

# Chásmys 4e ✧ β

---

Chásmys 4e ✧ β.....	1
Setting Overview.....	2
Character Creation Synopsis.....	3
Race.....	4
Core Races.....	4
Centaur.....	12
Dryad.....	13
Fellthuár.....	14
Gargoyle.....	15
Mercane.....	16
Skedrál.....	17
Skink.....	18
Region.....	19
Aumkár.....	19
Berenguéra.....	19
Chásmys.....	20
Chiáros.....	21
Clax.....	22
Feiglaím.....	22
The Glai Wilds.....	22
The Ironfang Wilds.....	23
Isbaldíd.....	23
Isciáre.....	23
Jórex.....	24
Mireía.....	24
Mnemét.....	24
Muarrea.....	25
Murm.....	25
Pearmét.....	25
Qaártha.....	26
The Rizíf Wilds.....	26
Sadúrní.....	26
Sfázzí.....	27
The Skjaldán Wilds.....	27
Svúlbra.....	28
Toscúro.....	28
The Tuárre Wilds.....	29
The Underrealm Wilds.....	29
Uomét.....	29
Uríbdys.....	30

The Vexérian Wilds.....	30
Zémbla.....	30
Religion.....	31
Ancestral, The.....	31
Arcane, The.....	32
Ávatar.....	33
Elemental, The.....	34
Fell.....	35
Hroár.....	36
Ulaátch.....	38
Additional Religions.....	39
Class.....	40
Core Classes.....	40
Mystic.....	41
Hybrid Mystic.....	65
Immortal Aspirant.....	66
Paragon Paths.....	68
Feats.....	74
Supernatural Tokens.....	77
Ancestral Ravaged.....	78
Arcane Enchanted.....	79
Augur of Ávatar.....	80
Bloodmarked of Hroár.....	81
Champion of Ávatar.....	82
Darkborn of Fell.....	83
Dýrbond of Hroár.....	84
Fathered by Dark Sorcery.....	84
Fathered by Treachery.....	85
Fathered by Vigilance.....	85
Fathered by War.....	86
Fathered by Wizardry.....	86
Runemarked of Hroár.....	87
Servant of Earth.....	88
Servant of Flesh.....	89
Servant of Wood.....	90
Tainted of Ulaátch.....	91
Veiled Opus of Ulaátch.....	92
Waywatcher of Ávatar.....	93
Weredýr of Hroár.....	94
Update Log.....	95

# 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 Mireíá. 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, Tóscúro, 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, Sfázzí, the Skjaldán Wilds, Tóscúro, Uríbdys, or the Vexérian Wilds

### Doppelganger

**Home Region** Chásmys, Chiáros, Isciáre, Mnemét, Muarréa, the Rizíf Wilds, Sfázzí, Tóscúro, 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 21<sup>st</sup> 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, Sfázzí, the Skjaldán Wilds, Tóscúro, 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, Sfázzí, Tóscúro, 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, Tóscúro, 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, Tóscúro, 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** Berenguéra, 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, Sadúrni, Sfázzí, the Skjaldán Wilds, Tóscúro, 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, Sfázzí, or Tóscúro

**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, Tóscúro, the Underrealm Wilds, the Vexérian Wilds, or Zémbla

## Longtooth Shifter

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

## Minotaur

**Home Region** the Glai Wilds, the Ironfang Wilds, Murm, the Rizíf Wilds, the Skjaldán Wilds, Tóscúro, 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, Tóscúro, or the Vexérian Wilds

## Shadar-Kai

**Home Region** Svúlbra, Tóscúro, 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, Sfázzí, 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, Tóscúro, 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 fellthúar 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 fellthúar sorcerer, it surely would have been the most celebrated act of the age. Instead, it is a symbol of the dread power of the fellthúar—a point driven home by the undead guardians that man the city's defenses.

Yet in stark contrast to any other fellthúar 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 as Forearmed as a milestone power.

**Race** Dwarf, doppelganger, eladrin, elf, fellthúar, 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** 11<sup>th</sup> 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, gnom, goblin, half-elf, hobgoblin, human, kobold, longtooth shifter, minotaur, razorclaw shifter, skedrál, 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, gargoyle, 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 Muarréa 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 Uomét. 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 Hlurgoíj, an ancient black dragon.

The various Aspects of Fell are sometimes regarded 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 Hlurgoíj in Chásmys, and the Banelore Deep in T oscúro.

### 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
<input type="checkbox"/> Encounter ✧ Divine, Implement		
Immediate Reaction		Close burst 5
<b>Target</b> One enemy in burst		
<b>Trigger</b> The target misses an attack		
<b>Attack</b> Charisma vs Will		
<b>Hit</b> 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
<input type="checkbox"/> Encounter ✧ Divine, Implement		
Immediate Interrupt		Close burst 5
<b>Target</b> One creature in burst		
<b>Trigger</b> The target attempts a Diplomacy check		
<b>Attack</b> Charisma vs Will		
<b>Hit</b> The target's Diplomacy check is resolved as if the target had rolled a natural 1		

### VANITY OF HLURGOÍJ [DIVINITY, HEROIC FEAT]

**Prerequisites** Channel Divinity class feature, must worship Fell

**Benefit** You gain Vanity of Hlurgoíj as a Channel Divinity power

Channel Divinity: Vanity of Hlurgoíj		Feat Power
<input type="checkbox"/> Encounter ✧ Divine, Implement		
Immediate Reaction		Close burst 5
<b>Target</b> One creature in burst		
<b>Trigger</b> The target succeeds on a skill check or an attack roll		
<b>Attack</b> Charisma vs Will		
<b>Hit</b> 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***

<b>God</b>	<b>Rule Source</b>	<b>Notes</b>
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	
Lolth	DMG	
Melóra	PH	
Mielíkki	FRPG	
Móradin	PH	Aspect of Ávatar
Óghma	FRPG	
Órcus	MM	
Pelór	PH	
Raven Queen	PH	
Séhanine	PH	
Selûne	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 21<sup>st</sup> 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 21<sup>st</sup> 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 1<sup>st</sup> 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 staffs 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, staffs, 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 21<sup>st</sup> 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 21<sup>st</sup> 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 21<sup>st</sup> 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 21<sup>st</sup> 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 21<sup>st</sup> 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 21<sup>st</sup> 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 21<sup>st</sup> 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

<b>Supernal Word</b>	<b>Mystic Attack 5</b>
----------------------	------------------------

**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

<b>Hand From Afar</b>	<b>Mystic Utility 6</b>
-----------------------	-------------------------

**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

<b>Meet the Dawn</b>	<b>Mystic Utility 6</b>
----------------------	-------------------------

**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.

<b>Mystic Reach</b>	<b>Mystic Utility 6</b>
---------------------	-------------------------

**Encounter** ✧ **Mystic**

Minor action

**Personal**

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

<b>Mystic Repertoire</b>	<b>Mystic Utility 6</b>
--------------------------	-------------------------

**Encounter** ✧ **Mystic**

Minor action

**Personal**

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

<b>Posture of Elusion</b>	<b>Mystic Utility 6</b>
---------------------------	-------------------------

**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, 11<sup>th</sup> 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, 11<sup>th</sup> 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 1<sup>st</sup> 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, 11<sup>th</sup> 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, 21<sup>st</sup> level

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

**Benefit** You gain an immortal organ, 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 (11<sup>th</sup> 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 (11<sup>th</sup> Level)** When you spend an action point to gain an extra action, you recharge Unravel Magic

**Recoiling Spell (16<sup>th</sup> 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, Conjuration, 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 (11<sup>th</sup> Level)** You may adopt up to two stances simultaneously

**Bodily Involution (11<sup>th</sup> 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 (16<sup>th</sup> 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 (11<sup>th</sup> 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 (11<sup>th</sup> 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 (16<sup>th</sup> 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 (11<sup>th</sup> Level)** You do not suffer penalties to attacks, nor grant combat advantage, as a result of the prone condition

**Penitent Action (11<sup>th</sup> 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 (16<sup>th</sup> 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 (11<sup>th</sup> 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 (11<sup>th</sup> Level)** You gain a +1 bonus to attack rolls when you have combat advantage against your target and are wielding three weapons

**Merciless Action (11<sup>th</sup> 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 (16<sup>th</sup> 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 (11<sup>th</sup> 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 (11<sup>th</sup> 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 (16<sup>th</sup> 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]

**Prerequisites** 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 11<sup>th</sup> level, 8 at 21<sup>st</sup> 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

□ 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

□ 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 21<sup>st</sup> 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 ▶ Enervation ▶ Final State

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

**Enervation** 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 21<sup>st</sup> 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 21<sup>st</sup> 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 21<sup>st</sup> 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

<b>Source</b> Divine and Primal
<b>Prerequisites</b> Willing recipient, worshipper of Hroár, Wild Shape
<b>Triggering Act</b> You score a critical hit while in Beast Form
<b>Level 1</b> You gain Werebite as a milestone power, and are immune to Beast Dreams
<b>Level 4</b> You gain skill training or focus in one Ranger skill
<b>Level 8</b> 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
<b>Level 14</b> When you use Werebite, you may attack enemies in a close burst 1
<b>Level 18</b> You may use Útanlands Mál as a minor action
<b>Level 24</b> 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)
<b>Level 28</b> 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
<b>☐ Milestone</b> ✧ <b>Beast Form, Divine, Implement, Primal</b> Minor action <b>Target</b> One creature <b>Attack</b> Highest ability score vs Fortitude <b>Hit</b> 1d8 + highest ability modifier damage, and the target contracts Beast Dreams Increase to 2d8 + highest ability modifier damage at 21 <sup>st</sup> level <b>Special</b> You may use this power as a melee basic attack	<b>Melee touch</b>

Beast Dreams	Variable Level Disease (As Attacker)
<b>Endurance</b> <b>Improve</b> DC 11 + Level, <b>Maintain</b> DC 6 + Level, <b>Worsen</b> DC 5 + Level or worse Cured ◀ Initial State ▶ Lethargy ▶ Final State <b>Initial State</b> The victim is distracted, suffering a –2 penalty to Perception checks <b>Lethargy</b> 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 <b>Final State</b> The victim gains the Dýrbond supernatural token	

### ÚTANLANDS MÁL [RITUAL]

<b>Level</b> 6	<b>Component Cost</b> 50 gp
<b>Category</b> Exploration	<b>Market Price</b> 360 gp
<b>Time</b> 10 minutes	<b>Key Skill</b> Nature
<b>Duration</b> 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)