

The Lunar Scrolls

A Player's and DM's Guide to the Radiance of the Moon



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Silent  Seven

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For use with the 4th Edition



Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

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Introduction

The Moon

There are many theories as to the nature of the moon itself. Some say the moon is a great ball of pulsing fire, void of meaning or life. Others use rituals to obtain collections of the liquid known as moonwater, and so say that the entirety of the moon must be made of the same magical liquid, floating eerily as a giant celestial raindrop. Some priests or witches see the moonlight as a blessing from an ancient goddess or other entity, and claim that she herself makes up the shape of the moon, or else that it is her domain, having long abandoned the sea of the gods in order to viscerally convey to mortals the majesty of the moon goddess. The last major speculation may well coincide with some versions of the goddess theory, and it supposes that the moon is a great, floating boulder that glows with the light of either some quantified or otherwise mysterious force. This theory is supported by the existence of the Moon Tablet: a great piece of rock upon which is written many secrets of the moon and its magics.

The Moon Tablet

This great stone exists in a large open expanse with open grassy fields all around. From some angles it appears as a round boulder, but its face is a flat tablet, although nothing appears to be written on it. Under sufficient moonlight, though, the stone's surface glows with equal light as the moon itself, and anyone who closely inspects the glowing tablet may discover runes and symbols covering its face.

To most, this writing is completely illegible, and some believe that it is not written in any language that has ever existed, so as to confuse and betray any mortals attempting to read it. However, tales are told that some lucky, or perhaps chosen, individuals can read the lunar script as easily as they read, write or speak their own language.

Indeed, it may have been one such person to create the Lunar Scrolls: a collection of parchments which together represent the entire contents of the Moon Tablet. However, these scrolls have been scattered across the worlds, and are as illegible to most as the tablet itself. It is also very rare to discover duplicates of the scrolls, since one who cannot read the scrolls finds it equally difficult to copy them. For one who can read a scroll, though, each contains a fraction of wisdom of the moon and its magic that can unlock mysteries and powers both rare and mysterious.

And, just as a single scroll represents only a fragment of knowledge from the Moon Tablet, most familiar with the great boulder believe that the Moon Tablet is but a fragment of the potential knowledge of the moon. Where these other secrets may lie, though, are at best guesses from the minds of mortals.

The Lunar Power Source

Depending on the nature of the campaign and the moon's place in the campaign world, the power source related to the moon may vary. The key skill related to the moon will vary along with the power source.

Arcane

The moon is rich with magical power; effervescent with the pure flow of mana. This moon is tied to the Arcana skill and its source of power is the same as that of wizards. Perhaps the moon is a relic left by an ancient society of sorcerers, or else it could be the current domain of a deity of arcane magic.

Divine

The Goddess of the Moon dwells on the moon, or else it is her gift to the world. Members of a world where this is the case use the Religion skill when making checks pertaining to the moon; the lunar deity grants divine power to those who follow her commands.

Primal

A great boulder in the sky, the moon is forged from the same earthstuff as the ground itself. Checks relating to the moon use the Nature skill, for the moon is simply a celestial monument to the natural world. Admirers call on its power as they would a forest or mountain, and animals, too, revere its wonders.

Shadow

Its brilliance is nothing but a facade; the moon's true nature is revealed in that it only appears at night—while the fabric of the world touches the Realm of Shadow. Just as knowledge about the realm of shadow uses the Arcana skill, so too does knowledge of the moon and its ironic radiance. (When using this origin, consider changing all references to radiant damage to necrotic damage while the moon is in its waning or new moon phases.)

Lunar as its Own Source

Millennia ago Esclairimonde was a goddess. She came into existence from the same cosmic birthing that progenited the other gods. Thousands of years passed, in strife and in peace; many stories were created, as well as the generations of mortals who wrote, told, and forgot them. No event in all of time had so great an impact on the goddess as that which follows.

Esclairimonde's domain in the realm of the gods was a great white, smooth orb of stone. From there, she applied her will to the mortal realm, spreading love and beauty. It was also from there that she spied and admired a prince who fought in her name.

The eladrin city Zeshalsi had been built centuries before around the great temple to the white goddess. As the strictest followers of her calls to love and beauty, the

Zeshalsin Elves spread her knowledge and invited admirers of beauty to share in Esclairimonde's glory; and the greatest of these eladrin was Prince Qindyrin.

The prince was a wise and strong leader, as well as an exemplary specimen of charisma and aesthetic. He proudly led the Zeshalsin crusades, not to incite wars, but to end them in the name of Esclairimonde.

The goddess watched and was flattered by the piety and attention of the prince; though she had been worshipped for centuries, she somehow grew enamored with him. She began speaking with him directly—answering prayers and communing before battles—though she was careful to keep secret her ignominious crush.

Before a culminating battle against a necromantic warlord, Prince Qindyrin prayed deeply to his goddess, for he knew that this battle would be his end. The necessary tactic required the sacrifice of the noble prince. He prayed for strength, clarity, and the divine power to ensure his success.

However, the enraptured Esclairimonde could not allow the prince to commit such a self-sacrificial act, not even—no, especially not—in her name. She took the prince, then, from the mortal realm so that she could be with him, and he with her, and away from the death that awaited him. But the prince begged her to return him, for his heart lay equally with his kingdom as with the goddess.

Offended, scorned, broken-hearted, Esclairimonde snapped his soul in two. With the half that admired her, she twisted and created her son, Gibyrin; and with the other piece, she cast the half-shell of Prince Qindyrin into the hells in hopes that he would come to regret his abandonment of his goddess. But she had taken from him the half that loved her, and so Qindyrin felt only bitterness toward her, and a longing to return to his kingdom.

Astonished and enraged by what Esclairimonde had done, the other gods took her divinity and cast her out of the realm of the gods. Esclairimonde salvaged her domain and set it to circle the world. No longer a deity, and burdened with the trials of her past, Esclairimonde's focus on love and beauty waned as she descended into apathy.

Her power and that of her followers, as well as that of those who simply appreciate and draw upon the splendor of the moon (for, in her apathy, she no longer requires or even requests that her power be paid for in prayer or supplication), is drawn from lunar power: a metaphysical mixture of the primal energy from the world where her domain now lies; arcane power to enhance her strength; the shadowy and soothing forces of the night in which she now dwells; and the shattered remnants of her previous divinity to weave the lunar power into a radiant glow. This glow, she hopes, may sometimes—but not too often—inspire love.

Lunar power as a distinct source is actually a combination of several other power sources, though it may for

all purposes be considered separate. The skill used for the lunar power source may be Arcana, History, Nature or Religion. A character may choose to use any of these skills, based on how the character is familiar with lunar magic. For example, a character fully versed in Esclairimonde's story may use History, while a character who has spent her life hunting in the woods under the full moon may have never heard the former goddess's name, and therefore uses the Nature skill.

Followers of the Moon

Some individuals come to appreciate the moon, its wonders and its power. These people become attached to the moon and draw some of their power from it in order to augment their own abilities according to their path and role in life and in adventuring. Such individuals are known as followers of the moon, and their details are presented here.

Becoming a Follower of the Moon

The rules for followers of the moon are similar to a combination of multiclassing and a paragon path. However, no one is a follower and nothing else; instead, characters augment their class roles with the appropriate "paragon class." ("Paragon class" is the term this book uses for the combination of a multiclass-only class and a paragon path.)

There are four follower of the moon paragon classes, one for each role: crescent striker, lunar controller, moonleader, and silver defender. A character may enter one of these paragon classes only if he is of the appropriate role, and the initial feat is considered a multiclass feat, so a character could not multiclass into wizard, for example, and still become a crescent striker.

To become a follower of the moon, first take the initial multiclass feat for your relevant paragon class, which will grant you a lunar feature and the ability to cast lunar rituals. Your first power-swap feat will allow you to switch out one of your encounter powers (either level 1 or 3) for the encounter power from your selected paragon class. This same feat also unlocks the class's utility power at the relevant level, so you may take the feat and not gain some or all of the benefits yet. You may then take the third and last feat, thus allowing you access to the daily power and also qualifying you to enter the class's paragon path at eleventh level. From there, you may enter the paragon path as defined in the D&D 4E PLAYER'S HANDBOOK.

Once you have taken the first feat, you are not required to delve any further into the paragon class. You may take one, two, or all three of the feats, then even choose not to enter the relevant paragon path if you so desire. (However, you still may not multiclass into any other classes, and all three feats are required to access the paragon path.)

Mental Ability Score

Some followers of the moon powers ask you to use a Mental ability score. When you first take the initial feat for the paragon class, choose either Intelligence, Wisdom or Charisma. Use the chosen ability score whenever a power asks for your Mental score. Your Mental defense is the one that's determined by your Mental ability score (Reflex for Intelligence, and Will for Wisdom or Charisma). Once you have chosen your Mental score, you cannot change it later.

Implements

Some followers of the moon use implements to focus more energy into their lunar powers. If a follower of the moon has the ability to use any implements from his or her primary class, that character can also use those implements with follower of the moon lunar powers with the implement keyword.

Also, any character may make use of a crystal quartz as an implement with lunar powers. The character may hold or wear the implement, as long as it is worn visibly.

Example: Kilisa is a wizard and a lunar controller. She normally wields a +1 magic staff, and holds her staff as she uses her wizard powers. Kilisa also wears a +2 crystal quartz on a chain around her neck. When she uses *moonfire*, she chooses to use her crystal quartz for the power since it has a higher enhancement bonus. She does not need to put away her staff or take hold of the crystal quartz for this. On her next turn, Kilisa uses another wizard power and makes use of her staff again; she can't use the crystal quartz with the wizard power because it's not a wizard implement. However, she could use her staff with a lunar controller power if she wanted to.

Example: As a warlord, Hetrusius doesn't normally wield any implements and he wouldn't normally have any powers with the implement keyword. However, some of his moonleader powers use implements, and so he obtains a crystal quartz to use as his implement. Hetrusius has the crystal quartz attached to the haft of his warhammer to make it more ornate, but he could just as easily wear it as a belt buckle, bracelet, or as a pendant like Kilisa does. Having his crystal quartz attached to his warhammer does not enhance the maul itself, and it does not allow him to use the enhancement bonus from his crystal quartz with his weapon keyword powers.

Crescent Striker

"I wield glowing blades in the shape of the crescent moon. I use them to dazzle and destroy my enemies."

Multiclass Feats

Moon's Blade [Multiclass Crescent Striker]

Prerequisite: Striker class role

Benefit: You gain Lunar Ritualist as a bonus feat, allowing you to use the lunar ritual template and lunar rituals. You learn the Crescent Blade Infusion ritual.

You may summon your crescent blades with the same type of action as it would take you to draw a weapon. They are crescent-moon-shaped glowing energy weapons that can cut like knives. When summoned, you may have one appear in one of your hands, or one in each hand. Whenever you release one of your blades from your hand for any reason, a new one immediately replaces it. If you threw the crescent blade, resolve that attack normally, otherwise it disappears. You may unsummon your blades as a free action.

Each of your crescent blades has the same statistics as any one-handed light blade or heavy blade of your choice, as found in the *D&D 4E Player's Handbook*, except for the following property: whenever an attack hits with one of your blades and deals at least 1[W] damage, you may reduce the damage by 1[W] in order to daze the target until the start of your next turn. If you do, the target gets an immediate saving throw to end the daze effect.

Crescent Novice [Multiclass Encounter, Utility]

Prerequisite: Moon's Blade

Benefit: You can swap one encounter attack power you know of 1st level or higher for the *the two moonblades* power. You can also swap one utility power you know of 6th level or higher for the *lunar afterimage* power.

The Two Moonblades Crescent Striker Attack 1

Your crescent blades glow fiercely as they slash the flesh of your enemy, stifling him with pain.

Encounter ♦ Lunar, Weapon

Standard Action Melee or Ranged weapon

Requirement: You must be wielding two melee weapons or a ranged weapon.

Target: One creature

Attack: Strength or Dexterity vs. AC (melee; main weapon and off-hand weapon) or Dexterity vs. AC (ranged), two attacks

Hit: 1[W] + Strength or Dexterity modifier damage per attack. If both attacks hit, the target is dazed until the end of your next turn. If the target was already dazed, it is now stunned instead (for the same duration).

Level 21: 2[W] + Strength or Dexterity modifier per attack

Lunar Afterimage

Crescent Striker Utility 6

Ambient magical moonlight bends into the image of you, creating illusory duplicates across the battlefield.

Daily ♦ Illusion, Lunar

Standard Action

Ranged 10

Effect: Two illusions appears, each in an unoccupied square within range. They look just like you, even breathing and imitating your combat stance. A DC 15 Insight check reveals that the duplicates are illusions, but a Perception check with DC 15 + your level is required to pinpoint which is the real you (although creatures may remember which square you're standing in). You may move a duplicate as a move action using your movement speed. When another creature touches a duplicate (including by attacking it), that duplicate immediately disappears. When you or a duplicate move from an adjacent square into a square occupied by a duplicate or you, the other automatically moves into the other's previous square. This switch also takes place if you teleport into a duplicate's square. Whenever you attack, each target attacked can pinpoint the real you.

Level 16: Create three illusions.

Level 26: Create five illusions.

Crescent Adept [Multiclass Daily]

Prerequisites: Moon's Blade, Crescent Novice

Benefit: You can swap one daily attack power you know of 9th level or higher for the *asteroid leap* power.

Asteroid Leap

Crescent Striker Attack 9

You have the drop on your foes, and you take advantage of it by taking a gigantic jump and falling into the midst of your enemies, raining moonfire down on them and striking a particular target with your crescent blades.

Daily ♦ Implement, Lunar, Radiant, Weapon

Standard Action

Melee weapon

Requirement: You can only use this power during the surprise round.

Special: You jump 6 squares (and up to 6 squares high) and summon your crescent blades before the attack.

Target: One surprised creature

Attack: Strength or Dexterity vs. AC; with weapon

Hit: 3[W] + Strength or Dexterity modifier damage and the target is stunned until the end of your next turn.

Effect: Make a secondary attack in a close burst 2.

Secondary Target: Each surprised creature in burst except for the primary target.

Attack: Mental vs. Reflex; with implement

Hit: 2d6 radiant damage, and the target is dazed (save ends). It may make an immediate saving throw against the dazed effect.

Level 21: 4[W] + Strength or Dexterity modifier damage primary and 3d6 radiant damage secondary.

Crescent Striker Paragon Path

Prerequisites: Moon's Blade,
Crescent Novice,
Crescent Adept

You deftly wield your radiant shining lunar weapons, and you are fully attuned to the tricks of moonlight—your illusory duplicates. Foes are nigh incapable of pinning down the real you, and when they finally do they pay for it dearly: you leave them blinking and confused as you transform your entire body into a blast of moonlight.

Crescent Striker Path Features

Crescent Moon Action (11th level): Whenever you spend an action point to take an extra action, and you hit with an attack on that action, you may invoke the dazing ability of your crescent blades without reducing the damage and without granting the target an immediate saving throw against the daze effect.

Stunning Illusions (11th level): Whenever an enemy touches or attacks one of your duplicates from your *lunar afterimage* power, that enemy takes an amount of radiant damage equal to your Mental modifier. Also, the enemy is dazed until the end of its next turn. If it was already dazed, it is now stunned instead.

In addition, you may choose to use your *lunar afterimage* power as an encounter power and as a move action instead of a standard action. If you do, you create only one duplicate (regardless of level). (You can't use it as an encounter power if you've already used it as a daily power that day. You can't use it as a daily power if you've

To The DM:

Adjudicating Illusory Duplicates

The primary intent of the crescent striker's *lunar afterimage* power is to confuse and befuddle the foes—something not many powers focus on. It doesn't provide a numerical advantage in terms of hit points, attack bonus or defense, and it doesn't provide a tactical advantage in terms of positioning. Instead, its advantage is in putting enemies off track. As the DM, you will know which is the real position of the character, but keep in mind that the monsters don't necessarily have that information. Based on the intellect or instincts of the opponents, allow the striker to have the upper hand he or she deserves, but no more; the creatures should be able to figure out their real target through various clues, including: who's attacking, using Perception checks (passive or otherwise), and where they might think the character should be from a tactical standpoint. The power includes some guidelines of its own on how to reveal to the monsters the location and identity of their target, but you will need to be constantly improvising and imagining the scenario from each monster's point of view.

already used it as an encounter power that encounter.)

Stunning Moonlight (16th level): Enemies get a -3 penalty on saving throws against conditions you impose on them.

Crescent Striker Powers

Searing Beam

Crescent Striker Attack 11

You spread your arms wide, and moonlight seeps from your hands, eyes and mouth as you transform into a blinding blast of lunar energy. You streak across the battlefield, searing everything in the wake of your radiant beam.

Encounter ♦ **Implement, Lunar, Polymorph, Radiant**
Standard Action **Ranged 10**

Effect: Move directly to one unoccupied square within range you can see, ignoring objects, terrain and creatures. You are large size for this movement and you do not provoke opportunity attacks. From each space you enter other than your initial square and your final square, make an attack against each creature and object whose square you are in. You can't attack the same target more than once with this power.

Attack: Mental vs. Reflex

Hit: 2d8 radiant damage and the target is dazed (save ends). If the target was already dazed, it is now stunned instead (save ends).

Trickswap

Crescent Striker Utility 12

Your opponent has finally figured out which of the illusions is actually you ... and you go and switch it on him.

Daily ♦ **Illusion, Lunar, Teleportation**

Immediate Interrupt **Personal**

Trigger: An enemy attacks you while you have at least one illusory double from *lunar afterimage* within 6 squares.

Effect: You and one of your illusions within 6 squares teleport into each other's square. Your enemy's attack now targets the double instead of you.

Twilight Avenger

Crescent Striker Attack 20

Seemingly defeated, you invoke the ultimate restorative power of the moon, and rain lunar judgment on your enemies.

Daily ♦ **Healing, Implement, Lunar, Radiant**

Free Action **Close burst 3**

Trigger: You are reduced to 0 hit points or you die while you have any healing surges remaining and haven't used your second wind.

Targets: Each enemy in burst

Attack: Mental vs. Reflex

Special: This attack automatically hits the enemy that reduced you to 0 hit points if that creature is in range.

Hit: 3d10 + Mental modifier radiant damage and the target is dazed (save ends). If the target was already dazed, it is now stunned instead (save ends).

Effect: If you were dead, you come back to life. You stand up and use your second wind (spending a healing surge and gaining a bonus to defenses as normal). You are stunned until the end of your next turn. *Aftereffect:* You are dazed (save ends).



Night of the Crescent

The hunter had long dwelt in this forest; indeed he had been born here. Dark branches reached across the canopy like twisted arms, and the hunter crept beneath them—careful to avoid their notice.

It had been six months, the hunter remembered. Six months since the verdant beauty of the Greenilvern Forest had been corrupted by a spirit of the Shadowwood. The wildlife had chirped and called as if to portend a heavy rain, but when the chill breeze blew through the boughs, no shower of water fell. That was when the blackness began to seep.

Vismaurati, the hunter, stopped his progress toward the heart of the shadowy forest; he had arrived. He peered into the cursed clearing. Black-barked trees circled the area. Elven limbs—heads, hands, arms, feet, legs—protruded from the tree trunks, frozen in eerie suspension.

Hidden in the bushes away from the attention of the sentient and malicious shadowtrees, Vismaurati surveyed the ghost faces—the faces of his friends and family; faces of those who weren't as lucky as he when the black breeze first overcame the wood with its pervading perversion. The black breeze that now whistled through the copse of corrupted conifers; it spurred the hunter into action.

Vismaurati sprang from his concealment. The ever-night beneath the trees meant shadows and darkness, but the hunter had learned to rely on the aspect of nature that was not twisted beyond recognition into a darkened depravity: the moon—the moon, which now glowed fully and lit the otherwise pitch-black clearing. The moon, which lit the elven faces as they stared blankly, begging for rescue. The light cascaded across the hunter as he charged—no longer undetected, but silent nonetheless. From his hands appeared new sources of moonlight.

Long and thin crescents coruscated violet, cyan and cerulean.

The emanation offended the shadow-branches, which creaked into action: creeping and cracking as they stretched out to grasp at the hunter as he invaded their macabre prison of elves.

A series of precise cuts severed several boughs as they searched for a weak spot on Vismaurati. However, he seemed to have none as he tumbled through them, then transformed into a blinding beam of moonlight and seared through several trees, which spat out their captives in recoil.

When he reformed, the attackers found their mark and Vismaurati was knocked into a backward somersault. He stood, and two seeming duplicates of the hunter shimmered into existence. The three Vismauratis set into fighting stances, their eyes set to the victory of freeing their family and their forest.

Vismaurati		Level 12
Medium Fey Humanoid		Elf Rogue/Crescent Striker
Initiative +11	Senses Perception 25; low-light vision	
HP 79; Bloodied 39; Healing surges 7, 19hp		
AC 27; Fortitude 21, Reflex 27, Will 23		
Speed 7		
Racial Features – Elf		
<i>Elven Weapon Proficiency, Fey Origin, Group Awareness, Wild Step, Elven Accuracy</i>		
Class and Paragon Path Features – Rogue, Crescent Striker		
<i>First Strike, Rogue Tactics – Artful Dodger, Rogue Weapon Talent, Sneak Attack, Crescent Moon Action, Stunning Illusions, Stunning Moonlight</i>		
Attacks		
+18 with Dexterity (Cometlight Crescent Blades – daggers)		
+16 with Dexterity (Radiantburst shuriken)		
+10 with Charisma (Crescent Striker Mental score)		
At-Will Powers		
<i>Piercing Strike, Sly Flourish</i>		
Encounter Powers		
The Two Moonblades (1, Crescent Novice), <i>Trickster's Blade</i> (3), <i>Rogue's Luck</i> (7), Searing Beam (11, Paragon Path), <i>Elven Precision</i> (Racial Feature)		
Daily Powers		
<i>Easy Target</i> (1), <i>Clever Riposte</i> (5), Asteroid Leap (9, Crescent Adept)		
Utility Powers		
<i>Tumble</i> (2), <i>Lunar Afterimage</i> (6, Crescent Novice), <i>Shadow Stride</i> (10), <i>Trickswap</i> (12, Paragon Path)		
Feats		
<i>Moon's Blade, Lunar Ritualist^B, Backstabber, Crescent Novice, Two-Weapon Fighting, Crescent Adept, Two-Weapon Defense, Elven Precision, Secret Stride</i>		
Alignment Unaligned	Languages Common, Elven	
Skills Acrobatics +18, Athletics +10, Bluff +15, Insight +13, Nature +8, Perception +15, Stealth +16, Thievery +16		
Str 14 (+8)	Dex 21 (+11)	Wis 11 (+6)
Con 12 (+7)	Int 11 (+6)	Cha 18 (+10)
Equipment 245gp, <i>standard adventurer's kit, thieves' tools, Catstep Boots</i> (lv3), <i>Everlasting Provisions</i> (lv4), <i>Diadem of Acuity</i> (lv8), +2 <i>Radiantburst shuriken</i> (lv8) (variant <i>Flameburst Weapon</i>), +2 <i>fey-leather Slightcraft Tunic</i> (lv9), <i>Dynamic Belt</i> (lv9), <i>Handy Haversack</i> (lv10), +3 <i>Amulet of Protection</i> (lv11), +3 <i>Cometlight Blades</i> (lv13) (focus: blue topaz ring)		
Items, feats, powers and features in italics can be found in the D&D 4E <i>Player's Handbook</i> .		

Fulfillment Moon

Kilisa scratched her head, squinted her eyes, and read the page again. She'd been tasked with reshelving a bunch of old books according to the new organizational system—a system she had devised, thank-you-very-much. Not that it got her off the hook for all this reshelving.

"You know the system best," Sage Napesae had said. "And since you'll know where all the books are, it'll be easier to find them when I need you to bring me tomes for my research." He had smirked when he said it, and Kilisa wondered if he really thought she bought all that loopy logic.

The sun had nearly finished setting, but Kilisa didn't bother lighting the wall torches as she continued to work; the full moon kept the room lit. She could hear peasant children playing outside the keep despite the advancing hour.

One book's title had caught her eye, and as she flipped through, she wondered how her life would be different if she weren't cooped up the tiny castle. She supposed she was lucky to learn wizardry from the sage, while her parents still worked as servants in the lower levels; and she truly was happy to have such a cache of books at her disposal. But she couldn't help thinking there was something outside the keep that was still waiting for her.

Kilisa put away the book she'd been perusing and looked out the window up at the night sky. The last child's mother called his name a final time, then shut the door after he jogged inside. A light fog covered the town as Kilisa looked down at it. The particles that she knew composed the fog reflected the white moonlight, turning the sight into a beautiful nebula.

From her vantage above the town, Kilisa swirled her hand, using magic to stir the fog like a glowing white dust storm. But the townsfolk were all in their homes, and the sight was lost on all eyes but hers.

Kilisa sighed and turned back toward the library. She glared at the piles of books that had been dumped from their shelves, waiting for her to apply to them her spectacular new categorization system.

"Sage Napesae, I thought of a new way to sequence the library books!" she had said excitedly. "It will make finding the one you want much simpler!"

At first, she had poured the books from their shelves so excitedly.

Kilisa sighed again before starting toward the stacks.

An hour passed, perhaps more, as Kilisa considered each book, one by one, and how it fit into her system. Insects and chill breezes joined her through the window, but these things she didn't mind. She much preferred them to the clamor and heat of the day.

Another book caught her eye, but Kilisa blinked away the thought of browsing it—or was it sleep she was fending off? Nonetheless, she had lost far too much time looking through books that intrigued her. There would

be plenty of time for poring over them once her grueling task was done.

Then again . . . how should this book be shelved? The leather cover read "Indecipherable Tome: unknown author," and it contained what seemed to be scrolls bound into the shape of a book. On one hand, she could put it with the *mysterious lore* category where it presumably had been before, but as she looked through the pages it seemed clear the volume belonged under the topic *exotic magics*.

Kilisa's drowsiness waned as she continued turning through the scroll-pages. She applied her knowledge of the arcane to what she was reading and the text revealed to her concepts Sage Napesae had refused to teach . . . or perhaps he didn't know. The book spoke of a power infused in the moon, and it described a feeling—a feeling Kilisa realized she had felt before. One feeling in her heart that was once a longing had now become a fulfillment.

Overwhelmed by a sense of belonging and understanding, Kilisa returned to the window. The stars were lit, but they were nothing with the bright moon among them. Kilisa thought of a giant standing amidst an army.

In the morning, when the moon had set and Kilisa finally looked up from her book, she found herself a mile from the town, with her bags packed. She smiled.

Kilisa		Level 3
Medium Fey Humanoid		Eladrin Wizard/Lunar Controller
Initiative +2	Senses Perception 6; low-light vision	
HP 34; Bloodied 17; Healing surges 9, 8hp		
AC 17; Fortitude 15, Reflex 16, Will 16		
Speed 6		
Racial Features – Eladrin		
<i>Eladrin Weapon Proficiency, Eladrin Will, Fey Origin, Trance</i>		
Class Features – Wizard		
<i>Arcane Implement Mastery Staff, cantrips, Ritual Casting, spellbook</i>		
Attacks		
+6 with Intelligence (<i>Magic Staff</i> implement; Lunar Controller Mental score)		
+7 with Intelligence (Clear Crystal Quartz)		
+3 with Strength (<i>Magic Staff</i> weapon)		
At-Will Powers		
<i>Magic Missile, Scorching Burst</i>		
Encounter Powers		
Moonfire (1, Moonfire Novice), <i>Color Spray</i> (3), Moonstrike (Lunar Controller Feature), <i>Fey Step</i> (Racial Feature)		
Daily Powers		
<i>Flaming Sphere/Sleep</i> (1)		
Utility Powers		
<i>Expeditious Retreat/Shield</i> (2)		
Feats		
Moonfire Acolyte, Moonfire Novice		
Alignment Good	Languages Common, Elven	
Skills Arcana +12, History +12, Insight +6, Perception +6, Religion +10		
Str 8 (+0)	Dex 13 (+2)	Wis 10 (+1)
Con 16 (+4)	Int 18 (+5)	Cha 13 (+2)
Equipment 160gp, <i>standard adventurer's kit, spellbook, fine clothing, ritual book</i> , +1 cloth <i>Fireburst Armor</i> (lv3), +1 <i>Cloak of Resistance</i> (lv2), +1 <i>Magic Staff</i> (lv1), +2 <i>Clear Crystal Quartz</i> (lv5)		
Items, feats, powers and features in italics can be found in the <i>D&D 4E Player's Handbook</i> .		

Lunar Controller

"I sear my enemies under the radiant judgment of the moon's fullest light."

Lunar controllers learn to shape the radiant energy of moonlight into powerful glowing attacks to sear and dazzle their foes.

You may wield the moonlight as a wizard does his spells, hoarding and craving knowledge of the intricacies of lunar magic. You may be a nature priest, seeking to add the moon and its mysteries to your repertoire of knowledge of the primal world around you. Or you may be a channeler of divine energies, focusing on the power of the moon goddess instead of ambient astral energy.

No matter your other abilities, you are part of a group who revere the lunar power that you know to exist and you seek to understand. Your enemies fear the power of your searing light, flinching at the sight of the moon for months or years after your encounters with them, finding themselves unable to forget the powerful wrath of your lunar judgment upon them.

You casually forget such enemies you leave in your wake as you continue your quest to uncover more secrets of lunar power and one day, if you are truly fortunate enough to do so, meet with the moon goddess herself, face to face, in order to learn her mysteries.

Multiclass Feats

Moonfire Acolyte [Multiclass Lunar Controller]

Prerequisite: Controller class role

Benefit: You gain Lunar Ritualist as a bonus feat, allowing you to use the lunar ritual template and lunar rituals.

You can use *moonstrike* as an encounter power.

Moonstrike Lunar Controller Feature

A powerful declaration of lunar energy allows you to dazzle and burn your foe.

Encounter ♦ **Implement, Lunar, Radiant**

Minor Action Ranged 10

Target: One creature

Attack: Mental vs. Fortitude

Hit: The target is moonstruck (save ends).

Moonfire Novice [Multiclass Encounter, Utility]

Prerequisite: Moonfire Acolyte

Benefit: You can swap one encounter attack power you know of 1st level or higher for the *moonfire* power. You can also swap one utility power you know of 6th level or higher for the *spotlight column* power.

New Condition: Moonstruck

A moonstruck creature is dazzled and burned by lunar energy.

MOONSTRUCK

- ♦ You take a –2 penalty to attack rolls.
- ♦ You suffer ongoing 2 radiant damage. If the creature that inflicted this condition was paragon tier, ongoing 4 radiant damage instead, and if it was epic tier, ongoing 6 radiant damage.

Moonfire

Lunar Controller Attack 1

A pillar of light strikes from the sky with but a gesture.

Encounter ♦ **Implement, Lunar, Radiant**

Minor Action Area burst 1 within 10 squares

Targets: Each creature in burst

Attack: Mental vs. Fortitude

Hit: 1d10 radiant damage and the target is moonstruck (save ends).

Level 21: 2d10 radiant damage.

Spotlight Column

Lunar Controller Utility 6

You summon a column of moonlight that burns your enemies and helps cleanse allies.

Daily ♦ **Lunar, Zone**

Standard Action Area burst 2 within 5 squares

Effect: You create a zone in the burst where moonlight beams down from above. Enemies are moonstruck as long as they are in the zone, while you and your allies in the zone get a +2 bonus to all saving throws. The zone disappears at the end of your next turn.

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

Moonfire Adept [Multiclass Daily]

Prerequisites: Moonfire Acolyte, Moonfire Novice
Benefit: You can swap one daily attack power you know of 5th level or higher for the *midnightfire* power.

Midnightfire

Lunar Controller Attack 5

Day turns to night for an instant as every star in the sky becomes visible, with the full moon shining brightly in their midst. The light above flashes and blasts downward as you flick your wrist. Your enemies are engulfed in the blast.

Daily ♦ **Implement, Lunar, Radiant**

Standard Action Area burst 2 within 10 squares

Targets: Each enemy in burst

Attack: Mental vs. Fortitude

Hit: 2d6 + Mental modifier radiant damage and the target is moonstruck (save ends). If it was already moonstruck, the condition lasts until the end of the encounter instead of its previous duration.

Level 21: 4d6 + Mental modifier damage.

Lunar Controller Paragon Path

Prerequisites: Moonfire Acolyte,
Moonfire Novice,
Moonfire Adept

Motes of moonfire dance at your fingertips, the tip of your wand, or the head of your staff. Your eyes glow with pure moonlight as you focus on a swarm of foes in the distance. The full moon opens its maw and gusts forth a wave of radiance that purges the land of those you deem unworthy.

Lunar Controller Path Features

Active Dazzling (11th level): Whenever you spend an action point to take an extra action, you may also immediately use your *moonstrike* power as a free action. This doesn't count against your one use per encounter.

Searing Light (11th level): Whenever one of your attacks reduces an enemy to 0 or fewer hit points, you gain a +1 bonus to all your damage rolls using powers with the lunar keyword during your next turn. (These effects are cumulative, so if you defeat two enemies, you get +2 to your damage rolls on your next turn.)

Charge with Moonlight (16th level): At the end of each of your turns, you gain a number of temporary hit points equal to four times the number of creatures you induced the moonstruck condition on this turn. (This does not include creatures you passively induced the condition on, such as with *spotlight column*.)

Lunar Controller Powers

Moonstrike Eruption Lunar Controller Attack 11

As your foe struggles to expel the blinding light from his eyes and the burning radiance from his flesh, you snap your fingers and ignite the moonlight that is pervading his body.

Encounter ♦ **Implement, Lunar, Radiant**

Standard Action Ranged 10

Target: One moonstruck creature

Attack: Mental +4 vs. Fortitude

Effect: 3d8 + Mental modifier radiant damage and the target can't make saving throws against the moonstruck condition until the end of the encounter.

Moonglow Lunar Controller Utility 12

Your attack on a foe causes it to glow with a radiance that spreads to damage its allies.

At-Will ♦ **Lunar**

Minor Action Ranged 10

Target: One creature that you have hit with an attack this turn

Effect: Whenever you make a close or area attack and hit your *moonglow* target with that attack, you deal radiant damage equal to your Mental modifier to each of the target's allies in the burst or blast. You can designate only one target with your *moonglow* at a time. (A new target supersedes a previous target.)

Radiant Cyclone Lunar Controller Attack 20

A twirl of your finger stirs up ambient lunar energy, which grabs your target and cascades it with swirling radiant force.

Daily ♦ **Implement, Lunar, Radiant**

Standard Action Ranged 10

Target: One enemy

Attack: Mental vs. Fortitude

Hit: 3d8 + Mental modifier radiant damage and slide the target 3 squares, making a secondary attack against each enemy the primary target slides past (but no target more than once). The target is dazed until the beginning of your next turn. You may sustain the power.

Secondary attack: Mental vs. Fortitude

Hit: 1d8 + Mental modifier radiant damage and push the target 1 square away from the primary target.

Miss: Half damage and slide the target 1 square, but no secondary attacks or sustaining.

Sustain Standard: Make another attack as above and against the same primary target, but ignoring the miss entry. If you miss, you can no longer sustain the power.



Moonleader

"I shape lunar shields reminiscent of the full moon, and I use them to defend my allies."

Drawn to the potential rejuvenating and protective powers of the moon, many characters seek its power to protect those with whom they adventure. They conjure spherical shields reminiscent of the moon itself, and use them to surround their allies, blocking incoming attacks.

Some moonleaders gain their power through mediation and supplication to their god, channeling lunar or astral power with a divine agenda.

Others learn of the power through arcane teachings from ancient lunar lore. Having discovered ancient texts, they study the ways they can tap into the moon's power through familiar methods. Some organizations may even form around the precepts of arcane-lunar magic; scholars come together in small groups to learn how magic pervades everything.

Many moonleaders may also gain their power from an innate understanding through wilderness experience. A tribal shaman may commune with the primal night spirits, who bask in moonlight and share their knowledge of the moon's protection with him.

Multiclass Feats

Lunar Fieldshaper [Multiclass Moonleader]

Prerequisite: Leader class role

Benefit: You gain Lunar Ritualist as a bonus feat, allowing you to use the lunar ritual template and lunar rituals.

Once per encounter when a power you use heals an ally, you may also wrap that ally in a spherical field of lunar power, granting a +1 moonshield bonus to AC until the beginning of your next turn.

Moonshield Novice [Multiclass Encounter, Utility]

Prerequisite: Lunar Fieldshaper

Benefit: You can swap one encounter attack power you know of 3rd level or higher for the *full force sphere* power. You can also swap one utility power you know of 6th level or higher for the *moonlight shield* power.

Full Force Sphere

Moonleader Attack 3

A powerful bubble of lunar force bursts into existence around an ally, knocking enemies back from him and preventing their approach.

Encounter ♦ Force, Implement, Lunar, Zone

Standard Action Ranged 10

Effect: One ally within range gets a +3 moonshield bonus to its AC and defenses and an area 1 zone around the target becomes difficult terrain. The zone moves with the target. Each time the target is attacked, decrease the moonshield bonus by 1. When the bonus is gone, the zone of difficult terrain disappears as well.

Targets: Each enemy adjacent to the chosen ally

Attack: Mental vs. Fortitude

Hit: 1d8 + Mental modifier force damage and the target is pushed 1 square from the chosen ally and knocked prone.

Miss: The target is pushed 1 square unless the attack missed by 5 or more.

Level 21: 2d8 + Mental modifier damage.

Moonlight Shield

Moonleader Utility 6

You are able to conjure up a thin field of energy just strong enough to keep that pesky foe away from you.

Daily ♦ Force, Lunar

Immediate Interrupt Ranged 5

Trigger: An enemy tries to move closer to you than 3 squares.

Effect: That enemy cannot move closer to you than 3 squares this round.

Moonshield Adept [Multiclass Daily]

Prerequisites: Lunar Fieldshaper, Moonshield Novice

Benefit: You can swap one daily attack power you know of 5th level or higher for the *rising moon* power.

Rising Moon

Moonleader Attack 5

You encapsulate an ally in a moonshield and raise him above the battlefield, both shielding him and granting him an advantageous tactical position.

Daily ♦ Force, Implement, Lunar, Radiant

Standard Action Ranged 5

Effect: One ally within range gets a +4 moonshield bonus to AC and hovers immobilized 1 square above its initial square as you surround the ally in a lunar force sphere. It has combat advantage against any creature it's higher than. These effects last until the end of your next turn.

Targets: Each enemy adjacent to the chosen ally

Attack: Mental vs. Fortitude

Hit: 3d8 radiant damage.

Sustain Minor: The effects of the power persist. You can sustain the power with a move action in order to slide your ally horizontally a number of squares equal to your Mental modifier. You can sustain the power with a standard action in order to make another attack. You can sustain the power with multiple actions, but doing so does not extend the duration of the power by more than 1 turn.

Level 21: 5d8 radiant damage.

Moonleader Paragon Path

Prerequisites: Lunar Fieldshaper,
Moonshield Novice,
Moonshield Adept

The fields of lunar energy you create display faint craters and textures as if they are representations of the full moon itself, surrounding your allies in its celestial splendor. With a flex of your fist, you conjure an aspect of the moon.

Moonleader Path Features

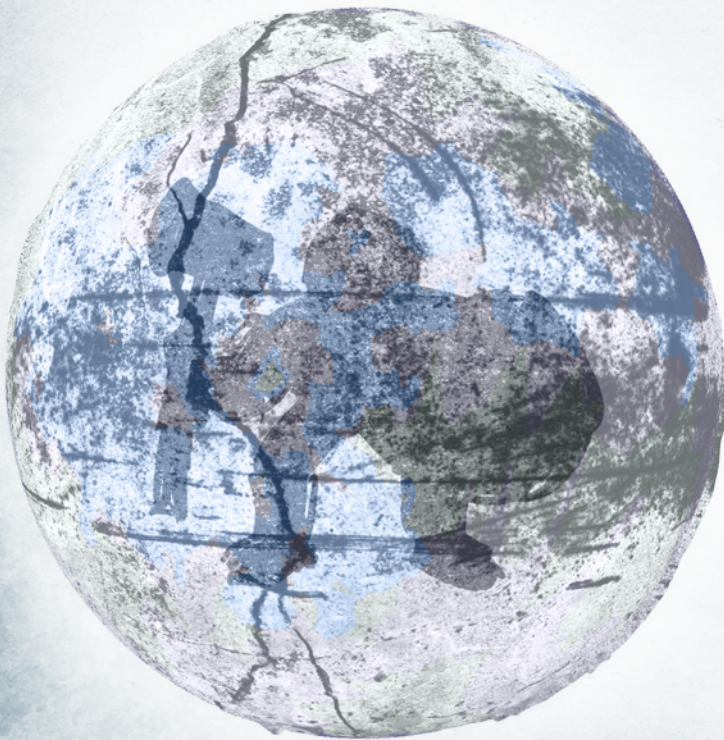
Protective Action (11th level): When an ally within 5 would be hit by a melee attack, you may spend an action point to use your *full force sphere* power on that ally as an immediate interrupt. This still counts as your per-encounter use of the power.

Also, when either your *moonlight shield* or *swift deflection* power would trigger, but you've already used it today or this encounter, you may spend an action point to instantly recharge and use that power.

Full Moon Strength (11th level): You may, once per day, increase the bonus of your *full force sphere* power to +5 instead of +3.

In addition, change all instance of the number 3 in your *moonlight shield* power to the number 5.

Cleansing Spheres (16th level): Whenever you use a power that grants an ally a moonshield bonus to AC, that ally may spend a healing surge to gain regeneration equal to your Mental modifier. The ally cannot heal more than twice its healing surge value with this regeneration.



Moonleader Powers

Swift Deflection

Moonleader Attack 11

With a swift gesture you invoke a filmy layer of lunar deflection capable of turning a projectile attack back at its origin.

Encounter ♦ Force, Implement, Lunar
Immediate Interrupt Ranged 5

Trigger: A ranged attack targets one ally within range

Effect: Make a Mental attack roll. If your roll is higher than the attack roll of the attack that triggered this power, the triggering attack is reflected back at its attacker. Compare its original attack roll against the attacker's appropriate defense to see if the attack hits. If it does, add 1d6 plus your implement's enhancement bonus force damage and the target is knocked prone.

Lunar Hemisphere

Moonleader Utility 12

A dome of moonforce protects you and its contents from external attacks.

Daily ♦ Force, Lunar, Zone

Immediate Interrupt Area burst 2 within 2 squares

Trigger: An effect outside the area attempts to move into or attacks something within the area

Effect: The area creates a zone where creatures, objects and squares gain a +2 moonshield bonus to AC and other defenses against effects outside the zone. Creatures cannot move into the zone unless they succeed at a Strength attack against your Mental defense as part of the move. If they succeed, the effect ends. Otherwise, the zone lasts until the start of your next turn.

Sustain Standard: The effect persists.

Vengeful Charge

Moonleader Attack 20

The defeat of your allies inspires your most powerful lunar sphere. You conjure it around yourself and charge into the midst of your foes.

Daily ♦ Force, Healing, Lunar

Standard Action Melee 1

Target: One creature

Attack: Any vs. AC; +2 for each ally you can see with 0 hit points or fewer

Special: You must charge as part of this attack

Hit: 3d10 + Any modifier damage, plus 1d10 for each ally you can see with 0 hit points or fewer. Each enemy you end your charge adjacent to must make a saving throw or be pushed 1 square and knocked prone.

Miss: Half damage and no pushing or knocking prone.

Effect: Each ally within 5 squares with 0 hit points or fewer regains hit points as if it had spent a healing surge, but this healing starts at the ally's current total, not 0.

Special: If you have 0 hit points or fewer, but you are not dead, you may grant your daily use of this power to a conscious ally within 5 squares.

Blood Moon

Garnug watched his black blood dot the stony floor as the two orc guards dragged him to his warchief. When he reached his leader's throne, the orcs threw Garnug's battered body to the floor and stepped back.

Warchief Drugog leaned forward in his high-backed, bone chair. Garnug looked up through swollen eyes. "We ran into more resistance than we thought."

The guards chuckled behind him as Garnug coughed and splattered some blood on the stones and thought of the previous night's failures.

Garnug led one of the tribes that Drugog had drawn together under the banner of conquest. Drugog pointed out a nearby human village on an old map and told Garnug to take his tribe and burn it to the ground. It was his second raid so he more or less knew what to expect.

They arrived under cover of night, but he worried that the full moon above them might make them easier to spot. Some orcs called it a blood moon and saw it as a sign of good luck, but for the rest of Garnug's short life, he would think otherwise. With a wave of Garnug's hand, the village square lit up with a barrage of flaming arrows. The screams and the smell of scorching bodies fell away as Garnug saw a group of mercenaries walk out of the chaos. One in particular, a steady-eyed dwarf, looked at him with eyes that seemed to reflect the moon's silvery glow.

Garnug gripped his axe and charged into the village. A group of his men charged in behind him, eager to cleave the hideous pink skin of the arrogant guardians. To Garnug's surprise, the defenders managed to hold their own against the first wave of orcs. Garnug wasn't too worried—each of his men was prepared to fight to his last breath. But they weren't prepared to fight the very power of the moon itself.

A sphere of solid moonlight encased one of the humans long enough for him to slaughter dozens of warriors. Then a spell caster rose from the dirt in her own protective moon-like orb and threw devastating magics upon them, just out reach of retaliation.

The tide of battle moved in favor of their pink-skinned adversaries. Garnug barked out commands to his waning army and then finished a few of the mercenaries himself. As they fell at his feet, Garnug looked around the burning town and realized that only the magic user, still blasting them from her lunar bubble, and that ominous dwarf were left standing. He gave the blood-splattered dwarven knight a toothy smile. The moon itself seemed to glare down at Garnug and his men with a searing hatred matched only by the dwarf. He pointed his silver eyes at Garnug as he lowered his ornate, blood-smearred spear at him.

Then there was a flash of light that sent Garnug flying backward. When he blinked his eyes open again, the four mercenaries he had just killed were standing

above him with weapons drawn. Garnug looked around in panic and saw that all of his men were either dead or dying. They let him get up and he didn't hesitate to retreat.

"And then I ran all the way back here. I felt the moon staring down at me the whole way."

The warchief snarled at the wounded orc and looked at the guards.

"The excuses of cowards never cease to amaze me. You could have at least tried to make it believable. As if some dwarf could call down the might of the moon. Kill this lying coward and prepare another raiding party. I won't be cowed by the ravings from a lunatic."

Hetrusius		Level 24
Medium Natural Humanoid		Dwarf Warlord/Moonleader
Initiative +12	Senses Perception 24; low-light vision	
HP 157; Bloodied 78; Healing surges 11, 41hp		
AC 40; Fortitude 37, Reflex 32, Will 37		
Speed 5		
Racial Features – Dwarf		
<i>Cast-Iron Stomach, Dwarven Resilience, Dwarven Weapon Proficiency, Encumbered Speed, Stand Your Ground</i>		
Class, Paragon Path and Epic Destiny Features – Warlord, Moonleader, Moon Sovereign		
<i>Combat Leader, Commanding Presence – Inspiring Presence, Inspiring Word, Protective Action, Full Moon Strength, Cleansing Spheres, Radiant Splendor, Lunar Soul</i>		
Attacks		
+26 with Strength (Midnight Glow warhammer)		
+25 with Charisma (Clear Crystal Quartz; Moonleader Mental score)		
At-Will Powers		
<i>Commander's Strike, Furious Smash</i>		
Encounter Powers		
<i>Guarding Attack (1), Full Force Sphere (3), Moonshield Novice, Lion's Roar (7), Swift Deflection (11, Paragon Path), Fury of the Sirocco (13), Hall of Steel (17), Great Dragon War Cry (23)</i>		
Daily Powers		
<i>Lead the Attack (1), Rising Moon (5, Moonshield Adept), Knock them Down (9), Renew the Troops (15), Break the Tempo (19), Vengeful Charge (20, Paragon Path)</i>		
Utility Powers		
<i>Aid the Injured (2), Moonlight Shield (6, Moonshield Novice), Defensive Rally (10), Lunar Hemisphere (12, Paragon Path), Hero's Defiance (16), Own the Battlefield (22)</i>		
Feats		
<i>Lunar Fieldshaper, Lunar Ritualist[®], Moonshield Novice, Moonshield Adept, Armor Proficiency (Scale), Armor Proficiency (Plate), Dwarven Weapon Training, Toughness, Armor Specialization (Plate), Dwarven Durability, Iron Will, Mettle, Great Fortitude, Epic Resurgence, Font of Radiance, Triumphant Attack</i>		
Alignment Good	Languages Common, Dwarven	
Skills Athletics +22, Diplomacy +24, Dungeoneering +16, Endurance +19, History +21		
Str 23 (+19)	Dex 10 (+12)	Wis 14 (+14)
Con 15 (+14)	Int 16 (+15)	Cha 22 (+19)
Equipment 2000gp, standard adventurer's kit, +5 warplate Angelsteel Armor (lv124), +5 Midnight Glow warhammer (lv122), +6 Clear Crystal Quartz (lv125), +5 Safewing Amulet (lv123), light Shield of Defiance (lv18), Keoghtom's Ointment (lv12)		
Items, feats, powers and features in italics can be found in the D&D 4E Player's Handbook.		

Phases

The undead swarmed toward the city of Brairnost, where the blonde woman lived. Her armor glowed silver under the moonlight, and the runes of her sword—a broad, glistening blade—were visible in its glow. She unsheathed it and smiled. Oh yes, tonight she would have her revenge: for her parents all those years ago, and now also for her uncle who had gone to reconnoiter a fortnight ago and never returned.

The necromancer believed the night would find the city at its weakest, but Nelthie preferred the night. It was then that the moon shone on her, and she was strongest with her goddess's power.

Brairnost's soldiers behind her let out a cheer and a battle cry after Nelthie had drawn her sword. The paladin of Esclairimonde and champion of Brairnost led the attack.

The dirt never seemed to end, thought the young blonde woman. She had been sweeping the oratory every day for a month, and Nelthie wished the people would just stop praying already.

The sun had set and the townsfolk of Brairnost were in their beds. Nelthie swept the last push of dirt back out into the street, where the citizens' feet could carry it back in first thing in the morning. She stowed the broom and prepared her supplication to the moon goddess.

Most people believed she didn't care about the world. They prayed only that they could be more beautiful, or that their loved ones would stop being so ugly. Sometimes they would ask for clear moonlight when traveling at night, or calm tides when traveling by ship. Nelthie had heard all these requests and many more as she worked in the oratory over the last several years.

She grew tired of the little regard the townsfolk held for the moon goddess, because she knew Esclairimonde was more than just a vain lover or cowardly traveler. She had seen with her own eyes the protective power of the moon goddess.

"Nelthie!" the priestess called, "come quickly!"

The distress in her voice made it clear that Nelthie should grab her sword—nothing but a rusted old flat of metal. She had practiced under the tutelage of her uncle after her parents died, but she was still much more a chapel caretaker than a warrior.

Arriving outside, the priestess pointed at a slow, shambling zombie that was approaching the shrine. Nelthie sighed at the mousiness of the priestess, as these undead had become a common sight and were easily dispatched. Raising her rusted sword under the moonlight, she engaged.

The road seemed to wind on and on, and with the clouds blocking the moonlight, the blonde little girl couldn't even make out their destination ahead.

Nelthie clung to her mother's leg as they walked

solemnly—she, her mother, and her father—toward the town of Brairnost. It was a road they had traveled before, to visit Nelthie's uncle, but usually during the day. However, this time she had wandered off during their journey, and the trip had taken more time.

A rustling from the trees off near the road made the tentative family stop, listening and looking for whatever beast caused the sound. A silhouetted figure emerged from the trees, but Nelthie couldn't make out a face.

"Oh, it's just you," Nelthie's father laughed. "We thought—" Her father's mouth snapped shut and he stood unnaturally stiff as the figure gestured some mystical symbol. Nelthie's mother gasped as her husband collapsed in front of her. Nelthie clung tight to her mother, but her mother peeled her fingers away and moved toward the figure that she, too, seemed to recognize. Nelthie had to quell a cry as the silhouette performed the spell again, and her mother fell limp.

Nelthie pulled her sword—a rickety wooden toy—and ran with her it above her head with her tears as a battle cry, rushing at the figure.

The clouds receded, and Nelthie almost thought the silhouette looked familiar under the appearing moonlight, but a glowing angelic figure appeared between her and her foe. When she awoke, she lay alone on the road, and she made her way to her uncle's as her tears dried.

Nelthie		Level 6
Medium Natural Humanoid		Human Paladin/Silver Defender
Initiative +2	Senses Perception 16	
HP 61; Bloodied 30; Healing surges 10, 15hp		
AC 24; Fortitude 17, Reflex 17, Will 19		
Speed 5		
Racial Features – Human		
Bonus At-Will Power, Bonus Feat, Bonus Skill, Human Defense Bonuses		
Class Features – Paladin		
Channel Divinity, Divine Challenge, Lay on Hands		
Attacks		
+10 with Strength (<i>Magic</i> longsword)		
+12 with Charisma (<i>Magic</i> longsword)		
+9 with Charisma		
At-Will Powers		
<i>Bolstering Strike, Enfeebling Strike, Holy Strike</i>		
Encounter Powers		
<i>Shielding Smite (1), Pull Through Moonlight (3), Silverlight Novice</i>		
Daily Powers		
<i>Radiant Delirium (1), Sign of Vulnerability (5)</i>		
Utility Powers		
<i>Silver Moonlight (2), Silverlight Novice, Wrath of the Gods (6)</i>		
Feats		
<i>Silver Moontouched, Lunar Ritualist⁸, Esclairimonde's Reversal (see the moon goddess channel divinity feat in the D&D 4E Player's Handbook), Healing Hands, Silverlight Novice, Toughness</i>		
Alignment Lawful Good		Languages Common, Elven
Skills Diplomacy +12, Endurance +4, Heal +11, Insight +11, Religion +8		
Str 14 (+5)	Dex 8 (+2)	Wis 16 (+6)
Con 11 (+3)	Int 10 (+3)	Cha 19 (+7)
Equipment 265gp, <i>standard adventurer's kit, fine clothing, silk rope, heavy shield, +1 Blinding Glowarmor plate (lv3), +2 Magic longsword (lv6), +2 Symbol of Power (lv7), Ironskin Belt (lv5)</i>		
Items, feats, power and features in italics can be found in the D&D 4E Player's Handbook.		

Silver Defender

"I channel the glow of the moon to challenge my foes and bolster my tenacity."

Silver Defenders stand tall, proudly channeling lunar power in order to protect their allies. They challenge enemies in order to keep attention away from their less protected friends, and they glow with moonlight to represent the source of their powers.

Some silver defenders come into contact with the goddess Esclairimonde and become paladins in her devotion, or else fulfill other devoted divine services. They augment normal holy magic with her particular form of lunar energy in order to truly exemplify the moon.

Others, such as feral fighters of the wilderness learn of lunar magic through a primal appreciation for the moon. Perhaps they are even from a wandering tribe dedicated to lunar worship and who revel in the midnight hunt.

Defenders who perform their role through a knowledge of arcane power and swordsmanship may read of lunar spells and discover the moon's close relationship to arcane magic. Many times these individuals are nobles or knightly characters who seek to represent beauty. Along with the elegant bladeswipe of fire and charismatic crash of lightning, they feel that the glowing majesty of the moon adds an unparalleled beauty to their repertoire of rapture.

Regardless of how a given silver defender first discovered the moon's power, he or she is sure to have a powerful presence that captivates foes and ensures the safety of the defender's allies.

Multiclass Feats

Silver Moontouched [Multiclass Silver Defender]

Prerequisite: Defender class role

Benefit: You gain Lunar Ritualist as a bonus feat, allowing you to use the lunar ritual template and lunar rituals.

Whenever a target you've marked makes an attack that doesn't include you as a target, the marked creature glows with lunar judgment, granting combat advantage to attackers until the end of its next turn.

Silverlight Novice [Multiclass Encounter, Utility]

Prerequisite: Silver Moontouched

Benefit: You can swap one encounter attack power you know of 3rd level or higher for the *pull through moonlight* power. You may also swap one utility power you know of 2nd level or higher for the *silver moonlight* power.

Pull Through Moonlight Silver Defender Attack 3

Lunar light and the force of your presence force an enemy to teleport to you. You punish it for attacking your allies.

Encounter ♦ Lunar, Teleportation, Weapon

Standard Action Close burst 3

Target: One creature in burst

Attack: Mental vs. Will

Hit: Teleport the target to an unoccupied space adjacent to you on a surface that can support it and make a secondary attack against it.

Secondary Attack: Strength + 2 vs. AC

Hit: 2[W] + Strength modifier damage

Level 21: 3[W] + Strength modifier damage.

Silver Moonlight Silver Defender Utility 2

Your body and possessions glow with the lunar rays of the moon, granting you illumination and protection from some surprises.

At-Will ♦ Lunar

Minor Action Personal

Effect: You, your clothing, armor, weapon and other possessions glow with bright light. The light fills your square and all squares within 4. Putting out the light is a free action.

Special: As an immediate interrupt action against an attack where you are granting combat advantage, you may negate the combat advantage you grant to that attack. If you do, you expend your light, and it goes out after the attack. When you expend your light for any reason, you cannot reactivate it until after you've taken an extended rest.

Silverlight Adept [Multiclass Daily]

Prerequisites: Silver Moontouched, Silverlight Novice

Benefit: You can swap one daily attack power you know of 5th level or higher for the *moonlit challenge* power.

Moonlit Challenge Silver Defender Attack 5

A moonlit spotlight beams down, highlighting you and your chosen foe, thus commencing your duel.

Daily ♦ Lunar, Weapon

Standard Action Melee 1

Target: One creature

Attack: Strength vs. AC.

Hit: 2[W] + Strength modifier damage.

Effect: You and the target are immobilized and cannot teleport (or be teleported) and you both ignore push, pull and slide effects. Each attack either of you makes must include the other as a target. As long as you are under natural moonlight, you may add a +2 power bonus to your damage rolls against that target. These effects last until either of you falls unconscious, or you may choose at any time as a free action that the effect will end at the end of your next turn. Also, the target may spend a standard action to make an Intelligence, Wisdom or Charisma attack against your Mental defense to immediately end the effect.

Level 21: 3[W] + Strength modifier damage.

Silver Defender Paragon Path

Prerequisites: Silver Moontouched, Silverlight Novice, Silverlight Adept

The moonlight now thoroughly flows through your body, infusing you with energy just as your blood gives you life. As you come over the hill in the middle of the night, on-lookers from the town ahead believe they see a second moon rising.

Silver Defender Path Features

Silver Action (11th level): When you spend an action point to take an extra action, and you hit with an attack on that action, you regain hit points equal to half the damage you dealt to any one target of that attack. Any hit points you would regain above your maximum you may gain as temporary hit points.

Strengthened Silver (11th level): As long as your silver moonlight power is active, you gain a +1 power bonus to your AC.

Waxing Moonlight (16th level): When you expend the light from your silver moonlight power, you may re-activate it after a short rest instead of after an extended rest.

In addition, whenever you score a critical hit with one of your encounter powers, you may expend your light. If you do, that encounter power immediately recharges.

Silver Defender Powers

Silver Comets

Silver Defender Attack 11

Streamers of light erupt from the lunar power within you, striking foes across the battlefield and drawing their attention.

Encounter ♦ Implement, Lunar

Standard Action Ranged 5

Targets: Up to three creatures. You may choose up to four creatures instead. If you do, the light from your silver moonlight power is expended. (You cannot do this if your light is not active or is already expended.)

Attack: Mental vs. Reflex

Hit: 2d6 + Mental modifier radiant damage, and ongoing 5 radiant damage and the target is marked (save ends both).

Midnight Reprieve

Silver Defender Utility 12

You take a short but deep breath and feel your strength refilled.

Daily ♦ Healing, Lunar

Minor Action Personal

Effect: You use your second wind as part of this action, but it doesn't count as your use of that power this encounter. If you are under natural moonlight, you gain additional hit points equal to your Mental modifier.

Tide of Blows

Silver Defender Attack 20

At the end of your rope, you let loose a flurry of attacks against any enemy unfortunate enough to be near you. Your strength pummels your foes as the power of the moonlight reinvigorates you.

Daily ♦ Healing, Lunar, Weapon

Standard Action Close burst 1

Targets: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage and you regain hit points equal to your Strength modifier.



Epic Destiny

As an individual trains in and learns the ways of the moon and the moon goddess, he or she becomes closer and closer to lunar enlightenment. The following epic destiny is for characters who want to reach the epitome of lunar manifestation and leave their mortality behind.

Moon Sovereign

As a moon sovereign, you have joined the ranks of souls that wander the space between the moon and the terrestrial realm.

Prerequisites: 21st level; any lunar paragon class with paragon path

An uncountable number of mysterious and disembodied lunar entities exist between your world and the moon, and in your adventures you have become aware of them—perhaps even encountered them or conjured one to your service. You may not know how they came to be what they are, but you have discovered how to force yourself into their midst, becoming ever closer to the moon goddess and her splendor.

You know that this existence is a path by which you can force your way into the goddess’s domain, and you have even found a way to avoid forfeiting your physical body in order to join the ranks of Esclairimonde’s favored. Indeed, you do more than simply join them, as the bodiless beings respect and admire your accomplishments wielding the power of the lunar goddess. While they may not do your bidding directly, you will always be welcome and favored in the enigmatic and speechless realm of the lunar sentiences.

Immortality

Your achievements are revered by the lunar spirits, and you have even garnered the respect of the beautiful and ambivalent Esclairimonde; a dark and radiant infinity awaits you.

Moonlight Architect: With the achievement of your final task, perhaps in the name of Esclairimonde, you achieve your place in her court, now the direct consort to the moon goddess. Your power becomes tied even more directly to the moon itself, and you become stronger at night than during the day. With the amalgamated divinity of lunar power, you have become an immortal exarch in service to the one you have so long admired.

The moon goddess does not favor good nor evil, nor does she place strict commandments upon her followers. This neutrality does not necessarily apply to you, however.

You have achieved greatness and near-divinity in service to Esclairimonde, perhaps replacing her own son, Gibyrin. Either way, you will live eternally at the side of your mistress, wielding her power, but also her ear. That is, your opinions and convictions may shape the future

of the goddess’s domain into something less apathetic, restoring it to the beautiful and loving realm it was in millennia past. You may sway her toward good or evil, but with the attention of a once-deity, your impact on the world and the future will be undeniably potent.

Moon Sovereign Features

All Moon Sovereigns have the following class features.

Radiant Splendor (21st level): Increase your follower of the moon Mental ability score by 2. Also choose either Strength, Constitution or Dexterity, and increase it by 2 as well.

Lunar Soul (24th level): Whenever you die, your spirit joins the ambient lunar sentiences that wander the space between the ground and the moon. If left in such a state, you may eventually become reincarnated as some lunar race, or conjured in the form of a moondoll. However, you may choose to return to life at the next full moon as if you had been subjected to a *raise dead* ritual, but with no death penalty. In addition, while existing as a lunar sentience, a *raise dead* ritual may be performed on you without requiring any part of your corpse or a component cost, as long as it is performed as a lunar ritual (it must be performed under natural moonlight by a lunar ritualist). In either of these two cases where you are raised, you manifest a new body with all the items that were on your corpse; any remains of or items that were on your corpse are destroyed.

In addition, your blood glows with moonlight. As long as you are bloodied, you and allies adjacent to you have regeneration 5.

Moon Grace (30th level): All of your natural d20 rolls are increased by one. In this way, your critical hit range increases by one, and you can never critically miss.

Moon Sovereign Powers

Glowform

Moon Sovereign Utility 26

You transform into semi-corporeal moonlight, while maintaining some semblance of your humanoid shape.

Daily ♦ Lunar, Radiant

Minor Action

Personal

Effect: Until the end of the encounter or until 5 minutes have passed, you are insubstantial and gain phasing, gain resist 20 radiant, and have a fly speed of 6 (hover). In addition, you gain a +3 power bonus to damage rolls with powers that have the lunar and/or radiant keywords. While in this form, you can use at-will and encounter powers, but not daily powers, magic item powers or rituals.

Feats

In addition to the feats that allow a character access to the follower of the moon paragon classes, the following feats let these characters advance their lunar powers, and some even allow a non-lunar character to gain some moon power of his or her own.

Heroic

Crescent Shaper

Prerequisite: Moon's Blade

Benefit: When you choose this feat, select a weapon group. In addition to light and heavy blades, you may select the shapes of one-handed weapons from the chosen weapon category when conjuring your crescent blades.

You may take this feat multiple times, choosing a new weapon group each time.

Lunar Ritualist

Prerequisite: Trained in Arcana, History, Nature or Religion at DM discretion

Benefit: You can master and perform lunar rituals of your level or lower using the Revelation of the Moon ritual, and you may also apply the lunar ritual template to rituals you may otherwise be able to use. See the D&D 4E *Player's Handbook* for information on acquiring, mastering, and performing rituals; and the "Lunar Rituals" section later in this book for more information about lunar rituals.

Lunar Scroll Scholar

Benefit: You gain a +4 feat bonus to all knowledge-based skill checks relating to the moon. (Talk to your DM when choosing this feat, as moon knowledge may be related to Arcana, History, Nature, Religion, or some other skill based on the campaign.)

Moonburst

Prerequisite: Moon's Blade

Benefit: Whenever you hit with a power to do

damage using your crescent blades, you may have all of that weapon damage be radiant damage instead of its normal type.

In addition, when you invoke the daze ability of your crescent blades against an opponent that is vulnerable to radiant, that opponent takes a -4 penalty to the immediate saving throw against the daze effect.

Moonlight Transubstantiation

Prerequisite: The ability to wield a crystal quartz with your lunar implement powers

Benefit: You may wield a crystal quartz in the place of another implement when using a power with the implement keyword, even if that power isn't a lunar power. (So, a wizard lunar controller with this feat could wield a crystal quartz with her *magic missile* power even though the crystal quartz isn't a wizard implement and *magic missile* isn't a lunar power.)

Searing Moonlight

Prerequisite: Moonfire Acolyte

Benefit: Enemies get a -2 penalty to saving throws when saving against the moonstruck condition that you imposed on them.

Waxing Power

Prerequisites: Any follower of the moon paragon class feat, Mental 15+

Benefit: You gain a +1 feat bonus to damage rolls when using powers with the lunar keyword.

Increase to +2 at 11th level and +3 at 21st.

Epic

Unrelenting Radiance of the Full Moon

Prerequisite: Lunar Controller paragon path

Benefit: Whenever an enemy saves against the moonstruck condition that you inflicted on it, the per-encounter usage of your *moonstrike* power recharges.

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Crescent Shaper	Moon's Blade	Make crescent blades other than light blades and heavy blades
Lunar Ritualist	Lunar skill training	Master and perform lunar rituals
Lunar Scroll Scholar	–	Gain +4 to moon knowledge skill checks
Moonburst	Moon's Blade	Turn weapon damage radiant and daze vulnerable enemies
Moonlight Transubstantiation	Crystal Quartz implement	Use your crystal quartz with non-lunar powers
Searing Moonlight	Moonfire Acolyte	Enemies get -2 to saves against your moonstruck effect
Waxing Power	Mental 15+, any follower of the moon feat	Gain +1 damage to lunar powers

EPIC TIER FEATS

Unrelenting Radiance of the Full Moon	Lunar Controller paragon path	Recharge <i>moonstrike</i> when an enemy saves against it
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Magic Items

The history and power of the moon have inspired many moon-related magic items. The following items are infused completely with the power of the moon and have the lunar descriptor next to their level. These items can't be created with the Enchant Magic Item ritual and instead require special lunar ritualistic techniques.

Crystal Quartz

If you are a member of any follower of the moon class, you can wear or hold a crystal quartz to add its enhancement bonus to the attack rolls and damage rolls of your lunar powers with the implement keyword. Also, you can use the properties and powers of your crystal quartz. Characters who are not followers of the moon gain no benefit from carrying or wearing a crystal quartz. A crystal quartz cannot be used to make melee attacks.

Clear Crystal Quartz (Lunar) Level 0+

This geode has been cracked open from the earth and possibly carved into a unique shape. It has a natural tendency to absorb rays of moonlight.

Lvl 0	+1	200 gp	Lvl 15	+4	25,000 gp
Lvl 5	+2	1,000 gp	Lvl 20	+5	125,000 gp
Lvl 10	+3	5,000 gp	Lvl 25	+6	625,000 gp

Implement (Crystal Quartz)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Moonfury Shard (Lunar) Level 13+

A volatile piece of lunar geode, the moonfury shard pulses with radiant power and erupts in glittering sparks.

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

Implement (Crystal Quartz)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, and the target is moonstruck until the end of the encounter.

Property: Whenever you roll a natural 1 to attack while wielding the moonfury shard, you are moonstruck (save ends).

Power (Daily ♦ Implement, Lunar, Radiant): Minor Action. As the lunar controller's moonstrike power.

Quartz of Protection (Lunar) Level 2+

A faint blue-grey pervades this fraction of moonrock. Under lunar light, it seems to be a mirror to the surface of the moon.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Crystal Quartz)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you grant a moonshield bonus, increase that bonus by +1.

Weapons

Certain magic weapon entries in this section list crescent blades in the weapon fields. For information on how to apply one of these magic weapon attributes to crescent blades, see the Crescent Blade Infusion lunar ritual.

Cometlight Blades (Lunar) Level 8+

As you strike with these blades, they cut deep, but your victim feels as if an avalanche has just crushed his bones.

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: Crescent blades

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily ♦ Lunar): Free Action. The next time this turn you invoke the power of your crescent blades to daze your target, stun the target instead (save ends) and it doesn't gain an immediate saving throw against the effect.

Enhanced Crescent Blades (Lunar) Level 0+

These radiant weapons pulse with silver-blue and purple light.

Lvl 0	+1	200 gp	Lvl 15	+4	25,000 gp
Lvl 5	+2	1,000 gp	Lvl 20	+5	125,000 gp
Lvl 10	+3	5,000 gp	Lvl 25	+6	625,000 gp

Weapon: Crescent blades

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Midnight Glow Weapon (Lunar) Level 2+

Laced with lunar runes and patterns of the moon goddess's language, moon radiance is amplified as it channels through your weapon.

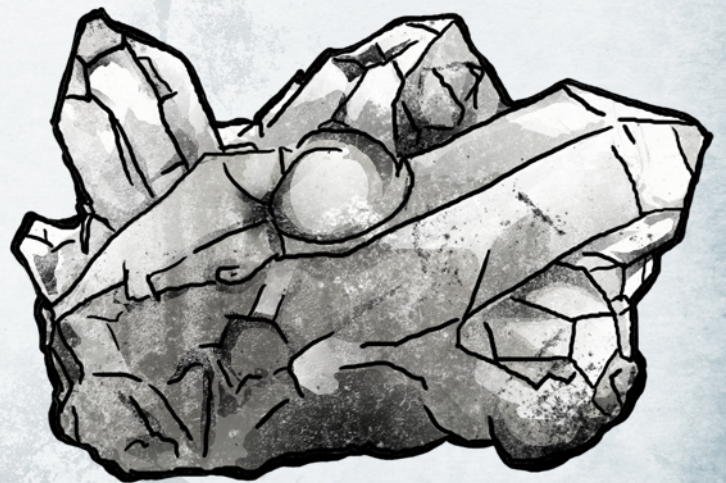
Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Any, crescent blades

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus, or +1d8 radiant damage per plus with a power with the lunar keyword

Property: Double this weapon's enhancement bonus to damage with powers with the lunar keyword.



Moonburst Blades (Lunar) Level 4+

The lunar energy that shapes your blades is now truly realized as you slash with pure moon energy and release intense explosive power.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Crescent blades

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: When you invoke the power of your crescent blades to daze a target that is vulnerable to radiant damage, that target takes a -4 penalty to the immediate saving throw against the effect.

Power (At-Will ♦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Daily ♦ Lunar): Free action. Use this power when you score a critical hit with the weapon. Each enemy with 3 squares of you is moonstruck (save ends).

Armor

Blinding Glowarmor (Lunar) Level 3+

Silver defenders wear this especially iridescent armor because it enhances the radiance of the moonlight they radiate.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Armor: Any

Enhancement: AC

Power (Daily ♦ Lunar): Free Action. Use this power when you hit with or are hit with a critical hit in melee. If the light from your silver defender *silver moonlight* power is active, the target you hit or the enemy that hit you is stunned until the end of your next turn.

Moonforce Armor (Lunar) Level 7+

At night, moonlight charges your armor, which then crackles with surging power until you release it as a force to repel your foe.

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

Armor: Cloth, Plate

Enhancement: AC

Power (Daily ♦ Force, Lunar): Immediate Interrupt. As the moonleader's *moonlight shield* power.

Silverfire Vestments (Lunar) Level 15+

Licks of silver-white flame wisp up from these robes, even as the white cloth itself shimmers with glowing moon motes.

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

Armor: Cloth

Enhancement: AC

Property: When you start your turn in the area of your lunar controller *spotlight column* power, you may spend a healing surge to gain regeneration equal to your Mental modifier for as long as you stay in the zone. You can't gain more hit points this way than twice your healing surge value from this regeneration.

Property: You may use your lunar controller *moonfire* and *midnightfire* powers as close blast 5 or close burst 2 powers instead of area bursts.

Slightcraft Tunic (Lunar) Level 9+

Silver stitching in these garments are infused with the moon's trickery magic, allowing crescent strikers to fool their foes.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Armor: Cloth, Leather, Hide

Enhancement: AC

Power (Daily ♦ Illusion, Lunar, Teleportation): Move Action. Use this power when you have at least one illusory double from *lunar afterimage* within 5 squares. You and the illusion each teleports into the other's square.

Neck

Purequartz Pendant (Lunar) Level 5+

This protective talisman is carved from crystal quartz, and within it flows the power of the moon.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: The purequartz pendant can also be used as a crystal quartz implement, allowing the wearer to add its enhancement bonus to attack rolls and damage rolls of powers where the purequartz pendant is wielded.

Lunar Rituals

The following, except where noted, are lunar rituals and are different from normal rituals. Firstly, the DM must decide which skill the lunar power source is mostly aligned with in his or her campaign (see “The Lunar Power Source”). This will determine the key skill of lunar rituals that otherwise have “lunar” entered as a placeholder and an indicator as to the nature of the ritual. Secondly, a lunar ritual may only be performed under natural moonlight.

Lunar rituals are not copied into books like other rituals. Instead, a lunar ritualist must use Revelation of the Moon in order to learn new rituals. In place of a normal ritual’s “market price” entry, lunar rituals have the “revelation cost” entry, designating the component cost required to use the Revelation of the Moon ritual to learn the ritual in question.

On the rare occasion that a character has the gift of reading lunar scrolls, that character can learn a ritual from one such lunar scroll at no cost (though the DM may count the lunar scroll against the party’s treasure parcels per level).

Lunar rituals with component costs may use residuum as normal, as well as a new component: moonwater (see the Flow of the Full Moon ritual). In a campaign where the lunar power source is tied to a skill with a related ritual component, that skill’s component may be used with lunar rituals as well. (So if lunar issues are considered aspects of the Nature skill, rare herbs may serve as lunar components.)

Lunar Artifacts

When considering the lunar scrolls, do not confuse them with ritual scrolls. As creating a ritual scroll from a lunar ritual would require an individual with the uncanny gift of reading the lunar scrolls themselves, such a practice is unheard of. Instead, lunar ritualists create what are called “lunar artifacts”. Treat these artifacts just as you would a scroll of a given ritual, except that instead of being parchments of paper, they are objects of the artifact’s creator’s desire. They cost equal time and resources to create, but instead of spending the cost on expensive paper and high quality ink, the ingredients required are based on the shape of the artifact intended, along with a few mystical components. Using a lunar artifact still requires the component cost of the ritual to perform, though some artifacts may be created with the components built in (in which case the worth of the artifact is commensurately affected). Upon completion of the ritual, the artifact is useless or destroyed. Some of the lunar rituals below have suggestions on possible forms a lunar artifact may take.

Crescent Blade Infusion

Ephemeral artwork paints itself down your shoulders and arms as you gesture and intone the syllables of the ritual. As you speak the final words, select images from the display merge with your skin.

Level: 1

Category: Creation

Time: 1 hour

Duration: Permanent

Component Cost: Special

Revelation Cost: Special

Key Skill: Lunar (no check)

You imbue a particular trinket with the power to enhance your crescent blades. Choose a magic item property that can be applied to crescent blades and grant a mundane object of your choice the ability to apply that property to your blades as long as the object is worn while you conjure the blades. If you have more than one object available at the time you conjure your blades, you must choose which of the objects’ properties to apply. Some examples for objects are pieces of jewelry, such as bracelets, rings or earrings; a pair of gloves, favorite shirt or neck band.

Some crescent strikers prefer to bind the magic directly into their bodies such as by choosing their eyes as the focus, causing them to glow when the blades are conjured, or their hair, resulting in anything from discoloration to sticking straight up. Finally, many prefer to bind their blades to their skin, causing tattoos of runes and lunar hieroglyphics to appear.

Special: The ritual’s component cost is equal to the price of the magic item property infused into the focus.

Special: A character multiclassing into crescent striker gains the use of this ritual for free upon gaining the Moon’s Blade feat.

Artifacts: Anything that might serve as a focus target of the ritual can be the artifact for it; also, the magic weapon property infusion is chosen as the lunar artifact is created. The item contains the power of the ritual, and when the ritual is completed, the item is then infused with the magic of the weapon property instead.

Infusions from Other Sources

At DM discretion, properties other than those with the “crescent blades” category listed can be applied to the crescent blades. Generally this should be restricted to magic items with the light or heavy blades category, though crescent strikers with the Crescent Shaper feat may want more options. Consider taking suggestions from your crescent striker player to find a magic item selection that is fun for him or her without counteracting the flavor of the moon. Some suggestions for possible additions from the *D&D 4E Player’s Handbook* are: Duelist’s Weapon, Flaming Weapon or Lightning Weapon (with fire or lightning replaced with radiant), Pact Blade, Vicious Weapon, Vorpal Weapon.

Enchant Lunar Item

Moonlight coruscating from above infuses the item you hold with motes of silvery magic.

Level: 4
Category: Creation
Time: 1 hour
Duration: Permanent
Component Cost: Special
Revelation Cost: 175 gp
Key Skill: Lunar (no check)

You touch a normal item and turn it into a magic item or a lunar magic item of your level or lower. (This ritual does not allow you to create or enhance crescent blades.)

You can also use this ritual to resize magic armor (for example, shrink a troll's moonforce armor to fit a goblin). There is no component cost for this use.

Special: The ritual's component cost is equal to the price of the magic item you create.

Artifacts: Many times the actual item to be enchanted is infused with the ritual, as kind of a portent of its future self.

Revelation of the Moon

You stand silently with the components gathered in a circle around you. Eyes closed and facing upward, you allow the moonlight to permeate your mind, granting you a new insight as revealed in its wisdom.

Level: 1
Category: Divination
Time: Special, up to 5 hours
Duration: Permanent
Component Cost: Special
Revelation Cost: Special
Key Skill: Lunar

You set up your components under the moon and request the knowledge of the celestial body. Choose a lunar ritual you would like to learn as you begin the ritual. At the end of each hour, make an Endurance check with an easy DC relative to your level (in order to prevent fatigue while remaining standing) and a lunar Skill check with a hard DC + 5 relative to the level of the ritual you are attempting to learn. (See the *D&D 4E Dungeon Master's Guide* and the relevant errata for information on relative DCs for checks.) If you fail at the Endurance check, take a -2 penalty to the lunar Skill check and each subsequent Endurance check during the ritual (this effect stacks with itself). When you have succeeded at the lunar Skill check, the ritual is completed and you learn the lunar ritual that you chose. If you succeed on your first try (at the end of the first hour), 20 percent of the components you used for this ritual are not consumed. If you succeeded after the second hour, you keep 15 percent of the components; 10 percent after three hours, and 5 percent after four hours. After the fifth hour of performing the ritual, all of the components are consumed and you automatically succeed at your final lunar Skill check. If at any point your Endurance check result minus 1/2 your level results in a negative number, you fall

unconscious from exhaustion: the ritual fails, but none of the components are expended. You may try again the next time the moon is out.

Special: This ritual's component cost is equal to the revelation cost of the chosen ritual +10 percent.

Special: This ritual has no revelation cost; instead, it is free and automatically known by any character with the Lunar Ritualist feat or any follower of the moon multiclass feat.

Artifacts: Lunar artifacts of this ritual do not exist, as creating such an artifact would be pointless and redundant.

Waning Iridescence

The item in your hands begins reflecting the light of the moon, then seems to glow with a radiance of its own. But you know you must make good use of the item, and quickly, as you immediately begin to sense its powers disappearing.

Level: Varies
Category: Creation
Time: 10 minutes
Duration: 24 hours
Component Cost: Varies
Revelation Cost: Varies
Key Skill: Lunar

Level	Component Cost	Revelation Cost	Enhancement Bonus	Bonus DC
5	72gp	200gp	+1	25
10	200gp	1,000gp	+2	28
15	1,000gp	5,000gp	+3	30
20	5,000gp	25,000gp	+4	33
25	25,000gp	125,000gp	+5	36
30	125,000gp	625,000gp	+6	40

Based on the level of the Waning Iridescence ritual you are performing, you apply an enhancement bonus according to the table above to a mundane weapon or piece of armor you touch. Make a lunar Skill check with DC according to the table. If your result is higher than the bonus DC, increase the enhancement bonus by +1, to a maximum of +7.

For magic weapons, apply the enhancement bonus to attack and damage rolls (no critical bonus or special powers), and for armor, apply the enhancement bonus to AC.

This enhancement bonus applies to the selected weapon or armor for the duration (24 hours) before wearing off. Treat the item's level as equal to the level of the ritual that enhanced it. An attempt to detect magic on the item can reveal its enhancement, but also that the magic will soon fade (along with a general gist of the remaining duration).

Artifacts: A bag of sawdust, dirt, or a jar of paint may serve as artifacts for this ritual. In any case, the materials glow silver (or some other color in the case of the paint), and they are applied to the item that is the target of the ritual. As the enhancement fades, the paint chips away, or the sawdust or dirt slough off and reveal their mundane nature.

Moonlight Vigor

Moonlight from above firms your resolve and strengthens your constitution.

Level: 11
Category: Restoration
Time: 30 minutes
Duration: Instantaneous
Component Cost: Special
Revelation Cost: 2,600gp
Key Skill: Lunar

One paragon or epic tier subject taking part in the ritual gains two temporary healing surges. These healing surges are treated as normal healing surges for the character, except that they are used first and cannot be regained once used. If a character gains more temporary healing surges before these are used up, they do not stack with each other; instead, the character gets the higher number of healing surges from either source, not the total of both sources together.

The subject character must also make an Endurance check or a lunar skill check (his or her choice) with a moderate DC for his or her level, and taking a stacking -2 penalty to this check for each previous consecutive day that he or she was the subject of a Moonlight Vigor ritual. (See the *D&D 4E Dungeon Master's Guide* for information on relative DCs for checks.) A subject who fails this check is afflicted with Overburdening Radiance (see below).

Special: The component cost of this ritual is dependant on the tier of the subject. Paragon: 500; Epic: 5,000.

Artifacts: Rounded fruits such as apples, oranges or kiwi can serve as lunar artifacts for this ritual. They are preserved by the magic of the infused ritual, and they glow silvery; at first glance, such a fruit may seem to be a small replica of the moon. The target of the ritual must eat the fruit, the taste of which is enhanced by a radiant tingling.


Flow of the Full Moon

You mix your components into a large vial; as the moonlight permeates them, they melt away into a silvery-clear liquid with glowing motes of blue.

Level: 7
Category: Creation
Time: 1 hour
Duration: Instantaneous
Component Cost: 500gp
Revelation Cost: 500gp
Key Skill: Lunar

Overburdening Radiance

Your reliance on lunar magic has weakened your body. It now craves the empowering energy of the moon.


The target is cured  **Initial Effect** The target takes a -2 penalty to its Fortitude defense until it is no longer affected by this disease.

Curse; level equal to that of the afflicted creature

Attack: Refer to the curse's source

Endurance improve DC hard, maintain DC moderate, worsen DC easy or lower

Whenever the target uses the second wind action or is hit by an attack that targets Fortitude, the target is moonstruck (save ends).

 **Final State** The target is moonstruck as long as it is in any stressful situation, such as combat or some skill challenges.

This ritual can only be used under a full moon and to a maximum of once per month. Your residuum and other components are transformed into moonwater: a ritual component used only in lunar rituals. Unlike residuum, moonwater is almost never treated as currency, and can be sold for one-fifth its worth as a magic item would. The amount of resulting moonwater from this ritual depends on the lunar skill check result. As you begin this ritual, you may add any value of acceptable components in addition to the 500gp required in order to convert those components into an amount of moonwater of equal value.

Check Result	Moonwater Value
less than 24	500gp
24	520gp
28	550gp
32	600gp
36	700gp

Five hundred gp worth of moonwater is about 1-quart of liquid (or about 32 ounces). A gallon of moonwater is worth 2,000gp.

Artifacts: Glass, silver and/or ornately crafted containers are many times created as lunar artifacts for this ritual. The magic of the object is depleted after the ritual is performed, but the object then doubles as a container for the conjured moonwater.

Bind Moondoll

Pebbles, rocks and other masses of stone nearby hover around you and mash themselves together in the form of a stone doll. Moonlight fuses the pieces together and lights the bright glow of its round eyes.

Level: 5
Category: Creation
Time: 30 minutes
Duration: 18 hours
Component Cost: 100gp (or special)
Revelation Cost: 200gp
Key Skill: Lunar (no check)

You imbue a doll-shaped mass of rock with an ambient lunar sentience. The moondoll obeys only you, responding to commands you give it by thought. It remains for 18 hours, until it is reduced to 0 hit points, or until you use a minor action to dismiss it; any of these events releases the sentient glow and scatters the stones that made its body. Your moondoll acts on the same initiative count as you, and every action it takes cost you a minor action as you

mentally project the commands. The moondoll cannot exceed a normal allotment of actions, and if you spend no actions to command it, the moondoll does nothing.



You must be able to see your moondoll in order to give it commands mentally; if you cannot see it, you may give it verbal commands instead (still a minor action). If you cannot see your moondoll and it can't hear you, it does nothing and dismisses itself after 5 minutes. A moondoll cannot communicate in any way, except a basic empathic

Moondoll Advancement

Minor Moondoll (5): Use the Minor Moondoll statistics; this includes the *effluvium of fortune* aura and *eye beam* power.

Doll's Favor (6): The moondoll gains use of the *doll's favor* power once per encounter.

Skill Training (8): The moondoll's growing intelligence and bond with its summoner allows it training in a skill of the summoner's choice. This choice persists throughout the life of the moondoll.

Model Moondoll (11): Use the Model Moondoll statistics. The *doll's favor* power now recharges on a  or . As long as the moondoll and its summoner share a turn, the summoner rolls the recharge die at the beginning of his or her turn.

Glowspray (14): The *glowspray* close blast power is now usable once per encounter to daze and moonstrike targets.

Burgeoning Independence (18): The 18th-level *burgeoning independence* power allows the moondoll to take more actions with fewer commands from its summoner.

Mighty Moondoll (21): Use the Mighty Moondoll statistics. *Moonrock Fist* now pushes a target 1 square, *doll's favor* increases the summoner's d20 roll by 1d6-2 (instead of 1d6-3), and *glowspray* deals damage. *Burgeoning Independence* is renamed *quasautonomy*.

Utility Power (21): The summoner chooses one utility power from among *silver moonlight*, *lunar afterimage*, *moonlight shield*, or *spotlight column*. The moondoll gains this power permanently.

Quasautonomy (24): The 24th-level version of this ability enhances the action options a moondoll can gain from a single command.

Eerie Subjugation (27): Once per day, the moondoll can use a radiant strike to attack and control a target's mind.

Free Will (30): At some point during its thirtieth level, perhaps as its summoner realizes his or her epic destiny, the moondoll also achieves free will, thanks to the care and comfort of its summoner. The moondoll leaves to pursue its own goals and can no longer be summoned or controlled by anyone, nor does its essence dissipate after any duration. Depending on circumstances and DM discretion, the moondoll may remain with its former master to reach some final goal.

expression of pleasure or displeasure.

Although the sentience of a moondoll is very limited, it exists nonetheless, and a moondoll may gain an affection for the one who conjured it. Each time you use this ritual, the same moondoll sentience is summoned, and it may grow to like you more over time, granting you the ability to enhance its abilities. If you ever wish to summon a different moondoll, you may learn another instance of the Bind Moondoll ritual for its revelation cost using Revelation of the Moon.

Since each use of the same Bind Moondoll ritual results in the same moondoll sentience being conjured, you may wish to name your conjuration; some characters may be able to sense the true name of the moondoll.

Level	Moonwater	Components	HP	Other
5	–	100gp	15	Minor Moondoll
6	32gp	180gp	20	Doll's Favor
7	32gp	260gp	25	–
8	32gp	340gp	30	Skill Training
9	32gp	420gp	35	–
10	32gp	435gp	40	–
11	160gp	450gp	50	Model Moondoll
12	160gp	650gp	55	–
13	160gp	850gp	60	–
14	160gp	1,050gp	65	Glowspray
15	160gp	1,250gp	70	–
16	800gp	1,500gp	75	–
17	800gp	2,175gp	80	–
18	800gp	2,825gp	85	Burgeoning Independence
19	800gp	3,500gp	90	–
20	800gp	4,175gp	95	–
21	4,000gp	5,625gp	105	Mighty Moondoll, utility power
22	4,000gp	8,125gp	110	–
23	4,000gp	10,625gp	115	–
24	4,000gp	13,125gp	120	Quasautonomy
25	4,000gp	12,500gp	125	–
26	25,000gp	22,500gp	130	–
27	25,000gp	32,500gp	135	Eerie Subjugation
28	25,000gp	42,500gp	140	–
29	25,000gp	52,500gp	145	–
30	25,000gp	62,500gp	150	Free Will

Minor Moondoll

Levels 5-10

Tiny natural animate (construct)

Initiative +4+1/2 lvl

Senses Perception +1+1/2 lvl; low-light vision

Effluvium of Fortune aura 2; A creature in the aura other than the moondoll making a d20 roll must add 1d6, subtract 4, and can score a critical hit on a natural 19 or higher. (Count the +d6-4 as part of the natural roll.)

HP see table; Bloodied 1/2 hp

AC 16; Fortitude 11, Reflex 14, Will 11; +1/2 lvl each

Speed 1, fly 6 (hover)

☞ **Eye Beam** (standard; at-will) ♦ Radiant

+5+1/2 lvl vs. Reflex; 1d8 + 4 radiant damage.

Doll's Favor (minor; encounter)

Requires level 6; Until the beginning of the moondoll's next turn, the character that summoned this moondoll adds 1d6-3 instead of 1d6-4 while in the *effluvium of fortune* aura.

Alignment Unaligned

Languages understands summoner

Str 12 (+1)

Dex 18 (+4)

Wis 12 (+1)

Con 10 (+0)

Int 8 (–1)

Cha 2 (–4)

+1/2 lvl to all ability bonuses

Model Moondoll

Levels 11-20

Tiny natural animate (construct)

Initiative +6+1/2 lvl **Senses** Perception +3+1/2 lvl; low-light vision

Effluvium of Fortune aura 2; A creature in the aura other than the moondoll making a d20 roll must add 1d6, subtract 4, and can score a critical hit on a natural 19 or higher. (Count the +d6-4 as part of the natural roll.)

HP see table; **Bloodied** 1/2 hp

AC 20; **Fortitude** 14, **Reflex** 18, **Will** 15; +1/2 lvl each

Speed 1, fly 6 (hover)

⬇ **Moonrock Fist** (standard; at-will)

+8+1/2 lvl vs. AC; 1d6 + 4 damage.

↘ **Eye Beam** (standard; at-will) ⬆ **Radiant**

+8+1/2 lvl vs. Reflex; 1d12 + 6 radiant damage.

Doll's Favor (minor; recharge ⏏ ⏏)

Until the beginning of the moondoll's next turn, the character that summoned this moondoll adds 1d6-3 instead of 1d6-4 while in the *effluvium of fortune* aura.

↶ **Glowspray** (standard; encounter) ⬆ **Radiant**

Requires level 14; Close blast 3; +8+1/2 lvl vs. Reflex; the target is dazed (save ends) and moonstruck (save ends).

Burgeoning Independence

Requires level 18; The character that summoned this moondoll can give it both a move and a minor action with a single command.

Alignment Unaligned **Languages** understands summoner

Str 14 (+2) **Dex** 22 (+6)

Wis 16 (+3)

Con 15 (+2) **Int** 8 (-1)

Cha 4 (-3)

+1/2 lvl to all ability bonuses

Mighty Moondoll

Levels 21-30

Tiny natural animate (construct)

Initiative +8+1/2 lvl **Senses** Perception +4+1/2 lvl; low-light vision

Effluvium of Fortune aura 2; A creature in the aura other than the moondoll making a d20 roll must add 1d6, subtract 4, and can score a critical hit on a natural 19 or higher. (Count the +d6-4 as part of the natural roll.)

HP see table; **Bloodied** 1/2 hp

AC 25; **Fortitude** 20, **Reflex** 23, **Will** 19; +1/2 lvl each

Speed 1, fly 7 (hover)

⬇ **Moonrock Fist** (standard; at-will)

+12+1/2 lvl vs. AC; 2d6 + 6 damage and the target is pushed 1 square.

↘ **Eye Beam** (standard; at-will) ⬆ **Radiant**

+12+1/2 lvl vs. Reflex; 2d10 + 8 radiant damage.

Doll's Favor (minor; recharge ⏏ ⏏)

Until the beginning of the moondoll's next turn, the character that summoned this moondoll adds 1d6-2 instead of 1d6-4 while in the *effluvium of fortune* aura.

↶ **Glowspray** (standard; encounter) ⬆ **Radiant**

Close blast 3; +12+1/2 lvl vs. Reflex; 1d10 + 8 radiant damage and the target is dazed (save ends) and moonstruck (save ends).

Quasautonomy

The character that summoned this moondoll can give it both a move and a minor action with a single command. *Level 24*: A single command from the summoner now grants the moondoll any two actions (it still cannot exceed the normal allotment per turn).

Eerie Subjugation (standard; daily) ⬆ **Charm, Radiant**

Requires level 27; +12+1/2 lvl vs. Will; The target is dominated until the end of the moondoll's next turn; *aftereffect*: 2d10 + 8 radiant damage and the target is dazed. *Miss*: the target is dazed until the end of the moondoll's next turn.

Alignment Unaligned **Languages** understands summoner

Str 16 (+3) **Dex** 26 (+8)

Wis 18 (+4)

Con 20 (+5) **Int** 10 (+0)

Cha 6 (-2)

+1/2 lvl to all ability bonuses



At the end of a successful encounter in which the moondoll took an active role, it gains 1 point of rapture. In addition, when you summon your moondoll when you are a level higher than the previous time you summoned it, the moondoll gains 1d10 points of rapture for each level you are higher than last time. (So, if you summon it at level 8, and don't summon it again until level 10, it gains 2d10 points of rapture.) Whenever the moondoll is reduced to 0 hit points, make a lunar skill check with a hard DC + 5, relative to the level of the moondoll. If you succeed, there is no penalty, but otherwise, the moondoll loses 1 point of rapture for each point by which you failed, dropping its rapture total to a minimum of 0. Either way, the moondoll may not be summoned again for three days. Merely summoning your moondoll grants it 1d4 points of rapture.

When you summon your moondoll, you may have it spend 10 of its points of rapture and immediately feed it an amount of moonwater according to the table on the previous page in order to raise its level by one. A higher level moondoll requires more components to summon with this ritual; refer to the table for updated component costs. Refer to the Moondoll Advancement sidebar for in-

formation on leveling up your moondoll; also remember to add one-half the moondoll's level, where relevant.

Artifacts: Anything from a toy doll to a crudely carved portion of rock is commonly known to be an artifact for this ritual. As the lunar artifact is created, the ambient moondoll spirit is selected and bound to the item. Therefore, a moondoll bound to such an artifact cannot be summoned by any other means. Also, an artifact cannot be created for a moondoll that has already been summoned.

Other Rituals

Certain rituals from other sources are also available to be learned as lunar rituals. For such rituals, refer to the text in their original source except replace the market price with a revelation cost of the same value and change any key skill to be lunar. Remember, also, that lunar rituals can only be performed under moonlight, and may use lunar components instead of the components designated by their original skill. If a character has the Lunar Ritual Template, it may be applied to any ritual on this list (or one added by the DM).

The following is a list of rituals from the D&D 4E *Player's Handbook* that are also available as lunar rituals. Rituals from other sources may also be added to this list by the DM.

D&D 4E *Player's Handbook* Rituals

Animal Messenger	Gentle Repose
Endure Elements	Travelers' Feast
Hallucinatory Item	Cure Disease
Raise Dead	Remove Affliction
Hallucinatory Creature	Shadow Walk

DMs: Consider, as you add to this list, that the Ritual Caster and Lunar Ritualist feats should be distinct from each other, but a ritual-casting character should not miss out on the most essential of rituals because of his or her choice of ritual casting feat. For example, a group may feel it necessary to have access to common and useful rituals such as Cure Disease and Raise Dead. Were these rituals not available to lunar ritualists, the Ritual Caster feat may seem to be a clearly better choice. In short, only add a ritual to the list if it's either flavorful or nigh necessary from a utility standpoint.

The Lunar Ritual Template

For the dedicated ritualist, the moon offers an additional boon. If a character has both the Ritual Caster and Lunar Ritualist feats, that character can learn the Lunar Ritual Template for its revelation cost using the Revelation of the Moon ritual, then apply the template to his or her non-lunar rituals freely.

Lunar Ritual Template

You begin a familiar ritual, but entreat the moon for its power. Under the moonlight, you subtly weave words of moon magic into your incantation, and experience the majesty as the moon infuses its potency into your ritual.

Revelation Cost: 500gp

You may apply this ritual template to any non-lunar ritual you know and are performing for no additional cost (though you may not apply it to any ritual scrolls you are using).

The ritual becomes a lunar ritual, meaning it must be performed under natural moonlight and its key skill becomes the lunar skill; change requisite components as necessary.

Lunar power infuses your ritual and grants you benefits based on the category of the base ritual you are performing:

Binding: A creature that attempts to violate your binding is moonstruck (save ends); the intensity of the condition is based on the tier of the base ritual. What constitutes a "violation" of the binding is subject to interpretation and DM discretion.

Creation: The moon respects your endeavor of creation and grants you, in addition to what you were creating, an amount of moonwater based on your skill check. You receive the amount as listed in the table under the Flow of the Moon ritual minus 500gp. (If the ritual you are performing didn't require a check, make one anyway.)

Deception: You gain a +2 bonus to your skill check.

Divination: You may choose to contact a lunar individual of commensurate power rather than the one described in the ritual. If you do, you gain a +2 bonus to your skill checks in that ritual. Other aspects of the ritual remain the same, though the knowledge the lunar being has may differ from that of others.

Exploration: You gain a +4 bonus to skill checks as long as the ritual's effects pertain largely to areas exposed to natural moonlight.

Restoration: Any number of participants in the ritual (a ritual cannot have more than five) may spend a single healing surge in order to grant a stacking +2 bonus each to the skill check.

Scrying: You gain a +4 bonus to your skill check as long as the area on which you are scrying is exposed to natural moonlight.

Travel: You gain a +4 bonus to your skill check as long as the area to which you are traveling is exposed to natural moonlight.

Warding: A creature that attempts to violate your warding is moonstruck (save ends); the intensity of the condition is based on the tier of the base ritual. What constitutes a "violation" of the binding is subject to interpretation and DM discretion.

NPCs and Monsters: a DMs Guide

The moon goddess as presented here, with the assumption of the lunar power source, is a neutral and apathetic entity, meaning she takes very little action in the world. As such, she is much more likely to aid PCs who use the player options earlier in this book than to become an antagonist. However, she can nonetheless be used as a villain, and you can find guidance and ideas for this later in the campaign hooks section. The creatures and NPCs described below are in her service, though as she rarely makes demands of her followers, they could easily be pursuing their own agendas and come into conflict with the PCs that way.

Alternatively, you may be using this book with one of the other power sources described in the beginning pages, in which case it is easy to disregard the moon goddess and use the creatures below any way you decide for them to fit into your world.

Asheeba

These creatures once dwelled solely in the faerealm, basking in the moonlight of that world and worshipping Esclairimonde, who at the time was a deity. When the goddess snapped in two the soul of her most devoted follower, the asheebas cackled maniacally, rolling with laughter. Just as Esclairimonde's pure divinity was taken from her, the asheebas were exiled from the realm of faerie.

Stuck in the natural world, asheebas continue their service to the moon goddess, though they much prefer things as they are now: they revere and embody beauty, but they do not have to follow the commands of an apathetic master who does not care enough to even make such commands.

An asheeba is a jet black panther, but with the head of a beautiful woman, hair the same inky color as her fur. They hunt
t h e i r
p r e y



with cruel intentions, deceitful tricks, and magical stealth; they revel in sentient—and especially fearful—prey. A rare asheeba may be instead pure-hearted, and she would seek to restore the glory of her goddess.

Sometimes an asheeba appears to a conniving woman, such as one seeking to marry a man solely for his money, and suggests a plan to help her take advantage of the potentially innocent man in her thrall. When the woman succeeds in this, legends say she is transformed into an asheeba.

Asheeba		Level 5 Skirmisher
Medium lunar beast		XP 200
Initiative +9		Senses Perception +9; low-light vision
HP 60; Bloodied 30		
AC 19; Fortitude 16, Reflex 18, Will 16		
Speed 7; teleport 2		
⚔ Claw (standard; at-will)		
+10 vs. AC; 1d8 + 5 damage.		
↪ Alluring Draw (minor; recharge 2) ♦ Charm		
+8 vs. Will; Pull the target 2 squares and it grants combat advantage to attackers until the start of the asheeba's next turn.		
Combat Advantage		
The asheeba's melee attacks deal an additional 1d6 damage against a target it has combat advantage against.		
Alignment	Chaotic evil or lawful good	Languages Common
Skills	Bluff +10, Stealth +12	
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)
Con 12 (+3)	Int 14 (+4)	Cha 16 (+5)

Asheeba Tactics

An asheeba either begins combat in hiding, or by trying to trick the PCs into serving her agenda; when such convincing fails, she breaks negotiations with a final trick: *alluring draw*. She then uses *claw* and teleports to a nearby but safer place for her allies to engage. She will continue combat by pulling enemies off guard with *alluring draw* and taking advantage of those who are distracted by her beauty.

Asheeba Witch

An asheeba can be created from any sentient and at least semi-humanoid race, though it takes a powerful asheeba to perform the rituals, and they generally prefer to convert only those they find beautiful to begin with. Thus, they are generally elven, eladrin, human or half-elven. Also, the longer an asheeba lives, the more beautiful her feminine face becomes, and the more powerful she becomes. The more powerful asheebas are the witches, who have increased their lunar trickery powers to a much greater degree. They also wield the more powerful ritualistic magics that allow them to create new asheebas from existing women, and to manipulate others on a much grander scale.

Asheeba Witch **Level 7 Elite Skirmisher**Medium lunar beast XP 600**Initiative** +10 **Senses** Perception +10; low-light vision**HP** 154; **Bloodied** 77**AC** 23; **Fortitude** 18, **Reflex** 22, **Will** 21**Saving Throws** +2**Speed** 7; **teleport** 4**Action Points** 1⚔ **Claw** (standard; at-will)

+12 vs. AC; 2d6 + 5 damage, or 1d6 + 5 damage and the target must immediately make a saving throw or be dazed until the start of the asheeba's next turn.

⚔ **Moonclaws** (standard; at-will)The asheeba witch makes two *claw* attacks. If they both attack and hit the same target, that target is dazed until the beginning of the asheeba witch's next turn. If it was already dazed, it's stunned instead (for the same duration).✞ **Alluring Draw** (minor; recharge ☞☞) ♦ **Charm**

+10 vs. Will; Pull the target 2 squares and it grants combat advantage to attackers until the start of the asheeba's next turn.

☾ **Lunar Mirage** (move; recharge ☞☞) ♦ **Illusion, Teleportation**

The asheeba witch makes an illusory copy of itself in an empty square within 4 squares. There is a 50-50 chance that the asheeba witch immediately and imperceptibly teleports into the square of the illusion, swapping places with it. Anyone who attacks or attempts to move into a square with the illusion takes 1d6 + 4 radiant damage, is moonstruck (save ends), and the illusion disappears. A free action DC 17 Insight check reveals that one of them is an illusion, and a minor action DC 22 Perception check reveals which one.

Combat Advantage

The asheeba has combat advantage against a creature that doesn't know whether its illusion is the real thing. Its melee attacks deal an additional 1d12 damage against a target it has combat advantage against.

Alignment Chaotic evil or lawful good **Languages** Common**Skills** Bluff +12, Stealth +13**Str** 16 (+6) **Dex** 21 (+8) **Wis** 14 (+5)**Con** 13 (+4) **Int** 16 (+6) **Cha** 18 (+7)

Asheeba Witch Tactics

Like the standard asheeba, an asheeba witch will begin combat from hiding or from deceitful negotiations. When things go sour, she will start with a *lunar mirage*, then act similarly to the standard asheeba, but using *moonclaws* to more frequently disable her targets. If she has a dazed target to herself, she will try to reduce it to 0 hit points while its allies are distracted. When she's bloodied and her allies are defeated, an asheeba witch has a better chance of gathering her wits over her chaotic blood lust in order to attempt an escape.

Asheeba Lore

A character knows the following information with a successful lunar skill check

DC 15: Asheebas are black panthers with the heads of beautiful women. They generally hunt under moonlight and they cackle wildly to haunt their sentient prey as they stalk, then they cackle more as they consume the creature's flesh while it writhes under their claws, still living.

DC 20: Asheebas tend not to gather with each other, but sometimes a powerful asheeba will convince a

beautiful woman to take advantage of an innocent man who is enamored with her. When the woman does, the asheeba performs a ritual that converts the woman into a panther-bodied member of the asheeba race. They then go their separate ways, both free to enact devious machinations of their own.

When the conversion rituals goes awry, the newly formed asheeba may become remorseful of her act (but she also may not). When this happens, a pure-of-heart asheeba is formed, and she will travel, seeking and inciting both love and beauty with no malicious intent.

DC 25: Millennia ago, asheebas dwelled in the faer-ealm, but were cast out because of their evil hearts, and perhaps because of some trick they played on an unwitting high faelord.

Adventure Sketch

A human woman has recently been transformed into an asheeba, and she still has the man she manipulated under her control. When the level 3 adventurers learn of her plans, they must foil them, resulting in an ultimate encounter against the asheeba and her thrall: a human mage, including his retinue of guards:

Level 5 Encounter (XP 1025)

- ♦ 1 asheeba (level 5 skirmisher)
- ♦ 1 human mage* (level 4 artillery)
- ♦ 2 human guards* (level 3 soldier)
- ♦ 4 human lackeys* (level 7 minion)

After defeating the asheeba, and perhaps forcing the mage to come to terms with what has occurred, the players learn that the asheeba had been human only recently, and are able to piece together facts that lead them to the asheeba witch who converted her. After fumbling through her subtly weaved plot, they eventually face her around level 5 in the following encounter, including the asheeba witch, the eladrin who is controlled by her, and her pet owlbear:

Level 7 Encounter (XP 1600)

- ♦ 1 asheeba witch (level 7 elite skirmisher)
- ♦ 1 owlbear* (level 8 elite brute)
- ♦ 1 eladrin fey knight* (level 7 soldier [leader])

* These creatures can be found in the *D&D 4E Monster Manual*.

Eclipse Tribe Owlbear

While most owlbears are large, animalistic beasts, some smaller, calmer, and more intelligent ones came together to form tribes. One such tribe formed from a mutual respect for moonlight, which aided their hunting at night.

Owlbears from the Eclipse tribe are almost half the size of their bestial cousins, and their modicum of intelligence allows them to speak a tribal sylvanic language, as well as some broken common in the case of more in-

telligent Eclipse tribe elders.

The Eclipse owlbears have tribal rites and customs and are generally peaceful. While this would normally prevent them from running afoul of noble adventurers, they may be easily manipulated into serving some dark causes under pretense of their social taboos and legends.

Eclipse Owlbear		Level 4 Soldier
Medium lunar beast		XP 175
Initiative +6	Senses Perception +5; low-light vision	
HP 56; Bloodied 28		
AC 20; Fortitude 17, Reflex 14, Will 16		
Speed 6		
⬇ Feathered Staff (standard; at-will)		
+11 vs. AC; 1d8 + 4 damage. See also <i>charge with moonlight</i> .		
⬅ Horrid Screech (minor; encounter)		
Close burst 1; +7 vs. Fortitude; 1d6 + 3 damage and the target takes a -2 penalty to its attacks and defenses until the end of the eclipse owlbear's next turn.		
Charge with Moonlight (minor; recharge ☹ ☹)		
The next time the eclipse owlbear hits with its <i>feathered staff</i> this turn, the target is moonstruck (save ends).		
Alignment Neutral	Languages Common	
Str 18 (+6)	Dex 15 (+4)	Wis 16 (+5)
Con 16 (+5)	Int 5 (-1)	Cha 6 (+0)

Eclipse Owlbear Tactics

An Eclipse owlbear engages in melee with its *feathered staff* in order to protect what it holds dear, or to enforce some directive with which it has been charged. As frequently as possible, it will hold its staff up high to *charge with moonlight* before striking. When surrounded, it will let out its *horrid screech*—not so much out of tactics, but rather out of a fear for its own survival.

Eclipse Elder

The older and more intelligent of the Eclipse tribe become more powerful in their magic and a tribal druidism. Through some unexplained phenomenon, this generally results in the elder in question sprouting antlers; the larger and more ornate, the more powerful the magics and wisdom of the elder.

Though they are more intelligent than their non-elder kin, these creatures are also more benevolent and trusting, making them equally prone to manipulation.

Eclipse Elder Tactics

The Eclipse elder will stand back from the battle, beginning with *grasping vines* to pin its enemies in place. It then fires its *moonstorm* at an immobilized target, forcing it to take the additional damage. The elder also uses *moonstorm* to force its enemies out of advantageous positions and to trigger opportunity attacks for its allies. It uses *moonstrike*, trying to place the condition on as many of its foes as possible. Once it's bloodied in the heat of battle, it will use *horrid screech* for the second time, and follow up with another attack using its action point.

Eclipse Elder		Level 8 Elite Controller
Medium lunar beast		XP 700
Initiative +6	Senses Perception +9; low-light vision	
HP 172; Bloodied 86		
AC 24; Fortitude 22, Reflex 18, Will 23		
Saving Throws +2		
Speed 6		
Action Points 1		
⬇ Feathered Staff (standard; at-will)		
+13 vs. AC; 1d8 + 5 damage.		
➤ Moonstorm (standard; at-will) ⬠ Radiant		
Ranged 10; +12 vs. Reflex; 1d8 + 5 radiant damage. If the target doesn't move at least 2 squares on its next turn, it takes an additional 5 radiant damage.		
➤ Moonstrike (minor; at-will) ⬠ Radiant		
Ranged 10; +12 vs. Fortitude; The target is moonstruck (save ends).		
✳ Grasping Vines (standard; recharge ☹ ☹) ⬠ Zone		
Area burst 1 within 10; +10 vs. Reflex; 1d8 + 5 damage, and the target is immobilized (save ends). Until no creatures in the burst are immobilized by this effect, the burst is a zone of difficult terrain.		
⬅ Horrid Screech (minor; recharges when first bloodied)		
Close burst 3; targets enemies; +10 vs. Fortitude; 1d6 + 3 damage and the target takes a -2 penalty to its attacks and defenses until the end of the eclipse owlbear's next turn.		
Alignment Good	Languages Common	
Str 17 (+6)	Dex 15 (+6)	Wis 20 (+9)
Con 14 (+5)	Int 8 (+3)	Cha 8 (+3)

Eclipse Tribe Lore

A character knows the following information with a successful lunar skill check.

DC 15: Free from the base savagery of most owlbears, some have settled into small tribal communities. Many such tribes revere the moon for its aid in their hunting rites.

DC 20: Large, ornate horn growths are indicative of an old and wise owlbear druid.

DC 25: Eclipse Tribe lore as to the nature of the tribe's name suggests that the magic of a solar eclipse, where the moon blotted out the sun, transformed them from their previous incarnations into the more intelligent and kind beings they are now. Intellectuals' rumors that Esclairimonde is directly responsible for this change are unsubstantiated.

Adventure Sketch

Having exhausted his supply of goblins and kobolds, a green dragon has enlisted a peaceful tribe of owlbears. The dragon seeks a powerful artifact it believes is hidden in an ancient and humongous burial mound. His previous minions have all been destroyed by the restless undead they uncovered, so he has convinced the owlbears to do his work under the pretense that they will release the trapped souls of their own ancestors.

Even as the dragon rests in its lair, laughing at his control of the creatures, a pair of elves approaches the players to ask for help. They had been living with and studying the tribe as part of their devotion to their goddess, Esclairimonde. Having come to care for the creatures, they seek aid in freeing their friends.

Twilight Angel

Though she lost her divinity, Esclairimonde retained a reasonably sized retinue of angels, who are able to work in places where the moonlight does not reach. Esclairimonde herself rarely has commands for such angels, but her misguided “son” Gibyrin makes frequent use of their abilities.

Moonshield Angel

While a moonshield angel can hold its own in battle, it is generally tasked with protecting those important to whoever commanded it.

Moonshield Angel	Level 13 Soldier (Leader)
Medium immortal humanoid (angel)	XP 800
Initiative +11 Senses Perception +12	
Angelic Presence Attacks against the moonshield angel take a -2 penalty until the angel is bloodied	
HP 132; Bloodied 66	
AC 29; Fortitude 25, Reflex 24, Will 26	
Immune fear; Resist 10 radiant	
Speed 6, fly 8 (hover)	
⊕ Longsword (standard; at-will) ♦ Radiant, Weapon	
+20 vs. AC; 1d8 + 6 damage plus 5 radiant damage.	
↗ Full Force Sphere (standard; encounter) ♦ Force, Zone	
Ranged 10; targets one ally; the target gets a +5 moonshield bonus to AC and defenses and an area 1 zone around the target becomes difficult terrain. Each time the target is attacked, decrease the moonshield bonus by 1. When the bonus is gone, the zone of difficult terrain disappears as well. The angel makes an attack against each of its enemies adjacent to the primary target: +18 vs. Fortitude; 1d8 + 6 force damage and the target is pushed 1 square from the primary target and knocked prone. Miss: The target is pushed 1 square from the primary target unless the attack missed by 5 or more.	
↶ Word of Salvation (minor; encounter) ♦ Healing	
Close burst 5; one non-elite non-solo ally in burst; the target may spend a healing surge and it gains a +1 moonshield bonus to AC until the beginning of the moonshield angel's next turn.	
Swift Deflection (immediate interrupt, when a ranged attack targets one of the angel's allies within 5 squares; recharge ⅔) ♦ Force	
+18 vs. the triggering attack roll; the attack is redirected back at its attacker. Compare the original attack roll against the attacker's appropriate defense to see if it hits. If it does, apply its effects as normal, and deal an additional 1d6 force damage and knock the attacker prone.	
Alignment Neutral Languages Supernal	
Skills Insight +17, Heal +17	
Str 16 (+9) Dex 19 (+11) Wis 22 (+12)	
Con 20 (+11) Int 14 (+8) Cha 18 (+11)	

Moonshield Angel Tactics

As long as the angel itself isn't under direct assault, its initial action will be to *full force sphere* its ally that is expecting the most heat. From there, it will wade into melee, deflecting ranged attacks with *swift deflection* as often as possible, and firing off its *word of salvation* as soon as its necessitated.

Moonsilver Angel

Moonsilver angels protect important people as the moonshield angel does, but in a more proactive manner. While the moonshield angel might fall back and escape with its ward, the moonsilver angel or a small group of them will force the attackers to deal with them first.

Moonsilver Angel	Level 16 Soldier
Medium immortal humanoid (angel)	XP 1,400
Initiative +14 Senses Perception +13	
Angelic Presence Attacks against the moonsilver angel take a -2 penalty until the angel is bloodied	
HP 156; Bloodied 78	
AC 32; Fortitude 30, Reflex 27, Will 28	
Immune fear; Resist 10 radiant	
Speed 6, fly 10 (hover)	
⊕ Fullblade (standard; at-will) ♦ Radiant, Weapon	
+23 vs. AC; 1d12 + 7 damage, and the target is marked until the start of the moonsilver angel's next turn. If the marked target makes an attack that doesn't include the moonsilver angel, the target takes 1d8 radiant damage and grants combat advantage to attackers until the start of its next turn.	
↗ Pull Through Moonlight (standard; encounter) ♦ Weapon, Teleportation	
Ranged 3; +21 vs. Will; the target is teleported to a square adjacent to the moonsilver angel where the surface can support it, and the angel makes a secondary attack: +23 vs. AC; 2d12 + 7 damage.	
↶ Tide of Blows (standard; daily) ♦ Healing, Weapon	
Close burst 1; each enemy in burst the angel can see; +21 vs. AC; 2d12 + 7 damage and the moonsilver angel regains 7 hit points (for each target hit).	
Alignment Neutral Languages Supernal	
Skills Intimidate +16	
Str 24 (+15) Dex 19 (+12) Wis 20 (+13)	
Con 20 (+13) Int 14 (+10) Cha 16 (+11)	

Moonsilver Angel Tactics

Its standard *fullblade* attack sets the moonsilver angel up to sequester a single enemy. When the enemy escapes or the angel has selected a new target, it uses *pull through moonlight* to bring it to a good position for the angel, and when it gets more than its share of enemies around it and is bloodied, the moonsilver angel unleashes a *tide of blows* to heal itself and reactivate its *angelic presence*.

Twilight Angel Lore

A character knows the following information with a successful lunar skill check.

DC 20: Though not an actual deity herself, the moon goddess nonetheless has angels who serve her. They are called twilight angels not only because they bring Esclairimonde's power into the daylight, but because they bridge the gap between the divine realm and the moon goddess's form of estranged power.

DC 25: Having long ago ceased giving orders to either her followers or her angels, these immortal beings now take their commands from the misguided and slightly insane son of Esclairimonde: Gibyrin.

Moon Templates

The following functional templates may be used for sentient beings who revere the moon goddess in some form or for beasts or animals that have been infused with lunar power, resulting in such a creation as a “crescent moon wolf” or “silverglow unicorn”. As the follower of the moon paragon classes are not full classes in and of themselves, actual class templates would not be entirely functional, but feel free to apply any power from this book to your templated monsters.

Also, as you apply the templates, choose a Mental ability score for the creature as you would when creating a follower of the moon player character.

Crescent Striker

An NPC or monster crescent striker can conjure crescent blades, whether they are as described in the crescent striker section, or as in the case of a “crescent moon wolf”, where a beast transforms its natural weapons into the radiant energy of the moon.

Prerequisites: A weapon in each hand, or a pair of natural weapons.

Crescent Striker	Elite Skirmisher XP Elite
Defenses +2 AC; +1 Fortitude, +2 Reflex, +1 Will Resist 5 radiant at 1st level, 10 radiant at 11th level, 15 radiant at 21st level Saving Throws +2 Action Point 1 Hit Points +8 per level + Constitution score POWERS	
† The Two Moonblades (standard; encounter) Level + 5 vs. AC; two attacks (one off-hand, one main hand) against one creature; 1[W] damage per attack. If both attacks hit, the target is dazed until the end of the crescent striker's next turn. If it was already dazed, it's now stunned instead (for the same duration).	
Lunar Afterimage (move; encounter) ◆ Illusion Ranged 10; an illusory copy of the crescent striker appears in an unoccupied square within range. A DC level + 15 Perception check reveals which is real. The crescent striker can move the illusion with a move action. A creature that attacks or touches the illusion takes 1[W] + Mental modifier radiant damage and is dazed until the end of the creature's next turn. If it was already dazed, it is stunned instead for the same duration.	
Moon's Blades Whenever the crescent striker hits with one of its weapons and deals at least 1[W] damage, it may reduce the damage by 1[W] in order to daze the target until the start of the crescent striker's next turn. If it does, the target gets an immediate saving throw to end the daze effect.	

Lunar Controller

A lunar controller is a character or monster that uses lunar magic to set its foes alight with glowing moon radiance. Use this template to create such creatures as a forest nymph who protects her domain under the moonlight, or a flaming elemental that takes the concept of “moonfire” to the extreme.

Lunar Controller	Elite Artillery XP Elite
Defenses +2 AC; +2 Reflex, +2 Will Resist 5 radiant at 1st level, 10 radiant at 11th level, 15 radiant at 21st level Saving Throws +2 Action Point 1 Hit Points +6 per level + Constitution score POWERS	
☾ Moonstrike (minor; recharge ☐☐☐☐) ◆ Radiant Ranged 10; Level + 5 vs. Fortitude; The target is moonstruck (save ends). When the lunar controller spends an action point to make an attack, it may use this power as a free action even if its expended; this use of the power does not expend it.	
Moonfire (standard; recharges when first bloodied) ◆ Radiant Area burst 1 within 10 squares; Each creature in burst; Level + 3 vs. Fortitude; 1d10 radiant damage and the target is moonstruck (save ends).	

Moonleader

Use the moonleader template to create NPCs and monsters that shape moonlight into protective spheres. A high priestess of Esclairimonde is likely to wield such abilities, as is the “silverglow unicorn”.

Moonleader	Elite Controller or Artillery (Leader) XP Elite
Defenses +2 AC; +1 Fortitude, +1 Reflex, +2 Will Resist 5 radiant at 1st level, 10 radiant at 11th level, 15 radiant at 21st level Saving Throws +2 Action Point 1 Hit Points +8 per level + Constitution score (controller) or +6 per level + Constitution score (artillery) POWERS	
☾ Full Force Sphere (standard; encounter) ◆ Force, Zone Ranged 10; targets one ally; the target gets a +5 moonshield bonus to AC and defenses and an area 1 zone around the target becomes difficult terrain. This zone moves with the target. Each time the target is attacked, decrease the moonshield bonus by 1. When the bonus is gone, the zone of difficult terrain disappears as well. As long as the bonus lasts, the target has regeneration equal to the moonleader's Mental modifier. The moonleader makes an attack against each of its enemies adjacent to the primary target: Level + 2 vs. Fortitude; 1d8 + the moonleader's Mental modifier force damage and the target is pushed 1 square from the primary target and knocked prone. <i>Miss:</i> The target is pushed 1 square from the primary target unless the attack missed by 5 or more.	
☾ Cleansing Field (minor; recharges whenever an enemy scores a critical hit against the moonleader or one of its allies) ◆ Healing Close burst 10; one ally or the moonleader in burst; the target regains a number of hit points equal to half its bloodied value and gets a +1 moonshield bonus to AC until the beginning of the moonleader's next turn.	

Silver Defender

Silver defenders are those who glow with the splendor of the moon and protect their friends and wards with powerful lunar defenses and challenges to keep their foes' attention on them. Use this template to create an NPC such as a paladin of Esclairimonde, or an “ursine protector”: a grizzly bear whose forehead glows with a rune of the waxing moon.

Silver Defender

Elite Soldier
XP Elite

Defenses +2 AC; +2 Fortitude, +2 Will

Resist 5 radiant at 1st level, 10 radiant at 11th level, 15 radiant at 21st level

Saving Throws +2

Action Point 1

Hit Points +8 per level + Constitution score

POWERS

☞ **Pull Through Moonlight** (standard; encounter) ♦ **Teleportation, Weapon**

Ranged 3; Level + 5 vs. Will; the target is teleported to a square adjacent to the silver defender where the surface can support it, and the silver defender makes a secondary attack against the target: Level + 7 vs. AC; 2[W] + the silver defender's Strength modifier damage.

Silver Moontouched

Whenever the silver defender attacks a target, it may mark that target. Whenever a target marked this way makes an attack that doesn't include the silver defender, the target takes 1d8 + the silver defender's Mental modifier radiant damage and glows with lunar judgment, granting combat advantage to attackers until the end of its next turn.

Silver Action

When the silver defender spends an action point to take an extra action, and it hits with an attack on that action, it may regain hit points equal to the damage dealt to any one target of that attack. Any hit points it would regain above its maximum it may gain as temporary hit points.

The Moon and Your Campaign

Even after reading through this book, you may still be wondering how any of this might fit into your campaign's world. Firstly, most settings with any sort of pantheon has at least one deity associated with the moon. This book assumes that lunar power is glowing silver radiance, but a different lunar deity may manifest the energy in a different way, and the follower of the moon paragon classes easily fit with most any moon god or goddess. If the moon deity in your setting is directly tied to lycanthropy, perhaps the classes herein are associated with some force directly opposed to that deity (or even associated *with it!*) If all else fails, simply revert to the standard golden energy description for the radiant keyword, and reskin the powers as relating to any divine source; many powers could fit with the fire or lightning keywords as well, fitting squarely into the arcane or elemental power sources.

On the other hand, if you feel Esclairimonde and her story fits perfectly into your setting, consider (or scavenge from) the following story arc and hook.

Campaign Hook: The Lunar Scrolls

One or more of the players discover that they have the uncanny ability to read the lunar tablet and its scrolls, calling them together and to the attention of scholars who research these matters. Unfortunately, it also draws the attention of certain dark wizards or clerics who seek to uncover lunar lore for their own evil purposes.

Campaign Arc: End of Twilight

The players first encounter an asheeba and its machinations, as described in the campaign sketch entry under the asheeba section. This investigation leads them to a nearby shrine to Esclairimonde, where they meet the shrine-keeper: a kind old woman who was clearly beautiful in her youth. After she advises them on the nature of the asheeba, they deal with it in the encounter described, but return to the shrine to discover that it has been attacked by what seems to be a tribe of intelligent owlbears. The shrine-keeper is confused and worried, as she knows of the Eclipse tribe, who are usually very kind. The players nonetheless inquire about the asheeba, and the shrine-keeper, who writes off the owlbear incident, tells them that there must have been another more powerful asheeba nearby. As they leave, a group of the Eclipse owlbears attacks, and the players are forced to dispatch them. They then deal with the mess of the asheeba witch as described as well, and return again to the shrine to see that it's been attacked once more, and the shrine-keeper has been injured or killed. They investigate to eventually discover that the owlbears were being manipulated by some devils.

Taking the adventure into the paragon tier, the players weave through a multi-layered devilish plot that leads them to the name Qindyryn, whose name they should probably not recognize at this point (his history is described in the story of Esclairimonde in the lunar power source section of this book). Qindyryn's bitterness has taken the better of him as he is trapped in the hells, and he has come in league with the devils as part of a deal that will set him free. This plot involves attacking all held dear by Esclairimonde, who finds herself largely apathetic; however, her twisted "son" Gibyrin (who is the "twin" of Qindyryn) takes his place as her defender and wields the twilight angels against Qindyryn and his devils. The players find themselves in conflict with both parties, and eventually defeat the devils only by releasing Qindyryn of his imprisonment, perhaps having to travel to his prison for their battles.

Upon having achieved his freedom, Qindyryn also regains some measure of sanity, although he is still completely bitter toward his former goddess. He is remorseful for much that he has done, and he and the players part ways. However, Gibyrin has no desire to cease the raw powers he has taken up, and throughout the epic tier the players must figure out a solution to deal with this situation, while also realizing the true glory that could be restored if Esclairimonde were awakened from her apathy. They find one answer to both their problems, and they must trick Qindyryn into accompanying them to defeat Gibyrin, where their true purpose is to merge the two "brothers" back into their single form. In doing so, the ancient eladrin is free to pass from this life, and Esclairimonde is finally unbound from her almost eternal state of indifference.