

Chásmys 4e ✧ β

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Setting Overview

The Earthcrazing

A thousand years ago, a terrible cataclysm fractured reality. The smaller splinters of the world were flung in uncountable directions, smashing through exotic realms, and disappearing into nameless reaches. Larger masses were not thrown a great distance apart, but mysterious barriers arose between them. Pits of enigma, great voids, shadowstorms, and still stranger obstacles thwarted all travel or discourse. For an age, while these barriers endured, each shard seemed a world—though altered, diminished, and isolate.

But a new age is upon the world. Slowly, the barriers begin to dwindle and dissolve. As they fail, lost lands and peoples return, barely recognizable. In this expanding world, danger and adventure abound.

Known Fragments

Chásmys The core lands of the setting are collectively named after the ancient city at its center. The fragment features a central landbridge that once joined three continents: Skjaldán to the north, Vex to the west, and Murm to the south. The fragment also includes most of Skjaldán and half of Murm, but nothing of Vex. It is bounded in the north by the Second Chaos, in the south by the Rizíf desert and Tránsrem Range, in the west by the Ironfang Range, and in the east by the Singing Sea.

The Second Chaos When the extreme north of Skjaldán broke from the world, it collided with the Primordial Chaos. These icy lands became infused with taint, home to demons and worse. The boundary between the Second Chaos and the Chásmys Fragment is imprecise, often overlapping the same physical space. Where this happens, the Second Chaos acts as an echo of the world. Travel across the barrier depends on the Winds of Chaos.

Murm This fragment includes the southern half of the old continent. Infused with wind and fire, the land has grown mountainous, rising to tremendous heights. Bronze-skinned humans, dwarves, elves, and an eladrin variant inhabit the realm. Great firestorms, with a handful of small gaps, divide Chásmys from Murm.

Vex The Vex fragment includes the better part of the old continent, including the elder elven refuge of Mireía. Always wild, the lands of Vex grew even more so during its age of isolation, stirred by the winds of the Feywild. Eladrin now walk the trancepaths of old, while elves and humans roam the fringes of the elder kingdom. Vex and Chásmys are separated by the Trollstorm, an all but impassible feature that rages the length of the Ironfang Range. The Underrealm also provides an indirect connection.

Underrealm Home to dwarves in the upper reaches, and duergar or worse below, this vast network of caverns and passages stretches far beneath the Ironfang Range. Hedged by Pits of Enigma, the path between Chásmys and Vex is barely negotiable—and the duergar, who have no love of other folk, hold the secrets of safe passage.

The Taléntis Isles These islands lie to the east of the Chásmys fragment, in the Singing Sea. Long ago, the islands were much greater in number, but many became submerged, or otherwise lost. Though not a great distance from Chásmys, the watery span between is fiercely guarded by the mysterious Singers that give the Sea its name.

Svúlbra Originally part of the Taléntis Isles, home to a number of elder elves, this fragment plunged beneath the Sea—and far beyond, finally coming to rest underneath Vex. The few survivors became Drow, exchanging familiar isles for a troubled subterranean realm. Svúlbra adjoins both Vex and the Underrealm, but the connections are warded by Dark Irises.

Zémbla A small sphere of rock floating in a realm of air, ice, and shadow, Zémbla is the most remote fragment known, and may be reached only by the darker roads of the Shadowfell. The rocky core of Zémbla was torn from the area immediately southwest of the city of Chásmys, forming the Tawny Sea.

Character Creation Synopsis

Ability Scores

Use standard 22 point buy. You may enjoy advantages that a standard character will not, such as regional benefits and supernatural tokens, but your starting ability scores are by the book.

Race

Select a race from the Race chapter. Options include several races unique to the setting. New racial feats and powers are described in the same chapter.

Note: Your race constrains your choice of home region, and therefore your regional benefit.

Region

Unless you are dragonborn (who gain other benefits instead), choose a home region from the Region chapter. If you choose a home region that is valid for your race, you gain the associated regional benefit. Regional feats and powers are also described in the same chapter.

Note: Regional benefits aren't gained by every inhabitant of a region—just player characters, and other special individuals.

Religion

You may choose a religion from the Religion chapter (or indicate none). Your choice of religion has obvious consequences for a character with the divine power source, but will also influence your potential to gain supernatural tokens.

Class

When you build your class, you may refer to several new options in the Class chapter, which includes new builds, feats, and powers.

Paragon Paths

This chapter includes new paragon paths.

Feats

The chapter on Feats provides details on any new feat that isn't already described in the Race, Region, Religion, or Class chapters.

Supernatural Tokens

Whether by deed or disaster, you may be touched by the supernatural during play. Though you cannot gain a token at character creation (unless epic), it is important to understand how tokens work when you build your character.

Refer to the chapter on Supernatural Tokens for more information.

Epic Destiny

When you select your epic destiny, you may refer to several new options in the Epic Destiny chapter. Many epic destinies require a specific sort of supernatural token.

MILESTONE POWERS

Many regional benefits and supernatural tokens grant milestone powers. You must reach a milestone before you can use a milestone power. Once used, the power recharges when you reach another milestone.

Race

Core Races

Bugbear

Home Region The Glai Wilds, the Ironfang Wilds, Murm, the Rizíf Wilds, the Skjaldán Wilds, Svúlbra, Toscúro, the Underrealm Wilds, or the Vexérian Wilds

Deva

Home Region Chásmys, Chiáros, Clax, Feiglaím, the Glai Wilds, Miréia, Mnemét, Muarréa, Murm, the Rizíf Wilds, Sadúrni, Sfázzi, the Skjaldán Wilds, Toscúro, Uríbdys, or the Vexérian Wilds

Doppelganger

Home Region Chásmys, Chiáros, Isciáre, Mnemét, Muarréa, the Rizíf Wilds, Sfázzi, Toscúro, the Underrealm Wilds, or Uríbdys

Human Heritage You can take feats that have human as a prerequisite, as long as you meet any other prerequisites

Dragonborn

Two ages past, the Rizíf desert was home to the dragonborn, but their civilization has long since vanished. Until recently, only a few scholars had even heard of the race. Extinct for two thousand years, dragonborn have started to appear in small numbers, scattered in strange corners of the world. Popular speculation links the resurgence of both dragons and dragonborn to the arcane influence of the *Five Dragon Stones of Mnemét*.

Home Region Dragonborn do not have a home region and do not gain regional benefits. Instead, choose one of the *Five Dragon Stones of Mnemét*. You have an intrinsic connection with that stone, and gain resist 3 [per tier] against the indicated types: *Black* acid and necrotic; *Blue* lightning and force; *Green* poison and psychic; *Red* fire and thunder; *White* cold and radiant.

ALLOYED BREATH [HEROIC, RACIAL FEAT]

Prerequisite Dragonborn, connection with a *Dragon Stone of Mnemét*, and a breath weapon with a keyword associated with that stone

Benefit Your breath weapon deals damage with both keywords associated with your *Dragon Stone of Mnemét*

DRAGON STONE SAVANT [HEROIC, RACIAL FEAT]

Prerequisite Dragonborn, Alloyed Breath

Benefit You gain a +1 [per tier] feat bonus to damage rolls when you use a power that has a keyword associated with your *Dragon Stone of Mnemét*

SECOND SKIN [HEROIC, RACIAL FEAT]

Prerequisite Dragonborn

Benefit When you use second wind, you gain a connection to all *Five Dragon Stones of Mnemét*. Until the end of the encounter, you gain resist 3 [per tier] acid, cold, fire, lightning, force, necrotic, poison, psychic, radiant, and thunder.

Drow

After the Earthcrazing, the elves of the Taléntis Isles suffered a harder fate than any other surviving branch of elf-kind. Their lands immersed in watery shadow, their forces pressed by alien hazards born of the Underrealm, the elves did not immediately notice the subtle cyst of corruption lurking in the Umbral Sea. So began their downfall, culminating in the transmogrification of elf to drow, and the ascension of cyst to goddess. It was one breath, the same whisper that together spawned both drow and Lolth, the Spider Queen—for each process fed on the other.

The drow named their new realm Svúlbra—or Duskflood—where, over the span of a long age, they perfected their own depravity.

Some four hundred years ago, after patient preparation and the gathering of great power, Lolth unleashed her children on other realms. Dark Irises suddenly opened onto both the Underrealm and Vex, and a series of terrible wars poured forth. While Svúlbra itself is virtually impregnable, since the Irises only open at the behest of Lolth or her priestesses, the drow were not immediately able to annihilate their duergar or eladrin foes. The conflict drags on to this day. While the drow have the upper hand over the eladrin, they are hindered in turn by the duergar.

The Irises have exposed the drow to new experiences, new ways of thinking. As a result, small pockets of drow have taken up residence in the Vexérian or Underrealm Wilds, relying on stealth and secrecy to remain hidden from all sides involved.

To play a drow in the core lands of the setting, you will need an explanation of how you crossed through the Underrealm (or Trollstorm) and emerged onto the Chásmys fragment—a place where drow are exceedingly rare.

The peoples of the Chásmys fragment have little to no understanding of drow nature or culture. Although most people would be startled or alarmed by a drow, widespread stereotypes don't yet exist. In time, this may change, but for now, the drow are simply too new.

Home Region Svúlbra, the Underrealm Wilds, or the Vexérian Wilds

SUDDEN SPITTLE [DIVINITY, HEROIC FEAT]

Prerequisites Drow, Svúlbra regional benefit, Channel Divinity class feature

Benefit You gain Sudden Spittle as a Channel Divinity power

Channel Divinity: Sudden Spittle

Feat Power

Encounter ✧ **Divine, Poison**

Standard action

Close blast 3

Special You may only use this power in a surprise round

Effect You may move 2 squares before the attack

Target Each enemy in blast

Attack Dexterity [+2 per tier] vs Fortitude

Hit 1d6 + Dexterity modifier poison damage, and the target is blinded until the end of your next turn

Increase to 2d6 + Dexterity modifier poison damage at 21st level

Dwarf

Dwarves were created deep within the earth by Ormanír, an Aspect of Ávatar, and remained in the deeps for many hundreds of years. Legend relates how Dúrris, an ancient dwarf hero, accidentally discovered the surface world some fourteen hundred years ago. Since then, dwarves have colonized many rugged lands of the Chásmys fragment, becoming hill and mountain dwarves. Dwarves that settled in Murm became burnished dwarves.

After the Earthcrazing, the deep dwarves became duergar—altered somehow, perhaps by long isolation, perhaps by overly casual contact with Enigma Pits, or other alien hazards. When the forced isolation finally ended, it was apparent that relations between the duergar and surface dwarves had permanently soured. As a result, the duergar have maintained a closed society. Only in the duergar city of Aumkár are other folk tolerated in the Underrealm, and even then, only for the purpose of trade.

Home Region Aumkár, Berenguéra, Chásmys, Chiáros, Clax, the Ironfang Wilds, Isciáre, Jórex, Muarréa, Murm, the Rizíf Wilds, Sadúrni, Sfázzi, the Skjaldán Wilds, Toscúro, or the Underrealm Wilds.

BURNISHED DWARF [HEROIC, RACIAL FEAT]

Prerequisites Dwarf, Murm regional benefit

Benefit When you use second wind, your resistance to fire increases by 15 until the end of your next turn

DUÉRGAR [HEROIC, RACIAL FEAT]

Prerequisites Dwarf, and one of the following regional benefits—Aumkár or the Underrealm Wilds

Benefit When you use second wind, you become invisible until the end of your next turn, or until you attack, whichever happens first

HILL DWARF [HEROIC, RACIAL FEAT]

Prerequisites Dwarf, and one of the following regional benefits: Berenguéra, Chásmys, Chiáros, Clax, Isciáre, Jórex, Mnemét, Muarréa, the Rizíf Wilds, Sadúrni, Sfázzi, Toscúro, Uríbdys

Benefit When you use second wind, you may remove one condition that a save can end

MOUNTAIN DWARF [HEROIC, RACIAL FEAT]

Prerequisites Dwarf, and one of the following regional benefits—the Ironfang Wilds, the Skjaldán Wilds

Benefit When you use second wind, you may attempt a bull rush against enemies in a close burst 1

Eladrin

Of the various branches of elf-kind, the eladrin bear the strongest resemblance to the elder elves. Eladrin typically inhabit areas that still possess a strong connection to the Feywild. In the Chásmys fragment, eladrin still maintain the towers of Feiglaim. In Vex, though diminished by long war with drow and their servants, eladrin still wander the trancepaths of the ancient refuge of Mireía. And in the fragment of Murm, eladrin haunt the bright dreamscape surrounding the Worm of the World's Beginning. Wandering eladrin may be found in other odd places.

Ability Scores Choose *Adept* (+2 Dexterity, +2 Intelligence), *Dreaming* (+2 Wisdom, +2 Charisma), or *Trancing* (+2 Intelligence, +2 Wisdom)

Home Region Chásmys, Chiáros, Feiglaím, the Glai Wilds, Mireía, Mnemét, Murm, or the Vexérian Wilds

EMBER DREAMER [HEROIC, RACIAL FEAT]

Prerequisites *Dreaming* Eladrin, Murm regional benefit

Benefit When you use fey step and use a fire or radiant attack power before the end of the same turn, one target you hit with the attack is dazed until the end of your next turn.

MOON DANCER [HEROIC, RACIAL FEAT]

Prerequisites Eladrin, and one of the following regional benefits—Feiglaím, or the Glai Wilds

Benefit If you use fey step when you are bloodied, you can spend a healing surge as a free action

STARLIGHT WANDERER [HEROIC, RACIAL FEAT]

Prerequisites Eladrin, and one of the following regional benefits—Chásmys, Chiáros, Mnemét, or the Vexérian Wilds

Benefit When you use fey step, you gain a number of temporary hit points equal to your Charisma bonus, and concealment until the end of your next turn

TRANCEPATH MASTER [HEROIC, RACIAL FEAT]

Prerequisite *Trancing* Eladrin, Mireía regional benefit

Benefit When you use fey step and use a psychic power before the end of the same turn, you become insubstantial until the start of your next turn.

Elf

The most familiar form of elf-kind, common elves are found in many parts of the world, both wild and settled.

Home Region Chásmys, Chiáros, Feiglaím, the Glai Wilds, Isbaldíd, Isciáre, Mireía, Mnemét, Muarréa, Murm, the Rizíf Wilds, Sadúrni, Sfázzi, the Skjaldán Wilds, Toscúro, Uríbdys, or the Vexérian Wilds

BURNISHED ELF [HEROIC, RACIAL FEAT]

Prerequisite Elf, Murm regional benefit, Cha 13

Benefit When you use elven accuracy, you deal your Charisma modifier fire damage to enemies in a close burst 1

ECHOING ELF [HEROIC, RACIAL FEAT]

Prerequisite Elf, and one of the following regional benefits—Feiglaím, the Glai Wilds, Mireía

Benefit When you use elven accuracy on an encounter power that has an attack entry, and the power still misses all targets, you do not expend that encounter power if you have reached at least one milestone

SAVAGE ELF [HEROIC, RACIAL FEAT]

Prerequisite Elf, Con 13, and one of the following regional benefits—the Skjaldán Wilds, the Vexérian Wilds

Benefit When you use elven accuracy, you deal your Constitution modifier damage to enemies in a close burst 1

UNHOMED ELF [HEROIC, RACIAL FEAT]

Prerequisite Elf, and one of the following regional benefits—Chásmys, Chiáros, Isbaldíd, Isciáre, Mnemét, Muarréa, the Rizíf Wilds, Sadúrni, Sfázzi, Toscúro, Uríbdys

Benefit When you use elven accuracy, you may shift 1 square or make a save—or both if you have reached at least one milestone

Genasi

Home Region Berenguéra, Chiáros, Clax, Feiglaím, the Glai Wilds, the Ironfang Wilds, Isbaldíd, Isciáre, Jórex, Mireía, Mnemét, Muarréa, Murm, the Rizíf Wilds, Sadúrni, Sfázzi, the Skjaldán Wilds, Toscúro, the Tuárre Wilds, the Vexérian Wilds, or Zémbla

Gnoll

Home Region the Glai Wilds, the Ironfang Wilds, the Rizíf Wilds, the Skjaldán Wilds, or the Vexérian Wilds

Gnome

While gnomes went extinct in the core lands of the setting, some survived in Vex.

Home Region Mireía, or the Vexérian Wilds

Goblin

Home Region The Glai Wilds, the Ironfang Wilds, Muarréa, Murm, the Rizíf Wilds, the Skjaldán Wilds, Svúlbra, Toscúro, the Tuárre Wilds, the Underrealm Wilds, or the Vexérian Wilds

Goliath

Home Region Berengúera, the Glai Wilds, the Ironfang Wilds, Muarréa, Murm, the Rizíf Wilds, the Skjaldán Wilds, Toscúro, the Underrealm Wilds, or the Vexérian Wilds

Half-Elf

Home Region Chásmys, Chiáros, Feiglaím, the Glai Wilds, Isbaldíd, Isciáre, Mireía, Mnemét, Muarréa, the Rizíf Wilds, Sadúrni, Sfázzi, The Skjaldán Wilds, Toscúro, Uríbdys, or the Vexérian Wilds

DIVINE FOOL [HEROIC, RACIAL FEAT]

Prerequisite Half-elf, divine class, Wis 15

Benefit You gain a +1 feat bonus to attack and damage rolls when using a power with the Charm or Illusion keywords

Half-Orc

Half-orcs have only recently started to appear in the core lands of the setting.

Home Region Murm

Halfling

Home Region Berenguéra, Chásmys, Chiáros, Feiglaím, the Glai Wilds, Isbaldíd, Isciáre, Muarréa, Pearmét, the Rizíf Wilds, Sadúrni, Sfázzi, Toscúro, or Uríbdys

Hobgoblin

Home Region the Glai Wilds, the Ironfang Wilds, Murm, the Rizíf Wilds, the Skjaldán Wilds, Toscúro, the Underrealm Wilds, or the Vexérian Wilds

Human

Home Region Berenguéra, Chásmys, Chiáros, Clax, Feiglaím, the Glai Wilds, the Ironfang Wilds, Isbaldíd, Isciáre, Jórex, Mireía, Mnemét, Muarréa, Murm, the Rizíf Wilds, Sadúrne, Sfázzi, the Skjaldán Wilds, Toscúro, Uomét, Uríbdys, or the Vexérian Wilds

BURNISHED SURGE [HEROIC, RACIAL FEAT]

Prerequisites Human, Action Surge feat, Murm regional benefit, Cha 13

Benefit When you use an action point to make an extra attack, you deal fire damage equal to your Charisma modifier to enemies in a close burst 1

COSMOPOLITAN [HEROIC, RACIAL FEAT]

Prerequisites Human, Int 13, and one of the following regional benefits—Chásmys, Chiáros, Isciáre, Muarréa, Sfázzi, or Toscúro

Benefit Choose one of the regions listed above as an additional home region. You gain the regional benefit of your new home region in addition to that of your original home region.

WELL-ROUNDED [HEROIC, RACIAL FEAT]

Prerequisites Human

Benefit You gain a +2 racial bonus to what would otherwise be your two lowest ability scores

Special Apply the benefit only after you have finished assigning your ability scores using the point buy system

Kobold

Home Region Chásmys, the Glai Wilds, the Ironfang Wilds, Murm, Qaártha, the Rizíf Wilds, the Skjaldán Wilds, Svúlbra, Toscúro, the Underrealm Wilds, the Vexérian Wilds, or Zémbla

Longtooth Shifter

Home Region the Glai Wilds, the Ironfang Wilds, the Rizíf Wilds, the Skjaldán Wilds, Toscúro, or the Vexérian Wilds

Minotaur

Home Region the Glai Wilds, the Ironfang Wilds, Murm, the Rizíf Wilds, the Skjaldán Wilds, Toscúro, the Underrealm Wilds, or the Vexérian Wilds

Orc

Home Region Murm

Razorclaw Shifter

Home Region the Glai Wilds, the Ironfang Wilds, the Rizíf Wilds, the Skjaldán Wilds, Toscúro, or the Vexérian Wilds

Shadar-Kai

Home Region Svúlbra, Toscúro, or Zémbla

Tiefling

Home Region Berenguéra, Chásmys, Chiáros, Clax, Feiglaím, the Glai Wilds, the Ironfang Wilds, Isbaldíd, Isciáre, Jórex, Muarréa, Mnemét, Muarréa, the Rizíf Wilds, Sadúrne, Sfázzi, the Skjaldán Wilds, Toscúro, or Uríbdys

INFERNAL VISAGE [HEROIC, RACIAL FEAT]

Prerequisite Tiefling, trained in Intimidate

Benefit You gain a +1 feat bonus to attack and damage rolls when using a power with the Rattling keyword

Centaur

Centaur's have the head and torso of an elf, and the body of a light horse. They inhabit magical woodlands and other wild places.

RACIAL TRAITS

Average Height 6 ft 6 in – 7 ft 6 in

Average Weight 800 – 900 lbs

Ability Scores Choose *Roaming* (+2 Strength, +2 Constitution) or *Sylvan* (+2 Strength, +2 Dexterity)

Size Medium

Speed 8 squares

Vision Low-light vision

Home Region Feiglaím, the Glai Wilds, Isbaldíd, Mireía, or the Vexérian Wilds

Languages Common, Elven

Skill Bonuses +2 Endurance, +2 Perception

Fey Origin Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin

Oversized You can use weapons of your size or one size larger than you as if they were your size

Powerful Gait Once per encounter, you may use either Thunderous Charge or Trample

Powerful Gait

Centaur Racial Power

Encounter

Thunderous Charge

Free action when you make a successful charge attack

Personal

Effect You gain a +5 bonus to the damage roll for the charge attack

Trample

Standard action

Melee special

Special As part of your attack, you may either move your speed or shift half your speed. You may enter enemy squares, as long as you end this attack in an unoccupied space.

Target Each enemy whose space you enter

Attack Strength [+2 per tier] vs Reflex

Hit 1d6 [per tier] + Strength modifier damage, and the target is knocked prone

AGILE TRAMPLE [HEROIC, RACIAL FEAT]

Prerequisite Centaur, Dex 17

Benefit When using the Trample power, shift your full speed instead of half your speed

FELL TRAMPLE [HEROIC, RACIAL FEAT]

Prerequisite Centaur, Str 15

Benefit When using the Trample power, you gain a +2 feat bonus to attack and damage rolls

UNFLAGGING GAIT [PARAGON, RACIAL FEAT]

Prerequisite 11th level, Centaur

Benefit Thunderous Charge and Trample become two separate encounter powers

Dryad

Dryads are plant creatures composed of bark and wood instead of flesh and bone. Instead of hair, a dryad has a tangled crown of brightly colored leaves.

RACIAL TRAITS

Average Height 5 ft 0 in – 6 ft 6 in

Average Weight 100 – 200 lbs

Ability Scores Choose *Oak* (+2 Strength, +2 Wisdom), *Cypress* (+2 Constitution, +2 Wisdom), or *Willow* (+2 Dexterity, +2 Wisdom)

Size Medium

Speed 8 squares

Vision Normal

Home Region Feiglaím, the Glai Wilds, Isbaldíd, Mireía, the Skjaldán Wilds, the Tuárre Wilds, the Vexérian Wilds

Languages Common, Elven

Skill Bonuses +2 Insight, +2 Stealth

Fey Origin Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin

Forest Walk You ignore difficult terrain in forested terrain

Treestride You gain Treestride as an encounter power

Treestride

Wandering Dryad Racial Power

Encounter

Move action

Personal

Effect Teleport 4 squares, or 8 squares provided that you begin and end adjacent to a tree, treant, or plant of Large size or bigger

DECEPTIVE VEIL [HEROIC, RACIAL FEAT]

Prerequisite Dryad, Cha 13, trained in Bluff

Benefit You gain the Deceptive Veil power

Deceptive Veil

Feat Power

At-Will ✧ Illusion

Minor action

Personal

Hit You may disguise yourself as any Medium humanoid, including a unique individual. Observers may pierce the disguise with an Insight check (opposed by your Bluff check).

Fellthuár

Fellthuár are fierce, talented humanoids of mysterious origin, first appearing in the Rizíf desert about one thousand years ago. They possess slightly leathery, dusky purple skin, sharp fangs, angular jawbones, and a crest of bony spikes atop the skull.

RACIAL TRAITS

Average Height 6 ft. 0 in. – 6 ft. 6 in.

Average Weight 160 – 240 lbs

Ability Scores +2 Constitution, +2 Intelligence

Size Medium

Speed 6 squares

Vision Low-light vision

Home Region Chásmys, Chiáros, the Glai Wilds, the Ironfang Wilds, Isbaldíd, Jórex, Mnemét, Muarréa, Qaártha, the Rizíf Wilds, Sfázzí, the Skjaldán Wilds, or Toscúro

Languages Common, Draconic

Skill Bonuses +2 Athletics, +2 Stealth

Bloodscent Against your melee attacks, a bloodied creature gains no bonus to defense from normal concealment

Fierce Child When you are first bloodied in an encounter, you may make a basic attack as a free action

DARKEST FURY [HEROIC, RACIAL FEAT]

Prerequisites Fellthuár, divine class

Benefit You gain a +1 feat bonus to attack and damage rolls when using a power with the necrotic or psychic keywords

FELL CHANNEL [HEROIC, RACIAL FEAT]

Prerequisite Fellthuár

Benefit When you are first bloodied in an encounter, then until the end of your next turn, add your Wisdom modifier to the damage dealt by your melee and close attacks, and the first enemy you hit with a melee or close attack before the end of your next turn is knocked prone

FIERCEST CHILD [HEROIC, RACIAL FEAT]

Prerequisites Fellthuár, Fierce Child racial trait, divine class

Benefit When you are first bloodied in an encounter, you may use an at-will attack power instead of a basic attack

HEIGHTENED BLOODSCENT [PARAGON, RACIAL FEAT]

Prerequisites Paragon tier, Fellthuár, Bloodscent trait

Benefit Against your melee attacks, a bloodied creature gains no bonus to defense from total concealment

Gargoyle

Gargoyles are living statues of stony flesh. Some appear as hideous monsters, others as beautiful carvings. Disguised as ordinary sculptures, Gargoyles skulk unnoticed on the fringes of society, or lurk atop desolate ruins in distant wildernesses. Many gargoyles have wings, but not all are capable of flight.

RACIAL TRAITS

Average Height 5 ft. 0 in. – 7 ft. 0 in.

Average Weight 160 – 400 lbs

Ability Scores Choose *Graceful* (+2 Dexterity, +2 Constitution) or *Potent* (+2 Strength, +2 Constitution)

Size Medium

Speed 6 squares

Vision Normal

Home Region Chásmys, the Ironfang Wilds, Murm, Toscúro, the Underrealm Wilds

Languages Common, Primordial

Skill Bonuses +2 Endurance, +2 Stealth

Stone Form You gain the Stone Form racial power

Lurker Within When you end Stone Form, you may make a Stealth check to be considered hidden, even if you lack superior cover or total concealment

Stone Form

Gargoyle Racial Power

Encounter ✧ **Polymorph**

No action when you use your second wind or become petrified

Personal

Effect You become a stone statue, gaining resist all equal to 10 + half your level, and tremorsense 10. You lose all other senses and can take no actions in this form other than a minor action to end the effect. You may remain in Stone Form indefinitely.

CHISELED WINGS [HEROIC, RACIAL FEAT]

Prerequisite Gargoyle

Benefit Upon reaching specified levels, you may swap a utility power of that level for a flight power: Windwalker at level 2; Wings of Devilry at level 12; Fly at level 16; and Wings of the Fiend at level 22. Each time you gain a level, you may revisit your previous decisions under this feat. Remove all keywords from any powers gained.

INFERNAL RENDER [HEROIC, RACIAL FEAT]

Prerequisite Gargoyle

Benefit On the turn that you leave stone form, your first hit with a melee attack inflicts ongoing 5 damage (save ends)

WEeping ANGEL [HEROIC, RACIAL FEAT]

Prerequisite Gargoyle

Benefit If you are in Stone Form and no enemy can see you, then once per round, you may end Stone Form and move your speed without spending an action. If this movement causes you to become seen by an enemy, your movement halts, and you instantly resume Stone Form at the location where you became seen.

Mercane

RACIAL TRAITS

Average Height 7 ft 0 in – 8 ft 0 in

Average Weight 280 – 360 lbs

Ability Scores +2 Intelligence, +2 Charisma

Size Medium

Speed 6 squares

Vision Low-light vision

Home Region Chásmys, or Zémbla

Languages Common, choice of one additional language

Skill Bonuses +2 Arcana, +2 Diplomacy

Item Aptitude You may use one more than the normal number of item daily powers

Arcane Implement Transformation You may use Arcane Implement Transformation as an encounter power

Arcane Implement Transformation

Mercane Racial Power

Encounter

Free action

Personal

Requirement You must be wielding an arcane implement

Effect Until the end of your turn, your arcane implement loses its normal properties and powers, and instead functions as any desired wand with a level equal to your level or less

Skedrál

More often known as albinos, Skedrál are hairless, towering fey with enormous heads. They dwell in scattered enclaves in the far north.

RACIAL TRAITS

Average Height 7 ft 0 in – 8 ft 0 in

Average Weight 240 – 320 lbs

Ability Scores +2 Intelligence, +2 Wisdom

Size Medium

Speed 6 squares

Vision Low-light vision

Home Region The Skjaldán Wilds

Languages Common, Elven

Skill Bonuses +2 Arcana, +2 Insight

Fey Origin Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin

Dispel Magic You gain dispel magic as an encounter power—refer to the wizard utility 6

Skink

RACIAL TRAITS

Average Height 3 ft. 6 in. – 4 ft. 3 in.

Average Weight 40 – 80 lbs

Ability Scores +2 Constitution, +2 Dexterity

Size Small

Speed 6 squares

Swim 6 squares

Vision Normal

Home Region The Tuárre Wilds

Languages Common, Draconic

Skill Bonuses +2 Acrobatics, +2 Stealth

Amphibious You may breathe either air or water

Chameleon Skin As a move action, you gain concealment until you attack, or until you leave your current space, whichever happens first

Venomous Bite This natural weapon uses the same rules as a dagger, except that you may use either Strength or Dexterity to make melee attacks, all damage the bite deals is poison damage, and the bite may be wielded as an off-hand weapon even when you have both hands occupied

Leap Attack You may use Leap Attack as an encounter power

Leap Attack

Skink Racial Power

Encounter

Standard action

Personal

Effect You may jump up to four squares horizontally, and up to two squares vertically, without requiring an Athletics check and without provoking opportunity attacks. At the end of your movement, make a melee basic attack with your Venomous Bite. If you had concealment just before using this power, you gain combat advantage for the attack. If you hit, you gain a bonus to damage equal to your Wisdom bonus.

VENOM SYMBIOSIS [HEROIC, RACIAL FEAT]

Prerequisite Skink

Benefit If you are holding a magical weapon, your venomous bite receives the enhancement bonus of that weapon, though not any properties or powers

Region

Aumkár

This ancient Underrealm city was the first to ever tolerate limited contact with the surface world, when it started allowing foreign merchants within the great halls several years ago. For this offense, the other duergar enclaves of the Underrealm have cut off all communication, if not all trade. A wagon from the deeper roads still arrives from time to time, driven by hooded duergar who neither speak nor gesture. They simply gather whatever goods or gold is left in the designated spot, and deposit whatever they determine to be a fair amount of goods in exchange.

REGIONAL BENEFIT

You speak Deep Speech. Add Insight to your list of class skills, and gain a +1 bonus to Insight checks and Will defense.

Race Dwarf

Berenguéra

Berenguéra is an imposing fortress carved into the karst cliffs of the Isguéran Range, which borders Isciáre. It is without doubt the most militant defender of Dúrnian lands, maintaining a sizable standing army even in times of peace. The stronghold serves as the spiritual center of the Order of Elemental Earth.

REGIONAL BENEFIT

You speak Dúrnian. When you are standing on a solid surface, you gain combat advantage when you make attack from an elevation at least 1 square higher than your target.

Race Dwarf, genasi, halfling, human, tiefling

Chásmys

This legendary island-city was once the capital of the Ancient Morasán Empire. It consists of an impregnable, rocky pillar between two great defiles, where the waters of the Tawny Sea tumble over the surrounding cliffs and fall to the Tuárre Sea some thousand feet below. The city has ports on both seas, and two astonishing bridges across the chasms, one leading to the badlands of Rizíf, and the other to the nation of Clax. This formidable crossroads is the most important trade center in the world, with fellthuár longships plying the Tawny and Tuárre Seas, nomads wandering the Rizíf, and wagons crossing the plains of Clax.

For centuries after the collapse of the old empire, the city lay wrapped at the heart of a magically raging storm of shadows. Just twenty years ago were the vortices pushed back, and the great seals to the city struck open. Had this feat been performed by anyone other than Muárdreg, the ancient and terrible fellthuár sorcerer, it surely would have been the most celebrated act of the age. Instead, it is a symbol of the dread power of the fellthuár—a point driven home by the undead guardians that man the city's defenses.

Yet in stark contrast to any other fellthuár city in the world, the gates to Chásmys have been thrown wide, welcoming all civilized peoples, free trade, and the free practice of religion. In fact, Muárdreg has invited the world's great religions to construct extravagant temples at his own personal expense.

The world's reaction to this uncharacteristically liberal policy ranges from guarded optimism to very deep distrust.

REGIONAL BENEFIT

You speak Clax, Rizíf, and one additional regional language of your choice. At character creation, you gain a consumable item (such as a potion, scroll, or alchemical item) of your level or less. You may use Forewarned is Forearmed as a milestone power.

Race Dwarf, doppelganger, eladrin, elf, fellthuár, gargoyle, genasi, half-elf, halfling, human, kobold, mercane, tiefling

Forewarned is Forearmed

Chásmys Regional Power

Milestone

Free action

Personal

Effect Use this power when you succeed on a monster knowledge check to learn the resistances and vulnerabilities of a creature you can see. Until the end of the encounter, that creature is vulnerable 2 [per tier] to your attacks.

GUEST OF THE GRAND EDIFICE [HEROIC, REGIONAL FEAT]

Prerequisite Chásmys regional benefit, trained in Religion

Benefit Whenever you receive a power bonus to attack rolls, damage rolls, or defenses from a divine source, the magnitude of that bonus increases by 1

SEEKER OF BANES [HEROIC, REGIONAL FEAT]

Prerequisite Chásmys regional benefit, trained in Arcana

Benefit You gain a +2 feat bonus to Perception checks, and a +5 bonus to Arcana checks to detect magic

SKELETON CREW [HEROIC, REGIONAL FEAT]

Prerequisite Chásmys regional benefit

Benefit You gain a +5 bonus to monster knowledge checks regarding undead, and a +2 bonus to saves versus fear

Chiáros

Chiáros is a fortified port on the Tuárre Sea. To the west lies the Sea, to the south is the Rizíf desert, to the east are the cities of the Ísciar coastal plain, and to the north is the great Tuárre Swamp. Chiáros receives considerable traffic from Chásmys, as well as the nation of Clax. Each nation struggles for a greater share of the sea-trade, which the fellthuár currently dominate.

Chiáros is a most cosmopolitan city, and endures constant intrigue. Until recently, the aristocracy was ruled by House Dóbreci. Under House Dóbreci, the military was maintained at relatively low levels, but with an impressive fleet of privateers. The extensive and organized mercantile guild was sufficiently powerful to influence major decisions regarding taxation and shipping. An active criminal underground was tolerated so long as it did not interfere with trade.

The rule of House Dóbreci collapsed when the city was conquered by Kuo-toa, bringing with them rising waters, and the *Black Dragon Stone of Mnemet*. The Kuo-toan invasion was clearly aided by Ulaáitch worshippers within Chiáros itself, but some suggest that agents from Clax were involved. Suspicion still falls upon Césca, a powerful Clax guildsman and senator. At the darkest hour of the occupation, Césca offered to launch the Clax fleet and liberate Chiáros, but many feel the ‘liberation’ would have amounted to another form of conquest.

The occupation was eventually ended after a dramatic struggle. The Kuo-toan leadership was targeted and eliminated in a raid, and the *Dragon Stone* seized. The waters receded, and the Kuo-toa were expelled.

In the aftermath, House Miláno and her allies rose to power. Under the new rule, Ávatar is the officially endorsed religion, but the Ancestral, Arcane, Elemental, and Hroár are all well-tolerated. The city is rebuilding, with an emphasis on defense.

REGIONAL BENEFIT

You speak Ísciar. You are proficient with hand crossbows, and may wield a hand crossbow as an off-hand weapon. Add Streetwise to your list of class skills, and gain a +1 bonus to Initiative and Streetwise checks.

Race Doppelganger, dwarf, eladrin, elf, fellthuár, genasi, half-elf, halfling, human, tiefling

CLOAK AND CROSSBOW STYLE [HEROIC, REGIONAL FEAT]

Prerequisite Chiáros regional benefit

Benefit If you are wearing cloth or leather armor and enjoy combat advantage while attacking with a crossbow, you gain a +1 bonus to the attack roll, and a +1 shield bonus to AC and Reflex defense until the start of your next turn.

SUDDEN SHOT [HEROIC, REGIONAL FEAT]

Prerequisite Chiáros regional benefit

Benefit You may use Sudden Shot as an encounter power.

Sudden Shot

Chiáros Feat Power

Encounter ✧ Weapon

Minor action

Ranged weapon

Requirement You must be wielding a loaded weapon from the crossbow group

Special If you are wielding two weapons and have sufficient actions this turn, you may use this power to attack with the crossbow and another power to attack with the other weapon

Target One creature

Attack Dexterity vs AC

Hit 1[W] damage

Clax

Formerly a prominent city in the Ancient Morasán Empire, Clax now serves as the capital of a younger nation. Of all the human lands, Clax was least touched by the cataclysms that ended the ancient empire. Of all the southern languages, the silver speech of Clax is still the closest to the Ancient Morasán tongue.

One of the ancient temples of Ávatar is still standing at the heart of the old city. The people of Clax are proud of their heritage, but a majority are determined to avoid the errors of an earlier age, through an exacting re-formulation of the faith of Ávatar. They are opposed by a few evil cults, as well as numerous practitioners of the arcane arts, who have been driven underground by temple doctrine.

REGIONAL BENEFIT

You speak Clax and Ancient Morasán. Add History and Religion to your class skill list, and gain a +1 bonus to History and Religion checks. Whenever you are affected by a power with both the Divine and Healing keywords, you gain 1 temporary hit point.

Race Dwarf, genasi, human, tiefling

Feiglaím

The Towers of Feiglaím stand alongside the massive red pines on a dramatic granite bluff overlooking the River Glai. As impressive as the city is, its eladrin builders consider it a humble tribute to the refuge of Mireía—lost for an age, and even still, all but unreachable. Over the years, many eladrin have left Feiglaím to wander other lands. Today, the Towers are ruled by a caste of noble eladrin warders. Elves, humans, half-elves, and other races comprise the middle and lower classes.

REGIONAL BENEFIT

You speak Dúrnian. Choose a level 1 at-will attack power from an arcane class. You gain that power as a milestone power. When using that power, you can use any implement appropriate to the class.

Race Centaur, dryad, eladrin, elf, genasi, half-elf, halfling, human, tiefling

The Glai Wilds

A wide variety of woodsmen and tribal peoples live in the wilds surrounding the headwaters of the River Glai.

REGIONAL BENEFIT

You speak Dúrnian. Add Arcana and Nature to your list of class skills. You may use your Wisdom modifier instead of your Intelligence modifier when you make Arcana checks, or your Intelligence modifier instead of your Wisdom modifier when making Nature checks. You know the Animal Messenger ritual and may perform the ritual without paying the component cost, even if you lack the Ritual Caster feat.

Race Bugbear, centaur, dryad, eladrin, elf, fellthúar, genasi, gnoll, goblin, half-elf, halfling, hobgoblin, human, kobold, longtooth shifter, minotaur, razorclaw shifter, tiefling

The Ironfang Wilds

The mountain folk that dwell in the Ironfang Range are hardened to survive harsh conditions—and harsher neighbors. The region is home to the Trollstorm that divides the Chásmys fragment from Vex. To this day, the Trollstorm provides a seemingly endless supply of monstrous adversaries.

REGIONAL BENEFIT

You speak Clax or Skjaldán (choose one). You gain an extra healing surge per day. You gain Ironfang Surge as a milestone power.

Race Bugbear, dwarf, fellthuár, gargoyle, genasi, gnoll, goblin, hobgoblin, human, kobold, longtooth shifter, minotaur, razorclaw shifter, tiefling

Ironfang Surge

Ironfang Regional Power

Milestone

Minor action

Personal

Effect Spend a healing surge, but do not regain lost hit points. Instead, you gain temporary hit points equal to 5 + your Constitution modifier. In addition, you gain a +2 power bonus to damage rolls until the end of the encounter.

Isbaldíd

Isbaldíd is a modest Dúrnian fort, built on the marge of the Aiculína Woods. In ancient times, the woods were the site of a lake, and it is said that the trees still rely on the groundwater. Isbaldíd is the spiritual center of the Order of Elemental Flesh, and perhaps as a consequence, is one of the few places in Dúrne where Fellthuár are tolerated.

REGIONAL BENEFIT

You speak Dúrnian. Add Heal to your class skill list, and gain a +1 bonus to Heal checks. When you use second wind, then before the end of your turn, you may make a Heal check as a minor action to trigger an adjacent ally's second wind.

Race Centaur, dryad, elf, fellthuár, genasi, half-elf, halfling, human, tiefling

Isciáre

Isciáre is wedged between the Isguéran Range and the Tuárre Swamp, on a narrow strip of the Ísciar coastal plain. In ancient times the city was not quite so close to the mountains, but the advancing swamp has forced the inhabitants to relocate several times.

REGIONAL BENEFIT

You speak Ísciar. You can draw a light or heavy blade as part of the same action used to attack. When wielding two blades, you gain a +1 bonus to Reflex defense.

Race Doppelganger, dwarf, elf, genasi, half-elf, halfling, human, tiefling

Jórex

Jórex is a mixture of northern and southern cultures. Northerners have both raided and settled here from time to time, but the dominant culture, and allegiance, remains Clax. The city consists of an archipelago of fortified rocks and seastacks, each its own quarter. Northern humans occupy one isle, southern humans another, and fellthuár a third. Dwarves have settled a rock near the mainland, accessible by foot at low tide. The other races maintain significant fleets. Sea-trade is quite profitable, with ships traveling to both Isciáre and Skjaldán.

REGIONAL BENEFIT

You speak Clax and Skjaldán. Add Nature and Perception to your list of class skills. Once per milestone attained, you may reroll an Initiative, Nature, or Perception check.

Race Dwarf, genasi, fellthuár, human, tiefling

Mireía

An ancient refuge of the eladrin, Mireía is tucked in a rocky vale under enormous aspens. Beautiful and perilous, its trancepaths wander from bracing streams, to misty gardens of rock, to realms of insubstantial shade—or to madness, for unwanted guests.

REGIONAL BENEFIT

You speak Vex. When you use second wind, you may perform an extra minor action this turn, or teleport up to 2 squares as a free action—or both if you have reached a milestone

Race Centaur, dryad, eladrin, elf, genasi, gnome, half-elf, human

TRANCE INITIATE [HEROIC, REGIONAL FEAT]

Prerequisites Mireía regional benefit

Benefit You gain a +2 feat bonus to Insight checks, and the Trance racial trait of an eladrin

TRANCE CASTER [PARAGON, REGIONAL FEAT]

Prerequisites 11th level, Mireía regional benefit, Ritual Caster feat, Trance racial trait

Benefit You may perform divination rituals while in trance. You gain a +4 power bonus to Perception checks while doing so.

Mnemét

Mnemét is an immense and ancient tower, overlooking a small but vibrant seaport. A noted center of magical scholarship, the island-state has traditionally remained independent of neighboring powers. It is ruled by mixture of powerful wizards and priests of the Arcane.

REGIONAL BENEFIT

You speak Ísciar. Add Arcana to your list of class skills. You may master and perform rituals up to your level, as if you had the Ritual Caster feat. If you do have the actual feat, then you may master and perform rituals up to two levels higher than your own.

Race Doppelganger, dwarf, eladrin, elf, fellthuár, genasi, half-elf, human, tiefling

MNEMONICS [HEROIC, REGIONAL FEAT]

Prerequisites Mnemét regional benefit, Spellbook class feature

Benefit As a free action, you may spend an action point to change out a prepared but unused arcane daily power for its counterpart in your spellbook. The new spell is considered prepared instead.

Muarréa

Muarréa is a filthy, sprawling seaport on the on the Ísciar coastal plain. One of the more instable cities of the world, the rulership of Muarréa seems to change hands every few years. The current ruling house is Llepuésti. Recently, the city-state has been receiving threats from Uomét, and accusations of overfishing. If pressed, Muarréa seems willing to fight a seaborne guerilla war over this issue, although the Muarréan land forces are clearly inferior to those of Uomét.

REGIONAL BENEFIT

You speak Ísciar. Add Bluff to your list of class skills. You gain a +1 bonus to Bluff and Initiative checks while wielding a light or heavy blade. You gain a +4 bonus to Endurance checks made to resist disease. You gain False Step as a milestone power.

Race Doppelganger, dwarf, elf, fellthuár, genasi, goblin, half-elf, halfling, human, tiefling

False Step

Muarréa Regional Power

Milestone

Minor action

Personal

Effect Make a Bluff check. If you succeed against the passive Insight of all enemies adjacent to you, you may shift 1 square as a free action.

Murm

A mountainous land of wind and fire, Murm is home to many unusual creatures.

REGIONAL BENEFIT

You speak Murmúr. You gain resist 5 fire, increasing to 10 at paragon tier, and 15 at epic. If you are a tiefling or firesoul genasi, your racial fire resistance increases by 5.

Race Bugbear, dwarf, eladrin, elf, gargoyle, genasi, goblin, half-orc, hobgoblin, human, kobold, orc, minotaur, tiefling

Pearmét

An enclave of simple halflings, Pearmét is a small island off the coast of Isciáre. Few travelers reach these shores, though the island is within sight of the more notable Mnemét.

REGIONAL BENEFIT

You speak Ísciar. You may move your normal speed even if it would be reduced by carrying an excess load (although heavy armor still reduces your speed). After any rest that includes the consumption of food or drink, you gain 5 temporary hit points per tier. The temporary hit points last for your next encounter, or until removed by damage.

Race Halfling

Qaártha

Qaártha is an austere fortress on the shores of the Tawny Sea, in the transition zone between the Rizíf Desert and the Jaalóm Plain. Little is known of this city, which is completely closed to outsiders. Diplomatic relations with other nations are maintained only through the embassy in Chásmys.

REGIONAL BENEFIT

You speak Rizíf. Add History and Religion to your list of class skills, and gain a +1 bonus to History and Religion checks. You may use Desert Disciple as a milestone power.

Race Fellthuár, kobold

Desert Disciple

Qaártha Regional Power

Milestone

No action

Personal

Effect You may use your Wisdom modifier instead of your Intelligence modifier when making a History or Religion check, or your Intelligence modifier instead of your Constitution modifier when making an Endurance check, or your Constitution modifier instead of your Wisdom modifier when making a Perception check.

The Rizíf Wilds

Many races can be found wandering across the Rizíf desert, plying wares, herding animals, or prospecting for minerals. Others have stranger purposes. It is often said that the Rizíf attracts the very pious, and the very profane, but little in between.

REGIONAL BENEFIT

You speak Rizíf. You gain resist 2 fire per tier. Add Endurance and Nature to your list of class skills, and gain a +1 bonus to Endurance and Nature checks.

Race Bugbear, doppelganger, dwarf, elf, fellthuár, genasi, gnoll, goblin, half-elf, halfling, hobgoblin, human, kobold, longtooth shifter, minotaur, razorclaw shifter, or tiefling

Sadúrni

Sadúrni is a great hub on the Dúrnian plain. The River Glai carries goods from Feiglaím and the Wilds of Glai to the south, the Badlands Track brings trade from the Rizíf desert in the west, and several Dúrnian towns lie to the east and north. The craftsmen of Sadúrni are competent and numerous, if not necessarily renowned. The ruling house is Tresbét, which controls the surrounding countryside by means of loyal underlords. Order has generally prevailed for many tens of years.

REGIONAL BENEFIT

You speak Dúrnian. Add Endurance and Insight to your list of class skills. You gain Stubborn as the Hills as a milestone power.

Race Dwarf, elf, genasi, half-elf, halfling, human, tiefling

Stubborn as the Hills

Sadúrni Regional Power

Milestone

No action, or minor action

Personal

Effect You may use an Endurance check in place of Insight (no action), or an Insight check in place of Endurance (no action), or gain temporary hit points equal to the sum of your Constitution modifier and Wisdom modifier (minor action)

Sfázzí

Sfázzí is an ancient fortified seaport on Imórte Bay, and boasts a well-protected natural harbor, with the supporting countryside encircled with karst hills. The ruling house is Reméi, which has a reputation for ruthlessness. The city is renowned for its lively, cosmopolitan port, and its penchant for biting sarcasm.

REGIONAL BENEFIT

You speak Ísciar. Add Insight and Intimidate to your list of class skills. You gain proficiency with rapiers.
Race Doppelganger, dwarf, elf, fellthuár, genasi, half-elf, halfling, human, tiefling

ACID WIT [HEROIC, REGIONAL FEAT]

Prerequisites Sfázzí regional benefit, Cha 13

Benefit You gain a +1 feat bonus to damage rolls with acid and psychic powers, increasing to +2 at paragon tier and +3 at epic

RAPIER WIT [HEROIC, REGIONAL FEAT]

Prerequisites Sfázzí regional benefit, Cha 13

Benefit You gain a +2 feat bonus to damage rolls when using a rapier, and Rapier Wit as a milestone power

Rapier Wit

Sadúrni Feat Power

Milestone

Minor action

Personal

Special You must be wielding a rapier to use this power

Effect You may shift one square, or use an Insight check in place of a monster knowledge check, or grant an ally within 5 squares of you temporary hit points equal to your Charisma modifier

The Skjaldán Wilds

In an earlier age, elder elves wandered the northern forest realm in glooming solitude. But they abandoned the region several centuries before the Earthcrazing, when it became home to increasing numbers of human clansmen. Later, dwarven explorers have befriended a few of the northern clans. Both humans and dwarves are eternally plagued by fellthuár marauders. The humans and fellthuár have also taken to the seas, frequently raiding the coasts of Clax and Ísciar.

REGIONAL BENEFIT

You speak Skjaldán. You gain resist 2 cold per tier. Add Athletics and Endurance to your class skill list, and gain a +1 bonus to Athletics and Endurance checks.

Race Bugbear, dryad, dwarf, elf, fellthuár, genasi, gnoll, goblin, half-elf, hobgoblin, human, kobold, longtooth shifter, minotaur, razorclaw shifter, skedrá, or tiefling

HEROIC PROPORTIONS [HEROIC, REGIONAL FEAT]

Prerequisites Skjaldán regional benefit, Str 15

Benefit You gain a +1 racial bonus to weapon damage rolls

VERSATILE WEAPON TRAINING [HEROIC, REGIONAL FEAT]

Prerequisites Skjaldán regional benefit, Dex 15

Benefit You gain proficiency and a +2 feat bonus to damage rolls with all versatile weapons

Svúlbra

REGIONAL BENEFIT

You speak Deep Speech. Add Bluff to your list of class skills, and gain a +1 bonus to Bluff checks. Once per encounter, you may make a Bluff check to gain combat advantage as a minor action.

Race Bugbear, drow, goblin, kobold, shadar-kai

BITTER HUMOR [HEROIC, REGIONAL FEAT]

Prerequisites Svúlbra regional benefit, Dex 13, Cha 13

Benefit You gain a +1 feat bonus to damage rolls with poison and psychic powers, increasing to +2 at paragon tier and +3 at epic

VENOM REGIMEN [HEROIC, REGIONAL FEAT]

Prerequisites Svúlbra regional benefit

Benefit You gain resist 5 poison

WEB OF DECEIT [HEROIC, REGIONAL FEAT]

Prerequisites Svúlbra regional benefit

Benefit When you succeed on a Bluff check to gain combat advantage, the target of your Bluff is also immobilized until the end of your next turn.

Toscúro

Toscúro is a shadowy ruin on the boundary between the Tránsrem Range and a gnarled region of the Rizíf known as the Badlands. Before the great storms blocked the Tránsrems, Toscúro was once a major terminal for desert caravans. The city is still the largest permanent settlement in the Badlands, but is much more isolated than in former times, and much rougher. It serves primarily as a regional hub for miners and nomadic herders, and secondarily as a way-station for traders on the route from Chásmys to Feiglaím. The controversial ruling house is Llído, with an unsavory reputation for lawlessness and corruption.

REGIONAL BENEFIT

You speak Rizíf. Add Intimidate to your list of class skills, and gain a +2 bonus to Intimidate checks. When you use second wind in dim light, you may shift 1 square as a free action.

Race Bugbear, doppelganger, dwarf, elf, fellthuár, gargoye, genasi, goblin, half-elf, halfling, hobgoblin, human, kobold, longtooth shifter, minotaur, razorclaw shifter, shadar-kai, tiefling

The Tuárre Wilds

REGIONAL BENEFIT

Add Nature to your class skill list, and gain a +2 bonus to Nature checks. You know and may use the Crepuscular Amphisbaena ritual, even if you are not a Ritual Caster, and regardless of your level.

Race Dryad, genasi, goblin, skink

CREPUSCULAR AMPHISBAENA [RITUAL]

Level 6

Category Warding

Time 10 minutes

Duration 12 hours or until destroyed

Component Cost 60 gp

Market Price 360 gp

Key Skill Nature

If you are within the Tuárre Wilds, you conjure a Tiny two-headed snake. It has maximum hit points equal to your Nature check result, Defenses equal to your own, speed 8, swim 8, and climb 4.

Whenever you or an ally uses an arcane power, divine power, item daily power, or ritual—including this one—within 10 squares of the snake, the snake makes a Bluff check with a bonus equal to your Nature check result. If successful, the power or ritual takes effect without attracting the attention of Lifeswallower or its minions. The DC of the check equals 20, plus the level of the power, item, or ritual, plus the number of Tuárre Layers from the snake to the outside of the Wilds. A power that lacks a level is considered level zero. Directing the snake to move is a free action, but the snake disappears if it is ever more than 10 squares from you.

The Underrealm Wilds

REGIONAL BENEFIT

You speak Deep Speech. Add Dungeoneering to your list of class skills. Whenever you make a Dungeoneering check, roll twice and take the better result.

Race Bugbear, doppelganger, drow, dwarf, gargoyle, goblin, hobgoblin, kobold, minotaur

Uomét

Uomét is a walled seaport that lies partly above and partly below a sandstone cliff. It is a theocracy, ruled by the elders of the local Temple of the Ancestral. Uomét is currently experiencing difficulties with the city of Muarréa. It seems that Muarrea is over-harvesting the fisheries each spring as various species migrate up the coast towards Uomét. Militarily, Muarréa is no match for Uomét, as all of the larger families maintain impressive martial traditions.

REGIONAL BENEFIT

You speak Ísciar. Add History and Religion to your class skill list, and gain a +1 bonus to History and Religion checks. You gain proficiency with the crossbow and the longspear. If you are already proficient with both weapons, then you may draw a longspear as part of the same action used to attack.

Race Human

Uríbdys

Uríbdys is a curious, octagonal walled port on the Tuárre Sea. Ávatar is the official state religion, and the priesthood maintains good order overall. However, the many houses of Uríbdys are an ambitious lot, and some would prefer that the Temple wielded less public power. Several of the Lords of Uríbdys appear to be measuring the time for action, while others are seemingly hedging their bets by trying to gain influence in other lands, such as Chásmys and Chiáros.

REGIONAL BENEFIT

You speak Clax and Ísciar. Add Bluff and Diplomacy to your class skill list, and gain a +1 bonus to Bluff and Diplomacy checks. When you use second wind, you may stow an item, retrieve an item, or attempt to escape a grab as part of the same action.

Race Doppelganger, dwarf, elf, half-elf, genasi, halfling, human, tiefling

The Vexérian Wilds

REGIONAL BENEFIT

You speak Vex. Add Nature to your class skill list. Whenever you make a Nature check, roll twice and take the better result. When outdoors and above ground, you gain a +1 bonus to Initiative checks.

Race Bugbear, centaur, drow, dryad, eladrin, elf, gnoll, gnome, goblin, half-elf, hobgoblin, human, kobold, longtooth shifter, minotaur, razorclaw shifter

Zémbla

REGIONAL BENEFIT

You speak Zemblár. You gain resist 5 cold per tier.

Race Genasi, kobold, mercane, shadar-kai, tiefling

Religion

Ancestral, The

A supernatural force, the Ancestral is Unaligned. It is the Way of the Fathers, the Scroll of Immortal Names, and the Gift of Life and Death. Its worshippers include fellthuár, humans of Morasán descent, nomadic peoples, and highly disciplined societies. It commands obedience to elders, the reverence of antiquity, and the orderly production of heirs.

The Ancestral force is powered by the historical connections between all things and all peoples. However, in the philosophy of its worshippers, not all connections are regarded as equally significant. Cause outweighs effect. The strongest connection is direct biological descent, from ancestor to offspring.

The founder of the Ancestral religion was Muárdreg, the ancient sorcerer who first documented the significance of the force some thousand years ago. Obeying the directive to reproduce, Muárdreg dutifully spawned the fellthuár race. With perhaps a quarter of a million living descendants—often worshippers—Muárdreg has grown akin to a lesser god.

Worshippers of the Ancestral regard undead as an abomination—when connected directly to the family line. But when the distance between two groups is very large, evil worshippers of the Ancestral argue that it is proper for one group to enslave the dead of the other, if it strengthens the group with greater precedence.

The religion of the Ancestral is strongest in Rizíf-speaking lands, with Qaártha the holiest city. The city of Chásmys contains the second most important temple of the faith. Worship is also very strong in Uomé. Chiáros and Ísciare also house temples of the Ancestral. Clax actively persecutes the religion, while Dúrnian-speaking lands merely ignore it. Fellthuár have carried the religion to the Ironfang Wilds, and a few have brought it to the Skjaldán Wilds as well.

ANCESTRAL TREACHERY [DIVINITY, HEROIC FEAT]

Prerequisites Ancestral Whispers, Channel Divinity class feature, must worship the Ancestral

Benefit You gain Ancestral Treachery as a Channel Divinity power

Channel Divinity: Ancestral Treachery

Feat Power

Encounter ✧ **Divine, Stance**

Minor action

Personal

Effect You may deal Sneak Attack damage according to the rules for a rogue, except that the extra damage is 1d6 per tier

ANCESTRAL WHISPERS [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship the Ancestral

Benefit You gain Ancestral Whispers as a Channel Divinity power, and whenever you succeed on a death saving throw, you may immediately retrain one feat, skill, or power

Channel Divinity: Ancestral Whispers

Feat Power

Encounter ✧ **Divine, Stance**

Minor action

Personal

Effect You gain a +2 power bonus to skill checks

Arcane, The

A supernatural force, the Arcane is Unaligned. It is the Sea and Stars, the Gift of Vision, and the Face of Mystery. Its worshippers include arcanists, merchants, travellers, and seekers of mystic wisdom. It values literacy, variety, and intricacy. It suggests new approaches when old ways merely suffice, shuns boredom, and promotes curiosity to the point of nearing danger.

The Arcane force is the innate agent of change. It is the random variation that appears in the shapes of snowflakes, the subtle motion of the butterfly that stirs a hurricane, and the hidden hand behind what seems a chance meeting. According to worshippers of the Arcane, what normally passes for causation is simple illusion.

While wizards, warlocks, swordmages, and other practitioners of the arcane arts need not worship the Arcane in order to produce magical effects with it, some feel that worship does enable far subtler expressions of the power of arcane magic. The Arcane force *wants* itself channeled in certain directions more than others. Those on the farthest end of this spectrum become divine casters, accessing a different aspect of the same power source.

The Arcane is worshipped in most of the Rizíf, in many Ísciar-speaking lands, in Feiglaím and the Glai Wilds, and in well-hidden corners of Clax. Its most important temples are in Feiglaím and Mnemét.

ARCANE DECANter [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, Ritual Caster, must worship the Arcane

Benefit You gain Arcane Decanter as a Channel Divinity power

Channel Divinity: Arcane Decanter

Feat Power

Encounter ✧ **Arcane, Divine**

Minor action

Personal

Effect If you possess a special silver decanter (a ritual focus worth 100 gp), you may cast any single divination, exploration, or scrying ritual you know. You must spend the appropriate ritual components and meet any other requirements as usual. Others may not aid rituals you perform with this power.

Ávatar

The god of perfection, Ávatar is Lawful Good. He is the Exemplar, the Sword of the Intrepid, and the Argent Arrow of Valor. He embodies bravery in the defense of others, skill at arms, honor, and ever-unfolding beauty. His creations include dwarves, elves, eladrin, halflings, and metallic dragons. His worshippers include optimists of every noble race, individuals seeking increased skill, and both patrons and practitioners of the creative arts.

Ávatar can appear as a perfect example of any creature, but most often uses one of several long-established Aspects:

- Bahámut, the platinum dragon [Lawful Good]
- Bóddiget, the halfling youth, messenger of fair tidings [Good]
- Ormanír (or Móradin), the ancient dwarf [Lawful Good]
- Telfinéu (or Coréllon), the ageless elder elf [Good]
- Torm, the quintessential knight [Lawful Good]

The Aspects of Ávatar are sometimes regarded as separate beings by their respective worshippers, based on important differences in personality and alignment. However, many other worshippers regard them as a single multifaceted being, called the Universal Aspect of Ávatar. The faith also recognizes dozens of saints, or lesser Aspects of Ávatar—often borrowed from other religions.

Taken together, the various forms of Ávatar worship constitute an extremely popular and widespread religion, with temples of one brand or another found in most lands. The two most important temples are the Argent Cathedral in Clax, and Brightener's Keep in Chásmys.

BÓDDIGET'S TIDINGS [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship Ávatar

Benefit You gain Bóddiget's Tidings as a Channel Divinity power

Channel Divinity: Boddiget's Tidings

Feat Power

Encounter ✧ Divine

Minor action

Close burst 3

Target You and each ally in burst

Effect Until the end of your next turn, the target gains a +1 power bonus to Will defense, and a +1 power bonus to all saving throws

MEET ANY CHALLENGE [HEROIC FEAT]

Prerequisites Worshipper of Ávatar

Benefit If you are marked, you gain a +2 feat bonus to attack rolls

UNIVERSAL SKILL AT ARMS [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship Ávatar

Benefit You gain Universal Skill at Arms as a Channel Divinity power

Channel Divinity: Universal Skill at Arms

Feat Power

Encounter ✧ Divine

Minor action

Close burst 5

Target You and each ally in burst

Effect Until the end of your next turn, the target gains proficiency with all weapons

Elemental, The

A supernatural force, the Elemental is Unaligned. It is the Root of Life, the Blood of Earth, and the Source of Flesh's Strength. It exemplifies health and fitness, the power of natural beauty, and the wisdom to honor and preserve wild places. Its worshippers include mystic seekers of natural lore, rugged defenders of the wilderness, healers and those seeking healing, and those living close to the land.

The Elemental force is the living spirit in all things. It has three major Orders:

- Earth, including any native stone or mineral
- Flesh, including any creature other than undead, plants, or constructs
- Wood, including all plants

Most worshippers of the Elemental select one Order to emphasize above the others, but all four major Orders acknowledge and honor the members of other Orders.

The Elemental is widely worshipped in the Rizíf, most Dúrnian lands, many Ísciar-speaking lands, Feiglaím, the Glai Wilds, and the Ironfang Wilds. In Murm, an Order of Fire has recently emerged, and in the Skjaldán Wilds, an Order of Water (or Ice) is gathering support. The most important temples are in Berenguéra (Order of Earth), Isbaldíd (Order of Flesh), and the Feiglaím Wilds (Order of Wood).

ADHERE TO EARTH [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship the Elemental

Benefit You gain Adhere to Earth as a Channel Divinity power

Channel Divinity: Adhere to Earth

Feat Power

Encounter ✧ **Divine**

Minor action

Personal

Effect Until the end of your next turn, you may climb any surface made of stone, metal, or minerals, at your normal speed, without a skill check, without needing the use of your hands, and without granting combat advantage. You are not subject to forced movement as long as you are adhered to an appropriate surface.

HEALING PALM [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship the Elemental

Benefit You gain Healing Palm as a Channel Divinity power

Channel Divinity: Healing Palm

Feat Power

Encounter ✧ **Divine, Stance**

Minor action

Personal

Effect Until the end of the encounter, whenever you use a power with the Healing keyword on yourself or an adjacent ally, that power restores an additional 1d6 hit points

STAFF OF LORE [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship the Elemental

Benefit You gain Staff of Lore as a Channel Divinity power

Channel Divinity: Staff of Lore

Feat Power

Encounter ✧ **Divine**

Free action

Personal

Effect Use this power when you are holding a staff or quarterstaff, and you attempt an Intelligence or Wisdom based skill check or ability check. Roll twice and take the better result.

Fell

The god of tragedy, Fell is Evil. He is the Mark of Ill Omen, the Horn of Doom, and the Curse of Years. He embodies misfortune, suffering, subjugation, tyranny, vanity, dispassion, and cruelty. His worshippers include fellthuár, evil warriors, and dark sorcerers. He strives tirelessly against Ávatar, his eternal foe, and delights in the downfall of the righteous and proud.

Fell most often appears as a flawed, yet noble figure—but wears any number of other Aspects as well. The most prominent are Bane and Tíamat. Lesser Aspects include Ústvan, the bitter hermit of the northern wastes, and Hlurgoj, an ancient black dragon.

The various Aspects of Fell are sometimes regard as separate beings by their respective worshippers. However, many other worshippers regard them as a single multifaceted being, simply called Fell.

The worship of Fell is widespread, but often hidden in underground or wilderness shrines. The only openly operating temples of Fell within civilized lands are the Halls of Hlurgoj in Chásmys, and the Banelore Deep in Toscúro.

FELL BETRAYAL [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship Fell

Benefit You gain Fell Betrayal as a Channel Divinity power

Channel Divinity: Fell Betrayal

Feat Power

Encounter ✧ **Divine, Implement**

Immediate Reaction

Close burst 5

Target One enemy in burst

Trigger The target misses an attack

Attack Charisma vs Will

Hit The target rerolls the attack against any enemy you choose within range of the original attack

ÚSTVAN'S HUMOR [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship Fell

Benefit You gain Ústvan's Humor as a Channel Divinity power

Channel Divinity: Ústvan's Humor

Feat Power

Encounter ✧ **Divine, Implement**

Immediate Interrupt

Close burst 5

Target One creature in burst

Trigger The target attempts a Diplomacy check

Attack Charisma vs Will

Hit The target's Diplomacy check is resolved as if the target had rolled a natural 1

VANITY OF HLURGOJ [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship Fell

Benefit You gain Vanity of Hlurgoj as a Channel Divinity power

Channel Divinity: Vanity of Hlurgoj

Feat Power

Encounter ✧ **Divine, Implement**

Immediate Reaction

Close burst 5

Target One creature in burst

Trigger The target succeeds on a skill check or an attack roll

Attack Charisma vs Will

Hit The target is distracted (-2 to Perception checks) and grants combat advantage (save ends both)

Hroár

The god of the north, Hroár is Unaligned. He is the Master Rune and the Scarbraider. He embodies the strength of an unleashed storm, the skill of a sea master, and the cunning of a shaper of fate. His worshippers are a various lot—many hail from Skjaldán, some answer the call of the wild, and others are simply seeking adventure.

Hroár manifests in several Aspects:

- Beorndýr, a powerful bear, noble yet cursed
- Blóð, a savage warrior, riddled with scars
- Hrún, an old wanderer, holder of secret wisdom
- Ulfkýr, a great wolf, destined to swallow Hrún in a great battle

The worship of Hroár is widespread in Skjaldán, but rare elsewhere, though it is becoming less so. Temples of Hroár can be found in Chiáros, Chásmys, and Jórex, besides the north itself.

BLOODSTRENGTH [DIVINITY, HEROIC FEAT]

Prerequisites Worshipper of Hroár, Channel Divinity

Benefit You gain Bloodstrength as a Channel Divinity power

Channel Divinity: Bloodstrength

Feat Power

☐ **Encounter** ✧ **Divine, Stance**

Minor action

Personal

Effect You are considered bloodied regardless of your hit point total, and gain a +2 power bonus to melee weapon and thrown weapon damage rolls

FATE OF HRÚN [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship Hroár

Benefit You gain Fate of Hrún as a Channel Divinity power

Channel Divinity: Fate of Hrún

Feat Power

☐ **Encounter** ✧ **Divine**

Immediate Interrupt

Personal

Trigger You are hit by an attack that would bloody you, or drop you to zero hit points

Effect The attack misses you

SARK OF BEORNDÝR [HEROIC FEAT]

Prerequisites Worshipper of Hroár

Benefit You gain Wild Shape and Brutal Swat as at-will powers

Brutal Swat

Feat Power

At-Will ✧ **Beast Form, Divine, Primal**

Standard action

Melee touch

Target One creature

Attack Highest ability score [+2 per tier] vs Fortitude

Hit 1d12 + highest ability modifier damage, and push the target 1 square

Level 21 2d12 + highest ability modifier damage

Special You may use this power as a basic attack

SARK OF ULFDÝR [HEROIC FEAT]

Prerequisites Worshipper of Hroár

Benefit You gain Wild Shape and Taste of Sinew as at-will powers

Rending Fangs

Feat Power

At-Will ✧ **Beast Form, Divine, Primal**

Standard action

Melee touch

Target One creature

Special If you have reached at least one milestone, you may shift 1 square before the attack

Attack Highest ability score [+2 per tier] vs Fortitude

Hit 1d6 + highest ability modifier damage, and the target is slowed until the end of your next turn

Level 21 2d6 + highest ability modifier damage

Special You may use this power as a basic attack

STRIDE OF ULFDÝR [DIVINITY, HEROIC FEAT]

Prerequisites Worshipper of Hroár, Channel Divinity, Wild Shape

Benefit You gain Stride of Ulfdýr as a Channel Divinity power

Channel Divinity: Stride of Ulfdýr

Feat Power

Encounter ✧ **Beast Form, Divine, Primal, Stance**

Minor action

Personal

Special The stance ends prematurely if you leave Beast Form

Effect You gain a +2 power bonus to Speed, Perception checks, and Stealth checks

STUBBORN STAND OF BEORNDÝR [DIVINITY, HEROIC FEAT]

Prerequisites Worshipper of Hroár, Channel Divinity, Wild Shape

Benefit You gain Stubborn Stand of Beorndýr as a Channel Divinity power

Channel Divinity: Stubborn Stand of Beorndýr

Feat Power

Encounter ✧ **Beast Form, Divine, Primal, Stance**

Minor action

Personal

Special The stance ends prematurely if you leave Beast Form

Effect You gain a +2 power bonus to all defenses

Ulaátch

The goddess of bedlam, Ulaátch is Chaotic Evil. She—or sometimes he—is the Unfathomable Deep, the Whisper of Madness, the Twenty-Tongued, the Triple Cross, and the Trey of Swords. She delights in insanity, deceit, and horror—or viewed alternately, enigma, intrigue, and awe. Seen in the best possible light, she provokes needed change by scandalizing the status quo. Her worshippers include shapeshifters, fervent performers, masters of extravagant artifice, and often, the simply deranged.

Ulaátch manifests in an unending number of forms, often as an insect, crustacean, child, or jester. In Skjaldán lands, Ulaátch is known as the male god, Lóki. Through trickery, Lóki caused Hroár to divide himself into several Aspects. As a sign of the approach of the final battle, those aspects appear to be striving towards increasingly incompatible ends.

INSIDIOUS SHAPE

Prerequisites Worshipper of Ulaátch

Benefit You gain Wild Shape and Insidious Sting as at-will powers

Insidious Sting Feat Power

At-Will ✧ **Beast Form, Divine, Poison, Primal**

Standard action

Melee touch

Target One creature

Special If you have reached a milestone and are not bloodied, you may fly 2 squares before the attack, though you fall if you don't reach a surface that can support you

Attack Highest ability score [+2 per tier] vs Reflex

Hit 1d4 + highest ability modifier poison damage, and the target takes a penalty to opportunity attacks equal to your highest ability modifier until the start of its next turn

Level 21 2d4 + highest ability modifier poison damage

Special You may use this power as an opportunity attack. If you are bloodied, you may use this power when charging.

SHIFTING RHYTHM OF BEDLAM [DIVINITY]

Prerequisites Worshipper of Ulaátch, Wild Shape, Channel Divinity

Benefit You gain Shifting Rhythm of Bedlam as a Channel Divinity power

Channel Divinity: Shifting Rhythm of Bedlam Feat Power

Encounter ✧ **Beast Form, Divine, Stance**

Minor action

Personal

Effect You gain a +2 power bonus to Stealth checks, may shift as a minor action, and may squeeze through narrow spaces as if you were a Tiny creature

SNEAKIER ATTACK [DIVINITY]

Prerequisites Worshipper of Ulaátch, Sneak Attack, Channel Divinity

Benefit You gain Sneakier Attack as a Channel Divinity power

Channel Divinity: Sneakier Attack Feat Power

Encounter ✧ **Divine**

Free action when you hit with a sneak attack

Personal

Effect You deal extra damage equal to your Wisdom modifier, and recharge your ability to deal sneak attack before the start of your next turn

Additional Religions

God	Rule Source	Notes
Amaúnator	FRPG	
Angharrádh	FRPG	
Avándra	PH	
Bahámut	PH	Aspect of Ávatar
Bane	Dragon 372	Aspect of Fell
Berronár	FRPG	
Chauntéa	FRPG	
Coréllon	PH	Aspect of Ávatar
Eráthis	PH	
Garl Glittergold	FRPG	
Gónd	FRPG	
Gruúmsh	DMG	
Ilmáter	FRPG	
Ioún	PH	
Kélemvor	FRPG	
Kord	PH	
Loth	DMG	
Melóra	PH	
Mielíkki	FRPG	
Móradin	PH	Aspect of Ávatar
Óghma	FRPG	
Órcus	MM	
Pelór	PH	
Raven Queen	PH	
Séhanine	PH	
Selúne	FRPG	
Sheéla Péryroyl	FRPG	
Silvánus	FRPG	
Súne	FRPG	
Témpus	FRPG	
Tíamat	DMG	Aspect of Fell
Torm	FRPG	Aspect of Ávatar
Tymóra	FRPG, Dragon 365	
Vécna	DMG	
Waukeén	FRPG	

Class

Core Classes

Cleric

Unnerving Strike Cleric Attack 1

At-Will ✧ **Divine, Rattling, Weapon**

Standard action

Melee weapon

Target One creature

Attack Strength vs AC

Hit 1[W] + Wisdom modifier damage, and you push the target 1 square

Increase to 2[W] + Wisdom modifier damage at 21st level

Paladin

Raven Smite Paladin Attack 1

At-Will ✧ **Divine, Rattling, Weapon**

Standard action

Melee weapon

Target One creature

Attack Strength vs AC

Hit 1[W] + Strength modifier damage

Increase to 2[W] + Strength modifier damage at 21st level

Iceberg Smite Paladin Attack 9

Daily ✧ **Cold, Divine, Weapon**

Standard Action

Close burst 1

Target Each enemy in burst

Attack Strength vs AC

Hit 2[W] + Strength modifier cold damage, and if the target is marked by your divine challenge, it is immobilized (save ends)

Miss Half damage

Mystic

Primary Role Controller

Power Source Divine or Primal, depending on your choice of Mystic Source

Key Abilities Wisdom, Constitution, and one or more of Dexterity, Intelligence, or Charisma

Armor Proficiencies Cloth

Weapon Proficiencies Dagger, quarterstaff

Implements Orbs, staves, and depending on your choice of Mystic Source, either holy symbols or totems

Bonus to Defense +1 Fortitude, +1 Reflex, +1 Will

Hit Points at 1st Level 10 + Constitution Score

Hit Points per Level Gained 4

Healing Surges per Day 6 + Constitution modifier

Trained Skills Nature or Religion, depending on your choice of Mystic Source, and 3 more skills from the list of class skills. Note that your trained skills will constrain your choice of Mystic Tradition.

Class Skills Acrobatics (Dex), Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

Class Features Ritual Casting, Mystic Source, Mystic Warding, Mystic Teaching, Mystic Tradition

BUILD OPTIONS

Mystic Sage

Your studies emphasize esoteric scholarship and meditation. Your controller role is best exercised a safe distance from your enemies. Wisdom is your most important ability score, since it applies to your attacks and Will defense. Intelligence should be your second-best score, particularly if you select Obscurantist, Spirit Animist, or Spirit Medium for your Mystic Tradition. For survivability, your third-best score should be Constitution. Choose powers that highlight your ranged and area control.

Skills Arcana, History, Nature, Religion

Feat Improved Initiative **Human Feat** Action Surge

At-Will Powers sign from above, spirit web

Encounter Power aura implosion

Daily Power numinous injunction

Physical Mystic

Your studies emphasize rigorous physical training. You are hardy enough to periodically exert your controller role in close combat. Wisdom is your most important ability score, since it applies to your attacks and Will defense. Constitution should be your second-best score, particularly if you select Inner Regimen for your Mystic Teaching or Ascetic for your Mystic Tradition. Dexterity should be your third-best score, useful for Initiative, Reflex defense, and a number of powers. Choose powers that represent a mixture of close and ranged control.

Skills Acrobatics, Endurance, Heal, Religion

Feat Toughness **Human Feat** Human Perseverance

At-Will Powers birch of penance, mystic interdiction

Encounter Power firewalk

Daily Power posture of denial

RITUAL CASTING

You gain the Ritual Caster feat, and have mastered two first level rituals of your choice.

MYSTIC SOURCE

You gain Supernal Touch, and must choose one of the following two sources.

Divine Mystic

You are trained in Religion. Your powers with the Mystic keyword gain the Divine keyword. You may use holy symbols, orbs, and staves on your Mystic class powers with the Implement keyword. For the purpose of qualifying for Divinity feats, you are considered to have the Channel Divinity class feature. For the purpose of qualifying for paragon paths, you may consider yourself a cleric.

Primal Mystic

You are trained in Nature. Your powers with the Mystic keyword gain the Primal keyword. You may use orbs, staves, and totems on your Mystic class powers with the Implement keyword. You qualify for Primal Path substitution feats. For the purpose of qualifying for paragon paths, you may consider yourself a druid.

Supernal Touch

Mystic Feature

Encounter ✧ **Mystic**

Immediate reaction

Close burst 15

Trigger A willing ally in burst scores a natural 20 on a d20 roll

Target The triggering ally

Effect The target gains any supernatural token that he or she meets the prerequisites for

MYSTIC WARDING

When you are wearing cloth or no armor and are not using a shield, you gain a +3 bonus to AC.

MYSTIC TEACHING

Choose Inner Poise, Inner Regimen, or Inner Vision.

Inner Poise

You may use your Charisma modifier in lieu of your Dexterity or Intelligence modifier to AC.

Inner Regimen

You may use your Constitution modifier in lieu of your Dexterity or Intelligence modifier to AC.

Inner Vision

You gain a +2 bonus to Initiative checks.

MYSTIC TRADITION

Based on your qualifying skills, choose a Mystic Tradition.

Ascetic

Prerequisite Trained in Endurance

Benefit You gain a +2 bonus to saving throws, and Paradox of Defense

Paradox of Defense

Ascetic Feature

At-Will ✧ **Mystic**

Free action

Personal

Requirement You must be adjacent to an enemy to use this power

Effect You grant combat advantage to any enemies adjacent to you (save ends)

Aftereffect Until the start of your next turn, you gain a +2 bonus to all defenses

Charlatan

Prerequisite Trained in Bluff

Benefit Attend My Next Marvel

Attend My Next Marvel

Charlatan Feature

Encounter ✧ **Charm, Mystic**

Minor action when you use an accompanying power that creates a burst or blast

Close burst 20

Special Declare the placement of the accompanying power, then resolve this power, then resolve the accompanying power

Target A number of creatures no greater than your Charisma modifier that are in this power's burst and are adjacent to the accompanying power's burst or blast

Effect Slide the target 1 square into the accompanying power's burst or blast

Contortionist

Prerequisite Trained in Acrobatics

Benefit Posture of Contemplation and Mystic Grasp

Posture of Contemplation

Contortionist Feature

Encounter ✧ **Mystic, Stance**

Minor action

Personal

Effect You are slowed, and for the duration of the stance, gain training in any single skill of your choice

Mystic Grasp

Contortionist Feature

At-Will ✧ **Implement, Mystic**

Opportunity action

Melee touch

Requirement You may only use this power as an opportunity attack, and only if you have a free hand

Target One creature

Attack Wisdom vs Reflex

Hit The target is grabbed and takes Dexterity modifier damage at the start of its turn (escape ends both)

Focused Breath Master

Prerequisite Trained in Heal

Benefit Divine Inhalation, Breath of Life

Divine Inhalation

Focused Breath Master Feature

Encounter ✧ **Healing, Implement, Mystic**

Free action before you use second wind (or a breath weapon)

Close blast 3

Target Enemies in blast

Attack Wisdom vs Fortitude

Hit The target is knocked prone

Effect You and each ally adjacent to you gains temporary hit points equal to your Wisdom modifier

Breath of Life

Focused Breath Master Feature

At-Will ✧ **Healing, Mystic**

Standard action

Ranged 2

Target One willing creature with at least one healing surge that has not expended its second wind

Effect You trigger the target's second wind, and the target regains additional hit points equal to your Wisdom modifier

Obscurantist

Prerequisite Trained in Arcana or Dungeoneering

Benefit Choose either Fascinating Mantra or Terrifying Jeremiad. In addition, you may substitute an Arcana check in place of any Bluff check.

Fascinating Mantra

Obscurantist Feature

Encounter ✧ **Charm, Implement, Mystic**

Minor action

Close blast 3

Target Each enemy in blast

Attack Wisdom vs Will

Hit Until the end of your turn, you gain a bonus to attacks rolls against the target equal to your Intelligence modifier

Terrifying Jeremiad

Obscurantist Feature

Encounter ✧ **Fear, Implement, Mystic**

Minor action

Close blast 3

Target Each enemy in blast

Attack Wisdom vs Will

Hit Until the end of your turn, you gain a bonus to attacks rolls against the target equal to your Intelligence modifier

Spirit Animist (or Spirit Medium)

Prerequisite Trained in History (for Spirit Medium) or Nature (for Spirit Animist)

Benefit Summon Spirit

Summon Spirit Spirit Animist (or Spirit Medium) Feature

☐ **Encounter** ✧ **Implement, Mystic, Special, Summoning**

Minor action

Ranged 10

Special When you learn this power, choose cold, fire, force, lightning, necrotic, psychic, radiant, or thunder. This power gains the chosen keyword, and any damage it deals gains that type.

Effect You summon a spirit with speed 6, fly 6 (hover)

Opportunity Action Wisdom vs Reflex, 1d4 + Intelligence modifier + Wisdom modifier damage

AT-WILL POWERS

Birch of Penance Mystic Attack 1

At-Will ✧ **Fire, Implement, Mystic**

Standard action

Melee touch

Requirement You must be wielding a staff to use this power

Target One creature

Attack Wisdom vs Reflex

Hit 1d8 + Wisdom modifier fire damage, and the target takes a –1 penalty to recharge rolls on its next turn

Increase to 2d8 + Wisdom modifier fire damage at 21st level

Inner Poise On a hit, you may reroll one failed saving throw at the end of your turn

Inner Regimen This power gains the Invigorating keyword

Inner Vision After the primary attack, shift 1 square, then make a secondary attack

Secondary Target One creature other than the primary target

Secondary Attack Wisdom vs Reflex, with a bonus to the attack equal to your Dexterity modifier

Hit The target takes a –1 penalty to recharge rolls on its next turn

Cascade of Pale Involutions Mystic Attack 1

At-Will ✧ **Cold, Fear, Implement, Mystic**

Standard action

Close blast 3

Target Each enemy in blast

Attack Wisdom vs Fortitude

Hit 1d6 + Wisdom modifier cold damage, and add your Intelligence modifier to the damage roll if this power targets a single creature

Increase to 2d6 + Wisdom modifier cold damage at 21st level

Mystic Interdiction Mystic Attack 1

At-Will ✧ **Force, Implement, Mystic**

Standard action

Ranged 20

Target One or two creatures

Attack Wisdom vs Will

Hit 1d6 force damage, and if the target makes an attack other than a melee basic attack before the end of its next turn, it takes Wisdom modifier force damage

Increase to 2d6 force damage at 21st level

Mystic Voice Mystic Attack 1

At-Will ✧ Charm, Implement, Mystic, Psychic

Standard action

Area burst 1 within 5 squares

Target Each creature in burst

Attack Wisdom vs Will

Hit 1d6 + Wisdom modifier psychic damage

Increase to 2d6 + Wisdom modifier psychic damage at 21st level

Effect Choose one target that was hit by this attack. Slide that target a number of squares equal to your Charisma modifier (minimum 1).

Orb of Mystic Earthlight Mystic Attack 1

At-Will ✧ Implement, Mystic, Radiant, Teleportation

Standard action

Close burst 1

Requirement You must be wielding an orb to use this power

Target Each enemy in burst

Attack Wisdom vs Fortitude

Hit 1d6 + Wisdom modifier radiant damage

Increase to 2d6 + Wisdom modifier radiant damage at 21st level

Inner Poise You gain resist necrotic and psychic equal to your Charisma modifier until the end of your next turn

Inner Regimen On a hit, you push the target a number of squares equal to your Constitution modifier

Inner Vision If you hit at least one target, you may teleport 1 square

Sign From Above Mystic Attack 1

At-Will ✧ Implement, Lightning, Mystic

Standard action

Ranged 10

Target One creature

Attack Wisdom vs Reflex

Hit 1d8 lightning damage, and the target is knocked prone

Increase to 2d8 lightning damage at 21st level

Spirit Web Mystic Attack 1

At-Will ✧ Implement, Mystic, Necrotic

Standard action

Area burst 1 within 10 squares

Target Each creature in burst

Attack Wisdom vs Reflex

Hit 1d6 + Wisdom modifier necrotic damage, and if the target moves or shifts on its next turn, it takes additional necrotic damage equal to your Intelligence modifier

Increase to 2d6 + Wisdom modifier necrotic damage at 21st level

Spirit Animist or Medium Replace the necrotic keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and instead of targeting creatures in an area burst 1 within 10 squares, this power may target each enemy in a close burst 1 from your summoned spirit

Inner Vision When you first learn this power, you may choose to alter the necrotic keyword and damage type to psychic, and change the name of the power to Thought Web

LEVEL 1 ENCOUNTER ATTACK POWERS

Aura Implosion Mystic Attack 1

Encounter ✧ **Implement, Mystic, Thunder**

Standard action

Area burst 2 within 5 squares

Target Each creature in burst

Attack Wisdom vs Fortitude

Hit 1d8 + Wisdom modifier thunder damage, and the target's aura, if any, is suppressed until the end of your next turn

Bright Suffusion Mystic Attack 1

Encounter ✧ **Implement, Mystic, Radiant**

Standard action

Ranged 10

Target One creature

Attack Wisdom vs Reflex

Hit 2d6 + Wisdom modifier radiant damage, and enemies adjacent to the target take Wisdom modifier radiant damage

Spirit Animist or Medium Replace the radiant keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and instead of targeting one creature in range, this power may target one creature you can see that is adjacent to your summoned spirit

Captivating Koan Mystic Attack 1

Encounter ✧ **Charm, Implement, Mystic, Psychic**

Standard action

Ranged 10

Target One creature

Attack Wisdom vs Will

Hit 2d6 + Wisdom modifier psychic damage, and until the end of your next turn, the target is dazed and allows enemies to pass through its space as if they were allies

Firewalk Mystic Attack 1

Encounter ✧ **Fire, Implement, Mystic, Zone**

Standard action

Close burst 1

Target Each enemy in burst

Attack Wisdom vs Fortitude

Hit 1d8 + Wisdom modifier fire damage

Effect You may shift 2 squares. The burst creates a zone of embers that lingers until the end of your next turn. Any enemy that enters or starts its turn in the embers takes fire damage equal to your Wisdom modifier.

Moment of Awe Mystic Attack 1

Encounter ✧ **Fear, Implement, Mystic, Psychic**

Standard action

Close blast 3

Target Each enemy in blast

Attack Wisdom vs Will

Hit 1d8 + Wisdom modifier psychic damage, and the target is slowed until the end of your next turn

Effect Until the end of your next turn, you gain combat advantage against creatures that are slowed, immobilized, or restrained

Vatic Touch Mystic Attack 1

Encounter ✧ **Implement, Mystic, Psychic**

Standard action

Close burst 1

Target Each enemy in burst

Attack Wisdom vs Reflex

Hit 1d8 + Wisdom modifier psychic damage, and if the target makes a successful attack before the start of your next turn, you may use an immediate interrupt to force the target to reroll the attack

Winter's Harrow Mystic Attack 1

Encounter ✧ **Cold, Implement, Mystic**

Immediate reaction

Melee touch

Trigger An enemy moves adjacent to you

Target The triggering enemy

Attack Wisdom vs Fortitude

Hit 1d8 cold damage, and the target is immobilized until the end of your next turn

Inner Poise You gain resist 5 cold and fire until the end of your next turn

Inner Regimen You slide the target 1 square

Inner Vision You may shift 1 square

LEVEL 1 DAILY ATTACK POWERS

Meridian Discharge Mystic Attack 1

Daily ✧ **Implement, Mystic, Lightning**

Standard Action

Area burst 1 in 10 squares

Target Each enemy in burst

Attack Wisdom vs Reflex

Hit 2d8 + Wisdom modifier lightning damage, and the target grants your allies a power bonus to attack rolls against that target equal to your Constitution modifier (save ends)

Miss Half damage

Numinous Injunction Mystic Attack 1

Daily ✧ **Fire, Implement, Mystic**

Immediate reaction

Close burst 20

Trigger An enemy in burst attacks you

Target The triggering enemy

Attack Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier fire damage

Effect Until the end of the encounter, the target takes a penalty to attack rolls equal to your Intelligence modifier when making an attack that includes a creature that occupies the square you occupied when you used this power

Spirit Animist or Medium Replace the fire keyword and damage type with the keyword and damage type of your Summon Spirit power, and the target also takes the penalty to attack rolls when making an attack that includes your summoned spirit

Posture of Denial Mystic Attack 1

Daily ✧ **Mystic, Stance**

Minor action

Personal

Prerequisite You must be trained in Acrobatics

Effect As long as you are able to take opportunity attacks, an enemy that ends its turn adjacent to you falls prone

Riddled Wits Mystic Attack 1

Daily ✧ **Charm, Implement, Mystic, Psychic**

Standard action

Area burst 1 within 10 squares

Target Each creature in burst

Attack Wisdom vs Will

Hit 2d8 + Wisdom modifier psychic damage, and until the end of the encounter, the target cannot ready actions

Effect Mark one target

Sustain Minor When you sustain this power, make a secondary attack against the marked target

Secondary Attack Wisdom vs Will

Secondary Hit Slide the target 1 square

Inner Poise The size of the slide equals your Charisma modifier

LEVEL 2 UTILITY POWERS

Divine Premonition Mystic Utility 2

Daily ✧ **Mystic**

No action when you roll initiative

Personal

Effect You gain a +5 power bonus to your initiative roll, and you gain a +2 power bonus to all defenses until the end of your first full turn

Healing Vision Mystic Utility 2

Encounter ✧ **Mystic, Healing**

Immediate reaction

Melee touch

Trigger An ally in your melee reach spends a healing surge

Target One creature

Effect The target regains a number of hit points equal to your Wisdom modifier plus half your level

Spirit Animist or Medium This power may also be triggered when an ally adjacent to your summoned spirit spends a healing surge

Mystic Eye Mystic Utility 2

Encounter ✧ **Mystic**

Minor action

Personal

Effect Until the end of your turn, add your Intelligence modifier to the range of your ranged powers

Posture of Prostration

Mystic Utility 2

Daily ✧ **Mystic, Stance****Prerequisite** You must be trained in Acrobatics

Minor action

Personal**Effect** When prone, you ignore the normal penalty to attack rolls, and do not grant combat advantage as a result of the prone condition**Provoke Disbelief**

Mystic Utility 2

Encounter ✧ **Mystic, Zone**

Minor action

Close burst 1 per tier**Effect** The burst creates a zone of disbelief that lasts until the end of your next turn. While in the zone, you and any allies gain a +5 power bonus to saving throws.

LEVEL 3 ENCOUNTER ATTACK POWERS

Astral Zephyr

Mystic Attack 3

Encounter ✧ **Cold, Implement, Mystic**

Standard action

Area burst 1 within 10 squares**Target** Each creature in burst**Attack** Wisdom vs Fortitude**Hit** 2d8 cold damage, and the target is weakened until the end of your next turn**Spirit Animist or Medium** Replace the cold keyword and damage type with the keyword and damage type of your Summon Spirit power, instead of targeting creatures in an area burst 1 within 10 squares, you may target each enemy in a close burst 1 from your summoned spirit**Elusive Light of Truth**

Mystic Attack 3

Encounter ✧ **Illusion, Implement, Mystic, Radiant**

Standard action

Ranged 10**Target** One creature**Attack** Wisdom vs Will**Hit** 2d8 + Wisdom modifier radiant damage, and if the target misses an opportunity attack before the end of its next turn, you may use an immediate interrupt to force the target to reroll the attack against any creature you choose that is adjacent to the target**Inner Poise** The target gains a bonus to reroll the attack equal to your Charisma modifier**Pariah's Touch**

Mystic Attack 3

Encounter ✧ **Fear, Implement, Mystic, Psychic**

Standard action

Melee touch**Target** One creature**Attack** Wisdom vs Reflex**Hit** 2d8 + Wisdom modifier psychic damage, and you push the target a number of squares equal to your Intelligence modifier. If the target moves closer to you on its next turn, it grants combat advantage to you (save ends).

Restless Earth Mystic Attack 3

Encounter ✧ **Implement, Mystic, Thunder**

Standard action

Close blast 3

Target Each enemy in blast in contact with a solid surface

Attack Wisdom vs Fortitude

Hit 2d6 + Wisdom modifier thunder damage, and the target is knocked prone

LEVEL 5 DAILY ATTACK POWERS

Bolts of Judgment Mystic Attack 5

Daily ✧ **Healing, Implement, Mystic, Lightning**

Standard Action

Close burst 2

Target Each enemy in burst

Attack Wisdom vs Reflex

Hit 2d8 + Wisdom modifier lightning damage

Effect You and allies in burst regain lost hit points equal to 5 + your Wisdom modifier

Paradox of Motion Mystic Attack 5

Daily ✧ **Illusion, Implement, Mystic, Psychic**

Standard Action

Area burst 2 within 10 squares

Target Each creature in burst

Attack Wisdom vs Will

Hit 2d6 + Wisdom modifier psychic damage

Effect The target is immobilized (save ends)

Aftereffect The target is slowed (save ends)

Posture of the Sword Swallower Mystic Attack 5

Daily ✧ **Mystic, Stance**

Minor action

Personal

Prerequisite You must be trained in Acrobatics

Effect As long as you are able to make opportunity attacks, an enemy that misses you with a melee attack is grabbed, grants combat advantage to you, and may not use or recharge melee attacks (escape ends all)

Spectral Scorpion Mystic Attack 5

Daily ✧ **Implement, Mystic, Radiant, Reliable**

Standard Action

Ranged 10

Target One creature

Attack Wisdom vs Fortitude

Hit 2d12 radiant damage, and the target is blinded and dazed (save ends both)

Spirit Animist or Medium Replace the radiant keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and instead of targeting one creature in range, you may target one creature you can see that is adjacent to your summoned spirit

Supernal Word Mystic Attack 5

Daily ✧ **Fear, Implement, Mystic, Thunder**

Immediate reaction

Melee touch

Trigger An enemy attacks you

Target The triggering enemy

Attack Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier thunder damage

Effect You regain the use of your second wind

Sustain Minor You may sustain this power until the end of the encounter. When you sustain this power, an adjacent ally that has not already regained second wind this encounter regains the use of his or her second wind.

LEVEL 6 UTILITY POWERS

Hand From Afar Mystic Utility 6

Encounter ✧ **Mystic**

Minor action

Personal

Prerequisite Spirit Animist or Medium

Effect Until the end of your turn, you may use your summoned spirit to deliver melee attacks

Meet the Dawn Mystic Utility 6

Encounter ✧ **Mystic**

Move action

Personal

Effect You rise 3 squares into the air, and hover there until the end of your next turn, taking a –2 penalty to AC and Reflex defense

Sustain Move You may sustain this power for five minutes or until the end of the encounter. When you sustain this power, you maintain your elevation. If you don't sustain this power, you float gently to the ground without taking falling damage.

Mystic Reach Mystic Utility 6

Encounter ✧ **Mystic**

Minor action

Personal

Effect Until the end of your turn, your melee reach equals your Dexterity modifier

Mystic Repertoire Mystic Utility 6

Encounter ✧ **Mystic**

Minor action

Personal

Effect Until the end of your turn, you know one additional mystic at-will attack power of your choice

Posture of Elusion Mystic Utility 6

Daily ✧ **Mystic, Stance**

Minor action

Personal

Effect You gain resist all equal to your Dexterity modifier

LEVEL 7 ENCOUNTER ATTACK POWERS

Bolt of Visceral Doubt

Mystic Attack 7

Encounter ✧ **Fear, Force, Implement, Mystic, Psychic**

Standard action

Ranged 10

Target One creature

Attack Wisdom vs Reflex

Hit 2d10 + Wisdom modifier force and psychic damage, and the target takes force and psychic damage equal to your Intelligence modifier (minimum 1) each time it fails a saving throw (save ends)

Enlightening Lightning

Mystic Attack 7

Encounter ✧ **Implement, Lightning, Mystic, Radiant**

Standard action

Area burst 1 within 10 squares

Target Each enemy in burst

Attack Wisdom vs Will

Hit 2d6 + Wisdom modifier lightning and radiant damage, and the target is illuminated until the end of your next turn, shedding bright light within 5 squares around it, and allowing it to be pinpointed automatically, even if invisible

Effect You or one ally in burst may make an active Insight, Perception, knowledge, or monster knowledge check as a free action

Icy Animus

Mystic Attack 7

Encounter ✧ **Cold, Implement, Mystic**

Standard action

Close blast 3

Target Each enemy in burst

Attack Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier cold damage, and if the target does not move at least 3 squares on its next turn, then the target takes cold damage equal to your Constitution modifier (minimum 1)

Prescient Attack

Mystic Attack 7

Encounter ✧ **Mystic**

Immediate interrupt

Personal

Trigger An enemy you are aware of moves adjacent to you

Effect You may shift 1 square, then use any at-will attack power you know as a free action, provided that the power includes the triggering enemy as a target. You gain combat advantage for the attack, and a bonus to damage equal to your Intelligence modifier.

LEVEL 9 DAILY ATTACK POWERS

Posture of Rejoinder

Mystic Attack 9

Daily ✧ **Mystic, Stance**

Minor action

Personal

Special When you enter the stance, you gain a number of rejoinder tokens equal to your Dexterity modifier (minimum 1)

Effect When you deal damage with an immediate action, you deal an extra 1d12 damage of the same type. If an enemy would trigger an immediate action from you, but you have already used your immediate action, you may expend a rejoinder token to use an immediate action, provided that you use no more than one immediate action per enemy turn. At the start of your turn, you regain one expended rejoinder token.

Supernal Roar Mystic Attack 9

Daily ✧ **Illusion, Implement, Mystic, Thunder**

Standard action

Area burst 3 within 20 squares

Target Each creature in burst

Attack Wisdom vs Fortitude

Hit 2d8 + Wisdom modifier thunder damage, and the target is knocked prone, pushed a number of squares equal to your Constitution modifier, and deafened (save ends)

Miss Half damage

Aftereffect The target is knocked prone

Vessel of the Veiled Mystic Attack 9

Daily ✧ **Charm, Fire, Implement, Mystic**

Standard Action

Ranged 10

Target One creature

Attack Wisdom vs Will

Hit 2d10 + Wisdom modifier fire damage

Effect At the start of its turn, the target deals 1d6 + your Wisdom modifier fire damage to itself and your enemies in a close burst 1 (save ends)

Spirit *Animist or Medium* Replace the fire keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and instead of targeting one creature in range, you may target one creature you can see that is adjacent to your summoned spirit

Vortex of Synchronicity Mystic Attack 9

Daily ✧ **Cold, Implement, Mystic, Psychic**

Standard action

Close burst 3

Target Each enemy in burst

Attack Wisdom vs Reflex

Hit 3d6 + Wisdom modifier cold and psychic damage, and the target takes a –2 penalty to saving throws (save ends)

Miss Half damage

LEVEL 10 UTILITY POWERS

Mystic Anticipation Mystic Utility 10

Encounter ✧ **Mystic, Teleportation**

Immediate reaction

Personal

Trigger An enemy you are aware of moves adjacent to you

Effect You teleport a number of squares equal to 1 + your Intelligence modifier

Mystic Expansion Mystic Utility 10

Daily ✧ **Mystic**

Minor action

Personal

Effect Until the end of your turn, you may increase the size of any burst you create by 1 square, or any blast by 2

Mystic Readiness Mystic Utility 10**Encounter** ✧ **Mystic**

Minor action

Personal**Effect** You ready an action**Posture of Passage** Mystic Utility 10**Daily** ✧ **Mystic, Stance**

Minor action

Personal**Prerequisite** You must be trained in Acrobatics**Effect** You ignore the effects of difficult terrain when you move or shift**Special** As a move action, you may end this stance and teleport a number of squares equal to your Dexterity score

LEVEL 13 ENCOUNTER POWERS

Living Winter Mystic Attack 13**Encounter** ✧ **Cold, Implement, Mystic, Zone**

Standard action

Area burst 2 within 20 squares**Target** Each creature in burst**Attack** Wisdom vs Fortitude**Hit** 3d6 + Wisdom modifier cold damage, and the target is slowed until the end of your next turn**Effect** The burst becomes a zone of difficult terrain that lasts until the start of your next turn. As an immediate interrupt, you may make another attack against any creature that starts its turn within the zone and moves or shifts on its turn.**Mystic Mindfire** Mystic Attack 13**Encounter** ✧ **Charm, Fire, Implement, Mystic, Psychic**

Standard action

Close blast 3**Target** Each enemy in blast**Attack** Wisdom vs Will**Hit** 2d8 + Wisdom modifier psychic and fire damage, and the target is dazed until the end of your next turn**Mystic Riposte** Mystic Attack 13**Encounter** ✧ **Implement, Mystic, Radiant**

Immediate reaction

Melee 2**Trigger** An enemy misses an attack**Target** The triggering enemy**Attack** Wisdom vs Reflex**Hit** 2d6 + Wisdom modifier radiant damage**Inner Poise** Enemies adjacent to the target take radiant damage equal to your Charisma modifier**Inner Regimen** Enemies adjacent to the target take radiant damage equal to your Constitution modifier**Inner Vision** The target grants combat advantage to all creatures until the start of its next turn

Oracular Proclamation

Mystic Attack 13

Encounter ✧ **Implement, Mystic, Thunder**

Standard action

Ranged 20**Target** One creature**Attack** Wisdom vs Fortitude**Hit** 3d8 + Wisdom modifier thunder damage, and until the end of your next turn, the target is dazed, or stunned if it is already dazed

LEVEL 15 DAILY POWERS

Astral Devotions

Mystic Attack 15

Daily ✧ **Fire, Implement, Mystic, Radiant, Zone**

Standard action

Close burst 4**Effect** The burst forms a zone until the end of your next turn. An enemy that enters or starts its turn in the zone takes 2d6 + Wisdom modifier fire and radiant damage. An ally that starts its turn in the zone may make a saving throw.**Sustain Minor** You may sustain this power only if you are in the origin square of the zone**Enigma Worm**

Mystic Attack 15

Daily ✧ **Conjuration, Implement, Mystic, Psychic, Teleportation**

Standard action

Area wall 5 within 10 squares**Effect** You conjure a wall of unformed thoughts that counts as lightly obscured and lasts until the end of your next turn. An enemy that starts its turn adjacent to the wall is dazed (save ends). An ally or enemy that moves into the wall or starts its turn there takes 2d6 + Wisdom modifier psychic damage, is dazed (save ends), and is teleported into a random unoccupied square of the wall. As a move action, you may increase the length of the wall by one (max 9), or relocate one square of the wall, so long as the result is a legal, contiguous wall.**Sustain Minor** You may sustain the wall until the end of the encounter**Spirit Animist or Medium** Replace the psychic keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and your summoned spirit is immune to the harmful effects of the enigma worm**Forfending Forks**

Mystic Attack 15

Daily ✧ **Cold, Illusion, Implement, Lightning, Mystic**

Standard action

Ranged 20**Target** One, two, or three creatures**Attack** Wisdom vs Reflex**Hit** 3d8 + Wisdom modifier cold and lightning damage, and the target is slowed until the end of your next turn**Sustain Minor** Make a secondary attack against each target that moved closer to you on its last turn**Secondary Attack** Wisdom vs Will**Secondary Hit** The target is slowed until the end of your next turn, and pushed 2 squares

Posture of Inverted Equilibrium

Mystic Attack 15

Daily ✧ **Force, Healing, Implement, Mystic, Stance**

Minor action

Personal

Effect Any enemy that misses an attack against you takes 2d8 + Wisdom modifier force damage, and is knocked prone. If you start your turn adjacent to one or more prone enemies, you may make a saving throw with a bonus equal to the number of adjacent prone enemies. If you end your turn adjacent to a prone enemy, you regain hit points equal to your Wisdom modifier.

LEVEL 16 UTILITY POWERS

Eternal Devotions

Mystic Utility 16

Daily ✧ **Healing, Mystic, Zone**

Standard action

Close burst 4

Effect The burst forms a zone until the end of your next turn. You and allies in the zone gain temporary hit points equal to your Wisdom modifier at the start of your turn, gain resist necrotic equal to your level, and are immune to disease.

Sustain Minor You may sustain this power only if you are in the origin square of the zone

Mystic Resolve

Mystic Utility 16

Encounter ✧ **Mystic**

Immediate interrupt

Melee touch

Trigger An enemy attacks you or an ally in reach

Target You and each ally targeted by the triggering attack

Effect The triggering attack is resolved against whichever is higher, the target's normal defense, or your Will defense

Mystic Step

Mystic Utility 16

Encounter ✧ **Mystic**

Minor action

Personal

Effect Designate an unoccupied square within 3 squares of you. Until the start of your next turn, you occupy that square in addition to your normal space. You may deliver attacks and determine your line of sight and effect as if you occupied either or both spaces. Creatures may also attack you and determine line of sight and effect to you as if you occupied either space. At the end of your next turn, you revert to occupying a single space, but may choose which of the two spaces you prefer.

Posture of Mystic Vision

Mystic Utility 16

Daily ✧ **Mystic, Stance**

Minor action

Personal

Effect You gain darkvision, can perceive invisible creatures and objects as if they were visible, and gain a +5 power bonus to Perception checks

LEVEL 17 ENCOUNTER POWERS

Aura Theft Mystic Attack 17

Encounter ✧ **Fire, Implement, Mystic, Teleportation**

Standard action

Melee touch

Target One creature

Attack Wisdom vs Reflex

Hit 3d10 + Wisdom modifier fire damage, and the target's aura, if any, is suppressed (save ends). If you elect, you may gain the aura until the target saves.

Effect Teleport 5, or a number of squares equal to the size of the target's aura, whichever is greater

Corpse Candles Mystic Attack 17

Encounter ✧ **Implement, Mystic, Necrotic, Radiant**

Standard action

Area burst 2 within 10 squares

Target Each creature in burst

Attack Wisdom vs Fortitude

Hit 4d6 + Wisdom modifier necrotic and radiant damage, and the target is weakened until the end of your next turn

Ineffable Thoughts Mystic Attack 17

Encounter ✧ **Illusion, Implement, Mystic, Psychic**

Standard action

Close burst 2

Target Each enemy in burst

Attack Wisdom vs Will

Hit 4d6 + Wisdom modifier psychic damage, and the target is immobilized until the end of your next turn

Effect You may slide yourself and each ally in burst 1 square

Karmic Door Mystic Attack 17

Encounter ✧ **Implement, Mystic, Teleportation, Thunder**

Immediate interrupt

Ranged 10

Trigger An enemy in range attacks you

Target The triggering enemy

Attack Wisdom vs Will

Hit 1d8 thunder damage, and you and the target exchange positions. The triggering attack is then resolved against the target instead of you.

Spirit Animist or Medium Replace the thunder keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and instead of triggering when an enemy in range attacks you, this power may trigger when an enemy adjacent to your summoned spirit attacks you, regardless of range

LEVEL 19 DAILY POWERS

Cryptic Devotions Mystic Attack 19

Daily ✧ **Charm, Implement, Mystic, Psychic, Teleportation, Zone**

Standard action

Close burst 3

Effect The burst creates a zone that lasts until the end of your next turn. Each enemy that starts its turn in the zone takes 2d8 + Wisdom modifier psychic damage and is dazed (save ends). Each ally that starts its turn in the zone may shift a number of squares equal to your Intelligence modifier (minimum 1).

Aftereffect You teleport the creature to an unoccupied space adjacent to the zone

Sustain Minor You may sustain this power only if you are in the origin square of the zone

Helical Countenances Mystic Attack 19

Daily ✧ **Illusion, Implement, Mystic, Psychic, Zone**

Standard action

Area burst 3 within 10 squares

Target Each creature in burst

Attack Wisdom vs Will

Hit 3d8 + Wisdom modifier psychic damage

Effect The burst becomes a zone of faces that lasts until the end of your next turn. The zone counts as light obscurement. An enemy that makes a melee or close attack while inside the zone includes itself as an additional target for that attack.

Jedor of Ages Mystic Attack 19

Daily ✧ **Conjuration, Implement, Mystic**

Minor action

Ranged 20

Effect You conjure the jedor of ages in a square within range. As a move action, you may move the jedor 5 squares.

Sustain Minor When you sustain this power, the jedor makes a ranged attack

Target One creature within 5 squares of the jedor

Attack Wisdom vs Reflex

Hit The target is insubstantial and stunned (save ends both)

Spirit Animist or Medium When you sustain this power, you may target one creature within 5 squares of the jedor, or one creature adjacent to your summoned spirit

Posture of Five Dragons Mystic Attack 19

Daily ✧ **Acid, Cold, Fire, Implement, Lightning, Mystic, Stance, Thunder**

Minor action

Personal

Effect Whenever you are damaged by an enemy attack, each enemy in a close burst 2 around you takes 1d12 acid, cold, fire, lightning, and thunder damage

LEVEL 22 UTILITY POWERS

Mystic Echoes Mystic Utility 22

Encounter ✧ **Mystic**

No action when you use a Mystic encounter attack power that misses all targets

Personal

Effect You do not expend the encounter attack power

Mystic Salve Mystic Utility 22

Encounter ✧ **Mystic**

Immediate interrupt

Close burst 10

Trigger An ally fails a saving throw

Target One ally in burst

Effect The ally obtains a natural 20 on the saving throw instead of the original result

Spirit Animist or Medium This power may target one ally in burst, or one ally adjacent to your summoned spirit

Posture of Seven Limbs Mystic Utility 22

Daily ✧ **Illusion, Mystic, Stance**

Minor action

Personal

Effect You gain concealment, and may perform an extra minor action on each of your turns

Transcendental Devotions Mystic Utility 22

Daily ✧ **Mystic, Zone**

Standard action

Close burst 5

Effect The burst ignores blocking terrain, and forms a zone until the end of your next turn. You and any allies in the zone are insubstantial and gain phasing.

Sustain Standard You may sustain this power only if you are in the origin square of the zone

LEVEL 23 ENCOUNTER POWERS

Celestial Siren Mystic Attack 23

Encounter ✧ **Charm, Implement, Mystic, Radiant, Teleportation, Thunder**

Standard action

Close burst 4

Target Each enemy in burst

Attack Wisdom vs Will

Hit 3d8 + Wisdom modifier radiant and thunder damage, and you may pull the target to a space adjacent to you

Effect You teleport 5 squares

Image of the Perfect Form Mystic Attack 23

Encounter ✧ **Force, Implement, Mystic**

Standard action

Close burst 3

Target Creatures in burst

Attack Wisdom vs Fortitude

Hit 4d6 + Wisdom modifier force damage, and the target is immobilized until the end of your next turn

Effect You may slide yourself a number of squares equal to your Intelligence modifier. You may slide immobilized creatures in burst the exact same distance and direction as you slid yourself.

Mystic Proxy

Mystic Attack 23

Encounter ✧ **Fear, Fire, Mystic, Implement**

Standard action

Area burst 2 within 10 squares**Target** Each enemy in burst centered on one ally you can see**Attack** Wisdom vs Reflex

Hit 3d8 + Wisdom modifier fire damage, and the target is pushed 1 square away from the ally. The target takes an additional 1d8 + Wisdom modifier fire damage if it moves closer to the ally before the end of the target's next turn.

Spirit Siege

Mystic Attack 23

Encounter ✧ **Implement, Mystic, Necrotic**

Standard action

Ranged 10**Target** One or two creatures**Attack** Wisdom vs Fortitude

Hit 3d10 + Wisdom modifier necrotic damage, and enemies adjacent to the target take necrotic damage equal to your Constitution modifier

Spirit Animist or Medium Replace the necrotic keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and you may target one or two creatures in range, or one or two creatures that are adjacent to your summoned spirit, regardless of range

LEVEL 25 DAILY POWERS

Endless Riddles

Mystic Attack 25

Daily ✧ **Illusion, Implement, Mystic, Psychic**

Standard action

Area burst 4 within 20 squares**Target** Each creature in burst**Attack** Wisdom vs Will

Hit 6d6 + Wisdom modifier psychic damage, and the target is blinded and immobilized (save ends both)

Miss Half damage, and the target is blinded (save ends)

Posture of Paradox

Mystic Attack 25

Daily ✧ **Implement, Mystic, Stance**

Minor action

Personal

Effect An enemy that targets you with an attack is weakened and vulnerable to your attacks equal to your Dexterity modifier (save ends both)

Aftereffect You mark the enemy until the end of the enemy's next turn, and are insubstantial as long as the enemy is marked by you

Sanctified Flames

Mystic Attack 25

Daily ✧ **Fire, Implement, Mystic, Radiant**

Standard action

Ranged 20**Target** One creature**Attack** Wisdom vs Reflex

Hit 6d6 + Wisdom modifier fire and radiant damage, and enemies adjacent to the target take 3d6 + Wisdom modifier fire and radiant damage

Miss Half damage to both the target and adjacent enemies

Effect Until the end of the encounter, your fire powers also gain the radiant keyword and damage type

Supernal Devotions

Mystic Attack 25

Daily ✧ **Implement, Mystic, Thunder, Zone**

Standard action

Close burst 3

Effect The burst forms a zone until the end of your next turn. Each enemy that starts its turn in the zone takes 2d10 + Wisdom modifier thunder damage and is knocked prone. You may push any enemy that ends its turn in the zone 3 squares. Each ally in the zone gains resist 20 thunder.

Sustain Minor You may sustain this power only if you are in the origin square of the zone

LEVEL 27 ENCOUNTER POWERS

Karmic Fires

Mystic Attack 27

Encounter ✧ **Fire, Implement, Mystic, Zone**

Standard action

Area burst 2 within 10 squares

Target Each enemy in burst centered on one ally

Attack Wisdom vs Fortitude

Hit 3d6 + Wisdom modifier fire damage

Effect The burst creates a zone that lasts until the end of your next turn. An enemy that enters the zone or starts its turn there takes ongoing 10 fire damage. When an enemy in the zone makes a successful saving throw, you may use an immediate interrupt to force a reroll.

Mystic Reproof

Mystic Attack 27

Encounter ✧ **Force, Implement, Mystic**

Immediate reaction

Melee touch

Trigger An enemy makes an attack against you or an ally adjacent to you

Target The triggering enemy

Attack Wisdom vs Fortitude

Hit 3d10 + Wisdom modifier force damage, and the target is stunned until the end of its next turn

Spirit Host

Mystic Attack 27

Encounter ✧ **Charm, Cold, Implement, Mystic**

Standard action

Ranged 10

Target One creature

Attack Wisdom vs Will

Hit 3d10 + Wisdom modifier cold damage, and the target is dominated until the end of your next turn

Spirit Animist or Medium Replace the cold keyword and damage type with the keyword and damage type you selected for your Summon Spirit power, and you target one creature in range, or one creature you can see that is adjacent to your summoned spirit, regardless of range

Two Countenances

Mystic Attack 27

Encounter ✧ **Implement, Lightning, Mystic, Psychic, Teleportation**

Standard action

Close blast 3

Target Each enemy in blast**Attack** Wisdom vs Reflex**Hit** 5d6 + Wisdom modifier lightning damage, and the target is blinded until the end of your next turn**Effect** Teleport 5 squares and make a secondary attack**Secondary Target** Each enemy in a close blast 3 that can see you**Secondary Attack** Wisdom vs Will**Hit** 5d6 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn

LEVEL 29 DAILY POWERS

Divine Reprobation

Mystic Attack 29

Daily ✧ **Conjuration, Fear, Implement, Lightning, Mystic**

Standard action

Area burst 5 within 20 squares

Target Each enemy in burst**Attack** Wisdom vs Fortitude**Hit** 3d10 + Wisdom modifier lightning damage, the target is knocked prone, and you slide the target a number of squares equal to your Wisdom modifier**Effect** You conjure a wall of sparks in burst whose length equals the number of enemies in burst. The wall lasts until the end of your next turn. An enemy suffers an attack if it starts its turn in the wall, or moves or shifts into the wall on its turn.**Sustain Minor** The wall persists**Perfect Devotions**

Mystic Attack 29

Daily ✧ **Force, Implement, Mystic, Zone**

Standard action

Close burst 10

Effect The burst forms a zone until the end of your next turn. Each enemy that enters or starts its turn in the zone takes 3d6 + Wisdom modifier force damage, and is dazed and slowed until the start of its next turn. You and each ally in the zone gain a +4 power bonus to defense. As an immediate reaction when an enemy in the zone moves closer to you, you may push that enemy 1 square.**Sustain Minor** You may sustain this power only if you are in the origin square of the zone**Posture of Illumination**

Mystic Attack 29

Daily ✧ **Mystic, Radiant, Stance**

Minor action

Personal

Effect You shed bright light in a close burst 20, and at the start of your turn, you deal 2d6 + Wisdom modifier radiant damage to all enemies in burst

Daily ✧ **Illusion, Implement, Mystic, Psychic**

Standard action

Ranged 20

Target One creature

Attack Wisdom vs Will

Hit 3d12 + Wisdom modifier psychic damage, and the target is dazed (save ends) and knocked prone

Effect Until the end of the encounter, an enemy that moves closer to any previous target of this power suffers an attack

MYSTIC FEATS

INVURED TO HARDSHIP [PARAGON FEAT]

Prerequisite Mystic, Ascetic tradition, 11th level

Benefit Whenever you succeed on a saving throw, you gain temporary hit points equal to your Constitution modifier

SYNCRETIC TRADITION [PARAGON FEAT]

Prerequisite Mystic, 11th level

Benefit Choose a mystic tradition that you qualify for and do not already possess. You gain the benefits of that tradition.

MULTICLASS FEATS

INITIATE OF MYSTERY [MULTICLASS MYSTIC]

Prerequisite Wis 13

Benefit You gain the Mystic Source class feature

SECRET TEACHING [HEROIC FEAT]

Prerequisite Multiclass Mystic

Benefit You gain the Mystic Warding and Mystic Teaching class features

Hybrid Mystic

Role Controller

Power Source Divine or Primal, depending on your choice of Mystic Source

Key Abilities Wisdom, Constitution, and one or more of Dexterity, Intelligence, or Charisma

Armor Proficiencies Cloth

Weapon Proficiencies Dagger, quarterstaff

Implements Orbs, staves, and depending on your choice of Mystic Source, either holy symbols or totems

Bonus to Defense +1 Fortitude, or +1 Reflex, or +1 Will

Hit Points at 1st Level 5 + Constitution Score

Hit Points per Level Gained 2

Healing Surges per Day 3

Class Skills Acrobatics (Dex), Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

Class Features Mystic Source (Hybrid), Mystic Teaching (Full Version)

Hybrid Talent Options Mystic Warding (Full Version), Mystic Tradition (Full Version)

MYSTIC SOURCE (HYBRID)

As the full version, but you do not automatically gain the associated skill training.

Immortal Aspirant

Role Multiclass only
Power Source Divine
Key Abilities Any
Implements Any implement you can already use

IMMORTAL ASPIRANT [MULTICLASS]

Prerequisite Wis 13

Special When you gain this feat, choose a divine class. This feat is a multiclass feat of the chosen class.

Benefit You gain training in one skill from the class list of the chosen class, and a +5 racial bonus to saving throws against fear. If you take a power swap feat, you may select powers from the chosen class as well as from the list of Immortal Aspirant powers.

IMMORTAL RESISTANCE [PARAGON, MULTICLASS]

Prerequisite Immortal Aspirant, 11th level

Special This feat is a multiclass feat of the class you chose when you gained Immortal Aspirant

Benefit You gain resist 15 to two damage types. Choose from cold, fire, lightning, necrotic, radiant, or thunder.

IMMORTAL APOTHEOSIS [EPIC, MULTICLASS]

Prerequisite Immortal Aspirant, 21st level

Special This feat is a multiclass feat of the class you chose when you gained Immortal Aspirant

Benefit You gain an immortal origin, the angel keyword, and don't need to eat, breathe, or sleep. You speak Supernal and are immune to fear. In addition, you gain the level 16 Favored Soul paragon path feature. If you already possess this feature, choose either to increase your fly speed by 2, or gain the ability to fly in heavy armor.

IMMORTAL ASPIRANT POWERS

If you have the Immortal Aspirant feat, you can acquire a number of the following powers with the standard power swap feats (Acolyte Power, Adept Power, and Novice Power).

Fiery Blades Immortal Aspirant Utility 6

At-Will ✧ **Divine, Fire**

Minor action

Personal

Requirement You must be bloodied to use this power

Effect Until the start of your next turn, your weapon attacks vs AC that deal untyped damage instead become attacks vs Reflex that deal fire damage

Angelic Skirmish Immortal Aspirant Attack 7

☐ **Encounter** ✧ **Divine, Weapon**

Standard action

Melee weapon

Effect You may move up to half your speed and make this power's attack at any point during that movement. You don't provoke opportunity attacks when moving away from the target of the attack.

Target One creature

Attack Highest ability score vs AC

Hit 2[W] + highest ability modifier damage

Cloak of Autumn Gusts Immortal Aspirant Utility 10

Daily ✧ **Divine, Zone**

Minor action

Close burst 5

Effect You create a zone of winds that remains centered on you as your position changes until the end of the encounter. The zone is difficult terrain for your enemies, including flying enemies.

Sign of Vengeance Immortal Aspirant Utility 16

Daily ✧ **Divine, Teleportation**

Minor action

Ranged sight

Target One creature

Effect You place an invisible sign upon the target. Until the end of the encounter, if you can see the target, you may teleport adjacent to it as a move action.

Storm of Blades Immortal Aspirant Attack 19

Daily ✧ **Divine**

Standard action

Close burst 3

Target Each enemy in burst

Attack Highest ability score +6 vs Reflex

Hit 6d8 + highest ability modifier damage

Paragon Paths

Arcane Paradigm

Prerequisite Arcane Enchanted supernatural token

Counterspell Mastery (11th Level) Unravel Magic becomes an encounter power for you, it targets a triggering creature within a close burst 10, and on a hit, it deals 2d6 + (Intelligence, Wisdom, or Charisma) psychic damage to the target in addition to its other effects

Counterspelling Action (11th Level) When you spend an action point to gain an extra action, you recharge Unravel Magic

Recoiling Spell (16th level) When you hit with Unravel Magic, you may forgo dealing normal damage and forgo unravelling the effect to assume control of the triggering power instead. Aim the power using your own line of effect and line of sight. If the power calls for attack and damage rolls, use the values possessed by the triggering creature, not your own.

Shuffle Assumptions

Arcane Paradigm Utility 12

Encounter ✧ Arcane, Divine, Illusion

Free action

Close burst 5

Trigger You or a creature in burst makes a d20 roll you dislike

Effect The target must reroll the triggering roll and apply whichever roll you prefer. If the die roll applied is odd, this power recharges at the end of the encounter.

Enduring Mystery

Arcane Paradigm Attack 20

Daily ✧ Arcane, Conjunction, Divine, Implement, Teleportation

Standard action

Wall 7 within 10 squares

Effect You conjure a wall of inscrutable mist up to 4 squares high that blocks line of sight and lasts until the end of the encounter. When a creature enters or starts its turn inside the wall, you may spend an opportunity action to teleport it to any unoccupied square adjacent to the base of the wall even if you lack line of sight to the destination. If the teleported creature is an enemy, you may make the following attack against it as a free action.

Attack Intelligence, Wisdom, or Charisma vs Will

Hit 2d6 + Intelligence, Wisdom, or Charisma, and the target is weakened until the end of your next turn

Lotus Warrior

Prerequisite Mystic class, Contortionist tradition

Folded Pose (11th Level) You may adopt up to two stances simultaneously

Bodily Involution (11th Level) When you spend an action point to gain an extra action, you may stand from prone as a free action, automatically escape from a grab, or automatically rid yourself of one of the following conditions that a save can end: slowed, immobilized, or restrained

Mobius Pose (16th level) You may adopt up to three stances simultaneously

Coiled Assault

Lotus Warrior Attack 11

Encounter ✧ **Force, Implement, Mystic**

Standard action

Close burst 1

Effect Before the attack, you may end one of your stances as a free action. If you do so, you may shift a number of squares equal to your Dexterity modifier, and the power used to enter the stance is no longer considered expended.

Target Each enemy in burst

Attack Wisdom vs Fortitude

Hit 2d10 + Wisdom modifier force damage, and the target is knocked prone

Lotus of Peace

Lotus Warrior Utility 12

Daily ✧ **Mystic, Stance**

Minor action

Personal

Effect When an enemy that you have not attacked since the start of your last turn makes an attack against you, the attack targets your highest defense instead of the normal defense

Lotus of Nine Waters

Lotus Warrior Attack 20

Daily ✧ **Mystic, Stance**

Minor action

Personal

Effect While adjacent to you, allies gain the effect of your active stances (other than this one)

Mystic Theurge

Prerequisite Channel Divinity class feature, at least one power with the Arcane keyword

Implement Versatility (11th Level) Any implement you are capable of using for an Arcane power, you may use for any Divine power with the Implement keyword, and vice versa

Reliable Spell (11th Level) When you spend an action point to gain an extra action, any Arcane encounter power with an attack entry that you use before the end of your turn gains the Reliable keyword

Channelling Reserves (16th level) The number of channel divinity powers you may use per encounter increases by one, though you may not use the same power twice

One Source

Mystic Theurge Attack 11

Encounter ✧ Arcane, Divine, Fire, Force, Implement

Standard action

Area burst 2 within 20 squares

Target Each creature in burst

Attack Intelligence or Wisdom vs Reflex

Hit 2d8 + Wisdom modifier + Intelligence modifier fire and force damage

Effect The next Arcane power you use before the end of your next turn also gains the Divine keyword, or vice versa

Mystic Synergy

Mystic Theurge Utility 12

Encounter ✧ Arcane, Divine

Minor action

Personal

Effect Until the end of your turn, you gain combat advantage against all enemies when you attack with a power that has both the Arcane and Divine keywords

Mystic Theurgy

Mystic Theurge Attack 20

Daily ✧ Arcane, Divine, Healing, Implement, Radiant, Thunder

Standard action

Close burst 5

Target Each enemy in burst

Attack Intelligence or Wisdom vs Fortitude

Hit 4d8 + Wisdom modifier + Intelligence modifier radiant and thunder damage

Miss Half damage

Effect You and each ally in burst regains hit points as if spending a healing surge

Penitent Seeker

Prerequisite Mystic class

Abject Prayer (11th Level) You do not suffer penalties to attacks, nor grant combat advantage, as a result of the prone condition

Penitent Action (11th Level) When you spend an action point to gain an extra action while prone, you may use your second wind as a minor action that turn, or a free action if your second wind is normally a minor action

Penitent Redemption (16th level) When you make a saving throw, you gain combat advantage on your next attack roll before the end of your next turn

Penitent Devotions

Penitent Seeker Attack 11

Encounter ✧ **Implement, Mystic, Radiant, Thunder, Zone**

Standard action

Close burst 3

Requirement You must be prone to use this power

Target Each enemy in burst

Attack Wisdom vs Will

Hit 2d10 + Wisdom modifier radiant and thunder damage, and the target is knocked prone

Effect The burst creates a zone of reverberating choruses that lasts until the end of your next turn. Each enemy that starts its turn in the zone is slowed until the start of its next turn. If you end your turn in the zone, you may reroll one failed saving throw.

Sustain Minor You may only sustain this power if you are prone and in the origin square of the zone

Effacing Entreaty

Penitent Seeker Utility 12

Daily ✧ **Mystic**

Minor action

Personal

Effect If you are prone and in the origin square of a zone defined by a burst, the size of the burst (and therefore the zone) is temporarily increased or decreased by 1 until the end of your next turn

Sustain Minor You maintain the altered size of the zone (it doesn't grow or shrink any further)

Infinite Contrition

Penitent Seeker Attack 20

Daily ✧ **Charm, Implement, Mystic, Psychic**

Standard action

Close burst 5

Requirement You must be prone to use this power

Target Each enemy in burst

Attack Wisdom vs Will

Hit The target is stunned (damage to the target or save ends)

Miss The target suffers a secondary attack

Aftereffect If you are still prone when the stunned condition ends, the target suffers a secondary attack

Secondary Attack Wisdom vs Will

Hit 4d8 + Wisdom modifier psychic damage, and ongoing 10 psychic damage (save ends)

Miss Ongoing 10 psychic damage (save ends)

Aftereffect If you are still prone when the ongoing damage ends, the target is knocked prone

Triple Threat Specialist

Prerequisite A power that enables you to attack with two weapons

Three Weapon Fighting (11th Level) You gain a virtual hand that enables you to wield three weapons instead of two. The virtual hand might represent skilled juggling, wielding a weapon with an unconventional body part, a magical dancing weapon, or perhaps polymorph or illusion. The tertiary weapon has the same restrictions and benefits as a secondary weapon.

Three Angle Technique (11th Level) You gain a +1 bonus to attack rolls when you have combat advantage against your target and are wielding three weapons

Merciless Action (11th Level) When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn

Underhanded Fighting (16th level) When wielding three weapons, you gain a bonus to weapon damage rolls equal to your Wisdom modifier

Triplicitous Strike

Triple Threat Specialist Attack 11

Encounter ✧ **Martial, Weapon**

Standard action

Melee weapon

Requirement You must be wielding three weapons

Target One creature

Attack Strength vs AC (primary weapon)

Hit 1[W] + Strength modifier damage

Effect Make a secondary attack against the target

Secondary Attack Strength vs AC (secondary weapon)

Hit 1[W] damage, and the tertiary attack targets Will instead of AC

Effect Make a tertiary attack against the target

Tertiary Attack Strength vs AC (tertiary weapon)

Hit 1[W] damage, and the target grants combat advantage to all creatures until the end of your next turn

Exploit Any Opening

Triple Threat Specialist Utility 12

Encounter ✧ **Martial, Weapon**

Minor action

Melee weapon

Requirement You must be wielding three weapons

Target One creature that is adjacent to an ally, or that grants combat advantage to you or an ally

Effect The target grants combat advantage to all creatures until it escapes your melee reach

Three-Edged Menace

Triple Threat Specialist Attack 20

Daily ✧ **Martial, Stance, Weapon**

Minor action

Personal

Requirement You must be wielding three weapons

Effect Whenever you hit with both your primary and secondary weapon in the same action, you may make a melee basic attack with your tertiary weapon as a free action, gaining combat advantage for the attack

Vikingr

Prerequisite Martial class, trained in Intimidate

Plunder (11th Level) If you have a free hand, you may retrieve an unattended object as a free action instead of a minor action, or initiate a grab as a minor action instead of a standard action

Dreadful Action (11th Level) When you spend an action point to take an extra action, attacks you make before the end of your turn gain the Invigorating and Rattling keywords

Fear No Fate (16th level) You gain resist equal to your temporary hit points against the attacks of creatures that are taking the penalty from one of your Rattling powers

Terror From the North

Vikingr Attack 11

Encounter ✧ **Invigorating, Martial, Rattling, Weapon**

Standard action

Melee weapon

Target One or two creatures

Attack Strength vs AC, two attacks

Hit 1[W] + Strength modifier damage

Effect If you hit the same target with both attacks, you push the target a number of squares equal to your Charisma bonus

Grim Reputation

Vikingr Utility 12

Encounter ✧ **Martial**

Minor action

Close burst 5

Target One creature in burst that can see you

Effect If you succeed on an Intimidate check vs the target's Will defense, you gain combat advantage against the target until the end of your turn

Exultant Raven Strike

Vikingr Attack 20

Daily ✧ **Invigorating, Martial, Rattling, Reliable, Weapon**

Standard action

Melee weapon

Requirement You must have combat advantage against the target to use this power

Target One creature

Attack Strength vs AC

Hit 5[W] + Strength modifier damage

Feats

ADEPT OF SEA AND STARS [HEROIC FEAT]

Prerequisite Trained in Arcana and Religion, Arcane or Divine class

Benefit Your Arcane powers gain the Divine keyword, and your Divine powers gain the Arcane keyword. You may use holy symbols and wands as implements for your Arcane and Divine powers that have the Implement keyword. You gain a +2 feat bonus to Arcana and Religion checks.

BANELIGHT [HEROIC FEAT]

Prerequisite Int 13, Cha 13

Benefit You gain a +1 [per tier] feat bonus to damage rolls when you use a poison or radiant power

CAUDAL ASSAULT [HEROIC FEAT, PRIMAL PATH SUBSTITUTION]

Prerequisites A power with the Primal keyword

Benefit Upon reaching specified levels, you may swap any number of encounter attack powers from your class for caudal assault powers of equal or lower level. Each time you gain a level, you may revisit your previous selections under this feat.

Hammering Slap Caudal Assault Attack 1

Encounter ✧ **Primal**

Standard action

Melee touch

Target One creature

Attack Highest ability score +2 vs Fortitude

Hit 2d12 + highest ability modifier damage, and the target is pushed 1 square

Sudden Sweep Caudal Assault Attack 7

Encounter ✧ **Primal**

Minor action

Close burst 1

Target Each enemy in burst

Attack Highest ability score +2 vs Fortitude

Hit The target is knocked prone and pushed 1 square

Dissuading Slap Caudal Assault Attack 13

Encounter ✧ **Primal**

Immediate reaction

Melee touch

Trigger An enemy flanks you or misses you with a melee attack

Target The triggering creature

Attack Highest ability score +4 vs Fortitude

Hit 2d12 + highest ability modifier damage, and the target is knocked prone

Crushing Clout Caudal Assault Attack 17

Encounter ✧ **Primal**

Standard action

Melee touch

Target One creature

Attack Highest ability score +4 vs Fortitude

Hit 3d12 + highest ability modifier damage, and the target is dazed until the end of your next turn

Seismic Sweep

Caudal Assault Attack 23

 Encounter ✧ **Primal**

Standard action

Close burst 1

Target Each enemy in burst**Attack** Highest ability score +6 vs Fortitude**Hit** 2d12 + highest ability modifier damage, and the target is pushed 3 squares

COMMAND UNDEAD [DIVINITY, HEROIC FEAT]

Prerequisite Channel Divinity class feature, must worship the Ancestral, Fell or Ulaáitch**Benefit** You gain Command Undead as a Channel Divinity power**Channel Divinity: Command Undead**

Feat Power

 Encounter ✧ **Charm, Divine, Implement**

Standard action

Close burst 2 (5 at 11th level, 8 at 21st level)**Target** One, two, or three undead creatures in burst**Attack** Wisdom vs Will**Hit** The target is dominated (save or failure to sustain ends)**Sustain** On your turn, you must spend a minor action to sustain the dominated condition on one creature, a minor and a move action on two creatures, or a minor, move, and standard action on three creatures

DIVINE ANIMIST [HEROIC FEAT]

Prerequisite Trained in Nature and Religion, Divine or Primal class**Benefit** Your Divine powers gain the Primal keyword, and your Primal powers gain the Divine keyword. You may use holy symbols and totems as implements for your Divine and Primal powers that have the Implement keyword. You gain a +2 feat bonus to Nature and Religion checks.

EPIC WEAPON MASTER [EPIC FEAT]

Prerequisite Weapon Expertise, Weapon Focus, and one of the following: Axe Mastery, Bludgeon Mastery, Bow Mastery, Flail Mastery, Heavy Blade Mastery, Light Blade Mastery, Pick Mastery, or Spear Mastery**Benefit** You gain the benefits of the above-listed feats with any weapon you are proficient with

PRIMAL FOCUS [HEROIC]

Prerequisite Any primal path substitution feat**Benefit** You gain a +2 [per tier] feat bonus to damage rolls on any powers you know as a result of taking a primal path substitution feat

QUICK STUDY [HEROIC, MULTICLASS FEAT]

Prerequisite Any class-specific multiclass feat**Benefit** At level 3, you may swap the lowest level encounter attack power from your class with an encounter attack power of the same level or lower from your multiclass. At level 5, you may do the same with the lowest level daily attack power from your class. At level 6, you may do the same with the lowest level utility power from your class. Each time you gain a level, you may revisit the choices you made under this feat.**Special** You gain no benefit from the acolyte power, adept power, or novice power feats

TAURIC FORM [HEROIC FEAT, PRIMAL PATH SUBSTITUTION]

Prerequisites A power with the Primal keyword

Benefit Upon reaching specified levels, you may swap any number of utility powers from your class for Tauric Form powers of equal or lower level. Each time you gain a level, you may revisit your previous selections under this feat.

Definitive Stand

Tauric Form Utility 2

At-Will ✧ **Primal, Stance**

Minor action

Personal

Requirement You must be standing on a solid surface

Effect You are immobilized. If you would otherwise be knocked prone, you may make an immediate saving throw to avoid that effect (or two saves if you are a dwarf). If you are pushed, pulled, or slid a specified number of squares, you may reduce the forced movement by 1 square (or 2 if you are dwarf). You may end this stance as a minor action.

Thundering Gait

Tauric Form Utility 6

Encounter ✧ **Primal**

Free action when you move, charge, or run

Personal

Effect You gain a +2 power bonus to speed for the move, charge, or run. If you are charging, add your Constitution modifier to the damage roll.

Immovable

Tauric Form Utility 10

Encounter ✧ **Primal**

Immediate interrupt

Personal

Trigger You fall, are knocked prone, or are subject to forced movement

Effect You catch hold instead of falling, avoid being knocked prone, or negate the forced movement

Seething Stride

Tauric Form Utility 16

Daily ✧ **Primal**

Move action

Personal

Effect Move your speed, creating difficult terrain in each square you leave

Sustain Move You may sustain the effect for 5 minutes or until the end of the encounter

TURN UNDEAD [DIVINITY, HEROIC FEAT]

Prerequisites Channel Divinity class feature, must worship the Ancestral or Ávatar

Benefit You gain Turn Undead as a Channel Divinity power, as the cleric class feature

Supernatural Tokens

General

Whether by deed or disaster, you may be touched by the supernatural during play.

All supernatural tokens have levels, usually 1, 4, 8, 14, 18, 24, or 28. When triggered by specific events during play, you may acquire a token of your level or lower. You may only possess one token at a time, with a new token erasing the old token. Unless otherwise stated, if you possess a token of higher than base level, you also gain the benefits of all the lower level tokens of the same name.

Most tokens require a willing recipient, but a few tokens are defined as Involuntary. If an Involuntary token is triggered, you automatically resist the token if you already possess an equal or higher level token. Otherwise, you gain the Involuntary token, losing any lower level token you might already possess.

You cannot possess a token at character creation at heroic tier. When you create a paragon character, you may choose any token of level 8 or lower that you qualify for. For an epic character, choose a token of level 18 or lower.

When you return from the dead, you suffer the normal death penalty only if you do not have a supernatural token. If you possess a token, it reverts to a lower level token of its kind, or dissipates entirely, if there is no suitable lower level token.

Supernatural tokens may derive from any power source. Those that share the same source also share a few additional rules in common.

Divine

If you have a Divine token, you gain Path of Virtue as a Channel Divinity power, and you may use a holy symbol as an implement on any power you know that has the Divine and Implement keywords.

Channel Divinity: Path of Virtue	Divine Token Power
<input type="checkbox"/> Encounter [Divinity] ✧ Divine	
Minor action	Personal
Channel Divinity You may use a maximum of one Channel Divinity power per encounter	
Effect You gain 5 [per tier] temporary hit points	

Primal

If you have a Primal token, you gain the Wild Shape power, the Primal Path power, and you may use a totem as an implement on any power you know that has the Primal and Implement keywords.

Primal Path	Primal Token Power
<input type="checkbox"/> Encounter ✧ Primal	
Minor action	Personal
Requirement To use this power, you must be in Beast Form, or under the effect of a Polymorph power	
Effect You regain 5 [per tier] hit points	

Ancestral Ravaged

Source Divine

Involuntary

Prerequisites None

Triggering Act You reach the final state of the Spirit Worm disease, or you already have this token and gain a level

Level 1 Whenever you roll initiative, you are attacked by hostile spirits: [Token's level + 3] vs Will, you are dominated and gain the Spirit Worm power (save ends both)

Level 4 You gain skill training or focus in a randomly determined skill

Level 8 You gain a randomly determined heroic feat that you qualify for

Level 14 You know a randomly determined level 14 ritual, which you may cast once per day without expending ritual components, even if you are not a ritual caster

Level 18 You gain a randomly determined paragon feat that you qualify for

Level 24 You gain a randomly determined level 22 utility power from a randomly determined class

Level 28 You gain a randomly determined epic feat that you qualify for

Spirit Worm

Ancestral Ravaged 1

At-Will ✧ Charm, Divine, Necrotic, Psychic

Requirement You must be dominated by hostile spirits to use this power

Standard action

Melee touch

Target One ally

Attack [Your level + 3] vs Will

Hit 1d6 + Charisma modifier necrotic and psychic damage, and the target is dominated by hostile spirits and gains the Spirit Worm power (save ends both). In addition, the target is infected with the Spirit Worm disease.

Increase to 2d6 + Charisma modifier necrotic and psychic damage at 21st level

Arcane Enchanted

Source Arcane and Divine

Prerequisites Willing recipient, worshipper of the Arcane, Ritual Caster

Triggering Act You roll a natural 20 on an Arcana check

Level 1 You gain Unravel Magic as a milestone power, and Arcane Echoes as a Channel Divinity power

Level 4 You gain training in one Knowledge skill, or skill focus in one trained Knowledge skill

Level 8 You gain a level 1 at-will attack power from an Arcane class as a milestone power

Level 14 You may use Channel Divinity twice per encounter, though not the same power twice

Level 18 When you hit with Unravel Magic, you may expend a healing surge to recover any single expended encounter power, including an expended Channel Divinity power

Level 24 When you hit with Unravel Magic, you may expend a healing surge to daze the target until the end of your next turn

Level 28 When you hit with Unravel Magic, you gain an action point

Unravel Magic

Arcane Enchanted 1

Milestone ✧ Arcane, Divine, Implement

Immediate Interrupt

Close burst 5

Special Use any arcane or divine implement when using this power, even if you do not normally use implements

Trigger A creature in burst uses a power with one of the following keywords—Acid, Arcane, Charm, Cold, Conjunction, Divine, Fear, Fire, Force, Healing, Illusion, Lightning, Necrotic, Polymorph, Psychic, Radiant, Sleep, Summoning, Teleportation, Thunder, or Zone

Target The triggering creature

Attack Intelligence, Wisdom, or Charisma vs Will

Hit The triggering power is still expended, but has no effect

Channel Divinity: Arcane Echoes

Arcane Enchanted 1

Encounter ✧ Arcane, Divine

No action

Personal

Effect Use this power before you make a skill check to perform a ritual. Roll twice and take the better result.

Augur of Ávatar

Source Divine

Prerequisites Willing recipient, worshipper of Ávatar

Triggering Act You roll a natural 20 on a Religion check or death saving throw

Level 1 You gain a +2 bonus to Religion checks, and may use Life After Death as a milestone power

Level 4 You may use Hand of Fate once per day without expending any ritual components, even if you are not a ritual caster

Level 8 You may use Speak with Dead once per day without expending any ritual components, even if you are not a ritual caster

Level 14 You may use Consult Mystic Sages once per day without expending any ritual components, even if you are not a ritual caster

Level 18 You may use Consult Oracle once per day without expending any ritual components, even if you are not a ritual caster

Level 24 You may use Divine Sight once per day without expending any ritual components, even if you are not a ritual caster

Level 28 You may use Voice of Fate once per day without expending any ritual components, even if you are not a ritual caster

Life After Death

Augur of Ávatar 1

Milestone ✧ **Divine**

No action

Close burst 5

Target You or one creature in burst

Effect Use this power when the target is about to roll a death saving throw. Roll twice and apply the better result.

Bloodmarked of Hroár

Source Divine

Prerequisites Willing recipient, worshipper of Hroár

Triggering Act You score a critical hit with a melee or close attack power with the divine keyword, or while benefitting from a bonus to attack or damage that derives from a divine source

Level 1 Blood Oath of Battle

Level 4 Laugh At Wounds

Level 8 Frightful Reaction

Level 14 Dangerous Flanker

Level 18 You gain a level 16 or lower utility power with the Stance keyword from a Martial or Divine class, but may only use the power when bloodied

Level 24 While bloodied, you may maintain up to two stances simultaneously

Level 28 If you drop the enemy you marked with Blood Oath of Battle to zero or fewer hit points, you immediately recharge Blood Oath of Battle

Blood Oath of Battle

Bloodmarked of Hroár 1

Milestone ✧ **Divine, Stance**

Minor action

Close burst 5

Requirement You must be bloodied to use this power

Targets You and one enemy in burst

Effect The targets mark each other for the duration of the stance. While so marked, the targets may not be marked by any other means. You gain a +4 power bonus to damage rolls against the target you marked with this power and are considered bloodied regardless of your hit point total. The stance ends prematurely if one of the targets is dropped to zero or fewer hit points, or if you make an attack that does not include the target you marked with this power.

Laugh At Wounds

Bloodmarked of Hroár 4

Milestone ✧ **Divine**

Immediate interrupt when you are hit by an attack

Personal

Effect You gain resist against the triggering attack equal to your healing surge value

Frightful Reaction

Bloodmarked of Hroár 8

Encounter ✧ **Divine**

Free action when you become bloodied

Melee 1

Target One creature

Effect Make an Intimidate check vs Will to gain combat advantage against the target until the end of your next turn

Dangerous Flanker

Bloodmarked of Hroár 14

At-Will ✧ **Divine**

No action

Close sight

Trigger You are flanking and deal damage that includes a power bonus to the flanked enemy

Target One ally that is flanking the creature you damaged

Effect Until the end of the target's next turn, the target gains a power bonus to damage against the flanked creature equal to your own

Champion of Ávatar

Source Divine

Prerequisites Willing recipient, worshipper of Ávatar

Triggering Act You score a critical hit with a divine power, or while benefitting from a bonus to attack rolls that derives from a divine source

Level 1 Guided Strike

Level 4 Lay on Hands once per day (or one additional time per day)

Level 8 You gain one Divinity feat that you qualify for

Level 14 You may use channel divinity twice per encounter

Level 18 You gain one Divinity feat that you qualify for

Level 24 You may use channel divinity three times per encounter

Level 28 You gain one Divinity feat that you qualify for

Guided Strike

Champion of Ávatar 1

Milestone ✧ **Divine**

Minor action

Close burst 5

Target You or one ally in burst

Effect The target gains a +5 power bonus to its next attack roll before the end of your next turn

Darkborn of Fell

Source Divine

Prerequisites Willing recipient, worshipper of Fell

Triggering Act You score a critical hit in darkness, in dim light, or against a blinded creature

Level 1 Gathering Darkness

Level 4 Nascent Tragedy

Level 8 You gain a level 6 or lower Arcane utility power as a milestone power

Level 14 When you use Gathering Darkness, the target takes a –2 penalty to the save

Level 18 When you use an action point to make a successful melee or close attack, one target is dazed (save ends)

Level 24 When you hit with Gathering Darkness, you slide the target 1 square

Level 28 When you use an action point to make a successful melee or close attack, one target is dominated (save ends)

Gathering Darkness

Darkborn Of Fell 1

☐ **Milestone** ✧ **Divine, Implement**

Minor action

Ranged 10

Target One, two, or three creatures

Attack Highest ability score vs Will

Hit The target is blinded (save ends), and each time the target fails the save, repeat the attack against one creature adjacent to the target

Effect Until the end of your next turn, you gain darkvision and the light in a close burst 1 from your current position grows one step dimmer, from bright to dim to dark

Channel Divinity: Nascent Tragedy

Darkborn of Fell 4

☐ **Encounter [Divinity]** ✧ **Divine**

Free action when you miss on an attack roll

Personal

Effect If an enemy within 5 squares of you succeeds on a saving throw before the end of your next turn, you may declare that the enemy fails the save.

Dýrbond of Hroár

Source Divine

Involuntary

Prerequisites None

Triggering Act You reach the final state of the Beast Dreams disease, or you already have this token and gain a level

Levels 1 – 18 As Weredýr of Hroár, except that when bloodied, you automatically shift to Beast Form, and must attack the nearest creature with Werebite (if available), or any other Beast Form power (if you have one), or an improvised unarmed attack (if you have no Beast Form powers remaining)

Fathered by Dark Sorcery

Source Divine

Prerequisites Willing recipient, worshipper of the Ancestral

Triggering Act You slay a creature with a power that has the Fear or Necrotic keywords

Level 1 You gain a level 1 at-will Warlock attack power as a milestone power, and are immune to the Spirit Worm disease

Level 4 When you score a critical hit with a power with the Fear or Necrotic keywords, you may inflict the target with the Spirit Worm disease

Level 8 You may use Deathly Shroud once per day without spending any ritual components, even if you are not a ritual caster

Level 14 When you use your level 1 Warlock milestone power, you may place a Warlock's Curse on the target as a free action, even if it is not the closest enemy you can see

Level 18 You may use Cauldron's Rebirth once per day without spending any ritual components or requiring a stone cauldron, even if you are not a ritual caster

Level 24 When the target of your level 1 Warlock milestone power dies, you gain the benefit of the Pact Boon associated with that power (in addition to any other applicable Pact Boon that you possess)

Level 28 Your level 1 Warlock milestone power becomes an encounter power

Spirit Worm

Variable Level Disease (As Attacker)

Endurance **Improve** DC 11 + Level, **Maintain** DC 6 + Level, **Worsen** DC 5 + Level or worse
Cured ◀ Initial State ◀▶ Enevation ▶ Final State

Initial State The victim is distracted, suffering a –2 penalty to Perception checks

Enevation If the victim has a supernatural token, it is demoted to the next lower level version, or entirely removed if no lower level version exists; otherwise, the victim suffers a –1 penalty to attacks, skill checks, saving throws, and ability checks, as if it had been raised from the dead

Final State The victim gains the Ancestral Ravaged supernatural token

Fathered by Treachery

Source Divine

Prerequisites Willing recipient, worshipper of the Ancestral, and either the Sneak Attack class feature or Ancestral Treachery

Triggering Act You slay a creature with a sneak attack that includes at least two sneak attack dice of six or higher

Level 1 You gain Murmurs of Treachery as a milestone power

Level 4 You gain training in one Rogue skill, or skill focus in one trained Rogue skill

Level 8 When you wield an ancestral dagger, it gains the brutal 1 property

Level 14 When you use Murmurs of Treachery, you recharge your ability to deal sneak attack damage

Level 18 When you use Murmurs of Treachery, you learn the remaining hit point total of the creature you just damaged

Level 24 When you use Murmurs of Treachery, you gain combat advantage against the creature you just damaged until the end of your next turn

Level 28 Murmurs of Treachery becomes an encounter power

Murmurs of Treachery

Fathered By Treachery 1

Milestone ✧ Divine

Free action

Personal

Effect Use this power when you roll sneak attack damage. Reroll all the sneak attack dice.

Fathered by Vigilance

Source Divine

Prerequisites Willing recipient, worshipper of the Ancestral, Turn Undead

Triggering Act You score a critical hit with Turn Undead

Level 1 You gain Brush With Death as a milestone power

Level 4 When you use Turn Undead, you gain a +2 bonus to damage rolls, and on a critical hit, the target is dazed until the end of your next turn

Level 8 You gain skill training or skill focus in one Knowledge skill

Level 14 When you use Turn Undead, targets that recover from the immobilized condition are then slowed until the end of your next turn

Level 18 You may use Brush With Death on an adjacent ally instead of yourself, or in addition to yourself, if the triggering attack targets you both

Level 24 When you use Turn Undead, hit targets are pushed an extra 2 squares

Level 28 Brush With Death becomes an encounter power

Brush With Death

Fathered By Vigilance 1

Milestone ✧ Divine

Immediate Interrupt

Personal

Trigger You are hit by an undead creature, or a creature that is Ancestral Ravaged

Effect You take half damage from the attack, ignore any consequences of the attack other than damage, and recharge your channel divinity powers

Fathered by War

Source Divine

Prerequisites Willing recipient, worshipper of the Ancestral

Triggering Act You score a critical hit with a weapon attack while benefitting from a bonus to attack rolls that derives from a divine source

Level 1 You gain proficiency with a superior melee weapon of your choice, and gain Legacy Strike as a milestone power

Level 4 You gain one feat that you qualify for and which provides a feat bonus to damage with a superior weapon (if you already possess the feat, you may immediately retrain it)

Level 8 When you use Legacy Strike, you may shift one square as a free action after rerolling the attack

Level 14 You gain Ancestral Warrior as a milestone power

Level 18 When you use Legacy Strike, you gain a +1 power bonus to all defenses until the end of your next turn

Level 24 When you use Legacy Strike, your attack deals an extra 1[W] damage

Level 28 Legacy Strike becomes an encounter power

Legacy Strike

Fathered By War 1

Milestone ✧ **Divine, Implement**

Free action

Personal

Effect Use this power when you miss an attack with a superior melee weapon. Reroll the attack with a power bonus equal to your implement bonus

Ancestral Warrior

Fathered By War 14

Milestone ✧ **Conjuration, Divine, Stance**

Minor action

Close burst 1

Effect You conjure a ghostly ancestral warrior that occupies 1 square and lasts for the duration of the stance. You and any allies adjacent to the ancestral warrior gain a +1 power bonus to attack rolls. The ancestral warrior follows you as you change position (or even teleport), but if at the end of your movement, there is no legal space adjacent to you for it to occupy, the stance ends and the warrior vanishes.

Fathered by Wizardry

Source Divine

Prerequisites Willing recipient, worshipper of the Ancestral, Ritual Caster

Triggering Act You score a natural 20 on an Arcana check

Level 1 You gain a level 1 at-will Wizard attack power as a milestone power

Level 4 You gain training in one Knowledge skill, or skill focus in one trained Knowledge skill

Level 8 You gain a level 6 or lower Wizard utility spell as a milestone power

Level 14 Once per day, you may spend a healing surge to perform a warding ritual you know as a standard action without expending any ritual components

Level 18 You gain a level 16 or lower Wizard utility spell as a milestone power

Level 24 When you use your level 1 at-will Wizard attack milestone power, you do not expend the power if you miss all the targets

Level 28 Your level 1 Wizard milestone power becomes an encounter power

Runemarked of Hroár

Source Divine

Prerequisites Willing recipient, worshipper of Hroár, Ritual Caster

Triggering Act You score a natural 20 on an Arcana check

Level 1 You gain Skein of Fate as a milestone power, and whenever you spend an action point, you may mark one enemy within 5 squares as a free action

Level 4 You may mark your own skin as a scroll of any ritual you know, spending the normal amount of time to do so, but without paying the normal cost to create the scroll (your skin may only contain one scroll at a time)

Level 8 You gain Eye of Hrún as a milestone power

Level 14 If you have reached at least one milestone, then as a minor action, you may spend an action point to recharge an expended milestone power of either yourself or an ally within 5 squares of you

Level 18 When you use or sustain Eye of Hrún, you gain darkvision until the end of your next turn

Level 24 You ignore normal cover or normal concealment against any target with the marked condition

Level 28 If you miss all targets with a daily attack power and have no action points remaining, you gain an action point

Skein of Fate

Runemarked of Hroár 1

Milestone ✧ **Divine**

Minor action

Close burst 5

Targets One or two marked creatures in burst

Effect Learn the name, role, and level of the targets, then either remove the marks from one or two targets, or cause two targets to swap marks (no matter how absurd the result)

Eye of Hrún

Runemarked of Hroár 8

Milestone ✧ **Divine, Implement, Psychic**

Standard action

Ranged 10

Target One creature

Attack Highest ability score vs Will

Hit 2d6 + highest ability modifier psychic damage, and you mark the target until the end of your next turn. If the marked target makes an attack that does not include you, it is dazed until the end of its next turn.

Sustain Standard When you sustain this power, make another attack

Servant of Earth

Source Primal

Prerequisites Willing recipient, worshipper of the Elemental

Triggering Act You score a critical hit with an orb, a pick, or while prone or climbing on a surface of earth, stone, metal, or minerals; or you score a natural 20 on a Nature check; or you score a natural 20 on a saving throw

Level 1 You do not suffer a penalty to attacks or grant combat advantage when prone, and gain a +5 bonus to defense against attacks with the Petrification keyword

Level 4 You gain Earthsurge as a milestone power

Level 8 You may stand from prone as a minor action

Level 14 You gain Feather Fall as a Channel Divinity power, and when you use Earthsurge, you may burrow instead of crawling or climbing

Level 18 When you use Earthsurge, you recharge your Channel Divinity powers

Level 24 You may remove the slowed or petrified condition from yourself or an adjacent ally as a minor action

Level 28 You gain combat advantage against slowed creatures

Earthsurge

Servant of Earth 4

☐ **Milestone** ✧ **Implement, Primal, Radiant**

Minor action

Close burst 1

Requirement You must be climbing or prone to use this power

Special Before the attack, you must spend a healing surge without regaining hit points. Instead, you gain a +2 power bonus to attack rolls and a +5 power bonus to damage rolls until the end of your next turn.

Special Before the attack, you may climb or crawl your speed without granting combat advantage, and without provoking opportunity attacks

Targets Enemies in burst

Attack Highest ability score vs Fortitude

Hit 1d6 [per tier] + highest ability modifier radiant damage, and the target is slowed until the end of your next turn

Servant of Flesh

Source Primal

Prerequisites Willing recipient, worshipper of the Elemental

Triggering Act You score a critical hit while in Wild Shape, or with an unarmed strike, natural weapon, or with a melee racial power that has no keywords; or you score a natural 20 on a Nature check; or you score a natural 20 on a saving throw

Level 1 You gain Twisting Grip as an at-will

Level 4 You gain Grasp of Lassitude as a milestone power

Level 8 You gain the Lay on Hands power, usable 1 time per day (or 1 additional time per day)

Level 14 You gain Conserving Surge as an encounter power

Level 18 When you make a successful attack with Grasp of Lassitude, you recharge your Channel Divinity powers

Level 24 You may remove the grabbed or weakened condition from yourself or an adjacent ally as a minor action

Level 28 For the purpose of qualifying for feats, you count as a member of every race

Twisting Grip

Servant of Flesh 1

At-Will ✧ **Beast Form, Implement, Primal**

Standard action

Melee touch

Target One creature

Attack Highest ability score vs Reflex

Hit 1d6 + highest ability modifier damage, and the target is grabbed (until escape). If the target has not escaped by the start of your next turn, and you are the same size as the target, you may exchange places with the target as a free action.

Increase to 2d6 + highest modifier damage at 21st level

Special You may use this power as a basic attack

Grasp of Lassitude

Servant of Flesh 4

☐ **Milestone** ✧ **Beast Form, Implement, Primal, Radiant**

Minor action

Melee touch

Requirement You must be grabbing or grabbed by an enemy to use this power

Special Before the attack, you must spend a healing surge without regaining hit points. Instead, you gain a +5 [per tier] power bonus to your surge value until the end of the encounter.

Target The grabbed or grabbing enemy

Attack Highest ability score vs Fortitude

Hit 1d6 [per tier] + highest ability modifier radiant damage, and the target is weakened (until you or it escapes)

Conserving Surge

Servant of Flesh 14

☐ **Encounter** ✧ **Beast Form, Primal**

Free action when you spend or lose a healing surge

Personal

Effect If you succeed on an immediate save, you gain the benefits of spending the surge (if any), but do not lose the surge. If you fail, you do not expend this power.

Servant of Wood

Source Primal

Prerequisites Willing recipient, worshipper of the Elemental, Ritual Caster

Triggering Act You score a critical hit with a staff or quarterstaff; or you score a natural 20 on a Nature check; or you score a natural 20 on a saving throw

Level 1 You may use a staff as an implement for any power with the Implement keyword, and gain training or focus in one Druid skill

Level 4 You gain Staff of Warding as a milestone power

Level 8 As a minor action, your staff morphs into the shape of any weapon you are proficient with, functioning both as a staff, and that type of weapon

Level 14 You gain Wrath of the Weald as a milestone power

Level 18 When you use Staff of Warding, you recharge your Channel Divinity powers

Level 24 When you hit with Staff of Warding, the target is blinded until the end of your next turn

Level 28 You and your allies gain a +1 power bonus to defense when in an area warded by your Staff of Warding power

Staff of Warding

Servant of Wood 4

☐ **Milestone** ✧ **Implement, Primal, Radiant**

Standard action

Melee weapon

Special Before the attack, you must spend a healing surge without regaining hit points

Target One creature

Attack Highest ability score vs Reflex

Hit 1d8 + highest ability modifier radiant damage, and you mark the target until the end of the encounter

Increase to 2d8 + highest ability modifier radiant damage at 21st level

Effect As a free action, you may invoke any warding ritual you know, with the option to forgo expending the normal ritual components. If you do not expend the components, the duration of the ritual is only until the end of the encounter. Others may not aid you on skill checks to perform the ritual.

Wrath of the Weald

Servant of Wood 14

☐ **Encounter** ✧ **Fear, Implement, Primal, Psychic**

Immediate Reaction

Close burst 10

Target One creature in burst marked by your Staff of Warding power

Trigger The target makes a fire attack, an attack with a weapon from the axe group, an attack against a plant creature, or touches an object (or enters an area) warded by the ritual cast using your Staff of Warding power

Attack Highest ability score vs Will

Hit 2d8 + highest ability modifier psychic damage, you push the target 2 squares, and the target is immobilized (save ends)

Tainted of Ulaáitch

Source Divine

Involuntary

Prerequisites None

Triggering Act You reach the final state of the Bedlam Venom disease, or you already have this token and gain a level

Level 1 You are immune to Bedlam Venom, and when you fail one or more saves at the end of your turn, you must attack the nearest ally with Bedlam Breath

Level 4 You gain Cry Havoc as a milestone power (see Veiled Opus of Ulaáitch)

Level 8-18 As Veiled Opus of Ulaáitch

Bedlam Breath

Tainted of Ulaáitch 1

At-Will ✧ **Charm, Divine, Poison**

Free action when you fail one or more saves at the end of your turn

Ranged 10

Target One ally

Attack [Your level + 3] vs Reflex

Hit 1d6 + highest ability modifier poison damage, and the target must attack the nearest ally with Bedlam Breath at the end of its turn (save ends). In addition, the target contracts the Bedlam Venom disease (see Veiled Opus of Ulaáitch).

Increase to 2d6 + highest ability modifier poison damage at 21st level

Veiled Opus of Ulaáitch

Source Divine and Primal

Prerequisites Willing recipient, worshipper of Ulaáitch

Triggering Act You score a critical hit while in Beast Form, or on a sneak attack

Level 1 You gain Cry Havoc as a milestone power, and are immune to the Bedlam Venom disease

Level 4 When you score a critical hit with a power with the Charm or Poison keywords, you may inflict the target with the Bedlam Venom disease

Level 8 You gain training or skill focus in one Rogue skill

Level 14 You gain a +2 bonus to damage when your target grants combat advantage

Level 18 When you use Cry Havoc, slide all allies in the burst 1 square

Level 24 When you hit a target that grants you combat advantage, as an immediate reaction, you may spend a healing surge to daze the target until the end of your next turn

Level 28 A target hit by Cry Havoc contracts Bedlam Venom

Cry Havoc

Veiled Opus of Ulaáitch 1

☐ **Milestone** ✧ **Charm, Divine, Illusion, Implement, Psychic**

Standard action

Close blast 5

Special You may use this power in Beast Form

Targets Enemies in burst

Attack Highest ability score vs Will

Hit The target regards all creatures as enemies, and on its turn, the target must, if possible, move at least 2 squares from where it started the turn (save ends both)

Bedlam Venom

Variable Level Disease (As Attacker)

Endurance **Improve** DC 11 + Level, **Maintain** DC 6 + Level, **Worsen** DC 5 + Level or worse

Cured ◀ Initial State ◀▶ Agitation ▶ Final State

Initial State The victim grants combat advantage to any enemy it grants an opportunity attack

Agitation If the victim has a supernatural token, it is demoted to the next lower level version, or entirely removed if no lower level version exists; otherwise, the victim suffers a –1 penalty to attacks, skill checks, saving throws, and ability checks, as if it had been raised from the dead

Final State The victim gains the Tainted of Ulaáitch supernatural token

Waywatcher of Ávatar

Source Divine

Prerequisites Willing recipient, worshipper of Ávatar

Triggering Act You score a natural 20 on a Ranger skill check

Level 1 You gain Guided Sight as a milestone power

Level 4 You gain training in one Ranger skill of your choice

Level 8 You may use Commune with Nature once per day without expending any ritual components, even if you are not a ritual caster

Level 14 You gain Skill Focus in one trained Ranger skill of your choice

Level 18 When you use Guided Sight, your speed increases by 4 until the end of your next turn

Level 24 When you use Guided Sight, apply a +2 power bonus to the resulting Perception checks

Level 28 When you use Guided Sight, you may shift 4 squares

Guided Sight

Waywatcher of Ávatar 1

Milestone ✧ Divine

Minor action

Close burst 5

Targets You and allies in burst

Effect The target may immediately make an active Perception check as a free action, and gains a +1 power bonus to attacks until the end of your next turn

Weredýr of Hroár

Source Divine and Primal

Prerequisites Willing recipient, worshipper of Hroár, Wild Shape

Triggering Act You score a critical hit while in Beast Form

Level 1 You gain Werebite as a milestone power, and are immune to Beast Dreams

Level 4 You gain skill training or focus in one Ranger skill

Level 8 You know the Útanlands Mál ritual, and may use it any number of times per day, without expending ritual components, even if you are not a ritual caster

Level 14 When you use Werebite, you may attack enemies in a close burst 1

Level 18 You may use Útanlands Mál as a minor action

Level 24 Once per day, as a free action when you use Útanlands Mál, you may attack one victim of Beast Dreams (or one Dýrbond) that you can see: Charisma [+2 per tier] vs Will, dominated (save ends)

Level 28 When you are first bloodied in an encounter, you immediately recharge Werebite if you have reached at least one milestone

Werebite

Weredýr of Hroár 1

Milestone ✧ **Beast Form, Divine, Implement, Primal**

Minor action

Melee touch

Target One creature

Attack Highest ability score vs Fortitude

Hit 1d8 + highest ability modifier damage, and the target contracts Beast Dreams

Increase to 2d8 + highest ability modifier damage at 21st level

Special You may use this power as a melee basic attack

Beast Dreams

Variable Level Disease (As Attacker)

Endurance **Improve** DC 11 + Level, **Maintain** DC 6 + Level, **Worsen** DC 5 + Level or worse

Cured ◀ Initial State ◀▶ Lethargy ▶ Final State

Initial State The victim is distracted, suffering a –2 penalty to Perception checks

Lethargy If the victim has a supernatural token, it is demoted to the next lower level version, or entirely removed if no lower level version exists; otherwise, the victim suffers a –1 penalty to attacks, skill checks, saving throws, and ability checks, as if it had been raised from the dead

Final State The victim gains the Dýrbond supernatural token

ÚTANLANDS MÁL [RITUAL]

Level 6

Component Cost 50 gp

Category Exploration

Market Price 360 gp

Time 10 minutes

Key Skill Nature

Duration Instantaneous

You broadcast a mental message to all natural beasts, magical beasts, creatures infected with Beast Dreams, Weredýrs, Dýrbonds, and creatures that know this ritual. The range of the broadcast equals your Nature check result in miles. The message may convey whatever you currently perceive with your senses, or it may express concepts of up to 10 syllables in length.

If you have received a similar broadcast from another creature within the past 5 minutes, the channel remains open, and in response, you may perform this ritual as a minor action.

Update Log

3/17/2010 β release, highlights: less restriction on ability scores needed for attack powers granted by certain divinity feats, religious-based feats, and supernatural tokens; revised Darkborn of Fell supernatural token; added mystic power Provoke Disbelief; revised ascetic and obscurantist mechanics; added mystic feat Inured to Hardship; removed rule source data (obsolete); added alternate ability score bonuses as options for certain races and removed those same modifiers from certain feats (such as ember dreamer); added Arcane Paradigm paragon path; removed core class stubs that lacked any rule additions; added Hybrid Mystic; added Immortal Aspirant class (multiclass only, i.e., feats and powers but no features); added general feats Adept of Sea and Stars, Epic Weapon Master; reformatted many Bloodmarked of Hroár features as powers (with no essential changes)