surge and die in battle is glorious. When you do fall, your allies will be inspired by your actions.

Encounter ✦ Healing, Martial, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 3 [W] + Strength modifier damage. Any ally adjacent to the target gains a free basic melee attack. The ally may add half your level to the attack roll and damage roll for this basic attack against the target.
Miss: Two allies within 5 squares of you may spend a healing surge.

Sun Wielder

"The Betrayer may have risen again, but as before, the Sun shall rise and cast out the darkness."

Prerequisite: Cleric Class

You have been touched by the Sun and his burning light. The gift of sunlight is your weapon of choice, and the denizens of the dark fear your name.

As a sun wielder, you have chosen to focus your wrath and power towards one particular evil blight of the world, the Breath of Ilius. The malignant evil that preys on the living has no master and destroys everything that it touches. You aim to stop it from spreading further, and eventually you will find its source and bring the light of the Sun to that dark and unholy place to end the threat forever.

Sun Wielder Path Features

Sun's Shield (11th Level): You and your allies within 5 squares may make an immediate save to end a condition inflicted by the Breath. This immediate save is made the first time the effect has been inflicted by the Breath per encounter.

Prayer of Restful Peace (11th Level): Those people and bodies touched by the Sun Wielder cannot be raised as undead by the Breath. This is a minor action that requires physical contact and lasts until the end of the encounter.

Sun's Conduit (16th Level): When engaging in a skill challenge to defeat the Breath, you gain an automatic success on your first skill roll. All subsequent rolls gain a +2 bonus.

Sun Wielder Powers

Holy Remembrance Sun Wielder Attack 11

With a prayer you bless your allies with resolve to live. Your foes scream in agony at your blessing.

Encounter ✦ Divine, Implement, Radiant
Standard Action **Close Burst** 5
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 2d8 + Wisdom modifier radiant damage.
Effect: All allies within the burst gain a power bonus to Fortitude equal to your Wisdom modifier until the end of your next turn.

Hand of the Sun Sun Wielder Utility 12

With the Sun as your guiding force; you call your allies back from the advancement of the Breath.

Daily ✦ Divine
Minor Action **Close Burst** 5
Target: One allies
Effect: You may shift an ally up to 3 squares. If the Breath is present, you may shift your allies up to 5 squares but must the shift be away from the Breath. Each ally gains a +1 bonus to Fortitude until the end of your next turn.

Sun's Radiance Sun Wielder Attack 20

You serve as a beacon of the Sun's holy light. From the heavens light shines forth and destroys the darkness.

Encounter ✦ Divine, Radiant
Standard Action **Close Burst** 10
Target: One creature
Attack: Wisdom vs. Fortitude
Hit: 5d10 + Wisdom modifier radiant damage.
Effect: Until the end of the encounter, any skill challenge made against the Breath requires one less success to defeat the Breath.

Temporal Mage

"Time is like water. It is fluid and all encompassing. If you are not careful, you will drown."

Prerequisite: Wizard Class

You are a wizard trained in the arts of temporal magic. Time is an open book to you ,and you can manipulate it to control your enemies.

Though the lands of Iso'Latarin have been lost, you have managed to either survive the fall or learn from one of the survivors. From your studies you have learned the connection between space and time ,and you have witnessed the Flux Zone, a demi-plane of time connected to the Crossroads. The zone gives you insight intp how to manipulate time within the Prime.

Temporal Mage Path Features

Student of Time (11th Level): You automatically succeed on your first test on skill challenges involving History or Arcane.

Time Flux (11th Level): When you spend an action point, you can choose to reroll any roll and take the better of the two rolls instead of taking an extra action.

Temporal Paradox (16th Level): As an immediate reaction, you may spend an action point. Instead of taking an extra action, you can allow yourself or any ally within 5 squares to change a standard action, move action or minor action they have just taken. This can be done after the results of the action have been resolved. The results of initial action are removed and the action starts over.

Temporal Mage Powers

Temporal Shun Temporal Mage Attack 11

You open a rift in time and shove your foe into it where they struggle within a place of flux.

Encounter✦ Arcane, Force, Implement, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 3d8 + your Intelligence modifier force damage, and the target is sent into the Flux Zone until the end of your next turn. When they reappear, they return to their original square. If that square is occupied, they reappear in the nearest unoccupied square.

Time Warp Temporal Mage Utility 12

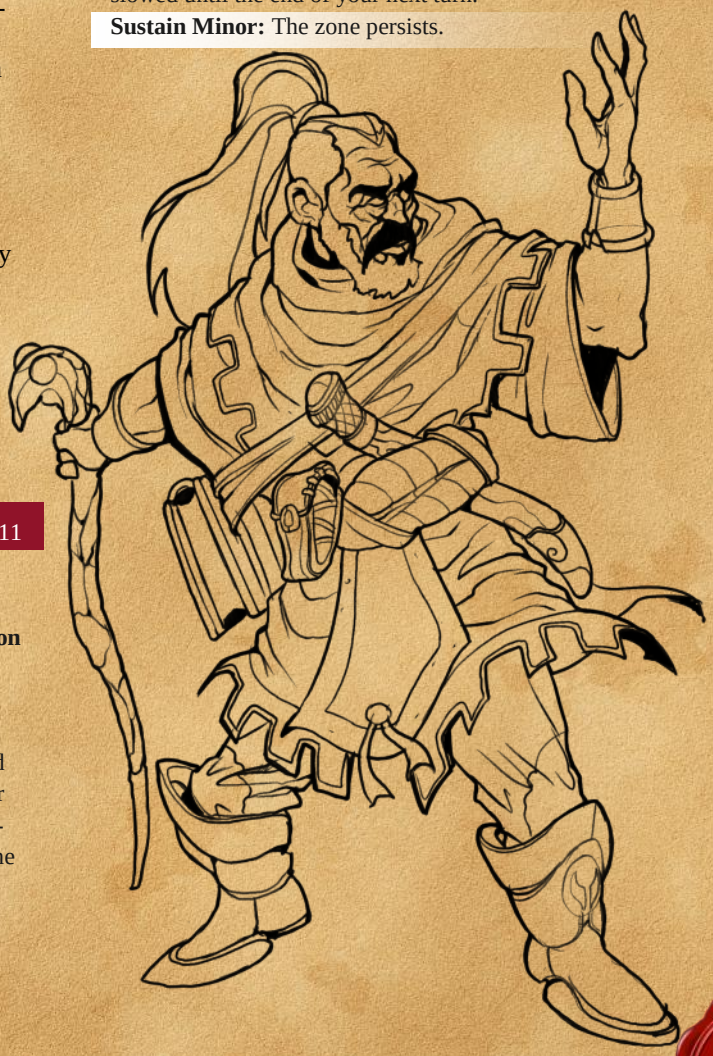
By bending time and space around you, effects and wounds that you have revert back to a previous time.

Encounter ✦ Arcane, Healing
Minor Action **Personal**
Effect: You may make an immediate save against all effects that you are under. In addition, you may spend a healing surge an regain an extra 1d6 hit points.

Temporal Storm Temporal Mage Attack 20

By merging space and time with the prime essence of the world, you create a violent storm of destruction.

Encounter ✦ Arcane, Force, Implement, Zone
Standard Action **Area Burst** 3 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 4d10 + Intelligence modifier force damage.
Effect: The burst creates a zone of temporal distortions. Creatures that enter or begin their turn in the zone take 1d10 + your Intelligence modifier force damage and are slowed until the end of your next turn.
Sustain Minor: The zone persists.



Xionaire

"Remember the Ninth. We fight in their name and in their honor. Glory unto death."

Prerequisite: Ranger Class

You are an elite guard of the Helvada Kingdom. When the legions are unable to handle a situation, you are called upon, for there is no one better.

During the Blood Culling, the Xionaire were called to the front lines to assist with the civilian retreat to the north from the invading undead armies. The last stand at the capital was made by the 9th Legion of Xionaires mixed with regular citizens. Their brave and heroic stand is now legendary among the Helvadian people as a testament to their honor, bravery and fighting prowess.

Xionaire Path Features

Battlefield Master (11th Level): When you move at least 3 squares during your turn, you gain a +2 bonus to your AC.

Battlefield Frenzy (11th Level): Once per round, if you hit with both weapons on an attack, you may add your Wisdom modifier to one of the damage rolls.

Battlefield Supremacy (16th Level): When you spend an action point, you may shift a number of squares equal to your Dexterity modifier in addition to your extra action.

Xionaire Powers

Deadly Counter Xionaire Attack 11

You take advantage of your opponent's attack to make a deadly counterattack.

Encounter ✦ Martial, Weapon
Immediate Reaction **Melee** Weapon
Trigger: You take damage from a melee attack
Target: Enemy who attacked you
Attack: Strength vs. AC; two attacks (one main hand, one off-hand)
Hit: 2 [W] + Strength modifier damage per attack. If the target is hit twice, they are also stunned until the end of your next turn.

Surging Teamwork Xionaire Utility 12

You feed off the energy of your allies. When they surge forward, you surge forward as well to assist.

Daily ✦ Martial
Immediate Reaction **Personal**
Trigger: An ally within sight spends an action point
Effect: You gain an action point. You must spend this action before the end of your next turn or it is lost.

Raging Steel Xionaire Attack 20

You enter into a rage, making a relentless attack against your opponent to kill them before they counter.

Daily ✦ Martial, Weapon
Standard Action **Melee** Weapon
Target: One creature
Attack: Strength vs. AC; two attacks (one main hand, one off-hand).
Hit: 2 [W] + Strength modifier damage per attack, and the target is knocked prone and dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

Epic Destinies

Ancestor Incarnate

You have unlocked the secrets of the universe, which allows you to transcend your mortal body to become an incarnation of your ancestors.

Prerequisite: 21st level Martial Artist

You have ascended and go with the spirits of your ancestors. After a long journey of discovery, you have finally learned to channel your Ch'i to empower your body into a spiritual form.

Immortality

The ancestor incarnate has learned all there is to know from his ancestors. Once you have completed your epic quest, you ascend from your mortal body to join your ancestors.

Akashic Record: When you complete your epic quest, you leave the physical word behind and enter into the world of ancestor spirits. Your knowledge and power become the focus of study by younger generations of martial artists seeking enlightenment. You guide them on their journey so that one day, they can join you as an ancestor spirit.

Ancestor Incarnate Features

All Ancestor Incarnates have the following features.

Ancestral Touch (21st level): You can apply Pressure Points to any number of targets during an encounter.

Ancestral Form (24th level): Once per day, when you reach 0 hit points or fewer, your spirit leaves your body, becoming an ancestor spirit. While in this form, you are intangible and can fly equal to your speed.

While in this form, you have an Ancestral Aura (aura 2). Enemies that enter or begin their turn in the aura take damage equal to your Strength modifier.

At the end of the encounter, your spirit returns to your body and you are at 0 hit points and can be healed normally.

Ancestral Kata (30th level): You are able to apply both kata effects to a power if you have used both powers within 2 rounds.

Ancestor Incarnate Technique

Perfected Kata Ancestor Incarnate Utility 26

Through your connection with your Chi', you are able to perform the perfect kata.

Daily ✦ Ch'i
Move Action **Personal**

Effect: Once per round until the end of the encounter, you may use a kata effect without having to use the preceding power.

Entropic Dancer

In a world full of chaos, your lust for combat has risen to a cacophony of destruction.

Prerequisite: 21st level Circle Dancer

You have spent your life in pursuit of the perfect fighting form. Through countless adventures you have honed your skills and defeated numerous adversaries. Through it all, you have become a symbol of destruction and chaos to the world.

Immortality

Entropic dancers are as chaotic as their fighting ability. Once their destiny has been fulfilled, their choice of path to follow is as random as the wind. The following section details a path entropic dancers have walked, but your path might vary.

The Storm: When you complete your epic quest, you withdraw from the world at large. You have mastered the art of martial combat of mortals. In your seclusion you begin to study the soul of entropy and the heart of chaos. Your study of the nature of chaos leads you to the ultimate fighting style privy only to the gods. As you master the fighting style, you merge with the heart and soul of entropy and become a being of chaos and destruction.

Entropic Dancer Features

All Entropic Dancer's have the following features.

Entropic Exploit (21st level): Choose one daily virtue that you know. You can now use that virtue as an encounter power rather than a daily power.

Unstoppable Storm (24th level): Any time you are inflicted by a slow effect, you automatically save against the effect. Any time you are inflicted by an immobilize or prone effect, you can make an immediate save with a +2 bonus to end the effect.

Chaos Blade (30th level): Once per day, you can declare your next attack roll to be a natural 20. This cannot be rerolled for any reason.

Entropic Dancer Virtue

Entropic Protection Entropic Dancer Utility 26

You pull upon the chaos of the world around you as a shield. Nothing is certain, not even death.

Daily ✦ Solar
Minor Action **Personal**

Effect: You gain resist all damage equal to half your level until the end of the encounter.

Horde Master

Angels and demons. Dragons and titans. Nothing is above your ability to call them to your side.

Prerequisite: 21st level Summoner

You are reached the height of summoning creatures. You have learned their names. You have taken control of all creatures. Nothing is out of your reach, and nothing can stand in your way.

Immortality

A Horde Master grows so accustomed to having creatures with him that he finds the world a lonely place. Once they have completed their final epic quest, many Horde Masters leave the normal world for wilder and more thriving planes of existence. The following section details a path that Horde Masters have walked, but your path might vary.

Fields of Life: When you complete your epic quest, you leave the world of mortal beings behind you. The conflicts and battles of individuals do not interest you any longer. Upon the fields of life there is a new world of creatures and beings that need direction. You find new creatures to help you and new wonders to see with your new companions.

Horde Master Features

All Horde Masters have the following features.

Unbounded Growth (21st level): Once per encounter when you summon a creature, you can designate that creature as large sized which occupies a 2 by 2 square.

Horde Tactics (24th level): When you spend an action point, each of your summons can shift 3 squares in addition to your extra action.

Unstoppable Army (30th level): When one of your summons reaches 0 or fewer hit points, it is immediately dismissed and replaced by one of your other summons. It occupies the same square that the fallen summon occupied.

Horde Master Virtue

Horde Horde Master Utility 26

You open the gates and your loyal espers begin pouring out to control the battlefield.

Daily ✦ Solar
Standard Action **Personal**

Effect: Until the end of the encounter, any time you use the summon creature class feature, you may summon two espers instead of one. Each esper must be adjacent to one another when summoned. You may not summon the same esper twice and you may not include your paragon path esper with this power.

Solar Champion

You have become a champion of the Sun, following in the footsteps of Horan.

Prerequisite: 21st level Destiny Knight

You have ventured through the lands of darkness as a beacon of light and hope in the name of the Sun. Even though the Sun is bound by the Moon, he is still all-seeing and all-knowing. He has chosen you to be his champion, to finally rid the world of the darkness, or at least deliver a spark of hope to the people.

Immortality

The Solar Champions are loyal and determined to make a difference in the world, even if that means that they have to move onto another land in order to fight the night. When their time arrives, the Sun has other quests and other needs for his champions. The following section details a path a Solar Champion may take, but your path might vary.

Sundown: You have completed your final quest against the darkness. You have shown the people that they do not have to fear the darkness and that they can rise up and fight for what they believe in. With your quest complete, you are lifted from the world by the Sun and are embraced in his holy light.

From the world he takes you to another land which is in need of a champion, a place for you to deliver his light once more.

Solar Champion Features

All Solar Champions have the following features.

Solar Binding (21st level): You may add the radiant damage type to all melee damage rolls you make. If the damage is already radiant, you may add your Charisma modifier as extra radiant damage to the damage roll.

Solar Blessing (24th level): When you use your last virtue encounter power that has the radiant keyword, you may regain the use of any virtue encounter that you know with the radiant keyword.

Bane of the Night (30th level): You have a Bane of Night Aura (aura 3). Any undead creature that begins its turn within the aura is weakened. As well, when you spend an action point, each creature within the aura is immobilized (save ends) in addition to your extra action.

Solar Champion Virtue

Circle of Life Solar Champion Utility 26

There is no end, only rebirth. When the cycle completes its turn, you are renewed to fight again.

Daily ✦ Healing, Solar
Immediate Reaction **Personal**
Trigger: You are reduced to 0 or fewer hit points
Effect: You are healed to maximum hit points, and you regain all healing surges. You regain all powers that include the radiant keyword. In addition, all allies within 5 squares of you may spend a healing surge and regain extra hit points equal to your level.

Supreme Judge

Your constant valor and leadership have allowed you to merge with the Sun, becoming his direct instrument of justice.

Prerequisite: 21st level Judge

You are an avatar of the Sun, a being of sunlight, judgment and hope. The darkness runs from your presence to avoid punishment but you know that there is no place to hide from the light of the Sun.

Immortality

The Supreme Judge has judged the mortal world salvageable, but there is much to be done. It will take others to follow in your shining example to bring down the Night Reign.

Solar Nimbus: When you complete your epic quest, you become a nimbus of solar energy and light. A miniature sun for all the world to see. Though you do not directly interact with the world any longer, heroes and villains alike can see and feel your presence as you judge their actions and sentence them through other judges that follow you.

Supreme Judge Features

All supreme judges have the following features.

Supreme Presence (21st level): When an ally begins their turn in your solar, they gain regeneration equal to your Charisma modifier until the start of their next turn.

Solar Embodiment (24th level): Once per day, when you reach 0 hit points or fewer, your spirit leaves your body, becoming an floating sphere of light. While in this form, you are intangible and can fly equal to your speed.

While in this form, you may use any virtue that targets your allies. In addition, your solar aura increases to aura 5.

At the end of the encounter, your spirit returns to your body and you are at 0 hit points and can be healed normally.

Supreme Judgment (30th level): Any time you grant an ally an extra attack and that attack is successful, that ally may add half your level to the damage roll.

Supreme Judge Virtue

A Thousand Pardons Supreme Judge Utility 26

Your judgment favors those loyal to the Sun, allowing them to fight on no matter the odds.

Daily ✦ Healing, Solar
Standard Action **Close Burst** 10
Target: You and each ally in burst
Effect: Each target may spend a healing surge, and regain extra hit points equal to your level. In addition, until the end of the encounter, if the target drops to 0 or fewer hit points, they may make an immediate saving throw. If they succeed, they immediately regain hit points equal to your Charisma modifier.

Chapter 3: Feats

The characters of Night Reign are not only defined by their race and class, but also by the feats that are taken. This chapter introduces several new feats based on the races, classes, and theme of the *Night Reign Campaign Setting.*

This chapter includes the following types of new feats:

- **Circle Dancer Feats:** Feats for the circle dancer and circle dancer paragon paths.
- **Destiny Knight Feats:** Feats for the destiny knight and destiny knight paragon paths.
- **Judge Feats:** Feats for the judge and judge paragon paths.
- **Martial Artist Feats:** Feats for the martial artist and martial artist paragon paths.
- **Summoner Feats:** Feats for the summoner and summoner paragon paths.
- **Channel Divinity Feats:** For characters who have the Channel Divinity class feature, a selection of feats designed for the pantheon of Falamar (The Sun, The Moon, the Wyrms and the Mother).
- **Racial Feats:** Feats for several core races as well as the new Cushani race.
- **Multiclass Feats:** Multiclass feats for the circle dancer, destiny knight, judge, martial artist, summoner and warlock.

Heroic Tier Feats

Any feat in the following section is available to a character of any level who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

Armed Assault [Judge]

Benefit: When you grant an ally a basic attack, the target ally gains a +2 feat bonus to damage rolls for that attack.

Breath Resilient

Prerequisites: Constitution 13
Benefit: You gain a +2 bonus to Fortitude defense against attacks from the Breath Hazard. In addition, when you make a save to end a condition inflicted by the Breath Hazard, you gain a +2 bonus.

Cloak of Summer [Divinity]

Prerequisite: Channel Divinity class feature, must worship the Wyrm of Summer
Benefit: You can invoke the power of your deity to use *Cloak of Summer*.

Channel Divinity: Cloak of Summer Feat Power

A shimmering field of golden dust flows around you, hardening your skin and endurance.

Encounter ✦ Divine
Minor Action **Personal**

Effect: You gain a +2 feat bonus to Fortitude defense and resist 10 fire until the end of your next turn.

Special: You must take the Cloak of Summer feat to use this power

Combat Memory [Summoner]

Benefit: Your summoned esper gains a bonus to a defense as listed below. This bonus increases to +2 at 11th level and to +3 at 21st level.

- **Savage Horror and Blood Lion:** +1 bonus to Fortitude.
- **Blur Panther and Lightning Hornet:** +1 bonus to Reflex.
- **Angel of War and Shadow Mastiff:** +1 bonus to Will.

Combat Teamwork [Summoner]

Benefit: When a power originates from your esper, and you are adjacent to the esper, the esper gains a +2 feat bonus to the damage roll.

Any Class	Prerequisite	Benefit
Springtouched	-	Gain combat advantage against creatures vulnerable to lightning
Breath Resilient	Constitution 13	+2 bonus to Fortitude against the Breath
Ground Pound		Extra 1d6 damage against targets you knock prone
Dragon's Bond	-	Gain Draconic language and +3 feat bonus to Diplomacy checks.
Elemental Descendant	-	Gain a +1 feat bonus to a defense based on an element.
Enlarged Predator's Roar	Cushani	Predator's Roar is now close burst 4
Shadow Descendant	Evil, Chaotic Evil, Unaligned	+3 bonus to Intimidation skill. Automatic success on first skill challenge involving Intimidate. Life span doubles.
Summertouched	-	Gain combat advantage against creatures vulnerable to fire
Wyrm Descendant	Lawful Good, Good, Unaligned	+3 bonus to Diplomacy skill. Automatic success on first skill challenge involving Diplomacy. Life span doubles.

Channel Divinity	Prerequisite	Benefit
Cloak of Summer	Channel Divinity	Gain the Cloak of Summer power
Cradle of Spring	Channel Divinity	Gain the Cradle of Spring power
Kiss of the Mother	Channel Divinity	Gain the Kiss of the Mother power
Solar Flame	Channel Divinity	Gain the Solar Shield power

Circle Dancer	Prerequisite	Benefit
Duelist's Focus	Circle of Power	+1 to damage when only one enemy in circle of power
Empowered Circle	Circle of Power	+2 damage to circle of power
Fast Waltz	Circle of Power	On critical hit, target takes –2 penalty to AC
Group Dancer	Circle of Power	+1 AC when more than one enemy in circle of power
Speed Dancer	Circle of Power	+1 to speed while in circle of power

Destiny Knight	Prerequisite	Benefit
Elusive Charger	-	+3 to AC from opportunity attacks while charging
Forceful Lance	-	Push enemy on a critical hit with lance
Helpful Rider	Solar Steed	Mount gains +1 to attacks while you are mounted
High Saddle	-	+1 to attack while mounted
Retributive Destiny	Control Destiny	If the target still hits an ally, they take 1d4

Cradle of Spring [Divinity]

Prerequisite: Channel Divinity class feature, must worship the Wyrm of Spring
Benefit: You can invoke the power of your deity to use *Cradle of Spring.*

Channel Divinity: Cradle of Spring Feat Power

You give a prayer to the Wyrm of Spring to protect you and your allies from the elements.

Encounter ✦ Divine
Immediate Interrupt **Close Burst** 5
Trigger: You or an ally take acid, cold, fire or lightning damage
Target: You or a triggering ally in the burst
Effect: The target gains resist acid, cold, fire or lightning 10 until the end of your next turn (choose one).
Special: You must take Cradle of Spring feat to use this power.

Judge	Prerequisite	Benefit
Armed Assault	-	+2 to damage rolls when you grant an ally a basic attack
Endless Favors	Judgment	Add Wisdom to Favorable Judgment healing
Expanded Solar Aura	Solar Aura	Solar Aura increases to 2
Sun Commanding Aura	Solar Aura	Allies gain +1 bonus to saving throws in commanding aura
Sun Empowered Aura	Solar Aura	Allies heal 1 extra hit point in empowering aura
Unlimited Vengeance	Judgment	Increase Vengeful Judgment range to 10

Martial Artist	Prerequisite	Benefit
Fleeting Movement	Pressure Points	When you hit a target with a kata power, you shift 1 square
Improved Pressure Points	Pressure Points	Pressure Point damage increases from d6's to d8's.
Iron Fist Technique	Unarmed Strike	When you activate a minor tiger kata, shift 1 square
Mantis Form Master	Mantis Form	When you activate a minor mantis kata, +1 to AC
Silver Foot Technique	Unarmed Strike	+1 feat bonus to attack rolls with foot
Three Organ Rake	Pressure Points	Forego Pressure Points to immobilize target
Tiger Form Master	Tiger Form	When you activate a minor tiger kata, gain temporary hit points
Unbalancing Fists	Pressure Points	On a critical hit on pressure point target, it is knocked prone

Summoner	Prerequisite	Benefit
Combat Memory	Summon Esper	Summoned espers gain +1 bonus to their favored defense
Combat Teamwork	Summon Esper	When adjacent to your summon, gain +1 bonus to damage rolls
Dance of Spring	Summon Esper	When granted a shift by a power, your summon also shifts
Solar Infusion	Summon Esper	+1 feat bonus to one summoned esper's non-favored defense
Elemental Explosion	Summon Esper	When summon deals acid, cold, fire of lightning, add +1 damage
Forbidden Knowledge	Creature Knowledge	+2 feat bonus to creature knowledge skill checks
Lone Wolf	Summon Esper	If you are 5 or more squares away from your esper, +1 attack rolls

Warlock	Prerequisite	Benefit
Firestarter	-	Fire powers that are not ongoing add +1d6 next round
Guiding Sun	-	During the day, radiant powers keyword gain +1 to attack rolls
Improved Solar Flare	Solar Flare Aura	+1 bonus to damage rolls and +1 to heals from aura
Undead Slayer	-	Undead creatures with vulnerability radiant increase by 1

Ground Pound

Benefit: If you knock an opponent prone with a melee power, you deal an extra 1d6 damage.

Dance of Spring [Summoner]

Benefit: Whenever you are granted movement by an ally, your esper my also move the same number of squares.

Dragon's Bond

Benefit: You are born under the sign of the dragon, and you are considered a friend among metallic dragons. You gain the Draconic language, and a +3 bonus to diplomacy involving dragons.

Duelist's Focus [Circle Dancer]
Prerequisites: Circle of Power class feature
Benefit: When there is only one enemy within your circle of power, you gain a +1 feat bonus to damage rolls against that enemy.

Elusive Charger [Destiny Knight]
Benefit: You gain a +3 bonus to AC from opportunity attacks while charging.

Empowered Circle [Circle Dancer]
Benefit: When applying your circle of power damage bonus to a target, you may add 2 to the damage.

Elemental Descendant
Benefit: You gain a bonus to defense based on the element chosen. You may only choose this feat once.
- ✦**Born of Fire:** You gain a +1 elemental bonus to Reflex defense.
- ✦**Born of Water:** You gain a +1 elemental bonus to Fortitude defense.
- ✦**Born of Air:** You gain a +1 elemental bonus to Will defense.
- ✦**Born of Earth:** You gain a +1 elemental bonus to saving throws.

Elemental Explosion [Summoner]
Benefit: If your summoned esper deals Acid, Cold, Fire, Lightning, Poison or Thunder damage, add a +1 elemental bonus to the damage roll.
- ✦**Level 11:** Increase to +2 to damage rolls
- ✦**Level 21:** Increase to +3 to damage rolls

Endless Favors [Judge]
Prerequisite: Favorable Judgment class feature
Benefit: You may add your Wisdom modifier to the hit points regained by this power.

Enlarge Predator's Roar [Cushani]
Benefit: The close burst of your predator's roar increases to 4.

Expanded Solar Aura [Judge]
Prerequisite: Solar Aura class feature
Benefit: Your solar aura increases to 2.

Fast Waltz [Circle Dancer]
Benefit: When you score a critical hit on a target within your circle of power, the target takes a –2 penalty to AC until the end of your next turn.

Firestarter [Warlock]
Benefit: When you hit with a power that has the fire keyword, the target takes 1d6 fire damage at the start of their next turn.

Fleeting Movement [Martial Artist]
Benefit: Once per round, when you hit a target and trigger a kata, you may shift 1 square.

Forbidden Knowledge [Summoner]
Prerequisite: Creature Knowledge class feature
Benefit: You gain a +2 feat bonus to your creature knowledge checks.

Forceful Lance [Destiny Knight]
Benefit: If you score a critical hit with a lance, you also push the target a number of squares equal to your Constitution modifier.

Guiding Sun [Warlock]
Benefit: During the daytime, powers with the radiant keyword gain a +1 feat bonus to attack rolls.

Group Dancer [Circle Dancer]
Benefit: When two or more enemies are within your circle of power, you gain a +1 feat bonus to AC .

Helpful Rider [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: Attack rolls made by your solar steed gain a +1 feat bonus while you are mounted.

High Saddle [Destiny Knight]
Benefit: You gain a +1 feat bonus to attack rolls while mounted.

Improved Pressure Points [Martial Artist]
Benefit: The extra damage dice from your Pressure Points class feature increases from d6s to d8s.

Improved Solar Flare Aura [Warlock]
Prerequisites: Con 13 or Cha 13, solar pact
Benefit: Your Solar Flare aura deals an extra 1 damage against enemies. In addition, the aura heals an extra 1 hit point to allies.
- ✦ **Level 11:** Increase damage and healing by 2.
- ✦ **Level 21:** Increase damage and healing by 3

Iron Fist Technique [Martial Artist]
Benefit: When you activate a minor kata, you gain a +1 bonus to the damage roll for that power.

Kiss of the Mother [Divinity]
Prerequisite: Channel Divinity class feature, must worship the Mother Earth
Benefit: You can invoke the power of your deity to use *Kiss of the Mother*.

Channel Divinity: Kiss of the Mother Feat Power

The Mother loves all and with her kiss you find renewed determination.

Encounter ✦ Divine
Minor Action **Ranged** 5
Target: One ally

Effect: You grant an immediate saving throw against one condition that a save can end with a +2 bonus.

Special: You must take the Kiss of the Mother feat to use this power

Lone Wolf [Summoner]
Benefit: When you use a power that originates from your summon, and you are more than 5 squares away, add a +1 feat bonus to the attack roll.

Mantis Form Master [Martial Artist]
Benefit: When you activate a minor kata, you gain a +1 feat bonus to AC until the end of your next turn.

Retributive Destiny [Destiny Knight]
Benefit: If the target of your Control Destiny still hits an ally after the reroll, they take 1d4 damage.

Shadow Descendant
Prerequisites: Evil, Chaotic Evil or Unaligned
Benefit: You gain a +3 bonus to Intimidation skill checks. When you use Intimidation as part of a skill challenge, you gain an automatic success on your first skill check for that challenge. In addition, your racial life span is doubled.

Silver Foot Technique [Martial Artist]
Benefit: When you activate a minor kata, you gain a +1 feat bonus to your Reflex and Fortitude defenses until the end of your next turn.

Solar Infusion [Summoner]
Benefit: Your summoned espers gain a +1 feat bonus to one defense of your choice (Fortitude, Reflex, Will) at the time the Summon Esper virtue is used.

Solar Flame [Divinity]
Prerequisite: Channel Divinity class feature, must worship the Sun
Benefit: You can invoke the power of your deity to use *Solar Flame*.

Channel Divinity: Solar Flame Feat Power

A golden light surrounds you, forming a shield of golden light that protects you from the night.

Encounter ✦ Divine
Free Action **Personal**

Effect: When you hit an enemy with an attack power, you may add 1d8 to the damage roll, and all the damage is considered fire and radiant.

Special: You must take the Solar Flame feat to use this power

Speed Dancer [Circle Dancer]
Benefit: When you begin your movement within your circle of power, you gain +1 feat bonus to speed.

Springtouched
Benefit: When attacking a creature that is vulnerable to lightning, you gain combat advantage when you use a power that has the lightning keyword.

Summertouched
Benefit: When attacking a creature that is vulnerable to fire, you gain combat advantage when you use a power that has the fire keyword.

Sun Commanding Aura [Judge]
Prerequisites: Solar Aura class feature
Benefit: Allies gain a +1 feat bonus to saving throws while in your protecting aura

Sun Empowering Aura [Judge]
Prerequisites: Solar Aura class feature
Benefit: Allies heal 1 extra hit point while in your empowering aura

Three Organ Rake [Martial Artist]
Benefit: Once per encounter, if you successfully hit a target, you can choose to forego the pressure point, and instead the target is immobilized until the start of your next turn.

Tiger Form Master [Martial Artist]
Benefit: When you activate a minor kata, you gain 2 temporary hit points.

Unbalancing Fists [Martial Artist]
Benefit: If you score a critical hit against a target that is under pressure points, the target is also knocked prone.

Undead Slayer [Warlock]
Benefit: When you hit with a power that deals radiant damage to an undead target, and that target has vulnerability to radiant damage, increase the vulnerability by 1 until the end of your next turn.
- ✦ At 11th level, increase vulnerability by 2 .
- ✦ At 21th level, increase vulnerability by 3.

Unlimited Vengeance [Judge]
Prerequisite: Vengeful Judgment class feature
Benefit: Increase the range of this power to 10.

Wyrm Descendant
Prerequisites: Lawful Good, Good or Unaligned
Benefit: You gain a +3 bonus to Diplomacy skill checks. When you use Diplomacy as part of a skill challenge, you gain an automatic success on your first skill check for that challenge. In addition, your racial life span is doubled.

Paragon Tier Feats

Any feat in the following section is available to a character who meets the prerequisites. Paragon tier feats are feats you can take if you are 20th level or lower.

Arm Brace [Martial Artist]
Benefit: If the target begins it's turn grabbed by you, the target takes 1d6 damage.
- ✦ Level 21: Increase damage to 2d6.

Blast Master [Wizard]
Prerequisite: Arcane Explosion paragon feature
Benefit: You deal an extra 1d6 damage with arcane powers that are blasts or bursts.

Blessed Aura [Judge]
Prerequisite: Solar Aura class feature
Benefit: An ally within your empowering aura regains an extra 2 hit points.

Blood of the Ninth [Ranger]
Prerequisite: Battlefield Frenzy feature
Benefit: Instead of adding your Wisdom modifier to one damage roll, apply it to both damage rolls.

Blood Sprint [Martial Artist]
Benefit: While you are bloodied, you gain a +2 bonus to your speed.

Body Lock [Martial Artist]
Prerequisite: Pressure Points class feature
Benefit: Once per encounter, you can choose to forego pressure point and instead deny the target from using a move action or minor action until the start of your next turn.

Breath Bane
Prerequisite: Breath Resilient
Benefit: You automatically succeed on your first skill check on a skill challenge involving the Breath.

Celestial Push [Martial Artist]
Prerequisite: Cosmic Retaliation paragon feature
Benefit: If you hit an enemy that hit you since your last turn, you may also slide the target 1 square.

Crushing Pressure [Warlock]
Prerequisite: Weight of the Sun paragon feature
Benefit: In addition to the penalty to saving throws, the target is also slowed until the end of your next turn.

Cursed Destiny [Destiny Knight]
Prerequisite: Control Destiny class feature
Benefit: If the target of your control destiny hits an ally after the reroll, they take 1d6 damage.

Dance for your Life [Circle Dancer]
Benefit: When you are outside your circle of power, you gain a +2 bonus to saving throws.

Dancer's Advantage [Circle Dancer]
Benefit: When you push, pull, slide or teleport an enemy into or outside of your circle of power, they take 1d6 damage.

Death Quake [Summoner]
Benefit: When your summon falls to 0 hit points or fewer, each enemy that is adjacent to the summon takes damage equal to your Charisma modifier.

Diamond Shield [Circle Dancer]
Prerequisite: Earth Shield paragon feature
Benefit: When you score a critical hit, increase your resist all to 5 + Constitution modifier instead.

Dual Glands [Dragonborn]
Prerequisite: Dragon Breath racial feature
Benefit: When you spend an action point, you can forego your extra action and regain an immediate use of your Dragon Breath racial encounter power.

Elemental Dance [Circle Dancer]
Prerequisite: Circle of Power class feature
Benefit: Choose one: Cold, Fire, Lightning or Thunder. As a free action, you can add this type to a damage roll while you are in your circle of power.

Emerald Mount [Destiny Knight]
Prerequisite: Emerald Oppression paragon feature
Benefit: When you score a critical hit, your mount may add a +2 bonus to the damage roll.

Emerald Spurs [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: Your solar steed gains +1 bonus to speed.

Expanded Esper Aura [Summoner]
Benefit: The aura of your espers is increased to 2.

Elven Luck [Elf]
Prerequisite: Elven Accuracy racial feature
Benefit: When you spend an action point, you can forego your extra action and regain an immediate use of your Elven Accuracy racial encounter power.

Extend Fey Step [Eladrin]
Prerequisite: Fey Step racial feature
Benefit: You may teleport two additional squares when using the *fey step* racial power.

Feed the Rush [Summoner]
Benefit: The aura of your esper can now effect enemies that enter or begin their turn in the aura.

Feline Nine Lives [Cushani]
Benefit: Your racial bonus to Acrobatics checks to reduce falling damage increases to +4.

Feline Rage [Cushani]
Benefit: While bloodied, you gain a +4 feat bonus to Strength related checks but not attack or damage rolls.

Fluid Motion [Martial Artist]
Prerequisite: Hidden Blade paragon feature
Benefit: While unarmed, you can make an opportunity attack with a +2 feat bonus to attack rolls.

Fortified Steed [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: Your solar steed gains a +2 feat bonus to either Fortitude, Reflex or Will (choose one).

Golden Strike [Destiny Knight]
Prerequisite: Exalted Defender paragon feature
Benefit: You may choose the Golden Strike special ability instead of the Exalted Defender special ability.

Special Ability (Daily): Free Action. Use this power when you or your mount scores a critical hit against a target. The target takes an additional 1d10 damage.

Guided Ruling [Judge]
Benefit: When you grant a basic attack to an ally, they gain a +2 feat bonus to the attack roll.

Hardened Scales [Summoner]
Prerequisite: Scaly Hide paragon feature
Benefit: The resistance granted by the Scaly Hide feature lasts one additional round.

Healing Circle [Circle Dancer]
Prerequisite: Circle of Power class feature
Benefit: If you are healed while you are within your circle of power, you regain an extra 2 hit points.

Horde Mentality [Summoner]
Benefit: When you take a move action, two of your summons can move instead of one.

Ice Shield [Circle Dancer]
Prerequisite: Water Shield paragon feature
Benefit: When you score a critical hit, you gain 15 + Constitution modifier temporary hit points instead.

Improved Bloodbow [Ranger]
Prerequisite: Bloodbow paragon feature
Benefit: The bonus you gain to your chosen bow against your quarry increases to +3.

Paragon Feats

Any Class	Prerequisite	Benefit
Breath Bane	Breath Resilient	Automatically succeed on first skill check with the Breath
Dual Glands	Dragon Breath	Use Dragon Breath twice per encounter
Elven Luck	Elven Accuracy	Use Elven Accuracy twice per encounter
Extend Fey Step	Fey Step	Teleport one additional square
Feline Rage	Cushani	While bloodied, +2 feat bonus to Strength checks
Feline Nine Lives	Cushani	Increase the bonus to reduce falling damage to +4
Improved Predator's Roar	Cushani	Penalty increase to –3
Infernal Vengeance	Tiefling	Use Infernal Wrath twice per encounter
Night Eyes	-	Gain low light vision
Saving Grace	Halfling	Use Second Chance twice per encounter

Paragon Paths	Prerequisite	Benefit
Blast Master	Arcane Explosion	Arcane blast and burst powers deal an extra 1d6
Blood of the Ninth	Battlefield Frenzy	Apply Wisdom to both damage rolls on a melee attack.
Celestial Push	Cosmic Retaliation	Slide target 1 square if they hit you last round
Crushing Pressure	Weight of the Sun	Target is also slowed
Diamond Shield	Earth Shield	Gain resist 5 + Constitution
Emerald Mount	Emerald Oppression	Mount gains +2 to damage on successful free attack
Fluid Motion	Hidden Blade	+2 feat bonus to attack rolls on unarmed opportunity attack
Golden Strike	Exalted Defender	Choose an optional special ability
Hardened Scales	Scaly Hide	Resistance lasts one additional round
Ice Shield	Water Shield	Gain 15 + Constitution modifier temporary hit points
Improved Bloodbow	Bloodbow	Increase to +3 bonus to attack rolls and damage rolls
Improved Silver Fury	Silver Fury	Bonus to adjacent allies melee attack rolls increases to +2
Improved Sun Shield	Sun Shield	+2 bonus to save against Breath effects
Imp. Wyvern Formation	Wyvern Formation	+4 bonus to saves against mind and fear effects
Inferno Blade	Fire Blade	You deal 1d8 damage instead of 1d6
Majestic Blessing	Majestic Defense	Allies gain a +1 bonus to Will and Fortitude
Patchwork	Body Splicing	Replace an additional adjustment for your summon
Powerful Destiny	Shifting Destiny	Slide your target 1 + Constitution modifier
Protected Aura	Night Protection	All allies within your solar aura gain necrotic resistance
Solar Court	Court of Vengeance	Allies gain +2 to damage rolls in solar aura
Stream of Renewal	Nature's Blessing	On action point, you also gain a +2 bonus to saving throws
Sonic Stripes	Speed of the Tiger	On action point, you also gain +2 to your speed

Circle Dancer	Prerequisite	Benefit
Dance for your Life	-	When outside your circle of power, +2 saves
Dancer's Advantage	Circle of Power	Enemy is forced in or out of your circle, they take 1d4 damage
Elemental Dance	Circle of Power	Add elemental damage type to damage inside your circle
Healing Circle	Circle of Power	If you heal inside your circle, you gain extra 2 hit points
League Training	Solar Weapon	Pick a second weapon group

Destiny Knight	Prerequisite	Benefit
Cursed Destiny	Control Destiny	It the target still hits an ally, they take 1d4
Emerald Spurs	Solar Steed	Steed gains +1 speed
Fortified Steed	Solar Steed	Steed gains +2 to Fortitude, Reflex or Will
Stable Steed	Solar Steed	Reduce a pull, push or slide by 1 square
Strapped In	-	+4 bonus to saves to avoid being knocked prone while mounted

Judge	Prerequisite	Benefit
Blessed Aura	Solar Aura	+2 extra hit points while in empowering aura
Guided Ruling	-	When you grant a basic attack, ally gets +2 to attack
Justified Vengeance	Judgment	+2 to damage roll with Vengeful Judgment
Oricalcum Armor	Solar Aura	+1 to resist all while in commanding aura
Powerful Solar Aura	Solar Aura	Solar aura increases to 3

Martial Artist	Prerequisite	Benefit
Arm Brace	-	Target begins their turn grabbed by you, they take 1d6 damage
Blood Sprint	-	While bloodied, +2 bonus to your speed
Body Lock	Pressure Points	Forego pressure points to deny move or minor action
Mind Aura	Pressure Points	Ignore cover and concealment on target under pressure points

Summoner	Prerequisite	Benefit
Death Quake	Summon Creature	When summon reaches 0 hp, adjacent enemies take damage
Expanded Aura	Summon Creature	Summoned creatures increase their aura to 2
Feed the Rush	Summon Creature	Summon creature's aura effects enemies that begin or enter
Horde Mentality	Summon Creature	When you take a move action, move two of your summons
Tome of Exalted Creatures	Tome of Creatures	Apply up to two creature origins to your summoned creatures

Warlock	Prerequisite	Benefit
Righteous Flame	Solar Flare Aura	Add fire keyword to the damage dealt by aura

Improved Predator's Roar [Cushani]
Benefit: The penalty from predator's roar increases to -3.

Improved Silver Fury [Fighter]
Prerequisite: Silver Fury feature
Benefit: The bonus granted to adjacent allies for melee attacks increases to +2.

Improved Sun Shield [Cleric]
Prerequisite: Sun Shield feature
Benefit: You grant a free save against a Breath hazard effect, and the target receives a +4 bonus to the save.

Improved Wyvern Formation [Warlord]
Prerequisite: Wyvern Formation feature
Benefit: The bonus allies gain to saving throws verse fear and mind affects increases to +4.

Infernal Vengeance [Tiefling]
Benefit: When you spend an action point, you can forego your extra action and regain an immediate use of your Infernal Wrath racial encounter power.

Inferno Blade [Circle Dancer]
Prerequisite: Fire Blade paragon feature
Benefit: When you spend an action point, you deal 1d10 fire damage instead of 1d8 with melee attacks.

Justifiable Vengeance [Judge]
Prerequisite: Judgment class feature
Benefit: An ally that is granted a basic attack by Vengeful Judgment gains +2 bonus to the damage roll.

League Training [Circle Dancer]
Prerequisite: Solar Weapon class feature
Benefit: You can choose an additional solar weapon group.

Majestic Blessing [Judge]
Prerequisite: Majestic Defense paragon feature
Benefit: You allies also gain a +1 bonus to Fortitude while in your solar aura.

Mind Aura [Martial Artist]
Benefit: When you are attacking a target under your Pressure Points, you ignore cover and concealment but not superior cover.

Night Eyes
Benefit: You gain low light vision. If you already have low light vision, you do not gain any extra benefit from this feat.

Oricalcum Armor [Judge]
Prerequisite: Solar Aura class feature
Benefit: An ally within your protecting aura gains +1 to the resist all.

Patchwork [Summoner]
Prerequisite: Body Splicing paragon feature
Benefit: You may replace an additional adjustment for your summoned esper.

Powerful Destiny [Destiny Knight]
Prerequisite: Shifting Destiny paragon feature
Benefit: You may slide each creature marked by you a number of squares equal to 1 + Constitution modifier when you spend an action point instead.

Powerful Solar Aura [Judge]
Prerequisite: Solar Aura class feature
Benefit: Your solar aura increases to aura 3.

Protected Aura [Judge]
Prerequisite: Night Protection paragon feature
Benefit: Allies in your solar aura also gain the necrotic resistance.

Righteous Flame [Warlock]
Prerequisite: Solar Flare Aura class feature
Benefit: You may add the Fire keyword to the damage dealt by your Solar Flare Aura.

Saving Grace [Halfling]
Benefit: When you spend an action point, you can forego your extra action and regain an immediate use of your Second Chance racial encounter power.

Solar Court [Judge]
Prerequisite: Court of Vengeance paragon feature
Benefit: Allies in your solar aura gain a +2 bonus to damage rolls instead of +1.

Stable Steed [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: An effect that would push, pull or slide you while you are mounted is reduced by 1 square.

General	Prerequisite	Benefit
Lance Mastery	-	Score critical hit on 19 or 20 with lance
Master Predator	Cushani	When first bloodied, regain use of roar of the predator
Razor's Edge	-	Score critical hit on 19 or 20 with unarmed strike
Solar Mastery	Solar Power Source	Spend an action point and also regain a solar encounter power

Circle Dancer	Prerequisite	Benefit
Champion Dancer	Circle Dancer	Gain a +2 bonus to your circle of power damage bonus
Death Circle	Circle Dancer	May use circle of power damage bonus twice per round
Prison Circle	Circle Dancer	Instead of using your circle of power damage bonus, you prevent target from leaving your circle
Worldly Dance	Circle Dancer	Add one or two element keywords to damage type

Destiny Knight	Prerequisite	Benefit
Break the Line	Destiny Knight	When your mount crits, you gain a basic melee attack
Caged Destiny	Destiny Knight	An enemy who hits under your control destiny is immobilized
Defensive Position	Destiny Knight, Solar Steed	While mounted, adjacent allies gain +1 to AC
War Training	Destiny Knight, Solar Steed	Use a minor action to give your steed a melee basic attack

Judge	Prerequisite	Benefit
Aggressive Ruling	Cha 19, Judge	Bloodied allies in your solar aura gain +2 to damage rolls
Compelling Judgment	Cha 19, Judge	Bloodied allies in your solar aura gain +2 to saves
Extreme Solar Aura	Judge, Solar Aura	Your solar aura expands to 4
Resurging Vengeance	Judge, Vengeful Judgment	When you spend an action point, regain one use of vengeful judgment

Strapped In [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: While you are mounted, your bonus to avoid being knocked prone increases to +4.

Stream of Renewal [Summoner]
Prerequisite: Nature's Blessing paragon feature
Benefit: When you spend an action point, you also gain a +2 bonus to saving throws.

Sonic Stripes [Martial Artist]
Prerequisite: Speed of the Tiger paragon feature
Benefit: When you spend an action point, you also gain a +2 feat bonus to your speed.

Tome of Exalted Creatures [Summoner]
Benefit: You may apply up to two creature origins to a summoned creature.

Epic Tier Feats

Any feat in the following section is available to a character who meets the prerequisites. Epic tier feats are available to a character of 21st level or higher.

Aggressive Ruling [Judge]
Prerequisite: Cha 19, solar aura class feature
Benefit: While you are conscious, bloodied allies in your solar aura gain a +2 bonus to damage rolls.

Summoner	Prerequisite	Benefit
Empowered Bond	Summoner	Powers originating from summon gain +1 to each damage die
Esper Mindlink	Summoner	Use a minor action to give standard action command to esper
Larger than Life	Summoner	Summoned espers are large sized.
One Soul	Summoner	Allied powers that effect you, also effect your esper

Martial Artist	Prerequisite	Benefit
Ancestral Kata	Martial Artist	Gain a major kata on a daily power when spending an action point
Correspondence Step	Martial Artist	When you miss with an attack, shift 1 square
Refocus Kata	Martial Artist	On a missed melee attack, gain +2 bonus to next attack roll

Ancestral Kata [Martial Artist]
Benefit: When you spend an action point for an extra action and use a martial artist daily power, you gain the benefit of the major kata even if you did not use an encounter power one round prior to the attack.

Break the Line [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: If your solar steed scores a critical hit, you gain a free basic attack against the same target.

Caged Destiny [Destiny Knight]
Benefit: When an enemy under your control destiny power hits an ally after the reroll, that enemy is immobilized until the end of your next turn.

Champion Dancer [Circle Dancer]
Benefit: When applying your circle of power damage bonus to a target, you may add 2 to the damage. This feat stacks with the empowered circle feat.

Compelling Judgment [Judge]
Prerequisite: Cha 19, solar aura class feature
Benefit: While you are conscious, bloodied allies in your solar aura gain a +2 bonus to saving rhrows.

Correspondence Step [Martial Artist]
Prerequisite: Fleet of Foot class feature
Benefit: When you miss with an attack roll, you may shift 1 square.

Death Circle [Circle Dancer]
Benefit: You may use your circle of power damage bonus twice per round instead of once.

Defensive Position [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: While mounted, allies adjacent to your steed gain a +1 bonus to AC.

Empowered Bond [Summoner]
Benefit: Powers that originate from your summoned esper add a +1 feat bonus to each damage die rolled.

Esper Mindlink [Summoner]
Benefit: You can use a minor action to give a standard action command to a creature you summon with a solar summoning power.

Extreme Solar Aura [Judge]
Prerequisite: Solar Aura class feature
Benefit: Your solar aura is now an aura 4.

Lance Mastery
Prerequisite: Str 19, Con 19
Benefit: When you make a melee weapon attack with a lance, you can score a critical hit on a natural roll of 19 or 20.

Larger than Life [Summoner]
Benefit: Your summoned creatures are now large-sized and occupy a 2 by 2 square.

Master Predator [Cushani]
Prerequisite: Cha 17
Benefit: When you are first bloodied in an encounter, you regain the use of the roar of the predator racial power if you have used it during this encounter.

Name	Prerequisite	Benefit
Appeals Judge	Charisma 13	Gain either Favorable or Vengeful Judgment as a daily power
Backup Dancer	Dexterity 13	Gain Circle of Power as an daily power
Destiny's Squire	Strength 13	Gain Control Destiny as an encounter power
Student of the Soul	Strength 13	Gain Pressure Point once per encounter power
Friend of Monsters	Charisma 13	Gain Summon Creature as a daily power

One Soul [Summoner]
Benefit: Allied powers that effect you also effect your summoned esper, even if they are not within range but are within your line of sight.

Prison Circle [Circle Dancer]
Benefit: When you hit a target in your circle, you can forgo your circle of power damage bonus to prevent the target from leaving your circle via movement, forced movement or teleportation until the end of your next turn.

Razor's Edge
Prerequisite: Str 19, Dex 19 or Wis 19
Benefit: When you make a melee weapon attack with your unarmed strike, you can score a critical hit on a natural of 19 or 20.

Refocus Kata [Martial Artist]
Benefit: If you miss with a martial artist attack and trigger a kata from that power, you gain a +2 bonus to your next attack roll.

Resurging Vengeance [Judge]
Prerequisite: Vengeful Judgement
Benefit: When you spend an action point to gain an extra action, you also regain one use of your vengeful judgment power.

Solar Mastery
Prerequisite: Any solar class
Benefit: When you spend an action point to take an extra action, you also regain the use of a solar encounter power you have used during this encounter.

War Training [Destiny Knight]
Prerequisite: Solar Steed class feature
Benefit: On your turn, you can use a minor action to command your solar steed to make a melee basic attack.

Worldly Dance [Circle Dancer]
Benefit: Pick two keywords from Cold, Fire, Lightning and Thunder. You may, as a free action, add one or two keywords to your damage type while you are in your circle of power.

Multiclass Feats

You can't select multiclass feats from your own class. If you already have a multiclass feat, you can only select additional multiclass feats for that class.

Appeals Judge [Multiclass]
Prerequisite: Charisma 13
Benefit: You gain training in Diplomacy.
You gain either Favorable Judgment of Vengeful Judgment as a daily power (choose one).
In addition, you can wield judge implements.

Backup Dancer [Multiclass]
Prerequisite: Dexterity 13
Benefit: You gain training in Acrobatics.
You gain the Circle of Power class feature as a encounter power. The circle of power damage bonus may only be applied once per encounter.
In addition, you can wield circle dancer implements.

Destiny's Squire [Multiclass]
Prerequisite: Strength 13
Benefit: You gain training in Endurance.
You gain the Control Destiny class feature as an encounter power.

Student of the Soul [Multiclass]
Prerequisite: Strength 13
Benefit: You gain training in Acrobatics.
You gain the Pressure Point class feature once per encounter.

Friend of Monsters [Multiclass]
Prerequisite: Charisma 13
Benefit: You gain training in Arcana.
You gain the Summon Esper class feature as a encounter power. Choose one esper that you can summon.
In addition, you can wield summoner implements.

Chapter 4: Arms and Equipment

In a world filled with violence and war, weapons are common throughout. Some are designed for efficiency, others for instilling fear. Whatever the case, a variety of weapons not commonly found in the world of Falamar.

Weapons

The first section describes several mundane items and weapons that can be found throughout the world. These items are most commonly found in the regions of their creation such as the dragon claws in the Dominion, the katana in Fao and the thinblade within Lothanewi. The mundane items found within this chapter are:

- **Dragon Claws**
  Deadly metal claws that affix to the hands like gauntlets. The claws are deadly in their ability to cut and scare an opponent.
- **Katana**
  A single-edged curved blade with renowned cutting ability and strength. This blade is favored by many melee combatants..
- **Lance**
  A solid, large spear-like weapon used for thrusting by mounted combatants.
- **Nunchaku**
  Two bars of metal or wood attached together by a small chain or rope. This weapon can be used with equal ability to attack or defend.
- **Sai**
  A single-handed metal weapon with three prongs that excels at defensive forms and disarming opponents.
- **Thinblade**
  One of the first weapons created by the elves, this straight blade is one and a half inches wide and is renowned for its ability to slip through seams in armor.
- **Wakizashi**
  A shorter companion blade to the katana, it's design is similar to its longer brother. Primarily a defensive, off-hand weapon
- **Wraps**
  A bandage or a strip of leather, these garments help protect users and adds extra power to their strikes.

Magical Items

Magical equipment is well-used throughout the world. Due to the constant night, magical effects are highly requested in attempt to raise the quality of life. In spite of this, magical items still are used mostly to enhance and further warfare.

Many of the magical items listed in this chapter carry historical significance, such as the armor of the Destiny Knights. The types of magical items found in this chapter are:

- **Armor**
  The heavy armor of the Destiny Knights was a common sight before the Night Reign, standing for peace, faith and justice.
- **Gem**
  A new implement used by Summoners. These gems hold the souls of creatures to augment the virtues and summonings of the summoner.
- **Head**
  New head items include the Helmet of the Fire Stallion worn by battle hardened Xionaires.
- **Weapons**
  New weapons include the dusk blade which changes powers depending on the time of day.
- **Wondrous Items**
  New wondrous items include the sun drop fruit useful for overcoming diseases.

Artifacts

Throughout the history of Falamar, some items have gained enough notoriety that the items themselves have taken on a life of their own, such as The Sword of Horan that slew Ilius the Betrayer during the First Night Reign. The artifacts, minor and major, found within this chapter are:

- **Aegolis**
  The symbol of rulership in Helvada, Aegolis has been wielded by each ruler since the Crusader Wars.
- **Dagger of Betrayal**
  The dagger that slew the first innocent, which caused the first Night Reign.
- **Scepters of the Air King, Earth King, Fire King and the Water King**
  These four scepter are shards of the original Scepter of the High King and were given to the four kings of the Alliance.
- **Scepter of the High King**
  Created during the Crusader wars, the Scepter of the High King was wielded by Pelus Ro to destroy the undead armies of the Shan'ree.
- **Sword of Horan**
  The sword that slew Ilius at the end of the first Night Reign.

SIMPLE WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Wraps	+0	-	-	1 gp	1 lb.	Unarmed	Off-hand

MILITARY WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Dragon Claws	+3	1d6	-	10 gp	2 lb.	Unarmed	High crit, Off-hand
Lance	+2	1d10	-	10 gp	3 lb.	Spear	Reach 2, High crit
Nunchaku	+2	2d4	-	5 gp	2 lb.	Staff, Unarmed	Off-hand
Sai	+2	1d8	-	10 gp	3 lb.	Light blade	Off-hand

SUPERIOR WEAPONS

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Katana	+3	1d10	-	75 gp	4 lb.	Heavy Blade	High crit, Versatile
Wakizashi	+3	1d6	-	15 gp	2 lb.	Light blade	Off-hand
Thinblade	+3	1d8	-	30 gp	3 lb.	Light Blade	High crit, Off-hand

Dragon Claws: A modified gauntlet with long, sharp extensions typically made of metal, giving the appearance that the wielder has animal-like claws.

Katana: A sword developed in the region of Fao at the height of their power at the beginning of the Age of Shadows. The sword is a slender, curved, single-edged blade with a long grip to accommodate two hands.

Lance: Similar to a spear or javelin, the lance is used on horseback and is particularly effective while charging.

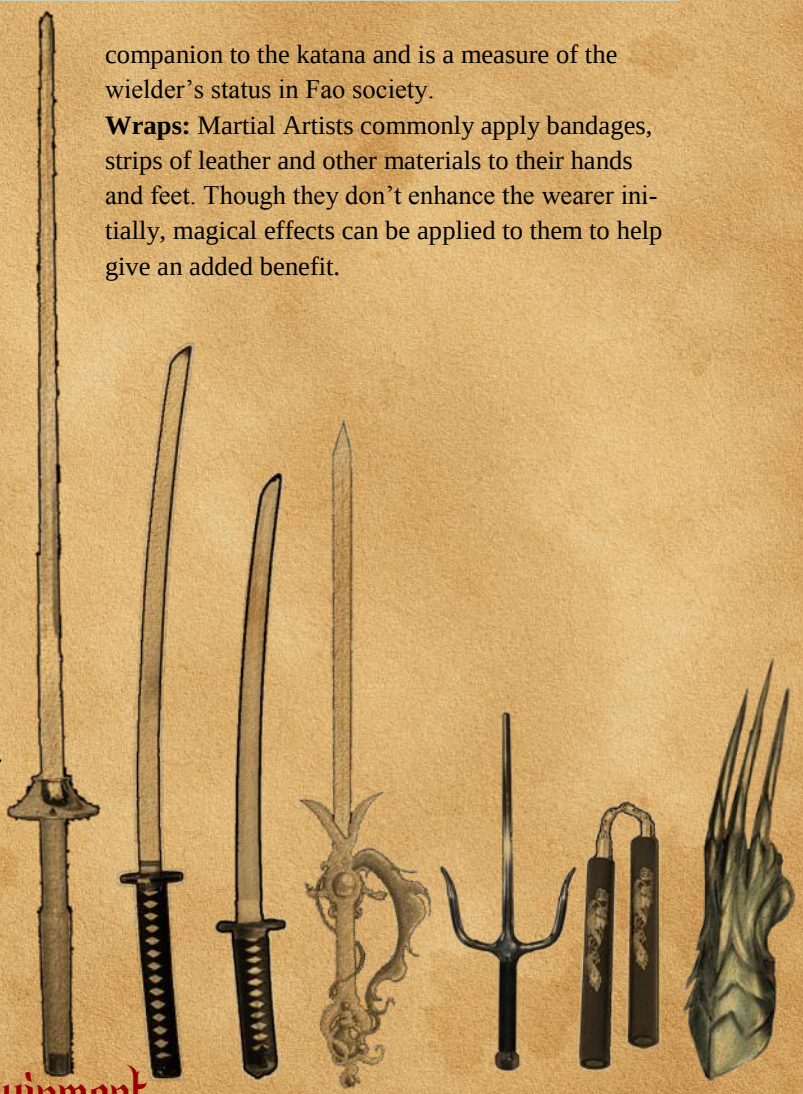
Nunchaku: A traditional weapon of the Sadire tieflings, the weapon consists of two sticks or bones connected at the ends with a short chain or rope.

Sai: A traditional weapon developed in the Fao region during the Crusader wars. The weapon is a pointed, rod-shaped baton with two long, unsharpened projections attached to the handle. Primarily a defensive weapon.

Thinblade: Possibly one of the first weapons ever created, the thin blade was developed by the Eladrin. A cross between a rapier and a long sword, the thinblade is a light weapon with a blade only 1 and a half inches wide.

Wakizashi: A sword developed in the region of Fao along side the Katana at the beginning of the Age of Shadows. Typically worn together, the sword is a companion to the katana and is a measure of the wielder's status in Fao society.

Wraps: Martial Artists commonly apply bandages, strips of leather and other materials to their hands and feet. Though they don't enhance the wearer initially, magical effects can be applied to them to help give an added benefit.



Magical Items

In a world of epic fantasy, there is no shortage of magical items in the world, some created for evil, some created for the greater good.

Armor

Symbols make a powerful statement about who you are, what you do and where your loyalty lies. Most people can spot Heaven Knights simply by the white armor they wear. Detailed below are some of the magical armors that can be found in the world.

MAGIC ARMOR

Lvl	Name	Price	Categories
3	Crusader +1	680	Chain, Scale, Plate
5	Destiny +1	1,000	Scale, Plat
5	Heaven +1	1,000	Scale, Plate
5	Master Monk +1	1,000	Cloth
5	Wyrm +1	1,000	Chain, Scale, Plate
8	Crusader +2	3,400	Chain, Scale, Plate
10	Destiny +2	5,000	Scale, Plate
10	Heaven +2	5,000	Scale, Plate
10	Master Monk +2	5,000	Cloth
10	Wyrm +2	5,000	Chain, Scale, Plate
13	Crusader +3	17,000	Chain, Scale, Plate
15	Destiny +3	25,000	Scale, Plate
15	Heaven +3	25,000	Scale, Plate
15	Master Monk +3	25,000	Cloth
15	Wyrm +3	25,000	Chain, Scale, Plate
18	Crusader +4	85,000	Chain, Scale, Plate
20	Destiny +4	125,000	Scale, Plate
20	Heaven +4	125,000	Scale, Plate
20	Master Monk +4	125,000	Cloth
20	Wyrm +4	125,000	Chain, Scale, Plate
23	Crusader +5	425,000	Scale, Plate
25	Destiny +5	625,000	Scale, Plate
25	Heaven +5	625,000	Scale, Plate
25	Master Monk +5	625,000	Cloth
25	Wyrm +5	625,000	Chain, Scale, Plate
28	Crusader +6	2,125,000	Chain, Scale, Plate
30	Destiny +6	3,125,000	Scale, Plate
30	Heaven +6	3,125,000	Scale, Plate
30	Master Monk +6	3,125,000	Cloth
30	Wyrm +6	3,125,000	Chain, Scale, Plate

Crusader Armor — Level 3+

This armor of white and silver was in heavy use during the Crusader Wars by paladins and knights..

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: Chain, Scale, Plate
Enhancement: AC
Property: +1 bonus to Fortitude against attacks made by undead creatures.
Level 13 or 18: +2 bonus to Fortitude
Level 23 or 28: +3 bonus to Fortitude

Power (Daily): Free Action. Spend an action point. Instead of gaining an extra action, you regain the use of a daily power you have expended today. The daily power must be used in the same round that the action point is spent or the daily power is expended without benefit.

Destiny Armor — Level 5+

This silver with emerald trim armor is the mainstay of the Destiny Knights

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

Armor: Scale, Plate
Enhancement: AC
Property: +2 bonus to saving throws and death saves.

Power (Daily): Immediate Reaction. When you are hit by an attack that bloodies you, reduce the damage by 10 plus the item bonus.
Level 20: 15 + item bonus
Level 30: 20 + item bonus

Heaven Armor — Level 5+

This pure white armor with bloodstone inlets is worn by the infamous Heaven Knights of Ilius

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

Armor: Scale, Plate
Enhancement: AC
Property: Resist 5 radiant and necrotic.
Level 15 or 20: Resist 10 radiant and necrotic.
Level 25 or 30: Resist 15 radiant necrotic.

Power (Daily): Immediate Reaction. You can use this power when an enemy hits you with an attack. That enemy takes 1d6 radiant and necrotic damage and a –2 penalty to saving throws until the end of your next turn.

Robes of the Master Monk — Level 5+

This enchanted set of robes is imbued with the knowledge of former martial art masters.

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

Armor: Cloth
Enhancement: AC
Property: Gain an item bonus to Athletic checks equal to the armor enhancement bonus
Power (Daily): Minor Action. You regain an encounter virtue.

Wyrm Armor — Level 5+

This armor of draconic design is the primary choice of armor for the Dragon Knights of Ro

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

Armor: Chain, Scale, Plate
Enhancement: AC
Property: Gain an item bonus to Diplomacy checks equal to the armor enhancement bonus.
Power (Daily): Immediate Reaction. When you are hit by a critical hit, reduce the attack to a normal attack.

Weapons

"The weapon of a soldier is his life. You are never without it, you would never part with it. If you treat it well, it will save your life."

Weapons within Falamar are common and necessary to survive the harsh reality of the night. Most weapons developed along side the different regions and societies in the world. The Cushani Dominion prefer heavy weapons that can inflict blunt trauma and rip apart flesh, while the Helvadian people prefer spears and shields to fight in close quarters beside one another.

Whatever the situation, many magical items were developed with the turmoil of the world in mind. These magical weapons are more common in more militaristic areas, though they could be found nearly anywhere.

MAGIC WEAPONS

Lvl	Name	Price	Categories
3	Dusk +1	680	Light Blade, Heavy Blade
3	Solar +1	680	Any
3	Arctic Winds +1	680	Unarmed
3	Desert Winds +1	680	Unarmed
3	Divine Winds +1	680	Unarmed
3	Storm Winds +1	680	Unarmed
5	Night +1	1,000	Any
5	Death Spear +1	1,000	Spear
8	Dusk +2	3,400	Light Blade, Heavy Blade
8	Solar +2	3,400	Any
8	Arctic Winds +2	3,400	Unarmed
8	Desert Winds +2	3,400	Unarmed
8	Divine Winds +2	3,400	Unarmed
8	Storm Winds +2	3,400	Unarmed
10	Night +2	5,000	Any
10	Death Spear +2	5,000	Spear
10	Enervating +2	5,000	Claws, Hammer, Light Blade, Staff
13	Dusk +3	17,000	Light Blade, Heavy Blade
13	Solar +3	17,000	Any
13	Arctic Winds +3	17,000	Unarmed
13	Desert Winds +3	17,000	Unarmed
13	Divine Winds +3	17,000	Unarmed
13	Storm Winds +3	17,000	Unarmed
15	Night +3	25,000	Any
15	Death Spear +3	25,000	Spear
15	Enervating +3	25,000	Claws, Hammer, Light Blade, Staff
18	Dusk +4	85,000	Light Blade, Heavy Blade
18	Solar +4	85,000	Any
18	Arctic Winds +4	85,000	Unarmed
18	Desert Winds +4	85,000	Unarmed
18	Divine Winds +4	85,000	Unarmed
18	Storm Winds +4	85,000	Unarmed
20	Night +4	125,000	Any
20	Death Spear +4	125,000	Spear
20	Enervating +4	125,000	Claws, Hammer, Light Blade, Staff

MAGIC WEAPONS continued

Lvl	Name	Price	Categories
23	Dusk +5	425,000	Light Blade, Heavy Blade
23	Solar +5	425,000	Any
23	Arctic Winds +5	425,000	Unarmed
23	Desert Winds +5	425,000	Unarmed
23	Divine Winds +5	425,000	Unarmed
23	Storm Winds +5	425,000	Unarmed
25	Night +5	625,000	Any
25	Death Spear +5	625,000	Spear
25	Enervating +5	625,000	Claws, Hammer, Light Blade, Staff
28	Dusk +6	2,125,000	Light Blade, Heavy Blade
28	Solar +6	2,125,000	Any
28	Arctic Winds +6	2,125,000	Unarmed
28	Desert Winds +6	2,125,000	Unarmed
28	Divine Winds +6	2,125,000	Unarmed
28	Storm Winds +6	2,125,000	Unarmed
30	Night +6	3,125,000	Any
30	Death Spear +6	3,125,000	Spear
30	Enervating +6	3,125,000	Unarmed, Light Blade

Breath Weapon — Level 5+

This weapon is made of pure wisps of the Breath which constantly flow forth in a blade like form.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus

Power (At-Will ✦ Necrotic): Free Action. All damage dealt by this weapon is necrotic damage. Another free action returns the damage to normal.

Power (Daily ✦ Necrotic): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 necrotic damage (save ends).

Level 13 or 18: 2d8 necrotic damage.
Level 23 or 28: 3d8 necrotic damage.

Dusk Blade — Level 3+

Crafted in twilight, this blade's power is tied to the wax and wane of night and day.

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

Weapon: Light Blade, Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: At night, the dusk blade deals radiant damage. During the day, the dusk blade deals necrotic damage.

Power (At-Will): Free action. The damage dealt by this weapon is normal damage. Another free action returns the damage to necrotic or radiant, depending on property.

Power (Encounter): Free Action. Use this power when you hit with the weapon. You gain concealment until the end of your next turn.

Death Spear — Level 5+

Deadly accurate, the spear of the Helvada legions is legendary for its ability to kill in a single thrust.

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: Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: The critical range of this weapon is 19-20.
Level 20-30: 18-20 critical range.

Power (Daily): Free Action. On a successful critical hit, the target is stunned (save ends).

Enervating Weapon — Level 10+

This weapon drains the strength and resolve of your enemies.

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
Lvl 20	+4	125,000 gp			

Weapon: Claws, Hammer, Light Blade, Staff
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus

Power (Daily): Free Action: Use this power when you hit with the weapon. The target is weakened (save ends).

Solar Weapon Level 3+

This weapon is blessed by the radiance of the Sun to bring its holy light to the dark 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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Power (At-Will ✦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily ✦ Radiant): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 radiant damage and is blinded until the end of your next turn.

Level 13 or 18: 2d8 radiant damage.
Level 23 or 28: 3d8 radiant damage.

Wraps of the Arctic Winds Level 3+

These enchanted wraps hold the spirit of the arctic winds within them.

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

Weapon: Unarmed
Enhancement: Attack rolls and damage rolls
Critical: +1d6 cold damage per plus

Power (At-Will ✦ Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Daily ✦ Cold): Free Action. Use this power when you hit with an unarmed strike. The target is entombed (save ends).

Wraps of the Desert Winds Level 3+

These enchanted wraps hold the spirit of the desert winds within them.

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

Weapon: Unarmed
Enhancement: Attack rolls and damage rolls
Critical: +1d6 fire damage per plus

Power (At-Will ✦ Fire): Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.

Power (Daily ✦ Fire): Free Action. Use this power when you hit with an unarmed strike. Each enemy adjacent to the target takes 1d8 fire damage.

Wraps of the Divine Winds Level 3+

These enchanted wraps hold a spark of divine essence to guide you.

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

Weapon: Unarmed
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Power (At-Will ✦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily ✦ Healing): Free Action. Use this power when you hit with an unarmed strike. You regain hit points as if you had spent a healing surge.

Wraps of the Storm Winds Level 3+

These enchanted wraps hold the spirit of the storm within them.

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

Weapon: Unarmed
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder damage per plus

Power (At-Will ✦ Thunder): Free Action. All damage dealt by this weapon is thunder damage. Another free action returns the damage to normal.

Power (Daily ✦ Thunder): Free Action. Use this power when you hit with an unarmed strike. The target takes ongoing 5 thunder damage (save ends).

Soul Gems

"The gem is a window to the soul. A window into the essence of beings."

Soul gems are implements introduced with Summoners. Soul gems are objects that have the soul of a creature trapped within it or imbued with energy to generate an effect.

SOUL GEMS

Lvl	Name	Price
1	Gem of Feral Presence +1	360
1	Magic Gem + 1	360
2	Gem of Aberrant Souls +1	520
2	Gem of Elemental Souls +1	520
2	Gem of Fey Souls +1	520
2	Gem of Immortal Souls +1	520
2	Gem of Natural Souls +1	520
2	Gem of Shadow Souls +1	520
3	Gem of Continual Pain +1	680
3	Gem of the Poisoned Heart +1	680
4	Gem of the Fire Titan +1	840
4	Gem of Frigid Nightmares +1	840
5	Gem of Cracked Thunder +1	1,000
6	Gem of Feral Presence +2	1,800
6	Magic Gem +2	1,800
7	Gem of Aberrant Souls +2	2,600
7	Gem of Elemental Souls +2	2,600
7	Gem of Fey Souls +2	2,600
7	Gem of Immortal Souls +2	2,600
7	Gem of Natural Souls +2	2,600
7	Gem of Shadow Souls +2	2,600
8	Gem of Continual Pain +2	3,400
8	Gem of the Poisoned Heart +2	3,400
9	Gem of the Fire Titan +2	4,200
9	Gem of Frigid Nightmares +2	4,200
10	Gem of Cracked Thunder +2	5,000
11	Gem of Feral Presence +3	9,000
11	Magic Gem +3	9,000
12	Gem of Aberrant Souls +3	13,000
12	Gem of Elemental Souls +3	13,000
12	Gem of Fey Souls +3	13,000
12	Gem of Immortal Souls +3	13,.000
12	Gem of Natural Souls +3	13,000
12	Gem of Shadow Souls +3	13,000
13	Gem of Continual Pain +3	17,000
13	Gem of the Poisoned Heart +3	17,000
14	Gem of the Fire Titan +3	21,000
14	Gem of Frigid Nightmares +3	21,000

SOUL GEMS continued

Lvl	Name	Price
15	Gem of Cracked Thunder +3	25,000
16	Gem of Feral Presence +4	45,000
16	Magic Gem +4	45,000
17	Gem of Aberrant Souls +4	65,000
17	Gem of Elemental Souls +4	65,000
17	Gem of Fey Souls +4	65,000
17	Gem of Immortal Souls +4	65,000
17	Gem of Natural Souls +4	65,000
17	Gem of Shadow Souls +4	65,000
18	Gem of Aggressive Nature +4	85,000
18	Gem of Continual Pain +4	85,000
18	Gem of the Poisoned Heart +4	85,000
19	Gem of the Fire Titan +4	105,000
19	Gem of Frigid Nightmares +4	105,000
20	Gem of Cracked Thunder +4	125,000
20	Gem of Second Life +4	125,000
21	Gem of Feral Presence +5	225,000
21	Magic Gem +5	225,000
22	Gem of Aberrant Souls +5	325,000
22	Gem of Elemental Souls +5	325,000
22	Gem of Fey Souls +5	325,000
22	Gem of Immortal Souls +5	325,000
22	Gem of Natural Souls +5	325,000
22	Gem of Shadow Souls +5	325,000
23	Gem of Aggressive Nature +5	425,000
23	Gem of Continual Pain +5	425,000
23	Gem of the Poisoned Heart +5	425,000
24	Gem of the Fire Titan +5	525,000
24	Gem of Frigid Nightmares +5	525,000
25	Gem of Cracked Thunder +5	625,000
25	Gem of Second Life +5	625,000
26	Gem of Feral Presence +6	1,125,000
26	Magic Gem +6	1,125,000
27	Gem of Aberrant Souls +6	1,625,000
27	Gem of Elemental Souls +6	1,625,000
27	Gem of Fey Souls +6	1,625,000
27	Gem of Immortal Souls +6	1,625,000
27	Gem of Natural Souls +6	1,625,000
27	Gem of Shadow Souls +6	1,625,000
28	Gem of Aggressive Nature +6	2,125,000
28	Gem of Continual Pain +6	2,125,000
28	Gem of the Poisoned Heart +6	2,125,000
29	Gem of the Fire Titan +6	2,625,000
29	Gem of Frigid Nightmares +6	2,625,000
30	Gem of Cracked Thunder +6	3,125,000
30	Gem of Second Life +6	3,125,000

Gem of Aberrant Souls Level 2+

This yellow gem holds the soul of an aberrant creature which allows you to harm aberrants more easily.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus against aberrants
Power (Daily): Minor Action. You deal an extra 1d8 damage against aberrant creatures until the end of the encounter.

Gem of Aggressive Nature Level 18+

This bright red gem holds the soul of a kruthik which propels your desire to attack and inflict pain.

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

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Power (Daily): Immediate Reaction. If you or your summon creature scores a critical hit, you regain the use of an expended encounter power.

Gem of Continual Pain Level 3+

This red and orange gem holds the soul of a demon that extends the duration of pain to a subject.

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

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when using a power that lasts until the end of your next turn. That power lasts one additional round.

Gem of Cracked Thunder Level 3+

This gem of blue and violet has a faint smell of ozone to it and gives small shocks to those who touch it.

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

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus if the power has the thunder keyword
Power (Daily ✦ Thunder): Free Action. If you miss with a power with the thunder keyword, the power is not expended.

Gem of Elemental Souls Level 2+

This gem of swirling silver mist holds the soul of an elemental creature, providing insight against their kind.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus against elementals.
Power (Daily): Minor Action. You deal an extra 1d8 damage against elemental creatures until the end of the encounter.

Gem of Feral Presence Level 1+

This orange gem holds the soul of a troll that enhances the aura of your summoned creatures.

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 (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Minor Action. Increase the aura of a summoned esper to 2 until the end of the encounter, until the esper is killed or until it is dismissed.

Gem of Fey Souls Level 2+

This green gem holds the soul of a fey creature which helps you harm fey more easily.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus against fey.
Power (Daily): Minor Action. You deal an extra 1d8 damage against fey creatures until the end of the encounter.

Gem of the Fire Titans Level 3+

This gem with a flickering flame inside holds the soul of a titan who can heighten your fire spells.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus if the power has the fire keyword
Power (Daily ✦ Fire): Free Action. If you hit with a power with the fire keyword, add a +1 bonus to each dice of damage rolled.

Gem of Frigid Nightmares Level 3+

This gem of blue and black swirls is cold to the touch and holds the soul of a nightmare.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus if the power has the cold keyword
Power (Daily ✦ Cold): Free Action. If you hit with a power with the cold keyword, the target is stunned (save ends).

Gem of Immortal Souls Level 2+

This golden glowing gem holds the soul of an immortal which allows you to harm immortals more easily.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus against immortals.
Power (Daily): Minor Action. You deal an extra 1d8 damage against immortals creatures until the end of the encounter.

Magic Gem Level 1+

This clear gem carries no soul within it but hums with the power of arcane energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Gem of Natural Souls Level 2+

This turquoise colored gem holds the soul of a natural creature which allows you to harm naturals more easily.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus against naturals.
Power (Daily): Minor Action. You deal an extra 1d8 damage against natural creatures until the end of the encounter.

Gem of the Poisoned Heart Level 3+

This gem of sickly green and black holds the soul of ettercap which heightens your poison spells.

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

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus if the power has the poison keyword
Power (Daily ✦ Poison): Free Action. If you hit with a power with the poison keyword, the target is weakened (save ends).

Gem of Second Life Level 20+

This gem of pine and violet color holds the soul of the phoenix, giving you power over death.

Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 25	+5	625,000 gp			

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When summoned creatures within 5 squares of you are healed, they gain an extra 10 hit points.
Power (Daily ✦ Healing): Immediate Reaction. If your summon drops to 0 hit points or fewer, the summoned creature is flly healed.

Gem of Shadow Souls Level 2+

This gem of greenish yellow holds the soul of a shadow creature which gives you power over shadows.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Gem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus against shadow.
Power (Daily): Minor Action. You deal an extra 1d8 damage against shadow creatures until the end of the encounter.

Hand Item

"The hands are the tools of life and destruction. With these hands you can create new fields and shelter. Within the darkness however, these hands can smother life. It is the person that decides"

Magical items designed for the hands in Falamar are common among those of the martial arts profession. Trained to use their bodies as a weapon, many items have appeared to assist the martial artist in combat.

HAND ITEM

Lvl	Name	Price
15	Gloves of the Falcon	25,000

Gloves of the Falcon Level 15

These enchanted gloves improve your chances to deal devastating damage with your hands.
Item Slot: Hands 25,000 gp
Power (Daily): Minor Action. The critical range for your unarmed strikes is 19-20 until the beginning of your next turn.

Head

"The mind is what makes you powerful, not the crown that you put upon it."

Items worn upon the head, such as a royal crown, can carry great authority and status and can denote leadership, such as the helmet of a Xionaire, or even hide one's self such as the mask of a ninja.

HEAD ITEM

Lvl	Name	Price
7	Headband of the Wanderer	2,600
7	Helmet of the Fire Stallion	2,600
23	Mask of the Forgotten	17,000

Headband of the Wanderer Level 7

This enchanted headband increases your perception skills and reaction speed.
Item Slot: Head 2,600 gp
Property: You gain a +2 item bonus to initiative rolls and a +2 item bonus to Perception skill checks.

Helmet of the Fire Stallion Level 7

This enchanted hair crested helmet created by the Helvada legions increases one's speed and alertness.
Item Slot: Head 2,600 gp
Property: You gain a +2 item bonus to initiative rolls and a +1 item bonus to your speed.

Mask of the Forgotten Level 23

This enchanted hood of black cloth covers most of your face and helps you sneak away after an attack.
Item Slot: Head 425,000 gp
Property: You gain darkvision.
Power (Daily): Immediate Reaction. If you miss with an attack, you gain superior cover until the end of your next turn.

Wondrous Items

"You can find anything in Gateway, from sun drops to walking statues. Anything you want...for a price, that is."

Items of wonder can come in many shapes and sizes with a range of effects that could stretch from Helvada to Ro. It is all a matter of finding them.

WONDROUS ITEM

Lvl	Name	Price
7	Sun Drop Fruit	100
8	Lens of the Cryptkeeper	3,400

Lens of the Cryptkeeper Level 8

These silver frame glasses allows you to see the undead for what they truly are.

Wondrous Item 3,400 gp

Property While wearing the lens, you gain a +2 bonus to identify undead creatures.

Power (At-Will) Minor Action. You can detect the presence of undead within 10 squares. This detection is blocked by walls, doors and other blocking terrain but can go around corners and open spaces and ignores all forms of cover and concealment. This detection simply alerts the user of how many undead are within range and which direction. It does not indicate which specific square the undead is located in.

Sun Drop Fruit Level 7

This small fruit has amazing recovering properties which help people overcome illness.

Other Consumable 100 gp

Power (Consumable): Minor Action. Spend a Healing Surge. You may make an immediate saving throw to end one condition that a save can end. You receive a +2 bonus to this saving throw. If you are infected with a disease, you gain a +4 item bonus to your next skill check to overcome the disease.

Minor Artifacts

"Legendary acts bring legendary power. These things that we use to achieve power strengthen along with you."

When major events take place in the world such as the Betrayal or the Crusader War, some items rise above being simple items and take on a life of their own. These items are seen as items of power, used to ruler nations and conquer empires.

Scepter of the Air King Level 15

Also known as the Windstar in Sadire, it is one of four scepters created by Latarin during the Crusader Wars and used as a symbol of the right to rule Sadire.

This is a +3 Lightning Club

Enhancement: Attack rolls and damage rolls

Critical: +3d8 lightning damage

Properties: +2 item bonus to Diplomacy and Perception skill checks.

Properties: +2 item bonus to speed.

Properties: Gain resist 10 lightning

Power (Daily ✦ Lightning): Minor Action. Gain immunity to lightning until the end of the encounter.

Quirk: The scepter requires an air elemental to be willingly sacrificed to recharge the item once per year.

Scepter of the Earth King Level 15

Also known as the Emeraldstar in Solis, it is one of four scepters created by Latarin curing the Crusader Wars and used as a sumbol of the right to rule Solis.

This is a +3 Thundering Club

Enhancement: Attack rolls and damage rolls

Critical: +3d8 thunder damage

Properties: +2 item bonus to Diplomacy and Endurance skill checks

Properties: Gain resist 10 thunder

Power (Daily ✦ Lightning): Minor Action. Gain immunity to thunder until the end of the encounter.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is entombed (save ends). The target has a –2 penalty to save against this effect.

Quirk: The scepter requires an earth elemental to be willingly sacrificed to recharge the item once per year.

Scepter of the Fire King Level 15

Also known as the Firestar in Ro, it is one of four scepters created by Latarin during the Crusader Wars and used as a symbol of the right to rule the kingdom of Ro.

This is a +3 Flaming Club

Enhancement: Attack rolls and damage rolls

Critical: +3d8 fire damage

Properties: +2 item bonus to Diplomacy and Insight skill checks

Properties: Gain resist 10 fire

Power (Daily ✦ Fire): Minor Action. Gain immunity to fire until the end of the encounter.

Power (Daily ✦ Fire): Minor Action. You gain an aura of fire (aura 1). For the remainder of the encounter, any time an enemy enters or begins their turn in the aura they takes 1d6 fire damage and ongoing 10 fire damage (save ends).

Quirk: The scepter requires a fire elemental to be willingly sacrificed to recharge the item once per year.

Scepter of the Water King Level 15

Also known as the Seastar in Solis, it is one of four scepters created by Latarin curing the Crusader Wars and used as a sumbol of the right to rule Solis.

This is a +3 Frost Club

Enhancement: Attack rolls and damage rolls

Critical: +3d8 frost damage

Properties: +2 item bonus to Diplomacy and Heal skill checks

Properties: Gain resist 10 cold

Power (Daily ✦ Cold): Minor Action. Gain immunity to cold until the end of the encounter.

Power (Daily ✦ Healing): Move Action. An ally you can see regains hit points as if they had spent two healing surges.

Quirk: The scepter requires a water elemental to be willingly sacrificed to recharge the item once per year.

Spear of Destiny (Aegolis) Level 21

This spear made of pure lightning was gifted to King Helvar during the Crusader Wars by the Wyrm of Summer and helped form the Kingdom of Helvada

This is a +4 Lightning Longspear

Enhancement: Attack rolls and damage rolls

Critical: +4d8 lightning damage

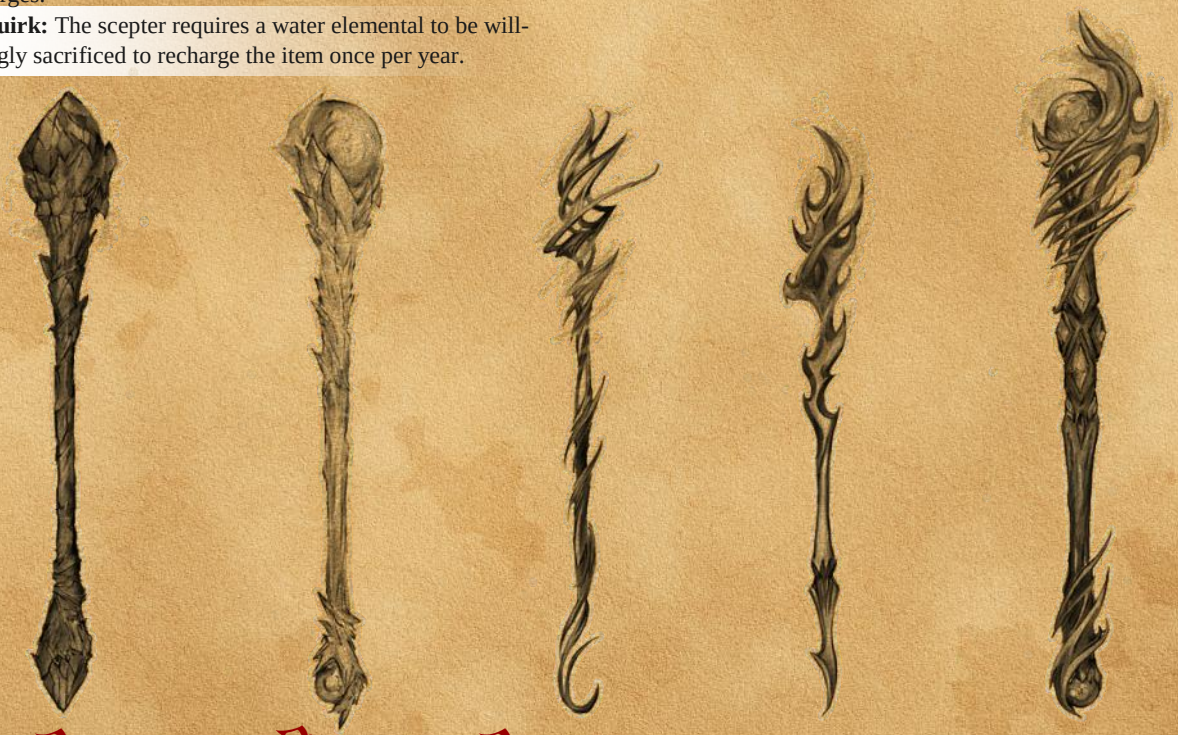
Properties: The wielder gains a +1 bonus to speed and may shift 1 additional square when wielding the weapon.

Properties: Gain immunity to lightning

Power (Encounter ✦ Lightning): Free Action. Use this power when you hit with the weapon. Each enemy adjacent to the target takes 2d10 lightning damage.

Power (Daily ✦ Lightning): Minor Action. You gain an aura of lightning (aura 2). An enemy that enters the aura or begins their turn within the aura takes 10 lightning damage. This power lasts until the end of the encounter.

Quirk: Any attacks made against someone of Helvadian decent takes a –2 penalty to the attack roll and damage roll.



Major Artifacts

Scepter of the Four Kings

The Scepter of the Four Kings is an artifact created by the Archmage Latarin during the Crusader War to combat the massive undead army that the Shan'ree had amassed in the Cerian Empire. When the war was over, the scepter was broken into four parts and given to the current and future rulers of Iso'Latarin, Solis, Ro and Lothanewi. Each individual scepter is a minor artifact, but when brought together, they creats one of the most powerful items in all of Falamor.

Scepter of the Four Kings Epic Level

A golden scepter crested with a diamond, emerald, sapphire and a ruby gemstone. This grand scepter is the ultimate symbol of authority in the world.

This is a +5 Holy Club
Enhancement: Attack rolls and damage rolls
Critical: +2d10 radiant damage
Properties: Damage is always radiant
Properties: Gain resist 10 all
Power (At-Will): Free Action. On a success attack, add a damage type. Choose one from Cold, Fire, Lightning or Thunder.
Power (Daily): Standard Action. Choose a power from one of the scepters of Kings. You may use this power.

The Scepter of the Four Kings is an intelligent item with it own goals and desires. The goals of the Scepter are:

- ✦Restore the power of the church of the Sun
- ✦Destroy all undead
- ✦Destroy creatures and servants of the Moon

Action	Adjustment
Level Up	+1d10
Good Alignment	+1
Divine Race	+1
Kill an undead creature (max 1/day)	+1
Harm a Divine Race (max 1/encounter)	-1
Follow commands of a Moon creature	-1

Concordance

Pleased (16-20+)
Enhancement increases to +6
Critical: +3d10 radiant damage
Power (Daily ✦ Radiant): Standard Action. Close Burst 10. Make a Charisma vs. Will attack. A successful hit deals 4d10 radiant damage to each enemy. Undead take an extra +3d10 radiant damage. Allies may spend a healing surge. You may spend a healing surge to add +1d10 to the damage roll. You may spend any number of healing surges for this power. A creature that has 0 healing surges at the conclusion of this power is killed.

Satisfied (12-15)
Power (Daily): Choose a power from one of the individual scepters. You may use this power in addition to those granted by the artifact.

Unsatisfied (1-4)
Special: You must spend a healing surge after each extended rest.

Angered (0 or lower)
Enhancement decreases to +4
Critical: +1d10 radiant damage
Special: Each extended rest, the Scepter of the Four Kings makes an attack roll against you. +34 vs. Will. A successful attack deals 5d6 radiant damage and ignores all resistances. The wielder also has a –2 penalty to attack rolls, skill rolls and ability rolls until the next extended rest.

Moving On
Satisfied or better: The Scepter of the Four Kings thanks the wielder for helping and disappears in a flash of light. The wielder is left enlightened from the experience and gains a permanent +1 bonus to two attributes of their choice.
Averaged or Unsatisfied: The Scepter leaves and grants nothing to the wielder.
Angered: The wielder is killed instantly and may not be raised from the dead. Their soul is sent to the Sun to be judged.

Dagger of Betrayal

The Dagger of Betrayal is the dagger given to Braun by Ilius to sacrifice an innocent child to the Moon. The dagger was later used by Ilius to kill his own son Horan. It is a symbol of absolute evil and despair.

Dagger of Betrayal Epic Level

A blackened dagger with a silver handle. This blade always has dried blood on it. Those who wield the blade say that they can hear tormented cries of children all around.

This is a +5 Lifedrinking Unholy Dagger
Enhancement: Attack rolls and damage rolls
Critical: +5d6 damage
Properties: +2d10 vs. dwarves, eladrin, elves, humans
Properties: Immunity to necrotic damage
Power (Daily): Free Action. On a successful hit, the target gains vulnerability 10 necrotic.
Power (Daily): Move Action. Create a Complexity 3 Breath Hazard equal to your level.

The Dagger of Betrayal carries a soul of the eladrin child that was sacrificed during the First Night Reign. Her twisted soul has it's own desires and goals:

- ✦Destroy all of the Divine Races
- ✦Kill all worshipers of the Sun
- ✦Further the power of the Church of the Moon

Concordance

Action	Adjustment
Level Up	+1d10
Evil Alignment	+2
Kill a Sun worshiper (max 1/day)	+1
Kill a Divine Race (max 1/day)	+1
Take a good action	-2
Kill a Moon worshiper (max 1/encounter)	-1

Pleased (16-20+)

Enhancement increases to +6
Critical: +6d6 damage
Power (Encounter): Free Action. On a successful attack, you may drain a healing surge from the target and then immediately use it yourself and heal your healing surge value.

Satisfied (12-15)

Power (Daily): Standard Action. You conjure a Breath Zombie equal to your level to an adjacent square until the end of the encounter or until it is destroyed.

Unsatisfied (1-4)

Special: You are unable to use your Second Wind action.

Angered (0 or lower)

Enhancement decreases to +4
Critical: +2d6 damage
Special: On a critical hit, you take half the damage that was dealt.
Special: Undead can see you regardless of concealment, cover or invisibility and attack you on sight.

Moving On

The dagger moves on to its next slave, killing you before it leaves. Your soul is taken into the dagger and delivered to Ilius where he judges your actions while using the Dagger of Betrayal.

Sword of Horan

The Sword of Horan was crafted by the Wyrm of Summer and blessed by the Sun before being gifted to the human Solar Champion Horan to use in his quest to defeat his father Ilius. Throughout the ages the sword has been found in the hands of knights on holy quests only to move on to wherever it was needed next.

Sword of Horan Epic Level

A bastard sword made of oricalcum that radiates a holy aura. The pinnacle paladin's holy sword.

This is a +5 Holy Bastard Sword
Enhancement: Attack rolls and damage rolls
Critical: +4d8 radiant damage or +5d10 verse undead
Properties: +2d10 radiant damage verse undead
Properties: +2 item bonus to Diplomacy
Power (Daily): Minor Action. Gain regeneration 10 until the end of the encounter.
Power (Daily): Free Action. On a successful attack, each adjacent enemy takes 3d6 radiant damage. Each adjacent ally regains hit points as if they had spent a healing surge.

The Sword of Horan is an intelligent item with its own goals and desires. The goals of the sword are:

- ✦Destroy Ilius
- ✦Destroy all undead
- ✦Inspire and promote freedom to the oppressed

Concordance

Action	Adjustment
Level Up	+1d10
Good Alignment	+1
Solar Power Source	+2
Paladin or Cleric	+1
Kill an undead creature (max 1/day)	+1
Harm a good creature (max 1/day)	-2
Commit an evil act	-2

Pleased (16-20+)

Enhancement increases to +6
Critical: +5d8 radiant damage or +6d10 verse undead
Property: +3d10 radiant damage verse undead
Power (Daily✦Radiant): Minor Action. Aura of the Sun (aura 1). All creatures who enter the aura or begin their turn in the aura gain vulnerability 10 radiant.

Satisfied (12-15)

Power (Daily): Free Action. Gain darkvision until the end of the encounter.

Unsatisfied (1-4)

Special: Gain a –2 penalty to attack and damage rolls.

Angered (0 or lower)

Enhancement decreases to +4
Critical: +3d8 radiant damage or +3d10 verse undead
Property: +1d10 radiant damage verse undead
Special: Gain vulnerability 10 necrotic.

Moving On

Satisfied or better: The sword leaves in a song of angels and leaves behind a +6 Holy Bastard Sword.
Averaged or lower: The sword leaves and grants nothing to the wielder.

Chapter 5: Bardic Lore

The world of Falamar is a young average-sized planet that revolves around a single sun and has one moon. This setting focuses on the cradle of civilization between the Red Sea and the Sea of Twilight.

Within this chapter you will find information detailing life on Falamar from their languages to cosmology to their short but dark history. This chapter includes the following information:

- **Languages:** Detailed information on the languages spoken within central Falamar. The languages shown are the world-specific names for the languages that are found within the D&D 4E *Player's Handbook*.
- **Coins and Commerce:** How commerce operates in the dark and the coins they use. The coins shown are the world-specific names for the coins found within the D&D 4E *Player's Handbook*.
- **Timekeeping:** Including the calendar showing the timekeeping methods for the day, the seasons and the years.
- **Holidays:** There are several recognized holiday's across Falamar. Most are set and controlled by the Church of the Moon who use the holidays to maintain their grip on society,
- **Religion:** Falamar is home to an established dual pantheon and an overgod who rarely interacts with the world. In addition, several primordial creatures known as the Wyrms have a more direct influence upon the world.
- **Cosmology:** The realm of Falamar has several other planes attached and associated with it from the Fields of Evergreen to the eternally dark Vorgard.
- **Timeline/History:** A listing of historical events that have taken place within the world of Falamar. The timeline is broken down by Age, from the Age of Creation to the Age of Shadows, which is the current Age.

Languages

There are many languages used throughout the world, each favored by its own race and region. As the world was divided by the three divine races, the world uses three common languages throughout the world to conduct trade, practice religion and to socialize.

The dwarves, elves and humans are known as the divine races and most people can speak one of their languages, though knowing two of them is not uncommon. The table provided shows what languages are commonly found within the world of Falamar.

Modern Language	Spoken by
Cerian	Humans, Halflings, Tieflings
Draconic	Dragonborn
Orthaek	Orcs, Goblinkind
Rathek	Cushani
Tyrish	Eladrin, Elves, Gnomes
Winthik	Dwarves

There are also several ancient and dead languages that were either killed off by genocide or evolved into the modern language over time.

Ancient Language	Status
Asalic	Replaced by Winthik
Derish	Replaced by Cerian
Draish (written)	Dead Cerian writing system
Traish	Evolved into Rathek
Uthik	Dead Cerian Dialect

Coin and Commerce

Coin

Throughout the known world of Falamar, there is a variety of minted coins exchanged between regions. When the world was at peace and many nations stood, hundreds of different coins could be found. With the establishment of the Night Reign, minted coins have been narrowed down to four distinct currencies. Each region uses its own names for the same types of coins.

Commerce

Commerce within Falamar is marked by its dependence on outside sources to provide many of the more standard goods. Due to the constant total eclipse of the sun, food and lumber are hard to find, though some imports from Avengard or Vorgard help with this shortage.

Other highly prized products are slaves, which can be found all over the world. Though some regions of the old kingdoms dislike the practice, the current rule of the Ilium Empire ignores their concerns.

Time Keeping

Calender

A standard day is 20 hours in length, split evenly into 10 hours of daytime and 10 hours of nighttime. Since devices that track time are large and expensive, most people simply use increments of the day to schedule meetings and activities. These increments are dawn, early sun, high sun, late sun, dusk, early moon, high moon and late moon.

The days are grouped into 10 day weeks. A group of 10 weeks, or a 100 days, make a season. Each year has four seasons or 400 days. The years are numbered at each new year which is the first day of the spring season. The current calendar began on the day of Ilius' betrayal and noted with ab. Those years before the Betrayal are noted with bi (Before Ilius). The date is written as the day of the season, the season and the year (i.e. 43 Autumn 2978 ab).

The seasons of Falamar represent the different climate and temperature changes that happen throughout the year. These changes were brought by the Four Wyrms, primordial beings created by the Sun and the Moon. Each season represents the views and attitudes of the Wyrm that governs it. A standard year has a single season for each Wyrm. The year begins with Spring and is typically a season of courtships, love and planting new crops. Trees begin to bloom during this season and rain storms are common.

Following the Spring is Summer which marks the full stride of life. It is the height of trading, in particular the slave trade. The summer is also known as the season of war. Many who seek out battle do so during the summer due to the general good weather and somewhat warm temperatures.

After Summer is the season of Autumn which begins the harvest season. Trees begin to lose their bloom at this time, and wars begin to diminish near the end of this season. Temperatures during this time begin to decline.

Following Autumn is the Winter season. This season is marked by snow and very cold temperatures. Many stay close to home during these times due to the violent weather.

Coin	Ilium Empire	Dominion	Lothanewi	Alakar
Copper	Bone	Rak	Dove	Stone
Silver	Skull	Drak	Eagle	Bridge
Gold	Crown	Shi	Falcon	Hammer
Platinum	Rose	Cha	Dragon	Shield
Silver Trade bar	Tri-Skull	Drak-var	Ray	Silver Anvil
Gold Trade bar	Tri-Crown	Shi-var	Twin-ray	Gold Anvil
Platinum Trade bar	Tri-Rose	Cha-var	Tri-ray	Platinum Anvil

Holidays

There are many holidays and holy days within a single calendar year. Many regions have regional holidays that are celebrated depending on the ruler at the time and the current state of affairs. In general, there are four holidays per season that are recognized throughout the land.

Spring

Spring's Day (1 Spring)

Spring's Day is always celebrated on the first day of spring and celebrates the might of the Wyrm of Spring. The holiday is marked by a festival in honor of the Spring Wyrm.

Lover's Day (25 Spring)

Lover's Day is generally celebrated on the 25th day of Spring and is a day for lover's to renew their love to one another and announce courtships.

Spring Equinox (50 Spring)

The Spring Equinox is held in the middle of the season, generally the 50th day of the season. This day the beginning of the Solar Arc which represents the time in which the Sun crafted life upon the world. The Solar Arc ends on the Summer Solstice. The Solar Arc is outlawed by the Ilium Empire.

Rebirth, Day of Judgment (75 Spring)

Rebirth is celebrated as the day Horan the Solar was born and also the day of his death at the hands of Ilius. This holiday is outlawed by the Ilium Empire.

Summer

Summer's Day (1 Summer)

Summer's Day is always celebrated on the first day of summer and celebrates the might of the Wyrm of Summer. The holiday is marked by a festival in honor of the Summer Wyrm.

Council of Swords (10 Summer)

The Council of Swords is a day that marks the end of negotiations and councils regarding all matters of war. Those that plan to conduct war generally use the first week of Summer to attempt diplomacy and politics.

Summer Solstice (50 Summer)

The Summer Solstice marks the end of the Solar Arc, the time that represents the time the Sun took to create life on the world. This holiday is outlawed by the Ilium Empire.

High Banner (75 Summer)

High Banner celebrates the beginning of the Alliance of Kings between Solis, Ro, Sadire and Helvada.

Autumn

Autumn's Day (1 Autumn)

Autumn's Day is always celebrated on the first day of autumn and celebrates the might of the Wyrm of Autumn. The holiday is marked by somber religious retreats in honor of the Autumn Wyrm.

Harvest Day (10 Autumn)

Harvest Day is the day to celebrate the completion of the harvest which usually starts on the first week of Autumn.

Autumn Equinox (50 Autumn)

The Autumn Equinox represents the time in which the Moon came upon the earth and walked with the races to find his purpose. This is called the Lunar Journey. Many use this time to look introspectively on their lives for their purpose and goals in life. The Lunar Journey ends at the Winter Solstice.

Ascension (75 Autumn)

The day of Ascension is a holy day that marks the day that the first Night Reign began.

Winter

Winter's Day (1 Winter)

Winter's Day is always celebrated on the first day of winter and celebrates the might of the Wyrm of Winter. The holiday is marked by a somber festival in honor of the Winter Wyrm.

Day of the Departed (25 Winter)

The Day of the Departed is a day to honor the dead of the past. Long rituals are generally held on this day to remember those who have died. The rising of the undead is also common on this day.

Winter Solstice (50 Winter)

The Winter Solstice marks the end of the Lunar Journey, the time that represents the Moon's time upon the world.

Icillira (75 Winter)

The day of Icillira marks the rise of the Shan'ree, in particular their leader, the Shade King who conquered and ruled the Cerian Empire until the end of the Crusader War.

Religion

In a world of myth and magic, the people and creatures believe in a group of divine beings that created them, look over them and guide them through the path of life.

In the vastness of the planes, an entity simply known as the Mother gave birth to two sons, the Sun and the Moon who in turn created the Wyrms of the Seasons. These four divine figures make up the pantheon of the world.

The Sun

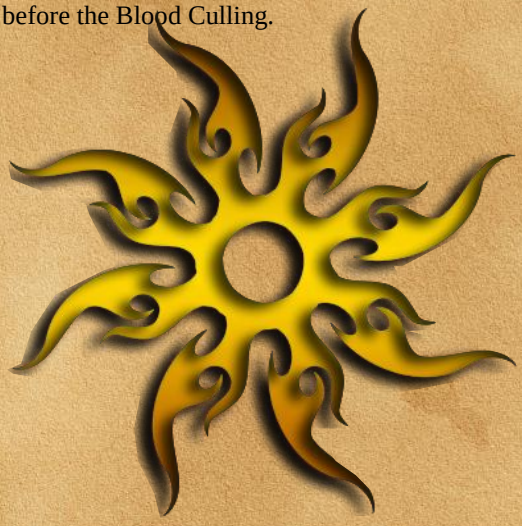
Aliases: The Father, The Peacebringer, Lord of the Day, Master of Light
Portfolio: Light, peace, love, life, justice, law, good
Domain: Everfield
Symbol: Gothic Sun with eight rays

Basic Information: The Lord of the Day is the son of the Mother of All Things and twin brother to the Moon. His birth heralded the first sunrise across Falamar and upon those rays of light the Mother spoke to him. She told him that he would govern the light and with that, power over life. All things created by the light would know love and happiness. With his birthright the Sun created the forests and plants so that the world would flourish. Next he created the rose as the symbol of his love of all things. He then created the animals so that they could share his love of the world, and lastly he created Loth and Syladrin to watch over it all.

Once evil had spread across the world because of the Moon, the Sun took up a new direction: justice and cleansing. Even though the Sun loved his brother, his actions upon the world had to be answer for. With the coming of the undead, the Sun demanded action from his faithful before the world would be consumed by darkness. With the first Night Reign of Ilius, the Sun was forced to retreat from Falamar and left the prophecy of his return. When Horan the Solar defeated Ilius, the Sun returned to the land.

By the time of the 5th Age, the Sun has grown weak; his once dominating hold over the world now weakened by the strength of the Moon and the evil that walks the land. The Sun does not falter, however, for he loves his children and believes they all must be returned to the light.

The Church: The church of the Sun is officially disbanded by order of the church of the Moon. Unofficially, the church is struggling to survive after its near destruction during the Blood Culling. Listed below is the organization of the church as it was before the Blood Culling.



The church of the Sun practices in many ways, depending on race and location. Each has its own name for the Sun and specific customs to show worship to the Father in addition to the basic practices developed by Ikos during the Age of Creation. The church as a whole has three branches from which it governs the religion. The first branch is collectively known as the Sun's Choir. The choir is a collection of 10 administrative groups called Convictions. These Convictions handle different aspects of the church: Animals, Nature, Races, Historical, Planes, Enforcement, Rituals, Magic, Undead and Treasury.

Each Conviction is headed by an Arbiter who oversees the running of their Conviction. Each Arbiter, who is selected from within the Conviction and may only be of one of the three divine races, sits on the Sun's Choir to decide matters of the church as a whole. From the Arbiters is elected the High Priest and Voice of the Sun to lead the church. Traditionally this has been a dwarf; however, with the shattering of the Dwarven houses, fewer dwarves have been elected to the position. Since the second Night Reign, the post is officially empty.

The second branch of the church of the Sun is the Clergy. The clergy manage a collection of temples (large) and shrines (small) spread throughout the land. Each temple is run by a Dawn Priest who has several clerics and acolytes to assist him in his duties. It is the priest's duty to maintain the well-being of the faith, the temple and its congregation. Clerics are the eyes and ears of the priest, traveling within the area to help those in need of divine services. Acolytes are clerics in training and generally spend most of their time at the temple or assisting clerics with their traveling duties. A temple generally consists of 2 to 100 clergy depending on location and need.

The third branch of the church of the Sun is the Shield. The Shield is the martial branch of the church and consists of paladins/knights and battle-tested clerics. It is the duty of the Shield to wage combat against the enemies of the church, such as the undead and the followers of the Moon. The Shield operates out of abbeys that are run by the Shield Master who is appointed by the Arbiter of the Enforcement Conviction. The Shield Master is in charge of running day-to-day operations and making sure his men are ready to be deployed when needed. An abbey generally consists of 5 to 1,000 soldiers depending on location and need.

Dogma: The Father teaches that, to be at peace, one must have order. To have love, one must have compassion. To abolish the darkness, one must invoke the light. Before the time of Ilius, the church of the Sun promoted love and peace among all. To be loved by all you must love all. Through compassion comes love, through love comes life, through life comes peace and through peace comes eternal happiness.

Since the Night Reign, the Sun has altered his view, and his message to the people is to fight the darkness with the powers of the light. Destroy the undead so that they may return to the Land of Dreams. Cleanse the infected, for they corrupt the pure. Disrupt the Breath wherever it is found. Gone are the days of joy and happiness. They are replaced by the need to defend the very way of life that was. To embrace the night is a sin. To be of the night is to embrace death. Those who embrace death must be shown the light or be delivered to the Land of Dreams were they may find happiness once more.

Day to Day Activities: The standard day has three important periods during which one gives prayer to the Sun: at dawn, at noon and at sunset. At dawn, a follower greets the Sun as he ascends the throne of the world. The prayer is to greet the Sun with love and to embrace his warmth to empower you throughout the day. At noon, a follower prays to the Sun for empowerment and strength. At sunset, a follower gives a prayer in thanks to the Sun for his kindness and all that he has done to help those of his faith. The prayer is to also intended to empower the Sun so that he may rise again in the morning.

Each day of the week holds its own significance within the church, which corresponds to the creation of the world. The church, though, focuses on the first and fifth days. The first day is to give thanks to the Sun for the creation of the heavens and the world itself. This day is a day of rest so that all may relax and enjoy life as it was intended during the first days. It is a day of marriages and blessings of the newly born. Followers of the church are encouraged to attend services held by the local priest and be reminded of the ways of the Sun, their duty to the Sun and to each other. The sermons are typically focused on duty, tenets and bolstering the faith. The fifth day is the recognition of the birth of the Divine Races. This day is marked by reflecting on the past to learn from it and to become a better person in the future. Ceremonies and events are generally held on this day, and the church typically holds a more informal service for those who wish to attend. These services are typically less firm and demanding than the first-day service.

Holy Days: The church observes several holy days throughout the year. The first holy day is the 1st of Spring which is the celebration of the birth of Spring. The day starts with a service to show faith in Spring and what he stands for. Weddings and other festivals are generally held on this day. It also marks the beginning of the planting season for the summer crop.

The second holy day is the 1st of Summer which is the celebration of the birth of Summer. The day starts with a service to show faith in Summer and what he stands for. Hunting trips, vacations and other outdoor activates are carried out during this time. It also marks the beginning of the spring

harvest and the planting of the fall crop.

The third holy day is Remembrance which occurs on the 63rd of Spring. This day marks the birth of Horan the Solar who sacrificed himself to defeat Ilius and ended the Night Reign.

The fourth day is Awakening which occurs on 85th of Fall. This day marks the rebirth of the Mother of All Things and her ascent back into the pantheon.

The last major holy event of the church of the Sun is Yorish, the Cleansing week. Even though it is not a standard holy day, followers of the Sun spend the week of 90 through 100 Winter in self-reflection to purge themselves of sin so that their soul can be purified before the start of the Sun's seasons.

Major Centers of Worship: Though the church of the Moon controls the major centers of worship currently, the church of the Sun works tirelessly to regain the centers that are historically important to the faith.

Solis region: Solis City is the former capital of the fallen kingdom of Solis which sits on the ancient city of Bend where Horan the Solar was born. Since his passing, the Temple of the Eternal Flame has been in the region for the past 2,000 years.

Ro region: The former Kingdom of Ro has several temples spread throughout the area, though the most important is located on the shores of Siren's Lake. A temple was constructed where King Pelus the Peacebringer was born and where the Wyrm of Spring of was kept during his slumber. This temple holds the largest ceremony during the first day of Spring.

Kingdom of Alakar: Alakar, the homeland of the dwarves, is the location of the first temple to the Sun. Constructed by the brothers Ikos and Ikar, the temple has since fallen under Winkar control. All reference, to the Sun have been removed from the temple, and it has now become a temple to the Moon.

Elven Republic of Lothanewi: The Elven Republic of Lothanewi holds the second oldest temple and, since the loss of the temple on Astral Mountain, has become the oldest temple control led by the church of the Sun. Located in Fall'hi'lithai, the temple is the gathering place for the Sun's Choir.

Cushani Dominion: The Cushani temple to the Sun is located in the city of Mylar and is home to one of the largest abbeys in the region. One of the sole surviving temples in the world, the abbey is run by Cushani Shield Master Raskagar and holds an estimated 1,000 knights who keep a tight control on the northern areas of Falamar.

Affiliated Orders: The church has several orders attached to it with various charges.

The Order of Horan: The Order of Horan was created at the Convention of Stars at the beginning of the Age of Heroes. The charge of the Order was the protection of the remains of Ilius, Horan and later Gesile. At its beginning, only the most loyal of knights were appointed to the Order until its near-destruction at the end of the Crusader Wars. Up until the end of the Age of Sorrows, the Order was more open in accepting members, and its ranks swelled in an effort to better protect the remains of the holy three. Since the rise of Ilius, the order is in question as their primary duty has failed.

Viridian Order: The Viridian Order is an order of knights that allies with the church of the Sun. It originated with Sir Solis Ro during the Age of Heroes. Originally a band of knights from the Order of Horan that fought together during the Crusader Wars, the group drew high praise for its ability to overcome overwhelming odds. Other knights soon requested to join the group until they were large enough to be considered their own fighting order.

Order of the Dawn: The Order of the Dawn is an organization of clergy that seeks to cleanse and purify the religion from within. The organization has been quietly handling those found lacking in the faith since the Age of Night. They are a secret order, known only in rumor and myth to most, and they answer only to the High Priest.

Followers of the Wrathful Sun: This radical militant group of excommunicated clergy and knights, formed during the First Purification War to directly oppose the church of the Moon and those found guilty of conspiring with the Moon. The Followers follow their own guidelines in making these determinations, and the church has officially disavowed all knowledge of their actions and internally wishes to eradicate the Followers completely.

Priestly Vestments: The church of the Sun has had a long-standing tradition in regards to the vestments that are worn by church officials. The standard colors of the church are White, Gold, Red and Green. White stands for innocence, Gold stands for purity and strength, Red stands for valor and courage, Green stands for hope.

Standard acolyte vestments are a white tabard with the symbol of the Sun in gold with a green border. Priests have the same tabard and symbol but with a gold border. Clerics have a green tabard with the symbol of the Sun in gold with a white border.

Standard knight vestments are a red tabard with the symbol of the Sun in gold with a white border. Shield Masters have the same tabard and symbol but with a gold border. In addition, knights have the symbol of their rank over the left breast in either white or gold.

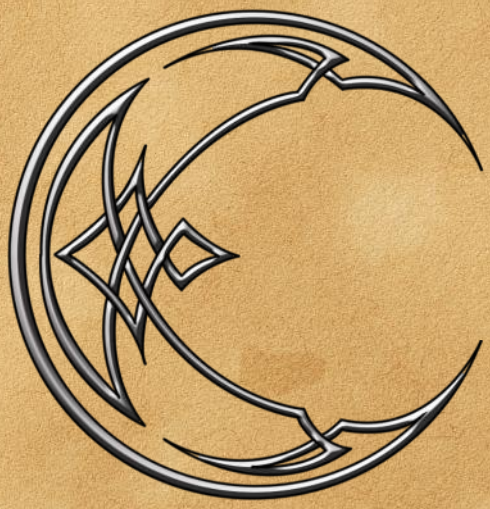
The Moon

Aliases: Lord of Night, the Deceiver, Master of the Dead, the Destroyer
Portfolio: Night, undead, death, decay, murder, entropy, tyranny, evil
Domain: Skyhome
Symbol: Silver circle with two stars at the southwest and southeast

Basic Information: The Moon is the son of the Mother of All Things and twin brother to the Sun. His birth covered the world in darkness from which the Mother spoke. She told him that he would be night and death. He would provide balance to the world so that all would have their rightful place within the cycle. In order for life to prevail, all things must die in order to be born again.

From his place among the heavens on the plane called Skyhome, the Moon watched the Sun create life and watched them give him praise. When the Moon would come to take them away, they grew sad for the departed, for there was no happiness in death, only necessity. Distraught that none loved him, the Moon went to the Mother to ask why, and she told him it was not his place within the balance of all things to create life. To have such power with the power over death would destroy the balance she had created. The Moon would not accept this answer as final, and in his blindness, he imprisoned the Mother deep within the earth of her own creation. He lied to his brother and told him that she had died and he had carried her spirit away as was his duty. The Moon kept secret his true actions from all, including his own Voice, Ikar the Dwarf. With the first lie, the Moon allowed the darkness to enter his heart and set him on the road to damnation.

The truth of the Moon's deception would go unnoticed until Ilius betrayed the light and shattered the balance of the world. Those who followed the Moon, were stunned by the turn of events and the actions of Ilius. From his seat of power in the city of Ilium, the Betrayer called out to the world for all to follow the true power of the Moon or be destroyed. The first to turn was Ikar, though his turning was, like the Moon, in secret. Many soon



followed, and soon, the church of the Moon swelled in numbers, all joining in the praise of the Moon. In the modern nights, the Moon holds dominance over the world. With the rebirth of Ilius, the church has refocused its strength and power for the single purpose of gaining perfection.

The Church: The church of the Moon covers a majority of the region and its influence can be felt everywhere in the known lands. The practices and rituals of the church have all been standardized by the hierarchy to promote unity, though it is thought that this also enables those who lead to keep a close

eye on those beneath them. The church is very strict in its laws and practices, and those found outside of those boundaries are handled swiftly and harshly.

The organization of the church is composed of two branches, the Enforcers and the Requiem. The Requiem is the administration and clergy of the church whose duty is to make sure the members of the church follow church doctrine and laws, to convert the faithless and to ensure loyalty of its members. The Praetor and Voice of the Moon leads the Requiem in all matters and is considered the figurehead of the church. Beneath the Praetor are the three Judges of War, Loyalty and Faith who advise the Praetor on all things involving the church and, when needed, choose a new Praetor should the current one be killed and no successor recognized.

The position of Praetor is a life position in which the Preator can only be removed by two means, treason and death. Should the Judges find the Praetor guilty of treason of church law, he is immediately put to death and his soul destroyed. Should the Praetor be killed, his chosen successor assumes the position. If no successor has been named, then the three Judges appoint a new Praetor by unanimous decision. The exception to this rule is if the Praetor is killed in the Amon, a ritualized divine battle between two combatants. Should the challenger kill the Praetor, he assumes the position. An Amon can only take place with the approval of all three Judges.

Beneath the Judges are the Ministers who are in charge of the temples located across the region. Ministers are in charge of maintaining their temples, ensuring the loyalty of their followers and converting the faithless. Beneath the Ministers are the Corruptors who generally serve the nearest temple to their domain. The Corrupters travel the lands near the temples much in the way that clerics of the Sun do. They assist those who have lost their way, search out those who are faithless and guard the domain from the followers of the Sun.

The Enforces are the military branch of the church. The Enforcers are made up of two subgroups called the Faithful and the Blackguard. The Faithful are a conscripted army of fighters who are drafted by the church to fight against the enemies of the Moon. The Faithful make up roughly three fourths of the Enforcers and are stationed through the known lands to enforce the will of the church when called upon. Those of the Faithful are continually policed to ensure loyalty and devotion to the church. Those found lacking are taken for reeducation in church doctrine. Those found in treason of the church are killed and transformed into one of the undead to service the Enforcers. Above the Faithful are the Blackguard who are leaders of the Enforcers. They are charged with leading the faithful and ensuring loyalty. The Blackguard is composed of experienced Corruptors and Banes, the religious warriors akin to the paladin's of the Sun. The Blackguard is led by an Overseer who is appointed by the Praetor.

Dogma: Loyalty, devotion and perfection are the strengths of those who follow the Moon. The Lord of Night strives to unify the world into a perfect state of being, a melding of shadow and life. Only through that perfected state can someone truly become one with their self and the Moon. To obtain shadow, one must further the will of the Breath, for the Breath is the incarnation of Ilius who is the chosen of the Moon. To spread the Breath is to spread the will of the Moon.

One must remain loyal to the direction of the Moon and to those who lead us to perfection. To show loyalty is to show faith, in the Lord of Night and his chosen. Never question those of the faith for the darkness reveals itself only to those who have proven their worth and loyalty. To be perfect, one must be loyal to one's self, to one's superior and to one's god.

Day to Day Activities: Dusk and midnight are the two points of the day for prayer to the Moon. At dusk, prayer is given to the Moon to greet his arrival and ask for his blessing. All religious servants are required to give thanks to the moon at this time in order to receive their divine power to cast spells. The midnight prayer empowers the Moon and asks for his power in return to conquer the foes of the faith. The midnight prayer is always used when attempting to create or empower the undead. The two days of the week that are considered important are the seventh and tenth days.

On the seventh day during the dusk prayer, followers are required to attend for mass services. This is the time to review church doctrine and

deliver new regulations and laws passed down by the Requiem. This day also marks the day of purging where the congregation is encouraged to further enforce the laws of the church by confessing to a Minister their sins and the sins of others. Trials and convictions of crimes against the faith are also held on this day. On the tenth day, a second but not required service is held. This service is to render punishment for crimes against the church as well as to create the undead to service the church.

Holy Days: The church observes several holy days throughout the year. The first holy day is the 1st of Autumn which is the celebration of the creation of the Wyrm Fall. The day starts with a service to show faith to Fall and what he stands for. Marriages and other festivals are generally held on this day.

The first holy day is Kingship which occurs on the 50th of Fall. This day marks the birth of Ilius the Betrayer. The fourth day is Iltide which occurs on 23rd of Winter. This day marks the beginning of the Night Reign by Ilius.

The second major holy event of the church of the Moon is Hisro, the Purging week. Even though it is not a standard holy day, followers of the Moon spend the week of 90 through 100 Summer seeking out those unfaithful to the church. The Purging week is similar to the 7th day service, though on a grander scale. Some also use this time to remove rivals from power through blackmail or assassination in hopes of gaining status, money or station. If someone is killed during this week, no charges are typically brought against the offender unless it directly violates church laws involving treason against the church.

The last holy day is the 1st of Winter which is the celebration of the creation of the Winter Wyrm. The day is started with a service to show faith in the Winter and what he stands for.

Major Centers of Worship: The church of the Moon has several major centers of worship spread throughout the region.

Ilium: The holy city of Ilium is the most highly regarded religious city for the church of the Moon. The city is the site of Ilius' Night Reign over the world. The city had fallen into disrepair for centuries during Ilius' long absence, but since his return, the city has soared in importance once more.

Dracia Region: The city of Raci holds a large temple to the Moon as well as several monuments to historical figures from the Crusader Wars. The most prominent group in Dracia, the Brotherhood of the Bone, was founded in the region during the Fao Uprising. Generally, the members of the church in the Dracia are heavily militant in their viewpoints.

Fao Region: Tetsuki in Fao is home to the creation of nearly half of the Shades during the Crusader Wars. The Temple of Saint Chathera is a major academic center as well as a place of worship for those across the region. The former imperial family line makes constant use of the temple, using it for coronations, arranged marriages and the reinforcement of imperial law.

Kingdom of Aiyia: The city of Shalforth is home to the Nightfire Temple which in addition to being used for standard religious services, is also used by the vampiric nobles of the kingdom. Those of noble blood use the temple as a holy site to sire new vampires into their noble lines.

Affiliated Orders: The church has several orders attached to it with various charges.

Society of the Void: The Society of the Void is a semi-secret society composed of individuals seeking enlightenment and the perfect state of being through the power of the undead. The society believes that the secrets of the perfect state of being are locked away in the secrets of what makes the undead. They are known for their single-mindedness and use of the undead for many tasks.

Brotherhood of the Bone: The Brotherhood of the Bone is a group of Banes within the Enforcers who strive for rulership of the church. The Brotherhood is strict with its membership, requiring an invitation by an existing member followed by several trials to test the initiate's loyalty. The Brotherhood is open about its intentions, which the Requiem finds troubling, as it has been unable to penetrate the group to destroy it from the inside. The Brotherhood does not risk excommunication, which could lead to a full schism between the Requiem and the Enforcers.

Order of the Celestial Heavens: This small order operates secretly within the church. Its goal is to restore the church to its original state before the rise of Ilius. They believe that the Moon is out of balance with the Celestial Hierarchy and must be returned to its original state before the world is destroyed.

Varkarium: The Vakarium is the internal police of the church. Their duty is to seek out those of the church who are unfaithful to the doctrine of the Moon. Only the Praetor has knowledge of the Varkarium's actions and how many members are active. Those who are taken by the Vakarium are generally never seen again, and rumors circulate that those that are found guilty are changed and transformed into the slag, a mindless state of being where one hovers on the line between life and death.

Priestly Vestments: The church of the Moon has had a long standing tradition regarding the vestments that are worn by church officials. The standard colors of the church are Black, Silver, Red and Purple. Black stands for affliction, Silver stands for purity, Red stands for glory, Purple stands for power and sovereignty.

Standard clergy vestments are a purple tabard with the symbol of the Moon in silver with a silver border. Priests have the same tabard and symbol but with a black border. Clerics have a black tabard with the symbol of the Moon in silver with a red border. Standard enforcer vestments are a silver tabard with the symbol of the Moon in black with a red border. Banes have a red tabard, silver Moon symbol and a black border.

The Mother

Aliases: the Goddess, Mother of all things
Portfolio: Neutrality, creation
Domain: The Garden
Symbol: Two overlapping circles with oak clusters beneath it.

At the beginning of time was a being simply called Mother. In the vast emptiness of the planes she created two sons, the Moon and the Sun. For her children the Goddess created the world to rule over. With this world came responsibility for each son. The Moon would watch over death, entropy, faith and darkness. The Sun would watch over life, growth, dedication and the light.

Early in the history of the world the Moon imprisoned her deep within the earth for refusing to grant him the ability to create life. For thousands of years she slept beneath the earth until the knight Datalus found her and her guardian, the Wyrm of Winter. The knight and Wyrm battled for the sleeping goddess for 10 days and 10 nights and at its conclusion, the knight had bested the Wyrm and freed the Mother from her imprisonment before dying of his wounds.

Free once more, the Mother returned to The Garden to watch over her children once again. Some mortals have taken up the actions of Sir Datalus and have begun to follow the aspect of the Mother and what she stands for. Druids and Rangers are common among those who follow her creed though she has yet to become involved with the dealings of mortals or her children.

The Wyrms

Aliases: the Arbiters, the Judges
Portfolio: The seasons
Domain: Twilight

The Wyrms are primordial beings created by the Sun and the Moon at the beginning of the First Age. The role of the Wyrms has changed over the years, evolving from mere inhabitants to protectors to watchers. Within modern times, the Wyrms mainly influence the lives and directions of mortals to further their goals and the goals of their parents.

Each Wyrm was given rulership over the world by the Sun and the Moon with each Wyrm ruling at a particular time during a single year.

During each rule, the world would shift in weather and emotion to match that of its ruler. Over time, the .mortals of the world came to know each period as a season and named each season in honor of its ruler, Spring, Summer, Autumn and Winter.

The Wyrm of Spring

The Wyrm of Spring represents the beginning of life. Those with newborns or wishing for them give praise and thanks to the Spring. The Wyrm is a kind and playful being, always looking to the brighter side of a situation.

The Wyrm of Summer

The Wyrm of Summer represents growth and activity. As mortals usually conduct wars during the Summer, the Wyrm is often referred to as the Wyrm of War. Soldiers, generals and mercenaries commonly give their thanks to the Wyrm of Summer for helpful weather and food. The Wyrm is aggressive, but controlled, always pushing others to fulfill their potential.

The Wyrm of Autumn

The Wyrm of Autumn represents knowledge and power. Mages and priests usually give their thanks to the Wyrm for more knowledge and secrets to better defeat an enemy or defend their home. The Autumn Wyrm is arrogant and self-centered, always looking down upon those unable to think through a situation.

The Wyrm of Winter

The Wyrm of Winter represents death. The Wyrm strives to further death in all things and empowers the undead around the world. The Wyrm is cruel and uncaring for others, believing that living beings are weak and unable to reach their full potential.

Cosmology

The world of Falamar has a simple, yet highly structured cosmology that is broken down into three domains, the Primal, the Elemental and the Celestial. Dividing these domains is a void area known as the Crossroads where one must travel to reach the different domains. Within each domain are multiple planes where creatures and divine beings dwell.

Due to the nature of the planes, they have no specific location in reference to the prime material plane of Falamar, but have an abstract location within the overall planar sea.

Falamar

Domain: Primal
Location: Central

The prime material plane of Falamar is the primary focus of the *Night Reign Campaign Setting*. Within this plane are the races of the divine and the primal. This plane is always covered in darkness due to the Night Reign where the night is always a full moon and the day is always a total eclipse.

From Falamar, a being has a direct connection to Avengard and Vorgard. To journey to either the Elemental domain or the Celestial domain, one must traverse the Crossroads.

Avengard

Domain: Primal
Location: Fey Realm

Avengard is home to creatures of Fey origin. A plane of exotic beauty, it is known for its lush forests, pure springs and bountiful food. The overlay of the plane is nearly the same as Falamar as viewed through the eyes of newborn child. This is Falamar in perfect harmony and purity. Though they are not originally from Avengard, the Eladrin are the most common within the plane, and they rule with a benevolent hand.

Due to the night covering Falamar, a near-constant stream of food and supplies is traded between Avengard and Falamar through planar gates located in Lothanewi, Alakar and a few other cities. The Ilium Empire tries to keep a tight grip on such trade in order to better control its subjects.

From Avengard, a being has a direct connection to Falamar and Vorgard. To journey to the other domains, one must travel through the Crossroads.

Vorgard

Domain: Primal
Location: Shadow Realm

Vorgard is home to creatures of Shadow origin. A plane of strife, darkness and despair, it is known for its cruel weather, harsh living conditions and foul air. The overlay of the plane is similar to that of Falamar as if viewed through the eyes of a criminal. This is Falamar at its most vile. Orcs, the undead and other creatures of shadow call this place home.

Vorgard is used by many creatures as a staging area for troops bent on war and destruction. Weapons and constructs of destruction are commonly built within this land due to its high deposits of minerals. The weapons trade regularly connects with regions such as Ro, Aiyia and Sadire.

From Vorgard, a being has a direct connection to Falamar and Avengard. To journey to the other domains, one must travel through the Crossroads.

Air, Earth, Fire and Water

Domain: Elemental
Location: The Core

The elemental planes are the home of elemental creatures and the source of elemental power. Each element has its own plane. These extreme environment planes are difficult to survive in for normal mortals, acting more like a power source than a place to live.

From the elemental planes, a being has a direct connection to the other elemental planes via portals. To journey to either the Primal domain or the Celestial domain, one must travel the Crossroads.

Everfield

Domain: Celestial

Location: Land of Dreams

Everfield is the home of the divine Sun. This paradise among the clouds is always sunny, peaceful and restful. Those mortals that have been blessed by the Sun are given a place among the clouds after their final passing as a reward for their service.

From Everfield, a being has a direct connection to Skyhome, the Abysss, Twilight and The Garden. To journey to the other domains, one must travel through the Crossroads.

Skyhome

Domain: Celestial

Location: Land of Dreams

Skyhome is the home of the divine Moon. This floating continent drifts among stormy clouds of black and violet. The dark and dreary atmosphere makes this a depressing place to stay. Those creatures who pass from life to the Moon are sent to the Land of Dreams, a lake and river-like location where the souls of the day are contained, imprisoned forever.

From Skyhome, a being has a direct connection to Everfield, the Abyss, Twilight and The Garden. To journey to the other domains, one must travel through the Crossroads.n

Abyss

Domain: Celestial

Location: Land of Dreams

The Abyss is home to the legions of the immortal demons and devils. The Abyss is divided into two regions with each region divided into 10 areas. A deadland area separates the two regions and is commonly used as a battle ground between celestial creatures, especially demons and devils.

From the Abyss, a being has a direct connection to Everfield, Skyhome, Twilight and The Garden. To journey to the other domains, one must travel through the Crossroads.

The Garden

Domain: Celestial

Location: Land of Dreams

Vangaurd is a simple garden nestled in a small area of the Sea of Dreams. It is this place that the Mother inhabits on occasion, though it is rare. Unconcerned with mortal affairs, she turns her attention elsewhere in the planes, making this plane simple and lonely. It is rumored that any living creature that has existed within Falamar can be found here, stored away in perfect preservation.

From The Garden, a being has a direct connection to Everfield, Skyhome, Twilight and the Abyess. To journey to the other domains, one must travel through the Crossroads.

Twilight

Domain: Celestial

Location: Land of Dreams

Twilight is the home of the Seasonal Wyrms and their creations, the dragons. It is here that dragons come to die of old age, sending their souls into the Sea of Dreams for their eternal rest.

From The Garden, a being has a direct connection to Everfield, Skyhome, The Garden and the Abyss. To journey to the other domains, one must travel through the Crossroads.

Crossroads

Domain: Void

Location: Crossroads

The Crossroads is a desolate field where the different domains intersect, allowing travel between them. No creatures are native to the crossroads though a variety can be found traveling through.

The Crossroads allow access to the different domains; Primal, Elemental and Celestial. In addition, a variety of portals lead from the Crossroads to other planes beyond Falamar.

Timeline

Abbreviated History

Though young, the world of Falamar has had a varied and violent history. Historians typically agree that the world is now upon its Fifth Age which began at the end of the Blood Culling and with the rise of Ilius the Betrayer.

The calendar was devised by the dwarves, using the Betrayal as the turning point in time. Those events that took place before the Betrayal are labeled as ***bi (before Ilius).*** Those events that taken place since as labeled as ***ab (after Betrayal).***

Age of Creation

Within this age, the Mother birthed the Sun and the Moon to hold sway over Falamar. The next five thousand years of time saw the birth of the divine races of eladrin, dwarf and human, as well as the primal races of halflings, half-elves and the cushani. Many great cities were built during this time as well as the first kingdoms and city states such as the Kingdom of Delium, the Cerian Empire and the dwarven nation of Alakar. This age came to a close with the Betrayal of Ilius and the start of the first Night Reign.

Year	Age of Creation Events
5000 bi	Creation of Falamar by the Mother
4000 bi	Birth of the Wyrms of Spring & Summer
3800 bi	Birth of the Wyrms of Autumn & Winter
3500 bi	Birth of the Dragons
3000 bi	Birth of the Eladrin (Loth and Syladrin)
2800 bi	Birth of the Dwarves (Ikos & Ikar) and the Humans (Lyssa and Lorik)
2350 bi	*Eladrin city founded:* Fall'hi'litha
2345 bi	*Human city founded:* Delus
2110 bi	*Dwarven city founded:* Dragar
2033 bi	*Human city founded:* Ceria
2000 bi	*Eladrin city founded:* Fall'hi'willithar

Year	Age of Creation Events (continued)
1998 bi	Birth of the Nullmandor
1900 bi	Cushani given intelligence by Loth
1500 bi	*Human city founded:* Garus
1400 bi	*Human city founded:* Corsar
1059 bi	*Eladrin city founded:* Fall'is'kithra
700 bi	Birth of the Halflings
200 bi	*Dwarven city founded:* Rotogar
88 bi	*Human city founded:* Xilfar
30 bi	Ilius is born in Ceria
0 bi	Ilius betrays Braun. Night Reign begins.

Age of Night

This age saw the birth of the Ilium Empire and the spread of its power across the land. Vast legions of undead soldiers were created from the dead caused by the Breath. After years of war, the Empire had conquered a vast majority of the world.

The Empire was ruled by Ilius the Betrayer. Chosen by the Moon to be its avatar, Ilius held nearly unlimited power over death and the undead. His power would be tested by the race progenitors, but by the height of Ilius' power, even their vast powers failed to overcome the Betrayer.

The Night Reign was so labeled due to the darkness that covered the land night and day. During the day, only a total eclipse of the Sun would show, shedding very little light.

During this time the Cushani were abandoned by Loth in her grief which led to their slavery and the eventual war of freedom against the eladrin. As the Cushani left the Great Forest for a new home, the remaining human regions went to war against one another over food and resources.

The age came to an end with the Solar War when Ilius' son, Horan, marched on the Empire with his Army of Light. At the climax of the war, Horan and Ilius slew one another, bringing an end to the Night Reign.

Year	Age of Night Events
1 ab	Ilius captures Xilfar and renames it Ilium. The Breath begins to spread.
5 ab	Unification War begins. Cerian Empire allies with Ilium, invades Delus.
7 ab	Creation of the Orcs by Ilius
8 ab	Naul'Taroth humans make a pact with Ilius and demons to become Tieflings
10 ab	Ilium invades Milin
15 ab	Battle of the Black Rose sees the first use of undead soldiers.
16 ab	Prophecy of the Solar Champion is spoken.
17 ab	Loth leaves in grief to the west. The Great Forest is renamed Lothanewi.
20 ab	Cushani-Eladrin War begins
21 ab	Seekers of the Eternal Heart leave Lothanewi in search of Loth
26 ab	Cushani-Eladrin war ends. Cushani travel west to the Kusar Jungle.
28 ab	Mardok-Cushani War begins
48 ab	Mardok-Cushani War ends. Mardok nearly killed off. Survivors put into slavery.
78 ab	Delus surrenders to Ceria.
112 ab	Battle of the Golden Bridge
115 ab	Unification War ends. (Ilium victory).
178 ab	Seekers of the Eternal Heart banished to Avengard.
400 ab	*Cushani city founded:* Zalthiris
452 ab	Loth returns from exile as a shadow elf, corrupted by shadow.
453 ab	Mother's Massacre. Brother's War begin (Eladrin vs. Shadow Elves)

Year	Age of Night Events (continued)`
600 ab	Brother's War ends with the Daybreak Treaty.
700 ab	*Human city founded:* Bend & Halirros
800 ab	Cerian Civil War begins
813 ab	Cerian Civil War ends
968 ab	Horan the Solar is born in Bend
996 ab	Solar War begins (Horan vs. Ilius)
1000 ab	Solar War Ends. Horan and Ilius are killed. The Night Reign ends.

Age of Heroes

This golden age saw many advancements in technology, art and science. Advances in architecture paved the way for sprawling city states and roads connecting them. Much of the modern foundation of travel was developed during this time including planar travel with the placement of gates to the Primal domain, which allowed for ease of travel to Avengard and Vorgard.

In the aftermath of the Solar War, which concluded several years after the death of Ilius, the dragons began a war of their own which included two wars over a two hundred year period. This led to the great divide and the creation of two dragon groups, the metallic and the chromatic.

As peace finally settled across the land, the children of the Spring and Summer Wyrms began to appear, beginning with the first and most renowned, Pelus Ro. From Pelus and his generation came forth a legion of powerful and gifted children who set out to make the world a better place. Still, even with all of their glory and power, some fell prey to the lust for power. Just as the children grew, so did their counterparts, the Shan'ree, powerful creatures of shadow created by the Wyrms of Autumn and Winter.

Their opposition to one another came to a head with the Crusader War which saw the downfall of the ancient kingdoms and the birth of the modern kingdoms.

Year	Age of Heroes Events
1001 ab	Council of Divine Races creates the Order of Horan. Ikos is murdered by Ikar
1002 ab	Construction begins on the Tomb of Fallen Stars to house Ilius and Horan
1010 ab	Tieflings banished to the east by the Council of Divine Races
1011 ab	*Human city founded:* Hope
1019 ab	*Tiefling city founded:* Rylos
1044 ab	*Eladrin city founded:* Sil'hi'lamanus
1120 ab	Ikar kills Council of Divine and flees. Eladrin become elves with Loth's death.
1121 ab	Betrayer World War begins (dwarven civil war)
1200 ab	Convention of Watchers (dragons).
1260 ab	Betrayer World War ends with Dragar Treaty.
1290 ab	Sadire Empire founded
1300 ab	First Dragon War begins. Dragonborn created.
1320 ab	First Dragon War ends
1323 ab	Harmonix the gold dragon makes pact with Cushani and creates the first dragon riders
1473 ab	Second Dragon War begins
1501 ab	Second Dragon War ends with Twilight Treaty.
1508 ab	Sadire-Lothanewi conflict begins
1513 ab	Sadire-Lothanewi conflict ends
1517 ab	*Elven city founded:* Loth'aranthilmis
1523 ab	Ikar returns to Dragar. Astral Mountain War begins (Asani vs. Winkar)
1578 ab	Astral Mountain War ends with Winkar victory. Asani exiled. Ikar is killed.

Year	Age of Heroes Events (continued)`
1600 ab	Birth of the Shan'ree
1700 ab	Shan'ree infiltrate most cities and nations
1801 ab	Pelus Ro is born from the Wyrm of Spring
1804 ab	*Elven city founded:* Fall'is'millisnor
1820 ab	Pelus Ro causes upheaval in Sadire
1845 ab	Kingdom of Ro founded
1846 ab	Sadire-Ro war begins
1896 ab	Sadire-Ro war ends (Ro victor)
1945 ab	Yaneria Ro, Draci hi'Graun and Latarin Aristol are born
1948 ab	Solis Ro is born
1950 ab	*Human city founded:* Shalforth
1959 ab	*Human city founded:* Shalen
1960 ab	Return of the Eladrin from Avengard. The Shan'ree take over Ceria
1961 ab	Black Lion War (Eladrin vs. Shadow Elves)
1965 ab	Black Lion War ends (Shadow Elf victor)
1966 ab	Crusader War begins (Ro vs. Ceria)
1971 ab	Battle of Shooting Stars (Solis Ro prevents Shan'ree from acquiring Ilius' body)
1985 ab	Battle of the Blood Fields (Helvar rebels against Ceria)
1988 ab	Yaneria Ro is capture by the Shan'ree
1993 ab	Shade King, Solis Ro and Pelus Ro are killed by Yaneria Ro who becomes a vampire
1994 ab	Crusader War ends (Ro victor)
1995 ab	War of Princes begins (Ro civil war)

Age of Sorrows

This age saw the formation of most of the current human kingdoms as fallout from the Crusader War. With millions dead from the war, the people found themselves exhausted and retreated to simpler ways of life. Others, though, found only more death.

Several of the new kingdoms had their share of growing pains which resulted in border skirmishes with one another as well as several civil wars, especially in the kingdom of Ro which found itself without a king and with well over 50 heirs to the throne. By the end of nearly a thousand years of conflict, over 10 million people had been killed and over 2,000 descendants of Pelus had been slain.

Just as the internal and external conflicts seemed to have been resolved between the kingdoms of the world, the age ends with the rebirth of Ilius the Betrayer which shook the very foundation of life across Falamar.

Year	Age of Sorrows Events
1998 ab	Kingdom of Helvada founded
2012 ab	*Human city founded:* Tetsuki
2015 ab	Sadire-Fao conflict begins
2021 ab	Sadire-Fao conflict ends (draw)
2023 ab	Battle of the Steppes of Tears (Helvada vs. Fao). King Helvar killed.
2025 ab	Helvada civil war begins
2030 ab	Battle of Endless Night (Helvada civil war). King's Peace signed, civil war ends.
2050 ab	Kingdom of Aiyia founded
2074 ab	*Human city founded:* Racia. Dracian Empire founded
2100 ab	Rise of Xin Fao Shio the Greater to begin the Fao Dynasty. Fao Empire founded.
2101 ab	*Human city founded:* Solis City. Kingdom of Solis founded.
2116 ab	Sadire-Winkar conflict begins
2132 ab	Sadire-Winkar ends (no victor)

Year	Age of Sorrows Events (continued)
2148 ab	Jade War begins (Fao vs. Solis)
2150 ab	Battle of Lost Souls (Dracia vs. Helvada)
2169 ab	King Gloakkith Ro of Solis is assassinated. Jade War ends (Fao victor)
2189 ab	King Elalitha Tolin of Solis assassintated. Ascension War (Solis Civil War).
2190 ab	War of Roses begins (Sadire vs. Fao)
2196 ab	Ascension War ends
2208 ab	Eagles civil war begins (Solis civil war)
2218 ab	First Ro civil war begins
2233 ab	First Ro civil war ends. Halduke Calyde crowned as king.
2270 ab	War of Roses ends. (Fao victor) Sadire Empire dissolved.
2275 ab	Fao-Winkar Alliance formed
2286 ab	Battle of Dragon's Horn (Helvada vs. Fao). Impurity Massacre begins the War of Fire (Ro/Solis/Helvada vs. Fao/Winkar)
2287 ab	Dawning Revolt (Solis). Glaydon Ro-Astolum ascends as King.
2297 ab	War of Fire ends (Ro/Solis/Helvada victor). Fao Empire dissolved and occupied.
2300 ab	Mithral Wars begins (Asuni vs. Winkar)
2315 ab	Second War of Princes begins (Ro civil war)
2376 ab	Second War of Princes ends
2395 ab	Nightfire War begins (Ro vs. Aiyia)
2400 ab	Sadire revolt against occupation
2414 ab	Nightfire War ends with Chassel Treaty
2420 ab	Sadire freed from occupation
2447 ab	Mithral War ends (Winkar victor)
2481 ab	Second Nightfire War begins

Year	Age of Sorrows Events (continued)
2496 ab	Second Nightfire War ends (Aiyia victor)
2537 ab	Twin's War begins (Ro civil war)
2538 ab	Twin's War ends
2578 ab	Ro withdraws occupation of Fao
2604 ab	Datalus Pureheart is born in Hope
2646 ab	Datalus Pureheart becomes Arch Paladin of the Destiny Knights
2649 ab	King Acera Ro-Astolum of Solis assassinated
2650 ab	Sadire Revolution (civil war)
2651 ab	Datalus Pureheart begins quest to free the Mother.
2670 ab	Tolin Revolt (Solis civil war)
2675 ab	Sadire Utopia Confederation formed
2682 ab	The Mother is freed from imprisonment. Datalus Pureheart is killed.
2719 ab	Dark Blood War begins (Sadire vs. Lothanewi)
2750 ab	Sadire Utopia Confederacy falls under demon influence. Dark Blood War ends.
2751 ab	Battle of Deep Sorrows (Helvada vs. Aiyia)
2800 ab	First Destiny War begins (Solis civil war)
2804 ab	First Destiny War ends
2807 ab	Iron Valley War begins (Solis/Sadire vs. Alakar)
2845 ab	Iron Valley War ends with Dragar Treaty
2861 ab	Second Destiny War begins (Solis civil war)
2862 ab	Second Destiny War ends
2863 ab	Demon War begins (Sadire vs. Demons)
2880 ab	Demon War ends (Sadire victory)

Year	Age of Sorrows Events (continued)
2881 ab	Second Demon War begins (Demons vs. Sadire/Solis/Ro/Helvada)
2883 ab	Second Demon War ends (Sadire/Solis/Ro/Helvada victor). Alliance of Kings formed
2902 ab	Min Fao Shio begins quest to steal Ilius' power
2951 ab	Third War of Princes (Ro civil war)
2956 ab	Ilius is revived by Min Fao Shio who is slain in the process.

The 5th Age

The current age of the world began in a baptism of darkness, fire and death. Two years after the rise of Ilius the Betrayer, he launched a massive assault across the land, using Aiyia, Dracia, Lothanewi and Alakar to attack the Alliance of Kings.

The Reunification War brought about the reestablishment of the Ilium Empire as well as the Breath. The Church of the Sun suffered staggering losses in the war and was forced into hiding as each of the Kings of the Alliance fell to the onslaught of undead armies. The Second Night Reign has begun.

The land currently is controlled by 6 nations; Aiyia, Alakar, the Dominion, Helvada, Ilium and Lothanewi. The former kingdoms that were conquered during the Blood Culling are referred to now by region. All but the Dominion and Helvada are allied with the Ilium Empire. Ilius the Betrayer rarely interacts with the common day-to-day activities of the land and instead, delegates these to the Lich Lord Razel who resides in the Solis region.

The Dominion, controlled by the Cushani, was able to rebuff the advances of Aiyia and Ilium due to their dragonrider allies. However, the ruling Firestorm tribe has begun to weaken, and in a bid for power, destroyed the dragonriders and created a dracolich. This act has recently dragged the Dominion down into civil war, while Aiyia and Ilium watch intently for the chance to topple the proud cushani of the Dominion.

The kingdom of Helvada was driven northward at the end of the war, forced to rebuild their kingdom after devastating losses. Though the warrior society has since begun to rebuild, the sudden

rise of the Reaper Plague has had disastrous effects on the leadership of the kingdom. With no heir apparent to the throne, the legions stand poised to fight for the right to rule.

The world has been shrouded in darkness due to the constant total eclipse of the Sun and the people have one last hope that someone can rise up from the darkness to bring back the light.

Year	The 5th Age Events
2958 ab	Blood Culling begins with total eclipse. Reunification War begins (Ilium vs. Helvada/Solis). Kin's Blood War begins (Eladrin/Elves vs. Shadow elves). Last Wyrm's War (Ro vs. Aiyia)
2959 ab	King Rixius of Helvada slain by the Lich Lord Razel of Dracia. Kin's Blood War ends (Shadow elf victory)
2960 ab	Last Wyrm's War ends (Aiyia victory). Crown Prince Hazard Ro II disappears
2961 ab	Sunset War begins (Lothanewi vs. Sadire)
2962 ab	Helvada evacuates to the north
2964 ab	Sunset War ends (Lothanewi victory) Reunification War ends (Ilium victory)
2965 ab	Helvada settles the Ice Plains
2968 ab	Sadire establishes local warlord rule despite Lothanewi government. Diplomacy begins between the two.
2975 ab	Reaper Plague begins to spread in Helvada
2976 ab	Dragonriders betrayed by Jarl Firestorm and the dracolich Joxinvarl is created.
2977 ab	Firestorm War begins (Cushani civil war)
2978 ab	Current year

Red Sea
Sul
Icecap River
Blisnol
Rilus
Seretia
Ethril
Kodus
Isadel
Incar River
Helvada
Etterkhan River
Hases
Dicola
Bronze Coast
Xan
Elkhorn Forest
Fairy Wine River
Dewdrop River
Uio
Mylar
Tyresona
Steeps River
Ebaia
Itis
Zalthiris
Asunon
Ursion
Kusar Jungles
Binto
Cat's Pay Bay
Ethana
Ilium
Ilium
Zaltar
Sudan
Fall'is'kithra
Zaun
River Cauldaron
Aigia
River of Twelve Stars
Lina
Virar
Racia
Bay of Bones
Li
Fao
Bothren
Nightfire Mountains
Shalforth
Lismore
Ison
Shar
Briar
Fyre River
Wyvern's Run
Tetsuki
Kyrak's River
Po
Quin Zhun River
Gateway
Shalen
Lion's Run
Nohmor
Shu
Hari
Halnut
Sunset Lake
Dragon's Run
Drev
Hira
River Tolin
Astral Mountains
Kya
Eagle's Run
Malister
Gulf of Turmoil
Krul
Bardess
Alakar
Siren's Lake
Lorik
Hols
Zahxar
Dragar
Hare's Run
Zeal
Ro
Solis
Vaundmor
Iso'Farsh
Iso'Vilmol
Griffon River
Devonshire
Ikirus
Serpent's Run
Hope
Emerald River
Mithral Run
Ro-jah
Cloaker Woods
Sarconia
Mai
Emerald Forest
Duri
Vargas
Halirros
Diamond Run
Iso'Roshnari
Griffon River
Wyrmwood
Iso'Phosmire
Plains of Sorrow
Danire River

Chapter 6: Geography Lore

The lands of Falamar are vast and varied. The *Night Reign Campaign Setting* focuses on the center lands of the world where evil rules with ruthless efficiency.

The central regions of Falamar are the cradle of civilization for all life on the world. Beginning with the Great Forest of Lothanewi, the creatures and people of the world have spread far and wide. This chapter includes the following areas:

Nations

- **Kingdom of Aiyia:** A nation openly ruled by vampires and currently allied with the Empire of Ilium. This tightly-run kingdom is one of the most prosperous throughout the land.

- **Nation of Alakar:** Situated high in the Astral Mountains, the nation of Alakar is home to the Winkar. As the voice and face of the Church of the Moon, their reach extends far and wide across the regions of Falamar. They also hold a steadfast alliance with the Empire of Ilium.

- **Cushani Dominion:** A vast land of jungles, swamps, plains and coastal area, the Dominion is the home to the Cushani people. Even though it is one of three kingdoms that oppose the Empire of Ilium, the Dominion is distracted by a civil war that threatens to destroy the kingdom.

- **Gateway city-state:** The largest of the city states, Gateway is located between several regions and former nations. By loosely allying itself with the Empire of Ilium, Gateway is able to maintain its hold on trade throughout the area. It is also home to the League of Circle Dancers.

- **Karsari Federation:** Loosely allied with the Ilium empire, the Karsari federation is a land ruled by a collection of city states.

- **Kingdom of Helvada:** Once located on the northern border of Dracia, the Kingdom of Helvada migrated northward after the Reunification War with the Empire of Ilium. The people have begun to regroup and rearm themselves for the eventual war that will come in retaking their homeland from the Empire.

- **Ilium Empire:** Ruled by the mythical Ilius the Betrayer, the Empire rules most of the known world through fear and its vast armies of bone guards and undead soldiers.

- **Republic of Lothanewi:** The center of the cradle of life in the world, the forest and republic of the shadow elves is a land of mystical intrigue and ancient dangers.

Regions

The regions are areas of former kingdoms that were conquered during the Reunification War. Most of these areas are filled with civil unrest directed at their new rulers.

- **Ro Region of Aiyia:** The once great kingdom of Ro is now a region rich with political treachery and civil strife. Those former nobles displaced by the Empire have banded together with mercenaries, former knights and rogues to form a resistance to regain their kingdom.

- **Sadire Region:** Home to the tieflings, this land of warlords has managed to shake loose from Imperial control and fights to regain its sovereignty from enemies foreign and domestic.

- **Solis Region of Ilium:** The former kingdom of Solis is under Imperial control and the direct attention of the Lich Lord Razel. The people of this once proud region have been reduced to slavery.

- **Iso'Latarin Region of Ilium:** This nation of mages disappeared during the Reunification War, leaving behind a land of bizarre and savage creatures.

- **Fao Region of Ilium:** Formerly the Fao Empire, the descendants of the Shan'ree are a broken people who struggle to survive in hope that their saviors will return.

Kingdom of Aiyia

Alias: The Kingdom of Ash
Colors: Red, Silver, Black, Gold
Government: Monarchy (Vampire Queen Yaneria)
Capital: Shalforth
Region: Northwestern Falamar
Total Population: 10,218,113 people
(Human 65%, Tiefling 10%, Dragonborn 8%, Dwarf 5%, Elf 4%, Half-Elf 3%, Halfling 3%, Other 2%)

Urban Population Centers:

1:	**Shalforth**	(pop: 150,245)
2:	**Shalen**	(pop: 106,221)
3:	**Sadar**	(pop: 53,111)
4:	**Binto**	(pop: 51,250)
5:	**Zaun**	(pop: 36,410)
6:	**Bothren**	(pop: 34,363)
7:	**Drev**	(pop: 22,158)

Description

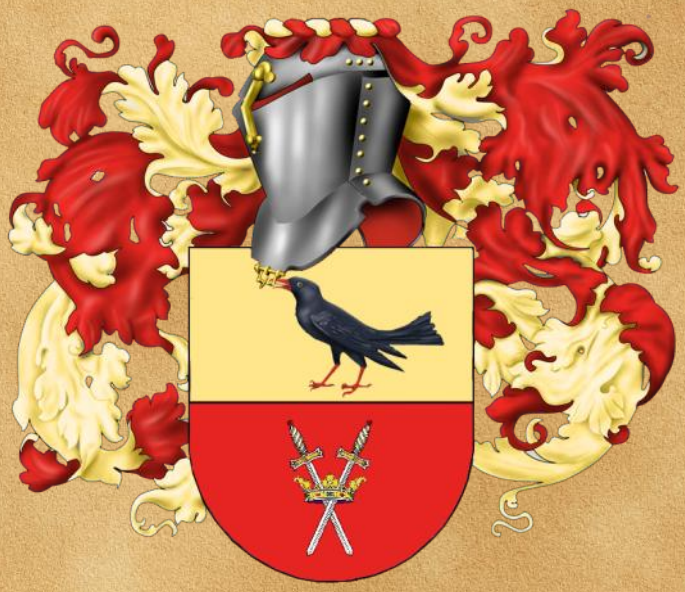
The nation of Aiyia (Eye-ee-yah) was carved out of the city-states that once belonged to the ancient Ilium Empire by the Vampire Queen Yaneria and her Blood Knights. Mining and fishing provide the primary income of the kingdom, which produces some of the most exotic stones seen throughout the world today. Due to the close proximity of an active volcano, a constant haze tends to filter down to the surrounding cities.

Since the rebirth of the Ilium Empire and the total eclipse, the vampires of Aiyia have surged in number. Their kind have spread across the kingdom and into the neighboring regions, causing havoc and fear as the nobles run unchained.

Life & Society

The people, strangely enough, stay within the kingdom of vampires. Some believe that this is due to the mental domination Queen Yaneria has cast upon her lands. Still, the people insist that they live very well compared to other regions. It is said that the people strive to maintain a good image to their rulers in hopes that someone from their family will be taken as a *child*.

A *child* is taken by a vampire as his companion. When a *child* is chosen, their family is provided for by the vampire and his estate. There is no set timeframe for a *child* to remain with their vampire master. This relationship can last for as little as one year or up to the lifespan of the *child*. Being chosen as a *child* is considered the highest honor a vampire can bestow upon his subjects .



Regional History

The region started as a collection of city-states during the beginning of the Second Age. The city-states, however, fell to the advances of the Ilium Empire and were converted into military fortifications to supply the army for an eventual push against the Cushani to the north. Some people fled to the south, but many were kept in their newly created city prisons to work for the Empire.

The region was torn by war and combat with the Cushani tribes, and the Empire was never able to fully push into Dominion territory. At the end of the Age and the fall of Ilius, the remaining forces of the Empire collected in the area and held onto the fortifications for another 50 years before finally falling apart due to the lack of an organized command structure.

The region would go through a long period of rebuilding as recently self-declared lords tried to entice people to come and help rebuild the once great city-states. Several modern cities were founded at this time during the Age of Heroes, and the lords of these cities began talks about uniting to better defend the region against the fast-rising power of the Shan'ree.

After the sacking of Ceria to the east, the fallen hero Yaneria arrived in the region, looking for solitude for the crimes that she had committed. She would not manage to be alone for long, however, since the thirst for blood eventually overcame her, and she was forced to hunt in the nearby cities.

Occasionally a new vampire would be created during her ventures into the cities, and before long, she found herself with a growing following of vampires that looked to

her for direction and guidance. At first, Yaneria denied them the leadership they sought, but when the advancing army of dragonborn mercenaries arrived to threaten the cities and the vampire's only source of sustenance, Yaneria knew that she had to act. Seeing this as her true purpose in the world, she took her vampires and dubbed them Blood Knights. With her small but powerful force she struck back at the mercenaries during the night, using unconventional tactics to bring a swift and decisive victory over the dragonborn.

With the opposition pushed out of the region, Yaneria quickly went to work establishing a kingdom in which her kind could survive and be supported by the people. In the Kingdom's infancy, strict laws of the land were put in place to ensure that vampires and mortals could coexist.

Major Geographical Sites

Mt. Nightfire

Mt. Nightfire is the largest active volcano on the continent of Falamar, if not the world. It stands at an impressive 31,079 feet above sea level and is named for the color displays that can be seen during the night hours. Being an active volcano, lava flow is a constant problem for the outlying mining towns.

Bay of Bones

Located just outside Shalen on the eastern portion of the kingdom, this bay was the site of a naval battle between the Ilium Empire and the Cushani. The battle involved more than three hundred ships over the course of month. Nearly 20,000 Humans, Orcs and Cushani lost their lives in the bay.

Today, the location is a trade route hazard due to all of the wreckage that occasionally pokes out from the water. Due to the rumored treasure that was carried on the ships, it is has become a haven for treasure hunters and pirates looking to find power and wealth.

Bloodflower

The bloodflower is the national flower of Aiyia and can only be found growing wild on the slopes of Mt. Nightfire. The flower blossoms during the spring and takes on a deep rich red color, similar to that of blood. It is believed that the volcano, with its ash mixing in the soil, causes the flower to turn a deep red when it blooms. This has led to rumors that the flower contains magical properties which can give a person vampire-like powers without any of the detriments.

Shalforth, Capital (population: 150,245)
Founded: 1950 ab

Shalforth is a coastal city and capital of Aiyia. The city is the home of the Vampire Queen Yaneria as well as more than 5,000 other vampires. The city itself is known for it lavish scenery, architecture and political atmosphere. The vampires and nobles of Aiyia come to Shalforth and its court to conduct their political agendas for a cause or against one another. By royal decree, all vampire noble houses are required to maintain a lodging and presence within the capital for at least one season out of the year. By ensuring the lords are kept close, the laws of the crown cannot go unnoticed and rivals are forced to be more cautious in their plotting.

Since the darkened skies by the eclipse and the haze of Mt. Nightfire, the city has many lights spread all over, and each district is defined by a different dominant color of light. Visitors to Shalforth can navigate to particular regions of the city by following the light pattern of the streetlights and buildings. Red denotes the noble district, including the homes of all noble vampires and the royal palace. Blue denotes the sea district, which includes the warehouses and docks. White denotes the marketplace and most stores. Violet is for the bachsa district where those trying to become a *child* live and show their worth to potential benefactors.

The city is also home to the infamous Blood Knights. The Blood Knights are a military unit of knights who have been chosen to become vampires. The Blood Knights are ruthless in their duty to protect Aiyia which can make the city of Shalforth a dangerous place to conspire.

Alakar Nation

Alias: The Holy Land
Heraldry: Crescent moon over three mountains
Government: Theocracy (High Priest Ikar XXIII)
Capital: Dragar
Region: Central Falamar
Total Population: 2,964,326 people
(Dwarf 75%, Tiefling 9%, Human 6%, Eladrin/Elf 4%, Dragonborn 3%, Other 1%)

Urban Population Centers:
1: **Dragar** (pop: 278,663)
2: **Ikirus** (pop: 143,965)
3: **Nohmor** (pop: 78,818)
4: **Zahxar** (pop: 34,083)

Description

The religious nation of Alakar (AL-a-car) is the central power of the Church of the Moon and ancestral home of the dwarven people. After centuries of civil war between the Asani and the Winkar, the dark dwarves rule the holy land of the faith with an iron fist.

Life & Society

The Church of the Moon dominates the way of life for the people of Alakar, and the people would have it no other way. All citizens of Alakar are required to join the Church of the Moon for at least a period of five years in either the Requiem or the Enforcers. It is considered an honor to serve the Church, and those who complete their service are allowed to move onto civilian life where they can support fields of work that help maintain the church.

Since the majority of the nation is located underground, the people have adapted to their environment. Though most people in the world are pale due to the Night Reign, the people of Alakar are exceptionally so, to nearly albino skin tone. With their total immersion in darkness, most people within Alakar have excellent vision in the dark compared to those who live above ground.

Alakar society is one common among religious centers. Whether through choice or fear, the people are devoted to their faith.

Regional History

The Astral Mountains were created by the Eladrin Loth and Syladrin in an effort to be closer to the Sun so their prayers could be heard. Their prayers asked for brethren with whom they might share the world, and thus, the Sun created the dwarves Ikar and Ikos who would be his voice and thoughts. The dwarven brothers took the Astral Mountains as their home where they established the holy city of Dragar. Through the years, the dwarven people developed into two distinct groups, the Asani and the Winkar. Each group focused on the faith of the Sun and the Moon respectively so that the people of the world could be taught the will of the gods.

When the Night Reign began, the dwarven people began to fight among themselves, blaming one another for the rise of Ilius and his Empire. This led to a civil war between the Asani and the Winkar, which resulted in the dwarves of the Sun being exiled from the Astral Mountains to the lands below.

At the fall of the Ilium Empire, the dwarves seized the opportunity to try to heal the old wounds they had suffered. This would only last a short while as Ikar, enraged that the body of Ilius would be defiled, murdered his brother. When the Council of the Divine stood up against Ikar's actions, he killed them in a blind rage. This led to another war against the Winkar during which they barely managed to prevail and which saw the death of the last divine founder.

During the Age of Heroes, the world, heroes and Shan'ree alike, shifted their focus to the progeny of the Wyrms. Alakar however, focused internally to rebuild what had been destroyed during the years of war. The Asani went into the lands of the other races to spread the faith of the Sun. Eventually, the faith of the Sun grew to new heights, while the Church of the Moon struggled to survive. It was during this time that a priest named Oxbridge came forth with a prophecy of Ilius' rebirth. Content to remain in the shadows, the Church of the Moon rebuilt slowly and quietly while the world around them engaged in one

war after another and eroded their strength. By the end of the Crusader Wars, Alakar remerged as a powerful nation once more as most of the heroes lay dead.

By the turn of the next age, the people of Alakar had begun their movement to prepare for the Betrayer's return. The nation's entire focus was on helping prepare the world so that once he arose, he could take what was rightfully his. For hundreds of years the Church of the Moon spread out, slowly infiltrating nations and churches abroad. Alakar also was involved in several battles and skirmishes over the years, generally when a corrupter agent was discovered, and the situation had to be quickly covered up. When Iluis finally arose from his tomb, the Church was ready to act.

The Church of the Moon began the Blood Culling shortly after Ilius' rebirth using their corrupter agents to stage surprise attacks across central Falamar. The Blood Culling was the opening act of the Reunification War which ended several years later with Alakar and the Ilium Empire atop the pyramid of power.

Currently, Alakar is one of the most powerful nations in the land, second only to the Ilium Empire. Though the nation controls the faith of the people, they are beginning to find more and more followers of the Sun having success in usurping their hold on the people. In addition, the shadow elves of Lothanewi have grown more hostile towards the nation, sparking several battles between them and the nearby lands of Sadire.

Major Geographical Sites

Church of Saint Azmuth

The Azmuth is the first church constructed during the age of creation within the city of Dragar. The site had stood for thousands of years with little change to it. Originally constructed to hold joint services for the faiths of the Sun and the Moon, it is now used solely for rituals and services to the Moon.

Monik Pass

This mountain passage leads from the heart of the Astral Mountains into the valleys south of Lothanewi. This passage and field below it have been used over the years as a battlefield, and more recently, as the site of a skirmish site between Alakar and Lothanewi. With so much death having occurred in the pass, ghosts and undead are a common sight as is the Breath that rolls along the passage, looking for prey.

Council of the Divine

Seated atop the highest peak in the Astral Mountains, the council chamber for the former Council of Divine Races stands as a testament to faith and betrayal. Since the murder of the council at the hands of Ikar, no Winkar has been able to step into the chamber and survive the curse that awaits all who enter. It is said that only a being wishing to restore balance among all the races can enter the chamber where the secret of the races lies.

Dragar, Capital (population: 278,663)

Founded: 1000 bi

The city of Dragar is the original dwarven city founded during the Age of Creation. Originally created atop the mountains, time has increased the size of the city outward and downward to encompass miles of caverns and underground pockets of buildings carved out of rock.

The upper portion of the city is entirely devoted to the Church of the Moon and the clergy that maintain the faith. Monolithic towers reach high into the sky as symbols of the Winkar direct connection with the Moon. The other citizens of Dragar, comprised mostly of former clergy and works, are housed within the mountain where they work to maintain the city.

The leadership of the Church of the Moon resides within Dragar, directing the primary operations and doctrine of the religion. Wandering enforcers regularly make trips through Dragar to make reports on the status of the lands below the mountains.

Cushani Dominion

Alias: The Savage Kingdom
Heraldry: Six vertical claw marks & one horizontal
Colors: Red, Orange, Black
Government: Matriarchal Monarchy (First Ezadi Lira Firestorm)
Capital: Zalthiris
Region: Northwestern Falamar
Total Population: 5,795,716 people
(Cushani 90%, Dragonborn 3%, Human 2%, Dwarf 2%, Elf 2% Other 1%)

Urban Population Centers:

1: **Zalthiris**	(pop: 186,284)
2: **Mylar**	(pop: 145,642)
3: **Uio**	(pop: 126,111)
4: **Sliss**	(pop: 114,250)
5: **Zaltar**	(pop: 18,410)
6: **Virar**	(pop: 15,363)

Description

The untamed and savage lands of the Cushani Dominion are the farthest settled lands within the central kingdoms. Purposely left wild by the Cushani, the areas of the Kusar Jungles are home to a variety of creatures. Those of the other civilized races avoid such places. Cushani prefer the savage nature of their homeland, using it as a hunting ground to keep their skills and minds sharp. The cities resemble large, multiplatform mazes from which one must duck, climb and jump almost constantly to get from place to place.

Life & Society

The Cushani are a tribal matriarchal society who believe in ascension by lineage. From the beginning, the Cushani have operated in tribes and in prides. A tribe is the largest family structure of the Cushani, consisting of those descending from common ancestors. A tribe generally has many prides within its lineage and usually holds land in several cities. Each tribe is led by a single female called the Ezadi or First Female. It is the responsibility of the Ezadi to ensure the safety of the tribe and further its influence among the other tribes and the royal court.

A pride is a family unit of direct family members. It is also headed by the most dominant female of the pride called the Ezada which means Second Female. The Ezada's direct concern is for the safety of her pride and her young. She is the only one allowed to breed within the pride and typically has four to six males to choose from at any

given time. Males are expected to protect the pride from any who pose a threat to the cubs and serve in times of war when called upon.

Spring is the mating season for the Cushani, a time of great joy but also one of cruelty for some males. Each male within the pride is expected to compete for the attention and affection of the Ezada in hopes of begin chosen by her to mate. This most often will led to honor duels between males who hope to earn the right to breed, each by proving he has the most to provide. Death is not all that uncommon during these duels, and even though the Dominion officially frowns upon such needless death, the Ezada tends to gain a certain amount of joy from watching males fight over them.

The other females of the pride tend to cubs within the pride. They are taught the necessities of Cushani way of life. Female cubs are taught social skills and politics, while the males are taught the ways of combat. Cubs that have grown old enough will begin their own prides, generally at the young age of 15. Usually, most fight the dominant male for the right to leave, to prove that they posses the skills necessary to protect their future pride. Females are not as lucky because the Ezada keeps them close to prevent future rivals to her pride. A male suitor of a yet-released female must fight the dominant male of the pride for his right to the female, again, to prove his worth. If the Ezada approves of the performance, she will release the female to begin her own pride.

Regional History

Queen Zara, the original Ezadi of the Cushani, led her people out of the Great Forest on a quest for a new homeland. Their journey brought them to the Kusar Jungles and the Mardok, a race of lizardmen. Queen Zara led a war against the Mardok which lasted nearly two decades years and ended in

a Cushani victory. Many Mardok were killed in the fighting and a vast number of their villages were destroyed. The survivors were enslaved.

With a new home firmly in their grasp, the tribes quickly spread throughout the jungle. With a large number of newborn cubs, the Cushani population exploded across the region, which led to conflicts with several neighboring communities and eventually the Ilium Empire. The Cushani and Ilium would not enter into a full scale war, but many skirmishes between the two broke out for nearly the entire reign of Ilius. To support their skirmishes the felines learned several trades that they immediately put to use, such as metal smithing and building ships. By the Age of Heroes, the Cushani had firm control over the entire Kusar Jungle and multiple cities along the coast of the Red Sea.

With expansion, however, came the lust for power, and as the other kingdoms strove to rebuild, the Cushani began to implode from infighting among the noble tribes. The fighting by the nobles escalated to the point that the other tribes began to war against one another. The Tribal Wars would last for several generations with no clear victor in sight. It wasn't until the emergence of the Vampire Queen Yaneria that the tribes would reunite against a common threat.

Yaneria pushed far into the tribal lands of the Cushani, stopping only to feed, destroy the farmland and piking her enemies. Her quest took her up to the gates of Zathiris were she was finally stopped by the Dragon Riders. The reigning Queen Thralira of the Cushani had held back the Dragon Riders for fear of her life, and only when Yaneria was nearly standing upon her did she unleash the destructive force of the dragon riders. The vampire queen called a retreat, unwilling to risk the unlives of all of her brood just to topple the Cushani. She called for a truce and withdrew.

Currently, the Dominion is struggling with the beginnings of a second Tribal War. Queen Lira, viewed as a weak queen, has attempted to use the Dragonriders to quell rebellion against her rule. This act has led to several notable tribes calling for war.

Major Geographical Sites

Valketh Marsh

This marsh was the site of the final battle between the Mardok and the Cushani. The lizardfolk's capital was at this site, though it has since been destroyed, and only ruins remain. Many Cushani and Lizardfolk died during the Battle of Valketh. Their bodies, taken by the marsh itself, are said to haunt the area. Today the Cushani view the marsh as a Rite of Passage for young cubs.

Shining Cliffs

The Shining Cliffs are home to the Dragonriders of Falamar. When Cushani cubs are chosen to be Riders, they are brought to the cliffs to be bonded with their dragon companions. Elder Dragonriders look after and teach the young cubs how to be Dragonriders as the Elder Dragons teach the hatchlings. Most Cushani view the Cliffs as a holy site.

Thrakath's Tomb

The tomb of Thrakath of the Blood Talon tribe is the resting place of the infamous warlord who led the armies of Silla the Pure against the Mardok. Thrakath was known for his brilliant guerilla-style tactics and utter disregard for Mardok life and society. Much of the reason the Mardok are nearly extinct today is due to this warlord. The Cushani view him as a hero and savior.

Zalthiris, Capital (population: 86,284)
Founded: 400 ab

Zalthiris is the capital of the Dominion and home to the royal tribe, the Firestorm. The city was established on the coast as a port for trade over the Red Sea. The city is located at the end of a quarter-mile-long canal that is lined with spiral watchtowers, making the canal hazardous to assault.

The city designed for defense, spiral towers compacted closely together and deep trenches into the ground. A network of bridges, ropes, staircases and ledges litter the area, making travel across the city dangerous for other races, but is a virtual playground for the Cushani.

Region of Fao

Alias: Fallen Fao Empire
Government: Monarchy (Emperor Ilius)
Capital: Tetsuki
Region: Central Falamar
Total Population: 9,812,255 people
(Human 60%, Elf/Eladrin 20%, Tiefling 10%, Dwarf 4%, Cushani 4% Other 2%)

Urban Population Centers:

1: **Tetsuki**	(pop: 143,210)
1: **Shar**	(pop: 100,487)
2: **Shu**	(pop: 40,195)
3: **Hari**	(pop: 12,058)
4: **Po**	(pop: 6,029)
5: **Li**	(pop: 4,623)

Description

The Fao Empire was created by the Shan'ree at the end of the Crusader Wars before their destruction. As descendants of the Shan'ree, the rulers of the Fao Empire have ruled over the region with mysticism and religion. Due to their heritage, the citizens of the Fao Empire have lived in a near-constant state of war with multiple other nations and states. After the Blood Culling, the Empire became a broken shell that was absorbed by the Ilium Empire and ruled by Lord Byron von Gillante, a death knight under the Betrayer's hand.

Life & Society

The residents of Fao are a deeply religious and spiritual people, believing them selves to be descendants of the powerful Shan'ree that inhabited the region during the Age of Heroes. Tradition, custom and duty form the daily life of the Fains and govern every aspect of their lives. When the Empire was created, the people needed something to unify them, a common purpose to help face the harsh reality of the post Crusader War world. The imperial family, placed in power before the disappearance of the Shan'ree, saw the needs of the people and established the Fain Traditions of Honor and Duty.

The first and foremost governing tradition of Fain society is their belief and faith in the Moon. It was the Moon that helped create the Shan'ree, and the Moon's gift that created the Fao Empire. Without the Moon, there would be no meaning to life.

The second governing tradition of Fain society is honor. The people believe that honor to one other, to oneself and to one's country are vital for the safety of all within the empire. To be dishonored is to be considered being in the lowest class of society, the ronin. The ronin are denied even the simplest of courtesies of the common person and generally are bandits and thieves.

Regional History

The region of the Fao Empire began as simple villages made up of primarily of humans and elves. The villages, having no military or magical value, were generally left out of the turmoil of the major kingdoms and avoided wars up through to the Age of Heroes. During that Age, the Dragon of Winter came to the town of Yakashima where he seduced many women who then died giving birth to the Shan'ree.

Also known as the Shades, they quickly spread across the area, seizing and controlling all of the farming communities. The villagers of the area were enslaved and conscripted into an army for the Shan'ree. With their armies established, the Shan'ree invaded the Republic of Lothanewi beginning the Shade-Elven war in 1700 ab. The war was slow and gradual, lasting more than 200 years. Not until the destruction of the Shan'ree at the end of the Age did the war finally end. The people under the control of the Shan'ree were now free of their direct control and established several communities in place of military fortifications.

The leader of this reestablishment was Fao Lou, former general of the Shade army and child of the Shan'ree. Fao Lou established himself as emperor over the communities and put into place the Traditions of Honor and Duty, which outlined the

expected way of life for all children of the Shan'ree. Over 100 years the Fao empire expanded, solidifying its status as a nation dedicated to the Moon.

At the turn of the century in 2100 ab, Fao Xin ascended to the throne. The newly placed Emperor was not satisfied with the reach of his empire or the fact that many of the people who bordered his empire where worshipers of the Sun. This drove him mad with anger. Mobilizing his army, Fao Xin began a series of incursions against the Kingdom of Solis and Sadire. By the end of Fao Xin's reign as Emperor, he had expanded the borders of the Fao Empire up to the Red Sea, conquering the southern region of the old Ceria and the northern lands near the ice cap. Only Helvada resisted the expansion of the Empire.

However, with his twisted mind, the grandson of Fao Xin, Xiosha the Mad, took the ambitions of his grandfather even further. He ordered that all those not of Shan'ree blood must be sacrificed to the Dragonwell to appease the Wyrm of Winter, as decreed to him by the Moon. Thus began the Impure Massacre which led to the deaths of over 500,000 people. This also marked the beginning of the Helvada-Fao war, which resulted in the collapse of the Fao Empire back to its original size. Emperor Fao Xiosha was assassinated by a mistress shortly after he gave the order for the army to surrender at the end of the war.

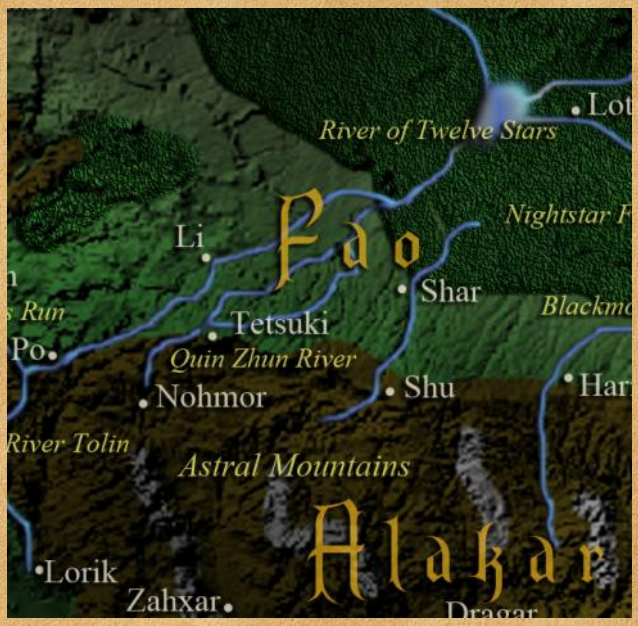
Due to Fao aggression and willingness to sacrifice innocent lives, Solis, Ro and Helvada left a military presence within the Empire to keep them under control and prevent them from expanding. The empire groaned under the suppression, causing constant civil revolt and strife for the next several hundred years. The police force was finally driven out by citizen revolt in 2578 ab, and the Imperial family was restored to power a year later with the help of the Church of the Moon.

The empire was broken once more after the Reunification War when the last Emperor was killed on a fool's errand within the Kingdom of Solis. Absorbed into the Ilium Empire, the people strive to regain their identity through martial arts with hopes of one day becoming an empire again.

Major Geographical Sites

Dragonwell

The Dragonwell is located in the Tetsuki and is the site where the Wyrm of Winter was last seen. The Fains believe that after the Mother was freed from her earthly prison and the Wyrm of Winter was wounded by Datalis, the Wyrm of Winter fled back to his old hunting grounds where the Tetsuki stands today. The blood from his wounds



soaked the ground and spread to the central well of the city. When the Wyrm of Winter was near death, it crawled inside the well and went to sleep and has yet to awaken. Today, the Dragonwell emits a powerful presence of evil and is the site of executions where the blood of those victim is drained into the well in hopes that one day the Wyrm of Winter will be awakened.

Dim Sho Academy

The Dim Sho Academy is the premier location of martial arts training within all of Falamar. The academy is located on the outskirts of the Empire, sitting upon the Cliffside of the Astral Mountains. The martial arts, though originally developed during the Age of Creation, were not refined until the Age of Heroes when the founders of the Empire developed the fighting styles that are used today.

Tetsuki (population: 143,210)
Founded: 2012 ab

The former capital of the Fao Empire, the Tetsuki, is the home of the powerless imperial family of the fallen nation and the lesser noble families who are the direct descendants of the Shan'ree. They continually plot in hopes of restoring their Empire.

This highly-developed city features many advanced ideas in urban development such as sewers, roads, running water and irrigation. With the high cost of living in the city, it is not uncommon to find poor along the streets and outside the city walls.

Gateway

Alias: Centerpoint, City of Circles, Naul'Turith
Government: Elected Council of Merchant Lords
Region: Central Falamar
Total Population: 2,998,770 people
(Human 30%, Tiefling 20%, Elf 20%, Dragonborn 17%, Cushani 8%, Dwarf 4% Other 1%)

Description

The city of Gateway, on the coast of the Red Sea, is the largest city in the known lands of Falamar. With easy access to the Red Sea and the mainland via the Dragon's Run and Eagle's Run. With no ties to any kingdom, Gateway rapidly grew as a trade city with access to nearly every other kingdom. In addition to the trade, the city is the home to the League of Circle Dancers, which brings a constant flood of visitors and dancers into the city.

The city has been around, in one incarnation or another, since the early years of the Age of Heroes. Since it's creation, the city has grown to cover several miles at its widest and is broken down into districts that are roughly circular in size. With all of the different districts pushed together, a bird's eye view of the city presents a very massive multi-gear-like appearance.

Life & Society

The massive city of Gateway sits in a central location accessible to most of the civilized lands of Falamar, and as a result, it is a melting pot with different races and cultures thriving within its city walls. Nearly anything can be found at the trade city from weapons and armor to spices to slaves. Everything is for sale; it is just a matter of price. The council of the city has yet to forbid an item for sale.

The city is ruled by a council of five members who are elected by the people of the city. Only those people who can purchase votes to cast are allowed to participate in the election process. The result of such a system is the rich ruling the city and holding all the political power.

The city is divided into multiple areas known as circles, giving a very gear-like appearance to the city. Each circle has developed into its own sub-city of culture and direction. The circles within the city are Siren, Eagle, Dragon, Dancer, Gold, Silver and Copper.

The Siren Circle is the major port of the city and encompasses the coast of Red Sea. This circle is heavy in trade and storage, with massive amounts of land devoted to warehouses and buildings for trade companies.

The Eagle and Dragon circles are connected to Siren's Circle and the rivers that run into the lake where a majority of trade comes into the city.

The Dancer Circle is the home of the League of Circle Dancers and the Coliseum and is located at the heart of the city. Here is where the Tournament of Circle Dancers takes place.

The Gold Circle is the location of the rich and the elected council of the city. Located on the northwest side of the Dancer circle, this area is comprised of lavish buildings and lavish people.

The Silver Circle is the location of the majority of the middle class, mostly adventurers and merchants. Situated on the side opposite from the Gold Circle, this area is one of the busiest and most exciting places within Gateway.

Last is the Copper Circle, which contains the city cemetery and the lower class. With run-down buildings, rampant underworld guilds and little money to go around, it is a place to be lost.

Regional History

The history of the city only dates back to the Age of Night, and it was originally known as Naul'Turith, the city-state of the Norbaski family who were outcasts from the Cerian Empire court. When Ilius rose to power, and the Ilium Empire began to conquer the known regions, the Norbaski family sought to join the Empire. As a show of strength, the family made a pact with the demon lord Abashi and thus the noble family and the whole city became the tieflings. United with the Ilium Empire, the tieflings ruled as lords and generals with their superior tactical minds and command over fire.

At the end of the age, Horan chose Naul'Turith as the first city in his battle against his father. The tieflings fell to the Army of Light and were exiled from the region. The city was

nearly destroyed by a year-long siege and left to crumble.

During the Age of Heroes, the central region saw an explosion of population and trade everywhere due to the relative peace that the area was enjoying. The League of Circle Dancers, in an effort to find a central location to house their tournaments, took up residence in the ruins of Naul'Turith and began to rebuild. This resulted in a dramatic increase in population and visitors from across the land.

Major Geographical Sites

Raven's Tree

When the city was still known as Naul'Turith, the tieflings ruled their region with ruthless cruelty. One of the more visible acts of the tiefling rule was slavery. It was during the end of the first Night Reign that one half-elf in particular named Raven Blackclaw, was running from human slavers. He was eventually caught in the city after a bloody fight in which five slavers where killed. The slavers showed their documents to the tiefling enforcers to prove ownership over Raven and proceeded just outside the city to hang Raven upon an old oak tree for his crimes.

Some people of Naul'Turith cried out that he shouldn't be killed for defending himself and that slavery was wrong. The government, however, supported slavery and only stood by watching as they executed Raven. Several months later, the lower class of citizens rebelled against the tieflings which resulted in weakening the city forces, enough to make Horan's invasion possible. The now famous tree stands today in Dancer Circle just outside the coliseum and is the only remaining original reminder of the rule of the tieflings.

Ascension Cemetery

This cemetery is located inbetween the Tree and Sky districts and is the city cemetery. Any resident that dies or is killed within the city walls is buried here. The cemetery itself is a well designed, multi-leveled cemetery, able to accommodate the future populations of Gateway. The ground floor is a soil burial ground where those with lots of money or high station are buried. Below, there are six levels or burial chambers where those with less money can place their dead. With five entry points at the edges of the cemetery, it is easily accessible to nearly anyone. To protect the dead, the city guard patrols the grounds day and night to prevent grave robbers.

Four Corners Trading

This is the major market location within the city of Gateway. On any given day, a person can find close to 2,000 vendors within the market square and during the fall, up to nearly 5,000. The market square has gained so much renown that merchants from all over the world travel to the city during the fall to sell their goods. The city has, in recent years, established a new company of soldiers just to walk and protect the market square itself.

Circle Coliseum

The Circle Coliseum is easily the largest structure within Gateway. Built in 1541 ab, the coliseum was designed by the League of Circle Dancers to hold their tournaments.

The coliseum is broken down into three sections; the league circle, the housing and training circle and the competition circles. The league circle is the home of those members who run the league. Made up of former and retired circle dancers, they maintain the league rules and schedule.

The training circles are designed for training new members, allowing current members to practice and to house visiting members. The competition circles are for formal matches between members. The competitions are designed to be modular so anywhere up to 10 matches can take place at a single time, and up 25,000 spectators can watch.

Kingdom of Helvada

Alias: Kingdom of the Blue Spear
Government: Monarchy (Vacant)
Capital: Rilus
Region: Northern Falamar
Total Population: 3,812,255 people (Human 98/%, Other 2%)

Urban Population Centers:
1: **Rilus** (pop: 1,806,210)
1: **Seretia** (pop: 1,162,984)
2: **Kodus** (pop: 842,650)

Description

The kingdom of Helvada (Hell-va-da) is a nation of warriors. With more than two thirds of the population trained in combat, the Helvadian people are some of the most dangerous people in the world, living for warfare and the glory of victory.

Life & Society

Helvada is, above all, a militaristic kingdom, and emphasis on military fitness begins at a very young age. Both male and female children are highly regarded by the Helvadians. Though the men are responsible for making war, Helvadian woman enjoy a status, power and respect nearly equal to their male counterparts. Woman are allowed to own their own properties as well as the properties of men who are off at war. Helvadian women are also afforded the same educational and physical training as men since the Helvadians believe that strong women contribute to strong offspring.

Helvadian boys leave home for Military Boarding School at age 5 and are required to serve in the military (either army or navy) until age 35. They then pass into the Active Reserve Garrisons until age 60 when they either retire or are elected to the Elder Council.

Helvadian education strictly emphasizes physical strength and toughness, fearlessness in combat and absolute obedience to orders. Philosophy and law are also taught, but only as needed to create a true citizen warrior, the Xion.

Regional History

Following the victory in the Crusader War in 1998 ab, Helvada established itself as a local power in the region. During the following centuries, Helvada's reputation as a land fighting force was nearly without equal. In 2007 ab, Helvar embraced the births of his twin sons Daemeri and Synnendira, the future kings of his empire. With the founding of the Imperial City in 2012 ab and their northern expansion in 2022 ab, Helvada was forced to go to battle for the first time as a kingdom.

In 2023 ab, on the Steppes outside of present day Li, Helvar and the V and VII legions fought a bloody battle known as the Battle on the Steppes of Tears. During the six day battle, 3,500 Hoplites and 9,800 Imperial soldiers lost their lives. It concluded with the death of Helvar during the siege of the summit. Though Helvada broke the Imperial Army, it was at a great cost. King Helvar was returned to present day Ethana, displayed upon his shield. Fifty days and nights of mourning ensued, one day for each year of life of its once-proud king. Today, this time is known as the Festival of Life and occurs each year on the anniversary of the of his death.

Beginning in 2025 ab, potential contenders for the crown began to spring up all over Helvada. Though the King had two sons, they had yet to prove themselves in battle; therefore, a few of the Legion commanders decided to stake their claims to the throne. A bloody civil war ensued with eight of the Legion commanders vying for power against each other and against the Crown Princes. The pivotal battle, which took place in 2030 ab, occurred in the center of the kingdom in what came to be called the Battle of Endless Night. 50,000 Hoplites, Calvary, Archers and Support troops took the field against one another

in a battle that would last for ten days and nights. Twenty five thousand would lose their lives before the "King's Peace" was called and the remaining Legion commanders swore fealty to the Kings.

After the King's Peace, Helvada focused mostly inward, maintaining its own borders and keeping the wandering undead of Ilium in check. Though they were involved in the occasional skirmish over the years, Helvada would not become involved in worldly matters until the Impure Massacre, when Helvada joined Solis, Ro and Sadire in a war against the Fao Empire. It would prove to be a fine test of Helvada's legions, and they excelled in combat, proving to be the backbone of the infantry for the combined kingdoms. When the war with the Empire was over, Helvada joined the Alliance of Kings with the three other kingdoms as a symbol of peace and justice. The hope was to turn their sights upon Dracia and Aiyia to cleanse the land of evil. However, the Reunification interrupted these plans.

Helvada was the first kingdom to come under assault by the forces of Ilius during the Reunification War. This proved to be a costly mistake by Ilius since the Helvada legions were extremely experienced in fighting the undead. It was not until the Lich Lord Razel took to the field and slew the Helvada King that the tide finally turned and forced the people of Helvada to retreat to the northern ice lands. Even with their victory, the death and destruction visited upon the Ilium armies was staggering and resulted in prolonging the war for several more years against the other kingdoms.

Currently, the kingdom is in disarray. The reaper plague has claimed the ruling seneschal, leaving the kingdom leaderless. The legion commanders plot against one another which threatens to throw the kingdom into a new civil war.

Major Geographical Sites

Ice Caverns

The ice caverns are the major source of minerals for the kingdom. When the Helvada people first arrived, they spent nearly two seasons clearing the caves of their inhabitants. Now, the caverns are continually worked for ore for weapons, armor and equipment for the cities and the legions.

Winter Star Valley

The winter star valley is located on the southern edge of the area that leads up to the plateau where the cities of Helvada are located. The valley is an open and flat area, and it is the only path to reach the kingdom. It is ideal for legion combat. It is common for the legions to use the valley as a training ground for legion combat tactics.

Watch Towers of Arangol

The watch towers of Arangol were built after the withdrawal from old Helvada. The watch towers form a rough line from the edge of the Ilium Empire at Xan to new Helvada and serve as an early warning system against approaching armies. When an enemy invasion is spotted, each watch tower lights a pyre, forming a chain of fire all the way back to Rilus.

Rilus (population: 1,806,210)
Founded: 2968 ab

Founded after the Reunification War, the survivors chose the White Horn plateau as the site of their new home. With nearly a million workers, the new capital was built quickly and named Rilus after the commander of the 9th legion. The city sits along the edge of the plateau, overlooking the Red Sea. With a two hundred foot drop to the water below and 10 miles of open ground and two cities between the capital and the rest of the world, it is one of the most well-protected cities in the world.

As the largest city of the three, Rilus houses the ruler of the kingdom as well as the largest collection of legions. The city is designed specifically with warefare and sieges in mind, giving the city a practical and cold feel to it.

The people of Rilus are a hungry people who desire nothing more than to march on the Empire and destroy it to the last skeleton. This single-mindedness has created a people and city hell bent on destruction and designed to breed, house, train and field legions of soldiers.

Ilium Empire

Alias: The Eternal Empire
Government: Monarchy (Emperor Ilius)
Capital: Ilium
Region: Central Falamar
Total Central Population: 338,878 people (Human 40%, Tiefling 25%, Dwarf 20%, Cushani 8%, Elf/Eladrin 5% Other 2%)
Total Empire Population: 65,851,255 people

Urban Population Centers:

1: **Ilium**	(pop: 1)
1: **Racia**	(pop: 125,641)
2: **Lina**	(pop: 86,964)
3: **Ethana**	(pop: 55,119)
4: **Asunon**	(pop: 34,905)
5: **Ebaia**	(pop: 19,248)

Description

The Ilium Empire is the largest nation in all of known lands. Ruled by Ilius the Betrayer, the Empire controls most of the regions and is allied with Aiyia, Alakar and Lothanewi. Only Helvada and the Dominion directly oppose the Empire, and they are under constant threat of invasion.

Each region within the Empire is described separately. This entry gives details on the central portion of the Empire centered on the capital, Ilium.

Life & Society

Few live within the central region of the Empire by choice. Some are traders and slavers, finding the region filled with refugees of fallen kingdoms while others have chosen to embrace the rule of the Betrayer and work to advance the Empire. The vast majority in the central region, however, are people and slaves unable to leave due to lack of money and mobility or threat of pain and death.

The land in this region is mostly stripped bare due to the many wars and battles that have been fought. The soil is unable to yield crops. Minerals and ore are the most common gathered resourced used to supply the vast legions of the Empire and the seemingly never-ending effort of rebuilding destroyed cities. Due to the lack of critical resources, the central region relies heavily on the outer regions to bring in supplies, although this is a slow process, causing widespread hunger and deprivation.

Outside of the major cities, few, if any homesteads and farms can be found. Very few people dare to brave the countryside of the Empire for fear of roving bands of undead and the ever-hungry Breath. Instead, the countryside is filled with the

ruins of fallen nations and outposts housing the vast armies of the Empire.

Outside of the sparse population are large numbers of soldiers who patrol into the area. The vast empty plains of the area serves as a usable place for the legions to camp and train new soldiers as they come of age. For most troops, being assigned to the center of the Empire is a lackluster assignment filled with fitness tests, training exercises and endless inspections. Most cannot wait to be shipped off to another region of the world.

Regional History

The central region of the Empire is deeply entrenched in history. The region first began as the human Cerian Empire, a nation of strong-minded warriors who had traveled south from the Ice Plains of the north. When Ilius betrayed Braun during the Age of Creation and brought about the first Night Reign, he chose his former home as the place for his new empire. The site of the betrayal and sacrifice soon became the capital of the Empire, simply called Ilium.

The Empire quickly expanded outward through the might of the undead and orc mercenaries. Within a short time, the Empire controlled most of the known world. For a thousand years Ilius ruled the world from his seat in Ilium. Due to his lust and lavish lifestyle, the Empire eventually came crashing down after the arrival of Ilius' son, Horan. The Solar Horan and his army marched upon the Empire and slew Ilius, which set in motion a series of events that led to the fall of the largest empire.

As the world recovered from its oppressive rule, the central region of the Empire was left to waste away from the wandering undead. The capital fell into ruin, a broken image of its former lavish glory. Two thousand years passed, and the region changed little. Unwilling to clear out the wandering undead left over from the days of the Empire, the region remained uninhabited with the exception of the occasional adventuring company.

The people wanted to forget what the Empire stood for and turned a blind eye to everything that was a part of it. By doing so, the people of the world did not notice the changes that would come to the region.

The change came from the Lich Lord Razel who managed to amass a sizeable army of undead that he wrestled away from Ilium. With his nearly unmatched abilities in arcane magic, Razel stormed through the area of the former Cerian Empire and carved out a small kingdom of his own. He was frustrated, however, by his inability to penetrate the borders of the Helvada Kingdom.

In the Fifth Age, Ilius was awakened and returned to his home and former empire. He embraced the undead who had been left there, waiting for their master to return. He took his faithful undead and began his march to rebuild his Empire with the Reunification War.

Now, with the war won and his rule solidified, Ilius rules once more but not as the lavish young man he once was. He rules alone from a city and castle on the beach where it all began.

Major Geographical Sites

Beach of Bloody Sands

This beach, located along the Red Sea near the capital is the site where Ilius betrayed Braun and began the first Night Reign. The sand of the beach has a constant and permanent red hue to it, which myth states is the blood of the Eladrin child who was killed. Rumors that Ilius can be found upon the beach alone at night are common.

Bone Towers

These massive towers are comprised of bone from the fallen enemies of the empire. Created by Razel, these towers are semi-intelligent, having a rudimentary ability to follow orders and directions. These undead towers move slowly across the land, drawing in the life of plants and animals around them to fuel their never-ending hunger. The bone towers each carry up to a company of troops and are commanded by the top echelon of the Heaven Knights. Each bone tower is named after a Shan'ree of the 3rd Age.

Kadarack Plains

The plains are located on the northern and western edges of the region along the borders of the old Helvada kingdom. The plains are well known as the site of three famous wars; the Solar War, the Crusader War and the Reunification War. The plains are, in essence, one large graveyard, filled with the bodies of the ten million or more who died there. The plains now are thick with the Breath and undead constantly wander the area.

Ilium (population: 1)
Founded: 1 ab

The capital of the Ilium Empire is a holy place in the eyes of the Church of the Moon. Only Ilius resides within the capital, surrounded by legions of undead soldiers. No living creature is allowed within the capital, and those creatures who have tried to enter have been killed and given to the Breath to be reborn as one of the undead. These newly created undead are made a part of the legions around the capital, now tasked with protecting it against the other unfortunate creatures who attempt to enter the city.

The city itself is a sprawling collection of gothic-style buildings all centered around Rosenburg Castle where the city's lone occupant resides. The castle itself stands an impressive 10 stories tall with a lone tower that adds another 10 stories.

Within and outside the city, the weather is always cloudy, dark and foreboding. The Breath is always on the streets and plains around the city, a constant hunter of living creatures.

Region of Iso'Latarin

Alias: The Fallen
Government: None
Capital: None
Region: Western Falamar
Total Population: Scattered

Description

The nation of Iso'Latarin was founded by Morisa, wife of Latarin in accordance with his wish for a place for all within Falamar to come and learn the ways of using magic. Beginning with a single college on Raven's Isle, the idea quickly spread and several more colleges were constructed to meet the demand. The nation is now all but empty. The Lich Lord Razel corrupted the arcane energies of the magi of Iso'Latarin during the Reunification War, resulting in all of the people disappearing into the unknown. The cities of this vast arcane nation are all that remain of the people who once inhabited the area.

Regional History

The region was sparsely populated up through the Age of Heroes, made up mostly of fisherman, merchants, farmers and pirates. Other, more dangerous creatures were also common throughout the area, especially orcs who favored the scimitar plains. During the first Night Reign, the orcs banded together, forming the Slayer Legions who joined the cause of Ilius. These powerful legions of orcs marched through the southern parts of Falamar, wrecking havoc and leaving destruction in their wake.

During the Third Age, Felor the Just swept through the area, driving the Slayer army back to the far reaches of the scimitar plains.

At the end of the Crusader War, the archmage Latarin moved out of the spotlight as one of the last surviving heroes to focus on building a college of arcane studies so that he could pass on his knowledge of magic. Though he died before he could see his dream become reality, the movement carried on, evolving into the Confederation of Iso'Latarin.

The cities of Iso'Latarin began as learning centers, places where one could get simple instruction in the ways of magic. As they grew, more and more people settled around them, allowing them to grow and expand. During the early years, nearly all of the populace were former students from the colleges, who decided to stay in the area to give back to the community that had given them an education.

With such a strong focus on working and giving to the community and college, the cities that formed around the college became completely focused on education, using it as a measure of one's success and status within the society.

Throughout the years, Iso'Latarin remained neutral in the affairs of the world, preferring to focus on education and trade. Occasionally, the orcs of the scimitar plains would invade the republic, or pirates would create trouble on the waters of the Sea of Shadows. These events were sporadic throughout the years, however, allowing the republic to develop into an almost utopian society.

The nation's lack of involvement led to the country's downfall when the Reunification War broke out after the rise of Ilius. Caught by surprise, the nation quickly fell under the onslaught of Lord Excalon and his Nullmandor necromancers. In an effort to save their lives, the head schoolmasters of the republic combined their magic in a ritual to wisk the people of Iso'Latarin away from certain death.

The ritual was only a partial success. Excalon managed to interfere with the ritual, corrupting it with his own magic so that instead of being gated to Avengard, the people of Iso'Latarin were sent to a demiplane of nightmares and darkness.

With nothing left in the region but empty cities, Excalon left with his necromancers, leaving the world to take over the region.

The region is now home to a vast array of creatures, some of which are magical experiments set loose upon the land. The cities stand vacant and untouched, thieves and pirates unwilling to venture past the creatures in the area.

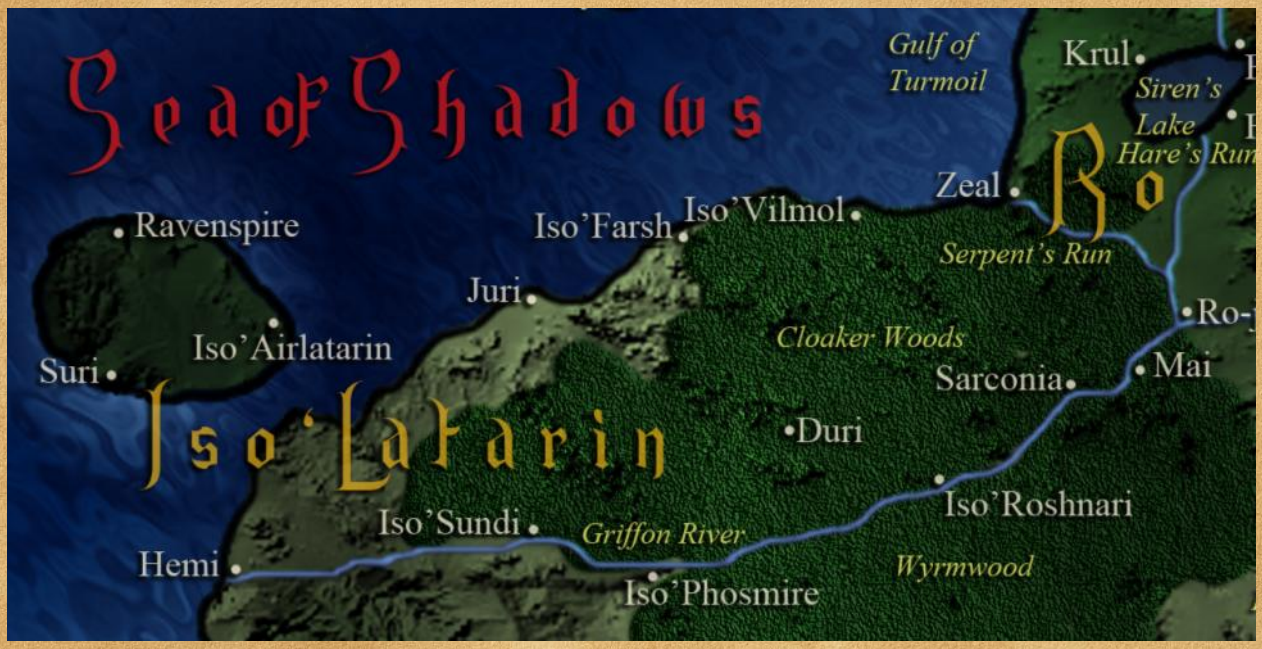
In recent years, the orc population of the region has swelled without the mages of Iso'Latarin to keep them at bay. Led by the Blood Arrow tribe, the orcs have attempted to try and rebuild the Slayer legion, believing it their birthright to command such an army and to rule with it. The orcs have chosen the city of Hemi as their home, renaming it Thrak'nor.

Major Geographical Sites

The region can be broken down into five distinct areas, each home to its own creatures and dangers.

Cloaker Woods

The cloaker woods are located in the northeast portion of the region, encompassing the north half of the forest and separated by the Griffon River. The woods are the most populated areas in the region, filled with small and weaker creatures that have been pushed away by other stronger creatures.



Dominating the forested area are the evil and cruel cloakers. The cities left behind in the forest are typically inhabited by goblins and kobolds who are constantly at war with one another.

Raven's Isle

This isle within the Sea of Shadows is a pirate's haven. With naturally deep waters and abandoned cities, several pirate groups use the island as a base of operations. Most prominent of the pirates is a cushani named Vexzor, the self-proclaimed pirate king. Vexzor uses the city Iso'Airlatarin as his base of operations and seat of power over the other local pirate groups.

The city of Ravenspire however, remains uninhabited due to belief that it is haunted. Local pirates say that the city is haunted by the spirit of Latarin who is angry that his people are gone. Others believe that it is some leftover magical defense that no one has yet been able to defeat.

Scimitar Plains

These plains are located on the western side of the region, bordering the forest. Named after the blades used by the native orcs, the lands are ruled by the Blood Arrow orc tribe from their seat of power in the city of Thrak'nor, which was formerly known as Hemi.

In addition to the orcs, the plains are home to a variety of bizarre creatures and aberrations that are the result of magical experiments by the former mages of the region.

Sea of Shadows

The Sea of Shadows is one of the major oceans of the world and is known for its violent storms, unusually large sea creatures and a large kingdom of sahuagin who continually raid the shores of the Gulf of Turmoil.

The sea is littered throughout with small islands, although most can be found along the northern edge. Control of these islands is continually contested by pirates and the sahuagin.

Pirates are well-known in the area, making trade routes through the Sea of Shadows dangerous. Most ships are equipped for combat and usually carry at least one mage.

Wyrmwood

Wyrmwood is the other half of the forest south of the Griffon River. This area of the forest has gone through a dramatic change since the departure of the mages with several green dragons now calling the forest home. Their presence has pushed away a lot of other creatures, especially those unable to compete with a dragon for food and territory.

In addition to the green dragons, several tribes of lizardmen, kobolds and dragonborn also inhabit the area, working with the dragons to further control their region of the forest. This alliance of creatures has put them atop of the power structure in the region, rivaled only by the Blood Arrow orcs who constantly wage war against the alliance of dragonkind.

Karsari Federation

Alias: Ondia, Palmos, Lands of Trade
Government: Council of Merchant Kings
Capital: Eoska
Region: Western Falamar
Total Population: 6,448,291 people (Human 50%, Cushani 25%, Dragonborn 10%, Halflings 5%, Elf/Eladrin 4%, Dwarf 3%, Tiefling 2%, Other 1%)

Urban Population Centers:

1: **Eoska**	(pop: 686,447)
2: **Minsk**	(pop: 569,807)
3: **Kya**	(pop: 456,392)
4: **Halnut**	(pop: 399,113)
5: **Drev**	(pop: 254,762)
6: **Briar**	(pop: 192,705)

Description

The Karsari Federation is a collection of city states that control the northern shores of the Sea of Shadows. They maintain their sovereignty by remaining neutral in foreign affairs and leveraging supply to keep and grow their power. They are a nation of traders where coin rules everything.

Life & Society

"To truly live is to be wealthy" say the people of Karsari. Anything can be bought, and anything can be sold. Within the society of Karsari, the measure of one's worth is measured by the sum of one's wealth. Wealth comes in many forms, such as coin, but also land, art, and slaves. Even loyalty can be bought and sold, and bribery is common and even expected throughout the Federation.

The people of Karsari are extremely judgmental of others and themselves. Race, homeland and even gender can sway the price of goods and services between the different merchants.

Though the land has an abundance of independent merchants, trade is ruled by the powerful trade companies that are chartered with the Federation. Sanctioned to conduct business with little oversight, the trade companies of Karsari are ruthless in their pursuit of wealth and are run by some of the most powerful merchant lords in the world. Even entire families are owned by the trade companies, tasked with providing goods for little pay.

Though oppressed, the common folk of Karsari realize that their condition is a vast improvement over those forced to live within the lands controlled by the Ilium Empire and its allies. They may be in poverty but they are still, in essence, free.

Working to keep the Federation running is a Council of Merchant Kings. Six kings, one from each city-state within the Federation, sit on the council which meets once every two years. The council decides policy and regulations for the Federation and oversees major trade disputes between trade companies. Bribery and blackmail are common tools for the merchant kings when attempting to pass regulations that favor their city-state and trade companies loyal to them.

Regional History

The region was first settled during the Age of Night by refugees from the Unification War who sought an escape from oppression. The lands of the west were largely uninhabited, and the Sea of Shadows provided to be an excellent source of food. Its natural deep waters made naval trade easy to conduct. Life was simple and livable until the arrival of the Nullmandor.

Driven out from the lands of the east, the Nullmandor wandered the world aimlessly. It was within the lands of the west that they began to gather, far from the eyes of the Eladrin. With their arcane powers, they quickly exercised power over the simple people. They used them for their dark rituals and experiments in an attempt to recover their lost necromantic powers. Though the Nullmandor never united into a nation, they made the region a bleak place of people born and breed to serve the.

Long after the beginning of the Age of Heroes a hero of the people finally emerged, a man by the name of Felor. The brother of Pelus, Felor traveled to the region to escape the glorious shadow of his brother.

What he found disgusted him, and he sought to unseat the Nullmandor from power. With help from his company of friends, he slowly defeated the groups of Nullmandor, driving them far into the Firemane Forest. He then rallied the people and formed the nation of Ondia.

Unlike his brother, Felor was born of two humans and passed away of old age at the height of Ondia's peaceful existence. For hundreds of years the Ondians were left alone to live out their lives.

During the Age of Shadows, Ondia would once again be threatened by the Nullmandor who now had a powerful ally, the ancient black dragon Xerchos and his legions of saughin allies. Unable to hold back the advancing forces, Ondia was conquered and reformed as the Kingdom of Palmos under the rule of Xerchos.

Oppressed once more, the people turned to a new hero to free them from oppression, a wizard named Karsi. Trained in Iso'Latarin, Karsi traveled to Palmos with an army of mages with the intent of defeating Xerchos. With help from the Cushani Dominion to the north, Karsi was able to assault the capital of Palmos and defeat the black dragon. Xerchos fled the region in defeat, but not before crippling Karsi.

Left blinded and crippled, Karsi stayed in Palmos to help rebuild the region. With the help of his wizards, he founded the Arcane Order of Magical Arts so that the people would always have someone to protect them from future enemies.

Just before Karsi's passing, the people finally united under a new banner, the Karsari Federation in honor of the hero who helped free them. Since its formation, the Karsarians have focused on remaining neutral in foreign affairs in hopes of maintaining their way of life.

Major Geographical Sites

Pirate's Coast

The shores of the Sea of Shadows is known as the Pirate's Coast due to the numerous pirates that plague the area. With the vast amount of trade that crosses the sea, piracy is highly profitable, to the point that it has become a business of its own with pirates being hired by trade companies to suppress competition.

Dragon's Cove

Located on the western edge of the Pirate's Coast, Dragon's Cove its thought to be the lair of the ancient black dragon Xerchos. The region is heavily guarded by saughin clans loyal to the dragon, however, making any confirmation of the lair difficult at best.

Firemane Forest

Forming the northern border of Karsari is the Firemane Forest. Wild and untamed, the forest is home to many dangerous creatures. Named after a Cushani pride that called the forest home during the Age of Heroes, it is now haunted by the spirits of the dead Cushani who mysterious disappeared.

Eoska, Capital (pop. 686,447)
Founded: 1991 ab

The jewel of the west, Eoska is the current capital of the Karsari Federation and the meeting place for the Council of Merchant Kings. Located on a peninsula, Eoska is surrounded on three sides by docks and harbors, which allows a vast amount of naval trade to be conducted through the city.

The city is ruled by King Jaris Fernach who also runs the West Shadow Trade Company. Between managing the city and the trade company, King Fernach is widely considered to be the wealthiest man in the Federation. He rules his city-state like he does his trade company, ruthlessly and efficiently.

Eoska is also home to one of the Arcane Order colleges. As the School of Water, the college focuses primarily on magic influenced by water. Wizards from the School of Water are always in high demand by trade companies for their knowledge and power to help sailing the Sea of Shadows.

Republic of Lothanewi

Alias: The Great Forest
Government: Council of Three
Capital: Fall'hi'lithai
Region: Eastern Falamar
Total Population: 11,223,473 people
(Elf/Eladrin 82%, Tiefling 5%, Cushani 4%, Human 4%, Dwarf 3% Other 2%)

Urban Population Centers:

1: **Fall'hi'lithai**	(pop: 392,205)
2: **Loth'aranthilmis**	(pop: 241,062)
3: **Loth'hi'zilna**	(pop: 187,611)
4: **Fall'hi'willithar**	(pop: 152,698)
5: **Fall'is'millisnor**	(pop: 144,762)
6: **Fall'is'kithra**	(pop: 136,413)
7: **Sil'hi'lamanus**	(pop: 127,554)

Description

The Great Forest is the cradle of life for the world and is currently the home of both the sun and shadow elves. The Great Forest is home to many creatures in addition to the elves and eladrin. The wilderness has been left to allow nature to run its course as is tradition among the elves.

With this light approach, the wilderness of the Great Forest has evolved into a full and vibrant place with a variety of dangerous creatures. The life of the area is in stark contrast to much of the world because of the Tree of Life at the center of the forest. The tree acts as a direct connection to Avengard, allowing that realm's vibrant energy to keep the Great Forest from succumbing to the constant darkness.

Life & Society

With both of their founders gone, the elves began to evolve into the society that they have today. The first step taken was to form a Council to guide the actions of the society as a whole. This is the Council of Three. The Council serves as the government of the Elven people. The Council, to ensure proper representation, is made up of three chosen representatives from each established Caste of society. The Castes were designed to govern each aspect of Elven way of life and fall into three broad groups: the Worker Caste, the Guardian Caste and the Magus Caste. The Council of Three meets at Fall'hi'lithai once every 3 years or during times of crisis. Any caste can request a meeting of the Council, although two of the three representatives of that caste must approve of the action before the request for meeting is sent out.

The Worker Caste can be broken down further into Crafters and Workers. The Crafters fulfill the role of artistic expression and the Workers fulfill the role of creation from farming to clothing to buildings. This caste is by far the largest of the three Castes and is one of the most respected since everything that allows a society to function is created by this Caste. The Council Members from the Worker Caste are chosen based on professional talent, relations within the Caste and political ability.

The Guardian Caste's purpose in society is protection. Guardians are trained from early in life in a variety of martial abilities and to follow a very rigid command structure. The Council Members from the Guardian Caste are chosen based on military performance and are usually at or near retirement from active duty.

The Magus Caste is the smallest of the three castes within the Elven Nation. Their purpose is the spiritual well-being of the Elven people, developing and maintaining life magic, maintaining the history of the elves and establishing goals for the future. Many of the Magus Caste are born into it and are raised completely within the Magus Community. This helps build a strong relationship with the religious and magic practices and understanding of the workings of the Sun and the Moon.

Regional History

The history of Lothanewi begins with the creation of the world itself. When the world was born, all was within the Great Forest. When the eladrin were created, the land was theirs to care for. As the other races were born and grew, new lands were formed from the mountains to the plains. Though the forest grew smaller in size, its importance remained.

When Ilius rose to power during the first Night Reign, the Great Forest became a beacon of hope for the other races and nations. The Empire and the eladrin continually battled against one another; however, the Empire did not gain much ground in the untamed forest.

When Horan enlisted the help of the eladrin in forming his Army of Light, they gifted him with their bloodcrest archers and promised to protect the innocent while he waged war.

Change would finally come to the republic after the end of the first Night Reign. During the final Council of Twilight meeting between the progenitors of the divine races, Loth and Syladrin were killed by Ikar the dwarf. Their deaths resulted in the eladrin forever losing their connection to Avengard. Only those who were in Avengard at the time of their deaths were spared this fate.

With this change, the elves lost their ability to control and feel the Great Forest, resulting in the forest becoming untamed and wild. In addition, the elves and shadow elves constantly fought over the right to rule the ancestral homeland for thousands of years.

After the Reunification War, the shadow elves gained control over the forest and the republic, now named Lothanewi after their progenitor. The shadow elves still attempt to look after and help the forest though, without the help of the sun elves and the eladrin, they are fighting a losing battle.

Major Geographical Sites

Tree of Life

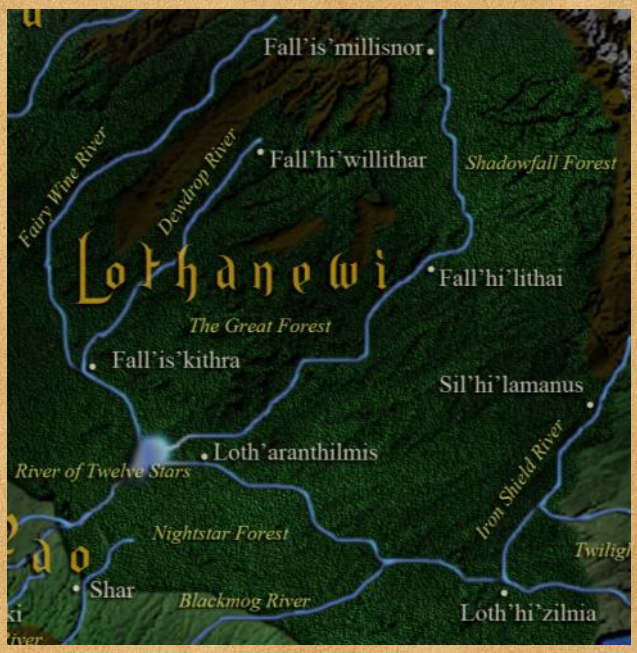
The source of power and the center of the created world, the Tree of Life is a sacred holy place in the eyes of the elves and eladrin who protect it at all costs from outsiders. The Council of Three is known to hold meetings at the tree during times of great importance. It is also common for elves and eladrin seeking guidance in life and religious inspiration to make a pilgrimage to the Tree of Life.

The Towers of the Sun and Moon

Before the birth of the other races, the eladrin worshiped the gods in their own way, and the towers they constructed were their places of worship and knowledge. After the rise of the dwarves, the eladrin used the towers as places of knowledge and training in the ways of magic. Currently, only half of the 50 towers remain standing and are mostly controlled by the shadow elves.

Faragon's Rift

Located on the northern edge of the republic is a canyon that stretches nearly a hundred miles



long and is five miles wide at its widest. The elves believe that the rift was created by the Wyrm of Winter when it sought to imprison the Mother in the earth. Currently, the rift is inhabited by a variety of chromatic dragons who consider the area a holy site, believing that the wyrmlings born there will have divine blessings.

Fall'hi'lithai, Capital (pop. 192,205)
Founded: 2350 bi

This city is the oldest standing city in the world, easily predating Ilius and the first Night Reign. The grand city stretches several miles across and is integrated into the forest as much as possible. The buildings are a mix of stone and wood and have an organic look to them as if they were grown rather than built. The city has an overall calming effect, leaving one at peace with oneself.

Most prominent within the city are the two original Towers of the Sun and the Moon. Standing at opposite ends of the city, each spire stands roughly 100 feet tall. They are easily the most visible structures within the city. The two towers are closely guarded by the shadow elves who allow only a select few to enter the sacred buildings.

The city is inhabited mostly by shadow elves, though some sun elves can also be found, working tirelessly to reunite the two sides. These sun elves are tolerated only due to their blood relation to the shadow elves and are generally ignored or kept huddled together in certain portions of the city.

Region of Ro

Alias: The Kingdom of the Sun
Government: Monarchy (Queen Yaneria)
Capital: Ro-jah
Region: Western Falamar
Total Population: 20,215,672 people
(Human 60%, Cushani 20%, Dwarf 10%, Eladrin/ Elf 6%, Tiefling 3% Other 1%)

Urban Population Centers:

1: **Ro-jah**	(pop: 858,540)
2: **Hols**	(pop: 652,124)
3: **Mai**	(pop: 443,043)
4: **Nova**	(pop: 298,204)
5: **Zeal**	(pop: 120,029)

Description

The region of Ro was originally founded by Pelus during the Age of Heroes and was the sister nation to the Ondian Federation along the Sea of Shadows founded by his brother Felor. Pelus founded the kingdom on the virtues of honor, courage and valor. His paladin-like ways paved the way for a strong-knit community and eventually an extremely powerful military. It was not until his death in 1993 ab at the hands of his own daughter that the kingdom begin to spiral out of control.

With the kingdom's fall to Aiyia during the Reunification War, it became an area rife with rebellion and conflict. Though ruled by Cauldor Threr, a traitor noble house under Aiyian control, the people work in hope that their lost prince will one day return home to take his rightful place on the throne and free them from the oppressive rule of the Night Reign.

Life & Society

It is said that there are two types of people within Ro, the Lions and the Dragons. These two party lines show the division of loyalty and viewpoints for a conquered nation. Generally the people of Ro love their country and what it used to stand for. They are willing to fight to remove Aiyia from power; however, they lack the leadership to organize.

The Lions are those people who still hold onto the traditional views of Pelus. They strive to protect their way of life as it was before his death. They believe that only the eldest of Pelus' descendants should sit on the throne and only if he bears the hereditary birthmark of Pelus which looks like a dragon eye upon the left breast. These people are commonly found among the rebels fighting against

the Empire.

The Dragons are those people who believe that a new direction is necessary in order for the kingdom to survive. They believe that because the bloodline of Pelus is so convoluted with impure offspring and missing children that a new, fresh bloodline should take the throne. These people are divided themselves, with some wishing to remove the Empire from their lands so they can reestablish the kingdom on their own terms, while others generally support the rule of Empire as the change they were looking for.

Regional History

Pelus was born in the region known as the Siren's Lake, the offspring of the Wyrm of Spring and Geladrine Ro. After freeing the region to escape the control of the Shan'ree, Pelus united the surrounding towns and cities under his banner of the Lion in 1845 ab. Pelus would then rule the newly formed kingdom from the largest city at the time, renamed Ro-jah. Under his reign of nearly 150 years, the Kingdom soared to new heights of power. Only the ancient Ilium Empire equaled Ro's economic and military strength. The curse of such a long-lived king, however, was that he outlived his own children and even his own grandchildren.

At the time of his death in 1993 ab, there was no direct heir to the throne. Because of this, the descendants of the children of Pelus quickly descended to infighting and eventually all out war. The War of Princes lasted for nearly 50 years until Calodor Ro finally took the throne.

The Ro family would not be able to hold onto the throne for long, however, as a score of other noble families escalated the deadly political game of

Contending for the throne by resorting to assassination, and during the first civil war in 2218 ab, they totally annihilated an entire noble family. By the end of the second civil war in 2376 ab, eleven of the noble family houses had been completely destroyed.

In addition to the civil wars that ravaged the kingdom, word finally reached the kingdom that the Vampire Queen Yaneria was the daughter of Pelus. Outrage quickly spread throughout the land which launched the Lion's Revenge. Over 400 years of war between the two kingdoms would follow, leaving hundreds of thousands dead and the royal families of Ro in shambles.

By the beginning of the Fifth Age, only seven of the great royal houses remained. Each house was old and powerful; however, the available heirs to the throne were lacking in each house due to the constant political backstabbing and assassinations. The last heir to the throne was Hazard Ro II who disappeared during the Reunification War.

Major Geographical Sites

Valley of the Kings

The Valley of the Kings is located near the city of Zeal in a natural canyon that stretches for nearly 30 miles. Pelus the Peacekeeper picked this as the location where all of his bloodline should be buried upon their deaths. Construction on the tombs began in 1830 ab and was completed began in 1890 ab. Defensive measures were also put in place during the construction to help prevent the dead from being removed or raised from the dead. Since the return of the Night Reign, the Valley of Kings has been overrun with the undead.

Fountains of Pelguard

The Fountains of Pelguard were built and completed in the home town of Pelus Ro at Hols. Calodor Ro commissioned the fountains to honor the founder of the kingdom and his achievements. The fountains of Pelguard depict Pelus locked in combat with the two Shan'ree who had reigned over the area during his youth. Made of white marble, they show Pelus in his ceremonial armor with sword in combat with the Shades Tarsor and Vorrcha. This fountain is one of the oldest historical landmarks in the Kingdom.

Geladrine's Spring

Geladrine's Spring is the site of Geladrine's murder at the hands of Tarsor and Vorrcha and the later poisoning of the Wyrm of Spring. According to myth, Geladrine's blood mixed with the water of the spring to give it magical properties. Today, many believe that the spring can heal the sick and hold off old age. Though neither of these miracles has been proven, it is known that none of the undead who have been bathed in the waters of Geladrine's Spring, have risen.

Ro-jah, Former Capital (pop. 558,540)

Founded: 1652 ab

The city of Ro-jah is the capital of the Kingdom of Ro. The river city was originally named Jahr after its half-elven founder in 1652 ab. Pelus Ro selected the city as the capital of his new kingdom due to its somewhat removed location from the troubles with the Shan'ree. The city exploded in population and trade due to the extreme popularity of King Pelus. Due to the extended life span of the King, many noble houses were created in and around the capital, which created a vast array of castles and mansions along the countryside.

Today, the city is a used and worn out version of its former self due to almost constant fighting among the noble houses. Most of the city was constructed of white limestone or marble that gave it a very pure and peaceful appearance. After centuries of conflict, the city has since became darker, the pure white becoming a pale dull color. The city itself is divided in two districts, separated by the river. The northern side of the city is labeled the Lion's District and is the residential sector, which includes the royal palace and the noble houses. The second district is called the Dragon's District and is the merchant and military sector.

Even though the constant wars that have plagued the land typically start and end in Ro-jah, the city has stood the test of time and tragedy to become a symbol of strength and power for the people of Ro.

Region of Sadire

Alias: Demonfall
Government: Independent warlords
Capital: Independent city-states
Region: Eastern Falamar
Total Population: 8,967,004 people
(Tiefling 75%, Elf/Eladrin 10%, Human 8%, Dwarf 3%, Cushani 3%, Other 2%)

Urban Population Centers:
1: **Rylok** (pop: 359,105)
2: **Dak** (pop: 289,244)
3: **Ishru** (pop: 133,102)
4: **Regar** (pop: 96,314)
5: **Masshiro** (pop: 58,627)

Description

The union of Sadire is a collection of city states that are at odds with one another and everyone around them. Once a part of the Alliance of Kings, Sadire has fallen from grace once more after their ancestral pact came back to haunt them.

The region is rich in land and resources, with Lake Yoshiro at its center, the Astral Mountains to the west and the Sea of Twilight to the east. Though rich resources help ensure the region can survive, the bickering of the warlords has hampered the city state's ability to act cohesively.

Life & Society

The people of Sadire are a torn but proud people. Of those that joined Ilius during the first Night Reign, the tieflings became the scapegoats for all that was wrong with the Empire. The tieflings of Sadire constantly strive to outlive their demon heritage and their dark history through good deeds and just actions.

After the last demon war that tore their kingdom apart, the people were divided in their direction for the future. There were those who wished to become isolated, noting that even with all the good deeds that they had done, the demons still came and destroyed. They maintained that the time had not yet come to fight Ilius since their souls and hearts were not ready for such a burden.

Others, however, felt that no road is without its bumps, and the fact that they had beaten the demons showed they were on the right path to salvation.

With each city independent of the others, each developed its own styles and customs, though there is some carry-over between all the cities of Sadire. Each of the cities is ruled by a warlord who served during the second demon war. These warlords carved up what was left of their kingdom for themselves.

Each city is designed in a similar way, with a motif of flames design and steep roofs with stone guardians depicting gargoyles, imps and other demonic watchers.

Regional History

The region was sparsely populated before the fall of the Night Reign. Originally populated by plantations and nomadic barbarians, the area underwent drastic change with the arrival of the tieflings. Taking the lands around Lake Yoshio as their own, the tieflings established several cities over the next several hundred years, quietly secluding themselves from the rest of the world so as to preserve their race and way of life.

After the formation of their empire in 1290 ab, the tieflings of Sadire worked to put their past deeds behind them, teaching their children how to control the demon within them. This secluded way of life was tested throughout the years by the nations around them who still remembered the way they were treated by the tieflings. Yet the empire endured these trials and hardened their resolve.

In 2190 ab, Sadire was invaded by their neighbor, the Fao Empire in the War of Roses. This war began as a result of Fao's desire to expand and gain complete control of the resource-rich Lake Yoshiro. Unable to overcome the strange martial artist fighting style and Shan'ree powered magic,

Sadire fell to the Fao Empire in 2270 ab. The tieflings were then forced to endure the Impure Massacre, but they held on until eventually the Fao Empire crumbled at the hands of the kingdoms of Solis, Ro and Helvada.

Though they were freed from the sadistic rule of the Fao, they found themselves at the mercy of the kingdoms that still held a grudge against their ancestors. Sadire was, as a result, considered part of Fao and put under a joint occupation by the three kingdoms.

The tieflings eventually rebelled through diplomatic means, and by showing their changed nature, they gained their freedom in 2420 ab. This peaceful nature was short-lived, however, as the newly-freed nation descended into civil war over who would run the kingdom. The wars finally ended in 2675 with the formation of the Sadire Utopia Confederacy. This pacifist leadership led to disaster less than a 100 years later as demons invaded the confederacy, looking to fulfill the pact that was made with their ancestors. This led to the first demon war in which the tieflings pushed the demons back.

Knowing they needed help, the pacifist leaders were dethroned and the warlords of the first demon war seized control, reaching out to the nations of Solis, Ro and Helvada. The Alliance of Kings was formed, and the second demon war was ignited. The demons did not have sufficient time to regroup after the first war and were driven deeper into the Demonfall where they currently remain.

After the Reunification War, Sadire found itself as a nation hanging on by a thread. After losing to Lothanewi during the war, Sadire was forced into a treaty that bars the region from forming a kingdom and military.

Major Geographical Sites

Lake Yoshiro

Lake Yoshiro is a large inland lake formed from rivers and creeks that flow down from the Astral Mountains. The freshwater lake is rich in fish and other aquatic animals; however, it has since become corrupted with dangerous creatures that attack merchant ships, and dragons have begun to fiercely protect their newly claimed territory.

Demonfall

The demonfall is located on the eastern side of the region. It is an incredibly deep crater with hundreds of caverns that lead deep underground. The crater was created during the first demon war of Sadire when the demons were pushed out of the former Empire. They later emerged during the second demon war, but were once again pushed back into the crater. The crater now is under the control of the defeated demons who have worked to rebuild their numbers and equipment in order to topple Sadire once and for all.

Bloodreaver Falls

The Bloodreaver Falls is a waterfall located near the city of Dak. It is the site of the opening battle of the first demon war. Thousands of tieflings and demons perished in the fighting which resulted in the waterfalls running red with blood. The magical nature of the demonic blood has resulted in the waterfall remaining red, and the crimson color has since spread to cover most of the Sidko river.

Masshiro (pop. 8,627)
Founded: 2296 ab

The city of Masshiro has a long and bloody history, which has shaped its people's viewpoints about the future. The city, originally known as Tenko under the Fao Empire, traded heavily with the Sadire Empire during the 4th Age. After the Impure Massacre, the city was renamed Masshiro and fell under Sadire control.

During the demon wars, the city of Masshiro was used as a base of operations for the warlord Velero Hawk whose mastery of military tactics helped lead the tieflings to victory. After the second demon war, warlord Hawk took Masshiro as his own seat of rule, and it has steady grown in popularity and population ever since.

Region of Solis

Alias: Fallen Kingdom of Solis, Emerald Kingdom
Government: Monarchy (Emperor Ilius)
Capital: Solis City
Region: Central Falamar
Total Population: 15,484,450 people
(Human 70%, Dwarf 10%, Elf/Eladrin 10%, Cushani 4%, Tiefling 4% Other 2%)

Urban Population Centers:
1: **Vaundmor** (pop: 474,080)
2: **Dawning** (pop: 321,856)
3: **Lorik** (pop: 281,195)
4: **Devonshire** (pop: 277,988)
5: **Malister** (pop: 181,195)

Description

Solis (soul-iss) was founded by the family of Solis Ro, son of King Pelus the Peacekeeper. The region was originally settled by those loyal to the Church of the Sun and the Order of Horan. The towns that developed in the area provided assistance to the Order to help preserve the bodies of Ilius and Horan.

The lands of Solis are made up of the Emerald Forest covering much of the heartland, rolling green hills, the Astral Mountains to the east and the Danire River running through the heart of the country.

Since the Reunification War, Solis has become a shadow of its former glory. The Lich Lord Razel now controls the region after King Falagor Astolum II disappeared at the end of the war.

Life & Society

The people of Solis are a deeply protective people due to their founding as a nation of knights and paladins. The kingdom is very aggressive and combative in its effort to maintain its territory and expand with its ever-growing population. Part of the people's deep-seated religious beliefs is their hatred of the Church of the Moon. The people of Solis are also very set in their ways and bullish in their views, unwilling to change or waiver from their teachings.

Chivalry and honor are also key elements in the societal makeup of the former kingdom. The people actively strive to promote honor and chivalry throughout the region to both local and visitors alike, which helps maintain the outward appearance of their former glory. The Ilium Empire does nothing to stop this since they feel it more or less keeps the people in line, but the Lich Lord Razel is careful to keep an eye on the people as such things can often lead to revolt.

Regional History

During the Age of Night, the area was only sparsely populated. Due to their distance from the major powers of the time, the communities of the Emerald Forest were left to their own devices. The major community during the Age of Night was the city Bend, nestled at the foot of the Astral Mountains. Bend began as a mining town, shipping minerals and precious gems via the Danire River. Bend found its place in history as the place of Horan the Solar's birth. When Horan came of age, he gathered the Army of Light outside of the Emerald Forest before marching on Ilium and ending the Night Reign.

During the Age of Heroes, the region rapidly began to expand in population due to the savior Horan. His death at the hands of his father changed his status to sainthood by the Church of the Sun, and his place of birth became a holy site. People from all over flocked to the site of the Solar's birth. Horan was enormously popular because of his deeds, and many places in the region have become shrines devoted to his memory. The region prospered greatly from Horan's heroics, and due to the region's somewhat remote location, it would remain largely unscathed during the First and Second Dragon Wars. It was not until the time of Pelus the Peacekeeper and his family that the region would once again become be the center of attention.

The beings known as the Shan'ree arose from the Wyrms of Autumn and Winter and began

to gather large armies and bands of mercenaries to terrorize the countryside. The established kingdoms of the time were able to hold their own against such threats but the solitary communities of the Emerald Forest did not fair nearly as well. With no government or organized military, they quickly fell to the forces of the Shan'ree. It was not until Solis Ro, the prodigal son of Pelus, arrived in the region with his band of knights that the people of the Emerald Forest were saved from the dark forces of the Shades. After the death of Solis Ro at the end of the Crusader War, his son Falagor Ro gathered the communities under his family's banner and formed the Kingdom of Solis and Bend became Solis City.

The region would know peace for most of its existence, although they certainly had their share of problems. Several civil wars enveloped the kingdom over the years, most prominently the Destiny Wars that occurred in the later years just before the rise of Ilius. The Destiny Knights came into existence during these wars and proved to be a shining beacon of hope that led the kingdom to salvation until the kingdom's fall at the hands of the Ilium Empire.

Major Geographical Sites

Tomb of the Fallen Sky

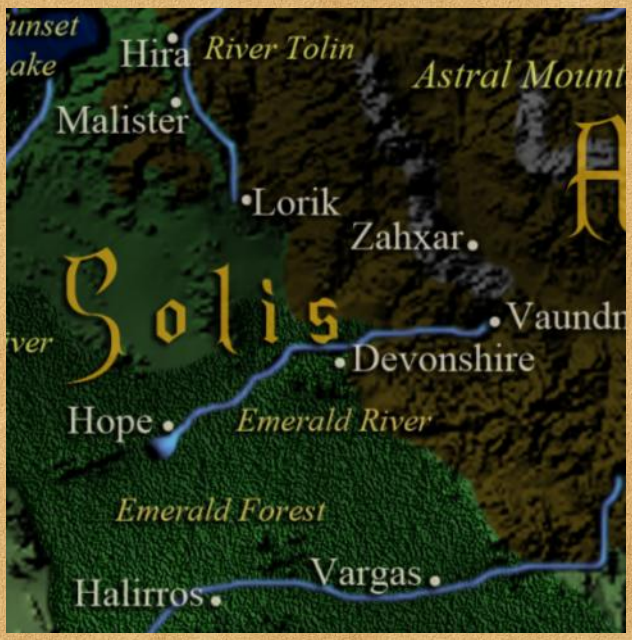
The Tomb of the Fallen Sky is the resting place of Ilius and Horan. The tomb is located to the south of the city of Hope. The structure is ten stories tall, with more than fifteen levels underground. The massive tomb holds the remains of Horan deep underground along with the empty tomb of Ilius. The Tomb of the Fallen Sky was patrolled by the Order of Horan until Fao Min broke into the tomb and raised Ilius from the dead. It is now home to a vast array of dangerous creatures brought into being by Ilius.

Cliffs of Ten Souls

The Cliffs of Ten Souls are located about 40 miles west of Vaundmor along the Astral Mountains. The cliffs rise straight up from the Danire river, reaching heights of much as 500 feet. The work of Angelous Richaarico and his family line of sculptors can be found here. The cliff has been sculpted to reflect the faces of prominent rulers of the Kingdom. Currently, the cliffs hold the visages of 8 former kings, and myth states that should the cliffs ever hold 10 sculptures, it would mark the end of the kingdom.

Emerald Pass

The Emerald Pass is a stretch of road that begins at the base of the Astral Mountains and heads deep within the mountains. The name of the pass comes from a cave that was found along the path. The cave held a large cache of emeralds. The site is now heavily mined by the people under the supervision of the Empire.



Vaundmor, Former Capital (pop. 274,080)

Founded: 2101 ab

Solis City was renamed Vaundmor by Razel after its fall to the Ilium Empire. The city began as a mining town during the Age of Night, extracting emeralds from the Astral Mountains. The buildings of Vaundmor represent some of the oldest and grandest dwarven architecture in the region. Nestled within the Astral Mountains, the city is bothpart of the mountain and the surrounding foot hills. This natural divide makes up the two sectors of the city, the white and green sector.

The white sector is located at the foot of the mountain and has a 40-foot high, 20-foot thick semicircular granite wall surrounding it. The wall is divided into 200-foot sections with each section containing a watchtower and catapult. Within the white sector are the markets and residences for merchants and commoners.

The green sector is built into the face of the mountain face itself. It is made up of six levels with each level reflecting the level of nobility that lives there. The exception to this architectural design is the Chamber of the Crown. This six-story structure is at the center point of all six levels with entry points at each level. The highest level holds the Emerald Throne and Razel's residence. Each level has a smaller version of the great wall surrounding the white sector, although instead of catapults, the sections have trebuchets spaced every 200 feet.

Chapter 7: Organizations

Just as there are several nations in the lands of Falamar, there are multitudes of organizations that operate through the known lands. Some of those organizations work towards the betterment of the people, while others strive to increase their own power.

This chapter gives a brief overview of the history, goals and hierarchy of these organizations. In addition, some prominent members of these organizations are shown with their motivations.

- **Dawn Watch:** The Dawn Watch is a resistance movement in the Ro region that works to overthrow Imperial control. Made up of Ro nobles, mercenaries and anyone willing to fight against the Empire, the Dawn Watch is quickly growing into a powerful group.

- **Dragon Riders:** Since the Dragon Wars of the 3rd Age, the Dragon Riders have been the protectors of the Cushani Dominion. Though few in number, they have proven to be a highly effective group. With the recent spread of civil war through the Dominion, the Dragon Riders have also become divided.

- **League of Circle Dancers:** As the oldest known organization, the League of Circle Dancers has survived by remaining neutral as a group in political affairs, providing entertainment for the public and having some of the best swordsmen in the world among their ranks.

- **Order of Heaven:** To enforce the rule of the Empire throughout the vast regions, Ilius created the Order of Heaven. These Heaven Knights move through the Empire, judging and punishing those who dare to act against the Empire's laws.

- **Red Sea Consortium:** Among the known trading companies that operate in the Red Sea, none are more well-known and feared than the Red Sea Consortium. With cunning merchants and a well-equiped fleet of ships, the Consortium rules the seas.

- **Sanguine Order:** Along with the birth of the kingdom of Aiyia came the creation of the Sanguine Order. The order is made up of vampire knights who swear fealty to their house and kingdom. In a land rich in political intrigue, the order is there to keep the cutthroat dealings from turning into war.

- **Viridian Order:** Once the pinnacle of justice and faith, the Viridian Order were mounted knights in shining armor. Since the Reunification War, they have fallen from their lofty perch in the former kingdom of Solis and now struggle to regroup.

- **Void Society:** The Void Society was created during the first Night Reign as a group of scholars and necromancers who researched the secrets of death and immortality. When the Nullmandor were cursed and driven out, the Void was disbanded. Many years later, under the direction of new leadership, the Void Society has returned to its dark and secret ways.

Dawn Watch

The Dawn Watch began as a resistance movement against the Ilium Empire shortly after the fall of the kingdom of Ro. Those nobles who survived and had not turned traitor used their money and influence to form the Dawn Watch. Many of the first members were Dragon Knights and militia that survived the war, but over time, it has built up a strong following of other professions, allowing the Dawn Watch to carry out a near endless variety of missions.

The goal of the Dawn Watch is to restore to the throne of the Kingdom of Ro a noble of the bloodline of Ro. This task has proven difficult, however, as many of the noble houses turned traitor to the crown after the fall of the kingdom to Aiyia. And the Ilium Empire.

Dawn Watch Lore

History DC 15: The Dawn Watch has a multitude of spies and assassins working for them in many of the traitorous noble houses of Ro.

History DC 20: Several Destiny Knights are also known to work with the Dawn Watch, and in return, they receive support from the Dawn Watch for their homeland of Solis.

History DC 25: The Dawn Watch is secretly run by another figure of noble Ro blood. Only Oldguart and Cecil know the identity of the unknown noble.

Organization

The Dawn Watch is a highly organized resistance that operates in distinct groups: managing logistics, handling money, smuggling supplies and gathering of information. They also have resistance cells that carry out missions using the information gathered by other groups.

Founded: The Dawn Watch was founded in 2969 ab at the end of the Reunification War by displaced nobles and dragon knights of Ro.

Leadership: The Dawn Watch is run by two individuals, Merchant Lord Vash Oldguart and High Priest Cecil Soloc.

Headquarters: The primary headquarters of the Dawn Watch is the port city of Zeal where Oldguart manages the logistics of the Dawn Watch.

Hierarchy: The Dawn Watch is broken down into two groups, each led by one of the founders of the watch. Lord Olguart leads the logistics side of the Dawn Watch, using his vast connections as a merchant lord to gather and pass along information, smuggle people, supplies and weapons where they are needed and handle the funds needed for bribery and paying members and adventure companies.

The second and larger group is comprised of the individual resistance cells located throughout the Ro region. Led by Cecil Soloc, the cells operate independently and without knowledge of the other cells. This is necessary for their protection. The only means of communication is through individuals called Sunrays, couriers highly trained to resist torture and interrogation.

Members: The Dawn Watch accepts anyone who has the desire to remove the Empire from the lands of Ro. Most people associated with the Dawn Watch are actually sympathizers, passing along information that they have learned during the course of their every day lives.

Those who have joined the Dawn Watch are more specialized in a field, such as combat or espionage. Many of the members are former nobles, dragon knights and even some former members of thieving guilds that have been stamped out by the empire. All of them work together in hopes of overthrowing the empire.

Several adventuring companies are also known to work with the Dawn Watch. Those adventuring companies take on high-risk assignments passed on to them by Sunrays. Such missions include theft, destruction and assassinations.

Encounter Group

The Dawn Watch operates in cells comprised of a wide variety of individuals in order to provide the greatest likelihood that they can handle any situation.

Level 9 Encounter (XP 1,950)

- ✦ 2 Human Destiny Knights (Level 8 soldier)
- ✦ 1 Half-Elf Judge (Level 8 leader)
- ✦ 2 Elven Circle Dancers (Level 7 skirmishers)
- ✦ 1 Eladrin Summoner (Level 7 controller)

Prominent Members

Of the warriors, spies and knights of the Dawn Watch, several members stand out.

Lord Vash Oldguart (male half-elf wizard)

Lord Vash Oldguart is a middle-aged half elf who has made his living as a merchant. He has lived primarily in the city of Zeal, working for various noble houses that needed shipments to the free cities and Iso'Latarin.

Since the rebirth of the Night Reign, Lord Oldguart has lost much of his political power due to the loss of the crown and many of the noble houses. His wife and two children were killed in 2971 during a Blood Knight raid on his mansion.

Currently, Lord Oldguart works as a logistics master for the Dawn Watch. He helps the organization move in and out of the region using his vast network of people, wagons, caravans and ships.

Priest Cecil Soloc (male human cleric)

Cecil was an orphan for much of his childhood until he was picked up by the cushani Bagheri and began the life of an adventurer as a cleric.

With the rise of the Night Reign, Cecil has grown into a man who possesses human determination and cushani fierceness. Though he no longer travels with his old friend, he knows that the old cushani would be proud of his achievements.

Cecil Soloc	**Level 20 Elite Controller (Leader)**
Medium natural humanoid	XP 5,6000

Initiative +11 **Senses** Perception +17
HP 366; **Bloodied** 183
AC 34; **Fortitude** 32, **Reflex** 32, **Will** 33
Saving Throws +2
Speed 5
Action Points 1

Flail (standard; at-will) ✦ **Weapon**
+25 vs. AC; 2d6+7 damage.

Sunbolt (standard; at-will) ✦ **Weapon**
Ranged 10; +23 vs. Reflex; 2d6+7 damage. One ally within line of sight gains a +2 bonus to attack rolls against the target until the end of Cecil's next turn.

Radiant Shackles (standard; recharge ⚅) ✦ **Radiant**
Ranged 10; +23 vs. Reflex; 2d10+8 radiant damage and the target is immobilized (save ends).

Rolling Heatwave (standard; encounter) ✦ **Fire**
Close burst 5; +23 vs. Fortitude; 3d10+8 fire damage and the target takes ongoing 10 fire damage (save ends).

Fire Columns (standard; encounter) ✦ **Fire, Radiant**
Area Burst 2 within 10; +23 vs. Reflex; 4d10+7 fire and radiant damage. The burst creates a zone of fire. A creature that enters or begins their turn in the zone takes ongoing 10 fire and radiant damage (save ends).
Sustain Minor: The zone persists.

Healing Presence (minor; recharge ⚅⚅) ✦ **Healing**
Close Burst 5; Cecil or one ally may spend a healing surge.

Alignment Good **Languages** Cerian, Derish, Rathek
Skills Diplomacy +18, Religion +17

Str 23 (+16)	**Dex** 20 (+15)	**Wis** 26 (+18)
Con 20 (+15)	**Int** 23 (+16)	**Cha** 23 (+16)

Equipment Flail, Chainmail

Cecil Soloc Tactics

Cecil prefers to lead his troops into battle from the back line, using his extensive options of ranged attacks. He is quick to help his allies with Sunbolt if they are having trouble hitting opponents and will use Healing Presence as often as needed to keep his allies in the fight.

Dragon Riders

The Dragon Riders of the cushani was formed during the Dragon Wars of the Third Age, the war between the metallic and chromatic dragons. The metallic dragons gifted the cushani with the ability to use magic in exchange for cushani young to being raised and bred as Dragon Riders. These riders would provide the dragons the help they needed to defeat the dragonborn of the chromatic dragons. The pact was a success, and the dragon riders took to the skies during the second dragon war and helped the metallic dragons win. At the end of the war, the dragon riders settled in the Dominion to serve as guardians of the cushani and gatekeepers to the dragon lands of the west.

Since the dragon wars, Dragon Rider numbers have remained small but powerful. The cushani view the riders as holy warriors and dragons as their divine saviors. This attitude led to the foundation of a religion within the Dominion that focused on worshipping the Holy Wyrms instead of the Sun and the Moon.

Though they have enjoyed many years of relative peace, the dragon riders have now found themselves on the brink of extinction due to the machinations of the ruling tribe, the Firestorm. By refusing to follow the sadistic orders of the First Ezadi, the dragon riders have driven the dominion into civil war over the question of what matters most, loyalty to queen or loyalty to justice.

Dragon Rider Lore

History DC 15: The Dragon Riders are bonded at birth to their dragon counterparts and share the dragon's strength and lifespan.

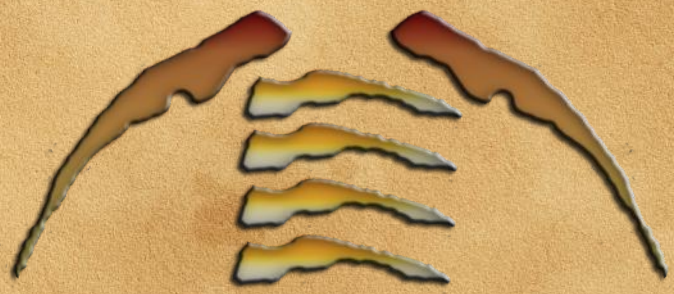
History DC 20: Many of the Dragon Riders perished at the opening of the civil war when Jarl Firestorm created a dracolich to serve as his mount.

History DC 25: Much to their confusion, during recent seasons, the Dragon Riders have found non-cushani being bonded to dragons outside of the Dominion much to their confusion. The riders have made no official stance on the occurrence; however, the Firestorm tribe has officially denounced it as rumor and that no such thing could happen.

History DC 30: The Dragon Riders recently accepted a non-cushani rider into their ranks. The highly unusual decision was made after a passionate call to arms made by the rider against the tyranny of the Firestorm tribe.

Organization

The Dragon Riders are a loose collection of riders who have been bonded to a dragon in service to the Dominion and dragonkind. They have no official organization other than their loyalty to the First Ezadi of the Dominion and metallic dragons in need of help.



Founded: The Dragon Riders were created in 1323 ab after the first dragon war by the ancient gold dragon Halifax, the leader of metallic dragons during the war.

Leadership: None, though unofficially, Hallis Second Born and his silver dragon Catheloc are consulted in matters of leadership in the conclave.

Headquarters: The Dragon Riders are headquartered at the Sun Cliffs, located near the Dominion capital of Zalthiris.

Hierarchy: The Dragon Riders have no official structure within the organization, preferring to work as equals. When decisions must be made, all dragon riders are called together to form a conclave to make decisions affecting the riders as a whole.

When disagreements occur, the two sides choose a champion for the Test of Claw and Wing. The two dragon riders and their dragons take to the skies over the Sun Cliffs where they do battle until one side yields. The battles are typically epic in nature as the rider and dragon unleash their full fighting capabilities against one another. The victor of the duel wins the argument between the two sides and the matter is considered forever settled.

Members: The Dragon Riders are small in number due to the unique nature of their membership. Cushani are chosen at birth to be riders based on the strength of their lineage and astrological signs. Should a cushani cub meet the requirements, they are then matched with a newly hatched wyrmling of a metallic dragon to go through the Bonding Ritual, which is performed by a current dragon rider.

Since metallic dragon wyrmlings are rare, only a few cushani every generation are chosen to be dragon riders. Those who are chosen are revered in cushani society.

Encounter Group

The Dragon Riders are normally forced to work alone due to their small numbers. This typically does not bother the dragon rider, however, since the pair of rider and dragon tends to have sufficient power to handle most situations.

Level 23 Encounter (XP 24,300)
✦ 1 Elder Silver Dragon (Level 21 solo soldier)
✦ 1 Cushani Rider (Level 22 skirmisher)

Prominent Member

The Dragon Riders are few but powerful figures that defend the dominion from those who would see it crumble.

Hallis Second Born, Zadri of Catheloc (male cushani paladin)

Hallis, Second born and Zadri of Catheloc is one of the oldest dragon riders in the dominion. Well past 300 years of age, Hallis is the longest lived cushani in history. The old cushani is a kind and thoughtful since time has tempered the cushani temper within him. In addition, he has a profound understanding of the world and the ability to make good decisions based on his years of experience. Few have mistaken his relaxed nature as a sign of weakness, however, since those who have rarely live to see another night.

Hallis **Level 22 Elite Soldier**
Medium natural humanoid XP 8,300

Initiative +16 **Senses** Perception +18; low-light vision
HP 408; **Bloodied** 204; see also *furious furnace*
AC 38; **Fortitude** 35, **Reflex** 34, **Will** 34
Saving Throws +2
Speed 7
Action Points 1

⊕ **Dragon Claws** (standard; at-will) ✦ **Weapon**
+29 vs. AC; 3d6+8 damage and the target is marked and has a –2 penalty to saving throws until the end of Hallis' next turn.

† **Silver Dragon Claws** (standard; at-will) ✦ **Weapon**
Hallis can make a Dragon Claw attack against two targets adjacent to Hallis.

✲ **Dragon Strike** (standard; encounter) ✦ **Radiant**
Area Burst 2 within 20 squares; +27 vs. Reflex; 5d10+8 and the target takes ongoing 15 damage (save ends).

⇜ **Stoking the Furnace** (standard; recharge ⚅) ✦ **Fire**
Close Burst 3; +27 vs. Reflex; 4d8+8 damage and the target is dazed (save ends).

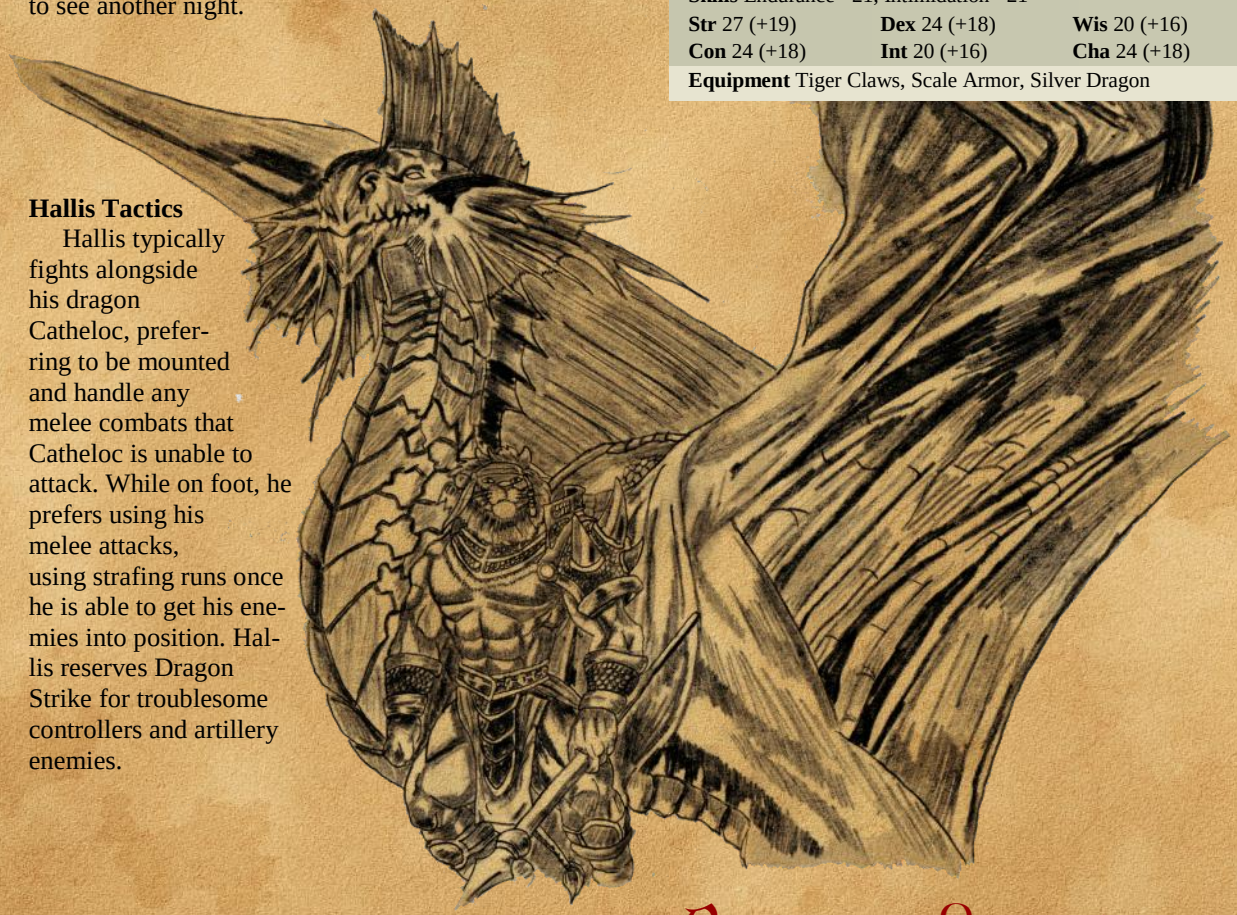
Furious Furnace (immediate reaction when bloodied for the first time)
Stoking the furnace recharges and he uses it immediately

✲ **Strafing Run** (standard; encounter) ✦ **Fire, Radiant**
Hallis moves his speed. Each creature that makes an opportunity attack against him during this move takes 1d6+8 fire and radiant damage. After the move, he makes a melee attack; +29 vs. AC; 6d6+8 damage..

Alignment Unaligned **Languages** Cerian, Rathek
Skills Endurance +21, Intimidation +21
Str 27 (+19) **Dex** 24 (+18) **Wis** 20 (+16)
Con 24 (+18) **Int** 20 (+16) **Cha** 24 (+18)
Equipment Tiger Claws, Scale Armor, Silver Dragon

Hallis Tactics

Hallis typically fights alongside his dragon Catheloc, preferring to be mounted and handle any melee combats that Catheloc is unable to attack. While on foot, he prefers using his melee attacks, using strafing runs once he is able to get his enemies into position. Hallis reserves Dragon Strike for troublesome controllers and artillery enemies.



League of Circle Dancers

The League of Circle Dancers is an organization whose purpose is to promote and maintain the history and honor of circle dancing. Circle Dancing began with Horan the Solar, son of Ilius who learned this style of fighting for the Summer Wyrm during his crusade to end his father's rule. His style of dancing spread throughout the lands and evolved into multiple other styles as well as the preferred means of honor dueling between rivals and armies.

League of Circle Dancers Lore

History DC 15: The League Council is made up of circle dancers who have retired. The council members are all dancers who have won the grand tournament at least once.

History DC 20: The League of Circle Dancers is neutral in the politics of the Empire and other nations. This neutrality helps maintain the integrity of the circle dance.

History DC 25: Each member of the league is expected to defend the league against outside influence and aggressors. Should the league go to war with another faction, the league will draft its members into a fighting force.

History DC 30: The league has influence over the Council of Gateway. This influence helps ensure the stability of the league at its home.

Organization

The league is structured into multiple sections or circles. Each circle is designed to help the league as a whole, from training new dancers to running the grand tournament. The primary focus of the League is to maintain the history of circle dancing and to help the style flourish throughout the known lands.

The five circles of the League are run by the five council members. Those circles are training, tournaments, logistics, history and form mastery.

The training circle helps new members develop their fighting styles as well as introduce them to different styles of circle dancing. The tournament circle runs the grand tournament of dancers every two years to find the greatest circle dancer in all the land. The logistics circle maintains the paperwork, charter and money for the league. The history circle helps ensure the accuracy of the history of circle dancing and maintains current records of tournament standings. The form mastery circle is in charge of reviewing new styles that have been developed for possible adoption by the League.

Founded: Founded in 1010 ab after the fall of the first Night Reign.

Leadership: The League is run by the League Council comprised of five retired circle dancers.

Headquarters: The League is headquartered in Gateway.

Hierarchy: The League of Circle Dancers is structured much like a commercial company. The Council oversees the operations of the League, ensuring that everything runs smoothly and in accordance with its charter. Each council member runs one of the circles with the League.

Under the council members, are the regular members, followed by the initiates who seek to one day become circle dancers. In addition to the actual dancers are a variety of support staff members who help maintain the coliseum as well as the League offices.

Members: Membership in the league is reserved for those people who have succeeded in learning the circle dance fighting style. Those dancers who choose to join the League are brought in as bronze members and are expected to perform only the basic functions as a league member.

Those members who have been with the League faithfully for 10 years achieve silver status. They are expected to actively promote the league as high-profile members.

Gold dancers are regular members of the League who have been apart of the League for at least twenty years. As the highest ranked regular members, these gold dancers are expected to help other dancers reach their maximum potential and stay true to the League.

Encounter Group

Circle Dancers rarely travel together since they are generally incorporated into other armies and mercenary companies.

Level 13 Encounter (XP 4,075)

- 1 Elf Circle Dancer (Level 13 skirmisher)
- 1 Dragonborn Fighter (Level 13 soldier)
- 1 Cushani Summoner (Level 13 controller)
- 1 Human Cleric (Level 13 controller)
- 5 Human Squires (Level 12 minion)

Prominent Members

The League of Circle Dancers has some of the most prized warriors in the known lands within their ranks. Though these warriors typically serve a particular region or kingdom, they still support the League in matters of the circle dance.

Old Man Warren (male tiefling circle dancer)

Old Man Warren is a venerable tiefling who has long been recognized as one of the most powerful circle dancers in the League. A five-time champion of the grand tournament, Warren now serves as the weapons master and trainer for the elite circle dancers of the League. Though he is gruff, blunt and crude, all circle dancers of the League pay attention when he speaks.

Siladine Lithmani (female eladrin circle dancer)

The new reigning champion of the grand tournament, Siladine's creative use of her water style dethroned the previous champion Goresh. As a silver member, Siladine is enjoying the success that being champion has brought her.

Goresh (male cushani circle dancer)

Goresh is the previous fire style champion of the grand tournament, and he is sour about the loss he was handed by a water style circle dancer. Goresh has left the league in personal disgrace and has headed back to the dominion in an effort to overcome the shame he feels by renewing his connection with the fire style.

Goresh **Level 15 Skirmisher**
Medium natural humanoid XP 1,200

Initiative +12 **Senses** Perception +15; low-light
Oppressive Aura (aura 1): each creature that begins its turn in the aura is weakened until the end of their next turn.
HP 144; **Bloodied** 72
AC 29; **Fortitude** 29, **Reflex** 28, **Will** 27
Speed 6

⨁ **Tiger Claw** (standard; at-will) ✦ **Weapon**
+20 vs. AC; 2d8+6 damage per attack and the target takes a –2 penalty to AC until the end of Goresh's next turn.

⸸ **Black Dragon Strike** (standard; recharge ⚄ ⚅) ✦ **Weapon**
+20 vs. AC; 3d8+12 damage

⸸ **Red Dragon Strike** (standard; encounter) ✦ **Weapon**
+20 vs. AC; 2d8+6 damage and each enemy adjacent to Goresh takes ongoing 5 fire damage (save ends).

Golden Empowerment (free, when Goresh hits with an attack, once per round; at-will) ✦ **Healing**
Goresh regains 5 hit points.

Predator's Roar (minor action; encounter) ✦ **Fear**
Close Burst 3; targets enemies; +18 vs. Will; target takes a –2 penalty to all defenses until the end of Goresh's next turn.

Alignment Unaligned **Languages** Cerian, Rathek
Skills Endurance +15, Nature +13
Str 23 (+13) **Dex** 20 (+12) **Wis** 18 (+11)
Con 20 (+12) **Int** 16 (+10) **Cha** 20 (+12)
Equipment Tiger Claws, Chainmail

Goresh Tactics

Goresh typically will open a fight with his predator's roar to gain the upper hand and follow up with his red dragon strike to try and end the fight early. When forced into a prolonged fight, Goresh will use his twin dragon often to keep his hit points up with golden empowerment. When his blue dragon strike recharges, he will concentrate on a single foe as much as possible with his attacks.

Order of Heaven

The Order of Heaven is comprised of the elite knights of the Ilium Empire. Under the direction of the Emperor, the Heaven Knights are the supreme authority throughout the Empire. They are tasked with acting as judges and executioners, which ensures the stability of the Empire, usually by whatever means necessary. No other lord or seneschal has the power to command the Heaven Knights; they may only obey.

Heaven Knight Lore

History DC 15: The Order of Heaven was established during the Reunification War as a collection of elite knights charged with of combating the Xionaires of Helvada and the Viridian Order of Solis.

History DC 20: The higher echelon of the order is known for commanding the dreaded Bone Towers that travel the Empire.

History DC 25: Heaven Knights are believed to perform ritual sacrifices to give themselves power which is manifested through bloodstones embedded in their armor.

History DC 30: Each Heaven Knight carries a bone pendant created by Ilius. This pendant allows the Betrayer to know everything that the Heaven Knights see, which allows the Emperor to keep his eyes on his empire.

Organization

The structure of the Order of Heaven is loose. Deeds and actions garner more power than time in service. Those Heaven Knights who stay active and accomplish the goals and quests of the Empire gain more freedom to do as they please and the tools to wield more authority across the Empire.

Founded: Founded in 2958 ab during the Reunification War by Ilius to serve as elite soldiers for his imperial army.

Leadership: The order is under the direct command of Ilius the Betrayer and follows the orders of no one else.

Headquarters: The Heaven Knights are headquartered out of Lina where they train new knights.

Hierarchy: The Heaven Knights serve only the Emperor of Ilium. Under their leader, the knights operate independently of one another with no established hierarchy. The knights do, however, defer to those knights who have had achievements acknowledged by the empire. This deeds-based system allows knights to acquire power and followers, increasing their station compared to their fellow knights. Those knights who have achieved the upper levels of acknowledgement typically have vast amounts of power and leeway in their activities. In addition, they are known to command the dreaded

Bone Towers to enforce the laws of the empire.

Those knights without access to a Bone Tower typically travel in groups by horseback, constantly moving from one city to the next.

Members: The Order of Heaven has steadily grown in number since the Reunification War. Though some of the original heaven knights were killed during the war, those who have survived effectively rule the empire in the name of the emperor.

New recruits are selected from towns and cities across the empire by heaven knights, typically young men who can be sculpted into the ideal knight. These new recruits are taken to the Order's headquarters in Lina to begin their training, which typically lasts several years and includes martial training and ritual training, as well as mental conditioning to ensure loyalty.

Due to their violent occupation, Heaven Knights are fond of moving in groups. Undead minions and servants can also commonly be found in the company of Heaven Knights. However, even though they are a small in number, most people fear the knights due to their absolute loyalty to the Empire and their heavy-handiness in enforcing the laws of the Empire.

Encounter Group

The Heaven Knights travel in groups, using undead servants do much of the grunt work while the knights focus on high profile targets.

Level 23 Encounter (XP 26,775)

- 1 Heaven Knight (Level 23 elite soldier)
- 2 Breath Zombies (Level 23 brutes)
- 5 Ghouls (Level 23 minion)

Prominent Members

Since the Order of Heaven places more emphasis on of individuals rather than groups, some individuals are more prominently known than others.

Sir Drach Thrain (male human heaven knight)

Sir Drack Thrain is a highly regarded heaven knight who is typically known to inhabit the former region of old Helvada with Slyhin, his Bone Tower. Sir Thrain's time is mostly occupied with overseeing the handling of Helvadian slaves and crushing pockets of Xionaire resistance.

Some heaven knights however, believe that Sir Thrain has grown soft by showing too much respect to the slaves he oversees. The veteran heaven knight however, knows better than to underestimate the Helvadian people's determination after having witness the heroic stand of the 9th legion during the Reunification War.

Sir Rayir Iskwar (male tiefling heaven knight)

Sir Iskwar is a prominent heaven knight in the Ro region, ensuring that the seneschal of the region acts in compliance with the law of the empire. As a tiefling, he has turned his back on his people's new direction and has instead embraced his heritage of demon blood. His cruel and vicious nature is well known to the people of Ro.

Sir Rayir Iskwar — **Level 22 Elite Soldier**
Medium natural humanoid — XP 8,300

Initiative +15 **Senses** Perception +14; low-light vision
Vicious Aura (aura 5): Allies within the aura gain a +4 power bonus their Will. Enemies who enter or begin their turn in the aura take a –2 penalty to attack rolls and damage rolls.
HP 408; **Bloodied** 204; see *dark righteousness*
AC 38; **Fortitude** 35, **Reflex** 34, **Will** 34
Immune Fear; **Resist** 17 fire, 15 necrotic
Saving Throws +2
Speed 5
Action Points 1

⊕ **Pestilent Strike** (standard; at-will) ✦ **Necrotic, Weapon**
+29 vs. AC; 3d6+8 necrotic damage and the target contracts the Reaper Plague (Level 22; see pg 239)

Plague Strike (standard; recharge ⚅) ✦ **Necrotic, Weapon**
+29 vs. AC; 2d6+8 necrotic damage and the target is weakened (save ends). In addition, any enemy that begins their turn adjacent to the target is weakened (save ends).

Plague Swarm (standard; encounter) ✦ **Necrotic**
Close Burst 3; +27 vs. Reflex; 4d8+8 necrotic damage and the target is dazed until the end of Rayir's next turn.

Submit for Sacrifice (standard; encounter) ✦ **Weapon**
+29 vs. AC; 3d6+8 damage and the target is knocked prone. Rayir makes a second attack, +27 vs. Fortitude. If successful, the target takes 15 ongoing damage and is knocked unconscious (save ends both)

Dark Righteousness (immediate reaction, when first bloodied; encounter)
Rayir regains the use of plague swarm and he uses it immediately.

Force of Will (minor; recharge ⚄⚅)
Rayir regains the use of an encounter power.

Alignment Evil **Languages** Cerian, Winthek
Skills Diplomacy +21, Religion +17

Str 27 (+19)	**Dex** 24 (+18)	**Wis** 20 (+16)
Con 24 (+18)	**Int** 18 (+15)	**Cha** 24 (+18)

Equipment Bastard Sword, Plate Armor

Rayir Iskwar Tactics

Rayir will always move to engage defenders and melee strikers, using his aura to weaken their attacks while he takes them down one by one. He will save submit for sacrifice for difficult opponents, preferring to use it when they are below bloodied.

Red Sea Consortium

The Red Sea Consortium is a trading company located in the Red Sea area and surrounding regions. The consortium quickly rose to the top of the trading world with its ruthless tactics in naval warfare, its large navy and willingness to trade in any market. With a firm grasp of trade routes throughout the Red Sea, the Consortium is everywhere the people and the market need them to be.

Red Sea Consortium Lore

History DC 15: The consortium's most profitable venture is in the slave trade which it conducts heavily with the Ilium Empire and the kingdom if Aiyia.

History DC 20: The Oswald family is rumored to have a pact with devils, which gives them extended life and protection against those who would threaten the consortium.

History DC 25: A more secret trade for the consortium is in creatures ready for sacrifice for the empire, specifically for the Heaven Knights who use the sacrifices to bolster their power.

History DC 30: The founder of the Consortium is actually a devil in disguise, using the consortium to spread his evil influence across the Red Sea.

Organization

The Red Sea Consortium is a rigidly organized trading company run by the Oswald family. The Oswald family looks at the end result rather than the procedure used to achieve the final result. This has led to many of the ship captains using whatever means necessary to accomplish their job, including theft, piracy and murder. This reputation of "anything goes" has led to many trading companies taking up arms against the consortium, though each has failed to break the foundation of the company due to its heavily armed navy and ruthless tactics.

Founded: The consortium was founded in 2809 ab by the Oswald family of merchants.

Leadership: Reginald Oswald runs the consortium with absolute authority.

Headquarters: The consortium is headquartered in the port city of Lismore.

Hierarchy: The consortium is broken into two groups, its navy and its trade houses. These two groups form the core of the company, allowing it to run efficiently and effectively under the watchful eyes of the Oswald family.

The navy is comprised of over thirty ships, giving the consortium the ability to have a large number of trade ships as well as warships to protect their cargo. The crews of the ships are well paid, helping ensure that bribery is less of a concern.

The trade houses of the consortium are located in port cities across the Red Sea where the consortium moves its cargo. The trade houses, run by a house master, then trades the goods to the people and merchants.

Members: The Red Sea Consortium employs a variety of folk to carry out a wide variety of tasks needed to make the company strong. Within the navy, the consortium will go to great lengths to employ the best sea captains in the region, and pays them handsomely to keep them on retainer. This has led to a very powerful group of sea captains with some of the finest crews in the whole region.

The trade houses, however, focus on people skilled in logistics and mercenary work. Since some goods are highly valuable or their shipment is secretive in nature, they require protection to ensure delivery. The trade houses typically employ a variety of mercenary and adventuring companies to protect their goods. The house master, however, tends to be cautious with this practice, as a group that has little tolerance for shady dealing can cause problems when shepherding a caravan of slaves to a potential buyer.

Encounter Group

A typical group for the red sea consortium consists of several soldiers and sailors aboard a ship. On land, groups tend to be more mixed as they move about town, looking for drink and trouble.

Level 5 Encounter (XP 1,151)

- 1 Tiefling martial artist (Level 5 skirmisher)
- 1 Halfling wizard (Level 4 artillery)
- 3 Cushani mauler (Level 5 brute)
- 5 Human guards (Level 4 minion)

Prominent Members

The Consortium has many people within the company though some stand above the rest.

Captain Barblos Von Graun (male dragonborn warlord)

Captain Barblos Von Graun is an Aiyian native who has been with the consortium since he was a child. Through his childhood he learned the ways of a sailor and navigating the seas. Now as an adult, Barblos is one of the most respected captains of the consortium fleet. With a keen understanding of naval tactics and powerful ability to rally his men, Barblos and his ship *White Raven* are one of the most successful crews in the consortium.

Red Sash Pirate Jorgo (male tiefling rogue)

Born to the Oswald family, Jorgo was disowned by the family for acting against the consortium wishes. In a daring escape, Jorgo fled the consortium headquarters with the *Nautilus*, one of the fastest ships in the fleet.

Renamed *Black Swan*, Jorgo has taken his ship and moved to the sea where he uses his natural gifts as a sailor to terrorize the consortium through piracy at every chance he gets. His crew, made up of former consortium members and pirates, follow their charismatic leader with great enthusiasm.

Jorgo Oswald — **Level 9 Skirmisher**
Medium natural humanoid — XP 400

Initiative +10 **Senses** Perception +10; low-light vision
HP 94; **Bloodied** 47; see *full sail*
AC 23; **Fortitude** 21, **Reflex** 22, **Will** 21
Resist 9 Fire
Speed 6

⊕ **Rapier** (standard; at-will) ✦ **Weapon**
+14 (+15 vs. bloodied targets) vs. AC; 1d8+5 and the target grants combat advantage to Jorgo until the end of his next turn.

↓ **Full Sail** (standard; recharges when first bloodied; encounter) ✦ **Weapon**
+14 vs. (+15 vs. bloodied targets) AC; 2d8+5 damage and slide the target 3 squares. Jorgo then shifts 3 squares to an adjacent square of the target and makes a second attack; +12 (+13 vs. bloodied targets) vs. Reflex. If successful, the target takes 1d8+5 damage and is knocked prone.

↓ **Red Slash** (standard; encounter) ✦ **Weapon**
+14 (+15 vs. bloodied targets) vs. AC; 3d8+5 damage and the target takes ongoing 9 damage and grants combat advantage to Jorgo (save ends both). *Miss:* Half damage only.

No Prisoners
Jorgo deals an extra 2d6 damage against targets that grant him combat advantage.

Infernal Wrath (minor; encounter)
+1 power bonus to attack rolls and +3 bonus to damage rolls against a target that last hit Jorgo with a melee attack.

Alignment Unaligned **Languages** Cerian, Tyrish
Skills Diplomacy +12, Nature +10

Str 17 (+7)	**Dex** 20 (+8)	**Wis** 16 (+7)
Con 16 (+7)	**Int** 16 (+7)	**Cha** 17 (+7)

Equipment Rapier, Leather Armor, Cat

Jorog Oswald Tactics

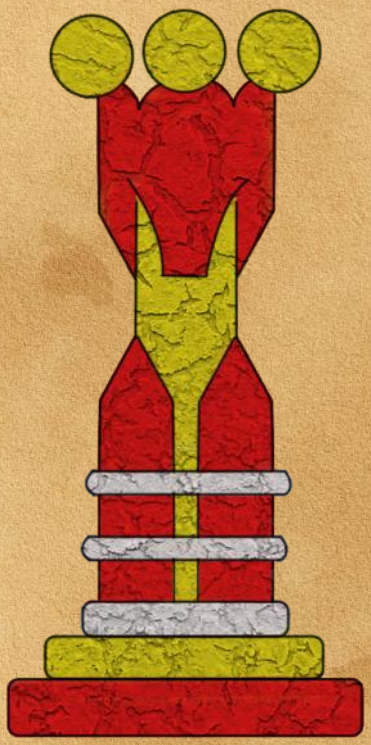
Jorgo fights with bravado, taunting his opponents at every opportunity. He will open a fight with his full sail attack, knowing he will get another opportunity should he become bloodied. Jorog then prefers to fight one on one, using his rapier to set up his red sash attack.

Sanguine Order

The Sanguine Order of Aiyia is the noble elite guard of the Aiyia Kingdom made up primarily of Blood Knights. Each vampire lord supports the Sanguine Order and thus has Blood Knights under their command to protect the interests of their house. As bodyguards, honor guards and duelists, the Blood Knights are highly visible and respected in the Aiyia court. In the countryside however, the Blood Knights are the long arm of the lord's law and take pleasure in enforcing it.

During times of war, the Sanguine Order bands together with the royal army, and the Blood Knights assume roles as generals. With centuries of knowledge and experience at its disposal, the royal army of Aiyia is frighteningly efficient and brutal. However, with their experience, many of the Blood Knights are tied to the old ways of warfare and are slow to adapt to new tactics.

The Blood Knights are made up exclusively of vampires, however, other creatures are also found working for them. Thrulls and vampire spawn are commonly found among the knights, serving as pages and squires in hopes of one day becoming a vampires themselves and joining the ranks of the order.



Sanguine Order Lore

History DC 15: Queen Yaneria created the Sanguine Order as a means of keeping order between the vampire houses.

History DC 20: The loyalty of the Blood Knights to the crown has weakened over the last century as the vampire lords have conditioned younger knights to be loyal only to their house.

History DC 25: It is rumored that Yaneria can take control of all the Blood Knights through the power of her vampiric blood.

History DC 30: Several powerful Blood Knights and vampire lords have begun planning to overthrow Yaneria and end the alliance between Aiyia and the Ilium Empire.

Organization

The Sanguine Order is broken down into vampire houses as opposed to acting as one large group of knights. This allows the Blood Knights to cover the majority of the kingdom and protect it from those who would do the queen harm.

Founded: The order was founded in 2108 ab by Queen Yaneria.

Leadership: Individual vampire lords run their units of Blood Knights.

Headquarters: The order has no official headquarters; however, should the order be called together, its base of operations would be out of the capital of Aiyia, Shalforth.

Hierarchy: Most of the organization is informal at a national level with only the Queen as overruler of the Order as its creator. The Order is broken down by the different noble vampire houses with each Blood Knights swearing fealty to that house. Each house will typically have five to twenty Blood Knights, depending on the size of the house.

Below the Blood Knights are the rank and file guards of the house consisting of thrull squires and blood mages who work to become knights, followed by the standard soldiers and support caste for the house.

Members: The Sanguine Order is composed entirely of vampires who have been "promoted" from their thrull squire status into full knighthood. This promotion involves a large ceremony in which either the head blood knight or the ruling vampire lord turns the squire into a vampire who then must perform a ritual killing to consummate his rebirth as a vampire.

The members of the Order are expected to follow the orders and wishes of their vampire lord without question. Only in times of war are the Blood Knights expected to work together, regardless of house. Accidents are known to happen, however, on the battlefield.

Encounter Group

The Sanguine Order typically operates as individuals or in small groups. When operating in groups, the Order typically has several skirmishers and soldiers to handle the grunt work, allowing the knights to focus on dangerous opponents or obstacles. Blood mages help contain opponents.

Level 16 Encounter (XP 7,000)
✦ 1 Blood Knight (Level 16 elite skirmisher)
✦ 3 Thrull Squires (Level 14 soldier)
✦ 1 Blood Mage (Level 15 artillery)

Prominent Members

Of the order, several knights have set themselves apart from the others.

Sir Eldor Von Lippsor (male human vampire)

Sir Eldor Von Lippsor is the head blood knight for the Lippsor house under Lord Tarksha Lippsor. As one of the more powerful noble vampires, Eldor has become famous for his skill in the circle dance. When outside the political arena, the blood knight is known as a quiet person who generally keeps his thoughts to himself and rarely gives his own opinion in matters.

Lady Lucille Bucenburg (female human vampire)

Lady Lucille Bucenburg is the first ordained Blood Knight in Aiyia and the personal knight for Queen Yaneria. At over 800 years of age, Lady Bucenburg has trained under the queen to advance her sword skills to near unimaginable heights. Though she has yet to best the queen, no other Blood Knight has been able to defeat Lady Bucenburg in single combat.

Cold, calculating and fanatically loyal to the queen, Lady Bucenburg is always found at the side of the queen and ready to follow any order.

Lady Lucille Bucenburg	**Level 26 Elite Soldier**
Medium humanoid vampire undead	XP 18,000

Initiative +22 **Senses** Perception +18; darkvision
HP 486; **Bloodied** 243
Regeneration 10 (If Lucille takes radiant damage, her regeneration doesn't function on her next turn.)
AC 42; **Fortitude** 38, **Reflex** 38, **Will** 38
Immune disease, poison; **Resist** 15 necrotic
Vulnerable 10 radiant
Saving Throws +2
Speed 6
Action Points 1

⨁ **Long Sword** (standard; at-will) ✦ **Weapon**
+33 vs. AC; 3d8+9 damage and the target is marked until the end of Lucille's next turn.

⸸ **Blood Sacrifice** (standard; at-will) ✦ **Weapon**
+33 vs. AC; 2d8+9 damage and the target takes ongoing 10 damage (save ends).

⸸ **Own Thy Blood** (standard; encounter) ✦ **Weapon**
+33 vs. AC; 2d8+2 damage and the target is stunned (save ends. *1st Failed Save:* The target is unconscious (save ends). *After effect:* Ongoing 10 damage (save ends).

✲ **Blood Tempest** (standard; recharge ⚅) ✦ **Necrotic**
Close burst 5; +30 vs. Fortitude; 3d8 + 9 and the target is weakened (save ends).

Devour the Fallen (free, when a creature within 5 squares of Lucille is reduced to 0 or fewer hit points; recharge ⚄⚅) ✦ **Healing**
Lucille regains 26 hit points.

Alignment Evil **Languages** Cerian
Skills Endurance +26, Insight +23, Intimidate +27

Str 30 (+22)	**Dex** 26 (+21)	**Wis** 20 (+18)
Con 27 (+21)	**Int** 22 (+19)	**Cha** 28 (+22)

Equipment Scale Armor, Longsword

Lady Lucille Bucenburg Tactics

Lady Bucenburg fights with brutal cruelty, preferring to dispatch foes one by one through the use of Blood Sacrifice. She will use Own Thy Blood on particularly troubling defenders and when surrounded, she will make good use of Blood Tempest.

Viridian Order

The Viridian Order is an organization of knights from the former kingdom of Solis. Representing loyalty, law, faith and purity, the Order was the supreme fighting force for the Emerald Kingdom. Their skill in cavalry was unmatched, and their loyalty to the crown was unshakable.

When the Blood Culling swept across the land, members of the Viridian Order proved their status as elite knights by holding back the advancing Ilium Empire and its Heaven Knights. When the kingdom eventually fell due to betrayal, the Order was disbanded by Imperial decree, and those who resisted were arrested and executed by the Empire. Those who managed to escape went into hiding with the goals of carrying on the traditions of the Order and bringing about the restoration of the Emerald Kingdom.

Viridian Order Lore

History DC 15: The Viridian Order is a knightly order of paladins and destiny knights. Most members of the Order were killed during the Reunification War. Those who survived are in hiding in the Solis Region.

History DC 20: The leader of the Viridian Order was a destiny knight named Winston Pureheart. Pureheart disappeared during the Reunification War along with the King.

History DC 25: Those knights who survived have relocated to the Plains of Sorrow in the ruins of Balsamar. At the ruins the surviving knights train a new generation of knights and work with the Dawn Watch from Ro.

History DC 30: Pureheart and the King did not die during the Reunification War. Instead, they found themselves trapped in Vorgard were they have been ever since.

Organization

Before the Reunification War, the Viridian Order was a branch of the Emerald Army, leading the cavalry to devastating effect. The knights operated normally in companies (1,000 knights), columns (100 knights) and cohorts (10 knights). Only twice has the order banded together to form a legion of 5,000, during their initial rise in the first Destiny War and in their final battle during the Reunification War.

Since the fall of the Emerald Kingdom, the Viridian Order operates in cohorts due to their small numbers.

Founded: The Viridan Order was founded in 1492 ab during the first Destiny War in Solis. The Order existed as a branch of the Emerald Army up until 2972 when the Order was officially disbanded by the Ilium Empire.

Leadership: The Viridian Order is currently run by a council of three knights, veterans of the Reunification War.

Headquarters: The Order currently makes its headquarters in the Plains of Sorrow on the southwest border of Solis.

Hierarchy: Before the Reunification War, the Viridian Order was a highly structured order that answered to the Emerald King. The Order was led by a Council of Knights with a head council member referred to as the ArchPaladin.

Since the Reunification War, the Order is led by a council of three knights who govern different aspects of the Order. Most knights focus on training new recruits to help bolster their numbers.

Members: The Order is comprised of highly trained and highly devoted knights. Only those who demonstrate faith in the Sun, purity of soul and determination to rid Solis of the empire are admitted into the order.

Even though new members are trained knights, the Order puts new recruits through a rigorous regimen of training involving their tactics and style of mounted combat.

Encounter Group

The Viridian Order prefers to ride as a cohort for advantage in numbers. The squires typically hold the outer flanks of the line while the seasoned veterans hold the center. The leaders provide support to the knights and squires.

Level 16 Encounter (XP 7,000)

- ✦ 4 Destiny Knights (Level 15 soldier)
- ✦ 1 Cushani Judge (Level 14 leader)
- ✦ 4 Human Squires (Level 15 minion)

Prominent Members

The Viridian Order, though a shadow of its former self, still has several prominent members:

Sir Torash Aughund (male human paladin)

Sir Augung is the defacto leader of the new Viridian Order, running operations from its base of operations in the Plains of Sorrow. Torash is a grizzled middle-aged man and a veteran of the Reunification War. He knows that his age and old war wounds prevent him from going in to combat, and it depresses him greatly.

Instead, Sir Aughund focuses on training new recruits to ensure that they are ready for the battles to come. His belief in acting only when the time becomes right is a concern to some of the older knights who wish to act now instead of later.

Sir Lance Pureheart (male human destiny knight)

Lance Pureheart, who survived the Reunification War, is the son of Winston Pureheart. Before the war, Lance served as part of a newly-created aerial cavalry for the Viridian Order. The unit proved highly successful during the war but suffered terrible losses by the end of the war due to lack of field experience.

Since the war and the loss of his father, Lance works quietly within the Solis region to pass information to the Order so that the council can stay informed of the actions of the Empire.

Once a jovial young man, Lance has become bitter and reserved since the fall of the Emerald Kingdom. The loss of his father hit him particularly hard, and he hopes to one day learn the fate of his long-lost father.

Sir Lance Pureheart	**Level 15 Elite Soldier**
Medium natural humanoid	XP 2,400

Initiative +10 **Senses** Perception +14
HP 286; **Bloodied** 143; see *emerald explosion*
AC 31; **Fortitude** 28, **Reflex** 28, **Will** 28
Saving Throws +2
Speed 5
Action Points 1

Bastard Sword (standard; at-will) ✦ **Weapon**
+22 vs. AC; 2d8+6 damage and the target is marked until the end of Lance's next turn.

Lance (standard; at-will) ✦ **Weapon**
+22 vs. AC; 2d10+6 damage.

Solar Cascade (standard; recharge ⚅) ✦ **Radiant, Weapon**
+20 vs. Reflex; 2d10+6 radiant damage and slide the target 2 squares. Lance then shifts 2 squares and make a secondary attack. +17 vs. Fortitude; 1d10+8 and the target is knocked prone.

Emerald Explosion (immediate reaction, when first bloodied; encounter)
Close burst 5; targets enemies; +20 vs. AC; 2d8+6 damage. Effect: Each ally within the burst regains hits points as though they had spent a healing surge.

Wrath of the Emerald (standard; encounter) ✦ **Weapon**
+22 vs. AC; 4d10+6 and the target is knocked prone. Lance shifts 2 squares and make a secondary attack against a different target. +22 vs. AC; 3d10+6 and the target is knocked prone. Lance shifts 2 squares and make a tertiary attack against a different target. +17 vs. AC; 2d10+6 and the target is knocked prone.

Crown of Fire
When Lance scores a critical hit, he gains a +2 bonus to all defenses until the end of his next turn.

Alignment Good **Languages** Cerian, Tyrish, Winthek
Skills Diplomacy +15, Endurance +14, Religion +14
Str 23 (+13) **Dex** 18 (+11) **Wis** 23 (+13)
Con 20 (+12) **Int** 15 (+9) **Cha** 16 (+10)
Equipment Plate Armor, Bastard sword, Lance

Lance Pureheart Tactics

Lance prefers to be in the thick of combat with his good defenses. He holds onto his Wrath of the Emerald attack for the most dangerous group of opponents to ensure that he can hit them all.

Void Society

The Void Society is a secret organization that seeks to convert the people of the world into the undead, which they believe to be the perfect state of being. The society continually seeks out old tomes and rituals in their never ending quest to find the perfect state of being.

The society was started by the Nullmandor Harken the Pure who sought to rebuild the power of his ancestors and bring the world under his control as undead slaves. The Nullmandor was convinced that in order to fulfill his goal of ruling the world, he must become undead himself. Through ritual, he turned himself into a lich, which he found greatly increased his necromantic powers. This new-founded power served only to further drive him to find the perfect undead state.

Few people know of the Void Society, and those who have heard of it typically associate them with the Church of the Moon. The society encourages this lie since it allows them to move more freely through church-controlled lands.

Void Society Lore

History DC 15: The society has many clerics of the moon within its ranks who seek a divine answer to the society's goals.

History DC 20: Many Nullmandor halflings have joined the cause of the society which ties to their heritage as necromancers.

History DC 25: The society was created by a Nullmandor as a means of acquiring information he did not have access to and the need to have someone to work for him.

History DC 30: Valamus killed Harken the Pure to take control of the society. Unknown to him, however, Harken's soul attached itself to Valamus when his phylactery was destroyed. He patiently waits for the opportunity to take over Valamus's body and rule the society once more.

Organization

The Void Society works in a network of cells throughout the known lands. This helps the society maintain its secretive nature and protect the other members should a cell be found out. With its goal of achieving the perfect state of being, the society is commonly found investigating ancient ruins for rituals and knowledge on how to reach this perfect state of undead.

Founded: The society was founded in 2471 ab by Harken the Pure.

Leadership: The society is currently run by the vampire Valamus Winterhaven.

Headquarters: The headquarters of the society is in Ison.

Hierarchy: Overall, the society is run by the vampire Valamus Winterhaven who uses the society to try to find a means of escaping his vampiric prison. Each leader of a cell is called the Grave Master who oversees the running of their cell, which typically ranges from 5 to 50 members.

Members: The Void Society is extremely selective about who they let into their ranks. The society typically looks for individuals who have a willingness to work with the undead and share their goal of converting the world into the perfect state of being. Necromancers are commonly sought out due their extensive knowledge of rituals. Any Nullmandor found is almost always brought into the Void Society.

Those wishing to join the society must gain sponsorship from a Nullmandor who prepares the individual for the test of faith to ensure their loyalty to the society.

Encounter Group

Most groups of the Void Society that are encountered consist of at least one Nullmandor in command of several undead minions. Depending on their goals, more powerful undead or loyal bodyguards may also be found in their presence.

Level 15 Encounter (XP 6,000)

- 4 Red Jade Skeletons (Level 15 minion)
- 4 Blue Jade Skeletons (Level 15 minion)
- 1 Nullmandor Necromancer (Level 15 artillery)
- 2 Tiefling Deathblade (Level 15 soldier)

Prominent Members

The Void Society has several powerful members within its ranks who will do anything to achieve the goals of the society.

Valamus Winterhaven (male vampire summoner)

Valamus Winterhaven was a former destiny knight until he was captured by Sanguine Order during a conflict between the kingdoms of Solis and Aiyia. Turned into a vampire by Queen Yaneria, Valamus hated what he had become and managed to escape the clutches of the vampire nation.

Since his turning, Valamus has strayed far from his religious beliefs. He has taken up studying arcane lore in hopes of finding a way to end his vampire existence and become human once more. His search has driven him mad over the past several hundred years and has led him to the Void Society.

After defeating Harken the Pure, Valamus took control of the society to use its research in hopes of finding away to end his vampiric state. The rest of the society however, is unaware of his true motives.

Jarish the Butcher (male nullmandor halfling)

A halfling who has fully embraced his heritage, Jarish is a master of necromancy and the grave master of a cell located in Hira. Jarish gained his reputation as the Butcher when he murdered 12 common folk who had stumbled onto his cell's location. With their deaths, Jarish rose each one as an undead slave to do his bidding.

Jarish is a cruel master, constantly driving his cell to new heights of necromantic understanding.

Jarish the Butcher	**Level 10 Elite Controller**
Small natural humanoid	XP 1,000
Initiative +3	**Senses** Perception +17
HP 206; **Bloodied** 103; see *breath rush*	
AC 24; **Fortitude** 22, **Reflex** 23, **Will** 23	
Saving Throws +2	
Speed 5	
Action Points 1	
ⓘ **Quarterstaff** (standard; at-will) ✦ **Weapon**	
+15 vs. AC; 1d8+5 damage.	
ⓘ **Soul Screams** (standard; at-will) ✦ **Necrotic**	
Ranged 10; +13 vs. Reflex; 2d6+5 necrotic damage and the target is weakened (save ends).	
ⓘ **Breath Rush** (standard; recharge when bloodied) ✦ **Necrotic**	
Close Blast 3; +14 vs. Fortitude; 1d8+5 necrotic damage and the target takes ongoing 10 necrotic damage (save ends).	
ⓘ **Your soul is mine** (standard; encounter) ✦ **Fire**	
Close Burst 2; +13 vs. Fortitude; 2d10+5 necrotic damage and the target is unconscious (save ends). *Each Failed Save:* The target takes 10 necrotic damage.	
Army of the Dead	
Any creature who dies of damage from Jarish raises as a Breath Zombie equal to their level on their next turn.	
Second Chance (minor; encounter)	
See the D&D 4E *Player's Handbook*	
Alignment Evil	**Languages** Cerian, Derish, Tyrish
Skills Diplomacy +13, Religion +12	
Str 18 (+9)	**Dex** 16 (+8) **Wis** 21 (+10)
Con 15 (+7)	**Int** 18 (+9) **Cha** 18 (+9)
Equipment Robes, Quarterstaff	

Jarish the Butcher Tactics

Jarish prefers to stay behind his undead servants as much as possible and use his breath rush at first opportunity. He will then alternate between soul scream and your soul is mine.

Chapter 8: Monster Lore

Monsters. Plagues. Abominations. The world of Falamar is a dangerous place to live. Since the rebirth of the Night Reign, some of the most savage and disturbing creatures have come out from their hiding places to prowl the land once more.

With the world shrouded in darkness, most monsters are neither pleasant nor forgiving. Even the lowly goblin or gnoll is more dark and ruthless than normal. The horrors of the world have inflicted lasting pain to the psyche of all creatures.

Creatures

- **Blood Knight:** These vampire nobles are knights of the Sanguine Order in the kingdom of Aiyia. Cunning warriors, they are renowned for their ability to recover from injury.

- **Bone Guard:** The living half of the Ilium Empire, the soldiers of the Bone Guard dress in armor with the appearance of bones. Most of the young Bone Guard are no more than young adults who have lived the way of the Empire their whole life.

- **Breath Dragon:** Not all dragons become the dracolich upon their deaths. Those dragons of the purest evil may become a dragon infused with the power of the Breath.

- **Breath Zombie:** The undead by-product of the Breath. Those creatures unlucky enough to be caught in the maw of the Breath of Ilius are raised shortly after their death and empowered by the Breath.

- **Cushani:** Once just feline predators within the Great Forest, the cushani evolved into intelligent and powerful hunters.

- **Heaven Knights:** The elite guard of the Ilium Empire, the Heaven Knights enforce imperial law with a ruthless hand. When coupled with the rumors of their ritual sacrifices, the Heaven Knights are universally feared by all.

- **La'ree:** These undead creatures excel at blending into society to sow the seeds of destruction. As creations of the all powerful Shan'ree, La'ree work to turn the world into a realm of undead.

- **Nullmandor:** An ancient line of necromancers, the nullmandor are creatures that have reawakened from their curse to walk the world once more as masters of the undead.

- **Shadow Elves:** Cold and calculating, the shadow elves view the world from the darker side of life. They work to protect their lands and society with brutal efficiency.

- **Shan'ree:** Born of the Wyrms of Autumn and Winter, these creatures of shadow are the living symbol of evil and shadows. They seek to enslave the masses to satisfy their desire of a world populated by the undead.

- **Winkar:** The darker half of the dwarves, the winkar are a deeply religious race of dwarves who strive to convert the world to the church of the moon.

- **Queen and Lord:** The vampire queen Yaneria and the lich lord Razel. Both rule over vast amounts of land. Both hundreds of years old. Both incredibly evil.

Hazards and Diseases

- **The Breath of Ilius:** The Breath is the manifestation of all that is evil in the world. Rolling through the land in the appearance of a thick, dark fog, this semi-intelligent mass seeks out living creatures to consume their life force to feed its never ending hunger.

- **Dark Rot:** A disease that has begun to spread from the undead, causing a weakening of the body.

- **Reaper Plague:** The Reaper plague is a disease created by the Order of Heaven as a tool of fear and a weapon to cull the enemies of the Ilium Empire. Its devastating effects can cripple a man in a short time.

Blood Knight

As the elite of Aiyia, the vampiric knights lead troops into battle in the name of Queen Yaneria. Vicious and cunning, the Blood Knights revel in the slaughter of their opponents. They're known for their resilience and for draining their foes to strengthen themselves.

Blood Knight (template)

"Blood Knight" is a template you can apply to any paragon level humanoid creature. If you are modifying a non-player character, this template works best with circle dancer, fighter, paladin or ranger classes.

Prerequisite: Humanoid; Level 11

Blood Knight	**Elite Skirmisher or Soldier**
Humanoid (undead)	XP Elite

Senses Darkvision
Hit Points +8 per level + Constitution score
Regeneration 10. If a blood knight takes radiant damage, its regeneration doesn't function on its next turn.
Immune disease, poison
Resist 10 necrotic at 11th level, 15 necrotic at 21st level
Vulnerability 10 radiant
Saving Throws +2
Action Point 1

Devour the Fallen (immediate reaction when a creature within 5 squares of the blood knight is reduced to 0 hit points) ✦**Healing**
The blood knight regains hit points equal to its level.

Blood Tempest (standard; recharge when first bloodied)✦ **Healing, Necrotic**
Close Burst 5; Level +3 vs. Fortitude; 3d8 + Strength modifier damage and the target is weakened (save ends)

Blood Knight Lore

Religion DC 15: Blood Knights can be found throughout the Kingdom of Aiyia though typically they are located in the larger cities.

Religion DC 20: Blood Knights prefer to engage quickly, using their superior regenerative abilities to help them keep going in a prolonged fight.

Thrull Squire

Thrulls are those creatures that have yet to obtain knighthood in the order. They have typically had a taste of the power that being a full vampire can bring and their willingness to perform any action to obtain full knighthood makes them dangerous opponents.

Thrull Squire	**Level 14 Soldier**
Medium natural humanoid (undead)	XP 1,000

Initiative +12 **Senses** Perception +9
HP 137; **Bloodied** 68
AC 30; **Fortitude** 27, **Reflex** 25, **Will** 24
Immune disease, poison
Resist 10 necrotic **Vulnerability** 10 radiant
Speed 6

Halberd (standard; at-will)✦**Weapon**
Reach 2; +21 vs. AC; 2d8+6 damage.

Body Pike (standard; recharge ⚅)✦**Weapon**
Reach 2; +22 vs. Reflex; 4d8+6 damage.

Blood Rush (standard; encounter)✦**Necrotic**
Thrull squire shifts 2 squares before the attack; Close Burst 2; +21 vs. AC; 3d10+6 and thrull squire regains 34 hit points

Feeder Weapon ✦ **Healing, Necrotic**
When attacking with its melee weapon, the thrull squire regains 5 hit points.

Alignment Evil **Languages** Cerish
Skills Endurance +15

Str 23 (+13)	**Dex** 17 (+10)	**Wis** 14 (+9)
Con 17 (+10)	**Int** 14 (+9)	**Cha** 14 (+9)

Equipment Chainmail, Halberd

Human Blood Knight **Level 14 Elite Skirmisher**
Medium natural humanoid (undead) XP 2,000

Initiative +14 **Senses** Perception +13; darkvision
HP 252; **Bloodied** 126
AC 30; **Fortitude** 27, **Reflex** 25, **Will** 24
Immune disease, poison
Resist 10 necrotic **Vulnerability** 10 radiant
Regeneration 10. If the blood knight takes radiant damage, its regeneration doesn't function on its next turn.
Saving Throws +2
Speed 6
Action Point 1

Greatsword (standard; at-will) ✦ **Fire, Weapon**
+19 vs. AC; 1d10+6 damage plus 1d6 fire damage, plus an extra 3d6 fire damage is the target is immobilized.

Volcanic Hold (standard; recharge ⚅)
Close Blast 5; one enemy in blast; +17 vs. Fortitude; target is immobilized (save ends).

Blood Tempest (standard; recharge when first bloodied) ✦ **Healing, Necrotic**
Close Burst 5; Level +17 vs. Fortitude; 3d8+6 damage and the target is weakened (save ends).

Devour the Fallen (immediate reaction when a creature within 5 squares of the blood knight is reduced to 0 hit points) ✦ **Healing**
The blood knight regains 12 hit points.

Alignment Evil **Languages** Cerish
Skills History +10, Insight +13
Str 21 (+12) **Dex** 17 (+10) **Wis** 12 (+8)
Con 14 (+9) **Int** 12 (+8) **Cha** 13 (+8)
Equipment Scale Armor, Greatsword

Blood Knight Mage **Level 15 Artillery**
Medium natural humanoid (undead) XP 1,200

Initiative +13 **Senses** Perception +10
HP 110; **Bloodied** 55
AC 27; **Fortitude** 26, **Reflex** 28, **Will** 26
Immune disease, poison
Resist 10 necrotic **Vulnerability** 10 radiant
Speed 6

Dagger (standard; at-will) ✦ **Weapon**
+22 vs. AC; 1d10+6 damage.

Sanguine Lance (standard; at-will) ✦ **Force**
Ranged 20; +20 vs. Reflex; 2d8+6 force damage.

Blood Storm (standard; encounter) ✦ **Necrotic**
Area Burst 1 within 10; +20 vs. Fortitude; 1d10+6 necrotic damage and ongoing 10 necrotic damage.

Blood Thaumaturgy
When the blood knight mage hits with a power, the target also regains 5 fewer hit points from any healing it receives (save ends).

Alignment Evil **Languages** Cerish
Skills Arcana +17, History +17
Str 17 (+10) **Dex** 23 (+13) **Wis** 17 (+10)
Con 14 (+9) **Int** 20 (+12) **Cha** 14 (+9)
Equipment robes, wand, dagger

Blood Knight Mage

The Blood Knight Mage is a knight who has taken up magic to complement their martial abilities. Though not as highly trained in melee combat, their ability to mix sword and magic makes them dangerous.

Encounter Group

Blood Knights typically operate alone or in small groups. When operating in groups, Blood Knights typically have several skirmishers or foot soldiers to handle the grunt work, allowing the knight to focus on dangerous opponents or obstacles.

Level 15 Encounter (XP 6,200)
✦ 1 Blood Knight (Level 14 elite skirmisher)
✦ 3 Thrull Squire (Level 14 soldier)
✦ 1 Blood Mage (Level 15 artillery)

Bone Guard

The Bone Guard are the foot soldiers of the Ilium Empire. The Bone Guard is comprised of all races across Falamar, although humans and tieflings are more common. Most Bone Guard are mean-spirited and enjoy oppressing the common folk.

Bone Guard Enforcer

The enforcers are the experienced Bone Guards soldiers who have seen their share of combat. They are typically jaded people, enforcing the laws of the Empire with a cruel hand.

Bone Guard Enforcer	**Level 3 Brute**
Medium natural humanoid	XP 150
Initiative +1	**Senses** Perception +1
HP 56; **Bloodied** 28	
AC 15; **Fortitude** 16, **Reflex** 14, **Will** 14	
Speed 6	
Long Sword (standard; at-will) ✦ **Weapon**	
+6 vs. AC; 2d6+3 damage.	
Brute's Blade (standard; recharge ⚅) ✦ **Weapon**	
+6 vs. AC; 3d6+3 damage and the target takes ongoing 5 damage (save ends).	
Divide and Conquer	
The enforcer gains a +2 bonus to damage rolls per bone guard ally adjacent to its target.	
Alignment Evil	**Languages** Cerish
Skills Intimidate +9, Endurance +7	
Str 17 (+4)	**Dex** 12 (+2) **Wis** 11 (+1)
Con 16 (+4)	**Int** 10 (+1) **Cha** 12 (+2)
Equipment Scalemail, longsword	

Bone Guard Soldier

The soldier is the common Bone Guard rank-and-file member of the army. They typically have standard training and are not expected to do much more than follow the orders of their superiors.

Bone Guard Soldier	**Level 3 Minion**
Medium natural humanoid	XP 38
Initiative +1	**Senses** Perception +1
HP 1; a missed attack never damages a minion.	
AC 17; **Fortitude** 15, **Reflex** 13, **Will** 14	
Speed 6	
Bone Sword (standard; at-will) ✦ **Weapon**	
+8 vs. AC; 4 damage.	
Divide and Conquer	
The soldier gains a +2 bonus to damage rolls per bone guard ally adjacent to its target.	
Alignment Evil	**Languages** Cerish
Str 14 (+3)	**Dex** 10 (+1) **Wis** 10 (+1)
Con 12 (+2)	**Int** 9 (+0) **Cha** 11 (+1)
Equipment Chainmail, longsword	

Bone Guard Battle Mage

The battle mage is a specialized Bone Guard, trained in the ways of magic to support the enforcers and soldiers. They use their magic to cause destruction on a massive scale.

Bone Guard Battle Mage	**Level 5 Artillery**
Medium natural humanoid	XP 200
Initiative +4	**Senses** Perception +6
HP 48; **Bloodied** 24	
AC 17; **Fortitude** 14, **Reflex** 18, **Will** 17	
Speed 6	
Dagger (standard; at-will) ✦ **Weapon**	
+12 vs. AC; 1d6+4 damage.	
Bone Bolt (standard; at-will) ✦ **Force**	
Ranged 20; +10 vs. Reflex; 1d10+4 force damage.	
Black Lightning (standard; recharge ⚅) ✦ **Lightning, Necrotic**	
Ranged 10; +10 vs. Reflex; 2d8+4 lightning damage and the target is immobilized (save ends).	
Alignment Evil	**Languages** Cerish
Skills Arcana +11	
Str 10 (+2)	**Dex** 14 (+4) **Wis** 17 (+5)
Con 12 (+3)	**Int** 18 (+6) **Cha** 12 (+3)
Equipment Robes, Wand, Dagger	

Bone Guard Captain (template)

The Bone Guard captain is a member of the army that has risen above the rank and file. He is a cruel warrior who inspires fear in enemies and subordinates alike.

"Bone Guard Captain" is a template you can apply to any humanoid monster. If you are modifying a non-player character, this template works best with fighter, paladin and warlord classes.

Bone Guard Captain **Elite Soldier (Leader)**
Humanoid XP Elite

Zealot's Aura (Fear) aura 5; allies within the aura gain a +2 power bonus to Will defense. Enemies within the aura suffer a –2 penalty to attack rolls.
Hit Points +8 per level + Constitution score
Saving Throws +2
Action Point 1
Beatdown
Targets hit by the Bone Guard Captain's melee attacks are also knocked prone
Captain's Command (minor; recharge ⚅)
Close Burst 5; Slide allies within the burst up to 3 squares. Allies in the burst may then make a melee basic attack as a free action against any creature within reach.

Bone Guard Lore

Nature DC 10: Not all soldiers are completely loyal to the Empire. Those who are not normally keep this to themselves, however, due to the threat of never-ending servitude as one of the undead should they commit treason.

History DC 15: Bone Guards are constantly under the watchful eye of the Church of the Moon to ensure loyalty to the faith and the Heaven Knights to ensure loyalty to the Empire.

Dragonborn Bone Guard Captain **Level 5 Elite Soldier (Leader)**
Medium natural humanoid XP 400

Initiative +6 **Senses** Perception +3
Zealot's Aura (Fear) aura 5; allies within the aura gain a +2 power bonus to Will defense. Enemies within the aura suffer a –2 penalty to attack rolls.
HP 126; **Bloodied** 63
AC 21; **Fortitude** 18, **Reflex** 16, **Will** 15
Saving Throws +2
Speed 6
Action Points 1

Long Sword (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d8+3 damage.

Dragon Breath (minor; at-will) ✦ **Cold**
Close Burst 3; +6 vs. Reflex; +7 while bloodied; 1d6+2 cold damage.

Captain's Command (minor; recharge ⚅)
Close Burst 5; Slide allies within the burst up to 3 squares. Allies in the burst may then make a melee basic attack as a free action against any creature within reach.

Dragonborn Fury (only while bloodied)
The dragonborn bone guard captain gains a +1 racial bonus to attack rolls while bloodied.

Impetuous Spirit (immediate reaction, when an enemy leaves an adjacent square; at-will) ✦ **Weapon**
The bone guard captain makes a melee basic attack against an enemy, even if the enemy is shifting.

Martial Recovery (free, when the bone guard captain misses with a melee attack; recharges when the captain uses impetuous spirit) ✦ **Weapon**
The bone guard captain makes another melee attack against the same target.

Beatdown
Targets hit by the Bone Guard Captain's melee attacks are also knocked prone.

Alignment Evil **Languages** Cerish, Draconic
Skills Endurance +9, History +4, Intimidate +10
Str 16 (+5) **Dex** 15 (+4) **Wis** 12 (+3)
Con 15 (+4) **Int** 11 (+2) **Cha** 12 (+3)
Equipment Scale Armor, Light Shield, Longsword

Encounter Group

Bone Guard troops prefer to work in units where their numbers give them an advantage. They are usually led by a Captain or Enforcer who likes to focus on a single target, quickly taking it down before moving onto the next threat.

Level 6 Encounter (XP 1,250)
✦ 5 bone guard soldiers (level 5 minion)
✦ 2 bone guard enforcers (level 5 brute)
✦ 1 bone guard battle mage (level 5 artillery)
✦ 1 bone guard captain (level 5 elite soldier)

Breath Dragon

Throughout history, dragons have roamed the world. Since the birth of the Breath, dragons have occasionally succumbed to its life stealing energy. Some of the dragons that have been ensnared by the Breath are corrupted into a partnership where they continue on as a frightening combination of necrotic and draconic energy.

Young Breath Dragon

Young and brash, the young breath dragon prefers to use subservient creatures to do its bidding and fighting. Through the use of its Breath aura and breath weapon it can assist its allies in combat.

Young Breath Dragon **Level 9 Solo Controller**
Large shadow magical beast (dragon) XP 2,000

Initiative +10 **Senses** Perception +8; darkvision
Breath Aura aura 2; any creature that enters the aura or starts its turn there takes 5 necrotic damage and a –2 penalty to saving throws.
HP 392; **Bloodied** 196; see also *bloodied breath*
AC 23; **Fortitude** 21, **Reflex** 21, **Will** 22
Resist 15 necrotic
Saving Throws +5
Speed 6, fly 10 (hover), overland flight 15
Action Points 2

Bite (standard; at-will) ✦ **Necrotic**
Reach 2; +14 vs. AC; 2d6+5 damage plus 2d8 necrotic damage.

Claw (standard; at-will) ✦ **Necrotic**
Reach 2; +14 vs. AC; 2d6+5 damage.

Double Attack (standard; at-will)
The young breath dragon makes two claw attacks.

Breath Weapon (standard; recharge ⚅) ✦ **Necrotic**
Close Blast 5; +11 vs. Reflex; 2d6+5 necrotic damage and the target takes a –2 penalty to attack rolls and is immobilized (save ends both). *Aftereffect:* The target is slowed (save ends).

Bloodied Breath (free, when first bloodied; encounter)
Breath weapon recharges and the young breath dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close Blast 5; targets enemies; +11 vs. Will; the target is stunned until the end of the young breath dragon's turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

Alignment Evil **Languages** Cerian, Draconic
Skills Arcana +13, Athletics +11, Intimidate +12
Str 14 (+6) **Dex** 22 (+10) **Wis** 19 (+8)
Con 18 (+8) **Int** 18 (+8) **Cha** 16 (+7)

Adult Breath Dragon

The adult breath dragon has tempered its volatile nature with a more precise and cunning nature, preferring to manipulate foes whenever possible.

Adult Breath Dragon **Level 17 Solo Controller**
Large shadow magical beast (dragon) XP 8,000

Initiative +16 **Senses** Perception +14; darkvision
Breath Aura aura 3; any creature that enters the aura or starts its turn there takes 10 necrotic damage and a –2 penalty to saving throws.
HP 676; **Bloodied** 338; see also *bloodied breath*
AC 31; **Fortitude** 29, **Reflex** 31, **Will** 29
Resist 20 necrotic
Saving Throws +5
Speed 6, fly 10 (hover), overland flight 15
Action Points 2

Bite (standard; at-will) ✦ **Necrotic**
Reach 2; +22 vs. AC; 2d8+7 damage plus 3d8 necrotic damage.

Claw (standard; at-will) ✦ **Necrotic**
Reach 2; +22 vs. AC; 2d8+7 damage.

Double Attack (standard; at-will)
The adult breath dragon makes two claw attacks.

Breath Weapon (standard; recharge ⚅) ✦ **Necrotic**
Close Blast 5; +19 vs. Reflex; 2d8+7 necrotic damage and the target takes a –2 penalty to attack rolls and is immobilized (save ends both). *Aftereffect:* The target is slowed (save ends).

Bloodied Breath (free, when first bloodied; encounter)
Breath weapon recharges and the adult breath dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close Blast 5; targets enemies; +19 vs. Will; the target is stunned until the end of the adult breath dragon's turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

Shade's Embrace (standard; recharge ⚅) ✦ **Necrotic**
Area Burst 1 within 20; +19 vs. Reflex; 2d8+7 damage and the target is restrained (save ends). *Effect:* The burst creates a zone of shadows that lasts until the end of the adult breath dragon's next turn. Each creature that starts its turn in the zone takes 10 necrotic damage. *Sustain Minor:* The zone persists.

Alignment Evil **Languages** Cerian, Draconic
Skills Arcana +17, Athletics +17, Intimidate +17
Str 20 (+13) **Dex** 27 (+16) **Wis** 22 (+14)
Con 25 (+15) **Int** 19 (+12) **Cha** 18 (+12)

Elder Breath Dragon

Elder breath dragons have fully embraced their shadow nature, using its to full effect to control and kill their opponents from a distance.

Elder Breath Dragon **Level 24 Solo Controller**
Huge shadow magical beast (dragon) XP 30,250

Initiative +22 **Senses** Perception +20; darkvision
Breath Aura aura 4; any creature that enters the aura or starts its turn there takes 15 necrotic damage and a –2 penalty to saving throws.
HP 908; **Bloodied** 454; see also *bloodied breath*
AC 38; **Fortitude** 37, **Reflex** 38, **Will** 37
Resist 25 necrotic
Saving Throws +5
Speed 6, fly 12 (hover), overland flight 15
Action Points 2

Bite (standard; at-will) ✦ **Necrotic**
Reach 3; +29 vs. AC; 3d6+8 damage plus 3d10 necrotic damage.

Claw (standard; at-will) ✦ **Necrotic**
Reach 2; +29 vs. AC; 3d6+8 damage.

Double Attack (standard; at-will)
The elder breath dragon makes two claw attacks.

Deathgaze (standard; recharge ⚅) ✦ **Gaze**
Ranged 5; +26 vs. Fortitude; target loses half their current hit points.

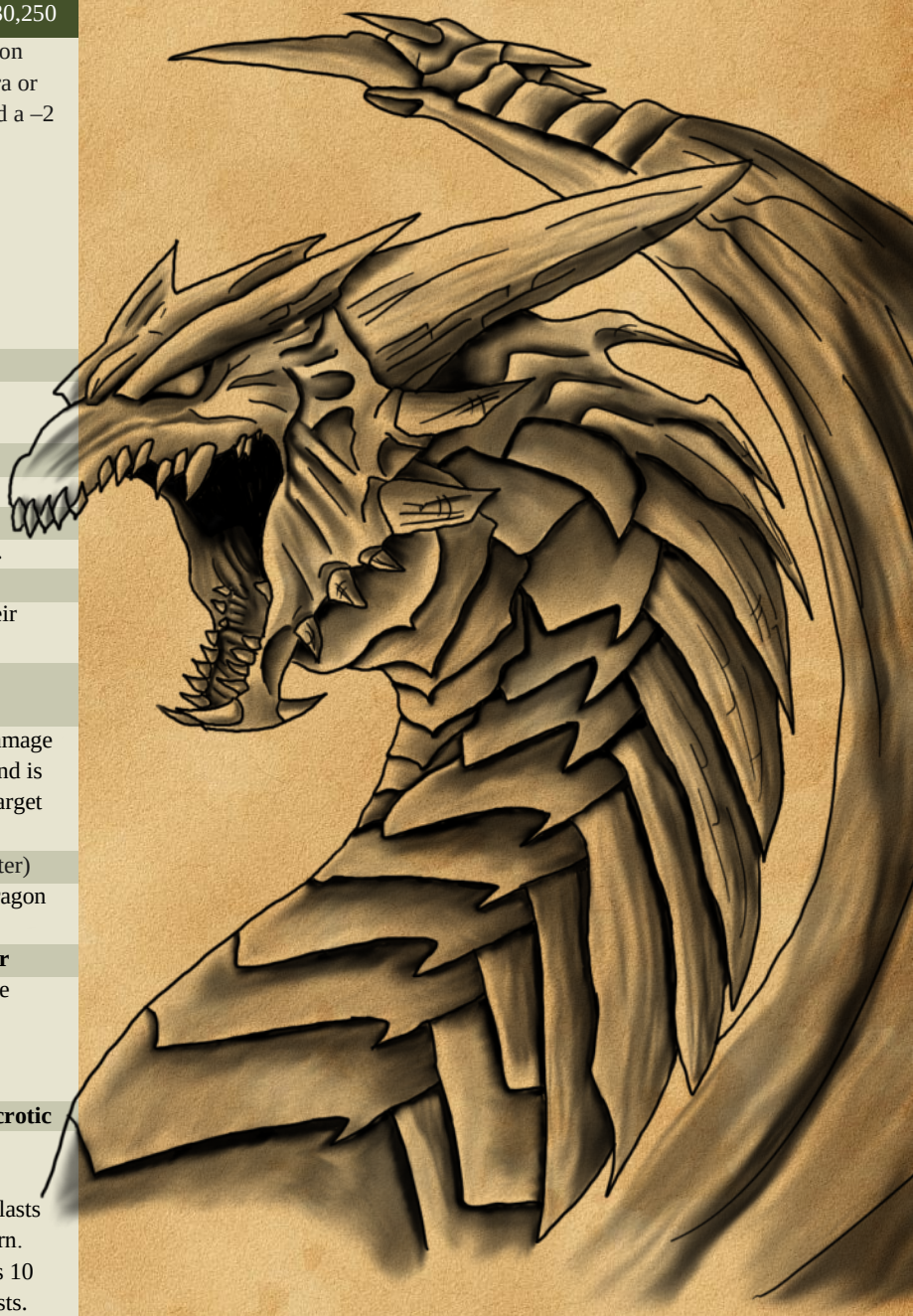
Breath Weapon (standard; recharge ⚄ ⚅ ⚅) ✦ **Necrotic**
Close Blast 5; +26 vs. Reflex; 3d8+8 necrotic damage and the target takes a –2 penalty to attack rolls and is immobilized (save ends both). *Aftereffect:* The target is slowed (save ends).

Bloodied Breath (free, when first bloodied; encounter)
Breath weapon recharges and the elder breath dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close Blast 10; targets enemies; +26 vs. Will; the target is stunned until the end of the elder breath dragon's turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

Shade's Embrace (standard; recharge ⚅) ✦ **Necrotic**
Area Burst 1 within 20; +19 vs. Reflex; 3d8+8 damage and the target is restrained (save ends). *Effect:* The burst creates a zone of shadows that lasts until the end of the elder breath dragon's next turn. Each creature that starts its turn in the zone takes 10 necrotic damage. *Sustain Minor:* The zone persists.

Alignment Evil **Languages** Cerian, Draconic
Skills Arcana +23, Athletics +23, Intimidate +23
Str 23 (+18) **Dex** 30 (+22) **Wis** 27 (+20)
Con 27 (+20) **Int** 22 (+18) **Cha** 22 (+18)



Ancient Breath Dragon

Ancient breath dragons are consumed by hatred of all living things. When confronted by the living, they strive to destroy them by any means.

Breath Dragon Lore

Religion DC 15: Breath dragons feed on the life force of living creatures, using their souls to fuel their shadow-enhanced forms.

Religion DC 20: Breath dragons are unable to breed in the traditional sense. However, they are capable of converting another dragon into a breath dragon.

Encounter Group

Breath dragons prefer isolation so they are commonly found alone. However, they have been known to use undead servants to assist them from time to time.

Level 10 Encounter (XP 2,800)
✦ 1 young breath dragon (level 9 solo controller)
✦ 2 breath zombie (level 9 soldier)

Level 18 Encounter (XP 11,200)
✦ 1 adult breath dragon (level 17 solo controller)
✦ 2 breath zombie (level 17 soldier)

Level 25 Encounter (XP 42,350)
✦ 1 elder breath dragon (level 24 solo controller)
✦ 2 breath zombie (level 24 soldier)

Level 31 Encounter (XP 133,000)
✦ 1 ancient breath dragon (level 30 solo controller)
✦ 2 breath zombie (level 30 soldier)

Ancient Breath Dragon **Level 30 Solo Controller**
Gargantuan shadow magical beast (dragon) XP 95,000

Initiative +26 **Senses** Perception +25; darkvision
Breath Aura aura 5; any creature that enters the aura or starts its turn there takes 20 necrotic damage and a –2 penalty to saving throws.
HP 1,104; **Bloodied** 552; see also *bloodied breath*
AC 44; **Fortitude** 42, **Reflex** 46, **Will** 43
Resist 25 necrotic
Saving Throws +5
Speed 6, fly 12 (hover), overland flight 15
Action Points 2

Bite (standard; at-will) ✦ **Necrotic**
Reach 4; +35 vs. AC; 3d8+10 damage plus 4d10 necrotic damage.

Claw (standard; at-will) ✦ **Necrotic**
Reach 2; +35 vs. AC; 3d8+10 damage.

Triple Attack (standard; at-will)
The ancient breath dragon makes two claw attacks and one bite attack.

Vorgardian Nightmare (standard; recharge ⚅) ✦ **Necrotic**
Close burst 4; targets enemies; +32 vs. Fortitude; 3d8+10 necrotic damage and the target is blinded until the end of the ancient breath dragon's next turn. *Aftereffect:* The target gains vulnerability 10 necrotic (save ends).

Deathgaze (standard; recharge ⚅) ✦ **Gaze, Necrotic**
Ranged 5; +32 vs. Fortitude; target loses half their current hit points.

Breath Weapon (standard; recharge ⚄⚅) ✦ **Fire, Necrotic**
Close Blast 5; +32 vs. Reflex; 4d10+9 fire and necrotic damage and the target takes a –2 penalty to attack rolls and is immobilized (save ends both). *Aftereffect:* The target is slowed (save ends).

Bloodied Breath (free, when first bloodied; encounter)
Breath weapon recharges and the ancient breath dragon uses it immediately.

Frightful Presence (standard; encounter) ✦ **Fear**
Close Blast 10; targets enemies; +32 vs. Will; the target is stunned until the end of the ancient breath dragon's turn. *Aftereffect:* The target takes a –2 penalty to attack rolls (save ends).

Shade's Embrace (standard; recharge ⚅) ✦ **Necrotic**
Area Burst 1 within 20; +32 vs. Reflex; 4d10+9 damage and the target is restrained (save ends). *Effect:* The burst creates a zone of shadows that lasts until the end of the elder breath dragon's next turn. Each creature that starts its turn in the zone takes 15 necrotic damage. *Sustain Minor:* The zone persists.

Alignment Evil **Languages** Cerian, Draconic
Skills Arcana +27, Athletics +27, Intimidate +27
Str 25 (+22) **Dex** 34 (+27) **Wis** 31 (+25)
Con 28 (+24) **Int** 25 (+22) **Cha** 26 (+23)

Breath Zombie

The undead are common in the lands of Falamar, but none is more terrifying than the Breath Zombie. When the Breath of Ilius kills a creature, its evil and necrotic energy raises the creature as a powerful undead zombie.

Retaining some of their former intelligence, these necrotic empowered undead harness wisps of the Breath itself to consume the life force of their victims. They seek out life to destroy and consume, just like their creator.

Breath Zombie Lore

Religion DC 10: Villagers and townsfolk are the most common Breath zombies since they are the most susceptible to the Breath. Those of hardier body and mind such as adventurers tend to create elite breath zombies which are known to lead lesser undead creatures.

Religion DC 15: Breath zombies have been known to work together to overpower more difficult opponents, using their breath aura to their advantage.

Encounter Group

Breath zombies can commonly be found along with a Breath of Ilius hazard and among other undead creatures such as rotters and ghouls.

Level 6 Encounter (XP 1,315)
- ✦ 2 Breath Zombie Reaper (Level 6 soldier)
- ✦ 5 Zombie Rotters (Level 6 minions)
- ✦ 2 Ghouls (Level 6 brute)

Breath Zombie Reaper

Strong and infused with the Breath of Ilius, the breath zombie reapers are the most common zombies created by the Breath. They use their necrotic energy to kill any living creature they come across.

Breath Zombie Reaper	**Level 6 Soldier**
Medium natural animate (undead)	XP 250
Initiative +5	**Senses** Perception +3; Darkvision
Breath Aura (Necrotic) aura 2: any creature that enters of begins its turn in the aura takes 5 necrotic damage. Creatures in the aura also take a –2 penalty to saving throws.	
HP 68; **Bloodied** 34; see also *death burst*	
AC 22; **Fortitude** 19, **Reflex** 17, **Will** 17	
Immune disease, poison; **Resist** 10 necrotic	
Vulnerable 5 radiant	
Speed 6	
⨁ **Slam** (standard; at-will) ✦ **Necrotic**	
+13 vs. AC; 1d6+4 damage and the target takes on going 5 necrotic damage (save ends).	
⟡ **Absorb Life** (standard; encounter) ✦ **Healing, Necrotic**	
Close burst 3; +11 vs. Fortitude; 3d6+4 necrotic damage and the breath zombie regains 5 hit points for each creature damaged by the attack.	
⟡ **Death Burst** (when reduced to 0 hit points) ✦ **Necrotic**	
The breath zombie explodes. Close burst 1; +11 vs. Fortitude; 3d6+4 necrotic damage and the target takes ongoing 5 necrotic damage (save ends).	
Breath Reaper ✦ **Necrotic**	
The breath zombie's attacks deals an extra 5 necrotic damage to a bloodied creature.	
Alignment Unaligned	**Languages** -
Skills Endurance +9, Intimidation +6	
Str 19 (+7)	**Dex** 13 (+4) **Wis** 14 (+5)
Con 12 (+4)	**Int** 8 (+2) **Cha** 6 (+1)

Cushani

Powerful feline hunters, the Cushani thrive on hunting their prey. Though some prefer stealth and others brutal open combat, all of them seek the glory of the kill. Tough and intelligent, they tend to rely heavily on instincts while hunting and fighting.

Most warriors are males seeking glory in hopes of gaining a mate while the females take on more leadership roles as is custom in their society.

Cushani Warrior

The standard cushani warriors are young males looking to prove themselves through combat. Their zeal and bloodlust are well known though this tends to shorten the lives of many.

Cushani Warrior **Level 8 Minion**
Medium natural humanoid XP 88

Initiative +5 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion
AC 22; **Fortitude** 21, **Reflex** 18, **Will** 20
Speed 7

Claw (standard; at-will) ✦ **Weapon**
+13 vs. AC; 6 damage

Feline Swarm
The warrior gains a +1 power bonus to attack rolls while at least one other cushani ally is adjacent to it.

Alignment Any **Languages** Rathek
Str 20 (+9) **Dex** 13 (+5) **Wis** 11 (+4)
Con 14 (+6) **Int** 10 (+4) **Cha** 17 (+7)

Cushani Mauler

The cushani mauler is a more seasoned warrior who prefers upfront and personal combat as opposed to stalking prey for the silent kill. They are usually very brash and very strong.

Cushani Hunter

The cushani hunters are stalking hunters, preferring to move in quickly for the kill with overwhelming strength.

Cushani Hunter **Level 9 Skirmisher**
Medium natural humanoid XP 400

Initiative +11 **Senses** Perception +4; low-light vision
HP 94; **Bloodied** 47
AC 23; **Fortitude** 21, **Reflex** 22, **Will** 21
Speed 7

Claw (standard; at-will) ✦ **Weapon**
+14 vs. AC; 1d8+5 damage

Pounce (standard; at-will)
The cushani hunter moves up to its speed and makes two claw attacks against a single target at the end of its move. If both attacks hit, the target is pushed two squares and knocked prone.

Swat (immediate reaction, when an enemy moves adjacent; recharge ⚄⚅)
Targets the triggering enemy; +12 vs. Fortitude; 2d6+5 damage and the target is knocked prone.

Predator's Roar (minor; encounter) ✦ **Fear**
Close Burst 2; +12 vs. Will; each target takes a –2 penalty to all defenses until the end of the mauler's next turn.

Alignment Any **Languages** Rathek
Skills Intimidate +12, Nature +9
Str 17 (+7) **Dex** 20 (+9) **Wis** 11 (+4)
Con 14 (+6) **Int** 10 (+4) **Cha** 16 (+7)

Cushani Mauler **Level 7 Brute**
Medium natural humanoid XP 300

Initiative +4 **Senses** Perception +3; low-light vision
HP 94; **Bloodied** 47
AC 19; **Fortitude** 21, **Reflex** 18, **Will** 19
Speed 7

Claw (standard; at-will) ✦ **Weapon**
+10 vs. AC; 2d6+5 damage

Savage Assault (standard; recharge ⚄⚅)
The cushani mauler makes two claw attacks. If both attacks hit the same target, the target takes ongoing 5 damage (save ends).

Predator's Roar (minor; encounter) ✦ **Fear**
Close Burst 2; +8 vs. Will; each target takes a –2 penalty to all defenses until the end of the mauler's next turn.

Alignment Any **Languages** Rathek
Skills Intimidate +11, Nature +8
Str 20 (+9) **Dex** 13 (+5) **Wis** 10 (+3)
Con 14 (+6) **Int** 10 (+4) **Cha** 16 (+6)

Cushani Pridemaster

The pridemasters are usually female cushani or males of high renown. These leaders are highly skilled combatants who lead from the front.

Cushani Pridemaster **Level 9 Elite Controller (Leader)**
Medium natural humanoid XP 800

Initiative +7 **Senses** Perception +4; low-light vision
HP 188; **Bloodied** 94
AC 23; **Fortitude** 21, **Reflex** 21, **Will** 23
Saving Throws +2
Speed 7
Action Points 1

⊕ **Claw** (standard; at-will) ✦ **Weapon**
+14 vs. AC; 2d6+5 damage.

⊕ **Bite** (minor; at-will, once per round) ✦ **Weapon**
Target grabbed by the pridemaster; +12 vs. AC; 2d8+5 damage.

⸸ **Gotcha** (standard; recharge ⚄⚅) ✦ **Weapon**
Cushani pridemaster makes two claw attacks. If both attacks hit the same medium or smaller target, the target is grabbed (until escape).

⟡ **Rallying Roar** (minor; recharges when first bloodied)
Close burst 5; all allies may shift three squares as a free action and gain a +2 bonus to all attack rolls until the end of the pridemaster's next turn.

⟡ **Predator's Roar** (minor; encounter) ✦ **Fear**
Close Burst 2; +12 vs. Will; each target takes a –2 penalty to all defenses until the end of the mauler's next turn.

Alignment Any **Languages** Rathek
Skills Intimidate +15, Nature +9

Str 17 (+7)	**Dex** 16 (+7)	**Wis** 11 (+4)
Con 14 (+6)	**Int** 10 (+4)	**Cha** 22 (+10)

Cushani Lore

Nature DC 15: Males tend to be more savage than their female counterparts in combat.

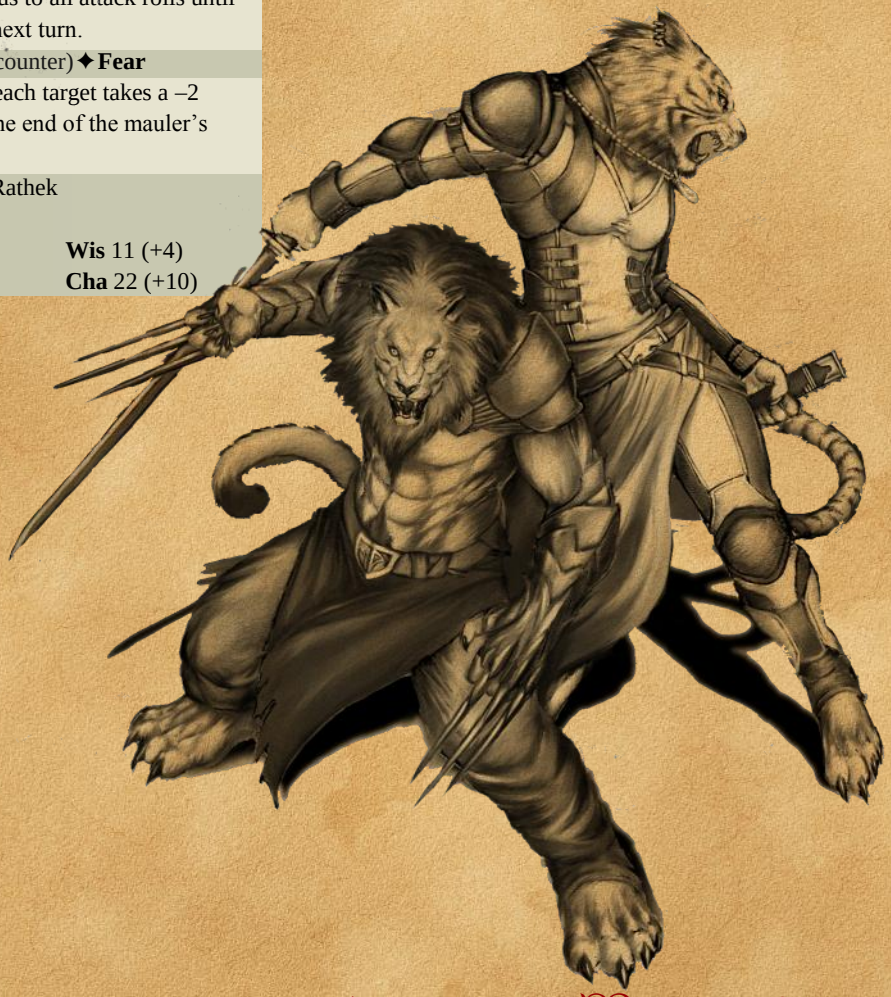
Nature DC 20: Male cushani are extremely protective of females. Females of other races have even been known to come under the protection of a cushani when they share a close friendship.

Nature DC 25: Magic is rarely used by the cushani people. Due to an ancient curse, many cushani view the practice with suspicion.

Encounter Group

Cushani are normally found in hunting prides consisting mostly or entirely of male cushani. When female cushani are found, they are always leading the pride in coordinated attacks. They prefer to target the weakest opponent as a group first before moving on to tougher opponents.

Level 9 Encounter (XP 2,040)
✦ 1 Cushani Pridemaster (Level 9 elite controller)
✦ 5 Cushani Maulers (Level 8 minions)
✦ 2 Cushani Hunter (Level 9 skirmisher)



Heaven Knight

As judge, jury and executioner, the Heaven Knights are the elite military units in service to the Ilium Empire. They have created abominations and horrible viruses in service to the Betrayer. They sweep in to handle any problems caused by particularly competent members of the forces of good.

Heaven Knight (template)

"Heaven Knight" is a template you can apply to any epic humanoid monster. If you are modifying a non-player character, this template works best with the destiny knight, fighter, judge, paladin and warlord classes.

Requirements: Humanoid, Level 21

Heaven Knight	**Elite Soldier (Leader)**
Humanoid	XP Elite

Vicious Aura (Fear) aura 5; each ally in the aura gains a +4 power bonus to Will. Enemies in the aura suffer a –2 penalty to attack rolls and damage rolls.
Hit Points +8 per level + Constitution score
Immune fear
Resist 15 necrotic
Saving Throws +2
Action Point 1

Force of Will (minor; recharge ⚄⚅)
The heaven knight regains the use of a recharge power or an expended encounter or daily power.

Pestilent Strike (standard; at-will) ✦ **Necrotic**
Level +7 vs. AC; 3d6 + Strength modifier necrotic damage and the target contracts the Reaper Plague (level equal to the heaven knight's level).

Heaven Knight Lore

Nature DC 20: Heaven Knights are the supreme law of the land, dealing punishment for crimes against the Empire. Only the most powerful lords dare confront them.

Nature DC 25: Heaven knights are appointed by a Grand Marshal, an elite group of heaven knights who rule from mighty bone towers.

Encounter Group

Heaven knights rarely travel together, preferring to work with undead servants and bone guards troops. In combat, the heaven knight directs his troops to engage melee fighters while he confronts any defenders of a group.

Level 22 Encounter (XP 23,200)
✦ 1 Marut Heaven Knight (Level 21 elite soldier)
✦ 5 Bone Guard (Level 21 minions)
✦ 3 Bone Guard (Level 21 soldier)
✦ 1 Bone Guard Mage (Level 21 artillery)

Heaven Knight Templar

The heaven knight templar travels the lands of the Empire to ensure the loyalty of its subjects and leaders. They are absolutely loyal to the Empire and cruel when exacting punishment.

Marut Heaven Knight	**Level 21 Elite Soldier (Leader)**
Medium natural humanoid	XP 6,400

Initiative +18 **Senses** Perception +22; truesight
Vicious Aura (Fear) aura 5; each ally in the aura gains a +4 power bonus to Will. Enemies in the aura suffer a –2 penalty to attack rolls and damage rolls.
HP 402; **Bloodied** 201
AC 37; **Fortitude** 37, **Reflex** 32, **Will** 33
Saving Throws +2
Speed 6, Fly 4 (hover), Teleport 4
Action Points 1

⊕ **Great sword** (standard; at-will) ✦ **Thunder, Weapon**
+27 vs. AC; 1d10+11 damage plus 1d6 thunder damage, and the target is pushed 1 square and the target is marked until the end of the marut heaven knight's next turn

Double Attack (standard; recharge ⚀⚄⚅) ✦ **Thunder, Weapon**
The heaven knight makes two greatsword attacks.

Pestilent Strike (standard; at-will) ✦ **Weapon**
+28 vs. AC; 3d6+11 necrotic damage and the target contracts the reaper plague (level 21).

Force of Will (minor; recharge ⚄⚅)
The heaven knight regains the use of a recharge power or an expended encounter or daily power.

Alignment Evil **Languages** Supernal
Skills Endurance +22, Intimidate +19

Str 32 (+21)	**Dex** 23 (+16)	**Wis** 25 (+17)
Con 25 (+17)	**Int** 14 (+12)	**Cha** 18 (+14)

Equipment Greatsword

La'ree

The La'ree, also known as lesser shades, are the spawn of Shan'ree, created from the essence of those slain by the greater shades. They serve as spies, assassins and warriors for their Shan'ree masters across the world. They use their normal-looking appearance to befriend, manipulate and eventually betray their enemies.

La'ree (template)

"La'ree" is a template that can be added to any paragon or epic tier humanoid.
Requirements: Humanoid, Level 11

La'ree — **Elite Soldier**
Humanoid (undead) — XP Elite

Breath Aura (Necrotic) aura 5**; a**ny creature that enters or begins its turn in the aura takes 5 necrotic damage. Enemies in the aura take a –2 penalty to saving throws.
Senses Darkvision
Hit Points +8 per level + Constitution score
Immune disease, poison
Resist 15 necrotic
Vulnerability 10 radiant
Saving Throws +2
Action Point 1

Breath Touch ✦Necrotic, Weapon
An enemy struck by a la'ree's basic attack gains vulnerability 5 necrotic (save ends).

Necrotic Master ✦Necrotic
The la'ree can convert any damage it deals with an attack power to necrotic.

La'ree Lore

Religion DC 15: The La'ree are able to appear life-like in order to draw close to their victims.

Religion DC 20: Many nobles of the former Fao Empire claim to be descendants of La'ree.

Encounter Group

La'ree are typically found in the company of those they have befriended and will let them handle the bulk of the fighting.

Level 16 Encounter (XP 7,200)
✦ 1 La'ree Faoian Troll (Level 14 elite soldier)
✦ 4 Absyssal Eviscerator (Level 14 brute)
✦ 1 Immolith (Level 15 controller)

La'ree Faoian Troll

The La'ree Faoian Troll is a brute of massive size and strength. Created for mass carnage, the La'ree Faoian Troll enjoys every moment of its new unlife.

La'ree Faoian Troll — **Level 14 Elite Soldier**
Large natural humanoid (undead) — XP 2,000

Initiative +12 **Senses** Perception +15; darkvision
Breath Aura (Necrotic) aura 5**; a**ny creature that enters or begins its turn in the aura takes 5 necrotic damage. Enemies in the aura take a –2 penalty to saving throws.
HP 220; **Bloodied** 110
Regeneration 10 (if the la'ree war troll takes acid or fire damage, regeneration does not function until the end of its next turn)
AC 30; **Fortitude** 29, **Reflex** 25, **Will** 25
Immune disease, poison
Resist 15 necrotic; **Vulnerability** 10 radiant
Saving Throws +2
Speed 6
Action Points 1

Greatsword (standard; at-will)✦**Weapon**
Reach 2; +20 vs. AC; 1d12+7damage and the target is marked until the end of the la'ree war troll's next turn.

Claw (standard; at-will)✦**Weapon**
Reach 2; +20 vs. AC; 2d6+7 damage.

Longbow (standard; at-will)✦**Weapon**
Ranged 20/40; +20 vs. AC; 1d12+3 damage.

Arcing Strike (standard; at-will)✦**Weapon**
Requires greatsword; close blast 2; +20 vs. AC; 1d12+7 damage and the target is knocked prone.

Cruel Intentions (immediate reaction, when a bloodied enemy within 2 squares of the war troll moves or shifts; at-will)
The war troll shifts 1 square closer to the enemy.

Threatening Reach
The la'ree faoian troll can make opportunity attacks against all enemies within its reach (2 squares).

La'ree Recovery ✦Healing
If the la'ree faoian troll is reduced to 0 hit points or fewer by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.

Breath Touch ✦Necrotic, Weapon
An enemy struck by a la'ree's basic attack gains vulnerability 5 necrotic (save ends).

Necrotic Master ✦Necrotic
The la'ree can convert any damage it deals with an attack power to necrotic.

Alignment Chaotic Evil **Languages** Giant
Skills Athletics +17, Endurance +15
Str 24 (+14) **Dex** 16 (+10) **Wis** 16 (+10)
Con 20 (+12) **Int** 10 (+7) **Cha** 2 (+8)
Equipment Plate Armor, Greatsword, Longbow, Arrows

Nullmandor

The nullmandor began as halfling mages who specialized in necromancy during the first Night Reign. Though they were cursed and banished, the second Night Reign has seen their return to the world, their necrotic ways having now expanded to other races.

Nullmandor Necromancer

The nullmandor necromancer specializes in the creation of undead creatures to their bidding. Cruel and evil, they see only death due to their curse. This has only hardened their pact with necromancy.

Nullmandor Necromancer **Level 15 Controller (Leader)**
Medium natural humanoid XP 1,200

Initiative +13 **Senses** Perception +9
HP 148; **Bloodied** 74
AC 29; **Fortitude** 27, **Reflex** 29, **Will** 26
Speed 5

Staff (standard; at-will) ✦ **Weapon**
+20 vs. AC; 2d8+6 damage

Vile Destruction (standard; at-will) ✦ **Necrotic, Weapon**
Ranged 10; +18 vs. Reflex, 2d8+6 necrotic damage.

Necrotic Tornado (standard; encounter) ✦ **Necrotic, Weapon**
Area Burst 1 within 10; +18 vs. Reflex; 3d10+6 necrotic damage and slide the target 2 squares. The target is then immobilized (save ends).

Skeletal Commander (move; recharge ⚄ ⋮⋮)
Adjacent undead creature can make a basic attack.

Summon Jade Skeleton (standard; at-will) ✦ **Summoning**
Close Burst 20; The nullmandor necromancer can summon a jade skeleton of their choice (blue, green or red) into an unoccupied square. The necromancer can dismiss the skeleton as a free action. If a summon drops to 0 or fewer hit points, the necromancer takes 5 damage.

Alignment Evil **Languages** Cerian
Skills Religion +18, Arcana +18
Str 12 (+8) **Dex** 22 (+13) **Wis** 15 (+9)
Con 20 (+12) **Int** 25 (+14) **Cha** 18 (+11)
Equipment Robes, Staff

Jade Skeleton

One of the specialties of the nullmandor, the jade skeleton is an undead creature that has been armored with pieces of jade of various colors. The colors anoint the undead with certain powers, giving them additional abilities.

Blue Jade Skeleton **Level 15 Minion**
Medium natural animate (undead) XP 350

Initiative +12 **Senses** Perception +14
HP 1; a missed attack never damages a minion
AC 29; **Fortitude** 26, **Reflex** 27, **Will** 24
Speed 6

Thigh bone wand (standard; at-will)
Ranged 5; +20 vs. AC; 9 damage

Blue Jade Armor
On a successful attack against a bloodied target, the blue jade skeleton deals 4 damage to adjacent enemies.

Alignment Unaligned **Languages** -
Str 18 (+12) **Dex** 20 (+10) **Wis** 14 (+8)
Con 16 (+10) **Int** 3 (+8) **Cha** 3 (+9)
Equipment Thigh bone wand

Red Jade Skeleton **Level 15 Minion**
Medium natural animate (undead) XP 350

Initiative +11 **Senses** Perception +14
HP 1; a missed attack never damages a minion
AC 29; **Fortitude** 28, **Reflex** 26, **Will** 24
Speed 6

Rusty sword (standard; at-will) ✦ **Weapon**
+20 vs. AC; 9 damage

Red Jade Armor
The red jade skeleton gains a +2 bonus to attack rolls and deals an additional 2 points of damage against a bloodied target.

Alignment Unaligned **Languages** -
Str 20 (+12) **Dex** 18 (+10) **Wis** 14 (+8)
Con 16 (+10) **Int** 3 (+8) **Cha** 3 (+9)
Equipment Rusty long sword

Green Jade Skeleton **Level 15 Minion**
Medium natural animate (undead) XP 350

Initiative +11 **Senses** Perception +14
HP 1; a missed attack never damages a minion
AC 29; **Fortitude** 28, **Reflex** 27, **Will** 24
Speed 6

Rusty spear (standard; at-will) ✦ **Weapon**
Reach 2; +20 vs. AC; 9 damage

Green Jade Armor
Allies who begin their turn adjacent to the green jade skeleton gain a +1 bonus to all defenses until the end of their next turn.

Alignment Unaligned **Languages** -
Str 20 (+12) **Dex** 18 (+10) **Wis** 14 (+8)
Con 16 (+10) **Int** 3 (+8) **Cha** 3 (+9)
Equipment Rusty spear

Nullmandor Deathblade

The Deathblades are warriors who have sworn allegiance to a nullmandor. Empowered with necrotic energy, the Deathblades serve as bodyguards for their necromancer masters, protecting them at all costs, even forfeiting their own lives.

Nullmandor Deathblade	**Level 16 Soldier**
Medium natural humanoid	XP 1,400

Initiative +14 **Senses** Perception +9
HP 154; **Bloodied** 77
AC 32; **Fortitude** 29, **Reflex** 29, **Will** 27
Speed 5

⊕ **Scimitar** (standard; at-will) ✦ **Weapon**
+23 vs. AC; 2d8+7 damage

↓ **Firelight Strike** (standard; encounter) ✦ **Fire, Necrotic, Weapon**
+23 vs. AC; 2d8+7 fire and necrotic damage and the target takes ongoing 10 fire and necrotic damage (save ends)

Skeletal Commander (move; recharge ⚄⚅)
One adjacent undead creature can make a basic attack.

↯ **Back as Unlife** (free; when nullmandor deathblade is reduced to 0 or fewer hit points)
Close Burst 5; A nullmandor necromancer within the burst regains hit points equal to their bloodied value.

Alignment Evil **Languages** Cerian, Winthek
Skills Religion +13, Arcana +17, Endurance +13
Str 17 (+11) **Dex** 19 (+12) **Wis** 12 (+9)
Con 18 (+12) **Int** 11 (+8) **Cha** 15 (+10)
Equipment Scimitar, Scale Armor

Nullmandor Lore

Nature DC 20: The nullmandor once thrived during the first Night Reign. When the Nullmandor were cursed and banished, the world breathed a sigh of relief. Their descendants still carry the green eyes of the curse, forever marking them.

Nature DC 25: While banished, the nullmandor brought in other races to do their bidding. In time, these other races grew to understand the powerful abilities of necromancy, becoming full fledged necromancers themselves.

Encounter Group

Nullmandor are always found in the company of undead which they direct in combat to protect them while they attack foes from afar. Those Nullmandor able to have Deathblade bodyguards have the Deathblades focus on troublesome strikers.

Level 15 Encounter (XP 6,100)
- ✦ 1 Nullmandor Necromancer (Level 15 controller)
- ✦ 5 Red Jade Skeleton (Level 15 minions)
- ✦ 2 Ghoul (Level 14 brute)
- ✦ 1 Nullmandor Deathblade (Level 16 soldier)

Shadow Elves

Cunning and treacherous, the shadow elves are the silent blade among the brutish evil creatures that walk the land. They are shadows and magic.

Shadow Elf Brigand

The general soldier of the shadow elves, the brigand has yet to rise in the ranks of the guardian caste.

Shadow Elf Brigand **Level 5 Minion**
Medium shadow humanoid XP 50

Initiative +5 **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion
AC 19; **Fortitude** 17, **Reflex** 17, **Will** 17
Resist 7 necrotic
Speed 6

⨁ **Short Sword** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 5 damage

Shadowstep (move; encounter) ✦ **Teleportation**
Teleport up to 10 squares. You may only teleport if the beginning square and the ending square are in darkness or dim light.

Alignment Any **Languages** Tyrish
Str 13 (+3) **Dex** 16 (+5) **Wis** 15 (+4)
Con 15 (+4) **Int** 11 (+2) **Cha** 10 (+2)

Shadow Elf Nightblade

Deadly opportunists, the dark blades represent the skirmishers of the shadow elves. They use shadows and deception to quickly kill their opponents.

Shadow Elf Nightblade **Level 5 Skirmisher**
Medium shadow humanoid XP 200

Initiative +8 **Senses** Perception +4; low-light vision
HP 66; **Bloodied** 33
AC 19; **Fortitude** 18, **Reflex** 19, **Will** 17
Resist 7 necrotic
Speed 6

⨁ **Shadowblade** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d10+5 damage (15+1d8 on a critical hit) and the target grants combat advantage to the nightblade until the end of the nightblade's next turn.

Rapid Strike (standard; at-will)
Requires combat advantage; the darkblade makes two shadowblade attacks.

Shadowstep (move; encounter) ✦ **Teleportation**
Teleport up to 10 squares. You may only teleport if the beginning square and the ending square are in darkness or dim light.

Alignment Any **Languages** Tyrish
Skills Acrobatics +11, Religion +7, Stealth +11
Str 13 (+3) **Dex** 19 (+6) **Wis** 14 (+4)
Con 17 (+5) **Int** 11 (+2) **Cha** 9 (+1)

Shadow Elf Warrior

The warrior is the elite soldier of the shadow elves guardian caste. They use shadows to quickly move across the battlefield to strike down scores of their opponents.

Shadow Elf Warrior **Level 5 Lurker**
Medium shadow humanoid XP 200

Initiative +11 **Senses** Perception +4; low-light vision
HP 54; **Bloodied** 27
AC 19; **Fortitude** 18, **Reflex** 20, **Will** 16
Resist 7 necrotic
Speed 6

⨁ **Thinblade** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d10+5 damage (15+1d8 on a critical hit).

⨁ **Shadow Slash** (standard; recharge ⚄⚅) ✦ **Weapon**
The warrior shifts up to its speed and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The warrior can not attack a target more than once in this fashion and it must end its movement in an unoccupied square. It gains combat advantage against each creature that is unaware of it.

Combat Advantage
The warrior deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Shadowstep (move; encounter) ✦ **Teleportation**
Teleport up to 10 squares. You may only teleport if the beginning square and the ending square are in darkness or dim light.

Alignment Any **Languages** Tyrish
Skills Acrobatics +12, Religion +7, Stealth +12
Str 13 (+3) **Dex** 21 (+7) **Wis** 14 (+4)
Con 18 (+6) **Int** 11 (+2) **Cha** 10 (+2)

Shadow Elf Shadowmagus

Masters of the magus caste, the shadow magus harness dark necrotic magic to hamper their opponents so the warriors can sweep in for the kill.

Shadowmagus **Level 5 Artillery (Leader)**
Medium shadow humanoid XP 200

Initiative +2 **Senses** Perception +4; low-light vision
HP 53; **Bloodied** 26
AC 17; **Fortitude** 18, **Reflex** 19, **Will** 17
Resist 7 necrotic
Speed 6

⨁ **Quarterstaff** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d6+5 damage.

✲ **Ray of Decay** (standard; recharge ⚄⚅) ✦ **Necrotic**
Area Burst 2 within 10; +10 vs. Fortitude; 1d6+4 necrotic damage and the target takes ongoing 5 necrotic damage and is weakened (save ends).

✲ **Cloud of Shadows** (standard; encounter) ✦ **Necrotic, Zone**
Area burst 2 within 10; +10 vs. Fortitude; 3d6+4 necrotic damage and the target is immobilized (save ends). The burst creates a zone that lasts until the end of the shadowmage's next turn. The zone is considered difficult terrain and bright light within the zone is reduced to dim light. Any creature that starts its turn within the zone takes 5 necrotic damage. Sustain Minor: The zone persists.

✧ **From the Shadows** (standard; encounter) ✦ **Teleportation**
Close Burst 5; all allies within the burst may teleport up to 5 squares, as long as they end adjacent to an enemy.

Shadowstep (move; encounter) ✦ **Teleportation**
Teleport up to 10 squares. You may only teleport if the beginning square and the ending square are in darkness or dim light.

Alignment Any **Languages** Tyrish
Skills Acrobatics +11, Religion +11, Stealth +11
Str 10 (+2) **Dex** 11 (+2) **Wis** 15 (+4)
Con 17 (+5) **Int** 20 (+7) **Cha** 12 (+3)

Shadow Elf Shadowpriest

Loyal to the Moon under the magus caste, the shadowpriests use their divine gifts to assist their allies and slow down their opponents.

Shadowpriest **Level 5 Controller (Leader)**
Medium shadow humanoid XP 200

Initiative +3 **Senses** Perception +4; low-light vision
HP 65; **Bloodied** 32
AC 19; **Fortitude** 18, **Reflex** 16, **Will** 20
Resist 7 necrotic
Speed 6

⨁ **Morningstar** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d10+5 damage.

✈ **Shadowbind** (standard; at-will) ✦ **Necrotic**
Ranged 5; +8 vs. Fortitude; 1d6+4 necrotic damage, and the target is blinded and immobilized (save ends both).

✈ **Siphon Life** (standard; recharge ⚄⚅) ✦ **Healing, Necrotic**
Ranged 5; +8 vs. Fortitude; 1d10+4 necrotic damage and the shadowpriest or an ally within 5 squares regains 5 hit points.

Shadowstep (move; encounter) ✦ **Teleportation**
Teleport up to 10 squares. You may only teleport if the beginning square and the ending square are in darkness or dim light.

Alignment Any **Languages** Tyrish
Skills Acrobatics +8, Religion +11, Stealth +8
Str 10 (+2) **Dex** 11 (+2) **Wis** 22 (+8)
Con 17 (+5) **Int** 13 (+3) **Cha** 12 (+3)

Shadow Elf Lore

Nature DC 15: Shadow elves are divided into three castes, though only the guardian and magus castes are trained for combat.

Nature DC 20: Shadow elves are well connected with the realm of Vorgard through many portals in Lothanewi which they use to call in their allies.

Encounter Group

Shadow elves tend to prefer hit-and-run tactics, using their shadow step to its full advantage. When in groups, there is commonly a mix guardian and magus caste.

Level 5 Encounter (XP 1,050)
✦ 1 Shadow elf warrior (Level 5 lurker)
✦ 5 Shadow elf brigand (Level 5 minion)
✦ 2 Shadow elf nightblade (Level 5 skirmisher)
✦ 1 Shadowmagus (Level 5 artillery)

Shan'ree

As offspring of the Wyrms of Winter and Autumn, the Shan'ree are terrifying undead creatures who strive to enslave the world in darkness. Though they are creatures of the night, they have no loyalty to the Betrayer or his Empire. They would rather see the world crumbled under their fist than allow mere humans to rule the world.

There are two types of Shan'ree, those born of Autumn and those of Winter. The Autumn Shan'ree are cold and calculating creatures, always scheming their next conquest. The Winter Shan'ree however, are cunning, bloodthirsty creatures who prefer to ravage a countryside rather than bend it to its will.

Autumn Shan'ree (template)

"Autumn Shan'ree" is a template you can apply to any epic humanoid monster. If you are modifying a non-player character, this template works best with the summoner and wizard classes.
Requirements: Humanoid, Level 21

Autumn Shan'ree **Elite Controller**
Humanoid (undead) XP Elite

Senses Darkvision
Breath Aura (Necrotic) aura 5; any creature that enters or begins its turn in the aura takes 10 necrotic damage. Each enemy in the aura takes a –2 penalty to saving throws.
Hit Points +8 per level + Constitution score
Immune disease, poison
Resist 30 necrotic
Vulnerability 10 radiant
Saving Throws +2
Action Point 1
Breath Touch ✦ Necrotic, Weapon
A creature hit by the shan'ree's melee basic attack gains vulnerability 10 necrotic (save ends).
Breath Cage (standard; recharge ⚄⚃)✦ **Necrotic**
Area burst 1 within 10; Level +3 vs. Fortitude; 4d8+8 damage and the target is immobilized and takes ongoing 10 necrotic damage (save ends both).

Encounter Group

Shan'ree are rarely alone, using their servants to fight while they confront large threats, especially destiny knights whom they hate with a passion.

Level 25 Encounter (XP 39,500)
✦ 1 Autumn Shan'ree (Level 24 elite skirmisher)
✦ 2 Breath Zombie (Level 24 soldiers)
✦ 3 Hezrou (Level 23 brute)

Autumn Shan'ree Storm Giant **Level 24 Elite Controller**
Large elemental humanoid (undead) XP 12,100

Initiative +18 **Senses** Perception +21; darkvision
Breath Aura (Necrotic) aura 5; any creature that enters or begins its turn in the aura takes 10 necrotic damage. Each enemy in the aura takes a –2 penalty to saving throws.
Thunderstorm aura 5; any creature that enters or begins its turn in the aura takes 10 lightning and thunder damage; creatures other than storm giants and storm titans treat the area within the aura as difficult terrain and cannot fly.
HP 456; **Bloodied** 288
AC 38; **Fortitude** 39, **Reflex** 36, **Will** 36
Immune disease, poison
Resist 15 lightning, 30 necrotic, 15 thunder
Vulnerability 10 radiant
Saving Throws +2
Speed 6, Fly 10 (hover), Swim 8
Action Point 1
Crackling Greatsword (standard; at-will)
✦Lightning, Weapon
+29 vs. AC; 1d12+10 damage plus 1d8 lightning damage.
Lightning Blast (standard; recharge ⚅)✦**Lightning, Weapon**
Requires greatsword, close blast 2; +29 vs. AC; 2d8+10 damage plus 1d8 lightning damage.
Arcing Lightning Bolt (standard; at-will)
✦Lightning, Thunder
Ranged 10; +27 vs. Reflex; 2d6+6 lightning and thunder damage, and the target is pushed 3 squares and dazed (save ends).
Autumn Storm (standard; recharge ⚄⚅)
Close Blast 4; +27 vs. Fortitude; 1d12+6 thunder damage, and the target is pushed 4 squares and knocked prone. **Miss:** Half damage and the target is pushed 1 square.
Breath Cage (standard; recharge ⚄⚅)✦ **Necrotic**
Area burst 1 within 10; +27 vs. Fortitude; 4d8+8 damage and the target is immobilized and takes ongoing 10 necrotic damage (save ends both).
Breath Touch ✦ Necrotic, Weapon
A creature hit by the shan'ree's melee basic attack gains vulnerability 10 necrotic (save ends).
Alignment Evil **Languages** Cerian, Winthek
Skills Diplomacy +23, Intimidate +23
Str 30 (+22) **Dex** 22 (+18) **Wis** 19 (+16)
Con 28 (+21) **Int** 14 (+14) **Cha** 22 (+18)
Equipment: Greatsword

Winter Shan'ree (template)

"Winter Shan'ree" is a template you can apply to any epic humanoid monster. If you are modifying a non-player character, this template works best with the martial artist, circle dancer, rogue, ranger and warlock classes.

Requirements: Humanoid, Level 21

Winter Shan'ree **Elite Artillery or Skirmisher**
Humanoid (undead) XP Elite

Senses Darkvision
Shadow Shroud aura 5; Bright light in the aura is reduced to dim light and dim light becomes darkness. The aura ends if the winter shan'ree is struck by radiant damage. The shan'ree can restore the aura as a minor action.
Hit Points +8 per level + Constitution score
Immune disease, poison
Resist 30 necrotic
Vulnerability 10 radiant
Saving Throws +2
Action Point 1

Shadow Step (move; at-will) ✦ **Teleportation**
The winter shan'ree can teleport up to 10 squares. The shan'ree may only teleport if the beginning and the ending square are in darkness or dim light.

Point of Darkness (minor; at-will)
Close Burst 10; target unoccupied square is filled with darkness until the end of winter shan'ree's turn. The square blocks line of sight, the square is totally obscured, and creatures entirely within it are blinded until they exit. The shan'ree is immune to these effects.

Shan'ree Lore

Religion DC 25: Originally created during the 3rd Age, the Shan'ree attempt to rule the world was stopped during the Crusader War. All were thought killed. Some, however, survived.

Religion DC 30: Shan'ree can create lesser beings called La'ree who serve them as spies, assassins and warriors.

Encounter Group

Shan'ree are rarely alone, using their servants to fight while they confront large threats, especially destiny knights whom they hate with a passion.

Level 23 Encounter (XP 26,200)
✦ 1 Winter Shan'ree (Level 22 elite skirmisher)
✦ 2 Breath Zombie (Level 22 soldiers)
✦ 3 Zombie Brute (Level 21 brute)

Winter Shan'ree Oni **Level 22 Elite skirmisher**
Large natural humanoid (undead) XP 8,300

Initiative +20 **Senses** Perception +23; darkvision
Shadow Shroud aura 5; Bright light in the aura is reduced to dim light and dim light becomes darkness. The aura ends if the winter shan'ree is struck by radiant damage. The shan'ree can restore the aura as a minor action.
HP 412; **Bloodied** 206
AC 36; **Fortitude** 33, **Reflex** 35, **Will** 34
Immune disease, poison
Resist 30 necrotic **Vulnerability** 10 radiant
Saving Throws +2
Speed 6, Teleport 8
Action Point 1

Spiked Chain (standard; at-will) ✦ **Cold, Weapon**
Reach 3; +28 vs. AC; 1d12+5 damage plus 1d8 cold damage, and the target is grabbed and pulled into a space adjacent to the shan'ree oni.

Snow Step (standard; at-will) ✦ **Teleportation, Cold**
The shan'ree oni teleports 8 squares before or attack the attack; close burst 2; targets enemies; +5 vs. Reflex; 2d12+8 cold damage and pushed 2 squares. If the shan'ree oni has the target grabbed, the attack deals 2d12 extra damage to the grabbed creature and the grab ends.

Winter Dance (immediate reaction, when the shan'ree oni is hit by an attack; at-will) ✦ **Teleportation**
The shan'ree oni teleports 3 squares.

Illusionary Veil (minor; at-will) ✦ **Illusion**
The shan'ree can disguise itself to appear as any medium or large humanoid. A creature can see through the disguise with a successful Insight check verse the shan'ree oni's Bluff check.

Shadow Step (move; at-will) ✦ **Teleportation**
The winter shan'ree can teleport up to 10 squares. The shan'ree may only teleport if the beginning and the ending square are in darkness or dim light.

Point of Darkness (minor; at-will)
Close Burst 10; target unoccupied square is filled with darkness until the end of winter shan'ree's turn. The square blocks line of sight, the square is totally obscured, and creatures entirely within it are blinded until they exit. The shan'ree is immune to these effects.

Alignment Evil **Languages** Cerian, Giant
Skills Acrobatics +24, Athletics +22, Bluff +23, Stealth +24

Str 23 (+17)	**Dex** 27 (+19)	**Wis** 20 (+16)
Con 22 (+17)	**Int** 16 (+14)	**Cha** 24 (+18)

Equipment: Leather Armor, Spiked Chain

Winkar

As the Voice of God, the Winkar are the religious epicenter of the Night Reign. As a race, they follow the tenets of the Moon with fanatical zeal as they enforce the faith and destroy any faithful of the Sun.

Winkar Cutthroat

Seasoned warriors, the cutthroats prefer combat on the move, using their scythe to cut long paths of blood through enemy lines.

Winkar Cutthroat **Level 8 Skirmisher**
Medium natural humanoid XP 350

Initiative +11 **Senses** Perception +9; low-light vision
HP 88; **Bloodied** 44
AC 22; **Fortitude** 20, **Reflex** 21, **Will** 21
Speed 5

⨁ **Scythe** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 2d6+5 damage.

⬰ **Judgment of the Moon** (minor; encounter) ✦ **Necrotic**
Close blast 3; +11 vs. Fortitude; 1d8+5 necrotic damage.

Lunar Skirmish
If, on its turn, the winkar cutthroat ends it move at least 4 squares away from it starting point, it deals an extra 1d8 damage on its attack until the start of its next turn.

Moon's Curse ✦ **Necrotic**
Against a target that is bloodied, the winkar cutthroat deals an extra 1d8 necrotic damage.

Alignment Any **Languages** Winthek
Skills Intimidate +10, Religion +10
Str 13 (+5) **Dex** 20 (+9) **Wis** 19 (+8)
Con 16 (+7) **Int** 12 (+5) **Cha** 13 (+5)
Equipment hide armor, scythe

Winkar Thug

As the rank and file of the winkar, the thugs are young and eager to show their faith to the church by destroying any who oppose them.

Winkar Thug **Level 9 Minion**
Medium natural humanoid XP 100

Initiative +6 **Senses** Perception +6; low-light vision
HP 1; a missed attack never damages a minion
AC 23; **Fortitude** 21, **Reflex** 20, **Will** 21
Speed 5

⨁ **Scythe** (standard; at-will) ✦ **Weapon**
+14 vs. AC; 6 damage

Moon's Curse ✦ **Necrotic**
Against a bloodied target, the winkar thug deals an extra 2 necrotic damage.

Alignment Any **Languages** Winthek
Str 18 (+8) **Dex** 15 (+6) **Wis** 13 (+5)
Con 11 (+4) **Int** 9 (+3) **Cha** 17 (+7)
Equipment chainmail, scythe

Winkar Reaper

The reaper is a savage monster of winkar. Reapers love to be in the middle of combat where they can cut loose against multiple foes at once.

Winkar Reaper **Level 8 Brute**
Medium natural humanoid XP 350

Initiative +6 **Senses** Perception +9; low-light vision
HP 106; **Bloodied** 52
AC 20; **Fortitude** 21, **Reflex** 19, **Will** 20
Speed 5

⨁ **Scythe** (standard; at-will) ✦ **Weapon**
+11 vs. AC; 2d6+5 damage and ongoing 5 damage (save ends).

⬰ **Harvest Slash** (standard; useable only while blooded; encounter) ✦ **Healing, Weapon**
Close burst 1; +9 vs. Fortitude; 3d10+5 damage and the target is knocked prone. *Effect:* The winkar reaper regains 26 hit points.

⬰ **Judgment of the Moon** (minor; encounter) ✦ **Necrotic**
Close blast 3; +9 vs. Fortitude; 1d8+5 necrotic damage.

Moon's Curse ✦ **Necrotic**
Against a bloodied target, the winkar reaper deals an extra 1d8 necrotic damage.

Alignment Any **Languages** Winthek
Skills Intimidate +10, Religion +9
Str 20 (+9) **Dex** 13 (+5) **Wis** 19 (+8)
Con 16 (+7) **Int** 10 (+4) **Cha** 12 (+5)
Equipment Scale armor, Scythe

Winkar Priest

The winkar priest is the central pillar of a winkar group. By channeling the divine power of the Moon, the priests use ranged attacks to disorient their foes.

Winkar Priest **Level 10 Controller**
Medium natural humanoid XP 500

Initiative +6 **Senses** Perception +10; low-light vision
HP 106; **Bloodied** 53
AC 24; **Fortitude** 22, **Reflex** 21, **Will** 24
Speed 5

Sickle (standard; at-will) ✦ **Weapon**
+15 vs. AC; 1d8+5 damage.

Lunar Tears (standard; at-will) ✦ **Radiant**
Ranged 10; +13 vs. Reflex; 1d8+5 radiant damage.

Judgment of the Moon (standard; encounter) ✦ **Necrotic**
Close blast 3; +13 vs. Fortitude; 1d8+5 necrotic damage.

Lunar Smite (standard; recharge ⚄⚅) ✦ **Radiant**
Area burst 1 within 10; targets enemies; +13 vs. Will; 3d8+5 radiant damage and the target is dazed until the end of the priest's next turn.

Moon's Curse ✦ **Necrotic**
Against a bloodied target, the winkar priest deals an extra 1d8 necrotic damage.

Alignment Any **Languages** Winthek
Skills Intimidate +12, Religion +11
Str 10 (+5) **Dex** 16 (+8) **Wis** 23 (+11)
Con 18 (+9) **Int** 11 (+6) **Cha** 15 (+7)
Equipment Plate Armor, Sickle

Winkar Commander

The winkar commander is the military center of the Winkar, a seasoned warrior who has claimed his share of glory in the name of the church. They lead by example, charging head-long into combat.

Winkar Commander **Level 10 Soldier (Leader)**
Medium natural humanoid XP 500

Initiative +8 **Senses** Perception +9; low-light vision
HP 103; **Bloodied** 51
AC 26; **Fortitude** 23, **Reflex** 21, **Will** 22
Speed 5

Scythe (standard; at-will) ✦ **Weapon**
+17 vs. AC; 2d6+5 damage.

Twin Moon (standard; at-will) ✦ **Weapon**
The winkar commander makes a scythe attack, then swaps places with an adjacent ally. The ally makes a melee basic attack against the same target..

Judgment of the Moon (standard; encounter) ✦ **Necrotic**
Close blast 3; +15 vs. Fortitude; 1d8+5 necrotic damage.

Lunar Blessing (minor; encounter)
Close burst 5; allies in burst gain 5 temporary hit points and a +2 bonus to attack and damage rolls until the end of the winkar commander's next turn.

Moon's Curse ✦ **Necrotic**
Against a bloodied target, the winkar commander deals an extra 1d8 necrotic damage.

Alignment Any **Languages** Winthek
Skills Intimidate +12, Religion +11
Str 20 (+10) **Dex** 15 (+7) **Wis** 19 (+9)
Con 16 (+8) **Int** 12 (+6) **Cha** 15 (+7)
Equipment Scale Armor, Scythe

Winkar Lore

Nature DC 15: The winkar are indoctrinated into the church of the Moon at childhood to ensure faithful followers.

Nature DC 20: The winkar are fanatical enforcers of the tenets of the Moon to everyone they encounter. Those who hold faith in the Sun are either converted or killed.

Encounter Group

Winkar typically travel in groups led by a priest or a commander. They will converse with those who share their views of the Moon. Otherwise, they fight to the death when dealing with followers of the Sun.

Level 10 Encounter (XP 2,550)
- ✦ 1 Winkar Commander (Level 10 soldier)
- ✦ 1 Winkar Priest (Level 10 controller)
- ✦ 5 Winkar Thugs (Level 9 minion)
- ✦ 3 Winkar Reaper (Level 8 brute)

Queen Yaneria Ro

The original vampire. Murderer of Pelus the Peacekeeper and Solis Ro. Queen of Aiyia. Yaneria Ro carries many dreaded titles due to her long unlife, and she holds true to all of them.

Before her turning, Yaneria was the daughter of King Pelus and one of the greatest swordsmen in the known lands. Her unmatched abilities at circle dancing brought the fighting form to new heights and inspired generations of warriors to take up the skill.

After her mind was broken by the Shan'ree King at the end of the Crusader War, Yaneria cast away her former life and began anew in the western lands now known as Aiyia where she rules with absolute authority.

Though her kingdom is allied with the Ilium Empire, she distrusts the Emperor. She believes it will only be a matter of time before her kingdom falls under the "curiosity" of the Betrayer.

Queen Yaneria Ro **Level 33 Solo Skirmisher**
Medium natural humanoid (undead) XP 155,000

Initiative +32 **Senses** Perception +24; darkvision
HP 1,228; **Bloodied** 614, see *nightfire eruption*
Regeneration 10 (regeneration does not function while Yaneria is exposed to direct sunlight)
AC 47; **Fortitude** 48, **Reflex** 49, **Will** 44
Immunity Disease, Poison
Resist 20 necrotic; **Vulnerability** 5 radiant
Saving Throws +5
Speed 6
Action Points 2

⊕ **Bastard Sword "Forsaken"** (standard; at-will) ✦ **Weapon**
+38 vs. AC; 2d8+10 damage and the target takes ongoing 10 damage (save ends).

Dual Strike (standard; at-will) ✦ **Weapon**
Yaneria makes two bastard sword attacks.

Edge of Oblivion (standard; recharge ⚄ ⋮⋮) ✦ **Weapon**
+38 vs. AC; 3d8+10 damage and the target is pushed 5 squares. If the target leaves the circle of power, it takes 3d8+10 damage and is weakened (save ends).

Inferno Circle (standard; recharge ⋮⋮) ✦ **Fire, Weapon**
Close Burst 5; +36 vs. Reflex; 2d12+12 fire damage and the target gains vulnerability 10 melee attacks (save ends).

Blood Letting (immediate reaction, when an enemy moves or shifts into a square adjacent to Yaneria; at-will) ✦ **Healing**
+38 vs. AC; 3d8+10 damage and slide the target 1 square. Yaneria regains 10 hit points.

Nightfire Eruption (standard; recharges when first bloodied) ✦ **Healing, Weapon**
Close burst 3; +36 vs. Fortitude; 3d8+10 and the target losing a healing surge. Yaneria regains 160 hit points.

Circle of Power (minor; at-will) ✦ **Zone**
Close burst 5; the burst creates a zone until the end of the encounter. Once per round, Yaneria can add 11 to a damage roll.

Shifting Earth
While the circle of power is active, enemies who begin their turn in the zone are slowed until the end of their next turn.

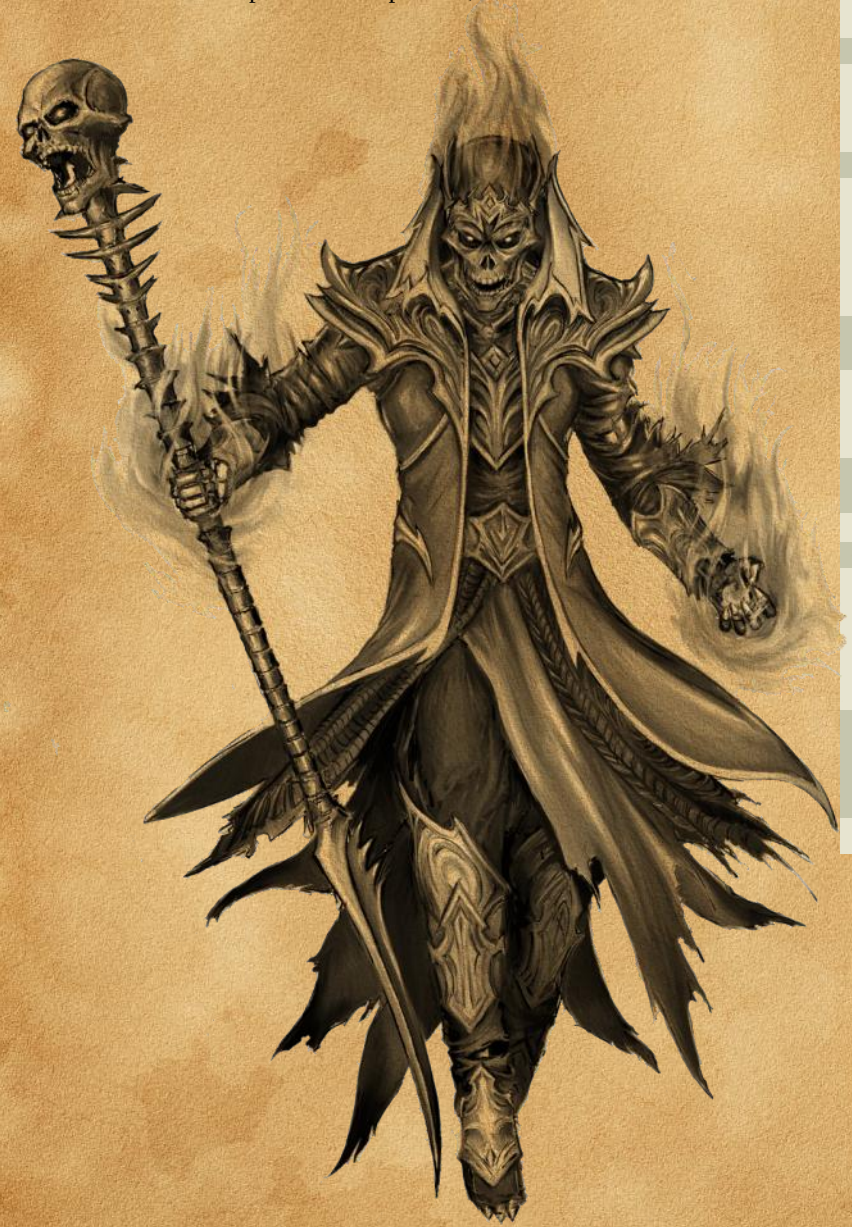
Alignment Evil **Languages** Cerish, Rathek
Skills Acrobatics +35, Intimidate +29, Diplomacy +29
Str 24 (+23) **Dex** 38 (+30) **Wis** 16 (+19)
Con 35 (+28) **Int** 16 (+19) **Cha** 26 (+24)
Equipment Leather Armor, Bastard Sword "Forsaken"

Lord Razel

Once a hero and confidant of Solis Ro, the being now known as Razel is a cruel and wicked lich. Consumed by the need for more power, Razel has spent hundreds of years trying to find the secrets between life and the unlife in hope that he can one day be reunited with his long dead love.

Second only to Ilius in raw magical power, Razel rules the region of Solis with absolute authority. He despises the Empire, however, especially Ilius since he knows that Ilius holds complete control over all creatures undead. Being a lich himself, he is unable to get out from under Ilius' reign and this angers him greatly.

In person, Razel is soft-spoken, cold and calculating in his plans. He is not above using adventurers for his own personal gain, and should Ilius lose power in the process, all the better.



Lord Razel **Level 30 Solo Controller**
Medium natural humanoid (undead) XP 95,000

Initiative +19 **Senses** Perception +31; darkvision
Necrotic Aura (Necrotic) aura 5; any living creature that enters or starts its turn in the aura takes 20 necrotic damage.
HP 1,092; **Bloodied** 546, see *legion's hold*
Regeneration 10 (if Razel takes radiant damage, regeneration doesn't function on its next turn)
AC 44; **Fortitude** 41, **Reflex** 45, **Will** 44
Immunity Disease, Poison; **Resist** 20 necrotic
Saving Throws +5
Speed 6, teleport 6
Action Points 2

⊕ **Staff of Razel** (standard; at-will)✦ **Necrotic, Weapon**
+35 vs. AC; 3d8+10 necrotic damage and the target takes a –2 penalty to Will until the end of Razel's next turn.

⊛ **Eyes of Oblivion** (standard; at-will)✦ **Necrotic**
+33 vs. Will; 2d8+10 necrotic damage and the target is dazed until the end of Razel's next turn.

↼ **Black Fire** (standard; recharge ⚄ ⚅)✦ **Fire, Necrotic**
Close Blast 5; +33 vs. Reflex; 4d10+9 fire and necrotic damage and the target takes ongoing 10 fire damage (save ends) and ongoing 10 necrotic damage (save ends).

↝ **Chaos Lightning** (standard; recharge ⚅)✦ **Lightning**
Razel targets up to three creatures with his chaos lightning; the first target must be within 10 square of Razel, the second target must be within 10 squares of the first; the third must be within 10 squares of the second; +33 vs. Reflex; 5d10+9 lightning damage.

↼ **Legion's Hold** (immediate reaction, recharge when first bloodied)✦ **Psychic**
Close Burst 10; +33 vs. Will; 4d10+9 psychic damage and the target is stunned (save ends). *After Effect:* The target is dazed (save ends).

Heart of Stone (immediate reaction, when damage is dealt by an attack; at-will)
Reduce the damage taken by 10.

Indestructible
When Razel is reduced to 0 hit points, his body and possessions crumble into dust but is not destroyed. Razel reappears (along with his possessions) within 1d6 days within 1 square of his phylactery, unless the phylactery is also destroyed.

Alignment Evil **Languages** Cerish, Rathek
Skills Arcana +32

Str 16 (+18)	**Dex** 18 (+19)	**Wis** 33 (+26)
Con 25 (+22)	**Int** 35 (+27)	**Cha** 26 (+23)

Equipment Staff of Razel

The Breath of Ilius

When Ilius stood upon a beach of blood and called forth the Night Reign, his exhaling breath took on a life of its own as a swirling fog of death. The Breath of Ilius is a predator mist that feeds on living creatures, constantly searching out souls to consume.

The Breath of Ilius can nearly always be found near scenes of death and despair where it grows in power and in turn, empowers undead creatures.

An uncommon form of the Breath is when it becomes a storm, ravaging the countryside in search of life to consume.

Breath of Ilius Lore

History DC 20: The Breath of Ilius is a semi-intelligent silent killer, used as a scary story to keep little children in bed. When the second Night Reign began, the stories became reality.

History DC 25: The Breath is a part of Ilius' power over the world. To defeat the Breath completely, one must defeat Ilius.

History DC 30: Rumors persist that Ilius can see and feel what the Breath comes in contact with. He drives the Breath onward, using it to keep the commonfolk in line.

Breath of Ilius — Level 10 Obstacle

Hazard — XP 500

Found where death and despair are prominent, the Breath of Ilius is the physical manifestation of evil.

Hazard: The Breath of Ilius is a dark violet and black fog that covers 20 contiguous squares and has a speed of 2 squares.

Perception

No check is necessary to notice the Breath in normal light.

- ✦ **DC 26:** Character notices the Breath

Additional Skills: Arcana, Religion

- ✦ **DC 26:** same as for Perception above
- ✦ **DC 30:** The character's knowledge provides a +2 bonus to Religion checks to dissipate the Breath of Ilius

Trigger

When a creature enters or begins its turn in or adjacent to a square of Breath of Ilius

Attack

Opportunity Action **Melee**

Target: A creature that moves adjacent to or begins its turn in the Breath of Ilius

Attack: +13 vs. Fortitude

Hit: 1d10+5 necrotic damage and the target gains ongoing 10 necrotic damage (save ends). If the target is bloodied, the attack deals 2d10+5 necrotic damage and ongoing 5 necrotic damage (save ends).

After Effect: A creature slain by the Breath of Ilius arises as a Breath Zombie of its level at the start of the Breath's turn in 1d4 rounds.

Special: Animates and undead are immune to the effects of the Breath of Ilius. Each round that an undead creature is adjacent or begins its turn in the Breath regains 5 hit points.

Countermeasures

- ✦ A character can engage in a skill challenge to dissipate the Breath of Ilius. DC 25 Religion or Arcana. Complexity 1 (4 successes before 2 failures). **Success:** The Breath of Ilius dissipates.. **Failure:** The Breath expands 5 more squares in size. All creatures in the newly effected squares takes 1d10+5 necrotic damage. A new skill challenge can then be started.

Upgrade to Elite (1,000 XP)

- ✦ Increase attack rolls by +2
- ✦ Increase Complexity to 2 (6 successes before 3 failures)
- ✦ Increase damage to 3d8+5 necrotic damage
- ✦ Increase size to 25 contiguous squares

Breath of Ilius Storm — Level 20 Obstacle

Hazard — XP 2,800

In places where death has reached an enormous scale, the Breath grows into a storm of necrotic energy.

Hazard: The Breath of Ilius is a dark violet and black storm that covers 40 contiguous squares and has a speed of 5 squares.

Perception

No check is necessary to notice the Breath in normal light.

- ✦ **DC 31:** Character notices the Breath

Additional Skills: Arcana, Religion

- ✦ **DC 31:** same as for Perception above
- ✦ **DC 35:** The character's knowledge provides a +2 bonus to Religion checks to dissipate the Breath of Ilius

Trigger

When a creature enters or begins its turn in or adjacent to a square of Breath of Ilius

Attack

Opportunity Action **Melee**

Target: A creature that moves adjacent to or begins its turn in the Breath of Ilius

Attack: +23 vs. Fortitude

Hit: 2d6+7 necrotic damage and the target gains ongoing 10 necrotic damage (save ends). If the target is bloodied, the attack deals 3d8+7 necrotic damage and ongoing 10 necrotic damage (save ends).

After Effect: A creature slain by the Breath of Ilius arises as a Breath Zombie of its level at the start of the Breath's turn in 1d4 rounds.

Special: Animates and undead are immune to the effects of the Breath of Ilius. Each round that an undead creature is adjacent or begins its turn in the Breath regains 10 hit points.

Countermeasures

- ✦ A character can engage in a skill challenge to dissipate the Breath of Ilius. DC 30 Religion or Arcana. Complexity 1 (4 successes before 2 failures). **Success:** The Breath of Ilius dissipates.. **Failure:** The Breath expands 5 more squares in size. All creatures in the newly effected squares takes 2d6+7 necrotic damage. A new skill challenge can then be started.

Upgrade to Elite (5,600 XP)

- ✦ Increase attack rolls by +2
- ✦ Increase Complexity to 2 (6 successes before 3 failures)
- ✦ Increase damage to 4d8+7 necrotic damage
- ✦ Increase size to 45 contiguous squares

The Dark Rot

Thousands of years of have passed since the first undead creature was created during the first Night Reign. Since that time, disease has followed the undead during their expansion across the known realms.

From these undead creatures, the rise of the dark rot began to infect the living. This devastating disease is generally spread through contact with the undead.

Though generally not fatal, the dark rot severely weakens its victims, making them highly susceptible to necrotic energy.

Dark Rot Lore

History DC 15: The dark rot was first discovered during the Unification War of the first Night Reign, and its spread was linked to the tieflings of Naul'Turith.

History DC 20: The disease can commonly be found in areas infested with undead such as zombies and ghouls.

The Reaper Plague

Known as the destroyer of kings, the reaper plague is a plague magically created by the Heaven Knights to enforce the rule of the Ilium Empire.

The disease attacks the body, causing severe skin lesions and bleeding from the eyes and ears. After the initial infection, black veins appear along the skin which pulse slightly along with the victims heartbeat.

At the later stages, the veins cover the body completely before the body begins to decay before the victim's eyes. As their body shuts down, the decay continues until the deceased rises as a breath zombie.

Reaper Plague Lore

History DC 15: The first known use of the plague was against the people of Helvada. Survivors of the Reunification war were infected with the plague and took it back to their people where it spread like wildfire, killing thousands, including the King.

History DC 20: The common man has little chance of surviving the reaper plague. However, sundrop fruits are known to help slow the effects of the plague for a time.

History DC 25: The plague is created by the sacrifice of diseased children by Heaven Knights who then serve as carriers of the plague, but appear to be immune themselves.

Dark Rot	**Level 14 Disease**
A disease that slowly destroys the insides of a creature, weakening every aspect of their being.	**Attack:** +18 vs. Fortitude **Endurance:** improve DC 29, maintain DC 27, worsen DC 26 or lower

The target is cured	**Initial Effect**	Each time the target becomes bloodied, it becomes weakened and takes ongoing 10 necrotic damage (save ends both)	**Final State**
◀	The target gains vulnerability 10 to necrotic damage until cured.	◀▶	The target is weakened. ▶

Reaper Plague	**Level 21 Disease**
The Breath of Ilius courses through the body of the victim, corrupting their organs into undead abominations.	**Attack:** +24 vs. Fortitude **Endurance:** improve DC 34, maintain DC 30, worsen DC 29 or lower

The target is cured	The target regains one of its lost healing surges. The target loses this healing surge again if its condition worsens. The target is no longer weakened.	**Initial Effect**	The target loses two healing surges until cured and is weakened.	Each time the target uses a healing surge, it gains ongoing 20 necrotic damage (save ends). If this reduces the target to 0 hit points or fewer, it dies and turns into a Breath zombie 1d4 rounds later.	**Final State**
◀	◀	◀▶	◀▶	◀▶	The target dies and is raised as a Breath Zombie 1d4 rounds later. ▶

Red Sea
Sul
Icecap River
Blisnol
Ethril
Rilus
Seretia
Kodus
Silver Forest
Isadel
Incar River
Helvada
River Silvanus
Etterkhan River
Fall'is'millisnor
Hases
Dicola
Bronze Coast
Xan
Elkhorn Forest
Fall'hi'willithar
Shadowfall Forest
Fairy Wine River
Dewdrop River
Tyresona
Steeps River
Uio
Mylar
Ebaia
Itis
Zalthiris
Lothanewi
Fall'hi'lithai
Sliss
Asunon
Ursion
Kusar Jungles
The Great Forest
Dominion
Cat's Paw Bay
Binto
Ethana
Fall'is'kithra
Ilium
Sil'hi'lamanus
Ilium
Zaltar
Sudan
Loth'aranthilmis
River of Twelve Stars
Zaun
River Cauldaron
Lina
Shield River
Aigia
Iron Shield River
Virar
Bay of Bones
Racia
Nightstar Forest
Li
Fao
Twilight River
China River
Bothren
Nightfire Mountains
Shalforth
Lismore
Ison
Shar
Blackmog River
Briar
Fyre River
Wyvern's Run
Tetsuki
Loth'hi'zilnia
Karsari
Kyrak's River
Po
Gateway
Quin Zhun River
Shalen
Lion's Run
Nohmor
Shu
Hari
Sunset Lake
Tashiro River
Halnut
Dragon's Run
Hira
River Tolin
Astral Mountains
Minsk
Drev
Masshiro
Eoska
Kya
Malister
Zabar
Eagle's Run
Ishru
Gulf of Turmoil
Krul
Bardess
Alakar
Lorik
Dicies
Sea of Shadows
Siren's Lake
Hols
Zahxar
Dragar
Hare's Run
Lake Yoshiro
Zeal
Ro
Griffon River
Solis
Vaundmor
Rylas
Dak
Sidko River
Ravenspire
Iso'Farsh
Iso'Vilmol
Devonshire
Ikirus
Regar
Sadire
Serpent's Run
Juri
Hope
Emerald River
Ro-jah
Mithral Run
Iso'Airlatarin
Cloaker Woods
Hamil
Hilma
Suri
Sarconia
Mai
Emerald Forest
Elap
Iso'Lalarin
Duri
Halirros
Vargas
Iso'Roshnari
Diamond Run
Iso'Sundi
Griffon River
Thrak'nor
Wyrmwood
Iso'Phosmire
Plains of Sorrow
Danire River
Sea of Twilight

Honor.

Agony.

Love.

Horror.

Once there were heroes.

Once there was light.

But heroes rise and fall.

Betrayal lives forever.

The brightest light casts the deepest shadow,

and the fall from grace is a fast one. Night awakens.

The Betrayer has taken death for his own mantle and rises

from the grave, extends his treacherous hand and shrouds the world in

endless darkness. A chorus of mourning rises, a tortured cacophony in the wake of his

dreaded footsteps. Heroes hide within the shadows of the Moon. Darkness covers the land. The Night Reign has begun.

This 4th Edition Dungeons & Dragons rules supplement contains the tools a Dungeon Master needs to run a D&D campaign in the Night Reign setting. This book includes six new classes, thirty three new paragon paths, five new epic destinies, and over a hundred new feats; everything you need to experience the world of Falamar. The *Night Reign Campaign Setting* is intended to be used with the following products: D&D 4E *Player's Handbook*, D&D 4E *Dungeon Master's Guide* and the D&D 4E *Monster Manual*.

For use with the 4th Edition

DUNGEONS & DRAGONS

ROLEPLAYING GAME

Requires the use of the D&D *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* core rulebooks, available from Wizards of the Coast, Inc.

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