

Dragon's Hoard

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DESIGN
Joshua Raynack

EDITOR
Heather Raynack

**COVER AND INTERIOR
ILLUSTRATION**

Alihahd
Maciej Zagorski

GRAPHIC DESIGN

Joshua Raynack
Ryan Rawls

**WEB PRODUCTION
AND DEVELOPMENT**

Ryan Rawls

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WELCOME TO OUR FIRST ISSUE

A new age of gaming is upon us with the advent of the hottest edition of the most popular role-playing game ever: WoW!

Well . . . those of you who are die hard, balls to the wall, dice rolling, loot grapping, and monster killing gamers know what I am really talking about. It is not just a new edition, but also its entry into the digital realm that has us pounding our keyboards at forums across cyberspace.

What will happen to our imaginations as virtual dice (with simulated sound) and battles between computerized renderings of monsters and miniatures dominate our games? Will it become digital as well? The magazines we held so dear throughout the years, we can no longer hold. I am already in the process of installing surge protectors in my bathroom for some casual laptop reading (you all know what I'm talking about).

As you read this (hopefully, not in your bathroom), many draw battle lines and begin to take a stand by declaring favor for either the last edition or the new. I don't even have the heart to tell those still clinging to second that an even newer edition is out. When will this civil war end and who shall stand victorious?

Furthermore, third party publishers continue to debate between the OGL and GSL. It looks like no one is safe from turmoil.

All of which led us to our quandary: continue with producing content for our *Poor Gamer's Almanac* or begin anew. After much deliberation, I am sure you can easily guess what we decided.

What can you expect from *Dragon's Hoard*? Well, for one, think of this as more of a newsletter than an e-zine, but with perks. Moreover, unlike an e-zine or magazine, expect a chaotic release schedule. As for content, look forward to conversions of our previous products into the newest edition, playtest articles and previews of upcoming products, maps, small adventures, scenarios, or anything else that tickles our fancy. We ultimately wish this project to serve as a gateway into our small company.

Now – go loot the dragon's hoard!

Noble Class Update

After listening to much feedback, we decided to update our product, *Feudal Characters: Noble*. The best aspect of publishing in .pdf format, it allows us to update products without extra cost or trouble to customers. We encourage those who purchased *Feudal Characters: Noble* to look out for this updated product in the near future and download it. Until then, we present the changes we made here.

What else should you expect from the bloodline power source? In the *Player's Guide to the Feudal Lords Campaign Setting*, paragon paths and epic destinies will utilize this new feature. Furthermore, later on in this issue we present a preview of our noble title system, which also makes use of the bloodline power source.

PARAGON PATH AT-WILL ENDEAVOR

Ancestral Strike Noble Attack 1
With each successful strike, an ancestral spirit invigorates and bolsters your strength to ensure victory.
At-Will † Bloodline, Weapon
Standard Action Melee Weapon
Target: One creature
Attack: Strength + 1 per previous hit with ancestral strike this encounter vs. AC
Hit: 1[W] + Strength modifier damage.
 Increase damage to 2[W] + Strength modifier damage at 21st level.



LEVEL ONE ENCOUNTER ENDEAVORS

Command of Nobility Noble Attack 1
You instruct those you deem lesser in station to go away or answer your summons.
Encounter † Bloodline, Charm
Immediate Interrupt Ranged 5
Trigger: A creature starting their move
Target: Triggering creature
Attack: Charisma vs. Will
Hit: You can either push or pull the target a number of squares equal to your Charisma modifier.

Tongue Lashing Noble Attack 1
You berate opponents into submission.
Encounter † Bloodline, Psychic
Standard Action Ranged 10
Target: One creature
Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier psychic damage.
 For each attack the target makes on its next turn, it takes 5 psychic damage.

LEVEL TWO UTILITY ENDEAVORS

Restoring Taunt Noble Utility 2
Your vicious sneer distracts a foe and bolsters you or an ally.
Encounter † Bloodline, Fear, Healing
Standard Action Ranged 5
Target: One creature
Effect: Target suffers a -2 penalty to attack rolls until the end of your next turn or until it misses with an attack, whichever happens first. If an attack from the target misses, you or an ally within 5 squares can spend a healing surge.
Sustain Minor: You may sustain this power until the end of your next turn or until the target misses, whichever happens first.

Preview: The Possessed



Pavel Lagutin

In this issue, we offer a couple of previews and playtest articles with this being the first. In tradition of *Feudal Characters: Noble*, our next installment into the world of medieval fantasy, *Feudal Characters: Possessed* is also a multiclass character option.

In addition, like *Feudal Characters: Noble*, we introduce a new power source: Infernal. Unlike the pact magic of a warlock, possessed characters have a hard time controlling the demonic or devilish entity within them. However, it is perfectly acceptable to disregard the infernal power source for an arcane power source in its stead.

PERSECUTED

To meet the prerequisites of the Possessed multiclass feat, allowing access to swap feats into the possessed class, you must first choose to become Persecuted. It is a choice you can make during the character creation process or later, after discussing the matter with your Game Master.

- ❖ **Persecuted:** You gain vulnerable 5 radiant the round after you use an infernal power.

POSSESSED [MULTICLASS POSSESSED]

Prerequisite: Cha 13, you are Persecuted

Benefit: You gain training in the Arcana skill. You meet the criteria for the power swap feats found in the D&D 4E PLAYER'S HANDBOOK, considering possessed as a multiclass character. In addition, choose one feature from the following list.

- ❖ **Hedge Magic:** After reaching at least one milestone, you may spend 1 action point to perform a ritual with the Arcana key skill. You do not need to acquire a ritual book or scroll, have the Ritual Caster feat, or master the ritual before you perform it.

- ❖ **Demonic Spellbook:** If you have the spellbook class feature, you master one additional ritual at 5th, 11th, 15th, 21st, and finally at 25th level.
- ❖ **Infernal Temperament:** You gain resist 2 fire and a +2 bonus to Arcana checks. Your resistance improves to 5 at 11th level, and to 10 at 21st level.

METAMORPHOSIS CLASS FEATURE

Each daily attack vicissitude allows you to enter into a metamorphosis. The entity possessing you grants you the ability to transform your physical appearance enabling them to unleash their power into the mortal realm. Each metamorphosis follow the rules outlined below:

- ❖ Each metamorphosis lasts until you use another metamorphosis power, reduced to 0 or fewer hit points, or take a short rest.

PARAGON PATH AT-WILL ALTERATIONS

Glare of Your Master

Possessed Attack 1

Your eyes turn pale white as you allow your possessing master a glimpse into the mortal world bringing much fear to your foes.

At-Will † Infernal, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, and you gain darkvision until the start of your next turn.

Increase damage to 2d8 + Charisma modifier psychic damage at 21st level.

LEVEL ONE ENCOUNTER VICISSITUDES

Hellfire Tongue Possessed Attack 1
A forked, snake-like tongue of fire whips and burns enemies venturing too close.
Encounter † Fire, Infernal
Standard Action Ranged 5
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 1d6 + Dexterity fire damage. Each square the target moves while within range, you deal fire damage equal to your Dexterity modifier.
Brutal Scoundrel: You also add your Strength modifier to the damage roll.
Infernal Pact: The power is ranged 10 instead of 5.

LEVEL ONE DAILY VICISSITUDES

Horns of Azag Possessed Attack 1
Great, demonic horns sprout from your skull.
Daily † Infernal, Polymorph
Standard Action Melee 1
Target: One creature
Attack: Strength vs. Fortitude or Constitution vs. Fortitude
Hit: 2d8 + Strength or Constitution modifier damage, and push the target a number of squares equal to your Strength or Constitution modifier.
Miss: Half damage, and target is pushed 1 square.
Effect: Until the end of this metamorphosis, after each successful melee attack, you may push one target of that attack up to 2 squares.

LEVEL 2 UTILITY VICISSITUDES

Flight of the Bat Possessed Utility 2
Temporary wings germinate from your shoulder blades
Encounter † Infernal, Polymorph
Move Action Personal
Effect: Fly up to twice your speed.

LEVEL THREE ENCOUNTER VICISSITUDES

Blade of the Icy Devil Possessed Attack 3
Air condenses about your weapon then freezes creating a chilling coat of frost.
Encounter † Cold, Infernal, Weapon
Standard Action Melee weapon
Target: One or two creatures
Attack: Strength vs. Fortitude, Constitution vs. Fortitude, or Dexterity vs. Fortitude, one attack per target
Hit: 1[W] + Strength, Constitution, or Dexterity modifier cold damage, and the target is immobilized until the end of your next turn.

LEVEL 5 DAILY VICISSITUDES

Poisonous Tail Possessed Attack 5
Your coccyx forms into an impish tail dripping foul hellish poison.
Daily † Infernal, Poison, Polymorph
Minor Action Personal
Effect: You deal ongoing 5 poison damage to any enemy that starts its turn adjacent to you (save ends).
Effect: Until the end of this metamorphosis, any enemy moving into a square adjacent to you takes poison damage equal to 3 + your Constitution modifier.
Infernal Pact: You deal ongoing 10 poison damage instead of normal.

LEVEL SIX UTILITY VICISSITUDES

Demonic Celerity Possessed Utility 6
You move with incredible, blurring speed.
Daily † Infernal
Minor Action Personal
Effect: Until the end of the encounter, you gain a +2 power bonus to speed, and can shift 2 squares as a move action.
Artful Dodger: You may shift a number of squares equal to one-half your adjusted speed.



Maciej Zagorski



Playtest: Noble Titles

The following outlines a few ranks of nobility within human dominated lands. Most other races, such as dwarves and elves, have no care for human politics, thus hold no interest in gaining a hereditary title. However, such races might acquire titles through an advisory or ambassador status.

GAINING A TITLE

Anyone can gain a title, however only those able to use bloodline powers (see *Feudal Characters: Noble* for further details about the bloodline power source) reap greater benefits as outlined below. A character can gain a title much like acquiring magic items: a reward for completing a quest or adventure; a powerful noble might grant a title in lieu of a favor; or by force through usurping the previous lord.

Characters that cannot use at least one power source of the same power source as the title can still have a title, but only up to the rank of baronet unless they marry an entitled person (see below). The upper echelons of royalty manage to keep a tight grip on hereditary titles.

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Marriage

A character can also buy a title, but only by becoming married to a person holding the desired title. This represents poor nobles exchanging a son or daughter in a marriage contract for wealth. In the medieval world, the marriage contract is a commodity more than a binding of two hearts. However, it might not be as easy as it sounds since other rivals may compete for the favor of your betrothed. It is wise to win the good graces of the entitled noble.

Time

Negotiating over a marriage contract takes a number of days equal to the level of the desired title. As a Game Master, feel free to use this opportunity to create a skill challenge or better yet, an adventure.

WEALTH AND TAXES

Each level, a titled character receives 10% (one-tenth) the present value of the title. This represents normal taxation, levies, fines, and profits yielded through farming or trade.

At each level, a titled character may instead receive 20% (one-fifth) the total value of the title. This represents excessive taxation, fines, levies, or borrowing against the value of the property. A character may do this a total number of levels equal to their Charisma modifier (minimum 1) up to 5 (the total worth of their property).

Should a character choose the latter, it reduces the present value of the property (not total value). The present value of the property remains until the character reinvests back into the property the total amount taken out.

LOSING TITLES

If a character does not rule as sovereign, the king or queen reserves the right to remove titles.

TITLE DESCRIPTIONS

A character can only have one title at any given time. Although not specifically an item, items do represent titled characters in the form of a coat of arms, signet rings, scepters, crowns, royal jewels, or other badges of office.

You use a title's power as you would a normal power and follow the rules for using magic item powers. However, you must first be able to use at least one power source of the same power source as the title.

Furthermore, if you belong to a class that can use powers of the same power source as the title, you can apply the enhancement bonus of the title to the attack and damage rolls to any powers with the bloodline keyword.

Land

This describes the amount of families that a titled character may sustain on their lands. The more families a character supports, the more land a character possesses. In a sense, this is an abstract representation of a titled characters wealth.

Landless nobles, or those living with more powerful lords, do not have land per se, but instead has an allowance or income equivalent of landed gentry.

Esquire

Level 1+

A rank of gentry derived from the role of a hereditary squire. You have a modest income and the lord you serve is a knight.

Lvl 1 +1 360 gp

Lvl 6 +2 1,800 gp

Bloodline (Title)

Land: 15 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

Power (Daily † Bloodline): Free Action. You gain training in the Charisma skill of your choice. You further gain a power bonus to the chosen skill equal to the enhancement bonus of your title. This effect lasts until you take an extended rest.

COMMANDS

You may notice that titles grant bonuses to issue commands. These are orders given by those possessing the Authority feat. An example of one from our upcoming *Feudal Lords Player's Guide* is below.

GUARDS

You organize for a couple of guards to watch over a particular area or stationary object.

Level: 1

Setting: Town

Time: 10 Minutes

Duration: Special

Cost: 50 gp

Writ Skill: Diplomacy

You summon two guards to stand watch. You may have guards protect a particular area such as a room or door to a room. You may also have them safeguard a stationary object such as a chest or art object.

Your check determines the number of hours the guards remain.

Check Result	Number of Hours
9 or lower	One
10-19	Two
20-29	Three
30-39	Four
40 or higher	Five

Knight [Sir or Dame]

Level 7+

A mounted soldier of nobility ready to lend aid to the feudal lord you serve. Like the esquire, your income is modest often consisting of loot from warring or ransoming other knights.

Lvl 7 +2 2,600 gp

Lvl 12 +3 13,000 gp

Bloodline (Title)

Land: 30 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

Lvl 12: The zones you create with powers containing the bloodline keyword are burst 3 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Esquire power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 2. You and each ally in the zone gain a power bonus to the Fortitude defense equal to the enhancement bonus of your title. This effect lasts until the end of the encounter or until you move.

Baronet [or Baronetess] Level 13

A lower noble with hardly any political influence, but the title baronet earns you some respect among other noble peers.

Lvl 13 +3 17,600 gp

Bloodline (Title)

Land: 45 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 3 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Knight power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 3. When any enemy within the zone makes a successful saving throw against a bloodline power effect, you may force the enemy to roll the saving throw again as an immediate reaction. The enemy must use the second roll.

This effect lasts until the end of the encounter or until you move.

Baron [or Baroness] Level 14

As baron, the lowest rung of political nobility, you have the right to wear a coronet, or crown, embedded with six pearls. You have a good income and a sizeable area of land called a barony.

Lvl 14 +3 21,000 gp

Bloodline (Title)

Land: 90 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 3 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Baronet power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 3. You and each ally in the zone gain a power bonus to the Will defense equal to the enhancement bonus of your title.

This effect lasts until the end of the encounter or until you move.

Viscount [or Viscountess] Level 15

Usually the son of an earl or marques, as a viscount, you serve as deputy for those offices of nobility or hold duties of a sheriff for a particular shire. As a viscount, you have the right to wear a coronet embedded with sixteen pearls.

Lvl 15 +3 25,000 gp

Bloodline (Title)

Land: 180 families

Enhancement: Attack and damage rolls

Property: Gain a bonus to issue commands equal to the enhancement bonus of this title.

The zones you create with powers containing the bloodline keyword are burst 5 instead of normal.

Power (Daily † Bloodline): Choose one of the following:

- ❖ Make use of the Baron power.
- ❖ **Zone:** Standard Action. You create a zone, centered on you, in a close burst 5. You and each ally gain a power bonus to damage rolls equal to the enhancement bonus of your title against all enemies within the zone. If an enemy within the zone is reduced to 0 hit points or less, it is knocked unconscious and restrained instead of killed.

This effect lasts until the end of the encounter or until you move.

Ancestral Knight



“As I forged this axe, ancestral spirits forged my soul with the singular ambition to vanquish those who threaten our security.”

- Úlfra of Clan Durin

Prerequisite: Dwarf or eladrin, Warlord class

Spirits guide ancestral knights allowing them to provide stability and encouragement to those of their race. Ancestral knights serve as a bastion of defense instilling vigor on the battlefield against the numerous encroaching armies of man. Most are long retired warriors; emerging now as great leaders, storytellers, and generals.

Though knighthood is a human concept, the ancient civilized races adopted the notions of chivalry without the savagery instilled by man. When human warlords travel the countryside inciting others to the ways of war-mongering, ancestral knights attempt to hold the peace.

Nevertheless, they proudly take their place on the battlefield should duty call them to war. They encourage new heroes by inspiring great feats in hope that one day these young warriors can take their place to lend guidance and glory to their race.

ANCESTRAL KNIGHT PATH FEATURES

Ancestral Courage (11th level): Allies gain a +1 bonus to saving throws against fear and charm effects whenever they are adjacent to you. Once per day, one adjacent racial ally may immediately reroll a failed save.

Inherit Leadership Action (11th level): Instead of taking an extra action, you can spend an action point to grant each ally within 5 squares a +1 bonus to attack rolls, defenses, and saving throws until the end of your next turn.

Spiritual Guidance (16th level): Allies gain a +1 bonus to attack and damage rolls whenever they are adjacent to you. Racial allies instead gain a +2 bonus.

Racial Allies

This article features a new element in power creation. Racial allies are allies that are the same race as your character.

ANCESTRAL KNIGHT EXPLOITS

Press Forward

Ancestral Knight Attack 11

Marshaling power from your racial allies, you shift the battlefield following an encouraging strike.

Encounter † Martial, Weapon

Standard Action **Melee Weapon**

Target: One creature

Attack: Charisma + 1 per ally adjacent to you vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: After making the attack, each adjacent ally may shift 1 square.

Racial Allies: Each racial ally within 5 squares may instead shift 2 squares.

Hearten

Ancestral Knight Utility 12

Encouraging words incite your harried allies once more into battle.

Daily † Healing, Martial

Standard Action **Close burst 2**

Target: Each bloodied ally in burst

Effect: Target can spend a healing surge and gain a +1 power bonus to attack rolls until the end of your next turn.

Racial Allies: Each racial ally also gains temporary hit points equal to your Charisma modifier.

Venerating Assault

Ancestral Knight Attack 20

Your singular attack awakens ancestral spirits within your allies who then assail all adjacent foes.

Daily † Martial, Weapon

Standard Action **Melee** Weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 3[W] + Charisma modifier damage.

Effect: Each ally within 10 squares can immediately make a basic attack against an adjacent creature as a free action.

Miss: Half damage, and one ally within 10 squares can immediately make a basic attack against an adjacent target as a free action.

Racial Allies: Racial allies also gain a power bonus equal to your Charisma modifier to attack and damage rolls of the immediate basic attack.

Design Notes

Some of the powers for the ancestral knight paragon path might seem a bit powerful compared to other paths. The reason is intentional due to the limiting factors of the paragon powers and abilities. For example, a dwarf ancestral knight is not going to be as powerful if there are no other dwarves in the adventuring group.

Dark Champion

"I am no abomination; I represent the natural order of things, for all life must die."

- Lord Felshorn, Puppeteer of Death

Prerequisite: Chaotic Evil or Evil, Paladin class

Many scholars believe they are divine creations of dark and horrible machinations fashioned into elite soldiers by masters of abomination. Dark Champions surround themselves with fiendish servants as they take to the battlefield bringing terror and uncertainty to every foe.

DARK CHAMPION PATH FEATURES

Path of the Dead (11th level): You are *dazed* until the end of your next turn when hit by power with the radiant keyword.

Undead Defense Action (11th level): When you spend an action point to take an extra action, you also gain a +5 bonus to all defenses against undead creatures until the start of your next turn.

Skin of the Dead (16th level): You have resist necrotic 5.

Dark Champions in Terra

Dark Champions first appeared from Soul Keep during the Siege of Xorn and created by the Wizards of Hashim.

DARK CHAMPION PRAYERS

Dark Blood Dark Champion Attack 11

A sinister prayer and minor sacrifice metamorphoses the blood an enemy into a poisonous concoction of evil.

Encounter † **Divine, Implement, Necrotic, Poison**

Standard Action **Ranged 10**

Target: One creature

Attack: Constitution vs. Fortitude

Hit: 3d8 + Constitution modifier poison and necrotic damage, and 5 ongoing poison damage.

Effect: You can spend a healing surge to deal extra 10 damage to the target.

Eyes of the Dead

Dark Champion Utility 12

A simple chant to a dark god bestows the gift of undead sight.

Daily † **Divine**

Standard Action **Personal**

Effect: You gain darkvision and vulnerable 5 radiant.

Sustain Minor: You may sustain this power either until the end of the encounter or for 5 minutes.

Dance of the Dead

Dark Champion Attack 20

Dark runes convey a command from your blade enabling you to govern an undead creature.

Daily † **Charm, Divine, Necrotic, Weapon**

Standard Action **Melee Weapon**

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Charisma modifier necrotic damage. If the target is undead, it is dazed (save ends).

First Failed Save: The target is dominated (save ends).

Miss: Half damage. If the target is undead, it is also dazed (save ends).



Maciej Zagorski

Knight of the Dawn

"Many feel the dawn represents a new beginning; however, for us, it means we survived the night."

- Sir Wodstake, Knight of the Dawn

Prerequisite: Paladin class

Knights of the Dawn revel in the destruction of all foul, nocturnal creatures. Against such powerful adversaries such as undead and other fetid creatures who fear the light of day, the Knights of the Dawn wield the power of faith and conviction.

These fearless knights believe only the righteous can withstand the light of day. However, many predominant churches fear their ritualistic sun worship borders heresy. Nevertheless, due to their indomitable courage, their willingness to venture into places others fear, and their continued success, many nobles protect the Knights of the Dawn within the political arena.

Still, many skeptics claim their boldness is not due to their righteous philosophy, but their greed for ancient treasures and secrets.

KNIGHT OF THE DAWN PATH FEATURES

Dawn Challenge (11th level): Your damage rolls against enemies of the light that you challenge deal an extra 2d6 radiant damage.

Renewing Action (11th level): When you spend an action point to take an extra action, you also gain hit points as if you spent a healing surge.

Dawn Crusade (16th level): You gain a +4 bonus to damage rolls against enemies of the light. If you attack a creature other than an enemy of the light, you lose this benefit until you take a short

rest, at which time you spend in prayer to refocus yourself to the goal of the crusade.

Enemies of the Light

Undead creatures, shadow humanoids, and lycanthropes, are enemies of the light.

KNIGHT OF THE DAWN PRAYERS

Smite of the Renewing Dawn

Knight of the Dawn Attack 11

Each strike upon your enemy renews your determination to vanquish the foe.

Encounter † Divine, Weapon

Standard Action **Melee Weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] damage. If the target is an enemy of the light, this power is not expended.

Dawn Blade

Knight of the Dawn Utility 12

Rays of light form a tangible blade to pierce into the darkness of the otherworld.

Daily † Conjunction, Divine, Implement

Standard Action **Personal**

Effect: You conjure a light or heavy blade (no polearms) comprised of pure light. When you use the blade in conjunction with a power that has the divine, radiant and weapon keywords, you deal full damage (instead of half) against insubstantial creatures. The blade lasts until the end of your next turn.

Sustain Minor: You sustain this power until the end of your next turn.

Smite of the Blazing Sun

Knight of the Dawn Attack 20

Your powerful smite unleashes a brilliant explosion burning your enemies where they stand.

Daily † Divine, Radiant, Weapon

Standard Action **Melee Weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier radiant damage, and 5 ongoing damage (save ends). If the target is an enemy of the light, it instead takes 5[W] damage.

Effect: Radiant light bursts from your weapon. Make a secondary attack.

Special: You lose the benefit of *dawn challenge* and *dawn crusade* until you take an extended rest.

Secondary Target: Each enemy within 3 squares of you

Secondary Attack: Charisma vs. Reflex

Hit: 5 ongoing radiant damage (save ends). If the target is an enemy of the light, it instead suffers 10 ongoing radiant damage (save ends).

Feudal Obligations

In a world of powerful people or institutions, you might find yourself pledging an obligation to a feudal lord. Such an allegiance may perhaps begin before your first adventure or take place long after your exploits become well known.

This article utilizes rules found in *Feudal Characters: Noble*.

OATHBOUND

You choose to align yourself with a particular allegiance, whether it is a noble family, religious order, merchant house, or some other organization.

Prerequisite: You must meet the prerequisites of the particular alliance, to which you pledge yourself.

Benefit: You gain the benefits of a particular allegiance.

PLEDGING ALLEGIANCES

Regardless of your race, character class, or alignment, you may pledge yourself to only one allegiance. Pledging your allegiance, especially during character creation, has its own benefit as indicated in the entry.

The allegiance presented in this issue is in the format described below.

NAME [Type]

There are four types of allegiances: noble, religious, merchant, and organization.

Leader: This is the head of the family or organization.

Location: This is the region, city, or area, where the leader is located.

Prerequisite: You must meet any additional prerequisites to gain this allegiance. If at any time you lose any of the listed prerequisites, you no longer gain the benefits.

Class Skill: A character may add this skill to their class skill list.

Benefit: You gain access to certain powers or abilities. This represents an obligation and training from the leader in exchange for your pledge of allegiance. Any benefits are immediately lost should a character sever the allegiance.

Quest Reward: Completing a major or minor quest for your allegiance has additional benefits.

POWERS

Most organizations have access to special powers available to particular classes.



Feudal Character: Noble

This article features bloodline powers presented in *Feudal Characters: Noble*.

Click [HERE](#) to find out more about this product.

HOUSE CAITIFF [Noble]

Leader: Lady Reanna the Harlot

Location: The crumbling remains of a once grand manor house in the heart of the Black Ward in Caldor.

Prerequisite: Must be trained in Streetwise, any martial class.

Class Skill: Stealth

Benefit: You gain proficiency with a dagger. Furthermore, you may choose to replace one 1st level or higher at-will attack powers you know with the *Caitiff shadow strike* feat power.

Quest Reward: Should you complete a major or minor quest for House Caitiff, you may double the sale price of one magic item.

CAITIFF AT-WILL POWERS

Caitiff Shadow Strike Feat Power

You call upon the power of the Caitiff bloodline to guide your weapon through the shadows to strike your foe.

At-Will † Martial, Weapon

Standard Action **Melee Weapon**

Requirement: You must be wielding a light blade and pledge allegiance to House Caitiff.

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Effect: You ignore concealment against the target until the end of your next turn.

Increase damage to 2[W] + Strength modifier damage, and you ignore total concealment against the target until the end of your next turn at 21st level.



Lady Reanna the Harlot

THE BLACK WARD OF CALDOR

Actually called Middle Ward, however due to the number of black markets, gambling, and other illicit dealings that occur at any given time, the citizens resorted calling the area the Black Ward. Almost anything has a price in the neighborhood and it serves as a hotbed of pleasure and pain. Whether you are looking for prostitutes, unscrupulous moneylenders, or a hired assassin, this is the place to start your search.

Despite the many actions of prominent clergy from Bishop's Ward or from Lord Mercer and the council, business in the Black Ward district continues to thrive due to the dealings of the Caitiff Noble House. Recently, however, the inquisition is beginning to gain a foothold in the area to quell the corruption.

LADY REANNA THE HARLOT

The Harlot (UN; 11th level Skirmisher) is a recluse, often seen within shadows. The lady always wears a Calderaen mask rumored to protect her thoughts from spies and rogues. Others believe this is a ruse to fool would-be assassins from knowing her identity.

BLOODLINE POWERS

By committing yourself to House Caitiff, you gain access to the following bloodline powers should you possess the Noble multiclass feat, Nobility. Furthermore, you may select *Caitiff shadow strike* as your Noble paragon path at-will power.

LEVEL THREE ENCOUNTER ENDEAVOR

Sweeping Pin Noble Attack 3

You knock your opponent to the floor and secure him in place with the strength of your bloodline and a boot to his throat.

Encounter † Bloodline, Weapon

Standard Action **Melee** weapon

Requirement: You must pledge allegiance to House Caitiff.

Target: One creature

Attack: Dexterity vs. Reflex

Brutal Scoundrel: You gain a bonus equal to your Strength modifier to the attack roll.

Hit: The target is knocked prone and immobilized (save ends both).

LEVEL SIX UTILITY ENDEAVOR

Shifting Shadows Noble Utility 6

As you move, ancestral spirits shroud you in darkness.

Encounter † Bloodline

Move Action **Personal**

Requirement: You must pledge allegiance to House Caitiff.

Effect: Move up to 3 squares and gain total concealment until the end of your next turn.

LEVEL NINE DAILY ENDEAVOR

Strike from the Darkness

Noble Attack 9

You continually harass your foe by shadowing his every move.

Daily † Bloodline, Weapon

Standard Action **Melee** weapon

Requirement: You must pledge allegiance to House Caitiff.

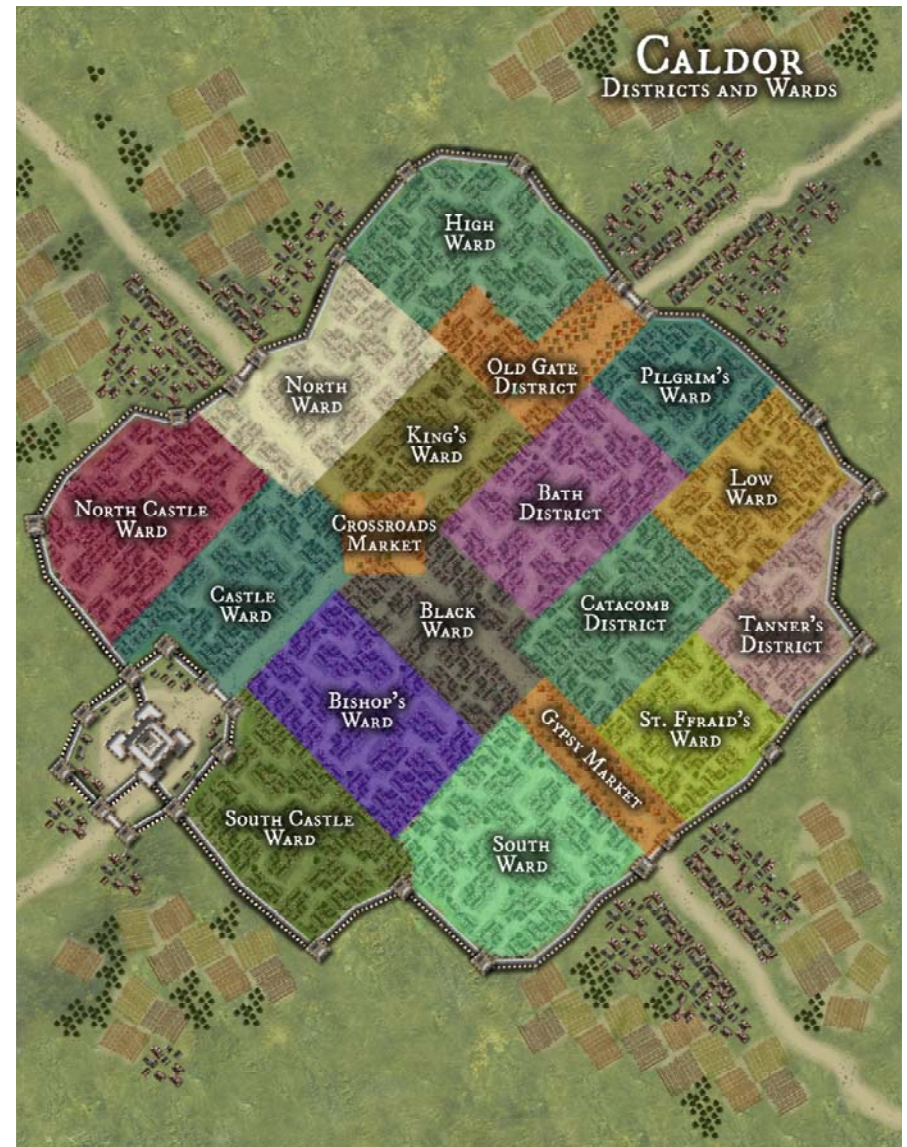
Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage. If you have combat advantage against the target, you do not expend this power.

Miss: Half damage, and you have combat advantage against the target until the end of your next turn.

Dragon's Hoard



For use with the 4th Edition

DUNGEONS & DRAGONS

ROLEPLAYING GAME

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