

GODS OF THE SHROUD



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GODS OF THE **SHROUD**

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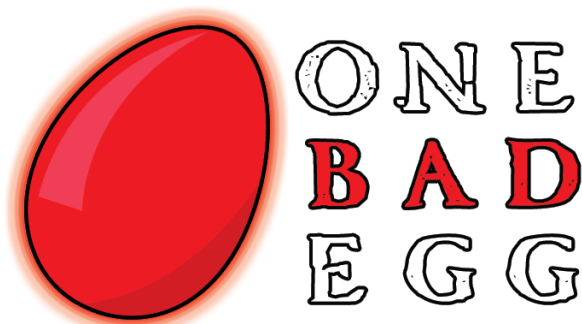
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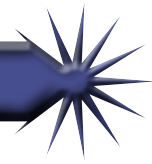


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GODS OF THE SHROUD
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RELIGION IS MESSY!

Religion is a messy thing. People get passionate about it. Different faiths tell different stories about similar ideas but people fight over them anyway. In the end, everything's a bit of a confusing morass where people, who by all rights should get along, simply don't because they can't come to terms about the stories of whose god did what to whom.

The Shroud's myths embrace that. In the following entries, you'll find the occasional contradiction. These contradictions are *entirely intentional*, and in the game world, they are meant to be the topic of much debate.

The biggest point of contention in the world of the Shroud surrounds the origin of a god known as the Umbral Claw. All of the stories agree on one thing: the Umbral Claw was lopped off of the arm of one of the goddesses by the Torchbearer.

What they *don't* agree on is *which* goddess lost the hand. Some stories (including one that you're about to read) tell a story of the Torchbearer cutting off the hand of the Bone Witch, while others speak of the Shadow Above losing her hand in a struggle between light and darkness.

Wars have been fought over this very question. Followers of the Bone Witch are divided on the topic, and their art and sculptures depict the goddess with either one hand or two, depending on their school of thought. Followers of the Shadow Above viciously, murderously insist that theirs is the goddess wronged. But it is an insistence tinged by unease and dread, for the Shadow Above loves to mislead, and those few heretics who have voiced their doubts have made terribly entertaining corpses.

The Torchbearer's followers tell many different tales about what happened. The various sects of worship have different beliefs, but most regard the whole Umbral Claw story as a side-show to the Torchbearer's main message of hope and light. At least, that's how things have settled out nowadays—but a schism is never too far around the corner...

SAVING THE SUN GOD

This true story is a lie.

A long, long time ago, something bad happened to the sun god. The world went dark and was overrun by evil and chaos.

There was a young sorceress, the granddaughter of the sun god, who sought to find out who had made the sun disappear and to avenge her kin. Despite her divine ancestry, she was a mortal, albeit a powerful one. She collected her memories of her grandfather and bundled them so tight that they gave off a faint light, which she made into a torch. She poured her love into that torch and its fire grew every day.

When the torch was ready, the sorceress climbed the tallest mountain in the inky darkness and tried to reach the sky. When she mounted the peak, she discovered that her grandfather, the sun god, was not dead. However, the goddess's sister, a powerful witch in her own right, was smothering her grandfather with a huge, clawed hand.

She'd never seen her sister like this! The Shroud had tainted her sister's hand and had consumed her in hatred. Worse, it had forced her sister to drain the life out of their grandfather. The young sorceress drew her knife and sliced off the evil hand, freeing her sister from its influence. The terrible claw continued to fight! Together, the sorceress and the witch fought the evil hand but could not destroy it. By sapping the power of the sun god, the hand had become a deity in its own right: the Umbral Claw.

The sorceress touched her torch to her grandfather's pale gray spirit. It ignited in a majestic flame full of life and joy and the sun god was resurrected and filled the sky with warmth and light! The old order was restored in heaven and on earth. The sun god thanked both of his granddaughters and breathed the spark of divinity into them. The sorceress became known as the Torchbearer, and the witch (one-handed and forever changed by the Claw) became the Bone Witch.



THE BONE WITCH

Unaligned

One of the ancient powers of the Ghostcrag Peaks, the Bone Witch serves as the keeper of the dead among its many tribes. It is said that she travels the mountains collecting one bone from each of the tribal dead. Anyone who sees her passing is killed by the sight.

When a tribe member dies, the shaman leaves the bones of the deceased outside of camp overnight. By morning, the bones are gone. The goddess considers the profession and deeds of the recently dead and chooses the most suitable bone for her coat. From a great warrior or leader, the Bone Witch takes the skull. From a craftsman, she takes a finger bone. From a coward, the goddess takes part of a foot.

The Witch weaves each bone into her bone-laced coat, and the spirits she honors are thus protected from necromancers or similar nefarious sorts, who might control them. In return, the spirits bind their souls to the service of the goddess. Priests and shamans of the Bone Witch can summon these bound spirits for guidance through acts of supplication, which involves offering her more bones from man or beast.

Because of her responsibility to protect the dead, the Bone Witch hates all forms of undead and considers them an affront. While she cares for the dead, the

Witch gives little thought to the living and considers suffering to be way that the living learn and grow. With the arrival of the Shroud and the preponderance of undead it has created, some believe she has decided it may just be better to kill everyone in the Peaks and take their bones to make sure they won't turn into undead.

The Bone Witch makes these demands of the faithful:

- ◆ Never allow the dead to be disturbed in their graves.
- ◆ Honor your ancestors and abide by their wisdom.
- ◆ Strength only comes through suffering; seek a heavy burden, and carry it.

NEW HEROIC TIER FEAT

FURY OF THE BONE WITCH [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Bone Witch

Benefit: You can invoke the power of your deity to use *fury of the Bone Witch*.

Channel Divinity: Fury of the Bone Witch

Feat Power

Calling on the Bone Witch's power, your destruction of an undead creature strengthens allies who have suffered.

Encounter ◆ **Divine, Healing**

Free Action **Ranged 10**

Trigger: While you are bloodied, your attack drops an enemy undead within range to 0 hit points or fewer.

Effect: You and each bloodied ally within 2 squares can spend a healing surge as a free action.

Special: You must take the Fury of the Bone Witch feat to use this power.

NEW CREATURE

UNWORTHY SERVANT

Through an extensive, secret ritual known only to a few of the Bone Witch's priests, the finger bones of cowards, traitors, and other undesirable sorts are used to bind their spirits to serve in death as they were unwilling in life. These unworthy servants are commonly tasked to serve as scouts and guardians, raising a warning cry when enemies are near.



Unworthy Servant	Level 4 Minion	
Medium spirit humanoid	XP 44	
Initiative +3	Senses Perception +2; darkvision	
AC 18; Fortitude 14, Reflex 16, Will 15		
HP 1; a missed attack never damages a minion.		
Immune disease, fear, poison; see also <i>a creature of spirit</i>		
Speed 6; phasing		
Ⓢ Specter From Beyond (standard; at-will) ♦ Fear		
+7 vs. Will; the unworthy servant slides the target 1 square and the target is marked.		
A Warning to Others (when the unworthy servant is reduced to 0 hit points)		
Within one mile, immediately wake any shaman who bound the unworthy servant and any ally in possession of one of the unworthy servant's bones. They are given a sense of impending danger.		
A Creature of Spirit		
The unworthy servant is considered insubstantial for the purpose of abilities which affect insubstantial creatures.		
Alignment Unaligned Languages Common		
Str 12 (+1)	Dex 16 (+3)	Wis 14 (+2)
Con 8 (-1)	Int 10 (+0)	Cha 13 (+1)

UNWORTHY SERVANT TACTICS

Unworthy servants are typically stationed at the outer perimeter of a tribe's village to give early warning of an incursion. Unworthy servants cannot damage their foes. Instead, they use *specter from beyond* to herd enemies into exposed positions and to draw their fire. When killed, they act as *a warning to others*, awakening the tribe they are bound to protect.

NEW MAGIC ITEM

Bag of the Bone Witch Level 15

This small leather pouch contains the finger bones of fallen warriors.

Wondrous Item 25,000 gp

Property: Any warrior whose finger bone is kept in the bag cannot rise as an undead creature. The bag can hold a dozen finger bones at most.

Power (Daily): A silent, spectral image of one of the contained warriors appears. You may ask this oracular apparition up to three yes-or-no questions about matters which resonate with the spirits purpose and acts in life.

ADVENTURE IDEAS

BLACK TALON DOWN

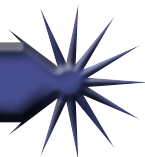
In a terrible battle, the warriors of the Rock Eagle tribe decimated a rival tribe, the Black Talon. The Rock Eagle warriors propped up the bodies of their enemy around their village as a warning to any future challengers. Fearful of the fate of the spirits of the tribe's fallen loved-ones, a Black Talon shaman asks the characters to go to the Rock Eagle tribe and return with at least one bone from each of the slain so they can be given to the Bone Witch. The heroes could try to talk the Rock Eagle tribe into surrendering the bones, or use stealthy or violent means to accomplish the task.

BONE WAR

The Bone Witch sees suffering as the path to strength, while the Voracious Host sees comfort as the way to survive. Fearing that the Voracious Host is drawing her people to pampered, easy lives and away from the wind and cold of their ancestors, the Bone Witch speaks through her shamans. She declares a holy war against the Voracious Host and its followers. Winter supplies are destroyed, houses burned, and fortunes destroyed. The characters are drawn into one side of the conflict and must fight to strengthen their people in the face of gluttony or defend their hard-earned comfort from those who have not worked as hard for their own.

A CORPSE BEST SERVED COLD

Olnar Regnik, a very wealthy and powerful shaman of the Voracious Host, has at last died of old age. He was long an enemy of the Bone Witch's priests, opposing their message of "strength through suffering" at every turn. His followers hid his body in a trapped tomb to keep the Bone Witch from binding his spirit to her, on the assumption the goddess would torture such a longstanding enemy. The followers of the Bone Witch approach the characters to have them penetrate the tomb's defenses and steal a bone from the corpse from Olnar Regnik so the goddess can have her revenge.



Evil

Brother of the Silent Sister, the Gleaming Eye fashioned the sun and the moon from sheer force of will. Thus, he could always watch over all other creations. When the Shroud first came forth, he thought the Silent Sister used it as a means to obscure her activities from his watch. In his rage, he raped her for the imagined offense.

Imprisoning her, he eventually drew the sinchildren forth from her mouth before she effected her escape. These tortured creatures live among the people of the world, acting as spies and scouts for their father, ferreting out the secrets of men.

The Gleaming Eye demands discipline in accordance with the following edicts:

- ◆ Joy is precious—so precious it must be taken, measured, and hoarded.
- ◆ Secrecy must be destroyed by the light of unforgiving truth.
- ◆ Keep one eye always open—stay alert, and stay wary.

NEW HEROIC TIER FEAT

FLARE OF THE GLEAMING EYE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Gleaming Eye

Benefit: You can invoke the power of your deity to use *flare of the Gleaming Eye*.



Channel Divinity: Flare of the Gleaming Eye

Feat Power

One of your eyes flares with the inescapable light of the Gleaming Eye.

Encounter ◆ **Divine, Radiant**

Standard Action Close burst 5

Target: Each effect within the burst that uses the illusion keyword.

Attack: Wisdom vs. the Will defense of the creator of the illusion effect.

Hit: The effect ends.

Special: You must take the Flare of the Gleaming Eye feat to use this power.

NEW CREATURE

SINCHILDREN

The sinchildren, plucked from the mouth of the Silent Sister by the Gleaming Eye, appear to be normal members of the various races of the world. In truth, they live in constant pain, their infernal nature driven inward to torture their own flesh. Sinchildren are infiltrators and scouts, spies and messengers, all forming a network of information—gatherers whose common, overarching goal is to discover hidden knowledge and use it to ease their own burden and that of the world—preferably by destroying creation.

A sinchild infiltrator prefers to befriend its foes in the guise of an ally: a helpful scout, a trustworthy contact, or an I've-got-your-back diplomat. The infiltrator may even accompany its quarry on several adventures before finding the right moment to strike—if harming its foes is even its goal. Often, the sinchild has an ulterior motive, using its supposed “allies” as cat's-paws to achieve some larger goal, such as uncovering a valuable secret.

Many infiltrators are combined with a class template from the **D&D 4E DUNGEON MASTER'S GUIDE**, enabling them to contribute much to the party's success—and eventual betrayal.

Sinchild Infiltrator		Level 8 Lurker
Medium immortal humanoid (devil)		XP 350
Initiative +13	Senses Perception +11, Insight +11; low-light vision	
HP 62; Bloodied 31		
AC 22; Fortitude 19, Reflex 21, Will 20		
Resist 5 fire		
Speed 6		
⚔ Shortsword (standard; at-will)		
+13 vs. AC; 2d8+5 damage.		
☞ Poisoned Dart (standard; at-will) ♦ Poison		
Ranged 5/10; +11 vs. Reflex; 2d6 damage and ongoing 5 poison damage.		
↩ Flare of the Gleaming Eye (standard; encounter)		
Close burst 5 targeting each effect within the burst that uses the illusion keyword; +11 vs. Will (of the effect's caster). A hit ends the effect.		
Infernal Advantage		
The sinchild infiltrator deals an extra 1d8 fire damage against any target it has combat advantage against.		
Steal from the Gods (immediate reaction when an enemy uses a divine power to affect its allies within range; recharge ☞☞☞)		
Ranged 10; the sinchild infiltrator benefits from the effects of the power that triggers <i>steal from the gods</i> as if it were a targeted ally. If the triggering ability grants the use of a healing surge, the sinchild infiltrator heals 10 hit points.		
Alignment Evil	Languages Common, Supernal	
Skills Bluff +12, Stealth +14		
Str 16 (+7)	Dex 20 (+9)	Wis 14 (+6)
Con 8 (+3)	Int 13 (+5)	Cha 17 (+7)

SINCHILD INFILTRATOR TACTICS

If forced to fight, a sinchild infiltrator strikes from ambush whenever possible to make use of its *infernal advantage*. It uses a *poisoned dart* to soften up enemies at range and positions itself to take advantage of Divine-powered foes with *steal from the gods*. Illusions (especially invisibility) are quickly banished with *flare of the gleaming eye*. The infiltrator never stays long for a fight where it doesn't have the upper hand; once bloodied, it beats a tactical retreat.



ADVENTURE IDEAS

DIVERSIONARY TACTIC

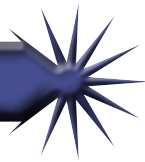
The Shroud encroaches on a temple of the Gleaming Eye. The god demands his followers find a way to drive it back. In doing so, they divert it to a highly populated valley. The people there enlist the heroes to save their village. Can they divert the Shroud and stave off the attacks of the Gleaming Eye's disciples?

POISON SEED

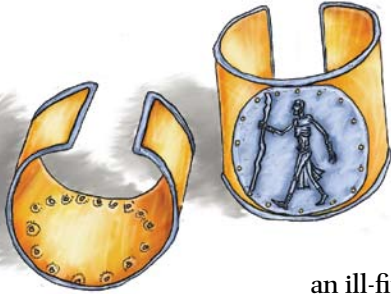
One of the sinchildren revolts and swears allegiance to his mother, the Silent Sister. The Gleaming Eye orders the sinchild's brethren to hunt him down and destroy him for his impudence. They track the traitor to a Silent Sister temple, which grants him refuge. The characters must protect the sinchild and secret him away to a safe location. But can he be trusted?



THE PALE WANDERER



Good



Built by the Bone Witch, the Pale Wanderer is commonly depicted as a man-shaped collection of bones held together by an ill-fitting skin. The Bone

Witch tasked this god with collecting the bones and spirits of the tribes of the Ghostcrag Peaks, but the Wanderer found the living to be far more interesting than the dead. He left the Witch's service to watch over them.

The Pale Wanderer has since worked to support the communities of the Peaks, encouraging their people to work together to survive in the harsh environs of their homeland. The god believes that he eases his mother's burden by seeing that fewer people die. The Bone Witch does not take this meddling well, seeing the meddler's efforts as nothing more than coddling the weak. Despite this, the Wanderer continues his work, championing fellowship, loyalty, and cunning among the mountain tribes.

The Pale Wanderer counsels his friends to follow these teachings:

- ◆ Fellowship is more valuable than any coin or relic. Value your family, allies, and friends, for they will protect you in the cold winter times.
- ◆ Never betray a brotherhood made in battle. Loyalty forged in blood is more powerful than any steel.
- ◆ Strength of mind is as valuable as strength of body. Respect all forms of learning and partake of their fruits.

NEW HEROIC TIER FEAT

THE PALE WANDERER'S FELLOWSHIP [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Pale Wanderer

Benefit: You can invoke the power of your deity to use *the Pale Wanderer's fellowship*.

Channel Divinity:

Feat Power

The Pale Wanderer's Fellowship

The Pale Wanderer strengthens the will of your allies, binding you together in times of need.

Encounter ◆ **Divine**

Minor Action

Ranged 5

Target: Each ally in range. You must have at least two allies within range to use this power.

Effect: Each ally receives a +2 power bonus to Will defense and Perception until the end of your next turn.

Special: You must take The Pale Wanderer's Fellowship feat to use this power.

NEW MAGIC ITEM

Bracers of Fellowship

Level 4

Inscribed with the symbol of the Pale Wanderer, these bracers extend your protection over all of your allies.

Item Slot: Arms 840 gp

Power (Encounter ◆ Healing): Immediate Interrupt. Use this power when an ally within 10 squares takes damage from an attack. You take some or all of the damage from that attack instead, reducing the damage your ally takes by the same amount.

ADVENTURE IDEAS

BLEEDING HEART

In the tribe of the Iron Bleeders, a murder most foul was committed. The chief's best warrior, a man who fought many times to defend his people and given much in their cause, was killed in his sleep. This deed is a grave affront to the Pale Wanderer: a good man of the tribe murdered in cold blood. As outsiders, the heroes are asked to help solve the murder—as they can see with eyes unclouded by prejudice or history. They must unweave a tangled story of revenge, betrayal, and forbidden love that led the chief of the Iron Bleeders to kill his most loyal warrior, who had fallen in love with the chief's daughter.

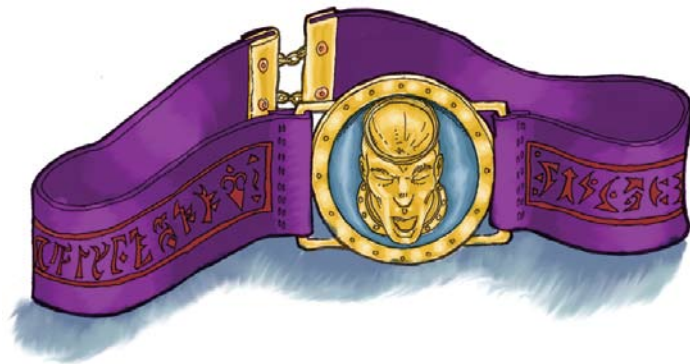
COLD HARVEST

In the village of Kerais, good people struggle to prepare for winter. The followers of the Voracious Host have secured all they need to survive, but one of their priests has stymied the village's preparations. Can the heroes and a shaman of the Pale Wanderer help the others of the village gather food and firewood before the icy grip of winter comes?



THE RIDER

Unaligned



The Rider is god of possession, persuasion, and release. He is uncaring and aloof, and those who seek to influence others call upon him to bless their use of domination. The young and old alike, those who seek direction in their lives and wish to open their hearts and minds to external forces, also invoke him.

The god's followers master psychic influence, or engineer the possession of the faithful by bodiless spirits, demons, and elemental powers to see where this will take them. Even though this can lead to abusive outcomes, corruption, and even death, all that his followers care about is the act of possession and the release of free will.

The Rider compels his followers to:

- ◆ Open yourself to the mystery and wonder of the external.
- ◆ Guide those who seek direction, even as you are guided.
- ◆ Find true liberation by letting go of personal motive.

NEW HEROIC TIER FEAT

RIDER'S TRANSFIGURATION [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Rider

Benefit: You can invoke the power of your deity to use *the Rider's transfiguration*.

Channel Divinity: The Rider's Transfiguration

Feat Power

Threatened by external influence, you close your eyes and let go of your conscious desires in order to allow the Rider's power to surge within you.

Encounter ◆ Divine, Healing

Immediate Interrupt Personal

Trigger: You are attacked with a power that uses the charm, fear, or psychic keyword.

Effect: You gain a +4 power bonus to your Will defense until the end of your next turn. If the attack still hits after the interrupt, you may immediately spend a healing surge as a free action.

Special: You must take The Rider's Transfiguration feat to use this power.

NEW ELITE TEMPLATE

HYPNOTIST

A hypnotist uses rituals and techniques taught by Rider cults to exercise control over the minds of men. In worship, these techniques are used to free the faithful from the burden of free will, but in other contexts, they are a powerful tool for good or evil (alas, usually evil). Hypnotists surround themselves with unwitting thralls and occasionally have "sleeper agents" in unexpected places. These agents wait for the right key-phrase to activate them on the hypnotist's behalf.

"Hypnotist" is a template you can apply to any humanoid creature. It is ideal for creating cult leaders, sinister advisors, and con men. If you are modifying a non-player character, this template works well with classes that make use of a high Charisma score, including clerics, warlocks, warlords, witch doctors, and certain types of rogues.

Prerequisite: Humanoid

IT'S OKAY TO HATE THIS

This template won't work for every DM's taste or in every game. It requires a little more on-the-fly judgment and player-trust than some groups may be comfortable with, and that's okay! You can always go for a straight-up dominate effect and hold back on using this template until the late heroic tier range or later.

Hypnotist

Elite Controller (leader)

Humanoid

XP Elite

Defenses +2 Reflex, +4 Will

Saving Throws +2

Action Point 1

Hit Points +8 per level + Constitution score

POWERS

Aversive Chant (Charm) aura 5

Deafened creatures are immune. Enemies within the aura receive a -2 penalty to attack rolls against the hypnotist.

Plant Compulsion (standard; at-will) ♦ Charm

Ranged 10; deafened creatures are immune; level + 2 vs. Will. The target acquires a limited restriction on its actions as described by the hypnotist (see sidebar). The target may always choose inaction rather than acting in accordance with the compulsion. Save ends, with a -2 penalty to the saving throw.

PROPER USE OF PLANT COMPULSION

DMs making use of the *plant compulsion* ability should be careful not to go too broad in the restrictions inflicted. “You can’t see” makes the effect equivalent to blinding the target, which is bad form; better to describe something specific, e.g., “You can’t see the exit.” The point is to restrict choice, but not remove it entirely. Other examples of bad vs. good use:

Bad Compulsion	Good Compulsion
You can’t see!	You can’t see the exit!
You can’t attack!	You can’t attack me!
You can’t move!	Don’t come any closer!

In general, it is better to phrase things as a restriction (“you can’t do X to Y”), rather than an order (“you must do X to Y”), since the target can always choose inaction. For example, “you must attack your friends!” is a weak compulsion because the target can always choose not to make any attack.

NEW MAGIC ITEM

The Rider’s Collar of Supplication Level 15+

This thin leather collar bears the sign of the Rider at the throat, inscribed in silver.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

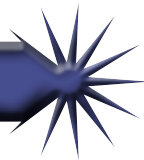
Property: If you worship the Rider, you can use this magic item as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. If you do not worship the Rider, you do not benefit from this weapon’s property and cannot use this item’s power.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that would dominate you. You are still dominated, but control of the domination effect transfers to an ally within 10 squares of you. The normal duration of the domination condition remains unchanged.

ADVENTURE IDEA

ECSTASY

The heroes find themselves in an out of the way settlement on the road to a major city or trading post. The people in the settlement, almost to a man, act in a peculiar fashion. They behave erratically. Some alternate between frightened and cocky. Many seem unsure how to complete even basic bodily functions. They revel in simple pleasures and never stop smiling. The settlement recently lost its beloved leader, a priestess of the Rider. Lacking in direction, they conducted a ritual to open their bodies to possession. While it was welcomed, the spirits that came to possess the settlement are capricious and wild and do not wish to give up their newfound physical forms. The only people in the town who did not take part in the ritual are a married couple who have locked themselves away in their house, terrified of their ever-smiling neighbors. Can the heroes convince—or force—the fey spirits to release the people and encourage the settlement to move on?



Unaligned



The Root is the oldest god—old enough to deny that all of the other gods that have followed are, indeed, gods themselves. Perhaps they are powerful children—fruit plucked from life grown from the Root itself. But truly, if that is so, then they are merely expressions of the Root, from which all things grow.

The Root is a god of creation, of sure and steady growth, of stability, and of respect for the ancient. (Of course, the Root does not view any of the other gods as *sufficiently ancient* to warrant real respect.) In this, the god is seen as aligned with both nature and civilization—two things threatened by the arrival of the Shroud. In nature and among the wild tribes, the Root is seen as the source of life. In civilization, the Root is worshipped as the foundation of law and order. Dwarves in particular view the god as the Root of Mountains, keeping them

fixed to the earth. Those whose faith is placed in the Root seldom waver in their beliefs.

The Root commands its followers to:

- ◆ Provide stability, strength, and succor to those without it, especially to those who have had it taken from them.
- ◆ Show respect to the oldest among you, and never spare youth from wisdom.
- ◆ Deny false “gods” their place as gods. The Root is the one true god.

NEW HEROIC TIER FEATS

THE ROOT RUNS DEEP [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship The Root

Benefit: You can invoke the power of your deity to use *the Root runs deep*.

Channel Divinity: The Root Runs Deep

Feat Power

When you are struck by a dire blow, the Root reaches out from the earth and pulls your foe into the ground.

Encounter ◆ **Divine**

Immediate Reaction **Ranged 10**

Trigger: An enemy within range scores a critical hit on you

Target: The enemy that scored the critical hit

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

Special: You must take the Root runs deep feat to use this power.

THE ROOT OF MOUNTAINS [DIVINITY] [DWARF]

Prerequisites: Channel Divinity class feature, must worship the Root, dwarf, *stand your ground* racial ability

Benefit: You can invoke the power of your deity to use *the Root of Mountains*.

Channel Divinity: The Root of Mountains

Feat Power

The Root of Mountains takes hold of you. Within His grasp, you cannot be budged.

Encounter ◆ **Divine**

Move Action **Personal**

Effect: You are immune to any push, pull, or slide effects until the end of your next turn.

Sustain Move: The effect is sustained.

Special: You must take the Root of Mountains feat to use this power.

NEW CREATURE

ANCIENT AVATAR OF THE ROOT

Said to have grown from a splinter of the Root, an ancient avatar is a huge, completely stationary, talking tree, which is often consulted for its oracular wisdom (which it is careful to share). Few of these deep-forest creatures still exist. Most were overrun by the dark forces within the Shroud. Where they survive, their influence creates small pockets of relative peace and civilization in a dangerous world, and the allies whom the avatar watches act as fierce guardians. More than one elven town has sprung up around such a creature, the inhabitants living in grateful symbiosis under the eye of the Root.

Ancient Avatar of the Root Level 12 Elite Artillery

Huge immortal magical beast XP 1,400

Initiative +12 **Senses** Perception +9; low-light vision

HP 228; **Bloodied** 114

AC 26; **Fortitude** 27, **Reflex** 23, **Will** 24

Vulnerable fire (the avatar takes ongoing 5 fire damage [save ends] when damaged by fire)

Saving Throws +2

Speed 0; the ancient avatar of the Root is immune to effects which push, pull, or slide.

Action Points 1

Ⓣ **Thrashing Branch** (standard; at-will)

Reach 3; +19 vs. AC; 1d6+6 damage.

⤵ **Two Branch Javelins** (standard; at-will)

The avatar makes two attacks; ranged 15/20; +19 vs. AC; 2d6+6 damage.

Ⓡ **Scoop and Toss** (standard; sustain minor; at-will)

Reach 3; +17 vs. Reflex; the target is grabbed (escape ends). As a minor action, the avatar may release the grab to push the target 10 squares, ignoring difficult terrain (due to flying through the air about 20 feet off the ground). On landing, the target takes 2d10 damage from the fall. The avatar can maintain multiple grabs at once (it has a lot of branches), and can sustain all of them as a single minor action.

⚡ **Begone!** (standard; at-will) ⚡ **Divine, Psychic, Thunder**

Close burst 3; +15 vs. Fortitude; 1d8+5 psychic and thunder damage and is pushed 6 squares. **Miss:** No damage and the target is pushed 3 squares.

⤵ **Hurl Boulder** (standard; recharge ⓂⓂⓂ)

Ranged 20/30; +17 vs. Reflex; 4d8+6 damage and the target is pushed 1 square. The boulder lands in an adjacent, unoccupied square, providing partial cover as part of the landscape. If no square is available, the boulder shatters, turning the target's square into difficult terrain.

Alignment Unaligned **Languages** Common, Elven, Primordial, Supernal

Skills Arcana +15, Intimidate +15, Religion +14

Str 22 (+12) **Dex** 19 (+10) **Wis** 16 (+9)

Con 17 (+9) **Int** 18 (+10) **Cha** 19 (+10)

ANCIENT AVATAR OF THE ROOT TACTICS

As a stationary combatant, an ancient avatar of the Root focuses on keeping its opponents at a distance, using *begone!* and *scoop and toss* when they get close and *hurl boulder* to keep them further away. Once its enemies are pinned at a distance, the avatar makes liberal use of two *branch javelins*.

ADVENTURE IDEAS

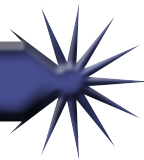
UPROOTING THE WALLS

Jaakenmar is one of the last sizable cities to remain whole within the Shroud, albeit just at its edges. The city has repelled the undead horde with little trouble, thanks to its high walls and the steep ravine that acts as its “moat.” But the real trouble is found within. Anarchist followers of the Shadow Above have worked steadily to undermine the walls. When the walls collapse, the followers hope to bridge the ravine and let in the dead to tear the city asunder. Priests of the Root are wise to the plot but can't get the city elders to listen. The heroes, on the other hand...

ABANDON FAITH

The youth of a nearby township are starting to follow the charismatic leadership of a young woman called Abandon. An adherent of the Rider, she has no respect for the teachings of the Root. The faith of the young followers is genuine, but the things Abandon has them do when they surrender to the Rider are anything but pure. The town's elders, whose faith in the Root runs deep, appeal to the characters to infiltrate this Rider cult and depose Abandon. But what of her followers caught in the midst—are they to be “saved” and brought back to the Root? And what is Abandon's true agenda in perverting the Rider's teachings?

THE SALT PRINCE



Good



The Salt Prince is the god of protection from evil influence and the warding of spirits. His many icons and statues depict him as an eyeless, mummified, male figure, swathed around the waist in cloth, his arms outstretched. The association of pure salt with

barriers against evil stems from ancient customs that his faithful maintain.

Revered by exorcists, paladins, and village wise women alike, the Salt Prince rebukes disembodied wickedness, pestilence, and spiritual and worldly influences. River communities invoke his name to drive back the floodwaters. Villagers call him to preserve food in times of famine and rot.

Worshippers of the Salt Prince agree upon the following tenets:

- ◆ Lay out the borders of your home and stand fast against wickedness.
- ◆ Purity protects the innocent from corruption.
- ◆ Water carries evil within it. Do not let your thirsts lead you into temptation.

NEW MAGIC ITEM

Salt of the Prince

Level 5+

Faintly luminescent, this holy salt is blessed by the divine will of the Salt Prince.

Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

Power (Consumable ◆ Zone): Standard Action. Close blast 2; squares within the blast become a zone in which you and your allies gain resist 5 psychic and +1 to their defenses against invisible or insubstantial opponents.

Level 10: Close blast 2; resist 5 psychic and +2 to defenses.
 Level 15: Close blast 3; resist 10 psychic and +3 to defenses.
 Level 20: Close blast 3; resist 10 psychic and +4 to defenses.
 Level 25: Close blast 4; resist 15 psychic and +5 to defenses.
 Level 30: Close blast 4; resist 15 psychic and +6 to defenses.

Special: Using this salt counts as a use of a magic item daily power.

NEW HEROIC TIER FEAT

THE SALT PRINCE'S REBUKE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Salt Prince

Benefit: You can invoke the power of your deity to use *the Salt Prince's rebuke*.

Channel Divinity: The Salt Prince's Rebuke

Feat Power

Arms outstretched, you call upon the Salt Prince to repel the malignant and the unseen.

Encounter ◆ Divine, Force, Implement

Standard Action **Close burst 1** (3 at 11th level, 5 at 21st level)

Target: Each insubstantial or invisible creature in the burst.

Attack: Wisdom vs. Will.

Hit: 1d10 + Wisdom modifier force damage, and the target is pushed 1 square.

Increase damage to 2d10 and push to 2 squares at 5th level, 3d10 and 3 squares at 11th level, 4d10 and 4 squares at 15th, 5d10 and 5 squares at 21st, and 6d10 and 6 squares at 25th.

Special: You must take the Salt Prince's Rebuke feat to use this power.

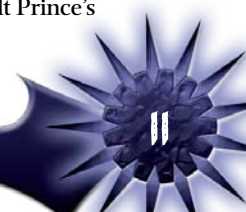
ADVENTURE IDEAS

TOMB RAIDERS

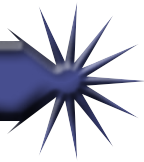
Treasure hunters exploring near a sunken village beside the Dusken River uncovered a sealed entrance, revealing a long-forgotten tomb of nobles and priests. All of the bodies within were perfectly preserved, packed in salt within coffins of rock. The treasure hunters ransacked one body of its gem-encrusted necklace but the body rose and attacked. Now opened, the tomb has been exposed to the outside world, and the corrupting waters are seeping in. The heroes hear of mummified revenants plaguing the surrounding lands. Unless they restore the necklace and reseal the tomb with all of its occupants inside, the corruption will spread all the way to an aspect of the Salt Prince himself, preserved in the lowest level of the tomb.

FOUL FLOOD

The Dusken River has swollen its banks and a foul band of troglodytes in service to the Silent Maw threatens the peaceful villagers. A lone paladin of the Salt Prince, Oswabe the Gaunt, has managed to keep them at bay but he is old and can't maintain his vigil for long. Can the heroes come to his aid, retrieving the blessed salt from the nearby Temple Salinus in time to carry out a major warding ritual? Could they deliver the Salt Prince's cleansing power to the troglodyte lair?



THE SHADOW ABOVE



Chaotic Evil

The voice of doubt, the Shadow Above mocks followers of all religions, including her own. Using doubt to push things towards chaos, she is fed by unspoken fears, inner doubts, and dirty secrets. The Shadow Above is the secret that hides the murder, the skeleton in the family closet about that thing your uncle did, and the moment of hesitation that leaves you open to a falling blade.

The patroness of conspirators and anarchists, she is the society's enemy, a cancer that gnaws at the root of civilization (and possibly the Root itself, some whisper). In legend, she fought both the Root and the Torch-bearer; it is said that the latter god cut off her left hand, which grew into a god called the Umbral Claw (her right hand literally has no idea what the left is up to). The Shadow Above embraces darkness in all its forms and delights at the advent of the Shroud—what better to hide the doings of evil?



In the late hours of the night, the Shadow Above whispers these teachings to her faithful:

- ◆ Friends will plot against you. Never trust them.
- ◆ Things of stability and safety make us fat and lazy. Tear them down; stay lean, hungry, and scared!
- ◆ Doubt every success. There's something you're missing, and it will kill you.

NEW HEROIC TIER FEAT

SEE NO EVIL [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Shadow Above

Benefit: You can invoke the power of your deity to use *see no evil*.

Channel Divinity: See No Evil Feat Power

Your blade bites into a surprised foe, and the Shadow Above cloaks you from his sight.

Encounter ◆ Divine, Illusion

Free Action **Ranged 10**

Trigger: You hit a surprised enemy within range with an attack.

Effect: You become invisible to the target until the start of your next turn as a free action.

Special: You must take the *see no evil* feat to use this power.

NEW MAGIC ITEM

Cloak of Shadowed Purpose Level 13+

A grey cloak fringed with purple cloth torn from the robes of kings. Daggers are embroidered in each side, signifying the presence of the Shadow Above.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: If you worship the Shadow Above, you can use this magic item as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. If you do not worship the Shadow Above, you do not benefit from this weapon's property and cannot use this item's power.

Power (Daily): Immediate Interrupt. Use this power when you miss with an attack made from hiding that would break stealth. You are still considered to be hiding.

JEFF PRESTON



NEW CREATURE

SHADOWY ANARCHIST

Never found in large groups, anarchist devotees of the Shadow Above steal, trick, and murder their way through small towns and large cities—anywhere that offers civilization and safety in a dangerous world. They favor assassination to achieve their anarchic game plan. Kings and constables, guild heads, and high priests are their victims. The more important and powerful the target is, the better.

Shadowy anarchists can be found among nearly any race; for added flavor, add one racial power or trait to each anarchist you introduce (resist 5 fire, dragon breath, elven accuracy, and so on).

Shadowy Anarchist	Level 6 Lurker
Medium natural humanoid	XP 250
Initiative +13	Senses Perception +5; low-light vision
HP 58; Bloodied 29	
AC 20; Fortitude 17, Reflex 20, Will 19	
Speed 6	
⊕ Dagger (standard; at-will) ⊕ Weapon	
+11 vs AC; 2d6+6 damage.	
⊖ Eyeshade Poison (immediate reaction, when the anarchist hits a target; recharge ☹️) ⊕ Poison	
Make a second attack against the same target. +9 vs. Fortitude; target is blinded until the start of its next turn. At the start of its next turn, target takes a -2 penalty to attack and perception rolls (save ends).	
Go for the Kill (minor; at-will; once per turn)	
The shadowy anarchist may make a second <i>dagger</i> attack on any target it has combat advantage against.	
How the Powerful Are Brought Low	
The shadowy anarchist gains combat advantage on any target that has a level higher than the shadowy anarchist's level.	
Alignment Chaotic evil	Languages Common
Skills Bluff +13, Stealth +14, Thievery +14	
Str 11 (+3)	Dex 22 (+9) Wis 15 (+5)
Con 16 (+6)	Int 13 (+4) Cha 20 (+8)
Equipment Two daggers, leather armor, vial of poison	

SHADOWY ANARCHIST TACTICS

Shadowy anarchists strike when least expected, going after the highest level target they have a reasonable chance of taking down—*how the powerful are brought low* evens the playing field. Constantly maneuvering for combat advantage to take advantage of *go for the kill*, they would rather take a double-move turn than attack without the upper hand. If they can't achieve it—or once their high-level target is dead—they scatter, covering their tracks by blinding opponents with *eyeshade poison*, if possible.

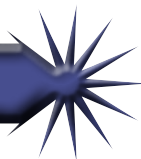
ADVENTURE IDEAS

TURF WAR

Travelling, the characters stop over in a small city. There, they learn that followers of the Shadow Above have been getting into a night-time turf war with the followers of the Umbral Claw to control the shadows. The authorities have been happy to sit back and let the two cults go at it, but the violence is spilling over into the more civilized parts of town. Now the rich and powerful are running scared and screaming for the watch to do something about it. The watch, of course, is critically underfunded and undermanned. Are the heroes the right sell-swords to hire for the job?

THE SHADOW OF DOUBT

One by one, the great leaders of mountain tribes have given into their fears and doubts, leaving their people in chaos, scattered and in-fighting or worse. A pattern is emerging, and it looks like it has the work of the Shadow Above written all over it. But how are the shadowed goddess' agents pulling it off? It's a mystery only the heroes can solve—and they're on the clock to do it, as each fallen tribe feeds strength to the evils within the Shroud. They'll need to navigate the perilous waters of tribal politics, and ferret out the secret agents of the Shadow Above in each tribe before more great leaders die and the mountain tribes fall into total anarchy and war.



Evil

The Silent Maw is the god of predators and killers. He is usually identified most strongly with crocodiles, the patient reptiles that lie concealed beneath the water and await their incautious prey.

Reptilian races such as lizardfolk and kobolds revere the Silent Maw, as do bands of Dusken River halflings—Maw's Teeth—who form unholy alliances with monstrous Shroudborn crocodiles. Assassins call upon the Silent Maw's spirit to enter into them, the better to give them the stoicism with which to carry out their dark work.

The Silent Maw is ravenous but knows his place among the other gods. He knows his hunger will be satisfied. It is only a matter of time.

Regardless of their origin, the Silent Maw's followers share the following beliefs:

- ◆ Be patient, but when the time comes, make your kill swiftly.
- ◆ Harbor no attachment to your prey; all that matters is that you take their life and they lose it.
- ◆ Death is sacred, and thus if a creature is brought back from death, it must die again in order to be blessed.

NEW HEROIC TIER FEAT

SILENT MAW'S DELIVERANCE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Silent Maw

Benefit: You can invoke the power of your deity to use *the Silent Maw's deliverance*.

Channel Divinity:

Feat Power

The Silent Maw's Deliverance

Spying a moment of weakness, you whisper a prayer to the Silent Maw to make your attack swift and sure.

Encounter ◆ **Divine**

Immediate Reaction **Ranged 5**

Trigger: An enemy in range misses with an attack on you or an ally, or fails a saving throw

Effect: You gain a +1 power bonus to speed and gain combat advantage against the enemy who triggered this power. Both benefits last until the end of your next turn.

Special: You must take The Silent Maw's Deliverance feat to use this power.

NEW MAGIC ITEM

The Maw's Swift Tooth

Level 17+

This weapon uses an enchanted tooth plucked from the jaw of a corrupted crocodile as its blade.

Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 22	+5	325,000 gp			

Weapon: Dagger or spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus.

Property: If you worship the Silent Maw, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship the Silent Maw, you do not benefit from this weapon's property and cannot use this weapon's power.

Power (Daily): Immediate reaction when missed by an attack. Gain a +1 item bonus to speed and gain combat advantage against the enemy who triggered this power. Both triggered effects last until the end of your next turn.

NEW CREATURES

MAW'S TOOTH

Fanatic halflings paint their faces with symbols of death and stalk the waters of the Dusken River. They prey on those few travelers foolish enough to brave the corrupted river. The maw's teeth use corrupted crocodiles as "stealth mounts," each crocodile carrying three to five of them on its back. Sliding up alongside a ship under cover of darkness, they vault aboard swiftly, cutting throats and feeding the Dusken its nightly due of blood.

MAW'S TOOTH TACTICS

Maw's teeth use *pole vault* to overcome difficult obstacles and gain battlefield advantage. From this position, they lunge at vulnerable targets with their *spear* attack.



Maw's Tooth		Level 5 Skirmisher	
Small shroudborn humanoid		XP 200	
Initiative +9	Senses Perception +12; low-light vision		
HP 64; Bloodied 32			
AC 19; Fortitude 16, Reflex 18, Will 18; see also <i>nimble reaction</i>			
Resist 5 poison			
Speed 6, swim 4; see also <i>pole vault</i>			
⊕ Spear (standard; at-will) ⊕ Weapon			
+10 vs. AC; 1d8+5 damage. The maw's tooth may shift 1 square before making this attack.			
Pole Vault (move; at-will)			
Starting on a solid surface, the maw's tooth may fly up to 4 squares, but must land at the end of its move. The maw's tooth must be wielding a spear or staff to use this ability.			
Nimble Reaction			
Maw's teeth gain a +2 racial bonus to AC against opportunity attacks.			
Second Chance (immediate interrupt, when the maw's tooth would be hit by an attack; encounter)			
The maw's tooth forces the attacker to reroll the attack and use the new result.			
Alignment Evil	Languages Common, one other		
Skills Stealth +12			
Str 16 (+5)	Dex 21 (+7)	Wis 20 (+7)	
Con 16 (+5)	Int 13 (+3)	Cha 14 (+4)	

CORRUPTED CROCODILE

Often trained as guardian-mounts by Maw's Teeth, these milk-eyed, gaunt-yet-oversized crocodiles have dingy grey scales instead of the usual mud-green. Grown huge and twisted by soaking in the waters of the Dusken River these crocs prey upon those who stray too close to its banks.

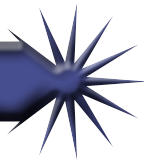
CORRUPTED CROCODILE TACTICS

A corrupted crocodile strikes swiftly, making a charge attack that ends with a *bite*. Once it has its prey in its jaws, the croc weakens the victim and heals itself with *siphon strength* and *life-eater*. It guards its allies with *sudden death*. Given a chance, it will *submerge* to sneak into a more advantageous position.

Corrupted Crocodile		Level 7 Elite Soldier	
Huge shroudborn beast (reptile)		XP 600	
Initiative +7	Senses Perception +9; darkvision		
HP 208; Bloodied 104; see also <i>life-eater</i>			
AC 23; Fortitude 21, Reflex 18, Will 20			
Resist 5 necrotic, 5 poison			
Saving Throws +2			
Speed 6 (swamp walk), swim 8			
Action Points 1			
⊕ Bite (standard; at-will)			
Reach 2; +12 vs. AC; 2d6+6 damage, plus the target is grabbed (until escape). The corrupted crocodile cannot make bite attacks while grabbing a creature, but it can use <i>siphon strength</i> .			
⊕ Siphon Strength (standard; at-will) ⊕ Necrotic			
If the corrupted crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +10 vs. Fortitude; 1d8+6 necrotic damage and the target is weakened (until escape).			
⊕ Sudden Death (immediate reaction when an enemy triggers an opportunity attack for an ally; recharge ⓂⓂⓂ)			
The corrupted crocodile moves up to its full speed and makes a <i>bite</i> attack on the triggering enemy as a free action.			
Life-Eater ⊕ Healing			
Whenever the corrupted crocodile has a grabbed target in its jaws, it gains regeneration 5 until the end of its next turn.			
Submerge (move; at-will)			
The corrupted crocodile can submerge within a body of water to gain total concealment.			
Alignment Unaligned		Languages -	
Skills Stealth +12			
Str 24 (+10)	Dex 18 (+7)	Wis 22 (+9)	
Con 20 (+8)	Int 4 (+0)	Cha 10 (+3)	

ADVENTURE IDEA

The heroes run afoul of a band of Maw's Teeth. The Halflings frequently attack travelers at night with sharp knives and monstrous crocodile allies. They have been hunting a young halfling named Gulah, who died through misadventure a year ago but mysteriously came back to life. The Maw's Teeth learned of Gulah's resurrection and sent one of their assassins after him, but despite a dagger in the heart, Gulah came back to life again. Now he has fled, hoping to reach the South and safety. What is keeping him from death (the answer may lie in **RACES OF THE SHROUD: THE HALF-DEAD**)? What will the Maw's Teeth do with him if they capture him again? And will his secret hold some clue to unraveling the larger mysteries of the Shroud?



Good

In the time of creation, the Silent Sister was the goddess of all artistic expression, peerless in song, dance, poetry, sculpture, and illustration. Her song gave birth to the plants and animals; her brushstrokes gave color to the dawn sky.

In the chaos following the coming of the Shroud, her brother, the Gleaming Eye, raped her and gave rise to the sinchildren. She has sworn vengeance against her brother and directs her followers to seek out and destroy her tainted offspring. She has foresworn all artistic expression until she has her revenge. Out of respect for the goddess' plight, her dour priests often take vows of silence.

The Silent Sister offers these tenets so that her followers might avoid her fate:

- ◆ Joy is precious—so precious it must be secreted away lest it be taken.
- ◆ There will be time for song when the work is done.
- ◆ Eradicate the children of sin; I will deal with the Gleaming Eye.



NEW HEROIC TIER FEATS

CENSURE OF THE SILENT SISTER [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Silent Sister

Benefit: You can invoke the power of your deity to use *censure of the Silent Sister*.

Channel Divinity:

Feat Power

Censure of the Silent Sister

The Silent Sister's voice drives sinchildren and other fiendish creatures to their knees.

Encounter ◆ **Divine, Psychic**

Standard Action

Close burst 2

(5 at 11th level, 8 at 21st level)

Target: Each demon and devil creature in burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage. The target is knocked prone and slowed until the end of your next turn.

Increase damage to 2d6 + Charisma modifier at 5th level, 3d6 + Charisma modifier at 11th level, 4d6 + Charisma modifier at 15th level, 5d6 + Charisma modifier at 21st level, and 6d6 + Charisma modifier at 25th level.

Sustain Standard: When you sustain the power, repeat the attack.

Special: You must take the *censure of the Silent Sister* feat to use this power.

CHALLENGE OF THE SILENT SISTER [DIVINITY]

Prerequisites: Channel Divinity and Divine Challenge class features, must worship the Silent Sister

Benefit: You can invoke the power of your deity to use *challenge of the Silent Sister*.

Channel Divinity:

Feat Power

Challenge of the Silent Sister

Speaking with the lost voice of the Silent Sister, you challenge all nearby fiends to face you in battle.

Encounter ◆ **Divine**

Minor Action

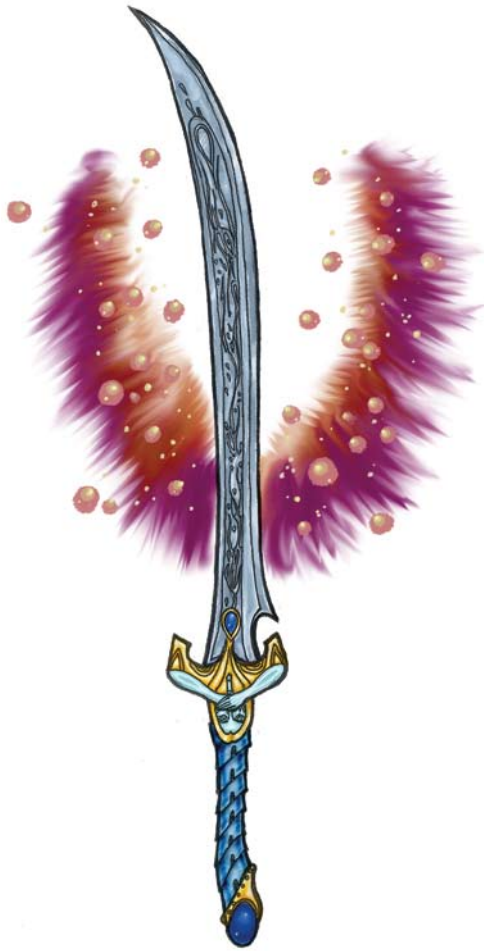
Close burst 3

(4 at 11th level, 5 at 21st level)

Target: Each demon and devil creature in burst

Effect: You mark the target as if using your *divine challenge* class ability (see the **D&D 4E PLAYER'S HANDBOOK** for details). So long as you engage any one of your marked targets on your turn, all of your targets may remain marked.

Special: You must take the Challenge of the Silent Sister feat to use this power.



ADVENTURE IDEAS

ARIA OF UNDOING

Followers of the Gleaming Eye have recovered one of the most sacred relics of the Silent Sister, the *Aria of Undoing*, an opera libretto so powerful that its performance can literally unmake the world. With the misguided aim of helping their god ascend to the celestial throne, the sinchildren mean to gather the singers to perform this demonic opera. The finest singers in the land have gone missing, and an eladrin soprano is identified as the last member of the ensemble. Can the characters protect her from abduction and disrupt the plans of the sinchildren?

UNSPEAKABLE ACTS

A cruel and petty noble lords over a small city. At his whim, city guards abduct young maidens for his personal pleasure. He imprisons them within the castle walls, where they are subjected to unspeakable acts of degradation until he discards them for a newer, fresher face. Rumor of his sexual predilections reaches a priestess of the Silent Sister, who in turn beseeches the heroes to aid her in overthrowing the noble and ending his reign of terror.

NEW MAGIC ITEM

The Silent Sister's Tear-Stained Blade Level 8+

Stained by the tears of a goddess, this weapon can gift your foes with her silent grief.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Weapon: Any light blade or heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus, and the target is deafened until the end of your next turn.

Property: If you worship the Silent Sister, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship the Silent Sister, you do not benefit from this weapon's property and cannot use this weapon's power.

Power (Daily): Free action. Use this power when you hit with the weapon. Your target is deafened until the end of your next turn.

Lawful Good

The Torchbearer is the goddess of the light in the darkness. She is a beacon of hope and strength when people are about to give up. She represents justice, devotion, and fortitude.

The Torchbearer's followers live righteous lives and feel it is their charter to lead others "home." People who stray from the straight and narrow path get a gentle nudge, but not a condescending or overbearing lecture. The faithful feel that

their "children" may travel far but will always come home as long as there is a lantern on the porch to light the way back.

The Torchbearer directs her followers to follow the path of light:

- ◆ If you see a dark place, light it up.
- ◆ Offer your counsel to those who have lost their way, but know when to back off.
- ◆ Destroy creatures of darkness and shadow, especially the agents of the Umbral Claw.

NEW HEROIC TIER FEAT

LIGHT THE WAY [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Torchbearer.

Benefit: You can invoke the power of your deity to use *light the way*.

Channel Divinity: Light the Way Feat Power

In times of darkness, divine light brings you hope and strength.

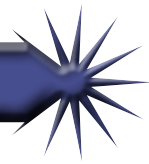
Encounter ◆ Divine, Implement, Radiant, Zone

Standard Action Close burst 5
(8 at 11th level, 11 at 21st level)

Effect: All allies in burst gain a +1 power bonus to their attacks until the end of your next turn.

Special: The burst creates a zone of holy ground that lasts until the end of your next turn. The zone is considered brightly lit by the Torchbearer's grace.

Sustain Minor: The illuminated zone persists.



The Torchbearer's Golden Mace Level 14+

This enchanted brass mace doubles as a torch, shedding the light of the Torchbearer upon the world.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Mace

Enhancement: Attack rolls and damage rolls

Critical: The weapon's damage gains the radiant keyword and the target is blinded, both until the end of your next turn.

Property: This weapon may be used as a torch. Once lit, it does not need fuel.

Property: If you worship the Torchbearer, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship the Torchbearer, you do not benefit from this property and cannot use this weapon's power.

Power (Daily ◆ Radiant, Zone): Move action. Use this power to detach a mote of true radiance from the torch to create a zone in a close burst 5. The zone is considered well-lit and prevents all concealment. The zone may be sustained as a minor action.

ADVENTURE IDEAS

THE DARKENING OF THE WAY

A local keep maintains a lighted road to the villages nearby. A group of gnoll bandits has been systematically snuffing the torches. Elli Hazel, a cleric of the Torchbearer, hires the adventurers to find out who dares darken the paths of the righteous.

SHADED LANTERN

Within the organization of the temple, Torchbearer luminaries are ranked using a torch metaphor. From lowest to highest, the ranks are spark (an initiate), candle, torch, lantern, and beacon. Lantern Jabadan Thandrik is an influential cleric in the large city of Evenhaven. He has made a name for himself in the merchant's district, and he also made a lot of money. Now Beacon Alura is on her deathbed, and people think Jabadan is the logical choice to replace her. The heroes find evidence that Lantern Thandrik is not just corrupt, but terribly evil. They must stop him from ascending to the ultimate temple position.

THE UMBRAL CLAW

Chaotic Evil

The deity of smothering, hatred, and mutilation, the Umbral Claw is an ineffable force of chaos and evil. It is faceless and unthinking, yet it embodies terrible emotion and purpose.

Cruel people perform terrible acts in the Claw's name: the jealous husband exacts hateful revenge on his wife's lover, crazy mothers smother their babies at night, sadistic sociopaths torture frightened captives. Clerics of the Umbral Claw are often insane; one does not commune with an evil, Shroud-tainted deity without losing grip on reality.

The Claw's holy symbol is a dismembered, desiccated hand created by a gruesome process that needs to be repeated regularly on fresh hands.



The Umbral Claw rewards its followers who practice thus:

- ◆ Don't just kill people, *hurt them*.
- ◆ Hide in the darkness to surprise your foes; let no fight be fair.
- ◆ The greatest sacrifice is something from your own flesh.

NEW HEROIC TIER FEAT

SMOTHERING DARKNESS [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship the Umbral Claw

Benefit: You can invoke the power of your deity to use *smothering darkness*.

Channel Divinity: Smothering Darkness

Feat Power

You conjure a huge, shadowy hand that smothers enemies.

Encounter ◆ Conjuration, Divine, Necrotic

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier necrotic damage and the target is immobilized (save ends).

Increase to 3d8 + Wisdom modifier at 21st level.

Sustain Minor: Wisdom modifier necrotic damage. The power cannot be sustained if the target moves out of range.

NEW CREATURES

UMBRAL SMOTHERER

Summoned by priests of the Umbral Claw, this shadowy, disembodied hand seeks out unsuspecting foes, clamps over their mouths, and suffocates them.

UMBRAL SMOTHERER TACTICS

Umbral smotherers spread out, attaching themselves to *smother* unsuspecting victims. If no target readily presents itself, they will hide (sometimes within the robes of the priest that summoned them) and wait for the opportunity.

Umbral Smotherer		Level 5 Minion	
Tiny shadow animate		XP 50	
Initiative +4		Senses Perception +4; darkvision	
HP 1; a missed attack never damages a minion			
AC 20; Fortitude 18, Reflex 17, Will 17			
Immune disease, poison; Resist 5 necrotic; see also <i>light chases the shadows away</i>			
Speed 8, fly 8 (hover)			
Ⓢ Smother (standard; at-will) ♦ Necrotic			
+9 vs. Reflex; target is grabbed and takes ongoing 5 necrotic damage (escape ends). The umbral smotherer cannot move nor make smother attacks while it has a grabbed target. Only one umbral smotherer may grab a target at the same time.			
Light Chases the Shadows Away			
Any attack that deals radiant damage pushes the umbral smotherer 1 square on a miss.			
Alignment Evil	Languages -		
Str 16 (+5)	Dex 15 (+4)	Wis 14 (+4)	
Con 12 (+3)	Int 10 (+2)	Cha 10 (+2)	

UMBRAL TORTURER

Clinging to the shadows of civilization, devotees of the Umbral Claw seek out ways to inflict maximum pain on the populace. Frequently these umbral torturers “moonlight” in careers well-suited to their temperament and goals: interrogators, executioners, political backers, and torturers. Living with one foot in the shadow-realm of the Umbral Claw, they enjoy powers that invade the mind and lash out with darkness.

UMBRAL TORTURER TACTICS

Casting *poison thoughts* around the battlefield, an umbral torturer looks for chances to *prolong suffering* whenever possible. But the torturer is more dangerous, the closer you get to it. *Fear the pain* exacts a price for staying close for too long. *Agonizing strike* teaches the error of testing the torturer’s comprehensive knowledge of pressure points. *Retribution of shadows* answers those who dare to strike a blow against agents of the Umbral Claw.

Umbral Torturer		Level 5 Controller	
Medium shadow humanoid		XP 200	
Initiative +4		Senses Perception +9; low-light vision	
Fear the Pain (Fear, Psychic) aura 2; creatures that start their turn in the aura must end their turn outside the aura or take 1d6 psychic damage.			
HP 66; Bloodied 33			
AC 19; Fortitude 17, Reflex 17, Will 18			
Vulnerable radiant (an umbral torturer hit by a radiant attack is pushed 1 square)			
Saving Throws +2 vs. poison			
Speed 6			
Ⓢ Agonizing Strike (standard; at-will) ♦ Poison			
+9 vs. Fortitude; 1d6+4 damage, and the target falls prone at the beginning of each of its turns (save ends).			
Ⓢ Poison Thoughts (standard; at-will) ♦ Poison, Psychic			
Ranged 10; +9 vs. Will; 1d8 psychic damage, and ongoing 5 poison damage.			
Ⓢ Retribution of Shadows (immediate reaction when hit by a melee attack; at-will)			
+9 vs. Reflex; target is blinded until the start of its next turn.			
Prolong Suffering (immediate interrupt when a creature within 5 squares makes a save; recharge ☐☐☐☐)			
The target must reroll its saving throw and take the second result.			
Alignment Evil	Languages Common, one other		
Skills Intimidation +12, Religion +11, Stealth +9			
Str 13 (+3)	Dex 14 (+4)	Wis 15 (+4)	
Con 18 (+6)	Int 18 (+6)	Cha 21 (+7)	

ADVENTURE IDEAS

THE APE CLAW KILLER

Townspople have been disappearing from Peryton Walls. There’s a serial killer on the loose, and it’s a crazy Umbral Claw follower. Unfortunately, the council blames the apelords that live in the surrounding forests and have told town ranger patrols to kill apelords on sight. An apelord elder hires the characters to find the real killer.

SHADOWED GRASP

A cleric of the Umbral Claw has decided that one of the adventurers has the perfect hand for making his holy symbol. He’s been tracking the party and waiting for the perfect time to strike. He will try to smother the specific character secretly at night, to death or unconsciousness, and then steal off with the poor adventurer’s hand.



THE VORACIOUS HOST

Unaligned



The Voracious Host is the hoarding god of grain packed away for the long winter and extra skins to ward off the cold in comfort. An ancient mountain power, the

Host is a selfish god of both fertility and greed.

He drives his followers to grow and work but to keep the fruits of these labors for themselves. While the god wishes none of his followers to die, only those who prepare for times of famine are worthy to worship him. Those who are not ready for adversity or who lose their supplies to “bad luck” (often seen as the god’s disfavor) are doomed in the eyes of the Voracious Host.

In most tribes of the Ghostcrag Peaks, this hoarding god is praised in the spring, summer, and fall months to instill plentiful harvests and game, but cursed in the winter by those he forsakes. Depicted as a man of massive girth who is always hungry, lustful, and cold, the Voracious Host is said to sometimes walk the peaks to enjoy the comforts his people have collected.

The Voracious Host urges believers to follow these principles:

- ♦ See to your own need and survival before others. Do not steal or live off the largesse of others any longer than necessary.
- ♦ Hard work is the way to survive. He who steals or cheats his way to comfort is doomed.
- ♦ Live a life of comfort and plenty, but remember always that the winter is coming and preparations must be made.

NEW HEROIC TIER FEAT

GRACE OF THE VORACIOUS HOST [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship.

Benefit: You can invoke the power of your deity to use *grace of the Voracious Host*.

Channel Divinity:

Grace of the Voracious Host

Feat Power

The Voracious Host grants his blessing to you to see you through times of danger, but your allies may not be so lucky.

Encounter ♦ Divine, Healing

Minor Action Personal

Effect: You may spend a healing surge if you have not healed anyone other than yourself since the beginning of your last turn.

Special: You must take Grace of the Voracious Host feat to use this power.

NEW MAGIC ITEM

The Voracious Host’s Hoard

Level 5

This small bag rewards those who store their provisions within.

Wondrous Item 1,000 gp

Property: Any non-magical, consumable provision stored in this bag becomes “memorized.” After each extended rest, you may draw a copy of a memorized provision from the bag, in quantities enough to feed a single person, in exactly the state it was in at the time it was memorized (e.g., bread served piping hot from the oven, or a bottle of the Count’s finest wine given just enough time to breathe). The provision vanishes the moment it touches the lips of anyone who did not draw it from the bag. In any case, the provision vanishes within an hour after being drawn, unless consumed.

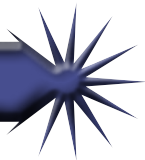
ADVENTURE IDEAS

FESTIVAL BEAR

Parek’s Peak is a major trading town in the Ghostcrags. Every spring, the town hosts a great festival to celebrate the Voracious Host, in the hopes of earning his blessing. The festivities include the crowning of the Lord of Planting, a ceremonial role, and the honoree wears a fine mantle made from the fur of one of the massive frost bears from the mountain’s upper reaches. The hunters have not been able to find a frost bear, so the elders look to hire anyone who can get them the skin in time.

HUNT THE UNWORTHY

In one of the coldest winters in memory, a group of bandits calling themselves the Brotherhood the Black Boot have been raiding mountain villages for food and supplies. So far none of the tribes have been able to hunt them down. Thievery from the worthy is a sin in the eyes of the Voracious Host, so his shamans are proclaiming that anyone who hunts down the Brotherhood of the Black Boot will truly be blessed by the Host.



Unaligned

The thirteenth god, youngest of the gods, and the god of nomads and wanderers, the Walker in Mist was so named by the nomadic apelords who believe it is the Walker who gave them intelligence. The god also saw that the apelords must leave their home, fated to wander the Shroud in search of adventure and refuge.

Since the Walker's advent in apelord tribal rituals, his teachings have slowly but surely spread to other races. Revered by those who contend with nature to better themselves, the Walker in Mist is an even-handed god, seeing to it that the land provides sustenance (though often in hidden places), but also yields many dangers to be overcome. All such things are done in the name of making his followers stronger.

The Walker places these trials before the faithful:

- ◆ Never back away from any challenge fairly offered, whether by man, monster, or nature.
- ◆ Rid the world of the abominations that infest the Shroud.
- ◆ Explore everywhere and never call any place your home.

NEW HEROIC TIER FEATS

THE WALKER'S AIRY STEP [DIVINITY]

Prerequisites: Apelord, Channel Divinity class feature, must worship The Walker in Mist

Benefit: You can invoke the power of your deity to use *the Walker's airy step*.

THE WALKER'S GREAT STRIDE [DIVINITY]

Prerequisites: Channel Divinity class feature, must worship The Walker in Mist

Benefit: You can invoke the power of your deity to use *the Walker's great stride*.



Channel Divinity: The Walker's Airy Step

Feat Power

The Walker in Mist wraps you within a blessed fog, bearing you through the air to your destination.

Encounter ◆ **Divine**

Move Action **Personal**

Effect: You fly up to 10 squares and gain partial concealment until the end of your next turn. If you don't end your move on a solid surface, you fall.

Special: You must take the Walker's airy step feat to use this power.

Channel Divinity: The Walker's Great Stride

Feat Power

The Walker in Mist grants the blessings of freedom to you or a favored ally in a time of need.

Encounter ◆ **Divine**

Move Action **Ranged 5**

Target: You or one ally; bloodied target only

Effect: Slide the target 1 square. The target gains +1 to its speed until the end of its next turn.

Special: You must take the Walker's great stride feat to use this power.

NEW MAGIC ITEM

The Walker's Misty Boots

Level 11

A constant haze of fog surrounds these leather boots, hushing your step and bearing you short distances through the air.

Item Slot: Feet 9,000 gp

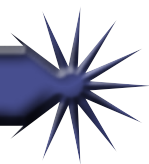
Property: Gain a +2 item bonus to Stealth.

Power (At-Will, 6 Charges/Day): Move Action. Spend a charge to fly 2 squares.

ADVENTURE IDEA

NO MORE RUNNING

Tired of running, a tribe of apelords has turned away from one of the teachings of the Walker in Mist and now seeks a place to call home. They have contacted the characters to help them forge this new home at a far edge of the Forest of White Sky. The undead threaten this place, and the Walker himself is sure to send other challenges their way, trying to drive the tribe back into a nomadic life. Do the heroes have what it takes to help this tribe defy the will of their god?



GODS

PAGE	DEITY	ALIGNMENT	AREAS OF INFLUENCE	CHANNEL DIVINITY
2	The Bone Witch	Unaligned	Burial, strength, suffering, summoning	Fury of the Bone Witch
4	The Gleaming Eye	Evil	Demons, devils, insight, revelation, violation	Flare of the Gleaming Eye
6	The Pale Wanderer	Good	Cunning, education, family, fellowship, loyalty	The Pale Wanderer's Fellowship
7	The Rider	Unaligned	Persuasion, possession, release, subjugation	The Rider's Transfiguration
9	The Root	Unaligned	Civilization, history, law, nature, stone, structure	The Root of Mountains The Root Runs Deep
11	The Salt Prince	Good	Binding, protection, preservation, salt, warding	The Salt Prince's Rebuke
12	The Shadow Above	Chaotic Evil	Anarchy, conspiracy, doubt, fear, secrecy	See No Evil
14	The Silent Maw	Evil	Assassination, death, patience	The Silent Maw's Deliverance
16	The Silent Sister	Good	Justified vengeance, silence (formerly art, creation, joy)	Censure of the Silent Sister Challenge of the Silent Sister
18	The Torchbearer	Lawful Good	Fire, fortitude, light, hope, justice	Light the Way
19	The Umbral Claw	Chaotic Evil	Darkness, pain, suffering, suffocation	Smothering Darkness
21	The Voracious Host	Unaligned	Fertility, gluttony, greed, harvest, hoarding	Grace of the Voracious Host
22	The Walker in Mist	Unaligned	Apes, nature, nomads, travel	The Walker's Airy Step The Walker's Great Stride

MONSTERS

MONSTER	LEVEL AND ROLE	PAGE
Unworthy Servant	4 Minion	3
Umbral Torturer	5 Controller	20
Umbral Smotherer	5 Minion	20
Maw's Tooth	5 Skirmisher	15
Shadowy Anarchist	6 Lurker	13
Corrupted Crocodile	7 Elite Soldier	15
Sinchild Infiltrator	8 Lurker	5
Ancient Avatar of the Root	12 Elite Artillery	10
Hypnotist	Elite Controller Template	8

MAGIC ITEMS

LVL	SLOT	NAME	COST (GP)	PAGE
4	Arms	Bracers of Fellowship	840	6
5	–	Salt of the Prince	50	11
5	–	The Voracious Host's Hoard	1,000	21
8	Weapon	The Silent Sister's Tear-Stained Blade +2	3,400	17
10	–	Salt of the Prince	200	11
11	Feet	The Walker's Misty Boots	9,000	22
13	Neck	Cloak of Shadowed Purpose +3	17,000	12
13	Weapon	The Silent Sister's Tear-Stained Blade +3	17,000	17
14	Weapon	The Torchbearer's Golden Mace +3	21,000	18
15	–	Bag of the Bone Witch	25,000	3
15	Neck	The Rider's Collar of Supplication +3	25,000	8
15	–	Salt of the Prince	1,000	11
17	Weapon	The Maw's Swift Tooth +4	65,000	14
18	Neck	Cloak of Shadowed Purpose +4	85,000	12
18	Weapon	The Silent Sister's Tear-Stained Blade +4	85,000	17
19	Weapon	The Torchbearer's Golden Mace +4	105,000	18
20	Neck	The Rider's Collar of Supplication +4	125,000	8
20	–	Salt of the Prince	5,000	11
22	Weapon	The Maw's Swift Tooth +5	325,000	14
23	Neck	Cloak of Shadowed Purpose +5	425,000	12
23	Weapon	The Silent Sister's Tear-Stained Blade +5	425,000	17
24	Weapon	The Torchbearer's Golden Mace +5	525,000	18
25	Neck	The Rider's Collar of Supplication +5	625,000	8
25	–	Salt of the Prince	25,000	11
27	Weapon	The Maw's Swift Tooth +6	1,625,000	14
28	Neck	Cloak of Shadowed Purpose +6	2,125,000	12
28	Weapon	The Silent Sister's Tear-Stained Blade +6	2,125,000	17
29	Weapon	The Torchbearer's Golden Mace +6	2,625,000	18
30	Neck	The Rider's Collar of Supplication +6	3,125,000	8
30	–	Salt of the Prince	125,000	11

CENSURE OF THE SILENT SISTER
ENCOUNTER • CHANNEL DIVINITY

Standard Action

Close burst [] ♦ Divine, Psychic

Target: Each demon & devil in burst.

Attack: Charisma [] vs. Will.

Hit: []d6 + Charisma modifier [] psychic damage. Target knocked prone, slowed until end of your next.

Sustain Standard: Repeat attack when you sustain the power.

The Silent Sister's voice drives sinchildren and other fiendish creatures to their knees.

CHALLENGE OF THE SILENT SISTER
ENCOUNTER • CHANNEL DIVINITY

Minor Action

Close burst [] ♦ Divine

Target: Each demon & devil in burst

Effect: Mark each target as if using your *divine challenge* class ability. So long as you engage any one of your marked targets on your turn, all of your targets may remain marked.

Speaking with the lost voice of the Silent Sister, you challenge all nearby fiends to face you in battle.

FLARE OF THE GLEAMING EYE
ENCOUNTER • CHANNEL DIVINITY

Standard Action

Close burst 5 ♦ Divine, Radiant

Target: Each effect within the burst that uses the illusion keyword.

Attack: Wisdom [] vs. the Will defense of the creator of the illusion effect.

Hit: The effect ends.

One of your eyes flares with the inescapable light of the Gleaming Eye.

FURY OF THE BONE WITCH
ENCOUNTER • CHANNEL DIVINITY

Free Action

Ranged 10 ♦ Divine, Healing

Trigger: While you are bloodied, your attack drops an enemy undead within range to 0 hit points or fewer.

Effect: You and each bloodied ally within 2 squares can spend a healing surge as a free action.

Calling on the Bone Witch's power, your destruction of an undead creature strengthens allies who have suffered.

GRACE OF THE VORACIOUS HOST
ENCOUNTER • CHANNEL DIVINITY

Minor Action

Personal ♦ Divine, Healing

Effect: You may spend a healing surge if you have not healed anyone other than yourself since the beginning of your last turn.

The Voracious Host grants his blessing to you to see you through times of danger, but your allies may not be so lucky.

LIGHT THE WAY
ENCOUNTER • CHANNEL DIVINITY

Standard Action

Close burst [] ♦ Divine, Implement, Radiant, Zone

Effect: All allies in burst gain a +1 power bonus to their attacks until the end of your next turn.

Special: The burst creates a zone of holy ground that lasts until the end of your next turn. The zone is considered brightly lit.

Sustain Minor: The illuminated zone persists.

THE PALE WANDERER'S FELLOWSHIP
ENCOUNTER • CHANNEL DIVINITY

Minor Action

Ranged 5 ♦ Divine

Target: Each ally in range. You must have at least two allies within range to use this power.

Effect: Each ally receives a +2 power bonus to Will defense and Perception until the end of your next turn.

The Pale Wanderer strengthens the will of your allies, binding you together in times of need.

THE RIDER'S TRANSFIGURATION
ENCOUNTER • CHANNEL DIVINITY

Immediate Interrupt

Personal ♦ Divine, Healing

Trigger: You are attacked with a power that uses the charm, fear, or psychic keyword.

Effect: You gain a +4 power bonus to your Will defense until the end of your next turn.

If the attack still hits after the interrupt, you may immediately spend a healing surge as a free action.

THE ROOT OF MOUNTAINS
ENCOUNTER • CHANNEL DIVINITY

Move Action

Personal ♦ Divine

Effect: You are immune to any push, pull, or slide effects until the end of your next turn.

Sustain Move: The effect is sustained.

The Root of Mountains takes hold of you. Within His grasp, you cannot be budged.

THE ROOT RUNS DEEP

ENCOUNTER • CHANNEL DIVINITY

Immediate Reaction

Ranged 10 ♦ Divine

Trigger: An enemy within range scores a critical hit on you.

Target: The enemy that scored the critical hit.

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

When you are struck by a dire blow, the Root reaches out from the earth and pulls your foe into the ground.

THE SALT PRINCE'S REBUKE

ENCOUNTER • CHANNEL DIVINITY

Standard Action

Close ♦ Divine, Force, Implement

Target: Each insubstantial or invisible creature in burst.

Attack: Wisdom [] vs. Will.

Hit: []d10 + Wisdom modifier [] force damage. Target is pushed [] squares.

Arms outstretched, you call upon the Salt Prince to repel the malignant and the unseen.

SEE NO EVIL

ENCOUNTER • CHANNEL DIVINITY

Free Action

Ranged 10 ♦ Divine, Illusion

Trigger: You hit a surprised enemy within range with an attack.

Effect: You become invisible to the target until the start of your next turn.

Your blade bites into a surprised foe, and the Shadow Above cloaks you from his sight.

THE SILENT MAW'S DELIVERANCE

ENCOUNTER • CHANNEL DIVINITY

Immediate Reaction

Ranged 5 ♦ Divine

Trigger: An enemy in range misses with an attack on you or an ally, or fails a saving throw.

Effect: You gain a +1 power bonus to speed and gain combat advantage against the enemy who triggered this power. Both benefits last until the end of your next turn.

Spying a moment of weakness, you whisper a prayer to the Silent Maw to make your attack swift and sure.

SMOTHERING DARKNESS

ENCOUNTER • CHANNEL DIVINITY

Standard Action

Ranged 5 ♦ Conjuration, Divine, Necrotic

Target: One creature.

Attack: Wisdom [] vs. Fortitude.

Hit: []d8 + Wisdom modifier [] necrotic damage and the target is immobilized (save ends).

Sustain Minor: Wisdom modifier [] necrotic damage. The power cannot be sustained if the target moves out of range.

THE WALKER'S AIRY STEP

ENCOUNTER • CHANNEL DIVINITY

Move Action

Personal ♦ Divine

Effect: You fly up to 10 squares and gain partial concealment until the end of your next turn.

If you don't end your move on a solid surface, you fall.

The Walker in Mist wraps you within a blessed fog, bearing you through the air to your destination.

THE WALKER'S GREAT STRIDE

ENCOUNTER • CHANNEL DIVINITY

Move Action

Ranged 5 ♦ Divine

Target: You or one ally; bloodied target only.

Effect: Slide the target 1 square. The target gains +1 to its speed until the end of its next turn.

The Walker in Mist grants the blessings of freedom to you or a favored ally in a time of need.

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.