



# HERO'S HANDBOOK: IMMORTAL HEROES



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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.



# INTRODUCTION

Epic heroes travel roads that spiral through the cosmos like the spokes of a wheel; where the journey begins is often unique and far-flung, but the destiny of great heroes has but one unavoidable conclusion — immortality. Some reach the journey's end by slaying mighty enemies, others by fulfilling epic quests or discovering long lost secrets and ancient treasures. Still others turn the tide of history by leading great armies or nations, and some even walk a darker path, reveling in infamy rather than heroic fame.

This book details nine epic destinies that lead down nine paths to immortality; they are individually as unique as snowflakes, yet identical in their ultimate conclusions. These paths may lead a hero to the radiant glory of the celestial realms or to the very depths of Hell itself. Some unlock the lost or hidden potential of a hero's race, while others reveal the brutal and everlasting truths of martial superiority.

But in the end, after a hero's final quest has drawn to its earthshaking conclusion, he attains the one thing that all great heroes have in common — he is remembered. This goes well beyond a simple footnote in a moldering historical text; a great hero lingers in the hearts and minds of the generations that follow him, and serves as an example to all who would seek out his particular path to legend. This is the heart of immortality; for great nations are conquered and undone, stars gutter and burn out, and even the gods die in the fullness of eternity — but true heroes are remembered forever.

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## ARCHFIEND

*The taint of Hell is strong within you, and you have chosen to follow the diabolical path to its ultimate conclusion.*

**Prerequisites:** 21<sup>st</sup> level, tiefling; evil or chaotic evil alignment, Charisma 21, training in Bluff

All your life, you have known that your blood is tainted with a legacy of pain, tyranny, and power. Unlike many of your fellows, who have chosen to forsake their inner devil, you have embraced it. You have heeded the dark whispers in your mind since childhood, and they have led you down a path that promises absolute power.

Although all tieflings can trace their lineage back to one of the great devils, and acknowledge the patron of their legacy in some regard, you have chosen to serve one of the lords of Hell in a more direct fashion. You have risen to power with the aid and tutelage of an archdevil, one of the great Sin Lords, and in return for doing its bidding, you have been shown the secret paths to power; paths that only one being in a millennia has the courage and fortitude to tread upon. You tread the path of the Archfiend.

As a favored servant of your patron arch-devil, you are

often called upon to spread its worship throughout the known world. To do this, you rely upon a twisted tongue, and an iron command over lesser evil creatures. Your companions, even though they may share different goals, are part of your schemes, even if unwittingly.

There are many challenges along your road to immortality, as the infernal rivals of your patron attempt to keep you from your ultimate goal. However, this is but a taste of the infernal politics that will one day rule your every action. If you survive your time as a servant of Hell, a grand and diabolical reward is yours for the taking.

## INFERNAL ASCENSION

The most common route to infernal ascension (becoming an archdevil) is detailed below. However, your patron devil might induce your apotheosis in a different manner, one more in line with its own nature.

**Excruciating Apotheosis:** When you complete your final quest, an exarch of your patron appears and gives you three days to put your mortal affairs in order. At the end of the three days, the exarch reappears and serves as your guide to your patron's hellish domain. There, you are placed in one





of the many spawning pits that dot the infernal landscape. These pits are normally used to transform raw soul stuff into new devils, but in your case, the pit triggers a final excruciating transformation.

For one year and one day you linger within the spawning pit, your flesh melting away in the vile, acidic effluvium as it is slowly remade into something more suitable for the environs of the Nine Hells. When you emerge from the pit, you are a new creature, remade in the image of your patron. You command a host of new powers and abilities related to the vile sin from which your master draws his own power.

Once your apotheosis is complete, you join your master in his infernal court, serving as a favored exarch. But this is not the end of your ascension. One such as you cannot be satisfied with an eternity of servitude. You step into the whirlwind of infernal politics, and again begin to trace your path to power – perhaps a hellish domain of your own, perhaps even godhood awaits you. With all eternity to scheme and plan, nothing is beyond your reach...

## ARCHFIEND FEATURES

All Archfiends have the following features.

**Twisted Tongue (21<sup>st</sup> level):** You gain a +2 bonus to Bluff checks. In addition, you can make a special Bluff skill challenge against a target as a standard action. You fill your enemies head with lies and suggestions, temporarily winning him to your side. The complexity of the skill challenge is always 1 (4 successes before 2 failures), however the DC is based on the target's alignment and its relationship with you, as follows:

Target is evil aligned and an ally .....	DC 24
Target is unaligned and an ally.....	DC 26
Target is good aligned and an ally .....	DC 28
Target is evil aligned and an enemy.....	DC 28
Target is unaligned and an enemy .....	DC 30
Target is good aligned and an enemy .....	DC 32

If you succeed on this special Bluff skill challenge in a non-combat situation, the target is charmed (considers you an ally, +2 bonus on Bluff, Diplomacy, and Intimidate checks used against the target) for a number of hours equal to your Charisma modifier. In a combat encounter, the target is dominated (save ends). You may only make a Twisted Tongue skill challenge on a particular target once per day. Creatures immune to charm are not affected by this ability, and creatures with bonuses to saving throws against charm effects, apply the saving throw bonus to the DC of the skill challenge.

**Fiendish Rebirth (24<sup>th</sup> level):** The first time you are reduced to 0 hit points or fewer each day, each enemy within a number of squares equal to your Charisma modifier (minimum 1) loses a healing surge and suffers a –2 penalty on all defenses until the end of its next turn. You, in turn, gain a healing surge for each enemy that loses one, and you must spend these extra healing surges immediately as a free action, treating any hit points over your maximum as temporary hit points.

**Infernal Majesty (30<sup>th</sup> level):** Your apotheosis is nearly at hand, and the grand, diabolical creature you will become shines through. While this has little effect on the strong-willed, lesser evil creatures can do little but marvel (or cower) when faced with your infernal majesty. Minions with an evil or chaotic evil alignment must make a saving throw with a penalty equal to your Charisma modifier whenever they wish to take a hostile action against you. If the saving throw fails, the minion cannot attack you, and loses the action meant for the attack.

## ARCHFIEND POWER

### INFERNAL SUMMONS

Archfiend Utility 26

*You summon a devil from the depths of Hell to serve you.*

**Daily** ♦ **Conjuration**

**Standard Action**

**Ranged 10**

**Effect:** You summon a single standard devil (not elite or solo) of your level or lower to serve you. Additionally, you may instead summon two standard devils that are at least 10 levels below your own. The devils appear in any square or squares of your choosing within range, and attack on your initiative. The devil or devils serve you for the duration of a single encounter, or for one hour outside of combat, obeying your every command (free action to command the devils). At the end of the encounter or hour, if the devil or devils still live, they demand payment equivalent to 10 gp per level they possess. If the devils are not paid this sum, they immediately turn on you, and fight to the death.

## BLADEWIND DANCER

*You weave in and out of combat, striking with nimble precision and uncanny speed. You approach combat now as a complicated dance, where the steps weave you through your opponents in a scarlet blur.*

**Prerequisites:** 21<sup>st</sup> level, rogue, Fleet Footed, training in Bluff

To you, combat is elevated above the crude and visceral;

it is a complex dance that carries you, spinning and leaping, into the fray. You move with liquid grace, your blade darting out like a serpent's tongue to drink in the crimson vitality of your foes. You eschew all encumberments beyond your blade and the lightest of armor, viewing heavy armor and weapons as little more than impediments to the deadly dance of melee.

You have survived countless duels and battle, always through speed, precision, and misdirection over brute strength and raw power. Your extraordinary abilities have made you a legend among fleet-footed slayers, and hundreds of would-be dancers struggle to follow the staggeringly difficult steps you long ago mastered.

## IMMORTALITY?

Speed and precision define you as an icon of martial superiority; your enemies have learned that your lithe frame and quick blade are far more dangerous than any armored brute with a greataxe. Your allies have learned to count on your swift feet, as they have carried you and your group to victory many times over.

**Quicker Than Death:** You have proven that not even the mightiest of foes can match your flickering blade, and your final battle proved this beyond a shadow of a doubt. You wove a murderous jigsaw path through the ranks of your foes, twisting aside from lethal blows and delivering death with a subtle thrust or a graceful cut. Your probing blade exploited the chinks in your enemies' armor, the soft spots in the dragon's hide, and even pierced the unassailable defenses of mighty elementals, demons, and extraplanar horrors.

Now the dance is done; and you can finally take a seat and let others move to the melodious harmonies of battle. Your name shall pass into legend and then to myth; your swift, intricate fighting style becomes the standard to which all nimble fighters strive to achieve. But perhaps your dancing days are not over, perhaps there are still more challenges to overcome and mighty foes to frustrate with liquid speed and flashing steel.

Your skill is so great that even the gods have taken notice. Deities concerned with agility, dueling, and skillful swordplay may wish to gain your services as both a potent exarch and a peerless teacher of martial skill. As you serve your godly benefactor, your name and influence on the mortal plane continue to grow, and the prayers of speedy duelists and swift-bladed rogues may one day reach your ears. This worship may catapult you into the ranks of legendary sword saints or even serve as a catalyst for an eventual divine apotheosis.

## BLADEWIND DANCER FEATURES

All Bladewind Dancers have the following features.

**Lethal Wind (21st level):** Whenever you move your full speed before attacking a target you have combat advantage against in melee, the extra damage dice from your Sneak Attack increases by two steps (d6 to d10, d8 to d12, etc.)

**Nimble Feint (24th level):** You may attempt to gain combat advantage against a target with the Bluff skill as a minor action, and you may do so once per target in an encounter. Also, when you successfully deal Sneak Attack damage via a "feint," you may shift a number of squares equal to one half your Dexterity bonus (round down) as a free action.

**Nimble Strike (30th level):** You may always choose to attack an opponent's Reflex defense with a melee attack if it is advantageous to you.

## BLADEWIND DANCER POWER

**Opportunistic Recovery** Bladewind Dancer Utility 26

*Your enemy strikes you with a telling blow; however, you dance away from further attacks only to return invigorated with the knowledge of your foe's own weaknesses.*

**Encounter** ♦ **Martial, Healing**

**Immediate Reaction**

**Personal**

**Trigger:** You are bloodied.

**Effect:** You may use your second wind, even if you've already used it in the encounter, and shift a number of squares equal to you full speed. In addition, you gain combat advantage against the target that bloodied you for a number of rounds equal to the number of Sneak Attack damage dice you normally deal.

## CHAMPION OF SLAUGHTER

*"Show me your neck, maggot! My blade will end your suffering."*

**Prerequisites:** 21<sup>st</sup> level, fighter, two-handed fighter weapon talent

You're a warrior without peer in your chosen fighting style — big, heavy weapons that crush, cleave, and dismember. You've stood victorious on countless battlefields, savaging opponents with 6-foot swords, 12-pound axes, and hammers heavy enough to crack a giant's skull like an egg. You have never looked for reward beyond a chance to bathe in the gore of the slain, and offer their shattered corpses up to the gods of slaughter.

To you, there is no finesse to melee, only brute strength and the savage thrill of swinging massive weapons with body-wrecking force. You have never had the inclination to

learn complicated fighting styles or rely on the protective bulwark of a shield. There is no glory in hiding behind a wall of metal, or dancing around a foe like an effete jester. You prefer to stand toe-to-toe with the mightiest foe on the field, and then chop, smash, and gore him into submission with an avalanche of steel and blood.

You are well known for your ruthless fighting style. Many foes only have to see you stride onto the field of battle — your massive weapon resting casually on one armored shoulder — to flee in horror at the thought of facing you in combat. However, to your allies, you are the unyielding eye in the storm of melee, your great, reaving weapon keeping the enemy at bay. Your inexorable ferocity serves to inspire your allies, and the blood and bodies that pile up at your feet spurn them to exult in the carnage of battle along with you.

## IMMORTALITY?

The champion of slaughter strives to be the deadliest, most brutal warrior on the battlefield. Your legacy is one littered with broken bodies and slaughtered foes, and it shall linger long after you are gone. Your skill and ferocity with two-handed weapons may inspire entire legions of young warriors to follow in your footsteps, invoking your name

each time steel meets flesh.

**Avatar of Carnage:** When you complete your final quest, the world recognizes you as the epitome of the blood-soaked slayer; a reaper that harvests flesh with each stroke of his mighty blade. Every warrior that grips a two-handed sword or hefts a greataxe fights in your shadow, fully aware that you stand as the pinnacle of gore-drenched mayhem.

However, to become this legendary king of slaughter, you must prove to the multiverse in your final battle that no foe can stand against you, and that your weapon is an instrument of horror and death unrivaled by any before it. You must not fall in this final battle, and, at its end, you must confront the mightiest foe of your long and storied career, and bring about its destruction with a final blow from your own weapon.

Once you stand victorious over your greatest foe, your legacy is complete. Your favored weapon becomes a symbol of overcoming impossible odds with nothing but strength, grit, and unbridled savagery. You become the patron of all warriors that fight as you do, eschewing shield and nimble defense for the heavy, crushing power of greatsword, greataxe, or maul. Forever more, your name is synonymous with unrelenting ferocity and an unslakable thirst for blood and carnage.

However, you need not fade into the mists of legend once



your fighting days are done; there are many powerful entities that may have taken notice of your blood-soaked career. Gods with dominion over war and skill at arms – especially the brutally effective style you are known for – may wish to bring you into their divine fold as an exarch or even a demigod. In addition, if your blood thirst was tinged with evil, then demon princes and dukes of hell may attempt to entice you into their service. Either way, you can leave the battlefields of the mortal realm behind, and spill the blood of an endless line of foes across the multiverse.

## CHAMPION OF SLAUGHTER FEATURES

All Champions of Slaughter have the following features.

**Mighty Blow (21<sup>st</sup> level):** When wielding a two-handed weapon, you gain a bonus on damage rolls equal to the weapon's proficiency bonus.

**Unavoidable Assault (24<sup>th</sup> level):** When armed with a two-handed weapon, you ignore any resistances the target possesses up to an amount equal to your Strength modifier.

**Bloody Revival (30<sup>th</sup> level):** Once per encounter, when you reduce a target of your level or higher that is not a minion to 0 hit points, you may immediately spend a healing surge and regain the use of one encounter power you used in the current encounter.

## CHAMPION OF SLAUGHTER POWER

**Slaughtering Strike** Champion of Slaughter Utility 26

*Your wounded opponents are but sheep to the slaughter.*

**Daily** ♦ Martial, Weapon

**Free Action**

**Personal**

**Requirement:** You must be wielding a two-handed weapon.

**Trigger:** You score a critical hit against a bloodied target at least one level lower than you.

**Effect:** The target must roll a saving throw with a penalty equal to half your Strength modifier or be slain. If the target succeeds on the saving throw, it still suffers full critical hit damage.

## CHOSEN OF MOTHER HYENA

*You have been chosen by Mother Hyena to lead your people away from darkness and onto the ancient path of the hunter.*

**Prerequisites:** 21<sup>st</sup> level, groll, ranger

Your people have become corrupted by demonic influence, and they have left the path set before them by Mother Hyena in the ancient days. But not all have forgotten the teachings of the laughing crone. You have been chosen to

serve as an example to all gnolls that they need not dwell in the darkness of the great demon prince to be a proud and powerful race.

Long ago, when gnolls were hunters without peer roaming the trackless savannahs in search of game, Mother Hyena kept her children well fed and satisfied, protected them from enemies, and taught them how to survive in even the harshest wilderness. Her chosen were mighty hunters and warriors, and each led his or her pack to prosperity and peace with other races. You are the last scion of one of these ancient pack masters, and the task laid before you by Mother Hyena is no less than the destruction of the corrupting influence that has ruined your people and stolen their pride and dignity.

Your allies are regarded as favored pack mates, whether they are gnolls or not. They have come to rely and trust you as a master of the wilderness and a warrior without peer. You share the wisdom of Mother Hyena with your companions and those who will listen, and your noble example serves as a redefining image of your race, assuring those you meet that not all gnolls bow to the temptations of rapacious slaughter and unchecked villainy.

## IMMORTALITY?

You are a legend among your people, and your example has turned thousands of gnolls away from the evil of the great demon prince that has corrupted your race. But your legend carries farther than this; other races, even those who have long considered gnolls an enemy, have come to see you as a shining example of transformation and redemption.

**Scion of the Ancient Ways:** Your final quest culminated in an epic battle against the very demon prince that has so corrupted your people. You led your adopted pack into the heart of the fray, your keen hunter's eye guiding your companions' arrows, blades, and spells unerringly to their mark. But it was your blade that dealt the final blow to the great demon, ending its existence and its hold on your people for all time. As your final enemy fell upon the scarred and bloodied field of battle, you clearly heard the triumphant laughter of Mother Hyena echo through your soul...and likely through the souls of gnolls across the multiverse

Now that the great enemy has been defeated, Mother Hyena has swung wide the gates of her domain and invited you to hunt its verdant pastures, trackless savannahs, and deep jungles. Your nose fills with the scent of game never before touched by arrow or fang, and you hear the wild cackling of gnolls engaged in the reverent bliss of the hunt.



You ache to join them, and you shall...in time.

However, you are still needed here; for there are many gnolls who still hold wickedness in their hearts and continue to forsake their heritage. You must linger as an example to your people, and stand fast lest another evil presence seek to fill the void left by the great demon prince. You exist now as an exarch of Mother Hyena, spreading her wisdom and teachings to gnolls across the world, and healing the wounds that millennia of gnoll evil has inflicted on the land and its people.

When your work is done, you take your place in the great pack led by Mother Hyena herself. It is you that welcomes the souls of gnolls, redeemed from their wickedness, into the paradise set aside for them eons ago. But even as you pass into the next world, your name is remembered, and your bravery and determination inspires members of other races, twisted with hatred, to cast aside the lodestone of evil and seek a brighter destiny.

## CHILD OF MOTHER HYENA FEATURES

All Chosen of Mother Hyena have the following features.

**Hyena's Eye (21st level):** Your allies deal additional damage equal to your Wisdom modifier with all ranged and melee attacks against any target that is currently marked as your Hunter's Quarry.

**Hyena's Fury (24th level):** While you are bloodied, your Hunter's Quarry damage dice improve by two steps (d6 to d10, d8 to d12, etc.).

**Pack Frenzy (30th level):** Once per encounter, when you mark a target as your Hunter's Quarry, all allies adjacent to the target can make a melee basic attack against the target as a free action.

## CHOSEN OF MOTHER HYENA POWER

### Scavenger's Soul Chosen of Mother Hyena Utility 26

*Like Mother Hyena, you scavenge every useful bit from a fallen enemy.*

**Daily** ♦ Martial, Healing

**Free Action**

**Personal**

**Effect:** When you reduce a target of your Hunter's Quarry to 0 hit points, you may spend a healing surge and regain one-quarter of your maximum hit point total or the target's maximum hit point total, whichever is higher (treat any hit points over your maximum as temporary hit points). In addition, you may choose one of the target's encounter powers and use it as your own until the end of the current encounter. If you do not use the scavenged power by the end of the encounter, you lose it.

## KNIGHT OF THE UNFETTERED PATH

*You have learned the hidden truth that lies between the inflexible philosophies of chaos, law, good, and evil. You have reached a state of enlightenment that serves as an unassailable bulwark against the powers of those entrenched in dogmatic lies.*

**Prerequisites:** 21<sup>st</sup> level, paladin, unaligned

You walk a hidden path, that which lies between and through the fourfold path of lies, otherwise known as the tangled dogmas of law, chaos, good, and evil. In your mind, these concepts only keep a soul from true enlightenment. Once you drew power from a divine entity, but that too became a crutch that slowed your ascent to enlightenment. Now your power is derived from the greatest of cosmic truths – there is no absolute truth.

Those that walk the fourfold path of lies, defined by the rigid concepts of good and evil, law and chaos, must be taught the error of their ways. The world has become fouled with dogmatic corruption, and you, along with those few who also walk the unfettered path, must bring the truth to all. Some may be swayed with words and guided wisdom; however, others must be returned to the void in hopes that their next incarnation will be more open to the truth. In your long career, you have set many upon the path to enlightenment, and places of learning, both martial and philosophical, have been established in your name. To many, you are the great bearer of truth, one who has freed thousands of souls from the untruth of the fourfold path of lies.

But your journey to enlightenment has not been easy; you have earned the undying enmity of many powerful creatures. From the celestial host and its rigid order of angels to the seething chaos of the demonic hordes, you are viewed as a great threat to the ancient, entrenched powers. However, the ongoing conflicts with these great enemies only spur you toward your ultimate destiny; for, in time, they too will come to know the truth of the unfettered path.

Your companions regard you and your views with either open-minded criticism or wary dismissal. You do not judge them, however. Whether they realize it or not, your allies aid you on your way to enlightenment, and it is your sincerest hope that they might join you at your journey's end. For know, you guide them as you are able, and aid them in their own quests for truth, however misguided they may be.

## IMMORTALITY?

Although immortality is not your ultimate goal, the truth



your actions and words represent is an eternal concept, and its power resonates through you. The changes you have wrought upon your companions and all those you come into contact with spreads like a ripple on a still pond, carrying freedom and enlightenment to thousands.

**The Great Balancer:** Your final quest involves undoing the influence wrought by one of the major powers of the fourfold path of lies. Your destiny has carried you unerringly into this final confrontation, drawing your companions into the conflict beside you. The power you must confront may be any of the great archons that corrupt the world with dogmatic untruths. The world at large may see your final quest as a great boon to the world and aid you in this most crucial endeavor. You may even draw new allies to your cause based on the nature of your ultimate foe; the powers of good and lawful good may offer aid if your destiny is to end the existence of a great demon prince; just as the forces of darkness may very well rise up to aid your struggle against a member of the celestial host. However, only you and those that seek the unfettered path fully realize the nature of this final quest – to bring the multiverse closer to balance and harmony.

Once your final quest is complete, and your great foe vanquished, your journey upon the unfettered path has reached its conclusion. You transcend your mortal flesh in a blast of withering light – the pure light of truth – and become a new power in the cosmic order, an archon of balance who will one day be joined by others that have reached enlightenment as you have. Your name and legend linger on in the mortal realm, and you may even play a part in guiding those who walk the unfettered path toward ultimate truth.

## KNIGHT OF THE UNFETTERED PATH FEATURES

All Knights of the Unfettered Path have the following features.

**Truesoul Smite (21<sup>st</sup> level):** When you use any smite power against a target that has an alignment other than unaligned, you deal an additional effect based on the target's alignment.

**Lawful Good:** When you smite a lawful good target, you reveal the restrictive nature of its unyielding dogma; the target is restrained for a number of rounds equal to one-half your Charisma modifier (round down).

**Good:** When you smite a good target, you demonstrate how the doctrine of unfettered altruism is ultimately damaging to friends and allies; the target makes a melee basic attack against a random adjacent ally as an immediate reaction, dealing maximum damage on a successful hit.

**Evil:** When you smite an evil target, you reveal the illusion of tyranny for what it is – slavery to power; the target is dominated for a number of rounds equal to one-half your Charisma modifier (round down).

**Chaotic Evil:** When you smite a chaotic evil target, you fill the target's mind with the awful truth of a life of chaos and rapaciousness – madness and death; for a number of rounds equal to one-half your Charisma modifier, the target rolls a d4 at the beginning of its turn and follows the course of action indicated by the die roll:

- 1 The target acts normally.
- 2 The target attacks the closest ally with a melee basic attack, moving up to its full speed to reach the ally if necessary.
- 3 The target attacks itself with a melee basic attack, dealing maximum damage on a successful hit.
- 4 The target is stunned until the beginning of its next turn.

**Aura of Truth (24<sup>th</sup> level):** You are surrounded by an aura (aura 1) of white light that is painful to enemies that follow the fourfold path of lies. When an enemy with an alignment other than unaligned enters or begins its turn in the aura, it takes psychic damage equal to your Charisma modifier. You may suppress or resume this aura as a free action.

**Unassailable Enlightenment (30<sup>th</sup> level):** You have reached a state of purity so profound that those who follow the fourfold path of lies cannot sever your connection to this world. You cannot be reduced below 0 hit points by any attack originating from an intelligent creature with an alignment other than unaligned. If such an attack would bring you below 0 hit points, it brings you to 1 hit point instead, and further attacks from enemies that are not unaligned do not effect your hit points until they are raised above 1 hit point. You still suffer any effects from an attack that does not affect hit points (dazed, stunned, weakened, etc.), and you suffer damage normally from attacks originating from unintelligent or inanimate sources (falling, traps and hazards, drowning, etc.).

## KNIGHT OF THE UNFETTERED PATH POWER

### A Glimpse of Perfection

Knight of the  
Unfettered Path Utility 26

*You momentarily lift the scales of dogmatic blindness from your allies' eyes, allowing them a glimpse of true enlightenment.*

Daily ♦ Divine

Standard Action

Close burst 5

Targets: Each ally in burst

**Effect:** All targets in the burst cannot be reduced below 0 hit points by any attack originating from an intelligent creature with an alignment other than unaligned for a number of rounds equal to one half-your Charisma modifier. If such an attack would bring the target below 0 hit points, it brings the target to 1 hit point instead, and further attacks from enemies that are not unaligned do not effect the target's hit points until they are raised above 1 hit point. The target still suffers any effects from an attack the does not effect hit points (dazed, stunned, weakened, etc.), and suffers damage normally from attacks originating from unintelligent or inanimate sources (falling, traps, drowning, etc.).

## RADIANT MASTER

*You are a great light shining in a world of darkness. Your destiny is to bring the light into the blackest reaches of the world, and to expose the horrors that live there to the unyielding radiance of divine purity.*

**Prerequisites:** 21<sup>st</sup> level, cleric, good or lawful good alignment

The world is plagued with darkness and horror and the powers of the night continue to push beyond the boundary of their domain, eager to devour the few bastions of hope

and light that remain. You stand firmly between the darkness and the innocent souls it would consume; a blazing beacon of divine radiance pushing back the shadow with the channeled might of your god and the unyielding force of your own will.

You are a champion of virtue, and the god you follow has invested you with great power to turn aside the tide of evil. The minions of darkness know you well, and fear the flaming brilliance of your soul and the burning stroke of your blade. You are a legendary figure among those who strive to make the world a safer place for the innocent; and among your own order, you are considered nothing less than a saint and the most holy of crusaders.

Although you frequently rely on the material strength of weapons and armor, your true power comes from the investment of divine might. You manifest this great gift in the form of radiant energy, harnessing its more benign properties to heal and aid your allies, while tapping into the destructive force of pure good and light to smite your enemies.

## IMMORTALITY?

Unshakable faith and virtue define you as a divine champion. Throughout your long career you have stood fast



against the darkness, and your allies have learned that there is no evil that cannot be overcome with your radiant power by their sides, bolstering their abilities. The world has come to rely on you and your allies to bring light to the darkness and hope to those who stagger under its brutal rule.

**A Light in the Darkness:** Your final battle is one that defines the course of the world for millennia. You and your allies stood against darkness personified; an evil so great that its very existence corrupted and fouled all within its tenebrous reach. But you did not fear this elder power of the night; you and your allies strode onto the field of battle surrounded by light so pure and bright that the minions of the great evil were shriveled and destroyed by merely gazing upon your divine radiance. The battle against the great darkness is one that shall linger in the minds and hearts of men for all time; for you and your companions fought the elder evil with inhuman bravery, and when the battle was over, evil was slain and the world is now brighter for it.

Now that your final quest is over, it is time to fight the darkness elsewhere, for it grows unchecked in other worlds and planes, and the innocent there cry out for a savior. However, your shining example has inspired many, and the tiny flames of light and purity that dwell within all men have been kindled into raging fires. The world is a brighter place than when you first entered it, and those who follow in your footsteps shall invoke your name each time the darkness is seared away with the faith, compassion, and light.

When your final battle is over, and your mortal affairs have been put in order, it is time to join the ranks of your deity's favored servants. Your god has reserved a special place for his most ardent mortal champion, and your ascension to the heavenly realm shall herald the beginning of a far grander purpose than even the vital role you played as a mortal. Along with others chosen by your deity, you shall fight the darkness across the multiverse, beginning the crusade to bring the shining purity of light and good to all of creation.

## RADIANT MASTER FEATURES

All Radiant Masters have the following features.

**Radiant Healer (21<sup>st</sup> level):** When you use *healing word* on an ally, the ally deals additional radiant damage equal to your Wisdom modifier with all melee attacks until the end of your next turn.

**Bane of the Unliving (24<sup>th</sup> level):** When you use *channel divinity: turn undead* all affected undead gain additional vulnerability to radiant damage equal to 5 + your Wisdom modifier until the end of the encounter.

**Radiant Rebirth (30<sup>th</sup> level):** The first time you are reduced to 0 hit points or fewer each day, you release a staggering blast of radiant energy that inflicts one-half your level radiant damage to all enemies within 5 squares. Undead enemies within 5 squares act as if affected by your *channel divinity: turn undead* power instead, even if you have no further uses of that power remaining. In addition, you regain hit points equal to half your maximum hit point total.

## RADIANT MASTER POWER

### Radiant Sphere

Radiant Master Utility 26

*You enclose you and your allies in a sphere of crackling radiant energy, driving back the darkness and the monsters that dwell within it.*

**Encounter** ♦ **Divine, Healing, Radiant**

**Standard Action**

**Personal**

**Effect:** You gain a radiant aura with a radius equal to your Wisdom modifier in squares until the end of your next turn. The aura illuminates an area equal to double your Wisdom modifier in squares with bright illumination. When you use *healing word* on an ally in the aura, the ally regains the maximum number of hit points possible.

In addition, creatures with the undead subtype may not enter the aura unless they succeed at a saving throw with a penalty equal to one-half your Wisdom modifier. A failed saving throw stops the undead creature's movement, and its move action ends. Undead creatures in the radius of the aura when the power is activated suffer 10 points of radiant damage and are pushed the number of squares necessary to place them outside the aura.

**Sustain Standard:** The aura persists.

## SIDHE

*You are sidhe, one of the noble eladrin born to rule other fey. Your destiny lies within the deep Feywild upon the throne of one of the four fey courts.*

**Prerequisites:** 21<sup>st</sup> level, eladrin, training in Arcana or History, unaligned

You are fey nobility, or *sidhe*, and your destiny is to take the mantle of leadership on one of the great fey courts. Your destiny takes precedence above all else, and you fervently espouse the ideals of the court you shall some day rule. Among the common eladrin of your own court, you are considered nothing less than a living legend, a shining example of what all fey should strive to be. To fey of other courts – and the current nobility of your own – you are considered an arrogant boor at best and a hated enemy at worst.

From birth you have always known that your blood is purer than other fey, and that you are destined to lead them. Your personality and views on those beneath you reflects your court; it may be as harsh and unrelenting as a winter storm, or as warm and welcoming as a spring breeze.

Although you value your companions, they are not your equals; however, their service to you shall not go overlooked when you claim your birthright in the fey realm. In the meantime, you rely on them to help you further your goals in the mortal world, and in turn, they rely on you for your great skill and influence over the fey folk.

You are driven on by a destiny that can only culminate in you assuming the role of lord or lady of a fey court. It is yours by right, and those who would stand between you and this goal must be dealt with through diplomacy and negotiation...or violence and intimidation if they will not bend to your will.

## IMMORTALITY?

Every action you take on the mortal plane brings you closer to your birthright. Every ally won, every enemy vanquished all serve your ultimate purpose. As your power grows, so does your influence over the fey of this world and the next. Some will flock to your banner and seek to add their strength to your own, while others may attempt to thwart your ascension to the ranks of fey nobility.

**Noble Fey:** Your final quest centers on your assuming leadership of one of the fey courts. How this happens depends on you and the court you would lead. The Lord of Winter certainly will not hand his crown to you without a fight, although the peaceful rulers of the Spring Court might pass their mantle on to you after you perform some great service in the name of all fey. However you claim your birthright, it will not be easy, and you will need to rely on more than just the power of your noble blood to achieve your destiny.

When your final quest is completed, a throne sits empty in one of the fey courts. It is yours to claim, and your triumph echoes through both the fey and mortal realms, heralding the ascension of a new fey lord or lady. Those who have added their support to your cause pass into the fey realm along with you – if they so choose – to serve as trusted underlings and advisors. Your brave companions may join you as well, perhaps adding their voices to your council, or commanding fiefs within your domain.

However, your ascension does not ensure you a peaceful rule. The intrigues of the fey courts are no less harrowing than any of your adventures in the mortal world, and you

are not foolish enough to believe that other fey have no designs on your throne. Perhaps you no longer heft sword, bow, or wand on a daily basis, but other, more necessary weapons – diplomacy, chicanery, and outright intimidation – demand your constant attention to wield properly.

## SIDHE FEATURES

All Sidhe have the following features.

**Alluring Master (21<sup>st</sup> level):** You gain a 17<sup>th</sup> level encounter attack power with the charm keyword from any character class.

**Noble Step (24<sup>th</sup> level):** You may use the *fey step* encounter power a number of times during an encounter equal to one-half your Intelligence modifier (round down, minimum 1). In addition, you may use *fey step* as an immediate interrupt when you are hit with a melee attack.

**Emissary of the Faerie Courts (26<sup>th</sup> level):** You are strongly aligned with one of the fey courts: Autumn, Spring, Summer, or Winter. You receive a +2 bonus on all Diplomacy, Bluff, and Intimidate checks used against targets with the fey origin; in addition, your fealty to one of the fey courts grants you a powerful boon.

**Autumn Court:** You gain a +2 bonus on all knowledge skills and gain training in one knowledge skill you are not currently trained in. In addition, you gain a +2 bonus on attack rolls with all powers with the psychic keyword.

**Spring Court:** Whenever you spend a healing surge, you regain hit points equal to one-third your maximum hit points rather than one-fourth your maximum hit points. Also, you gain a +2 bonus on attack rolls with all powers with the charm keyword.

**Summer Court:** You gain resistance to fire equal to one-half your level (round down). In addition, you gain a +2 bonus on attack rolls with all powers with the martial keyword.

**Winter Court:** You gain resistance to cold equal to one-half your level. In addition, you gain a +2 bonus on attack rolls with all powers with the arcane keyword.

**Irresistible Recovery (30<sup>th</sup> level):** The first time you are bloodied in an encounter, you may spend your second wind as an immediate reaction, even if you have already spent it in the encounter. In addition, all adjacent enemies are dominated until the end of your next turn.

## WINTERHEART WARLOCK

*The cold fury of winter howls within your soul. You have sworn yourself to the service of the Unseelie Court and its terrible queen.*

**Prerequisites:** 21<sup>st</sup> level, warlock (fey pact); evil, chaotic evil, or unaligned

Long ago, when you were but a fledgling warlock seeking a powerful, otherworldly benefactor, you chose to pursue one of the elusive entities of the Feywild. However, you had no use for the sunlit glades and thriving forests overseen by the Summer Court and its radiant faerie queen Titania; instead, you sought out a colder, darker place in the deep lands of fey, and pledged your allegiance to the Court of Winter and the Unseelie Queen of Air and Darkness.

You quickly realized that the flexible morality of the Unseelie allowed you to rapidly gain power and influence; and now, as your power has come into full bloom, you are no longer simply one of countless minions serving the Court of Winter. The Queen of Air and Darkness has imbued you with a touch of her own wintry power, and you have become one of her few chosen exarchs in the mortal world.

If you can navigate the savage intrigues of the fey courts, thwart the machinations of the seelie fey, and achieve the Queen's goals on the Prime Material Plane, you can achieve a power undreamed of by mortals. The Queen of Air and Darkness seeks a mortal champion who can win her favor and a position of power in her frozen, eternal court. Can you claim it?

## UNSEELIE CHAMPION

Obviously, the patronage of such a powerful entity as the Queen of Air and Darkness has some drawbacks. As one of her mortal champions, you might be expected to perform some service in the name of the Unseelie Court from time to time. This might be little more than gathering information on the enemies of Winter, but may involve full-scale assaults on seelie faeries that forces you to risk life and limb in service to the Queen. However, the Queen of Air and Darkness is not a niggardly mistress, and she may well reward you with powerful magics or vital information for doing her bidding.

In addition, fey aligned with the Titania and the Summer Court consider you a dire enemy, and may well attack you without provocation if they learn of your patroness. However, as a vassal of the Queen of Air and Darkness, unseelie fey may regard you as both ally and master.

## PRINCE OF THE UNSEELIE

Your service to the Queen of Air and Darkness and the Winter Court has but one end result – eternal life as a prince of the Unseelie.

**Into the Realm of Winter:** When you complete your final quest, your soul yearns to cast off your crude mortal flesh and unleash the wintry wrath of an Unseelie prince. Your companions only remind you of the crude inelegance of mortality, and you quickly realize that they are of no further use to you. With your heart little more than a tiny frozen shard, the Queen of Air and Darkness is ready to accept you into her realm.

Once you have concluded your mortal affairs, an emissary of the Winter Court appears to conduct you into the presence of the Queen of Air and Darkness. However, one final step is necessary before you are worthy to bask in the cold glory of the Queen of the Unseelie – you must embrace the Unseelie and forget your years as a mortal. The emissary of the Winter Court presents you with a special elixir, the *draught of nepenthe*, which erases all memory of your years as a mortal, and molds your flesh into the cold, emotionless creature that is most pleasing to the Queen. You retain all your former abilities and skills plus your devotion to the Queen and the memory of the services you have performed for her over the years. However, all traces of past relationships with other mortals are erased, all emotions and attachments are scoured from your soul and replaced with only the cold emptiness of winter.

With your transformation complete, you depart for the Feywild and the deep, frozen wastes of the Unseelie lands. There you will serve the Queen of Air and Darkness as both consort and champion; joining the eternal battle between the Winter and Summer Courts...and perhaps tipping the balance in favor of your queen.

## WINTERHEART WARLOCK FEATURES

All Winterheart Warlocks have the following features.

**Winter Step (21<sup>st</sup> level):** When you leave a square by teleporting, enemies adjacent to that square take cold damage equal to 5 + your Intelligence modifier and are slowed until the end of your next turn.

**Wintry Blast (24<sup>th</sup> level):** Your *eldritch blast* power deals cold damage, ignores all cold resistance, and creatures struck by it are slowed and weakened until the start of your next turn.

**Unseelie Mastery (30<sup>th</sup> level):** Choose any one warlock encounter spell you know with the charm, cold, or psychic keywords; that spell gains a recharge roll of 4, 5, or 6 on a d6, allowing you to use it multiple times in an encounter.

## WINTERHEART WARLOCK POWER

**Master of Air and Darkness** Winterheart Warlock Utility 26

*The Queen of Air and Darkness has need of you; not even death can dis sever you from her service.*

**Daily ♦ Healing**

**Immediate Reaction**

**Personal**

**Trigger:** You are reduced to 0 hit points or fewer

**Effect:** You regain all of your hit points and you become insubstantial and invisible for a number of rounds equal to your Charisma bonus. You become visible if you attack, but you remain insubstantial.

## WYRM BROTHER

*Unlike your kin, whose lineage has become muted and weak over the eons, your blood retains a spark of true draconic power.*

**Prerequisites:** 21<sup>st</sup> level, dragonborn, Draconic Resistance\*, Enlarged Dragon Breath, Empowered Dragon Breath

You have always marveled at the strength and majesty of true dragons, and many times, you have felt that even your muted blood still contains a spark of their greatness. You have spent your life plumbing the depths of your draconic heritage, seeking to become like the great dragons whose breath and

wings fill men with terror, or inspire them to greatness.

It is said that some dragonborn have followed a legendary path to power, the Path of the Dragon Ascendant, which is rumored to lead to a reawakening of the draconic soul that resides in all of the dragonborn. You have found this elusive path, and now walk its stony and treacherous way, growing closer to the dragon within at every step.

The Path of the Dragon Ascendant is your overriding ambition, and it eclipses all other cares and concerns. The path, however, has two branches; wicked seekers follow the path of the chromatic dragons, while noble seekers follow the path of the metallic dragons. You must live up to the examples of the great dragons that have walked the path before you; are you a force for tyranny and greed, or a shining beacon of majesty and hope for all dragonborn?

## DRAGON ASCENDANT

Each of the two branches of the Path of the Dragon Ascendant is overseen and influenced by the two greatest draconic powers: the shining and noble Bahamut and the twisted and evil Tiamat. Your path leads, eventually, to the embrace and influence of one of these mighty cosmic dragons.

**Draconic Ascension:** When you complete your final quest,



the draconic soul within you aches for release and a chance to remake your flesh into the creature you were always destined to be. You feel compelled to shed the trappings of your former life, say your last farewells to friends and allies, and then seek a secluded spot to complete your apotheosis.

Only one more step carries you to the end of the Path of the Dragon Ascendant, a final ritual made known to you by the power that now rules your destiny – Bahamut or Tiamat. The ritual requires weeks to perform, but at its end you cast away the imperfect flesh of your former body and rise as a true dragon. For the first time, you feel the furnace of true draconic power raging in your chest, and flex mighty wings that can carry you aloft and toward the beginnings of new chapter in your storied existence.

Once your apotheosis is complete, an emissary of Bahamut or Tiamat visits you, and welcomes you into the fold. You are now a vassal of a great cosmic dragon; an immortal wyrm that can either spread the rule of law and good, or promote death, destruction, and draconic tyranny.

## WYRM BROTHER FEATURES

All Wyrm Brothers have the following features.

**True Breath (21<sup>st</sup> level):** Your *dragon breath* power recharges on a roll of 5 or 6 on a d6. In addition, targets struck by your *dragon breath* suffer an additional effect based on the energy type, as shown below:

Acid — the target is blinded (save ends).

Cold — The target is weakened (save ends).

Fire — the target suffers ongoing fire damage equal to your Constitution modifier (save ends).

Lightning — the target is stunned (save ends).

Poison — the target is slowed (save ends).

**Draconic Rejuvenation (24<sup>th</sup> level):** You gain resist 20 against the energy type utilized by your *dragon breath* power. In addition, whenever you are targeted by an attack that deals the same kind of energy damage as your *dragon breath* power, and it fails to overcome your resistance, you may spend a healing surge and regain the use of one spent encounter power.

**Draconic Fury (30<sup>th</sup> level):** When you are first bloodied, your *dragon breath* power recharges, and you may use it as a free action. In addition, while bloodied, you gain a +3 bonus to damage rolls and score a critical hit on a roll of 18-20 with all melee attacks.

## WYRM BROTHER POWER

**Might of the Dragon Kings**      Wyrm Brother Utility 26

*You call upon the strength of the legendary Dragon Kings, gaining incredible resilience and combat prowess.*

**Daily ♦ Healing**

**Minor Action**

**Personal**

**Effect:** For the duration of the encounter, you regain one-half your maximum hit points (round down) from any healing surges you spend. When you use your second wind, you gain a +5 power bonus to damage rolls and all defenses for a number of rounds equal to your Constitution modifier.