Swashbuckling

A free swashbuckling sourcebook for Dungeons & Dragons 4th Edition

-- BETA VERSION, PLEASE SUBMIT ALL FEEDBACK TO
http://www.alderac.com/forum/viewtopic.php?f=132&t=66917

-- Missing content in Chapter 1, 7 and the Appendix

-- Missing Art

-- Chapters 6, 7 and the Appendix have not been proofread

By The Alderac Forum

Edited by: tec-goblin

Credits

Tec-Goblin is a slightly tall green creature from the European Union. He wanted so much to be a gnome that he got a Sivis tattoo. When he has time left from playing roleplaying games and listening to music, he works as a database administrator.

Dana DeVries dedicates this book to tec-goblin for taking Dana's outlandish ideas and making them work.

Hiruma Gacho, aka Ryan Goossens, runs a comic store in Tacoma, Washington, USA. He has too many hobbies, and spends altogether too much time online while he's "working."

Kormak is Tiago Quintana, a Brazilian graduate student of English Language and Literature. His areas of expertise are Old Norse sagas and Scandinavian History. He works as an English teacher and freelance translator.

Swashbunny is the GM of the long-suffering 3vN crowd, and annoys them by foreshadowing events years in advance. When not running Théan adventures, Swashbunny can often be found dressing in historical costumes and firing cannons.

Playtesters: The above and Dimitris Chavlidis**,** Eleni Lixourioti, Foivos Athanasopoulos, Giota Hellkitten, Kalliopi Boukouvala, Panagiotis Koutelidakis, Pyrros Chaidos

The universe of Théah (including but not limited to nationalities, and Swordsman schools flavour) is the property of Alderac Entertainment Group, Inc. The work is not meant to violate as an offense to the rights of AEG and the original authors, but, instead, has the purpose of facilitating the use of **7th Sea** and **Swashbuckling Adventures**™ books by players old and new alike.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.Wizards.com/d20.

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.

Table of Contents

Credits 2
Introduction 4
Chapter One: Théah and its People 5
The world of Théah 5
The Era 5
History 5
Secret Societies and Cosmology 5
Théan Human 5
Feytouched (Théan Eladrin) 5
Avalon 6
Castille 6
Cathay 7
The Crescent Empire 7
Eisen 8
Oceans and Faraway Islands 8
Montaigne 9
Ussura 9
Vendel League & Vestenmannavnjar 10
Vodacce 11
Chapter Two: Beyond Théah 12
Sample Campaigns 12
High Fantasy 12
Historical 12
Syrneth Space Opera 12
Horror 13
Plane Travelling 13
Chapter Three: Rules for Heroes 14
Optional Rules 14
Action Points for Drama 14
Low Magic Setting 14
New Condition 14
Skills 14
Powers for Swashbucklers 15
New Feats 17
Swordsman Schools 19
Buslayevich 19
Cappuntina 19
Drexel 20
Finnegan 20
Jasni 21
Leegstra 21
Rasmussen 22
Valroux 22
Yael 23
Zepeda 23
Paragon Paths 24
Glamour Legend 24
Master of the Seven Seas 25
Chapter Four: Tools of the Hero 26
New Weapons 26
Products of Superior Skill 27
Magic Items 30
Weapons 30
Blackpowder 30
Other Puzzle Swords 30
Implements 30
Clothing 31
Potions and Poisons 31
Sails 33
Artifacts 33
Mysterious Items 33
Chapter Five: Naval Combat 36
Rules of the Engagement 36
Involving the Players 37
Sample Ships 38
Chapter Six: Théan Magic 42
El Fuego Adentro 42
Glamour 42
Lærdom 43
Nacht 43
Porté 44
Pyeryem 44
Sorte 44
Scrying 46
Chapter Seven : Adversaries 47
Eladrin, Sidhe 47
Firebird 48
Human, Théan 49
Living Rune 50
Mirror Ghost 51
Night 52
Ruin Monster 53
Schattenmänner 54
Sea Serpent 55
Siren, Théan 56
Thalusai 57
Unraveled 58
Appendix: Friends and Nemeses 59
Théan Personalities 59
Beyond Class Powers for NPCs 60
Non-Théan Personalities 63

Introduction

Swashbuckling: there is a popular theory that every movie can become better if it had ninjas or pirates. And that is undoubtedly true for many roleplaying games as well!

Most role-playing sessions around the world have an element of larger-than-life heroic deeds, courageous exploits and memorable villains. Despite that, at the moment, there are only a few and product lines that feature archetypal swashbuckling: pirates, musketeers and the wonderful world (read "lie") of the 1600s-1800s.

But appearances can be deceiving: swashbuckling has spread itself among the whole industry. **Exalted** has pistols, **Ravenloft** has been increasingly turning towards a more modern era and the game we love (and sometimes love to hate), **Dungeons & Dragons**, in its latest incarnation, has more swashbuckling than ever: parries, ripostes and heroes who catch their breath between bursts of cinematic action, in order to again make their way through the villain's minions.

Still, standard Dungeons & Dragons is inclined towards high fantasy games, with Wizards, dungeons and, of course… dragons. That's quite distant from our pseudo-historical idea of swashbuckling pirates. But not too distant: in this short ebook, we try to help you, the swashbuckling fan (Aren't you? And you have read the introduction all the way up to this point? I'm impressed!), add more pirates, romance and ships to your game.

To do this, we draw elements from our beloved **7th Sea/Swashbuckling Adventures**™ game, the roleplaying game that, despite the fact that it has been discontinued, is still a reference for the genre, with 7 years of publications, a storyline of amazing depth and a detailed world, full of awe-inspiring (but not invincible) personalities.

But we do not stay there. This is not just a guide on how to convert your **7th Sea** game to 4th Edition d20; we also try, ambitiously, to give you a toolkit that can help you add more of this kind of heroics to any **Dungeons & Dragons 4th Edition** game, regardless of whether it takes place in an official or a homebrew campaign setting.

Most of this book, particularly the rules, is designed with both Théah (the world of **7th Sea**) and other campaign settings in mind, and is fully compatible with other **Dungeons & Dragons** sourcebooks. In the few cases where the setting's flavour or play balance might interfere with compatibility, we give clear guidelines.

That said, there are chapters that are exclusive to the one option or the other. Chapter One is an introduction to Théah, while Chapter Two is specific to campaigns that go beyond Théah. The second part of the Appendix is all about halfling swashbucklers and other characters that would feel out of place in a standard **7th Sea** campaign.

There are also some rules that are specific to Théah, and they are written with this font.

Now, on to the interesting stuff: Chapters One and Two include campaign ideas, adventure hooks and sample adventurer backgrounds for Théan and non-Théan campaigns respectively.

Chapter Three is filled with "crunch": class powers, feats, paragon paths and variant rules for the dashing and the daring. Chapter Four follows with Montaigne puzzle swords, mysterious artifacts and, of course, firearms, that many self-respecting (or not) swashbucklers would love to use.

Chapter Five translates the d20 combat system to the particularities of ship combat, while Chapter Six is dedicated to the unique hereditary sorcerous lines of Théah. It could also be used alongside or as an alternative to the standard magic system in other campaign settings.

Of course, heroes wouldn't be heroes without adversaries, both worthy and unworthy. The rest of this ebook is dedicated to church inquisitors, sea monsters, hordes of easily duped brutes, powerful allies, and treacherous villains!

Chapter One: Théah and its People

The world of Théah

The Era

History

[short and with references to published books]

Secret Societies and Cosmology

(bargain too, which sorceries etc)

Théan Human

Théah is entering the age of enlightenment. Explorers reach the far places of the world and Castille has reopened its universities. The Théan ideal of *homo universalis* is predominating, and people of good standing are expected to have broad knowledge.

The Castillian defense and the Montaigne Revolution have inspired the notion of nation-state and given birth to patriotism, but, when at sea, in a foreign court, or in a university, you have to know more than your home language.

RACIAL TRAITS (ADJUSTMENT)

Bonus Skill: Théans are not limited to their class skill list for the choice of their bonus trained skill; you can choose any skill.

Languages: National language, plus one of the following: Avalon, Castillian, Crescent, Eisen, Han Hua, Koryo, Montaigne, Tashil, Teodoran, Théan, Thiakhar, Vestenmannavnjar, Vodacce, Ussuran, Xian Bei or a regional island language.

Classes

Classes with the arcane or divine power source are not normally available to Théan humans. Still, a few persons who have bargained with mysterious powers could be members of the Warlock class. The Star Pact is a pact with the Syrneth, the Fey Pact a pact with the Sidhe, and the Infernal Pact in most cases (with the exception of El Fuego Adentro sorcerers) is associated with Legion and its unholy servants.

Some secret societies know hidden truths that can help unlock the untapped potential of the human spirit, or their faith gives them the spiritual strength to perform extraordinary acts: The Paladin, and, more rarely, the Cleric class are available to *Knights of the Rose and Cross*, *Die Kreuzritter* knights, *Inquisitors* and some *Crescent* faithful. Even they, however, do not exhibit the visual effects a fantasy cleric's prayers would have; you are encouraged to change the flavour of powers with the radiant, fire or thunder keyword, as well as avoid obviously overt powers like *Blade Barrier*.

You can find more ways to use arcane and divine classes in Chapter Six, which describes Théan Magic.

Feytouched (Théan Eladrin)

Some people in Avalon are set apart from the rest of the world. Either because they spent too much time lost in the Fey Courts, either because of a curse or a boon (is it any different?), or because they have some fey blood is in their veins, they are marked as feytouched. Feared and envied at the same time, many feytouched try to hide their true nature, but when you are a creature of legends, it is hard to avoid adventure.

RACIAL TRAITS (ADJUSTMENT)

Ability Scores: +2 Dexterity, +2 Charisma instead of the ability scores in the *Player's Handbook*.

Classes

Classes with the divine power source are not normally available to Théan Eladrin. Théan Fey have trouble even understanding faith, much less feeling it, and their children are not accepted by the Church of the Prophets. Consult your DM before selecting a class with the arcane power source.

[to include a short section on how reading the nations section]

Avalon

Languages: Avalon, choice of one other

Regional Benefit: You gain a +1 bonus to saving throws against arcane effects.

Suggested Ability: Constitution or Charisma

The Nations

The People

Avalon Adventurers

Read:

Castille

Languages: Castillian, choice of one other

Regional Benefit: You gain a +1 bonus to History, Nature and Religion checks.

Suggested Ability: Dexterity or Wisdom

The People

Castille Adventurers

Read:

Cathay

Languages: Han Hua, choice of one other

Regional Benefit: You gain a +2 bonus to all Defenses against attacks that can explicitly cause the immobilized or restrained condition.

Suggested Ability: Intelligence or Charisma

The People

To explain the regional benefit (size)

Cathayan Adventurers

Read:

The Crescent Empire

Languages: Crescent, choice of one other

Regional Benefit: You can reroll any Religion check, but you must keep the second result.

Suggested Ability: Strength or Charisma

The People

Crescent Adventurers

Read:

Eisen

Languages: Eisen, choice of one other

Regional Benefit: You gain a +2 bonus to saving throws against fear effects.

Suggested Ability: Strength or Wisdom

The People

Eisen Adventurers

Read:

Oceans and Faraway Islands

Languages: Any two

Regional Benefit: Once per day, you can reroll an Endurance check, but you must keep the second result.

Suggested Ability: Constitution or Charisma

The Factions

[maybe separate from pirate nations]

The People

Adventurers of the Oceans

Read:

Montaigne

Languages: Montaigne, choice of one other

Regional Benefit: Once per day, you can reroll a Diplomacy check, but you must keep the second result.

Suggested Ability: Dexterity or Charisma

A nation of picturesque beauty, rich farmlands and beautiful art, Montaigne has just come out of a decade of wars. People revolted against the cruel *Empereur* and the sorcerous aristocracy, plunging the country into chaos. General Montegue, returning from a pointless war against Ussura, stabilised the country, establishing a more benign monarchy in the capital, Charouse, with him at the head. But Montegue has lost his wife, and some people question his emotional stability.

The People

No bloodshed can completely hide Montaigne's style and humour. The Montaigne people are still among the cleanest and most healthy people, and they still enjoy the art of ridicule.

The tell-tale gloves covering the blood on the hands of Porté sorcerer noblemen are less common after the revolution, but the court remains their playground. Few foreigners can stand their endless game of layers of subtle insults.

Montaigne Adventurers

Celine Etalon du Toile is a rare female Warlord in the Montaigne Army. Her Porté skills have let her survive enough battles to be promoted to sergeant. She is now in charge of an outpost in the southeastern border. While investigating a possible group of rebels, she discovered a stash of Eisen weapons. Eisenfürst Sieger might be planning something, and the King has to learn about it!

Philippe Henri de Charouse was a simple *noble des lettres*, a textile merchant who bought his title after Montegue restored monarchy. Life got complicated when he was accused of murder and conspiring with the Castillians. He didn't even know he had such survival instincts before he started living as a runaway Rogue, trying to clean up his name.

Read: *Nations of Théah 3: Montaigne*, *Montaigne Revolution*, *Noblesse Oblige*

Ussura

Languages: Ussuran, choice of one other

Regional Benefit: You can reroll any Endurance check, but you must keep the second result.

Suggested Ability: Constitution or Wisdom

The People

Ussuran Adventurers

Read:

Vendel League & Vestenmannavnjar

Languages: Vestenmannavnjar, choice of one other

Regional Benefit: A Vendel knows an additional language.

A Vesten gains 3 extra hit points per tier (3 at heroic tier, 6 at paragon tier, 9 at epic tier).

Suggested Ability: Intelligence or Charisma for Vendel, Strength or Wisdom for Vesten

Less than two hundred years ago, the islands of Vestenmannavnjar held nothing but snow, ice, and a people of primitive coastal raiders. They used powerful rune magic to protect their homes, disdained rapiers and muskets in favor of axes and bows, and lived in the same way their ancestors had lived for centuries before them. All of it changed, however, when most of the Vesten middle class, the artisans and merchants, formed a coalition and rose against the warrior nobility, with the help of hired mercenaries from Eisen. Their revolution successful, they renamed themselves Vendel and radically transformed their nation, while the remaining Vesten people retreated from the growing cities into the northern wastes, struggling to keep the ancient ways alive. Today, the split between the Vendel and the Vesten is wider than ever.

All legal, political and social authority in Vendel comes from the Vendel League, an association of guilds, like the Blacksmiths' Guild and the Merchants' Guild. The League consists of ninety-one Seats and nine Chairs, one for each of the eight most prominent guilds and one for the Eisen Imperator (as payment for Eisen's early, vital assistance to the founding of the League). Currently, the most important person in the League is Val Mokk, Chair of the Merchants' Guild.

The Vestenmannavnjar, however, are weaker than they have ever been in their history. Thanks to violent reactions from both sides, relations between the Vendel and the Vesten went from bad to worse. When the High King Gjaeving Asbjornsson, the chosen of the Vesten god, finally revealed himself, a decision was reached: Asbjornsson would lead most of his people into the Great Western Ocean to try and find a new home, while all those who wished to stay would stand and fight the mercenary armies of the Vendel League. The war was deadly but short; it spelled the end of the Vestenmannavnjar's ancient culture, except for those who sailed west and for a few survivors.

The People

The Vestenmannavnjar value four virtues: courage, loyalty, honesty and luck. They are a seafaring people, and though most of them are farmers and fishermen, they have a long and proud history of raiding. They are a deeply devout people; for them, religion isn't a matter of faith, but of fact. They believe the spirits of their ancestors live on among them and that the names of people and locations have a sacred power all of their own.

The Vendel value cunning and resourcefulness. They eschewed Vesten traditions – which they consider superstitions – in favor of the Objectionist faith and, more importantly, in favor of a belief in the inherent greatness of the human spirit; they firmly believe that a man can achieve anything he desires, no matter the circumstances of his birth, as long as he is determined and has the necessary skills. They also place great value in science and encourage its development.

Vendel Adventurers

Lars Janssen was renowned as a scholar and scientist throughout Vendel, but he wasn't satisfied. Possessed of a child-like innocence and exuberance, he roams all of Théah, never staying too long in one place. He knows there is still much knowledge he hasn't even dreamt of out there in the world and is determined to learn it.

Hakon Ulvsson af Larsfolk defied his father and followed the call of wealth, to the nations of the south, selling his skills as a warrior to whoever paid him best. However, once news of his father's death at the Vesten's last stand reached him, he was wracked with guilt. He wishes to redeem himself in the eyes of his father's spirit and now accepts only honorable contracts.

Read: *Nations of Théah 8: Vendel/Vesten, Waves of Blood, Rapier's Edge.*

Vodacce

Languages: Vodacce, choice of one other

Regional Benefit: Once per day, you can reroll a Bluff check, but you must keep the second result.

Suggested Ability: Dexterity or Intelligence

The People

Vodacce Adventurers

Read:

Chapter Two: Beyond Théah

Sample Campaigns

Here you can find some ideas for adventures that go beyond the world of **7th Sea**, but still present great ways to use the material found in this ebook.

High Fantasy

Pierce the dragon's scales with a bullet shot from the pistol you found in the lands of gnomes. Jump from skyship to skyship, ignoring cannon fire, in order to give the example to your mighty group of pirates on the air above **Eberron***. Uncover a secret line of sorcerers that is able to see the weave of magic and how it is linked to the future and the past, in **Forgotten Realms***.

Romance is a tiefling that tries to prove his worth to his beloved Menelien by doing an improbable quest to find a Crystal Ship. He hopes that such a beautiful masterpiece will touch her heart enough to make her break away from the influence of the vampire tyrant of her home town. In this quest, Romance, might even become a Glamour Legend.

You will find useful: *Cathay: Jewel of the East, Midnight Archipelago: Islands of Gold, Secret Societies of Théah 6: Sophia's Daughters*, *The Sidhe Book of Nightmares* and *Waves of Blood.* They are all full of elements of the supernatural, more or less overt, alongside swashbuckling heroes, and thus can give you plenty of ideas for world-shaking events, quests for artifacts and exotic travels.

Game Balance

The world of Théah is a world of usually low-armored heroes with rapiers, pistols and few magic items as well as specialised masters of sorcery. Nevertheless, all stuff in this book can be used in a setting without these assumptions if you take into account the suggestions that are presented throughout the book.

***d20 Modern**, **Forgotten Realms**, **Eberron** and **Ravenloft** are products and TM of Wizards of the Coast. Most 3rd Edition Raveloft books have been published by Sword & Sorcery.

Historical

Protect Spanish gold as bad weather brings you dangerously close to the pirate base of Tortuga. Participate in the fight between pirate admiral Zheng Zhilong and the Dutch East India Company in 1633. See with your own eyes the preparations and the outbreak of the French Revolution.

Ansgar is a young commander returning from the Great Northern War between Russia and Sweden (and their allies), to recover from a war injury. His joy for the early victories evaporates as he sees Charles XII of Sweden declining opportunities for a peace that would benefit his country. He has to find allies and fight his way through duels, assassination plots and court lies to reach the ears of his King and persuade him to put Sweden above his personal revenge.

You will find useful: *Swordsman's Guild* and *Knights and Musketeers* for their abundance of info on (pseudohistorical) swordsmen and schools, and *Secret Societies of Théah 5: Los Vagos*, a secret society with no links to sorcery or the Bargain.

Realistic Firearms: In a historical setting, you can use a firearm only once per encounter (or once every minute in large scale combats). To counterbalance this, if you cause damage higher than the adversary's Constitution + ½ his level with a firearm attack, make a Secondary Attack for massive damage:
Secondary Attack: Dexterity vs. Fortitude
Special: You gain a -2 penalty to this roll against elite monsters and a -5 against solo creatures.
Hit: The target drops to 0 hp.

Syrneth Space Opera

Explore Caborra to uncover an old device that sends you to the lands of the Syrneth. Use your Scrying gifts to defend your cities as the Barrier is coming down and Thalusai are invading with their superior technology. Escape a city of blinding light and alien devices together with your tribe, all captives that have been kidnapped by the Syrneth before the Barrier separated them from humanity.

E'karle is a noble and a scoundrel, a prostitute and a priest, with one thing in common: (s)he always seems to search for people knowledgeable about

the Prophet's words on sorcery. In reality, E'karle is a Thalusai who knows of a current mobilisation of its people to return to Théah. Gifted (or cursed) with compassion, it searches for humans who can help it stop its own kind from enslaving this world. Its greatest enemy is its inability to understand the deeper human emotions.

You will find useful: *Heroes, Villains and Monsters* for a look on Tesserans and other non-Thalusai Syrneth. Check also *Waves of Blood* on Cabora, *Secret Societies of Théah 6: Sophia's Daughters* for apocalyptic prophecies of the breach of the Barrier, and, of course, most **d20 Modern*** books.

Horror

Corner a monstrous serial killer with the force of reason and blackpowder. Uncover the Darkord in a Ravenloft* domain from the blood that marks his hands whenever he tears the world to escape from the murder scene. Defend your ship from a tentacled monster that defies reason, while at the same time one of your shipmates tries to have you all killed in order to prevent the Syrneth artifact you carry from reaching dangerous hands.

Sonya is the young wife of a nobleman allied to Villanova. Her husband is trying to gain Villanova's favour by extorting as much insight about his enemies as he can from her. When he doesn't like what she sees in the strands, he beats her. Her only relief is a beautiful stranger that visits her from times to times. She knows that he is a Sidhe, and she sees a black strand forming between him and her husband. But whose death does the strand show? Will she risk letting reality answer the question, or will she interfere, spoiling one of her few chances to get revenge on her husband?

You will find useful: *Secret Societies of Théah 3: Die Kreuzritter*, as well as the free *Sea of Knowledge* netbook have ambiguous characters, strong evil, and archetypal horror. Games that involve the scheming of Vodacce, the monsters of Eisen or the inquisitors of the Church of the Prophets can benefit from the respective books, too.

Plane Travelling

Eladrin come out of the Feywild through a lake in the Highland Marches, watching with awe a world where their magic is rare and people fear them. A Cathayan girl is thrown on the Wall of Fire, only to emerge in a bustling metropolis ruled by djini, where beautiful creatures from around the world are exchanging exotic substances. A group of Die Kreuzritter hunts a Night through a hidden tear in the Barrier, and emerge encircled by flail-wielding Shadar-kai.

Luise was a cook for a Montaigne nobleman. She has no memories of her childhood, except for a strange runescribed stone she hangs around her neck. Her eyes seem to emit light, but her dreams are full of dark rooms and tall, green creatures. After the nobleman was arrested, she feels more out of place than ever, and searches for companions to join her in her quest to find her origins. A quest that might lead them to where no Théan has ever set foot before.

You will find useful: *Secret Societies of Théah 3: Die Kreuzritter* and *The Sidhe Book of Nightmares* explore the limits of the world of Théah, and its Shadowfell (the Dark Paths) and Feywild (Bryn Bresail), while *Explorer's Society* is a book about a society that can be a great help to characters wanting to go beyond the Barrier.

Chapter Three: Rules for Heroes

This chapter presents optional rules and many new character building options (powers, feats, paths etc) that fit a swashbuckling game well.

Optional Rules

The following optional rules could help your players flawlessly immerse themselves in the 7thSea setting, but they could also be used in any other campaign, swashbuckling or not.

Action Points for Drama

Use If: You like bold actions and high drama, coming from players' initiatives.

Do not use if: Your players feel weird when you assign personal instead of group rewards.

Not on a Milestone: Characters do not gain action points when reaching a milestone.
Yes on Drama: Instead, whenever a player character does something heroic, bold, something that inspires awe or positive laughter in the table, or makes a dramatic choice, (s)he gains an action point. No character can gain more than 1 action point per encounter in this way.
Larger than Life: Characters can use 2 action points per encounter.

Low Magic Setting

Use If: You want magic items to be rare. Masterwork weapons and armor are made by a few highly-skilled artisans, while creatures that need magic implements can craft them themselves with the appropriate rituals, or find them by other users. A few arcane devices can still be found in the lands of the Fae, in the hands of legendary pirates or even in the black market, but only epic characters are expected to have more than one of them.

Modify If: One of the above is not true in your campaign.

Do Not Use If: Your world has the same expectations for item and magic availability as the world described in the *Player's Handbook* and *Dungeon Master's Guide*.

> **The other side of the coin**
> In a campaign setting that resembles the Pirate Era, the Religion skill could also apply to matters of Philosophy.

Magic Items Are Rare: Items other than implements are extremely rare and only the least powerful could be sold for money.
Masterwork Weapons Replace Magic Ones: Masterwork weapons are nonmagical weapons crafted by exceptional or legendary crafters. Many of these are presented in the next chapter.
Masterwork Armor Is Not Necessarily Magical: Masterwork armor does not require an enhancement bonus and counts as a magic item of 4 levels lower than the requisite magic armor.

Old Required Enchancement	New Level	New Price
+4	12	13000 gp
+6	22	325000 gp

One exceptional nonmagical armor is also presented in the next chapter.
Player Characters' Defenses Get a Bonus: They increase by an extra +1 bonus at levels 3, 8, 13 and 18.
Ignore Monster and NPC Magic Threshold to Defense: Monsters and NPCs already have a magic damage threshold calculated in their defenses. If you give such a creature a magic item that augments its defenses, do not take the magic threshold into account for calculating the total value of the defense. (ie, you do not have to give a *+3 elven cloak* to augment your level 11 fey's defense by 1, a *+1 elven cloak* would suffice).
Less Treasure: Adjust treasure parcels as you see fit.

New Condition

DISARMED
- You cannot use powers or attacks that require the disarmed weapon.
- A disarmed monster or NPC takes a penalty to corresponding attacks with the weapon or implement keyword equal to its magic threshold. This penalty persists, even if the creature draws another weapon or implement, ending the disarmed condition.

This condition can be ended by drawing another appropriate weapon or implement. Monsters and NPCs are usually assumed to have a second weapon of inferior quality available.

Skills

Craft (Intelligence or Dexterity)

Two Abilities: You use the highest of your Intelligence or Dexterity modifier for Craft. Your DM can rule that some types of crafting have to always use one of the two. For example, she might rule that Craft (engineering) is always based on Intelligence.

A lot of people know how to cook a simple meal, and chances are that a high level adventurer will have learned how to perform simple repairs or craft arrows out of wood. For most people, though, crafting is their only way of life, forcing them to

specialize in a particular craft. These people range from a lowly cook to the Eisen Nibelungen of legend.

Craft does not appear in the skill lists of the PC classes, but any character can take it by taking the Skill Training feat (or as the extra skill for Théan Humans).

Making a Living

Crafting for a living is performed by taking 10. Taking into account the cost of raw materials you can make about the following amount of money:

Making a Living: 8 hours.
Success: You earn the amount of money corresponding to your check, as presented in the following table.
Failure: (Less than 15 in most cases). You make no money for that period, or you just make a couple of cp.

Amount Gained	Craft DC
5cp	15
4gp	25
2pp	35

Crafting a Specific Item

Crafting a Specific Item: A skill challenge where each check can take a day, week or month.
DC: Usually item's level + 15. You do not need any checks to craft an item of a level inferior to your Craft total modifier-5.
Success: You progress, spending a part of the raw materials as determined by your DM.
Failure: Half the raw materials for this check are wasted.

In some cases, other skills might be useful for this challenge: many different Crafts might be needed to construct a ship for example. A Nature check might help understand the kind of weather that a vessel has to endure and a History check could help for a painting about ancient kings. Crafting could even start an adventure. What if the weapon you want to craft needs dracheneisen smuggled out of Eisen?

Many Skills: Craft is a special skill. It is actually many skills, and you have to be trained seperately for each type of craft (of course, you can use Craft untrained too). Some suggested types are:

- **Large Constructions:** Architecture, large scale constructions and mechanical devices.
- **Housekeeping:** Cooking, knitting etc.
- **Metalworking:** Most armors, tools and weapons.
- **Visual Arts:** Painting, sculpture etc.
- **Woodworking:** Small wooden constructions, arrows, bows and some other weapons.

Powers for Swashbucklers

Swashbuckling is not about class, but about attitude and style. That said, the Rogue class has access to a special swashbuckling option and powers. Members of other classes that want to use light weapons with grace can benefit from multiclassing to Rogue (or sometimes Ranger), keeping the abilities unique to their class; being unique, after all, matters a lot for a swashbuckler.

Swashbuckling Rangers

As roads become safer, urban fighting styles reach the corners of the countryside and the sentries on the frontiers. Some Rangers, instead of having to choose between strength in melee and accuracy in ranged attacks, become adepts at wielding the rapier and dagger with the same grace with which they wield their ranged weapons. On the other hand, while they certainly know how to use a musket, many of them still prefer the bow for its higher speed in the hands of a skilled marksman.

Rapier Proficiency: Any class that grants proficiency with the longsword (including Fighter, Paladin, Ranger and Warlord) grants proficiency with the rapier as well.
Urban Rangers: Urban Rangers gain streetwise as a class skill. An Urban Ranger can choose streetwise instead of Nature and Dungeoneering for his automatically trained skills.
Rogue Firearm Proficiency: Rogues gain proficiency with firearms.
Rogue Tactics: Rogues gain a third option for the Rogue Tactics class feature:
Swashbuckler: You gain proficiency with the rapier. You can use sneak attack with weapons of the firearms group.

New Powers

Powers belonging to Multiple Classes: You cannot gain through multiclassing a power from another class that is already available to your class, even if it is available at a different level for the other class.

That's a Safe Distance — **Ranger Attack 1** / **Rogue Attack 1**

The force of your bullet or bolt makes your target stumble backwards, losing his footing.

Encounter ✦ Martial, Weapon
Standard Action — **Ranged** weapon
Requirement: You must be wielding a firearms or crossbow.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 1[W] + Dexterity modifier damage, and you push the target 1 square.
Swashbuckler: You knock the target prone after pushing him.

Jump from the Chandelier **Rogue Attack 3**

Jumping from a higher surface, you smash on the enemy.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Prerequisite: You must be trained in Acrobatics or Athletics.
Requirement: You must have jumped from a higher surface during this turn.
Target: One creature
Attack: Dexterity vs. Reflex
Swashbuckler: You gain a bonus to the attack roll equal to your Charisma modifier.
Hit: 2[W] + Dexterity modifier damage, and you knock the target prone.

Timely Parry **Rogue Utility 6**

There is something between you and your attacker: your weapon.

Daily ✦ Martial, Weapon
Immediate Interrupt **Melee weapon**
Prerequisite: You must be trained in Insight.
Requirement: You must be wielding a light blade or polearm.
Target: One creature that is about to hit you with a melee attack.
Attack: Dexterity vs. the result of the attack that is about to hit you.
Hit: The target's attack misses instead.

Let Me Show You How **Rogue Attack 7**

A failed attack of the opponent gives you an opportunity for a furious counterattack.

Encounter ✦ Martial, Weapon
Standard Action **Melee weapon**
Requirement: An attack of the target must have missed you after your last end of turn.
Target: One creature
Attack: Dexterity vs. AC
Swashbuckler: You gain a bonus to your attack roll equal to your Charisma modifier.
Hit: 2[W] + Dexterity modifier damage, and you push the target 1 square.

Ricochet **Rogue Attack 13**

You fire against a solid surface, and the bullet turns towards the target from an unexpected angle.

Encounter ✦ Martial, Weapon
Standard Action **Ranged weapon**
Requirement: You must be wielding a firearm or crossbow.
Target: One creature
Attack: Dexterity vs. AC
Special: The target gives you combat advantage against this attack.
Hit: 2[W] + Dexterity modifier damage, and you ignore any penalties from cover or superior cover.

One to Bind, One to Bite **Ranger Attack 13**
Rogue Attack 17

You bind your opponent's weapon with your main weapon, leaving her unable to defend herself against your off-hand weapon.

Encounter ✦ Martial, Weapon
Standard Action **Melee weapon**
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity or Strength (your choice) vs. Reflex
Hit: 1[W] + Dexterity modifier damage, and you and the target are restrained until the start of your next turn. If you are armed with an off-hand weapon, make a secondary attack with it:
Secondary Attack: Dexterity or Strength (your choice) vs. AC
Hit: 2[W] + Dexterity modifier damage.
Swashbuckler: You deal extra damage equal to your Charisma modifier.

You Won't be Needing This **Rogue Attack 23**

You strike the opponent's hand and set yourself up in a position that lets you attack him as he tries to pick up his fallen weapon.

Encounter ✦ Martial, Weapon
Standard Action **Melee or Ranged weapon**
Requirement: You must be wielding a light blade, a crossbow or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and the target drop a held weapon or implement of your choice in a square he occupies (his choice if he occupies multiple), becoming disarmed. Until the start of your next turn, the target provokes opportunity attacks whenever he picks up an object or draws a weapon or implement.
Swashbuckler: You can shift 2 squares after this attack.

Death in Two Steps **Ranger Attack 23,**
Rogue Attack 27

You thrust high against your adversary with your melee weapon, and then profit from this diversion to fire your ranged weapon at her foot, leaving her trying to figure out how to defend herself against your skill.

Encounter ✦ Martial, Weapon
Standard Action **Melee and Ranged weapon**
Target: One creature
Attack: Dexterity or Strength (your choice) vs. AC, with a melee weapon.
Hit: 3[W] + Dexterity modifier damage, and the target is dazed until the end of your turn. Make a secondary attack with a ranged weapon.
Secondary Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

New Feats

Heroic Tier Feats Table

Name	Prerequisites	Benefit	Page
Attack from the Shadows	The Black Ring	Moving after using *Enter the Dark Paths* gives you combat advantage	
The Black Ring	-	You can use the *Enter the Dark Paths* encounter power	
Buslayevich Apprentice	Dex 13, Mounted Combat, proficiency with a bow	+1 to attack rolls with bow while mounted. Your mount can fight indoors	19
Cappuntina Apprentice	Dex 13, Quick Draw, proficiency with a light thrown weapon	You can use the *Pin to The Wall* encounter power	20
Drexel Apprentice	Str 13, proficiency with a heavy blade	You can use the *Köhler* encounter power	20
Fate Witch's Blood	Female	+1 Insight. Training in the Arcana or Insight skill. Occasional premonitions	
Finnegan Apprentice	Str 13, Improved Unarmed Strike	Your unarmed strikes count as two maces	20
Firemonger's Blood	Int 13	You can use the *Command the Flames* at-will power	42
Glamour Mage's Blood	Cha 13	Heroics grant you 1 action point per encounter	42
Improved Unarmed Strike	-	Gain proficiency and enhancement bonuses to unarmed attacks	18
Jasni Apprentice	Dex 13, training in Acrobatics	+2 Attack bonus for powers that can disarm, immobilize or restrain an opponent +2 speed to your ship to bring it adjacent to the enemy's	21
Keep It Cool	Int 13	+4 to saving throws for the "requires cooling" artillery property	18
Lærdom Runemage's Blood		Use Wisdom for arcane powers with the cold, lightning or thunder keywords	42
Leegstra Apprentice	Con 13, proficiency with an axe, hammer or heavy blade	You can use the *The Glacier Does Not Fall* encounter power.	21
Precise Strike	Fighter Or Warlord, Dex 13	Increase the damage of light blades while not wearing heavy armor	18
Rasmussen Apprentice	Dex 13, Quick Draw, proficiency with a firearm	Add a proficiency bonus to attacks with your firearm as a melee weapon. It counts as a mace	22
Ritual Casting (Glamour)	Cha 13, Glamour Mage's Blood	You can cast Creation and Deception Rituals more efficiently	42
Ritual Casting (Fate Witch)	Wis 13, Fate Witch's Blood, Female	You can cast Binding and Divination Rituals more efficiently. You gain access to Spread Rituals	
Ritual Casting (Lærdom)	Wis 13, Laerdom Runemage's Blood	You can cast Creation and Exploration Rituals more efficiently	43
Ritual Casting (Scryer)	Int 13, Female, Scryer's Blood	You can cast Divination and Scrying Rituals more efficiently	
Scryer's Blood	-	You can breathe water. Training in the Arcana skill	
Son of Lugh	Str 13, Male, Scryer's Blood	Increased movement when you shift with a power	
Valroux Apprentice	Cha 13, Two-Weapon Fighting, proficiency with a light blade	You can use the *Taunt* at-will power, or you apply its effects to marked opponents	22
Yael Apprentice	Cha 13, Two-Weapon Fighting, proficiency with a heavy blade	Use Charisma instead of Wisdom for martial powers	23
Zepeda Apprentice	Cha 13, Two-Weapon Fighting, proficiency with a flail with reach	Bonus to flail attacks that can drop an enemy prone or disarm him. Use a flail with reach to climb	23

Paragon Tier Feats Table

Name	Prerequisites	Benefit	Page
Buslayevich Master	Dex 15, Wis 13, Buslayevich Apprentice, proficiency with a bow	You cannot be forced to dismount while mounted. Your mount gains +2 Speed	19
Cappuntina Master	Str 13, Dex 15, Cappuntina Apprentice,	You can target two persons with *Pin to the Wall*	19

	proficiency with a light thrown weapon		
Drexel Master	Str 15, Dex 13, Drexel Apprentice, proficiency with a heavy blade	+2 AC and Reflex for 1 turn when you use a stance	20
El Fuego Master	Int 13, Firemonger's Blood	+2 attack, +1d6 damage with *Command the Flames*	42
Finnegan Master	Str 15, Con 13, Finnegan Apprentice, Improved Unarmed Strike	You can use the *I Fights Better Drunk* daily power	20
Jasni Master	Str 13, Dex 15, Jasni Apprentice, training in Acrobatics and Intimidate	You can use the *Fear of Captivity* encounter power	21
Leegstra Master	Str 13, Con 15, Leegstra Apprentice, proficiency with an axe, hammer or heavy blade	You can take -2 to AC and Reflex to add half your Constitution modifier to melee damage.	21
Litany of Death	Training in Intimidate	You can use the *Litany of Death* daily power	
Rasmussen Master	Dex 15, Wis 13, Quick Draw, Rasmussen Apprentice, proficiency with a firearm	You can use ranged basic attacks in place of melee basic attacks	22
Stay in the Dark	The Black Ring	Travel to the Shadowfell with *Enter the Dark Paths*	
Valroux Master	Dex 15, Cha 13, Valroux Apprentice, proficiency with a light blade	You can use the *Double Parry* encounter power	22
The Vow	-	Your Action Points reset to 2 after each extended rest	18
Yael Master	Dex 15, Cha 13, Valroux Apprentice, proficiency with a light blade	You can use the *Dance of the Dervish* encounter power	23
Zepeda Master	Str 13, Dex 15, Zepeda Apprentice, proficiency with a flail with reach	You can use the *Kiss of the Whip* encounter power	23

Heroic Tier:

Improved Unarmed Strike

Benefit: You gain a +3 proficiency bonus to unarmed attacks. Your unarmed strike damage die increases by 1 step (normally to 1d6). You gain a +2 enhancement bonus to unarmed attacks and damage at the paragon tier (11th level), which rises to +4 at the epic tier (21st level).

Keep it Cool

Prerequisites: Int 13

Benefit: Artillery you fire as a gunner (the whole volley if you are the Master Gunner) gets a +4 bonus to saving throws required by the "Requires Cooling" property (See chapter Four).

Precise Strike [Fighter, Warlord]

Requirements: Fighter or Warlord, Dex 13

Benefit: As long as you are not wearing heavy armor, nor wielding a heavy shield, you may increase the damage die of all light blades you wield by one step.

Paragon Tier:

The Vow

Benefit: You make a passionate and difficult vow. It should be possible within the limits of your powers (now or after gaining some levels) and approved by the DM. While you have not completed the vow, but your DM deems that your are trying, your action points reset to 2 instead of 1 after each extended rest.

If you finally complete the Vow, it gives you the appropriate quest experience points, and you can retrain this feat to another, or make another Vow.

Special: In Théah, a Knight of the Rose & Cross with this feat gets a +2 feat bonus to Endurance.

Swordsman Schools

Your mastery in the arts of your weapon affects your fighting style a lot, but of course it's you who makes it personal. Here you can find several swordsman schools, all represented by two feats. As shown in the table of new Feats, all apprentice feats are heroic tier and all master feats are paragon-tier. When you reach epic tier, you are ready to develop your own techniques and teach them to future generations.

Buslayevich

In Ussura, archery is not a style of combat, it is a way of life, allowing Ussurans to hunt and eat. The Buslayevich School's philosophy encourages constant movement and firing without careful aiming. Rangers of this school are almost impossible to track down as they fire arrows with deadly accuracy and dart away again.

The biggest weakness of the school is its reliance on speed and mounts. Tactical armies and enclosed spaces can force a Buslayevich bowman to abandon one or both of his strengths.

NOTE: For the avoidance of doubt, powers that let you move or shift affect your mount as well if you want it, much in the same way as forced movement works in this regard.

Buslayevich Apprentice

Prerequisites: Dex 13, Mounted Combat, Proficiency with a bow

Benefit: Your mount never takes the -2 penalty for fighting indoors. You gain a +1 bonus to attack rolls with a bow while mounted.

Special: In Théah, an Ussuran with this feat gains a +2 feat bonus to Nature.

Buslayevich Master

Prerequisites: Dex 15, Wis 13, Proficiency with a bow, Buslayevich Apprentice

Benefit: You cannot be forced to dismount when knocked prone while mounted. Your mount gains +2 speed when you are mounted on it.

Cappuntina

Though not recognized as a Swordsman School, Cappuntina is many women's best tool for self-defense. The name derives from "hat pin", and it involves throwing daggers that can be easily concealed, even pinned into a woman's hair.

Women in Vodacce with this school often have an agility which can show in everything they do, from dancing to juggling, if they let it show at all.

Students of this school can exploit the benefit of some initial distance between them and their aggressor by pinning his clothing to the wall and running to a more safe position. A Daggermaster (*Player's Handbook p.127*) can master this school to a level deadly for her restrained enemies. In a enclosed space where the enemy has the initiative, though, the Cappuntina School can be only a little more than a minor nuisance to him.

Cappuntina Apprentice

Prerequisites: Dex 13, Proficiency with a light thrown weapon, Quick Draw

Benefit: You can use Pin to the Wall as an encounter power.

Special: In Théah, a Vodacce with this feat gets a +2 feat bonus to Acrobatics.

Pin to the Wall	**Feat Power**
You pierce the enemy's skin and clothing and pin it to a near solid surface, forcing him to lose precious time trying to liberate himself.	
Encounter ✦ Martial, Weapon	
Standard Action	**Ranged** weapon
Requirement: You must be wielding a light thrown weapon.	
Target: One creature	
Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn. With your DM's permission, if the target's clothing or skin is close to a solid surface, the target is restrained instead.	

Cappuntina Master

Prerequisites: Str 13, Dex 15, Cappuntina Apprentice, Proficiency with a light thrown weapon

Benefit: You can target two creatures at the same time with Pin to the Wall.

Drexel

This style was developed by the mercenary Kristoff Drexel, leader of the Blood Spirits warband, who realized that the various ways to hold the Eisen zweihander are appropriate for different situations.

Eisen mercenaries using this school are so feared in the battlefield that they get the nickname "doppel", a reference to the double fees they demand.

A student of the Drexel school knows Köhler, a technique developed by Drexel himself. A master of the school switches easily between different stances, to face different situations. However, an opponent relying on instinct and imagination can be too unpredictable, catching a Drexel swordsman in the wrong stance.

Holding Name	Description	Fighter Stances in *Player's Handbook*
Bittner (forward)	At head level, like a spear.	Defensive Training
Gerbeck (high)	Upwards, with the hands near the face	Rain of Steel, Reaper's Stance
Metzger (back)	Like a broom, with the blade pointing at the ground	Unyielding Avalanche, Force the Battle

Drexel Apprentice

Prerequisites: Str 13, Proficiency with a heavy blade
Benefit: You can use Köhler as an encounter power.
Special: In Théah, an Eisen with this feat gains a +2 feat bonus to Intimidate.

Köhler — **Feat Power**

You rapidly switch to a low stance, where the sword is held horizontally with an overhand grip near the user's waist, pointing towards the opponent and allowing rapid movements with the blade.

Encounter ✦ Martial
Immediate Interrupt — **Personal**
Requirement: You must be wielding a heavy blade with both hands and be able to make opportunity attacks.
Trigger: An enemy has combat advantage against you.
Effect: The enemy does not have combat advantage against you until the end of your next turn. If you are in a stance, the stance effects end immediately.

Drexel Master

Prerequisites: Str 15, Dex 13, Drexel Apprentice, Proficiency with a heavy blade
Benefit: Whenever you use a stance power, you gain a +2 bonus to AC and Reflex until the end of your next turn.

Finnegan

It has not been long since Roary Finnegan, the undisputed boxing champion of Inismore, started teaching his unique style of side-steps and uppercuts. Students learn how to put their weight on the balls of their feet, move in circles and use body blows, unconventional for fist fighting.

An Inish knows how to use this style while having fun, and can continue fighting even after drinking tons of alcohol.

Fighters and Rangers of this school have an important advantage wherever weapons are not allowed, being in effect always armed and deadly. On open battles, though, only their immense resilience helps them fight against pistols and claymores.

Finnegan Apprentice

Prerequisites: Str 13, Improved Unarmed Strike (new feat)
Benefit: Your unarmed strike counts also as if you were wielding two maces, for the requirements and effects of powers.
Special: In Théah, a character of the nations of Inismore, Avalon or Highlands with this feat gets a +2 feat bonus to Endurance.

Finnegan Master

Prerequisites: Str 15, Con 13, Finnegan Apprentice, Improved Unarmed Strike (new feat)
Benefit: You can use I Fights Better Drunk as a daily power.

I Fights Better Drunk — **Feat Power**

You have been probably hit. Yes probably. You cannot really tell as you cannot count how many pints you have in your belly.

Daily ✦ Martial
Immediate Reaction — **Personal**
Trigger: You take damage from an attack
Effect: Reduce the damage to half. If you have drunk at least one litre of beer (or beverages of the equivalent alcohol) during the last hour, you can also make a saving throw against a condition affecting you.

Jasni

Many pirates realize that each dead opponent places their names higher in bounty hunters' lists. Not all enjoy this attention, and many learn ways to capture their opponents instead of sinking them. For some it's an issue of humanitarian concern, for others it is an opportunity for gain from slave trade.

Invented by the feared Tiakhar pirate slavers from Cathay, Jasni is being introduced to the pirates of the rest of Théah.

Students of the Jasni School know how to approach the enemy ship fast and force the enemy into submission with strength and intimidation. However, when really deadly force is required, they may find themselves inappropriately specialized.

Jasni Apprentice

Prerequisites: Dex 13, Training in Acrobatics

Benefit: You gain a +2 bonus to attack rolls for actions that can explicitly cause the disarmed, immobilized or restrained condition with a hit.

In a naval battle, if you are the Captain, Helsman or Master of the Tops of a ship, it gains +2 speed (naval scale) if this will bring it adjacent to an enemy ship.

Special: In Théah, a Cathayan from the nation of Tiakhar with this feat gains a +2 feat bonus to Acrobatics.

Jasni Master

Prerequisites: Str 13, Dex 15, Jasni Apprentice, Training in Acrobatics and Intimidate

Benefit: You can use Fear of Captivity as an encounter power.

Fear of Captivity	Feat Power

Regardless of your true intentions, the grace with which you disable your enemy, without causing harm, reminds your adversaries the fate of slaves on Tiakhar ships.

Encounter ✦ Martial, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: Strength modifier damage, and the target is immobilized as per a normal grab. Make a secondary attack.

Secondary Target: All bloodied creatures in Burst 5.

Secondary Attack: Charisma vs. Will

Hit: Targets take a penalty to their Will defense equal to your Charisma modifier until the end of your next turn.

Leegstra

Leegstra isn't as much a fighting style as a martial philosophy. It teaches its students to be like a glacier: slow-moving, uncaring of any assaults on themselves and, ultimately, unstoppable. Leegstra warriors are able to absorb blows that would kill lesser men and to focus incredible strength on a single killing blow.

Leegstra has become rare in Théah, after many of its warriors fell against the Vendel, but it was impossible to completely wipe out berserkers that could swim and run with inhuman strength.

Leegstra's major flaw is its slow deliberation. Against practitioners of the Leegstra style, the key is to be quick and final: stab the heart or the head, then get out of the way in a hurry.

Leegstra Apprentice

Prerequisites: Con 13, proficiency with an axe, hammer or heavy blade

Benefit: You can use The Glacier Does Not Fall as an encounter power.

Special: In Théah, a Vesten with this feat gains a +2 feat bonus to Athletics.

The Glacier Does Not Fall	Feat Power

You have learned to ignore wounds that would kill a lesser man.

Encounter ✦ Martial

Move Action **Personal**

Effect: You gain resist equal to 2 + half your Constitution modifier against all damage until the end of your next turn.

Sustain Move: You can sustain this power until the end of the encounter or for 5 minutes.

Leegstra Master

Prerequisites: Str 13, Con 15, Leegstra Apprentice, proficiency with an axe, hammer or heavy blade

Benefit: When making a melee attack with a two-handed weapon of the Axe, Hammer or Heavy Blade category, you can take a –2 penalty to your Armor Class and Reflex defenses until the start of your next turn. If the attack hits, you may add half your Constitution modifier to the damage you deal.

Rasmussen

Some gentlemen feel that using swords to settle matters of honor has become horribly outdated, and that the newest weapon, the pistol, ought to take the swords' place.

In the hands of a Vendel, a pistol is a symbol of enlightenment, but the Swordsman's Guild does not approve of their methods.

Rogues and Rangers of the Rasmussen school have a significant advantage when equipped with multiple loaded pistols, which they can draw with ease. Armored opponents fear their armor piercing bullets. However, when all pistols have been fired, hitting with the pommel of the weapon can prove much less effective.

Rasmussen Apprentice

Prerequisites: Dex 13, proficiency with a firearm, Quick Draw

Benefit: When using a firearm as an improvised melee weapon, you add its ranged proficiency bonus to melee attacks. When used that way, it also counts as a mace for the effects of powers.

Special: In Théah, a Vendel with this feat gains a +2 feat bonus to Diplomacy.

Rasmussen Master

Prerequisites: Dex 15, Wis 13, Proficiency with a firearm, Quick Draw, Rasmussen Apprentice

Benefit: Whenever you can make a basic melee attack, you can make a basic ranged attack with a firearm instead. This means, for example, that you can fire a pistol as an Opportunity Attack.

Too Many Options?

A character with two Swordsman Schools might end up having two more encounter powers than what it is normal at his level. This is expected: in a low magic world characters are expected to have fewer options from their magic items, and more from their training.

If you don't play in such a setting, it is recommended to count the uses of Swordsman School encounter and daily powers against the limit of uses of daily powers coming from magic items (*Player's Handbook p.226*).

Valroux

Undisputedly one of the most irritating styles you can face, Valroux is all about infuriating the opponent with endless insults, defending against his attacks with a main gauche and striking faster and faster whenever an opening is presented.

In Montaigne, the Valroux family has a reputation for illegal activities.

A student of Valroux can draw the attention of an opponent, defending easily against his strongest attacks. The main flaw in this style is its arrogance. A patient swordsman who is familiar with this style can feint an opening, and be prepared to use his strongest attack after the Valroux swordsman has lowered his guard to counterattack.

Valroux Apprentice

Prerequisites: Cha 13, Proficiency with a light blade, Two-Weapon Fighting

Benefit: You can use Taunt as an at-will power. If you already have a class feature that lets you mark an opponent (like Fighter's Combat Challenge feature), you can apply the effects of Taunt to any opponent that is marked by you, if you meet the requirement.

Special: In Théah, a Montaigne with this feat gains a +2 feat bonus to Bluff.

Taunt — **Feat Power**

You hurl insults to your opponent, forcing him to try to strike you to end the humiliation.

At-Will ✦ Martial

Minor Action — **Close** burst 5

Requirement: You must be able to communicate with the target.

Target: One creature in burst

Effect: You mark the target until the end of your next turn. After the end of your current turn and while marked, the target takes a -2 penalty to all Defenses until he damages you.

Valroux Master

Prerequisites: Dex 15, Cha 13, Proficiency with a light blade, Two-Weapon Fighting, Valroux Apprentice

Benefit: You can use Double Parry as an encounter power.

Double Parry — **Feat Power**

You parry solidly with both weapons, leaving the opponent vulnerable as you liberate one to strike.

Encounter ✦ Martial, Weapon

Immediate Interrupt — **Personal**

Requirement: You must be wielding two melee weapons.

Trigger: You are about to be hit by a melee attack

Effect: You gain a +3 bonus to AC and Reflex defense against this attack. If now the attack misses, you gain a +2 bonus to all attacks against the creature that was about to hit you until the end of your next turn.

Yael

The Yael school is a school of dance as much as a school of swordfighting. Its twirling and deadly steps are very popular with women, despite the weight of the scimitars that are usually used.

In Théah, Yael hails from the Jadur'rihad tribe, a tribe famous for its singing, dancing and old relations with the Castillians.

Yael is based on rhythmic movement and slashes that can prove lethally unpredictable for groups of adversaries, particularly when used by a Ranger. Its weakness lies in the danger of an attentive opponent who recognizes the tempo and attacks between the beats of the dance.

Yael Apprentice

Prerequisites: Cha 13, Proficiency with a heavy blade, Two-Weapon Fighting

Benefit: You can use Charisma instead of Wisdom for the purpose of martial powers.

Special: In Théah, a Crescent with this feat gains a +2 feat bonus to Acrobatics.

Yael Master

Prerequisites: Str 13, Cha 15, Proficiency with a heavy blade, Two-Weapon Fighting, Yael Apprentice

Benefit: You can use Dance of the Dervish as an encounter power.

Dance of the Dervish	Feat Power
As the rhythm in your head reaches its pinnacle, you swirl in the middle of your enemies, startling them with your dance and swordplay.	
Encounter ✦ Martial, Weapon	
Standard Action	**Close** burst 1
Requirement: You must be wielding two melee weapons.	
Target: Each enemy in burst you can see	
Attack: Charisma vs. AC	
Hit: 1[W] + Strength modifier damage.	
Effect: Shift 2 squares.	
Weapon: If you wield a heavy blade, make a secondary melee attack.	
Secondary Target: One creature	
Secondary Attack: Charisma vs. Will	
Hit: 1[W] + Strength modifier damage, and the target is dazed until the start of your next turn.	

Zepeda

Students of the Zepeda style learn to fight with a whip or similar weapon. Although not as deadly as a rapier or a greatsword, the whip can cripple the abilities of an opponent.

In the hands of a Castillian, a whip is a symbol of his connections to the Zepeda family, feared for his zeal and patriotism.

A student of the Zepeda school is often at her best when she can trip the opponent from a safe distance, not fearing retaliation, as the opponent needs a move action to stand up, and cannot approach and attack. However, at close quarters, an opponent can often corner her and get close, where another weapon can cause much more harm than the whip.

Zepeda Apprentice

Prerequisites: Dex 13, Proficiency with a flail with reach

Benefit: When making an attack with a flail that causes the prone or disarmed conditions on a hit, you gain a +1 bonus to the attack roll. This bonus increases to +2 if you have a free hand.

You can climb while holding a flail with reach; you are, in fact using it to help your climbing.

Special: In Théah, a Castillian with this feat gains a +2 feat bonus to Intimidate.

Zepeda Master

Prerequisites: Str 13, Dex 15, Proficiency with a flail with reach, Zepeda Apprentice

Benefit: You can use Kiss of the Whip as an encounter power.

Kiss of the Whip	Feat Power
You hit the opponent's hand, causing enough pain to make him drop the weapon. You grab the falling weapon with your whip.	
Encounter ✦ Martial, Weapon	
Standard Action	**Melee** weapon
Target: One creature	
Attack: Strength vs. Reflex	
Hit: 2[W] + Strength modifier damage, and the target drops one weapon he is holding in his square.	
Weapon: If you are wielding a flail with reach, make a secondary attack against the same target:	
Secondary Attack: Strength vs. Reflex	
Hit: You can grab the dropped weapon with a free hand, or move it 1 square away from the target in any direction.	

Paragon Paths

Glamour Legend

"You know my tale? If you know the wonderful tales of legends before you, you can become one too."

Prerequisite: Warlock (fey pact) or Bard

By living up to legends, you create a reputation of your own, gaining the attention of the fey. The fey channel a bit of their Glamour magic to you, making you a living tale.

A Glamour Legend with light multiclassing into Warlock still benefits from heroic prowess, luck and the attention of the Sidhe, excelling in what he likes best. A Glamour Legend with significant Warlock powers, though, is also a Sidhe-like master of illusion, treating the Feywild as his second home.

In Théah, you need to have Avalon roots to take this class.

Glamour Legend Path Features

Like the Tales (11th level): When you spend an action point to take an extra action, you and your allies gain a +2 bonus to skill checks and attacks rolls based on a physical ability of your choice, until the start of your next turn:

Strength: You act like the Horned Hunter, a mighty Sidhe that tried to understand humans by taking the identity of a human hunter. He fooled no one, as no human would throw boulders like pebbles.

Constitution: You can eat nails like the Iron Meg, a woman who has survived the stomach of a sea serpent, the poisons of a Vodacce prince and the longest feast ever done by a mortal who needs food.

Dexterity: You remind people of Robin Goodfellow, a minor noble but great archer, who organised the resistance against a corrupt ruler who had imprisoned his family.

Spread the Word (11th level): You can use Spread the Word instead of your Misty Step when an enemy under your Warlock's Curse drops to 0 hit points or fewer. Instead of dying, the enemy is still alive at 1 hit point and runs away in awe, eager to tell of your power to anyone he encounters. You gain a +2 bonus to all defenses until the end of your next turn.

Queen's Attention (16th level): The moment you succeed your first attack after you became bloodied in an encounter, roll 1d6:

1-2: Lady of the Lake. You can use a healing surge.

3-4: Queen of the Sea. Your attack roll is considered to be a natural 20.

5-6: Queen of the Sky. You can use your Misty Step.

Anne o'the Wind's Challenge — **Glamour Legend (Fey) Attack 11**

Anne o' the Wind boasted she could best even the Four Winds in a foot race. When the Four Winds challenged the claim, she proved herself truthful, winning legendary prizes.

Encounter ✦ Arcane, Implement, Psychic
Standard Action — **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and the target suffers a penalty to all defenses equal to your Charisma modifier (minimum 1) until the end of your next turn.
If the target has a level equal to or greater than yours, you can use your Misty Step.

Like Jeremiah Berek — **Glamour Legend (Fey) Utility 12**

Jeremiah Berek was a Sea Dogs' and Brotherhood of the Coast Captain whose luck was legendary. He used his last luck to escape from Captain Reis' scythe, and survived to tell the tale afterwards.

Daily ✦ Arcane
Immediate Interrupt
Trigger: An attack hits you
Effect: The attacker must reroll the attack roll.

A Legend is Born — **Glamour Legend (Fey) Attack 20**

You reveal your true face. Even if enemies don't remember the stories speaking of you, they understand that they're facing a being of myth, and consider allying with you.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action — **Close** burst 5
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: The target is dazed until the start of your next turn. Whenever a creature attacks you, the target must make a basic attack against that creature (save ends). If it can't make the attack, the target takes 2d8 + Charisma modifier psychic damage.

Master of the Seven Seas

"Do you want to hear about sea monsters and blockade runs? Come on board to see them with your own eyes."

Prerequisite: Ranger or Warlord

With the sea wind on your face and your ship below your feet, even the horizon is not a limit to you. Whether you are a Captain, a Master Gunner or a First Mate, you know how to make out the best of your allies and terrorize your enemies. Gunshots and boarding are not the only area in which you excel: you know how to protect your allies' backs even in the midst of an exploration of a newfound island.

Master of the Seven Seas Path Features

Now, me Boys! (11th level): When you spend an action point to take an extra action, your allies in 10 squares that can see and hear you, can shift as a free action.

Last Second Escape (11th level): If you are the Captain, First Mate, Master of the Tops or Helmsman of a ship, it can shift as a minor action (normally, ships cannot shift).

Cover an Area (16th level): When you miss an attack roll with artillery for less than 6, the target takes 1/3 of the normal damage. This also applies to ships where you are the Captain, First Mate or Master Gunner.

Dread of the High Seas — **Master of the 7 Seas Attack 11**

Your fame (or infamy) arrives before you. With a grin and a thrust, you remind your enemy how you earned it.

Encounter ✦ Martial, Fear, Weapon
Standard Action — **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength + Charisma modifier damage, and the target is weakened until the end of your next turn.

Back to Back — **Master of the 7 Seas Utility 12**

Your allies can count on you to protect their backs.

Encounter ✦ Martial
Immediate Interrupt
Trigger: An enemy attacks an ally adjacent to you, against whom the enemy has combat advantage.
Effect: The enemy has no combat advantage against that ally for this attack.

The 7th Sea — **Master of the 7 Seas Attack 20**

You have explored deadly seas, possibly even the mythical 7th Sea. Bloodshed seems to follow you, as if blades around you are hungry to repeat the things you have seen in the wild seas.

Daily ✦ Martial, Weapon
Standard Action — **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Effect: You and your allies score critical hits on 18-20 until the start of your next turn.

Chapter Four: Tools of the Hero

Yes, it's not the sword that makes the hero, but it's hard to imagine pirates without pistols, ships without cannons, and mysterious islands without strange Syrneth artifacts.

New Weapons

Weapon Properties

Blackpowder weapons often share some new characteristics:

Armor Piercing: Any ranged attack that would target AC, targets Reflex instead.

Inaccurate: Inaccurate weapons take a -2 penalty to all attack rolls.

Requires Cooling: If you fire two times in 3 consecutive rounds with this weapon, roll a saving throw after the second shot. If you fail, the weapon cannot fire again for the duration of the encounter. When a volley of weapons with this property are fired, make one saving throw for all of them.

In Naval Combat, this rule is slightly modified, as presented in Chapter Five.

Which Skill for Artillery? A basic attack with an Artillery Weapon always uses Intelligence for attack and damage.

Which Feats and Powers for Firearms? Firearms also count as Crossbows for the prerequisites, requirements and effects of feats and all powers that have an area of effect other than Blast.

Firearms in Other Campaign Settings

Armor Piercing Weapons are one of the reasons armor became rare in the swashbuckling era.

In a typical medieval fantasy setting, where you do not want to penalize heavily armored characters, Armor Piercing weapons, instead of targeting Reflex, should get a +2 bonus to attack rolls against non-cloth light armor and monsters with size up to medium, and +3 against heavy armor and monsters with size larger than medium.

Military Melee Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Main Gauche	+2	1d4	-	10gp	1lb/0,5kg	Light Blade	Off-hand, Special (defensive)

Main Gauche: The Main Gauche is a long dagger, especially made to parry incoming attacks. If you have the Two-Weapon Fighting feat, you are using two weapons and one of them is a main gauche in your off-hand, you gain a +1 shield bonus to your AC defenses instead of the +1 bonus to damage. For a superior version of the Main Gauche, see the *parrying dagger* in *Adventurer's Vault.*

Superior Melee Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Panzerhand	+2	1d6	-	15gp	2lb/0,9kg	Unarmed	Off-hand, Special (defensive)
Whip	+3	1d6	-	5gp	2lb/0,9kg	Flail	Reach

Panzerhand: An iron gauntlet, the panzerhand gives a +1 shield bonus to your AC, but you can declare as a free action that you use it aggressively until the start of your next turn. This means that it counts as an off-hand weapon, for the purpose of powers and feats like Two-Weapon Fighting, but also that you do not gain the shield bonus.

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Zweihander	+3	1d12	-	45gp	11lb/5kg	Heavy Blade	

Zweihander is a very long greatsword.

Simple Ranged Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Pistol	+2	1d6	10/20	40gp	3lb/1,4kg	Firearm	Armor Piercing, High Crit, Load 2 Minor

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Musket	+2	1d8	20/40	55gp	5lb/2,3kg	Firearm	Armor Piercing, High Crit, Load 2 Minor

Military Ranged Weapons

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Demi-Culverin	+3	4d6	75(4)/ 150(7)	600gp	3,000lb 1,350kg	Artillery	Armor Piercing, Inaccurate, Load Standard and Move, Requires Cooling
Culverin	+3	7d6	110(6)/ 220(11)	1000gp	4,800lb 2,200kg	Artillery	Armor Piercing, Inaccurate, Load 3 Move, Requires Cooling
Demi-Cannon	+3	9d6	130(7)/ 260(13)	1800gp	6,700lb 3,000kg	Artillery	Armor Piercing, Inaccurate, Load 3 Move, Requires Cooling
Cannon	+3	15d6	180(9)/ 360(18)	5000gp	10,000lb 4,500kg	Artillery	Armor Piercing, Inaccurate, Load 4 Move, Requires Cooling

Naval Range: The range parentheses is the range in the naval grid, as presented in Chapter Five.

Ammunition: Demi-Culverins take 8-pound shots, culverins 12-pound, demi-cannons 20-pound and cannons 30-pound. Cannons are too heavy to be used on most ships.

Products of Superior Skill

Here you will find various non-magical items, crafted so well that they can equal their magical counterparts. These items cannot be further enhanced by permanent magic.

Family Heirlooms

All items presented in this (Products of Superior Skill) and the next section (Magic Items) have listed prices. In Théah, though, these items are rarely found in the open market. More often than not, they are family heirlooms, given to characters when they reach a significant moment of their life.

Armor

Dracheneisen Armor — **Level 3+**

In Théah, it is crafted by the secretive Nibelungen who mine dracheneisen on the Eisen mountains. The amount of dracheneisen in someone's armor is a symbol of pride for Eisen warriors, but foreigners who wear it are regarded as thiefs. Usually, the more dracheneisen an armor has, the lighter and more durable it is.

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

Low Magic Alternative: If you use the low magic variant, presented in chapter 3, change as follows:

Lvl 2	+0	520	gp	Lvl 24	+1*	525,000	gp
Lvl 14	+0*	21,000	Gp	Lvl 29	+2*	2,625,000	gp

***Masterwork armor:** At level 13, Dracheneisen Armor is masterwork, and gives an armor bonus that is 3 higher than that of the base armor. At levels 23 and 28, it is 6 higher than that of the base armor (in addition to the enhancement bonus).

Armor: Scale, Plate

Enhancement: AC.

Property: Armor-Piercing firearms attack as if they did not have this property against characters wearing Dracheneisen armor.

Power (Daily): Free action. Until the end of your turn, you can ignore the movement penalty of this armor.

Level 13 or 18: This power is an encounter power instead.

Level 23 or 28: This power is always active.

Uppmann's Coat — **Level 2+**

A favourite among revolutionaries, secret agents and smugglers, Uppmann's Coat encompasses a set of different armors, each with a different trick. In Théah, Hans Uppmann crafts these ingenious coats only for the members of the Rilasciare.

Choose one of the following three types. All follow normal rules for leather armor and cost 520 gp, but each one has a special ability.

- **Hidden Compartments:** The armor has two small compartments that can each hold a dagger, a small pistol, a set of picks, a pouch of blackpowder or something of similar size. Noticing these compartments requires a DC 25 Perception check when they are empty, or a DC 20 check when they are full. Drawing something from these compartments is a minor action, as normal.
- **Reversible:** A completely different exterior is hidden beneath the lining of this coat, helping the wearer disguise himself faster.
- **Waterproof:** The coat has been waterproofed thanks to exotic materials. As a move action, it can be inflated using a hidden tube, giving the wearer a +5 check to Athletics checks to remain afloat, and providing a way to stay on the sea for long periods without getting tired.

Masterwork Version (Lvl 13): The masterwork version of an Uppmann's Coat has a thin layer of chainmail sewn in the lining, and provides an armor bonus of +3 instead of +2. It costs 17,000 gp.

Weapons

Masterwork Weapon — **Level 1+**

A weapon crafted with good materials and from skilful weaponsmiths. In Théah it can be anything, from a dracheneisen weapon to a Gallegos or Zepeda blade.

Lvl 1	+1	360	Gp	Lvl 16	+4	45,000	gp
Lvl 6	+2	1,800	Gp	Lvl 21	+5	225,000	gp
Lvl 11	+3	9,000	Gp	Lvl 26	+6	1,125,000	gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Castillian Blade — Level 2+

Your weapon has been crafted by excellent Castillian smiths. Depending on the province of origin, it might be extremely flexible and durable, very light or have a very keen edge.

Lvl 2	+1	520	gp	Lvl 17	+4	65,000	gp
Lvl 7	+2	2,600	gp	Lvl 22	+5*	325,000	gp
Lvl 12	+3	13,000	gp	Lvl 27	+6*	1,675,000	Gp

*Soldano blade only

Weapon: Light Blade (usually rapier)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus (but see Torres below)
Property: Choose one of the following Castillian provinces:
Aldana: You gain a +2 item bonus to Initiative checks.
Soldano: The weapon has triple the normal hit points for its size.
Torres: On a critical, this weapon does +1d12 damage per plus instead of +1d6 per plus.

Cold Iron Weapon — Level 8+

This weapon is made without being heated in a forge. While it seems crude, its mundane character is a bane for all Fey. Its bearer must now that most Fey will be hostile in the sight of such a weapon.

Lvl 2	+1	520	Gp	Lvl 17	+4	65,000	gp
Lvl 7	+2	2,600	Gp	Lvl 22	+5	325,000	gp
Lvl 12	+3	13,000	Gp	Lvl 27	+6	1,675,000	gp

Weapon: Axe, Heavy Blade, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d12 damage per plus against fey.
Property: Any attack with this weapon against a fey can score a critical hit on a roll of 17-20.

In Théah, this property works against any Sidhe, even if it is immortal.

Créer Puzzle Sword — Level 8+

An uncommon Montaigne puzzle sword, Créer has hidden mechanisms in the hilt that make it lock around the hand. This allows for extreme stability and confident parries.

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

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You cannot be disarmed from this weapon.
Property: Anyone who is unfamiliar with this sword can have his hand trapped in the sword unless she makes a Perception check (DC 20) to find the hidden catch.
Power (Daily): Immediate Interrupt. Use this power when you are about to be hit by a melee attack. Gain a +4 bonus to AC against this attack.

Détruire la Lame — Level 9+

Another uncommon puzzle sword, combining the mechanisms of Créer swords to the aggressive potential of Détruire swords, this weapon can change its width from a rapier to a longsword. If this mechanism is used to expand the weapon at the moment the blade strikes another weapon, it can break that weapon.

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

Weapon: Rapier/Longsword
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (At Will): Minor Action. This weapon changes from rapier to longsword or from longsword back to rapier.
Power (Daily): Free Action. Use this power when this weapon is in rapier form and you miss an attack with it against an opponent that is equipped with a melee weapon. Deal the attack's damage to the opponent's weapon instead. This weapon switches to longsword form.

We remind here that, according to the guidelines of the *Dungeon Master's Guide*, weapons usually have 16 to 50 hit points.

Loup Puzzle Sword — Level 3+

One of the most common Puzzle Swords, Loup is of a metal that is anything but common. Hard and almost indestructible, this metal is said to be found by Montaigne Porté mages travelling to another world.

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

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Property: This weapon never needs to be sharpened, does not rust and has double hit points for its size.

Renard Assuré Puzzle Sword — Level 4+

Even though it looks as the plainest among Montaigne Puzzle Swords, lacking the complex (even arcane) mechanics of its brothers, the Renard Assuré has a very good balance for its length, and a comfortable grip that allows for solid parries.

Lvl 4	+1	840	Gp	Lvl 14	+3	21,000	gp
Lvl 9	+2	4,200	Gp	Lvl 19	+4	105,000	gp

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You gain a +2 item bonus to initiative.
Power (Daily): No action. Use right after you have expended an immediate utility power of a level equal to or less than the item's level. You recover that power.

Renard Voleur Puzzle Sword — **Level 5+**

An impressive feat of Montaigne craftsmanship, this Puzzle Sword is almost hollow: a mechanism for trapping the enemy's blade is hidden in the hilt, while the pommel has a secret compartment where messages or jewels can be hidden. Needless to say, this sword is useful outside combat as much as it is within.

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

Weapon: Rapier

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: A narrow compartment (2cm x 20cm) is concealed within the pommel of the sword. It requires a DC 30 Perception check to notice it. Two minor actions are needed to remove something from this compartment, and another minor action to seal it again.

Power (Daily): Immediate Reaction. Use after a bloodied small or medium opponent has failed to hit you with a one handed melee weapon. Make an attack (your choice between Strength or Dexterity vs. Reflex). On a hit, the opponent's weapon is grasped by the secret mechanism and falls at your feet. The opponent is disarmed (Chapter 3).

Masterwork and Magic Weapons

Lvl	Name	Price (gp)	Categories
1	Masterwork Weapon +1	360	Any
2	Castillian Blade +1	520	Light Blade
2	Cold Iron Weapon +1	520	Axe, Mace, Heavy Blade
3	Loup Puzzle Sword +1	680	Light Blade
4	Renard Assuré Puzzle Sword +1	840	Light Blade
5	Renard Voleur Puzzle Sword +1	1,000	Rapier
6	Masterwork Weapon +2	1,800	Any
6	Thalusian Gauntlet (heroic)	1,800	Mace & Light Shield
7	Castillian Blade +2	2,600	Light Blade
7	Cold Iron Weapon +2	2,60	Axe, Mace, Heavy Blade
8	Créer Puzzle Sword +2	3,400	Light Blade
8	Loup Puzzle Sword +2	3,400	Light Blade
9	Détruire La Lame +2	4,200	Rapier & Longsword
9	Renard Assuré Puzzle Sword +2	4,200	Light Blade
10	Détruire les Yeux +2	5,000	Light Blade
10	Renard Voleur Puzzle Sword +2	5,000	Rapier
11	Masterwork Weapon +3	9,000	Any
12	Castillian Blade +3	13,000	Light Blade
12	Cold Iron Weapon +2	13,000	Axe, Mace, Heavy Blade
13	Créer Puzzle Sword +3	17,000	Light Blade
13	Loup Puzzle Sword +3	17,000	Light Blade
14	Détruire La Lame +3	21,000	Rapier & Longsword
14	Maitre de Téléportation +3	21,000	Rapier
14	Renard Assuré Puzzle Sword +3	21,000	Light Blade
15	Détruire les Yeux +3	25,000	Light Blade
15	Renard Voleur Puzzle Sword +3	25,000	Rapier

Masterwork and Magic Weapons (cont)

Lvl	Name	Price (gp)	Categories
16	Masterwork Weapon +4	45,000	Any
16	Thalusian Gauntlet (paragon)	45,000	Mace & Light Shield
17	Castillian Blade +4	65,000	Light Blade
17	Cold Iron Weapon +4	65,000	Axe, Mace, Heavy Blade
18	Créer Puzzle Sword +4	85,000	Light Blade
18	Loup Puzzle Sword +4	85,000	Light Blade
19	Détruire La Lame +4	105,000	Rapier & Longsword
19	Maitre de Téléportation +4	105,000	Rapier
19	Renard Assuré Puzzle Sword +4	105,000	Rapier
20	Détruire les Yeux +4	125,000	Light Blade
20	Renard Voleur Puzzle Sword +4	125,000	Light Blade
21	Masterwork Weapon +5	225,000	Any
22	Castillian Blade (Soldano) +5	325,000	Light Blade
22	Cold Iron Weapon +5	325,000	Axe, Mace, Heavy Blade
23	Créer Puzzle Sword +5	425,000	Light Blade
23	Loup Puzzle Sword +5	425,000	Light Blade
24	Détruire La Lame +5	525,000	Rapier & Longsword
24	Maitre de Téléportation +5	525,000	Rapier
25	Détruire les Yeux + 5	625,000	Light Blade
26	Masterwork Weapon +6	1,125,000	Any
26	Thalusian Gauntlet (epic)	1,125,000	Mace & Light Shield
27	Castillian Blade (Soldano) +6	1,625,000	Light Blade
27	Cold Iron Weapon +6	1,625,000	Axe, Mace, Heavy Blade
28	Loup Puzzle Sword +6	2,125,000	Light Blade
29	Maitre de Téléportation +6	2,625,000	Rapier

Magic Items

Théah has its unique forms of magic, producing items from magic sails to bizarre items found by explorer's expeditions to mysterious islands. They can be used to add colour to any swashbuckling campaign.

Weapons

Détruire les Yeux — **Level 8+**

With the touch of a small button, this weapon produces one of the dirtiest tricks a Montaigne Puzzle Sword can do: an irritating liquid is thrown at the eyes of your opponent. While the reservoir is empty, this weapon is off-balance, but, a few minutes after the battle, the reservoir has refilled, using Porté magic to draw liquid from a separate deposit (included in the price and assumed to be kept at a safe place).

Lvl 9	+2	4,200	gp	Lvl 20	+4	105,000	gp
Lvl 15	+3	21,000	gp	Lvl 25	+5	525,000	gp

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Free Action. Use this power when you hit with the weapon. The target is also blinded (save ends).

Maitre de Téléportation — **Level 14+**

Maître was the greatest sword maker Montaigne has seen. He combined his immense skills in metallurgy to his sorcerous blood to create blades that use Porté magic to deadly effect. This particular kind can teleport to the hand of its wearer, or teleport to attack a distant enemy.

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

Weapon: Rapier
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (At Will ✦ Teleportation): Minor Action. This sword leaps to its owner's hand, regardless of distance, even across planes. The last person that held this weapon is considered its owner.
Power (Daily ✦ Teleportation): Minor Action. This weapon gives you Reach 10 (you can attack enemies that are 10 squares away from you) until the end of your turn.

Other Puzzle Swords

The following magic weapons from the *Player's Handbook* could be flavorful Montaigne weapons:

Duelist's Weapon (non-magical)

Phasing Weapon (Maitre)

Implements

Many implements from the *Player's Handbook* are appropriate for Théan characters with the arcane or divine power source.

- All holy symbols would be appropriate for the rare paladins or clerics.
- Rod of the Pyre would be appropriate for El Fuego Adentro Warlocks. Most other rods would be appropriate for Fey Pact Warlocks, but some, like the Rod of Death's Grasp, have a definite Unseelie or Legion flavour.
- Staff of Storms, Staff of Winter and Thunderwave Staff are appropriate for Unseelie Sidhe or Feytouched Warlocks, as well as Laerdom runecasters.
- A wand's appropriateness depends on the spell it mimics. It would be strange if an El Fuego Warlock had a Wand of Icy Rays!

Blackpowder

These special powders can be used with any firearm or artillery. The price is for one shot. For artillery, multiply the cost of each shot by the amount of dice of damage the artillery does. So, if you want to equip a ship with 10 culverins with Grey Powder for one shot, it will cost 10 x 7 x 18 = 1260 gp (Culverins do 7d6 damage), so it will count as a level 15 consumable.

Gray Powder — **Level 1**

Nicknamed "Devil's Snuff", gray powder comes from a beach on a distant island and is often available on the black market. It can be used as an explosive, producing a bright flash of white light, but weapons using it kick differently.

Some secret societies know how to "cut" gray powder, mixing it with other substances to produce flames that burn for hours.

Blackpowder 18 gp
Power (Consumable): Fill the weapon with this powder to increase the damage die by one step for the next shot. That shot will also suffer a -2 penalty to attack rolls.

Syrneth Powder — **Level 2**

Much more collectible than Gray Powder, Syrneth Powder is a silvery dust capable of producing loud, beautiful explosions.

Blackpowder 26 gp
Power (Consumable): Fill the weapon with this powder to increase the damage die by one step for the next shot. A natural 1 on the attack roll, though, destroys the weapon and deals its damage to the operator.

Clothing

Cloak of Shadows **Level 23**

This is a puddle of shadow that can be draped over the shoulders like a cloak. When you wear the hood it can transport you either to the Shadowfell or, through the Shadowfell (the Dark Corridors) to another location. In Théah only three items like this exist. Two of them are kept by Die Kreuzritter in the Crucible of Night to be recharged, while a third can be granted to loyal and capable members for a few hours for important missions.

Item Slot: Neck 425,000gp

Property: You and everyone spending a minor action each round to touch the cloak are immune to environmental hazards of the Shadowfell.

If this cloak stays for more than 24 hours away from its charging location (in Théah, the Crucible of Night of Die Kreuzritter), it dissolves into nothing.

Power (Encounter ✦ Teleportation): Move Action. You leave the material world and appear in the closest non-solid corresponding place in the Shadowfell or vice versa.

Power (Encounter ✦ Teleportation): Move Action. Like the Linked Portal ritual, except for the following changes:

- You need not roll an Arcana check as it does not leave an open portal behind. Everyone touching the cloak at the time this power is used will travel with you.
- You do not need a linked portal at the destination, but you do need to have personally visited it.
- There is no component cost.

Setine Clockwork Eye **Level 10**

A fine mechanical device with a set of perfectly shaped lenses, it can replace a missing eye. Possibly imitating the mysterious snake-like people who crafted it, it grants superior vision in the dark but also sensitivity to sunlight.

Item Slot: Head 5,000 gp

Property: Gain darkvision. You suffer a -4 penalty to Perception checks based on sight in bright sunlight.

Thalusian Gauntlet **Level 6+**

A strange, alien gauntlet with a gem inset slightly above the wrist, this gauntlet shuts tight around the skin when worn. The wearer feels just a slight sting, but a complex skill challenge involving Heal and Endurance is needed to remove this gauntlet without amputating the arm.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Arms

Special: Only a panzerhand can have this magic property.

Property: You gain a +3 item bonus to the damage of any melee attack that can explicitly cause the immobilized, restrained or disarmed condition, as long as you use this gauntlet aggressively (see panzerhand description).

Level 16: +6 item bonus.

Level 26: +9 item bonus.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an area or close attack and you use this gauntlet defensively (see panzerhand description). Reduce the damage dealt by the attack to you by 5.

Level 16: Reduce damage by 10.

Level 26: Reduce damage by 15.

Potions and Poisons

In Théah, the Sophia's Daughters can brew various different alchemical substances.

You can administer a potion to another person as a standard action. In that case, the person who drinks the potion is the one who has to spend a healing surge, if such a thing is required by the potion.

Lvl	Name	Price (gp)
5	*Elixir of Velme*	50
6	*Balm of the Traveller*	90
7	*Elixir of Tongues*	130
8	*Dust of Irritation (heroic)*	170
9	*Antidote Philter (heroic)*	210
11	*Fumes of Slumber*	360
13	*Vapor of Forgetfulness (paragon)*	680
14	*Philter of Champions*	840
15	*Glasswater*	1,000
16	*Philter of Invisibility*	1,800
17	*Powder of the Buffoon*	2,600
18	*Elixir of Eagle's Flight*	3,400
19	*Dust of Irritation (paragon)*	4,200
21	*Elixir of Good Fortune*	9,000
22	*Antidote Philter (epic)*	13,000
23	*Dust of Petrification*	17,000
24	*Vapor of Forgetfulness (epic)*	21,000
25	*The Balm*	125,000

Antidote Philter **Level 9+**

A potion made from spiders, able to neutralize most poisons.

Lvl 9	210 gp	Lvl 22	13,000 gp

Potion

Power (Consumable ✦ Healing): Minor Action. Drink this potion and spend a healing surge when affected by a poison of level lower than 21. Make an Endurance check (or Heal if the potion is administered to another person) with a + 5 bonus against the poison's level. If you succeed, all effects of the poison that can end with a successful save end immediately.

The epic version of this philter ends such ongoing effects of any poison without needing a check.

Balm of the Traveller **Level 6**

A mixture of fresh leaves and white ashes, this balm protects its wearer from extreme temperatures.

Potion 90 gp

Power (Consumable): Minor Action. Drink this potion to gain a +5 item bonus to Endurance checks against Environmental Dangers (*Dungeon Master's Guide, p. 158*) for 24 hours.

Dust of Irritation **Level 8+ Poison**

Nothing else but magically treated pepper, this dust can prove extremely effective.

Lvl 8 170 gp Lvl 19 4,200 gp

Poison

Attack: +11 vs. Fortitude (+22 for the paragon version); The target provides combat advantage (save ends).

Special: Dust of Irritation can be delivered only by sprinkling it on an adjacent opponent.

Dust of Petrification **Level 23 Poison**

Alchemically treated smashed stones from a riverbed form one of the deadliest dusts in the world.

Poison 17,000 gp

Attack: +25 vs. Fortitude; ongoing 10 poison damage and slowed (save ends both).

First Failed Save: The target is immobilized instead of slowed (save ends).

Second Failed Save: The target is petrified and takes no more damage from this poison.

Special: Dust of Petrification can be delivered only by sprinkling it on an adjacent opponent.

Elixir of Eagle's Flight **Level 18**

A diluted extract of eagle's feathers, with obvious effects.

Potion 3,400 gp

Power (Consumable): Minor Action. Drink this potion to gain a speed of fly 6 until the end of the encounter.

Elixir of Good Fortune **Level 21**

A magic soup made with a rabbit's foot, this elixir is used when the success of a task is crucial.

Potion 9,000 gp

Power (Consumable): Minor Action to drink this potion. For the duration of the encounter (or for 5 minutes if outside combat), you can spend an action point to be able to reroll any attack roll or skill check. You must keep the second result (you cannot reroll it with any power), but you can reroll more checks, provided you have enough action points.

Elixir of Tongues **Level 7**

A very simple elixir used by Sophia's Daughters when meeting members of remote cells.

Potion 130 gp

Power (Consumable): Minor Action. Drink this potion and choose a language you have heard within the past 24 hours. You can understand and speak fluently that language for 1 hour.

Elixir of Velme **Level 5**

Crafted using a feather from a songbird, this elixir gives a passionate and suggesting voice to anyone drinking it.

Potion 50 gp

Power (Consumable): Minor Action. Drink this potion to gain a +5 bonus to Bluff and Diplomacy checks that involve or suggest romantic activities.

Fumes of Slumber **Level 11**

It is amazing how a pinch of sand can be processed to emit sleeping vapours.

Poison 360 gp

This potion operates like Ground Thassil Root (*Dungeon Master's Guide, p.51*), except as noted below:

Attack: +14 vs. Fortitude

Special: Fumes of Slumber can be delivered only by letting an adjacent opponent breathe it. It is ineffective against creatures that cannot breathe.

Glasswater **Level 15**

A secretive formula used by some users of The Balm to create false identities, Glasswater can change the appearance of a person for long periods of time.

Potion 1,000 gp

Power (Consumable ✦ Polymorph): Minor Action. Drink this potion to change shape (*Monster's Manual, p. 280*) to another humanoid for 1 day. You can end the effect as a minor action.

Philter of Champions **Level 14**

Various small objects, from a fencing glove to an owl's feather, are used for the creation of this versatile philter.

Potion 840 gp

Power (Consumable): Minor Action. Drink this potion to gain a +2 bonus to all attack rolls, skill checks and defenses until the start of your next turn.

Philter of Invisibility **Level 16**

A small diamond is used to create this clear potion that looks like water.

Potion 1,800 gp

Power (Consumable): Minor Action. Drink this potion to become invisible for the duration of the encounter. If you attack, the power ends.

The Balm **Level 25**

The most coveted secret of the Sophia's Daughters, the Balm allows a person to stop aging. It is administered only in exceptional cases and only to responsible candidates – some of them use it at regular intervals to reach many centuries of age.

Potion 125,000 gp

Power (Consumable): Minor Action. Drink this potion to negate the effects of aging (including death from old age) for 25 years. Your appearance will remain as it did when you applied the Balm. After the duration has passed, you begin to age again as normal.

Vapor of Forgetfulness — **Level 13+ Poison**

This cobweb-based vapor is often used when a secret organisation wants to cover its tracks.

Lvl 13 680 gp Lvl 24 21,000 gp

Poison

Attack: +16 vs. Fortitude (+27 for the epic version); slowed (save ends)

First Failed Save: The target forgets the events of the current encounter (or the last 5 minutes if outside combat) and is no longer slowed. The epic version erases from his memory the events of a whole day instead.

Special: Vapor of Forgetfulness can be delivered only by letting an adjacent opponent breathe it. It is ineffective against creatures that cannot breathe.

Sails

Prices listed are for brigs. Sails for large galleons (and most ships of level higher than 13) can cost double, while for very small ships they can cost less. See Chapter 5 for more on ships and naval combat.

Sails of Wind — **Level 11**

Magical oversized sails which seem to be full of wind even against the wind.

Ship Sails 9,000 gp

Property: Reduce the penalty to sail upwind by 1 square, to a minimum of 0 penalty, in which case it does not count as entering difficult terrain.

Sidhe Sails — **Level 20**

Rare white sails crafted with the glamour magic of the Feywild, these sails bear the mark of the Sidhe Eladrin, and share their bane: simple iron.

Ship Sails 62,500 gp*

Property: The ship gains +2 Speed. A successful secondary hit by chain shot against a ship with Sidhe Sails destroys the sails in addition to its normal effects.

*Half price because they are partially consumable.

Mysterious Items

Some items get in the story not to be used, but to make players wonder about the civilizations that used them. What is the use of a coin that always falls on its edge?

You do not need rules to include that kind of items in your games. If the players find a minor way to use them, there is no problem – just be careful though: some of these flavorful items can have unexpected uses that might unbalance a campaign – in this case, feel free to find a way for the item to "move on" like an artifact does.

Artifacts

These are but two of the legendary artifacts that can be found in the world of Théah.

Bjornsson's Horn

The Bjornsson's Horn is appropriate for paragon-level characters.

Bjornsson's Horn — **Paragon Level**

In Théah, Bjornsson's Horn is highly sought as one of the last hopes of the Vesten people. In another campaign setting it can be associated with any ferocious, traditionalistic people, from Orc raiders to Halfling barbarians.

Bjornsson's Horn is considered a *+3 Staff*.

Enhancement: Attack and damage rolls

Property: You gain a +5 item bonus to Diplomacy and Intimidate.

Property: You gain resist 10 lightning.

Property: When using an attack power granted by the *Horn*, you can use your highest mental ability score (Intelligence, Wisdom or Charisma) for the attack, regardless of the normal ability score noted for the power.

Power (At Will ✦ Divine, Cold, Implement): Standard Action. You can use *icy terrain* (Wizard 1).

Power (Encounter ✦ Divine, Healing): Standard Action. You can use *Warlord's banner* (Warlord 16).

GOALS OF BJORNSSON'S HORN

- Attach itself to a hero whose deeds will be sung for years.
- Harm the Vendel.
- Protect its people.
- Reach the hands of a Living Rune.

ROLEPLAYING BJORNSSON'S HORN

The *Horn* cannot speak, but its wearer can feel its emotions. It is in a constant state of emergency, demanding desperate heroics for desperate times. Leading men to combat is what it loves most.

CONCORDANCE

Starting score	5
Owner gains a level	+1d8
Owner is Vesten	+2
Owner and his group defeat an encounter 2 or more level higher than they are (maximum 2/day)	+1
Owner manages to regroup a retreating ally	+2
Owner flees from combat	-1
Owner is Vendel	-2
Owner denies protection to a non-Vendel	-2
Owner fails to protect a non-Vendel	-1

PLEASED (16-20)

"I am the saviour of my people."

Bright runes appear in the outer part of Bjornsson's Horn, shedding dim light in its square.

The weapon's enhancement bonus increases to +4.

Property: You gain resist 15 lightning. It supersedes the normal resistance granted by the artifact.

Property: Whenever you spend an action point to perform an extra attack, all allies in burst 5 can roll a saving throw for each effect affecting them that a save can end.

SATISFIED (12-15)

"There is still light – the light of lightnings."

Property: You gain a +2 bonus to Will defense against fear effects.

Power (Daily ✦ Divine, Zone): You can use *sudden storm* (spellstorm mage 12).

NORMAL (5-11)

"Our people need a hero – I can become that."

The Horn urges the wearer to save its people, sensing drive in him.

UNSATISFIED (1-4)

"I am a disappointment to this people, a coward."

Special: You take a -4 penalty to Bluff checks.

ANGERED (0 OR LOWER)

"All hope is lost."

The artifact's enhancement drops to +2.

Special: You take a -2 penalty to speed when moving away from the closest enemy if an ally is closer to that enemy than you are.

MOVING ON

"My name will become a Rune. It's time to give the Horn to one of the real Living Runes."

The *Horn* knows that there are other heroes that need its encouragement. The people cannot be saved by one person. It demands to be given to a Living Rune or similar exarch, otherwise it disappears when the character gains a level. If the *Horn* is at least satisfied, it leaves behind a horn that acts as a *+4 staff*. The wearer gains a permanent +1 bonus to Diplomacy and Intimidate, as people recognize his deeds.

If the *Horn* leaves because it is unsatisfied, the stigma of cowardice stays with the character: he gets a permanent -2 penalty to Intimidate.

SCARLET HOOK OF MADNESS

The Scarlet Hook of Madness is appropriate for late heroic tier and upward.

Scarlet Hook of Madness	Heroic Level
Appearing like a normal pirate's hook but for its subtle promises of power, the Scarlet Hook of Madness has driven many people to murdering rages that ended with their suicide.	

Scarlet Hook of Madness counts as a *+2 Sickle* as long as it replaces a hand.

Enhancement: Attack and damage rolls

Property: You gain a +5 item bonus to Intimidate.

Property: When using an attack power granted by the *Hook*, you can use your highest ability score between Strength, Constitution, and Dexterity for the attack, regardless of the normal ability score noted for the power.

Special: None of the attack powers of the hook can be used before you have drawn blood with the hook. Once you have drawn blood with the hook you cannot choose to drop a target unconscious instead of killing it when reducing it to 0 hit points.

Cannot Be Removed: The hook can only be removed as long as you have not killed anyone with a melee attack while wearing it. Otherwise, even if you amputate the arm, you wake up with the Hook attached to the stump.

Power (At Will): Standard Action. You can use *twin strike* (Ranger 1).

Power (Daily): Standard Action. You can use *frenzied skirmish* (Ranger 5).

GOALS OF THE SCARLET HOOK OF MADNESS

- Drive its wielder mad.
- Murder as many people as possible.
- Leave a legacy of terror, both for itself and for its wielder.

ROLEPLAYING THE SCARLET HOOK OF MADNESS

The *Hook* speaks through whispers and nightmares to the mind of its wielder. Their origin is not always clear, driving the wielder to consider them sometimes as his own thoughts.

Before the wielder kills someone, the *Hook* is more subtle, but afterwards it assaults the mind to finish its job.

CONCORDANCE

Starting score	5
Owner gains a level	+1d8
Owner denies mercy to an opponent	+1
Owner kills a lower-level opponent (maximum 1/day)	+1
Owner provides mercy to an opponent that has damaged him	-1
Owner saves someone's life (maximum 1/day)	-1

PLEASED (16-20)

"Scarlet – everything has to become scarlet to cover the traitorous laughter of so-called innocents."

The *Hook* is constantly scarlet with fresh blood.

The weapon's enhancement bonus increases to +3.

Special: You take a -4 penalty to Diplomacy checks. This replaces the -2 penalty you take when the *Hook* is satisfied.

Power (Daily): Minor Action. You call forth an *aura of slaughter* (aura 2) that lasts until the end of your next turn. You and any ally within the aura gain a +10 bonus to damage, but cannot choose to drop a target unconscious instead of killing it when dropping it to 0 hp.

SATISFIED (12-15)

"The rush of adrenaline. Everything is red. I know it's strange, but it feels natural."

Blood oozes slowly and constantly from the *Hook*.

Special: You take a -2 penalty to Diplomacy checks.

Property: You cannot remove a *Scarlet Hook of Madness* with a concordance rating greater than 11.

Power (Encounter ✦ Martial): Free Action. Use when you kill an opponent. Gain 1 action point.

NORMAL (5-11)

"I hear it whispering. It calls the name of the people I hate. Together we can end them."

UNSATISFIED (1-4)

"I cannot. I just cannot do what my nightmares show me."

Special: You take a -2 penalty to Diplomacy checks.

ANGERED (0 OR LOWER)

"I feel it angered. But it's better to lose my life than murder innocents."

The artifact's enhancement drops to +1.

Special: You take a -4 penalty to Diplomacy checks, which replaces the penalty imposed when the *Hook* is unsatisfied.

MOVING ON

"I cannot fight it anymore. There's only one way this can end."

The *Hook* forces its owner to cut his throat. The character is at 0 hp, having failed two death saving throws. The *Hook* tries to appear near a person that has lost his hand and needs a solid-looking replacement.

Chapter Five: Naval Combat

The sound of gunfire, the breeze of the wind, the rush of the boarding: it is hard to think of swashbuckling without some kind of ships!

Rules of the Engagement

BASICS

Ship Abilities: A ship's physical ability scores represent inherent qualities of the ship, while the mental represent the Captain's Charisma, the Gunners' Intelligence and the sentries' Wisdom. Ships gain a +5 trained bonus to these checks. Ships don't have Strength.

Crew and Ship Level: When a Ship makes a check, use the ship's crew level to calculate the total modifier. The ship's level is only used for its Hit Points and Fortitude Defense.

Characters rolling for a ship: In many circumstances, a character can take control by performing a skill check or attack roll in place of a standard Ship check. The roll is calculated differently, depending on which ability score of the ship he's replacing:

Dexterity Ship Check: The character makes a normal skill check, but uses the ship's Dexterity instead of the ability score he would use for his check.

Mental (Int, Wis, Cha) Ship Check: The character makes a normal skill check or attack roll, but uses the crew's level instead of his own.

The sample ships presented in this chapter have all modifiers calculated for you.

The Grid

100 ft squares: The grid for naval combat (Naval Grid) is using 100 ft (30m) squares. To convert a normal range to a naval one you divide by 20, rounding **normally** (29 becomes 1, 30 becomes 2).

Ship Size: All ships are gargantuan. In the Naval Grid they take 1, 2x2, or 3x3 squares.

Range 0: Normal ranges inferior to 10 cannot affect something in the naval grid. You have to board the enemy ship to use such attacks.

When designing a naval encounter, think of what you know on terrain and how it can turn a battle more unique (*Dungeon Master's Guide, p.60*). Most naval battles take place near the coast, where ambushes can be set and enemies can be located. Still, terrain features are less dense than in a land setting, but they are special in a way: good maps or Nature and Perception checks could be needed to find them in the thick of the battle, because many of them are below water!

COMMON FEATURES

Coastline: Coast limits the map, but can also be a place where cannons are set and passengers wait for your ship.

Reefs and Shallows: Mark depths less than 10m (30 feet) on the map. A ship with important draught might have to avoid them or risks taking damage (2d10 per ship level) or even being immobilized.

Currents: A strong current could add or subtract a square of speed if the ship moves with or against it, respectively.

Mist and Smoke: While mist will be probably not around when combat starts, smoke can soon reduce visibility, particularly if the ships stay relatively stationary.

The Round

Before combat erupts, a side might win a surprise round – their ship might be hidden in a small gulf, the night or the mist.

TO BEGIN

Roll Initiative: A Ship Dexterity Check. A Master of the Tops character can make an Athletics Ship Check instead (reminder: use skill's Dexterity).

Determine Wind: The DM must clearly show which of the 8 possible directions the wind has, and its strength (faint, normal, very strong).

↘	↓	↙
→		←
↗	↑	↖

Faint Wind: All sea counts as difficult terrain. All Ship Checks (even those made by characters) take a +2 bonus.

Very Strong Wind: Ships gain +1 Speed for each round they do not move at all upwind. All Ship Checks (even those made by characters) suffer a -2 penalty.

The wind is capricious, and sometimes it might change during the course of a battle.

EVERY ROUND

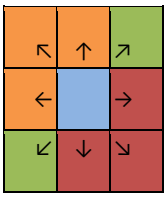
24 Second Rounds: A round of naval combat lasts as much as 4 normal rounds.

Characters usually take 1 normal round of actions: Characters are assumed to spend time helping around, waiting, or observing the enemy, so they can only do 1 normal round's actions during a naval round. The DM can permit more or less actions for particular cases.

Minor, Move, Standard: As characters, a Ship can take a Move and a Standard Action each turn. Some Ships have also minor actions at their disposal. The crucial difference with characters is that a Ship can never use its standard action to perform an extra move action.

Artillery reloading simplified: In 24 Second Rounds, each artillery piece can fire each round. If it fires two rounds in a row (common if the same side of the ship fires two rounds in a row), though, its "Requires Cooling" property forces a saving throw after the second shot. Make one saving throw for the whole volley.

Move Actions



If the wind flows in the ↖ direction, the ship's possible movements are like in the diagram on the left:

- Upwind
- Reaching
- Downwind

Helmsman rolls to change speed: Ships require delicate maneuvers to accelerate or decelerate. If a ship wants to use more or less squares of movement than in the previous round, it has to make a Dexterity check. The Helmsman can make a Nature check instead (reminder: use Ship's Dexterity instead of Helmsman's Wisdom).

Result	Modifications to movement used (move never exceeds ship's speed)
10	+/-1
20	+/-2
30	+/-3

One turn per square moved: In contrary to characters, a ship faces one of the 8 directions the wind can face. Before each square of movement, a ship can change its direction to the left or right by 1 click.

Moving against wind counts as difficult terrain: Ships use two squares of movement to advance 1 square when moving upwind.

No Fancy Stuff: Most ships can neither jump nor climb!

Standard Actions

L	F	F	F	R
L	L	F	R	R
L	L	↑	R	R
L	L	B	R	R
L	B	B	B	R

Line of Sight
F: Front. B: Back. L: Left. R: Right

Cannon Fire: Each turn, you choose one of the 4 sides to fire. Usually, the cannons on each broadside are equal, and the chase and escape cannons (front and back) too. Make a Ship Intelligence check to see if the cannons hit. Alternatively, the Master Gunner makes an attack roll (reminder: using the crew's level instead of her own).

Or Ramming: Some ships can ram, which counts as a melee basic attack against an adjacent target on their front. This is a Ship Dexterity check against AC, but, alternatively, the Helmsman can roll a Nature check or the Master of the Tops an Acrobatics check (reminder: use Ship's Dexterity modifier instead of the character's relevant score).

Opportunity Attacks: A ship with melee basic attacks can use them as opportunity attacks against any enemy that enters an adjacent square on its front. This is the only opportunity action a ship can take.

Even if a ship hasn't rammed the adjacent ship, if it ends its turn adjacent to the enemy and at least one of the two sides wants to start a boarding, naval turns end, and normal combat ensues, on the normal grid.

Suffering Damage

Ships suffer damage normally, but many have a resistance to non-artillery damage. However, they are destroyed and repaired in a slightly different way:

Healing Surges: Ships have two healing surges. They need 8 hours of repairs to use each. Ships regain their healing surges if docked on land with appropriate supplies.

Bloodied: Bloodied ships receive a -2 penalty to their ship checks and a -1 penalty to Speed (minimum 1).

Negative Hit Points: When a Ship is below 1 hp but not destroyed, it is immobilized and sinking. Crew can make a skill challenge of complexity 3 or more, at a DC usually equal to 15 + the ship's level/2. If the challenge is successful, the ship is stabilized. If it fails, the ship reaches negative hit points equal to its bloodied score.

Destruction: A ship that reaches negative hit points equal to its bloodied score sinks after 3 rounds. It might explode, split in two or take a wild angle while sinking.

Involving the Players

The PCs don't have to be in the position of the Helmsman, Captain, Master of the Tops or Gunner to be involved in a naval battle! There are countless opportunities for important decisions and exciting action:

Change hats: Players take the roles of the Master Gunner, Helmsman etc. until boarding starts. Leave them discuss their actions, as good coordination is crucial!

Taking out enemy commanders: Either by fighting their way to the enemy decks, or by sniping from the crow's nest, the players have the most suitable characters for such a task.

Sneak on the enemy ship: To prepare a later ambush against a bigger ship, the characters have to sneak on the enemy ship to sabotage the enemy ship's lines.

Cut the boarding lines: The enemy ship is sinking, but multiple grappling hooks are still attached to your ship. The heroes must cut them, while combat rages on, before the sinking ship capsizes yours!

Save lives: An enemy, a board broken from a cannon shot or a loose rope threatens the lives of delicate passengers and good friends. The PCs are close enough to interfere!

Stand the pain: When a volley hits the ship, a cannonball falls just in front of a character, throwing splinters on him and doing its full damage.

Save the sails: A sudden hit during a maneuver spoilt the maneuver and one of the yard's braces (the ropes linked to the top of the sail) got around another rope, bringing the sail into a bad position that almost immobilizes the ship. Someone has to climb the mast and liberate the brace, under enemy fire and strong wind!

Save the ship: The pump is damaged and enemies approach to finish it off. The characters have to defend and repair it, otherwise the water that enters will sink the ship soon!

Lead and motivate: Before battle, the PCs are the ones that notice the barnacles below the ship and motivate people to clean them to protect the ship from suffering penalties. Alternatively, a character hears about a plan for mutiny: how will he react?

Sample Ships

Here you will find many ships that can be a basis for your creations. You can easily change a war ship to a merchant one, by changing the special attacks, but you could even raise the level, impose conditions (barnacles, damaged sails etc), give special sails and so on!

Reading the Descriptions

Range and Speed: Ranges and distances are given in the form x(y), where x is the range in naval squares and y in standard squares. Range in standard squares is not given for artillery (it can be found in chapter 4). Speed in naval squares is adjusted for 24-second rounds.

Ship Level: A measure of ship's size and hardiness, it grants 50 hit points per level (plus the Constitution score for first level). As bigger ships have often more crew and cannons and are assigned to more experienced captains, a ship's level is an approximate measure of a ship's power.

Immunities: No immunities are listed for ships, but the DM might judge that a particular power cannot affect the ship, but can affect a single person on it.

Defenses: Ships' AC and Reflex are always based on Dexterity (representing the ship's maneuverability).

Attacks: Attacks can come from specific sides of the ship: front (↑), left or right (↔), front or back (↕).

Damage: Damage is the normal damage based on the type and number of cannons, but to make for a faster combat, only average and critical damage is provided (unless you want to roll 70d6 or more!).

Minimum Crew: A ship with less than the indicated number suffers a -2 penalty to all checks and -1 penalty to speed unless it is not using its non-melee attacks. Rarely can a ship with less than half the minimum crew operate.

Barque, Merchant — **Level 7 Ship Soldier**
Crew Level 2

The term "Barque" covers a variety or relatively small and not very maneuverable ships, used mostly for commerce. They have their ways to escape a pirate though, as they have a relatively small draught, enabling them to sail in large rivers.

Initiative +6 — **Size** 1 square
HP 367; **Bloodied** 183
AC/Reflex 11; **Fortitude** 16, **Will** 13
Resist 5 all except fire and artillery
Speed 3 (14);

↔ **2x8 Demi-Culverins** (standard; at-will) **Weapon ✦ Artillery**
Ranged 4/7; +6 vs. Reflex; 136 damage (Critical: 216).

Con 17(+11) **Dex** 10(+6) **Int** 15(+8) **Wis** 14(+8) **Cha** 15(+8)
Length 100ft (45m) — **Draught** 10ft (3m)
Capacity 100 tons/120 persons — **Needed Crew** 36

Black Freighter, The — **Level 20 Solo Ship Lurker**
Crew Level 3

There is not much hope when this undead ship emerges from the depths: its villain captain tries to destroy the enemy ships' sails and oars, and then slaughter all uncovered crew with grape shot. The remaining crew has nothing left, but to prepare its last stand, as the skeletons board to take the fallen.

Initiative +6 — **Size** 3x3 squares
HP 2040; **Bloodied** 1020; **regeneration** 50
AC/Reflex 11; **Fortitude** 25, **Will** 17
Speed 3 (13); **Swim** 3(13); see also **underwater movement**

↑ **Ram** (standard; at-will)
+6 vs. Reflex; 220 damage (Critical: 400) and both ships are immobilized until the end of the encounter.

↔ **2x30 Culverins** (standard; at-will) **Weapon ✦ Artillery**
Ranged 6/11; +8 vs. Reflex; 855 damage (Critical: 1380).

↔ **Chain Shot** (standard; recharge ⚅⚅⚅) **Weapon ✦ Artillery**
Ranged 3 (60); +8 vs. Reflex; 427 damage (Critical: 690) and secondary attack against the target:
+10 vs. Fortitude; The target takes -2 penalty to speed until it spends a healing surge.

↔ **Grape Shot** (standard; recharge ⚅⚅) **Weapon ✦ Artillery**
Ranged 2/5 (48/96); +8 vs. Reflex; No damage. Make an attack against each creature on uncovered decks on target:
+8 vs. Reflex; 14 damage (Critical: 23)
For simplicity, the DM can rule that a successful hit with grape shot puts out of combat up to 10 of the normal crew (no PCs or significant NPCs) on the target's uncovered decks, and roll only for the most important characters.

Underwater Movement
While underwater, the Black Freighter cannot make any attacks. It gains a +5 bonus to stealth (for a total of +11) and the benefits of superior cover against attacks from outside the water.

Con 20(+20) **Dex** 10(+6) **Int** 18(+10) **Wis** 16(+9) **Cha** 22(+12)
Length 270ft (80m) — **Draught** 20ft (6m)
Capacity 400 tons/500 undead — **Needed Crew** 170

Boat, tender — **Level 2 Ship**
Crew Level 2

The biggest among the auxiliary boats on a ship, a tender is used to transport people and merchandise to the coast, help in repairs, and carry the ship's anchor to a suitable place for anchoring. Large ships might also have another smaller boat, while smaller ones might only have smaller boats, instead of a fully rigged tender.

Initiative +8 — **Size** <1 square*
HP 109; **Bloodied** 54
AC/Reflex 13; **Fortitude** 10, **Will** 12
Resist 5 all except fire and artillery
Speed 3 (13);

***Huge**
Boats are huge instead of gargantuan. 4 boats can fit in one naval square.

Con 9(+5) **Dex** 14(+8) **Int** 11(+6) **Wis** 12(+7) **Cha** 9(+5)
Length 30ft (9m) — **Draught** 2ft (0,5m)
Capacity 2 tons/25 persons — **Needed Crew** 3

Brig, Sea Dogs' **Level 13 Ship Skirmisher**
Crew Level 8

The brick is the largest ship commonly used by pirates. Spacious for commerce, sturdy for war and still maneuverable, it is a very versatile and common ship with two impressive tall masts. This particular brig benefits from a keel of rowan wood and Sidhe sails, making it the most unique ship in the Avalon's navy: a ship that can fly over reefs and adversary ships!

Initiative +10 **Size** 2x2 squares
HP 665; **Bloodied** 332; see also **sidhe sails**
AC/Reflex 15; **Fortitude** 18, **Will** 19
Resist 5 all except fire and artillery
Speed 6 (28), **overland flight** 6 (28); see also **square sails**

↔ 2x9 Culverins (standard; at-will) **Weapon ✦ Artillery**
Ranged 6/11; +10 vs. Reflex; 247 damage (Critical: 405).

↕ 2x2 Culverins (standard; at-will) **Weapon ✦ Artillery**
Ranged 6/11; +10 vs. Reflex; 55 damage (Critical: 90).

↔ Chain Shot (standard; encounter) **Weapon ✦ Artillery**
Ranged 3 (60); +10 vs. Reflex; 123 (Critical: 202) damage and secondary attack against the target:
+12 vs. Fortitude; The target takes -2 penalty to speed until it spends a healing surge.

Sidhe Sails
If this ship takes more than 80 damage from chain shot and the secondary attack hits too, its Sidhe Sails are ruined. In addition to the effects of the chain shot, it cannot use overland flight any more.

Square Sails
Moving upwind costs 1 extra square of movement for a brig.

Con 15(+13) **Dex** 12(+10) **Int** 16(+12) **Wis** 12(+10) **Cha** 20(+14)
Length 185ft (55m) **Draught** 17ft (5m)
Capacity 90 tons/150 persons **Needed Crew** 60

Crystal Ship, Sixth Switch **Level 12 Ship Lurker**
Crew Level 8

A beautiful and unique syrneth ship with amazing powers, the crystal ship is a small ship with no sails. It features a spherical crystalline control room, and two dragonlike wings at each back, vertical to the sea. Captain Berek, El Vago and the Explorer Faust removed it from the depths of Caligari's Island, sinking the island and leading to the rising of the mysterious Cabora. For the moment, the ship is at the hands of the Brotherhood of the Coast.

Initiative +14 **Size** 1 square
HP 621; **Bloodied** 310; **Regeneration** 10
AC/Reflex 19; **Fortitude** 21, **Will** 19
Resist 5 all
Speed 5 (28); see also **no sails**

↑ Ram (standard; at-will)
+14 vs. Reflex; 132 damage (Critical: 240) and both ships are immobilized until the end of the encounter.

↔ ↕ Directed Gravity (standard; at-will) **Force**
Ranged 12 (240); +12 vs. Fortitude; 252 damage (Critical: 432) and push target 2 naval squares.

Transparent as Crystal (minor; encounter)
The Crystal Ship turns invisible until the beginning of its next turn.

No Sails
No one really understands how the Crystal Ship moves, but it is completely unaffected by wind.

Otherworldly Craftmanship
The Crystal Ship has no healing surges.

Con 21(+16) **Dex** 20(+14) **Int** 17(+12) **Wis** 16(+12) **Cha** 21(+14)
Length 90ft (26m) **Draught** 10ft (3m)
Capacity 25 tons/35 persons **Needed Crew** 2

Frigate, Two Decker **Level 22 Ship Artillery**
Crew Level 4

Frigates are the main bulk of most navies, not in number, but in power. No smaller ship dares to face them without an advantage of terrain and timing. Frigates have 3 masts, the two highest having large square sails, which make them not as slow as someone would expect from something carrying dozens of 20-pounders.

Initiative +6 **Size** 3x3 squares
HP 1122; **Bloodied** 561
AC/Reflex 11; **Fortitude** 26, **Will** 16
Resist 10 all except fire and artillery
Speed 3 (17); see also **square sails**

↔ 2x23 Demi-Cannons (standard; at-will)
Weapon ✦ Artillery
Ranged 7/13; +9 vs. Reflex; 839 damage (Critical: 1357).
Hit or Miss: Make a secondary Fear attack against the target:
+11 vs. Will; Target is dazed until the start of your next turn.

↕ 2x5 Demi-Cannons (standard; at-will)
Weapon ✦ Artillery
Ranged 7/13; +9 vs. Reflex; 182 damage (Critical: 295).

↔ Grape Shot (standard; encounter) **Weapon ✦ Artillery**
Ranged 3/6 (60/120); +9 vs. Reflex; No damage, make an attack against each creature on the opposite's ship uncovered decks:
+9 vs. Reflex; 18 damage (Critical: 29)
For simplicity, the DM can rule that a successful hit with grape shot puts out of combat 1 in two normal crew (no PCs or significant NPCs) on the target's uncovered decks, and roll only for the most important characters.

Square Sails
Moving upwind costs 1 extra square of movement for a frigate.

Con 22(+22) **Dex** 8(+6) **Int** 20(+12) **Wis** 14(+9) **Cha** 18(+11)
Length 260ft (77m) **Draught** 22ft (6,5m)
Capacity 350 tons/500 persons **Needed Crew** 180

Junk, Troop Transport — **Level 18 Ship Brute**
Crew Level 3

Cathayan junks are vessels of moderate speed and impressive size. In contrary to western ships, their defense lies not in using hard wood, but on having many compartments that can contain water in case of a leak. Their sails are split in multiple horizontal parts, connected with bamboo rods. This helps contain tears, adding to the superior resistance.
Junks with cannons are still rare.

Initiative +7 — **Size** 3x3 squares
HP 921; **Bloodied** 460; see also **multiple compartments**
AC/Reflex 12; **Fortitude** 24, **Will** 14
Speed 4 (19);

↔↕ **100 archers** (standard; at-will) **Weapon**
Blast 2 (40); +9 vs. Reflex; 12 damage (Critical: 21)
For simplicity, the DM can rule that half the normal crew (no PCs or significant NPCs) on the target's uncovered decks is put out of combat, and roll only for the most important characters.

↔ **Fire Arrows** (standard; encounter) **Weapon ✦ Fire**
Ranged 1/2 (20/40); +9 vs. Reflex; 325 damage (Critical 450) and secondary attack against a target with sails:
+9 vs. Fortitude; The target takes -2 penalty to speed (minimum 0) until repaired.
On a Miss: 162 damage, and no secondary attack.

Multiple Compartments
Skill challenges to stabilize a junk have a DC of 15.

Con 21(+19) **Dex** 12(+7) **Int** 16(+9) **Wis** 17(+9) **Cha** 16(+9)
Length 200ft (90m) — **Draught** 10ft (3m)
Capacity 400 tons/500 persons — **Needed Crew** 140

Longship, Vesten — **Level 11 Ship Controller**
Crew Level 7

Longships have been abandoned by most nations during the age of sail, as they require so many oarsmen that they leave no space for cannons. Vesten raiders, though, keep their traditional vessels, and plan deadly ambushes with them, ramming and boarding the enemy after having softened them with Laerdom magic.

Initiative +6 — **Size** 1 square
HP 566; **Bloodied** 283; see also **Fury**
AC/Reflex 13; **Fortitude** 18, **Will** 17
Resist 5 all except fire and artillery
Speed 4 (21); see also **plenty of oars**

↑ **Ram with the Dragonhead** (standard; at-will)
+8 vs. Reflex; 155 damage (Critical: 264) and both ships are immobilized until the end of the encounter.

↔↕ **Villskap** (standard; recharge ⚁ ⚂ ⚃) **Lightning**
Ranged 10 (200); +12 vs. Will; The target is dazed until the start of your next turn.
Hit or Miss: Make an attack against each creature on uncovered decks on target:
+12 vs. Reflex; 14 damage (Critical: 22)
For simplicity, the DM can rule that half the normal crew (no PCs or significant NPCs) on the target's uncovered decks are put out of combat, and roll only for the most important characters.

Control Weather (minor; encounter)
Change the wind's strength by one step (for example from normal to faint or to strong).

Fury
When a Vesten Longship is first bloodied, it automatically recharges and uses Villskap.

Plenty of Oars
A Vesten Longship can advance with oars for short periods (an encounter), and thus ignores the effects of faint wind and sailing upwind.

Con 16(+13) **Dex** 10(+8) **Int** 13(+9) **Wis** 18(+12) **Cha** 15(+10)
Length 105ft (32m) — **Draught** 2ft (0.5m)
Capacity 80 tons/140 persons — **Needed Crew** 70

Lugger — **Level 9 Ship Skirmisher**
Crew Level 4

A relatively new design, a lugger has sails that are not fully square, but are not completely behind the mast, as gaff rigs are. Relatively easy to maneuver, it is used by military for reconnaissance or even hit and run tactics. One or two have fallen into pirates' hands.

Initiative +10 — **Size** 1 square
HP 317; **Bloodied** 158
AC/Reflex 15; **Fortitude** 19, **Will** 15
Resist 5 all except fire and artillery
Speed 4 (21)

↔ **2x8 Demi-Culverins** (standard; at-will) **Weapon ✦ Artillery**
Ranged 4/7; +8 vs. Reflex; 136 damage (Critical: 216).

↕ **2x1 Culverin** (standard; at-will) **Weapon ✦ Artillery**
Ranged 6/11; +8 vs. Reflex; 26 damage (Critical: 44).

↔ **Chain Shot** (standard; encounter) **Weapon ✦ Artillery**
Ranged 3 (60); +8 vs. Reflex; 73 damage (Critical 108) and secondary attack against the target:
+10 vs. Fortitude; The target takes -2 penalty to speed (minimum 0) until it spends a healing surge.

Con 21(+14) **Dex** 17(+10) **Int** 15(+9) **Wis** 16(+10) **Cha** 12(+8)
Length 110ft (33m) — **Draught** 6ft (2m)
Capacity 40 tons/40 persons — **Needed Crew** 28

Proa — **Level 3 Ship**
Crew Level 4

Comprised of two parallel hulls, one much smaller than the other, and having a perfectly symmetrical sail, Proa is the fastest sailing ship known during the age of sails. In Théah they are encountered in small islands between Lanna and Tashil. Too lightweight for any kind of combat, some heroes might consider them in escapes or surprise boardings.

Initiative +9 — **Size** 1 square
HP 159; **Bloodied** 79
AC/Reflex 14; **Fortitude** 10, **Will** 14
Speed 7 (36); see also Prao sail

Prao Sail
Moving upwind counts as reaching for a Proa, so normally it does not count as traversing difficult terrain. Instead, a Proa moving upwind at any point during its movement, gains -1 speed for the turn.

Con 9(+5) **Dex** 14(+9) **Int** 12(+8) **Wis** 14(+9) **Cha** 14(+9)
Length 60ft (18m) — **Draught** 6ft (2m)
Capacity 2,5 tons/16 persons — **Needed Crew** 4

Schooner, Pilot — **Level 10 Ship Soldier**
Crew Level 4

A special type of schooner, with two triangular sails in front, and two gaff rigs behind, a schooner can work both for fast transport and as a light war ship. Pilot schooners are used often against smugglers.

Initiative +10 — **Size** 2x2 squares
HP 514; **Bloodied** 257
AC/Reflex 15; **Fortitude** 17, **Will** 15
Resist 5 all except fire and artillery
Speed 5 (24); see also **gaff rig**

↑ Ram (standard; at-will)
+10 vs. Reflex; 110 damage (Critical: 200) and both ships are immobilized until the end of the encounter.

↔ 2x8 Culverins (standard; at-will) **Weapon ✦ Artillery**
Ranged 6/11; +8 vs. Reflex; 220 damage (Critical: 360).

↔ Grape Shot (standard; encounter) **Weapon ✦ Artillery**
Ranged 2/5 (48/96); +8 vs. Reflex; No damage, but choose 8 adjacent squares on the target ship. Make an attack against each creature on the chosen squares:
+8 vs. Reflex; 13 damage (Critical: 22)
For simplicity, the DM can rule that a successful hit with grape shot puts out of combat 5 of the normal crew (no PCs or significant NPCs) on the target's main deck, and roll only for the most important characters.

Gaff Rig
A schooner gains +1 Speed for every turn it moves at least 2 squares reaching.

Con 15(+12) **Dex** 16(+10) **Int** 16(+10) **Wis** 16(+10) **Cha** 13(+8)
Length 183ft (55m) — **Draught** 11ft (3,5m)
Capacity 50 tons/80 persons — **Needed Crew** 32

Ship of the Line, 3 Decks — **Level 28 Solo Ship Artillery**
Crew Level 3

The most precious vessel in a navy, this Ship of the Line is a ship with 3 masts and 3 gun decks, having the size of many buildings. Cumbersome and slow, it is used in tactical warfare, where it forms a line with similar ships and frigates, presenting their cannons to the enemy.

Initiative +4 — **Size** 3x3 squares
Show of Force aura 10(200); enemies have a -2 penalty to attacks and to Will defense
HP 2836; **Bloodied** 1418
AC/Reflex 10; **Fortitude** 28, **Will** 17
Resist 10 all except fire and artillery
Speed 3 (17); see also **square sails**

↑ Ram (standard; at-will)
+5 vs. Reflex; 330 damage (Critical: 600) and both ships are immobilized until the end of the encounter.

↔ 2x45 Cannons (standard; at-will) **Weapon ✦ Artillery**
Ranged 9/18; +9 vs. Reflex; 2,587 damage (Critical: 4,275).
If it misses by less than 6 and it did not roll a natural 1: 862 damage.

↕ 2x8 Cannons (standard; at-will) **Weapon ✦ Artillery**
Ranged 9/18; +9 vs. Reflex; 460 damage (Critical: 760).

Square Sails
Moving upwind costs 1 extra square of movement for a ship of the line.

Con 19(+23) **Dex** 6(+4) **Int** 21(+11) **Wis** 16(+9) **Cha** 22(+12)
Length 300ft (90m) — **Draught** 33ft (10m)
Capacity 1200 tons/1200 persons — **Needed Crew** 300

Sloop, Smugglers' — **Level 6 Ship Lurker**
Crew Level 4

A small and fast one-masted ship, preferred for sport but also by smugglers who appreciate how silent and maneuverable it is.
Very similar in game stats, the corsairs' feluccas often carry the maximum amount of people, in order to organize deadly surprise boardings.

Initiative +10 — **Size** 1 square
HP 314; **Bloodied** 157
AC/Reflex 15; **Fortitude** 15, **Will** 15
Resist 5 all except fire and artillery
Speed 4 (20); see also **gaff rig**

↔ 2x5 Demi-Culverins (standard; at-will)
Weapon ✦ Artillery
Ranged 4/7; +7 vs. Reflex; 80 damage (Critical: 130).

↔ Chain Shot (standard; encounter) **Weapon ✦ Artillery**
Ranged 3 (60); +7 vs. Reflex; 40 damage (Critical 65) and secondary attack against the target:
+9 vs. Fortitude; The target takes -2 penalty to speed until it spends a healing surge (save ends for ships of level greater than 10).

Gaff Rig
A sloop gains +1 Speed for every turn it moves at least 2 squares reaching.

Con 14(+10) **Dex** 17(+10) **Int** 15(+9) **Wis** 16(+10) **Cha** 14(+9)
Length 58ft (26m) — **Draught** 6ft (2m)
Capacity 25 tons/45 persons — **Needed Crew** 15

Chapter Six: Théan Magic

In Théah, magic is rare and usually hereditary. Each line with magic in their blood specialises in a different kind of sorcery. The Ritual Casting feat, in the form it appears in the *Player's Handbook*, is not available for Théan campaigns.

Instead, there is a set of feats with the [Hereditary] descriptor, which give access to feats for specific forms of ritual casting. Unless your DM decides otherwise, no character can have more than two feats with the [Hereditary] descriptor. You can gain Hereditary feats at or after the 1st level, representing a revelation or awakening of your magical origins.

El Fuego Adentro

You are one of the few survivors of the ancient line of Gallegos Castillian rulers. Hunt by Inquisition and Secret Societies because of their sorcerous blood, your family was forced to hide in the mountains in the North.

Many El Fuego Adentro firemongers multiclass to the Warlock class, using the infernal pact, with an emphasis to powers with the fire keyword. The most powerful ones are Warlocks taking fire powers from the Wizard class too.

Firemonger's Blood [Hereditary]

Prerequisites: Intelligence 13
Benefit: You can use Command the Flames as an at will power.
In Théah you have to be a Castillian as a prerequisite for this feat.

Command the Flames	Feat Power
Flames obey your command, and your eyes sparkle when you direct them.	
At-Will ✦ Arcane	
Minor Action	**Ranged** 10
Target: One flame up to medium size. At paragon levels it can be up to large and at epic levels it can be up to huge.	
Effect: You shift the target a number of squares equal to your Intelligence modifier (minimum 1). The target will be sustained until the start of your next turn, even if it has no source. If it enters the space of a creature, make a secondary attack against that creature:	
Secondary Attack: Intelligence vs. Reflex	
Hit: 1d6 + Constitution modifier fire damage.	

Paragon Feat: El Fuego Master

Prerequisite: Intelligence 13, Firemonger's Blood
Benefit: You gain a +2 bonus to secondary attacks with the Command the Flames power. It deals 1 additional d6 of fire damage. This increases to 2d6 at 21st level.

Glamour

Eladrin are born with the sign of the Sidhe. You do something more: you revel into that. Even if your fey blood is not strong enough to make you something other than human, your search of legends and your heroic feats awaken its magic.

Many Glamour Mages are Warlocks who have made the Fey pact, but a rare few are Wizards with the illusion powers presented in Dragon #364 (http://www.Wizards.com/default.asp?x=dnd/drcact/20080616).

The Glamour mages who achieve a reputation of their own often enter the Glamour Legend paragon path, presented in Chapter 3.

Glamour Mage's Blood [Hereditary]

Prerequisite: Charisma 13
Benefit: Once per encounter, after you perform something impressive, your DM might award you an action point. This also means that, if you use the Action Points for Drama variant presented in Chapter 3, you can gain 2 Action Points per encounter (but they have to be gain for separate actions).
In Théah, if you come from Avalon, you gain a +2 feat bonus to Diplomacy.

Ritual Casting (Glamour)

Prerequisites: Charisma 13, Glamour Mage's Blood
Benefit: You can cast Rituals of the Creation and Deception categories, provided you learn them (meeting all prerequisites as normal).
For you, the cost of all material components for Deception rituals is divided by 4. They represent various magical substances you can find in wild places where Sidhe pass.
You count as 3 levels higher for the purpose of learning and casting these rituals (but not for the skill checks needed for them). This bonus increases to 5 when you reach level 11, and to 7 when you reach level 21.

Lærdom

You are an heir of proud Vestenmannavnjar, and honour their traditions, gaining access to an ancient and pure magic: a magic of lightning and rune-carved weapons. With this, your people managed to stand for many years against the cannons of the Vendel.

Laerdom Runecasters are clerics, but many of them multiclass to Wizard, in order to master the power of the storm. The end result is a versatile character that can empower her companions, destroy enemies or groups of enemies with lightning, and also ice to prevent enemies from encircling her.

SUGGESTED POWERS

All powers with the cold, lightning or thunder keyword from the cleric and Wizard list are appropriate, as well as those shown in the following table.

There are 24 traditional Lærdom runes. Some of them are in parentheses after the respective powers' names, while the rest represent rituals or powers with the lightning keyword (Villskap and Nød runes).

Level	Power
1	***Beacon of Hope*** **(Bevegelse)**, ***Cause Fear*** **(Tungsinn)**, ***Divine Fortune*** **(Kjøtt)**, ***Healing Word***, ***Righteous Brand*** **(Sinne)**
2	***Bless***, ***Divine Aid***, ***Shield of Faith*** **(Sterk)**
5	***Rune of Peace*** **(Stans)**, ***Weapon of the Gods*** **(Krieg)**
6	***Bastion of Health*** **(Fjell)**, ***Divine Vigor***
7	***Awe Strike*** **(Styrke)**, ***Strengthen the Faithful*** **(Storsæd)**
9	***Divine Power*** **(Kyndighet)**
10	***Mass Cure Light Wounds***, ***Resistance (Wizard class)***
15	***Seal of Warding***
19	***Indomitable Spirit*** **(Ensomhet)**
22	***Purify*** **(Grenseløs)**, ***Time Stop (Wizard class)***
25	***Seal of Protection***
27	***Punishing Strike*** **(Nød)**

LÆRDOM RUNEMAGE'S BLOOD [HEREDITARY]

Benefit: You can use your Wisdom modifier for the attack, damage and effects of any arcane power with the cold, lightning or thunder keyword. If you do, the power is considered divine instead of arcane.

In Théah, if you are a Vestenmannavnjar, you gain a +2 feat bonus to Religion.

RITUAL CASTING (LÆRDOM)

Prerequisites: Wisdom 13, Lærdom Runemage's Blood

Benefit: You can cast Rituals of the Creation and Exploration categories, provided you learn them.

You count as 3 levels higher for the purpose of learning and casting these rituals (but not for the skill checks needed for them). This bonus increases to 5 when you reach level 11, and to 7 when you reach level 21.

For you, the cost of all material components for Exploration rituals is divided by 4. They represent old items of good craftsmanship and remains of glorious combats.

Nacht

You are one of the Die Kreuzritter elite, having donned the Black Ring, which leaves a dark mark on your skin that drops no shadow. You can step into shadows to enter the Dark Paths, a part of the Shadowfell that mirrors the material world. You emerge from there to ambush alien infiltrators, sorcerers and enemies of the Church.

You probably consider all arcane powers dangerous for the world, and you know that you condemn your soul by using Nacht, even if it is for the good of the innocent.

ATTACK FROM THE SHADOWS

Prerequisite: The Black Ring

Benefit: Whenever you use *Enter the Dark Paths and* move afterwards at least 1 square in the same turn, you have combat advantage against all adjacent enemies until the end of your turn.

THE BLACK RING

Benefit: You can use Enter the Dark Paths as an encounter power.

Enter the Dark Paths	**Feat Power**
You step into a nearby shadow and enter Dark Paths, counting steps to re-emerge in an appropriate place in the material world.	
Encounter ✦ Teleportation	
Minor Action	**Personal**
Requirement: You cannot use this power when in total darkness or light that eliminates all shadows.	
Effect: You gain phasing until the end of your turn.	

Paragon Feats

LITANY OF DEATH

Benefit: You can use Litany of Death as a daily power.

Litany of Death	**Feat Power**
You administer unnerving Last Rites to your opponent.	
Daily ✦ Divine, Fear, Stance	
Minor Action	**Personal**
Effect: Creatures you have marked get a -3 penalty to their attack rolls against you.	

STAY IN THE DARK

Prerequisite: The Black Ring

Benefit: Whenever you use *Enter the Dark Paths* you can choose to enter the Shadowfell in the corresponding place. You have to use the ability again to return to the Material Plane. You cannot affect or be affected, neither see or be seen from the plane from which you left, until you return.

Porté

Théan Magic outside Théah

A Wizard with two feats that give access to Théan ritual casting would be as good as any other high fantasy Wizard in most magic, but he would gain some rituals in much earlier levels than standard Dungeons & Dragons suggests. While this is not unbalancing in combat situations, you, the DM, might want to avoid having characters for example casting *observe creature* during the paragon tier. In this case, feel free to disallow Théan Ritual Casting feats from your game or limit their bonus to the character's level for the purpose of casting rituals.

The other feats and rituals presented in this chapter are still appropriate.

Pyeryem

Pyeryem will be explored in a later instalment, after the release of *Player's Handbook II: Arcane, Divine and Primal characters.*

Sorte

Noble Vodacce blood flows in your veins. People fear you for what they think you know about their secrets. The men try to keep you uneducated and restrained. They would fear you more if they could catch a glimpse of the pulsing dark web the strands of fate form in front of your eyes.
If you practice, maybe by simply touching these strands that are invisible to other people, maybe by weaving or creating a word of art that binds them within real fabric, you will be able to affect fate.

Some of the most dangerous Fate Witches bargain in the arts of the star pact Warlock.

Fate Witch's Blood [Hereditary]

Prerequisite: Female
Benefit: You gain a +1 feat bonus to Insight. You gain training to the Arcana or Insight skill (your choice).
Special: Your DM might give you occasionally visions of strands of fate connecting people.
In Théah, if you are Vodacce, you gain a +2 feat bonus to Insight.

Ritual Casting (Fate Witch)

Prerequisites: Wisdom 13, Fate Witch's Blood, Female
Benefit: You can cast Rituals of the Binding and Divination categories, provided you learn them (meeting all prerequisites as normal). You have also access to specific Fate Witch rituals, called Spreads.
For you, the cost of all material components for these rituals is divided by 4. Instead of what is described in the *Player's Handbook*, they represent the cost for any work of craft and art, from theatre play to weaving.
You count as 3 levels higher for the purpose of learning and casting these rituals (but not for the skill checks needed for them). This bonus increases to 5 when you reach level 11, and to 7 when you reach level 21. This comes at a cost, though: if you roll a natural 1 in the skill check needed for a ritual of a level higher than yours, you suffer a *fate lash* as one strand of fate snaps at you. You take 1d6 damage per level of the ritual and the strand leaves a mark at some place on your body.
When performing a Divination ritual, you can use Insight instead of the skill normally required.

Spreads

Spreads' market price represents the cost of having someone to teach the ritual to you. Usually it is a knowledge passed from mother to daughter.

Rule of Three: You cannot have active the same ritual more than 3 times. If you cast a fourth while the duration of the first hasn't yet expired, the first's effects end.

Arcana Spread

You create a work of art and incorporate the strands in it. You select a single Major Arcana from your Sorte deck and create around it a work of art representing your target. In this way, you change the target's personality.

Level: 27 **Component Cost:** 7,000 gp
Category: Spread **Market Price:** 325,000 gp
Time: 2 hours/day for 1 week **Key Skill:** Arcana
Duration: Special, Rule of Three

Target a creature of equal or lower level than you, in the same plane. If your target does not meet these conditions at the time you perform the ritual, the ritual fails without expending the components.

One important trait of the target's personality changes in a way of your choosing. The final arbiter is the DM, but even alignments can change using this ritual. Your Arcana check determines the duration of the change.

Arcana Check Result	Duration
19 or lower	1 month
20-24	2 months
25-29	3 months
30-34	5 months
34-44	7 months
45 or higher	9 months

You can choose to spend more time to create a focus. This costs 10,000 additional gp and takes a total of 200 extra hours, but adds a +10 bonus to Arcana checks against the target when using this ritual (including all subsequent uses).

The Black Spread

You use a special suit of cards called the Skull suit. In addition to the standard 1–10 cards and normal Court Cards, it includes the Tower card from the Major Arcana. You shuffle these cards together, blindfold yourself, and choose two cards at random. If you do not pick the Tower card, you can make you appear younger. However, if the Tower card is chosen, the effects of all previous black spreads are instantly undone.

Level: 21 **Component Cost:** 3,600 gp
Category: Restoration, Spread **Market Price:** 125,000 gp
Time: 8 hours **Key Skill:** Arcana
Duration: Instantaneous

When you complete this ritual, you subtract the result of your Arcana check, divided by 2, from your apparent age. This does not affect your real age, so you can still die from old age. If you roll a natural 1 in your Arcana check, the effects of all previous Black Strands on you are undone and your appearance shows your age.

Coins Spread

You pull the Coins cards from her Sorte deck, shuffle them together, and choose three at random, laying the second lengthwise across the first, and the third above those two. You protect your target's monetary endeavors from the twists of fate.

Level: 6 **Component Cost:** 140 gp
Category: Spread **Market Price:** 360 gp
Time: 8 hours **Key Skill:** Arcana
Duration: 1 month, Rule of Three

The subject can add the result of your Arcana check, divided by 3, as an enhancement bonus to any skill checks directly associated to obtaining income from a peaceful (but not necessarily legal) activity.

Cups Spread

You pull the Cups cards from her Sorte deck, shuffle them together, and choose three at random, laying the second lengthwise across the first, and the third above those two. Fate smiles, increasing the attraction of a particular person to your subject.

Level: 3 **Component Cost:** 25 gp
Category: Deception, Spread **Market Price:** 125 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 1 month, Rule of Three

Choose two targets: your subject and the person the subject is interested to. The subject can add the result of your Arcana check, divided by 3, as an enhancement bonus to any Bluff or Diplomacy checks against the other person.

Staves Spread

Very similar to the cups spread, but requiring considerably more Sorte power, the Staves spread conditions the subject's strands for a fate of a king.

Level: 15 **Component Cost:** 1,600 gp
Category: Spread **Market Price:** 5,000 gp
Time: 8 hours **Key Skill:** Arcana
Duration: 1 month, Rule of Three

This ritual works like the Cups spread, but you don't need to choose a second target: the subject receives the bonus to all Bluff and Diplomacy checks.

Swords Spread

You pull the Swords cards from her Sorte deck, shuffle them together, and choose three at random, laying the first on a weapon, the second lengthwise across the first, and the third above those two. Fate will push the weapon towards the correct direction when the wielder of the weapon will need it most.

Level: 10 **Component Cost:** 210 gp
Category: Creation, Spread **Market Price:** 1000 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 1 month, Rule of Three

The weapon gains a power that will be consumed once used: Free action. Use this power when you attack with the weapon. You gain a power bonus to the attack roll, depending on the Arcana check result made during the ritual:

Arcana Check Result minus Weapon's Level	Bonus
-1 or lower	+2
0-5	+3
6-12	+4
13-19	+5
20 or higher	+6

Scrying

You still have strong in you the blood of Sophia, daughter of the Lady of the Lake and a mortal. You have nothing to fear from water, and, being partly fey, you have an innate understanding of magic.

If you find guidance, often within the embrace of Sophia's Daughters, who actively search for persons like you, you might develop a magical sight that overcomes the barriers of time and place.

Some of the Scrying Sorceresses that feel closer to the Lady of the Lake dabble in the secrets of the Fey Pact Warlock.

Scryer's Blood [Hereditary]

Benefit: You can breathe water as per the *water breathing* ritual. You are trained in the Arcana skill.

Son of Lugh

Prerequisites: Strength 13, Male, Scryer's Blood

Benefit: Whenever a power allows you to shift, you can shift an additional square.

Ritual Casting (Scryer)

Prerequisites: Intelligence 13, Female, Scryer's Blood

Benefit: You can cast Rituals of the Divination and Scrying categories, provided you learn them (meeting all prerequisites as normal). You can also learn the following rituals: *Brew Potion*, *Water Breathing*, *Water Walk* and *Linked Portal* (teleportation circles exist in Théah within the Feywild, also known as Bryn Bresail. Sophia's Daughters know also of circles within lakes around the world).

For you, the cost of all material components for these rituals is divided by 4, but, with the absence of magical ingredient shops in Théah, finding the components is not always trivial.

You count as 3 levels higher for the purpose of learning and casting these rituals (but not for the skill checks needed for them). This bonus increases to 5 when you reach level 11, and to 7 when you reach level 21.

New Ritual: View of a Future

You pour water from a pool of Bryn Bresail in a silver plate, and watch inside visions of the future.

Level: 25
Category: Scrying
Time: 8 hours
Duration: Special
Component Cost: 5,000 gp plus a focus worth 2,000 gp
Market Price: 5000 gp
Key Skill: Arcana

This ritual works like the View Location spell, but for the following changes:

- You can see the location at a point in the future. You take a penalty to the Arcana check equal to the number of years in the future you want to see. Your DM might choose an important moment within +/- 5 days of that moment.
- If you are standing in the exact location you observe, the ritual cannot be foiled even if the location has changed dramatically.
- There is no visible scrying sensor.

Visions presented through View of a Future will hold true, unless significant action is taken to avert them.

Eladrin, Sidhe

MANY ARE THE FORMS OF THE ELADRIN in Théah, and strong is their magic. Collectively called the Sidhe, they are a diverse lot, sharing a lack of understanding for emotions.

See *Sidhe: Book of Nightmares* for more.

Sidhe Lore

A character knows the following:

Arcana DC 15: Common eladrin are but offsprings of the true Sidhe: satyrs, banshraes, fomorians, quicklings etc. The Sidhe are the source of Glamour magic.

Arcana DC 20: Cold iron (p. 28) is a Sidhe's bane: a death from cold iron stops permanently its circle of reincarnations.

Arcana DC 25: The Sidhe are at a civil war between the Summer (Seelie) Court, led by the Queen of the Sky, and the Winter (Unseelie) Court, led by the Queen of the Sea. Unseelie Sidhe are often inhuman in appearance and cruel by intention, not accident.

Religion DC 25: The true Sidhe, even though they live in the Bryn Bresail (Feywild), came from outside the world, a long time ago. The oldest of them are still immortal, not fey.

Sidhe Eladrin, Pooka — **Level 4 Minion**
Small fey humanoid, eladrin — XP 62

Initiative +8 — **Senses** Perception +4; low-light vision
HP 1; a missed attack never damages a minion.
AC 19; **Fortitude** 15, **Reflex** 17, **Will** 15
Speed 7

Bite (standard; at-will) — ✦ **Weapon**
+10 vs. AC; 3 damage.

Combat Advantage
The Pooka deals an extra 5 damage on melee attacks against any target it has combat advantage against.

Change Shape (minor; encounter) — ✦ **Polymorph**
The Pooka can alter its physical form to take on the appearance of a riding horse, bull or black dog.

Sidhe Step (move; encounter) — ✦ **Illusion**
The Pooka performs a move action among those in *Player's Handbook p.289*. It is *invisible* for the duration of the action.

Alignment Any — **Languages** Avalon, Elven
Skills Stealth +11
Str 15 (+4) — **Dex** 18(+6) — **Wis** 14(+4)
Con 13(+3) — **Int** 12(+3) — **Cha** 13(+3)

Tactics: Pooka are pranksters, not fighters. They often disguise themselves as a black horse, waiting for someone to mount them, and then start a wild ride. Sometimes they even help lost travelers. If attacked, a single hit is enough for them to disappear and retreat to Bryn Bresail. They'll soon return, though, with friends, set for revenge (not as minions, but with 53 hp and awarding 175 XP).

Bane-Sidhe (Banshee) — **Level 15 Controller (Leader)**
Medium immortal humanoid, eladrin — XP 1,200

Initiative +11 — **Senses** Perception +8; darkvision
Gaze of Sadness (Psychic) aura 6; an enemy that ends his turn in the aura takes 1d6 psychic damage. The second time he takes that damage, he is weakened until the end of his next round. The third time, he is stunned (save ends).
HP 147; **Bloodied** 73
AC 27; **Fortitude** 27, **Reflex** 27, **Will** 29
Resist 10 cold
Speed 6

Baneful Caress (standard; at-will)
+19 vs. AC; 1d10 + 7 psychic damage.

Wail of the Banshee (standard; recharge ⚅) — ✦ **Fear, Psychic**
Close burst 6; targets enemies; +19 vs. Will; 2d10 + 7 psychic damage and the target is dazed (save ends). *First Failed Save:* The target falls unconscious and cannot regain hit points in any way (save ends).

Sidhe Step (move; encounter) — ✦ **Illusion**
The Banshee performs a move action among those in *Player's Handbook p.289*. She is *invisible* for the duration of the action.

Alignment Evil — **Languages** Avalon, Elven
Skills Intimidate +19
Str 10(+7) — **Dex** 18(+11) — **Wis** 13(+8)
Con 19(+11) — **Int** 15(+9) — **Cha** 24(+14)

Tactics: While she used to be content to share her grief and foretell the death of the mortals she was meeting, the civil war has gotten out the worst of one of the most frightening Sidhe in existence, and she stuns her victims for the other Unseelie to toy with.

Level 13 (Level 14 for 4 PCs) Encounter (XP 4,200)

- 1 bane-sidhe (level 15 controller)
- 1 night hag (level 14 lurker)
- 2 drider fanglords (level 14 brute)

TRUE SIDHE CHARACTERS

Average Height: 5' 5'' – 6' 3'' (1,65m – 1,93m)
Average Weight: 120 – 210 kg (55 – 95 kg)

Ability Scores: +2 Dexterity, +2 Charisma
Size: Medium
Speed: 6 squares
Vision: Low-light

Languages: Avalon, Elven, and choice of one other
Skill Bonuses: +2 Arcana, +2 Intimidate
Dream Sleep: As *Trance* in *Player's Handbook p.38.*
Eladrin Will: As in *Player's Handbook p.38.*
True Eladrin: You can take feats and paragon paths that have Eladrin as a prerequisite, and *Sidhe Step* counts as *Fey Step* for feats and paragon paths.
Fey or Immortal Origin: At character generation, you choose whether you are considered a fey or immortal creature for the purpose of effects that relate to creature origin.

Immortality: You do not age, nor die from old age. You gain a +5 racial bonus to Endurance checks against disease.
Sidhe Step: You can use *Sidhe Step* as an encounter power.

Sidhe Step	**Racial Power**
Glamour magic conceals your movements.	
Encounter ✦ **Arcane, Illusion**	
Move Action	**Personal**
Effect: You perform a move action among those listed in *Player's Handbook p.289*. You are *invisible* for the duration of the action.	

Firebird

HUGE, MAGNIFICENT AND BATHED IN FIRE. A legend of Ussura, the Firebird is real and unique.

See *Nations of Théah 7: Ussura* for more.

Firebird	**Level 24 Solo Soldier**
Huge elemental beast (fire)	XP 30,250
Initiative +20	**Senses** Perception +15, low-light vision
HP 1105; **Bloodied** 552; see also *flames of wrath*	
AC 42; **Fortitude** 37, **Reflex** 37, **Will** 39	
Resist 30 fire; **Vulnerable** 15 cold, necrotic (slowed until the end of the Firebird's next turn)	
Saving Throws +5	
Speed 4 (clumsy), fly 12 (hover)	
Action Points 2	
Claw (standard; at-will)	✦ **Fire**
Reach 2; +32 vs. AC; 2d6 + 9 damage, plus 3d6 fire damage.	
Double Attack (standard; at-will)	
The Firebird makes two Claw attacks.	
Blood of Fire (immediate reaction, when the Firebird takes more than 50 damage from a single attack; encounter) ✦ **Fire**	
Close Burst 5; +27 vs. Reflex; 4d8 + 7 fire damage, and the target is blinded (save ends).	
Turn the Tide (minor; encounter)	✦ **Fear**
Close Burst 20; targets enemies; +27 vs. Will; the target is stunned until the end of the Firebird's next turn. Effect: All allies in range can make a saving throw.	
Rain of Fire (standard; encounter)	✦ **Fire**
Burst 4 within 15; +27 vs. Reflex; 4d8 + 7 fire damage, and ongoing 10 fire damage (save ends). *Miss:* Half Damage and no ongoing damage.	
Grab and Throw (standard; recharge ⚁ ⚅)	
+30 vs. Fortitude; 4d8 + 9 damage, the Firebird slides the target 5 squares, and the target is knocked prone. The Firebird shifts in the position closest to 3 squares above the target.	
Flames of Wrath (free, when first bloodied; encounter)	
The Firebird's *Rain of Fire* recharges, and it uses it immediately.	
Alignment Unaligned	**Languages** Cathayan, Ussuran
Skills History +20, Insight +20, Intimidate +24	
Str 28(+21) **Dex** 22(+18)	**Wis** 17(+15)
Con 21 (+17) **Int** 16(+15)	**Cha** 25(+19)

Tactics: The Firebird rarely battles seriously – it will usually easily dispatch any greedy adventurers approaching its lair. It might appear in its full might, though, in an event that is crucial for Ussura's or Cathay's future.

In this case it terrorises opponents with *Turn the Tide*, followed by *Rain of Fire.* It follows with Double Attacks, but will prefer *Grab and Throw* against powerful melee fighters.

Firebird Lore

A character knows the following:

Arcana DC 20: Some Pyeryem shapeshifters can take the form of the Firebird, after having met it in Ussura. It is an impressive form providing resistance to fire, but also vulnerability to cold and Legion's necrotic powers.
Arcana DC 25: Mathuska, the protector of Ussura, is said to have created a giant eagle to protect her while she slept to contemplate her loneliness. Her magical energy, and her subsequent waking, awakened Firebird in its full glory.
History DC 25: The Firebird is a huge flaming bird appearing on the Breslau Mountains. The royal Riasanova family uses it as its symbol. During the ages, the Firebird often appears as an omen, and in some cases it has actively helped Ussurans, as the mere sight of it can easily turn the tide of a battle.
History DC 30: The current loyalties of the Firebird are not necessarily with Mathuska and Ussura. Some say it was it that raised the Wall of Fire between Ussura and Cathay, on behalf of the Cathayans.

Human, Théan

HUMANS ARE THE DOMINANT SPECIES in Théah. Most people never meet anything other than a Human or an animal, or at least they think so.

Divided by borders, religions and greed, humans often battle one another, alone or in groups.

Human Scurvy Dog **Level 1 Minion**
Medium natural humanoid XP 25

Initiative +1 **Senses** Perception +0
HP 1; a missed attack never damages a minion.
AC 13; **Fortitude** 14, **Reflex** 13, **Will** 12; see also *'ere boyz*
Speed 6

Improvised Weapon (standard; at-will) ✦ **Weapon**
+2 vs. AC; 5 damage. See also *'ere boyz*

Thrown Chair (standard; encounter) ✦ **Weapon**
Ranged 5/10; +2 vs. AC; 5 damage.

'Ere boyz
The human scurvy dog gains a +2 power bonus to Will defense and basic attacks while adjacent to an ally.

Alignment Any **Languages** any one
Skills Craft(choose one) +6
Str 14(+2) **Dex** 13(+1) **Wis** 11(+0)
Con 12(+1) **Int** 8(-1) **Cha** 9(-1)
Equipment belaying pin or other improvised weapon

Tactics: Human Scurvy Dogs attack only when they outnumber the opponent, or when they are too drunk to think, but they will easily retreat against an opponent that proves her superiority.

Human Musketeer **Level 4 Minion**
Medium natural humanoid XP 43

Initiative +5 **Senses** Perception +0
HP 1; a missed attack never damages a minion.
AC 17; **Fortitude** 16, **Reflex** 17, **Will** 16
Speed 6

Rapier (standard; at-will) ✦ **Weapon**
+10 vs. AC; 5 damage.

Musket (standard; encounter) ✦ **Weapon, Firearm**
Ranged 20/40; +9 vs. Ref (AC against *dracheneisen armor*); 9 damage. +2 to attack if adjacent to another Human Musketeer.

Alignment Any **Languages** Montaigne and one more
Skills Streetwise +9
Str 14(+4) **Dex** 16(+5) **Wis** 12(+3)
Con 13(+3) **Int** 12(+3) **Cha** 15(+4)
Equipment musket, rapier

Tactics: Musketeers are often seen hunting criminal elements – including misunderstood heroes who try to evade musket shots by jumping from rooftops.

Human Doppel Mercenary **Level 10 Minion**
Medium natural humanoid XP 125

Initiative +9 **Senses** Perception +8
HP 1; a missed attack never damages a minion.
AC 25; **Fortitude** 22, **Reflex** 20, **Will** 21; see also *war group*
Speed 5

Zweihander (standard; at-will) ✦ **Weapon**
+17 vs. AC; 10 damage.

Combat Advantage
The human doppel mercenary deals an extra 5 damage on melee attacks against any target it has combat advantage against.

War Group
The human doppel mercenary gains a +2 power bonus to all defenses and cannot provide combat advantage while at least one ally who can make attacks of opportunity is within 5 squares.

Alignment Any **Languages** Eisen and two more
Skills Intimidate +11
Str 22 (+11) **Dex** 14(+7) **Wis** 17(+8)
Con 15(+7) **Int** 12(+6) **Cha** 12(+6)
Equipment plate armor, zweihander

Tactics: Eisen Doppels will fight for their reputation, often in well organised groups, trying to encircle the opponent. In most cases, they will fall to ground once wounded, hoping to fight another day, but if fighting for their country or another important cause, they might fight to the death (in which case they are not minions, they have 103 HP and grant 500 XP).

Human Castillian Inquisitor **Level 7 Controller (Leader)**
Medium natural humanoid XP 300

Initiative +7 **Senses** Perception +6
Aura of Theus' Regard aura 6; Allies gain +2 to all defenses against fear effects. Enemies take -2 to Will defense.
HP 77; **Bloodied** 38
AC 20; **Fortitude** 18, **Reflex** 18, **Will** 20
Speed 6

Rapier (standard; at-will) ✦ **Weapon**
+11 vs. AC; 1d8 + 4 damage.

Gaze into the Abyss (standard; recharge ⚁ ⚀) ✦ **Divine, Fear**
Close burst 4; targets enemies; +9 vs. Will; 1d8 + 4 psychic damage and the target is weakened (save ends).

Sorcery's Stench
A Human Castillian inquisitor automatically detects the presence of magic items and arcane effects within 6 squares, but cannot automatically locate them.

Alignment Any **Languages** any one
Skills Intimidate +12, Religion +9
Str 15(+5) **Dex** 14(+5) **Wis** 16(+6)
Con 13(+4) **Int** 13(+4) **Cha** 18(+7)
Equipment leather armor, rapier

Tactics: Castillian Inquisitors, protected by guards on each side, start with *Gaze into the Abyss* against anyone they deem as heretic, and then leave their fanatics to do the job until the ability is recharged.

Level 3 (Level 5 for 4 PCs) Encounter (XP 772)

- 1 human castillian inquisitor (level 7 controller)
- 2 human guards (level 3 soldier)
- 4 human musketeers (level 4 minion)

Living Rune

TOUCHED WITH LAERDOM MAGIC AT BIRTH, the Living Runes are manifestations of Vesten tradition, inhabiting a human vessel. Avalon is not the only country that can see its legends walking around!

Living Rune Lore

A character knows the following:

Religion DC 15: Laerdom magic uses 24 Runes, and legends say that in every generation there are 24 individuals that personify these Runes, being a living embodiment of an ideal.

Religion DC 20: Even from young age, the Living Runes have inhuman toughness, and control over the weather. Some are wise and contemplative, while others more instinctual and violent. You can get their respect by exhibiting the respective quality they represent.

Religion DC 25: Some of the most dangerous Living Runes, have died, and are now in Valhalla. They are Krieg (Warrior), Kjølig (Hatred), Lidenskap (Passion), Styrke (Strength), and Villskap (Fury).

Religion DC 30: The fearsome pirate queen Yngvild Olafsdottir (p. 63) tries to find all Living Runes, use the magic of the Syrneth island of Cabora, open a door to Valhalla where she can find the rest, and unleash Ragnarok.

Stans (Calm) **Level 17 Elite Controller (Leader)**
Medium natural humanoid XP 3,200

Initiative +10 **Senses** Perception +15; truesight 5

Aura of Serenity aura 5; All Diplomacy checks receive a +5 bonus. Allies receive a +2 bonus to their Will Defense.

HP 322; **Bloodied** 161, see also *what have I done?*

AC 33; **Fortitude** 28, **Reflex** 31, **Will** 33

Resist 10 cold, 10 lightning, 10 thunder

Saving Throws +2

Speed 6

Action Points 1

Axe (standard; at-will) ✦ **Weapon**
+20 vs. AC; 1d8 + 3 damage.

Pacifying Regard (minor; at-will) ✦ **Charm, Divine, Psychic**
Ranged 15; +26 vs. Will; 1d8+7 psychic damage, and the target is dazed until the end of Stans' next turn.

Awaken Regrets (standard; recharge ⚁ ⚀) ✦ **Divine, Psychic**
Close Burst 5; targets enemies; +21 vs. Will; 3d6 + 7 psychic damage, and the target cannot attack until the end of Stans' next turn.

Words of Relief (standard; encounter) ✦ **Healing**
An ally within 5 squares succeeds in a saving throw against a charm, fear or psychic effect.

What have I done? (immediate reaction, when first bloodied in an encounter; encounter) ✦ **Charm, Divine**
Targets the initiator of the attack that made Stans bloodied; the target needs to be able to see Stans, Stans does not need even line of effect to the target; +23 vs. Will; the target is dominated (save ends).

Alignment Good **Languages** Avalon, Eisen, Vesten

Skills Diplomacy +17, Insight +20

Str 17 (+11)	**Dex** 15(+10)	**Wis** 24(+15)
Con 14 (+10)	**Int** 20 (+13)	**Cha** 19(+12)

Description This blonde woman's eyes seem to look past you, seemingly past reality itself. Her almost saint-like countenance makes your weapon heavy at your hand.

Tactics: Many mistake Stans' attitude as peaceful. She is just calm. When she tries to avoid combat, she will use Diplomacy, and maybe, if she wants to teach a lesson, *Awaken Regrets*. When she deems that violence is the best solution, she will chop with her axe while pacifying with the eyes at the very same moment.

Adaptation: By changing the *Pacifying Regard* and *What have I Done?* powers, Stans' stats can be used for Bevegelse (Empathy), Varsel (Omen), Ensomhet (Solitude), Velstand (Wealth), Høst (Harvest), Tungsinn (Gloom), Fornuft (Gateway), and maybe even the mysterious Uvitenhet.

Fjell (Mountain) **Level 23 Elite Brute**
Large Natural Humanoid XP 10,200

Initiative +16 **Senses** Perception +16

HP 524; **Bloodied** 262; **Regeneration** 2, see also *The Mountain Resists*

AC 38; **Fortitude** 38, **Reflex** 33, **Will** 36

Resist 15 cold, 15 lightning, 15 thunder

Saving Throws +2

Speed 6

Action Points 1

Resounding Maul (standard; at-will) ✦ **Lightning, Weapon**
Reach 2; +26 vs. AC; 2d6 + 8 damage, and ongoing 10 lightning damage (save ends).

Returning Maul (standard; at-will) ✦ **Lightning, Weapon**
Ranged 10/20; +26 vs. AC; 2d6+8 damage, and 2d6 lightning damage.

Hammer Time (standard; encounter)
Use only if Fjell hasn't moved this turn. Fjell makes four resounding warhammer attacks. Fjell cannot voluntarily move until the start of his next turn.

Thundering Rune (minor; recharge ⚀) ✦ **Thunder**
Close Burst 2; +24 vs. Fortitude; 2d6 + 6 thunder damage, and the target is deafened and dazed until the end of Fjell's next turn.

Immovable
Fjell can move 2 squares less when any effect forces him to move.

The Mountain Resists (immediate interrupt, when about to be bloodied; encounter)
When an attack is about to get Fjell bloodied, Fjell takes 34 less damage from the attack (minimum 0).

Alignment Unaligned **Languages** Vesten, Ussuran

Skills Endurance +22, Intimidate +18

Str 26 (+19)	**Dex** 20(+16)	**Wis** 21(+16)
Con 22 (+17)	**Int** 13(+12)	**Cha** 15(+13)

Equipment Leather armor, *+4 lightning maul*

Description This Vesten berserker is clearly set apart from the rest. It is not just his huge rune-carved hammer, but mostly his eyes, which shine slightly blue every time he is hit, without exhibiting any other sign of pain.

Tactics: Long is the battle with Fjell. His endurance is high, and he can easily block with his bulk crucial bottlenecks. Even when enemies swarm on him, they will have a nasty surprise in the form of his *Thundering Rune*. Fjell uses his *Returning Hammer* only against enemies he cannot reach.

Adaptation: By changing the *The Mountain Resists* and the *Immovable* powers, Fjell's stats can be used for Kjøtt (Flesh), Storsœd (Greatness), Khyndighet (Skill), Sterk (Wholeness), Grenseløs (Unbound), Nød (Intensity), Sinne (Anger), and Herje (Ruin). They could even form the basis for the mighty dead runes.

Mirror Ghost

[heroic, paragon]

Night

DARK IS THE FATE OF ONE WHO DIES IN THE SHADOWFELL. Evil humanoids might rise as Specters, but more benign heroes are corrupted to become Nights, hiding their mortal wounds behind shadow armor.

Night Lore

A character knows the following:

Religion DC 15: Nights are creatures of the Shadowfell. Their blades are as insubstantial as specters' and wraiths' bodies are, passing through armor.

Arcana DC 20: Dying in the Shadowfell might make you join the Nights, but that is not always the end. There is one known Night, Lavok, who is still benign and sane.

History DC 25: 14 of the 17 Nights are commanded by the Night Judith, an ancient head of the publicly excommunicated Die Kreuzritter.

Arcana DC 25: Judith's agenda is to spread death upon the living, and wants one of the Cloak of Shadows (p. 31), the only item that can give her access to the world of the living.

Fledging Night — **Level 6 Elite Skirmisher**
Medium shadow humanoid (undead) — XP 500

Initiative +9 — **Senses** Perception +3; darkvision
HP 142; **Bloodied** 71, see also *choice of life and undeath*
AC 23; **Fortitude** 20, **Reflex** 19, **Will** 20
Immune disease, poison
Resist 5 cold, 5 electricity, 5 necrotic; **Vulnerable** 15 radiant
Saving Throws +2
Speed 6
Action Point 1

Dark Blade (standard; at-will) — ✦ **Weapon**
+11 vs. Ref; 1d8 + 4 damage, and the Night shifts 2 squares.

Bite of Paranoia (standard; recharge ⚁ ⚂) — ✦ **Fear, Weapon**
+9 vs. Will; 2d8 + 3 damage, and the target is *dominated* until the start of Fledging Night's next turn.

Choice of Life and Undeath (immediate, when first bloodied; encounter) — ✦ **Healing OR Teleportation**
The Fledging Night chooses whether to spend a healing surge and regain 35 hit points or to teleport 8 squares.

Combat Advantage
The fledging Night deals an extra 7 damage on melee attacks against any target it has combat advantage against.

Trapped in the Dark Corridors
The Night cannot leave Shadowfell under any means.

Alignment Evil — **Languages** Castille, Eisen
Skills Bluff +11, Stealth +12
Str 16 (+6) — **Dex** 18(+7) — **Wis** 10(+3)
Con 15(+5) — **Int** 13(+4) — **Cha** 17(+6)
Equipment dark blade

Tactics: Nights might approach travelers, saying they are wounded Die Kreuzritter Knights. After they leech the healing powers of the travelers, the Night's specter friends emerge. At least one ally of the Night will stay to help the Night flank one of their common enemies.

Level 5 (Level 6 for 4 PCs) Encounter (XP 1,025)

- 1 fledging night (level 6 elite skirmisher)
- 3 specters (level 4 lurker)

Judith's Bodyguard — **Level 12 Elite Soldier**
Medium shadow humanoid (undead) — XP 1,400

Initiative +12 — **Senses** Perception +7; darkvision
HP 242; **Bloodied** 121, see also *unlife persists*
AC 30; **Fortitude** 27, **Reflex** 24, **Will** 26
Immune disease, poison
Resist 10 cold, electricity, and necrotic; **Vulnerable** 15 radiant
Saving Throws +2
Speed 6
Action Point 1

Dark Blade (standard; at-will) — ✦ **Weapon**
+19 vs. Ref; 1d8 + 5 damage, and 2d6 necrotic damage.

Unlife Persists (standard; usable only while bloodied)
Judith's Bodyguard makes two Dark Blade attacks.

Combat Challenge — *Player's Handbook 76*
As Fighter's Combat Challenge.

Trapped in the Dark Corridors
The Night cannot leave Shadowfell under any means.

Alignment Evil — **Languages** Castille, Eisen, Montaigne
Skills Bluff +15, Religion +12
Str 22 (+12) — **Dex** 18(+10) — **Wis** 12(+7)
Con 17(+9) — **Int** 13(+7) — **Cha** 19(+10)
Equipment dark blade

Tactics: Judith's Bodyguard issues a combat challenge to the most dangerous opponent, and tries to keep him occupied. He fights recklessly until bloodied, and then continues with renewed strength, but being more careful.

NIGHT TEMPLATE

Prerequisites: Humanoid

Night — **Elite Soldier**
Humanoid (shadow, undead) — XP Elite

Senses Darkvision
Defenses +2 AC; +2 Fortitude, +2 Will
Immune disease, poison
Resist 5 necrotic at 1st level, (10 at 11th level, 15 at 21st level) see also Ex-Nacht
Vulnerable 15 radiant
Saving Throws +2
Action Point 1
Hit Points +8 per level + Constitution score

POWERS

Dark Blade
Any melee attack of the Night that targets AC, targets Reflex instead.

Ex-Nacht
If the Night had access to Nacht sorcery, she loses the ability to use *Enter the Dark Paths* (p. 43), but gains resistance to electricity and cold damage equal to her resistance to necrotic damage.

Trapped in the Dark Corridors
The Night cannot leave Shadowfell under any means, except from the *Cloak of Shadows* (p. 31).

Ruin Monster

INHUMAN SHAPES CHARGING FOR YOUR BLOOD, in an alien cave or a faraway jungle. "Ruin monster" is the collective name of the larger inhabitants of Syrneth ruins.

Ruin Monster Lore

A character knows the following:

Dungeoneering DC 15: Ruin monsters take their names from the Syrneth Ruins they guard. They are murderous, and completely impossible to negotiate with, but they avoid leaving the ruins, for unknown reasons.

History DC 20: Ruin monsters with exoskeletons are associated to the ancient Thalusai civilization, while poisonous ones to the snake-morphic Setines.

Dungeonnering DC 20: Apart from the tiny, poisonous beetles, that could kill you in 10 seconds , the Ruin Monsters are the most dangerous inhabitants of the Syrneth Ruins. They often conceal in the dark.

Dungeoneering DC 25: Rarer breeds of ruin monster have gills, tentacles or wings. The Syrneth civilization linked to them is a matter of academic dispute.

Ruin Sleeper — **Level 14 Minion**
Medium natural beast — XP 250

Initiative +17 — **Senses** Perception +11; darkvision
HP 1; a missed attack never damages a minion.
AC 28; **Fortitude** 26, **Reflex** 26, **Will** 25
Speed 6

Pincer (standard; at-will)
+19 vs. AC; 7 damage. +5 damage during the first round of a combat.
Effect: The Ruin Sleeper can shift 2 squares after this attack.

Alignment Chaotic Evil — **Languages** -
Skills Stealth +18

Str 20(+12)	**Dex** 23(+13)	**Wis** 18(+11)
Con 13(+8)	**Int** 6(+5)	**Cha** 5(+4)

Description An inert bipedal with tiny eyes, and a body covered in an insectoid exosceleton. Its arms end in pincers.

Tactics: Appearing dead, like inert husks, the ruin sleepers slightly jump to life, expecting to kill their prey fast. Allies might be hidden close enough, ready to attack.

Level 11 (Level 12 for 4 PCs) Encounter (XP 2,900)

- 6 ruin sleepers (level 14 minion)
- 1 umber hulk (level 12 elite soldier)

Ruin Stinger — **Level 3 Lurker**
Medium natural beast — XP 150

Initiative +8 — **Senses** Perception +3; darkvision
HP 34; **Bloodied** 17
AC 17; **Fortitude** 15, **Reflex** 16, **Will** 15
Speed 8, **Climb** 8

Poisonous Bite (standard; at-will)
+8 vs. AC; 1d6 + 2 damage, and ongoing 5 poison damage (save ends).

Jump from the Ceiling (standard; at-will, can only be used when the ruin stinger is above the target)
The Ruin Stinger lands in a square adjacent to the target. +6 vs. Reflex; 3d6 + 3 damage, and the target falls prone. *Followup attack:* The Ruin Stinger makes a poisonous bite attack against the target.

Spit Poison (standard; encounter)
Ranged 5/10; +9 vs. AC; 1d6 + 2 damage, and ongoing 10 poison damage (save ends).

Alignment Evil — **Languages** Syrneth
Skills Acrobatics +8, Stealth +9

Str 14(+3)	**Dex** 17(+4)	**Wis** 14(+3)
Con 10(+1)	**Int** 8 (+0)	**Cha** 6(-1)

Description A long brown scaled creature, with more than 8 pairs of legs. Its underbelly is green, but it can only be seen when it jumps on you.

Tactics: Ruin Stingers conceal on cave roofs. They jump from the ceiling with lethal effect, and then try to climb back to repeat the process. They use *spit poison* during a round of climbing where no opportunities to jump on their enemies appear.

Ruin Monstrosity — **Level 9 Soldier**
Large natural beast — XP 400

Initiative +8 — **Senses** Perception +7; truesight 12
Aura of Force aura 3; Any forced movement that moves a creature away from ruin monstrosity moves the creature one extra square.
HP 95; **Bloodied** 47
AC 25; **Fortitude** 22, **Reflex** 20, **Will** 21
Speed 5

Tentacle (standard; at-will)
Reach 2; +15 vs. Reflex; 2d6 + 5 damage, and the target is grabbed if the Ruin Monstrosity wishes so.

Forceful Tentacles (standard; encounter) ✦ **Force**
Close burst 2; +11 vs. Fortitude; 3d10 + 2 force damage, and the target is pushed two squares.

Alignment Chaotic Evil — **Languages** -

Str 20(+9)	**Dex** 15(+6)	**Wis** 16(+7)
Con 15(+6)	**Int** 6(+2)	**Cha** 11(+4)

Description Scales and tough skin cover this creature. Nothing but tentacles emerges from its mass. It doesn't even have visible eyes.

Tactics: Having mysterious powers that remind of the Tesseran civilization, the Ruin monstrosities use their powers to avert explorers from entering the places they guard. They become extremely dangerous close to cliffs and gaps.

Schattenmänner

EISEN IS A LAND OF GRIEF AND DARKNESS, and that is even truer in its black forests, the Swchartzen Wälder, which are bordering the lands of Fischler and Sieger, and provide shadow soldiers to the lands of Heilgrund.

Schattenmänner Lore

A character knows the following:

History DC 15: Schattensoldaten are the elite guard in the lands of the Eisenfürst Stephan Heilgrund. They have absolute authority and terrorize the population

Arcana DC 20: The links of the Schattensoldaten with the the Schattenmann, the dark legend of the Schartzen Wälder, is unclear. While the Schattenmann is rarely seen outside the forests and under the sun, the Schattensoldaten guard the population cowed day and night.

Arcana DC 25: The Schattenmann was once worshipped as a deity of darkness. Now he is mostly content with protecting his forests, and has a reputation of grudgingly hunting anyone he sees as an offender of it.

History DC 25: The Schattensoldaten were the products of a bargain between Stephan Heilgrund and the Schattenmann. It is suspected that the villagers they mark as "criminals" and kidnap, join the Schattensoldaten's ranks after having been subjected to dark sorcery.

Schattensoldat — **Level 8 Minion**
Medium shadow Humanoid — XP 88

Initiative +9 — **Senses** Perception +6, darkvision
HP 1; a miss never damages a minion
AC 24; **Fortitude** 22, **Reflex** 20, **Will** 20
Resist 5 necrotic
Speed 6

Shadow Halberd (standard; at-will) ✦ **Necrotic**
Reach 2; +15 vs. AC; 6 necrotic damage.

Gaze of Darkness (standard; encounter) ✦ **Fear, Psychic**
Ranged 10; +12 vs. Will; 5 psychic damage, and the target takes -5 to attacks until the end of her next turn.

Alignment Evil — **Languages** Eisen
Skills Intimidate +9

Str 20 (+9)	**Dex** 17(+7)	**Wis** 15(+6)
Con 13 (+5)	**Int** 8(+3)	**Cha** 10(+4)

Description Clad in black full plate armor, and wearing a single-piece helmet, the Schattensoldat does not show any sign of his identity: even from the small, horizontal eye slit, only darkness can be seen.

Tactics: Schattensoldaten always operate in groups. Their enemies know that even if they manage to hit one, the retribution of the rest will be horrible.

Level 10 (Level 11 for 4 PCs) Encounter (XP 2,460)

- The Schattenmänn (level 13 elite skirmisher)
- 5 Schattensoldaten (level 8 minion)
- 1 Spectral Panther (level 9 lurker)

The Schattenmann — **Level 13 Elite Skirmisher (Leader)**
Huge Shadow Humanoid — XP 1,600

Initiative +13 — **Senses** Perception +9, darkvision, see also *master of the Swartzen Wälder*, *shadow tracking*
HP 254; **Bloodied** 127; **Regeneration** 10 in darkness
AC 28; **Fortitude** 25, **Reflex** 26, **Will** 24
Resist 15 necrotic; **Vulnerable** 10 radiant, See also *sunburn*
Saving Throws +2
Speed 8
Action Points 1

Shadow Claw (standard; at-will) ✦ **Necrotic**
Reach 2; +18 vs. AC; 2d6 + 4 damage, and ongoing 10 necrotic damage (save ends). The target receives a -5 penalty to this save in areas of dim brightness or in darkness, and a +5 bonus in bright areas.

Rend from the Shadows (standard; recharge)
+18 vs. AC; 6d6 + 4 damage. Can be used only against targets the Schattenmann has concealment from.

Shadow Rejuvenation (minor; recharge) ✦ **Healing, Necrotic**
Close Burst 5; *Effect:* Shadow creatures in the area, and the Schattenmann, can use immediately a healing surge to be healed 1/4th of their maximum hit points. Shadow creatures in the area that died during the last round return to life with 1 hit point. This ability cannot be used under direct sunlight.

Sunburn
At the start of his turn, the Schattenmann takes 5 radiant damage (for a total of 15 damage, counting his vulnerability) in an area of bright illumination.

Master of Schwartzen Wälder
The Schattenmann has an innate understanding of the approximate location of any creature in the Schartzen Wälder, and takes a +10 bonus to Perception checks to notice things in these forests.

Shadow Tracking
Once per day, the Schattenmann can cast *Observe Creature* to see any one creature that has passed through the Schartzen Wälder. The Schattenmann takes a bonus to this check equal to 10 - the number of days that have passed since the creature has been in the woods (the bonus can become a penalty if the creature has left the woods for more than 10 days).

Alignment Chaotic Evil — **Languages** Eisen
Skills Arcana +13, Intimidate +14, Stealth +16

Str 19 (+10)	**Dex** 20(+11)	**Wis** 16(+9)
Con 15 (+8)	**Int** 14(+8)	**Cha** 17(+9)

Description The Schattenmann looks like an impossibly thin 6 meter tall man. In the shadows, his torso seems severely emaciated, his stomach sunken, and his ribs clearly outlined in its inky black flesh. He has the face of an old man, with eye sockets filled with shadow.

Tactics: Content usually to observe, the Schattenman will cruelly claw anyone who shows disrespect for the forest. He does not risk exposure to the sun, and uses *Rend from the Shadows* only as a finishing strike: he knows that with his rejuvenating abilities and necrotic claws, he has time on his side.

Sea Monster

GARGANTUAN, AND DANGEROUS FOR SHIPS, Sea Monsters take many forms, but in the end, they are always a grave danger, being impossible to negotiate with.

Ranges in parentheses refer to naval combat (Chapter 5).

Sea Serpent **Level 13 Solo Brute**
Gargantuan Natural Beast (Aquatic) XP 4,000

Naval Size 1 square
Initiative +10 **Senses** Perception +8, low-light vision
HP 645; **Bloodied** 322
AC 28; **Fortitude** 29, **Reflex** 27, **Will** 24
Saving Throws +5
Speed 4(1), swim 8(2)
Action Points 2

Bite (standard; at-will)
Reach 4(0); +17 vs. AC; 2d6 + 7 damage.

Tail Slap (standard; at-will)
Reach 4(0); +17 vs. AC; 1d8 + 7 damage, and the target is knocked prone.

Double Attack (standard; at-will)
The Sea Serpent makes a Bite and a Tail Slap attack.

Capsize (standard; recharge)
Targets an adjacent ship. +12 vs. Fortitude; 87 damage (150 on a critical). If the target is bloodied, everyone on the ship is knocked prone (or the ship is dazed until the end of Sea Serpent's next turn, if using the naval combat rules). The second time this attack hits while a ship is bloodied, the target capsizes and starts sinking as if fallen at 0 hp.

Terror from the Depths (minor; encounter) ✦ **Fear**
Close Burst 15(1); +12 vs. Will; the target is dazed until the end of the Sea Serpent's next turn. This attack has a -5 penalty against ships.

Swallow (standard; recharge)
Reach 4(0); +15 vs. Reflex; 4d6 + 7 damage, and a Large or smaller target is grabbed, with the following changes:
The Sea Serpent can sustain the grab automatically, without needing to be able to perform actions.
The target is restrained instead of immobilized.
The target automatically succeeds in any attacks versus Reflex or AC against the Sea Serpent.
Only other swallowed (by the Sea Srpent) characters have line of sight and line of effect to the target.
The target takes ongoing 10 acid damage until released from the grab.

Underwater Movement
While underwater, the Sea Serpent cannot make any attacks against targets that are not fully underwater. It gains a +5 bonus to stealth (for a total of +15) and the benefits of superior cover against attacks from outside the water.

Alignment Unaligned **Languages** -
Str 24 (+13) **Dex** 19(+10) **Wis** 16(+8)
Con 17 (+9) **Int** 5(+3) **Cha** 10(+6)

Description Water hides the full length of this dragon-headed serpent, but it definitely exceeds 10 meters.

The Great Grey **Level 20 Solo Controller**
Gargantuan Natural Beast (Aquatic) XP 14,000

Naval Size 4x4 squares
Initiative +16 **Senses** Perception +8, low-light vision
HP 935; **Bloodied** 467
AC 36; **Fortitude** 34, **Reflex** 30, **Will** 31
Saving Throws +5
Speed 2(0) (clumsy), swim 6(1)
Action Points 2

Tentacle (standard; at-will)
Reach 10(1); +25 vs. AC; 2d6 + 7 damage, and the target is grabbed.

From All Sides (standard; at-will)
The Great Grey makes 4 Tentacle attacks.

Constrict (standard; recharge)
Targets all grabbed targets. +24 vs. Fortitude; 6d6 + 7 damage.

Terror from the Depths (minor; encounter) ✦ **Fear**
Close Burst 20(1); +20 vs. Will; the target is dazed until the end of the Great Grey's next turn. This attack has a -5 penalty against ships.

Swallow (standard; recharge)
Reach 5(0); +24 vs. Reflex; 4d10 + 7 damage, and a Huge or smaller target is grabbed, with the following changes:
The Great Grey can sustain the grab automatically, without needing to be able to perform actions.
The target is restrained instead of immobilized.
The target is unaffected by the swallow attack.
The target automatically succeeds in any attacks versus Reflex or AC against the Great Grey.
Only other swallowed (by the Great Grey) characters have line of sight and line of effect to the target.
The target takes ongoing 15 acid damage until released from the grab.

Underwater Movement
While underwater, the Great Grey cannot make any attacks against targets that are not fully underwater. It gains the benefits of superior cover against attacks from outside the water.

Alignment Chaotic Evil **Languages** –
Skills Stealth +19
Str 28 (+19) **Dex** 19(+14) **Wis** 8(+11)
Con 19 (+14) **Int** 3(+6) **Cha** 17(+13)

Description Often looking simply as a grey rocky island, the Great Grey is a kraken with 100m long tentacles.

Sea Monster Lore

A character knows the following with a successful Nature check:

DC 15: Sea Monsters can be found in any sea, but Forbidden Sea and the Mirror are among the most dangerous. Their eggs and stomach acid can be sold for hundreds of gold pieces.

DC 20: As battle with a sea monster goes on, the stakes are raised: a bloodied sea monster might retreat, but a bloodied ship might capsize.

DC 25: There are other sea monsters, including the frightening whale-like leviathans, and the unique Great Grey, terrorizing the waters east of the Frothing Sea. These monsters have not developed self preservation instincts, so they will not retreat from combat.

DC 30: The strongest creature of the Seas is not made of flesh: Cabora is guarded by a living whirlpool called the Vodanken.

Siren, Théan

SIRENS IN THÉAH ARE NOT BEAUTIFUL FAIRYTALE DAMSELS. They are vicious creatures of the sea, using their ghoulish claws and teeth to tear flesh, particularly human flesh.

Siren Predator	**Level 3 Brute**
Medium natual humanoid (aquatic)	XP 150
Initiative +3	**Senses** Perception +3; *seasense* 10
HP 51; **Bloodied** 25	
AC 15; **Fortitude** 17, **Reflex** 15, **Will** 15	
Resist 5 cold	
Speed 1 (clumsy) **Swim** 8	
Claw (standard; at-will)	
+7 vs. AC; 1d8 + 4 damage, and the Siren grabs the target.	
Rending Bite (standard; encounter)	
+7 vs. AC; 3d8 + 4 damage against a grabbed target.	
Seasense	
If submerged, the Siren can perceive creatures and objects within range and in contact with the sea, as if she had line of sight, without needing to make a Perception check.	
Alignment Chaotic Evil	**Languages** choose one
Skills Bluff +6, Stealth +8	
Str 18 (+5)	**Dex** 15(+3)	**Wis** 14(+3)
Con 11(+1)	**Int** 7(-1)	**Cha** 10(+1)

Tactics: Sirens are extremely dangerous against non-aquatic opponents (see *Dungeon Master's Guide* p.45). They always attack in groups, grabbing people fallen from their ships, often because of a sea battle. The smell of blood draws the Sirens to attack the wounded first, grabbing them and keeping them in water. Usually their victim dies from blood loss before drowning.

Siren Lore

A character knows the following:

Nature DC 15: Sirens are human-like enough to pretend that they are drowning women. When seamen approach to help the Siren, her friends emerge from the depths and attack. Sometimes they eat their victims half-alive, making a keening sound of pleasure, known as "the siren's song".

Nature DC 20: While they are not particularly intelligent, the Sirens easily find prey with their preternatural scent, or by following ships with a reputation of bloodshed, like Crimson Rogers or the Black Freighter.

Arcana DC 20: The Sirens serve the Queen of the Sea, a cruel black siren-like monstrosity.

Arcana DC 25: There is not one, but two Queens of the Sea, and they are ancient enemies. The one is the Black Siren, the other is Maab, Queen of the Unseelie.

Thalusai

INSECTOID BIPEDALS, the Thalusai are a race of Syrneth that is definitely not extinct. Their spies silently prepare the return of their race. As they are cold, calculating, and see other races as slaves-to-be, their arrival will not be celebrated.

Thalusai Lore

A character knows the following:

History DC 15: Thalusai are a race of Syrneth that lived once in Théah. Bizarre technological relics of their civilization are still found by the Explorers.

Religion DC 15: Syrneth are condemned by the Prophets, being evil creatures linked to sorcery.

Arcana DC 20: The Sidhe raised a Barrier to keep Syrneth outside Théah, but many straits of sorcery weaken it.

Arcana DC 25: Some Thalusai can take the appearance of humans and have already passed the Barrier.

Thalusai Infiltrator — **Level 8 Skirmisher (Leader)**
Medium natural humanoid — XP 350

Initiative +10 — **Senses** Perception +7, low-light vision
Anathema to the Barrier aura 8; Allies gain a +2 bonus to attacks with non-weapon powers.
HP 83; **Bloodied** 41
AC 23; **Fortitude** 19, **Reflex** 20, **Will** 19
Speed 6

Lens Dagger (standard; at-will) ✦ **Fire, Weapon**
+11 vs. Reflex; 1d4 + 4 fire damage. Shift 1 square after the attack. See also *lens blade* and *combat advantage.*

Combat Advantage
The Thalusai infiltrator deals an extra 2d6 damage on melee attacks against any target it has combat advantage against.

Disguise Ring
A Thalusai infiltrator can take the appearance and voice of any person it has seen and heard, gaining a +8 bonus to Bluff checks to impersonate that person.

Lens Blade
When the Thalusai Infiltrator's dagger is activated, it emits a beam of light that can cut through practically anything. In this form, the dagger does d10s instead of d4s of damage.

Alignment Any Evil — **Languages** syrneth and any three
Skills Bluff +13 (21 with *Disguise Ring*), Stealth +13

Str 16(+7)	**Dex** 18(+8)	**Wis** 17(+7)
Con 11(+4)	**Int** 17(+7)	**Cha** 14(+6)

Equipment disguise ring, leather armor, lens dagger

Tactics: Thalusai infiltrators avoid combat, except from easy silent assassinations. They use a dagger, but when they think that no witnesses will survive, they activate it, presenting the lens blade. Sometimes, they can be found heading a cult of *Aggiotage*, greedy bargainers:

Level 6 (Level 7 for 4 PCs) Encounter (XP 1200)

- 1 thalusai infiltrator (level 8 skirmisher)
- 6 human lackeys (level 7 minion)
- 2 human mages (level 4 artillery)

Thalusai Invader — **Level 10 Artillery**
Medium natural humanoid (shapechanger) — XP 500

Initiative +10 — **Senses** Perception +8, low-light vision
HP 79; **Bloodied** 39
AC 25; **Fortitude** 22, **Reflex** 22, **Will** 21
Speed 6

Lens Blade (standard; at-will) ✦ **Weapon**
+14 vs. Reflex; 1d10 + 6 damage.

Laser Shot (standard; at-will) ✦ **Fire, Weapon**
Ranged 10/20; +16 vs. Reflex; 2d8+5 fire damage.

Light Blast (standard; recharge ⚁ ⚂ ⚃) ✦ **Fire, Weapon**
Area burst 1 within 10; +15 vs. Reflex; 2d8+5 fire damage. *Miss:* Half damage.

Disguise Ring
A Thalusai invader can take the appearance and voice of any person it has seen and heard, gaining a +8 to Bluff checks to impersonate that person.

Alignment Any Evil — **Languages** syrneth and any one
Skills Bluff +13 (21 with *Disguise Ring*), Stealth +15

Str 16(+8)	**Dex** 20(+10)	**Wis** 17(+8)
Con 13(+6)	**Int** 14(+7)	**Cha** 12(+6)

Equipment disguise ring, combat suit, laser gun, lens blade

Tactics: Thalusai invaders use disguise and stealth to position themselves in high positions from which they can attack many enemies without fearing immediate retaliation. They use Light Blast without second thought against multiple enemies.

THALUSAI CHARACTERS

Average Height: 5' 10'' – 6' 2'' (1,78m – 1,88m)
Average Weight: 155 – 210 kg (70 – 95 kg)

Ability Scores: +2 Intelligence, +2 Wisdom
Size: Medium
Speed: 6 squares
Vision: Low-light

Languages: Syrneth
Skill Bonuses: +2 Bluff, +2 Craft (choose one)
Exoskeleton: You gain +1 bonus to AC.
Disguise Ring: You can use your *disguise ring* at will. Only Thalusai can use a Disguise Ring.

Disguise Ring — **Racial Power**
You project a stored image on you, and also use a voice modifier to impersonate someone you have seen.

At-Will ✦ **Illusion**
Minor Action — **Personal**
Effect: You make yourself, your clothing, and your equipment look as if you were a specific individual you have seen and heard, of similar build and size. Your voice changes appropriately, but anyone touching you might notice your alien exoskeleton. The illusion lasts indefinitely, although you can end it as a minor action.
Anyone attempting to see through the ruse makes an Insight check opposed by your Bluff check, and you gain a +8 bonus to your check.

Unraveled

SOME PEOPLE FORGET HOW DANGEROUS MAGIC IS, particularly Fate Magic. Unraveled in Théah often appear as sad and thin women, surrounded by loose fate strands. Few of them survive their initial madness, Die Kreuzritter, inquisitors, and other Unraveled.

Unraveled Lore

A character knows the following:

Arcana DC 20: A Sorte Fate Witch that tries pulls the strands too hard in order to complete a ritual that is too strong for her might be hit by a strand that snaps, and become an Unraveled.

Religion DC 20: Unraveled are undead native to Vodacce. They used sorcery in their life, and foul strands at death. They are particularly dangerous during the night.

Arcana DC 25: Unraveleds' lashes cause oozing wounds that leave ugly scars which can only disappear with magic.

Unraveled Unlucky Witch — **Level 11 Lurker**
Medium natural humanoid (undead) — XP 600

Initiative +11 — **Senses** Perception +5, darkvision
HP 88; **Bloodied** 44
AC 24; **Fortitude** 23, **Reflex** 23, **Will** 24
Immune disease, poison
Resist 10 necrotic
Speed 6

Fate Lash (standard; at-will)
Threatening Reach 2; +13 vs. Fortitude; 1d6 + 5 damage, and the target is grabbed. See also *combat advantage.*

Strands through the Barrier (standard; recharge)
Close Burst 2; +12 vs. Fortitude; 3d6+5 damage, and the target is immobilized (save ends).

Combat Advantage
The Unravled Unlucky Witch deals an extra 3d6 damage on melee attacks against any target it has combat advantage against.

No Strands Attached (minor; encounter)
The unlucky witch gains *phasing* until the end of its next turn. For the duration, the Witch can take grabbed creatures with her, as if they were using *phasing* too.
Cannot be used under direct sunlight.

Alignment Chaotic Evil **Languages** vodacce and one more
Skills Arcana +14

Str 11(+5)	**Dex** 14(+7)	**Wis** 11(+5)
Con 16(+8)	**Int** 18(+9)	**Cha** 21(+10)

Tactics: Unraveled Unlucky often use *Fate Lash*, followed by *No Strands Attached* to kidnap another Fate Witch or a despised relative past a wall.

Someone reminding an Unraveled unlucky witch the rare happy moments of her past life could avoid combat, or even liberate her soul of this sad existence.

Unraveled Ancient Strega — **Level 18 Solo Controller**
Medium natural humanoid (undead) — XP 10,000

Initiative +11 — **Senses** Perception +12, darkvision
Lashing Strands aura 2; all creatures other than the Strega threat the area as difficult terrain.
HP 850; **Bloodied** 425; see also *bloodied stare*
AC 30; **Fortitude** 29, **Reflex** 27, **Will** 30
Immune disease, poison
Resist 10 necrotic
Saving Throws +5
Speed 6
Action Points 2

Fate Lash (standard; at-will)
Threatening Reach 2; +20 vs. Fortitude; 1d8 + 7 damage, and the target is grabbed and dazed. The dazed condition lasts until the end of the target's next turn.

Double Attack (standard; at-will)
The Strega makes two Fate Lash attacks.

Black Strands (standard; recharge)
Close Burst 2; +20 vs. Fortitude; 3d8+7 damage, and the target is restrained (save ends).

Laying Bare the Soul (standard; encounter) ✦ **Fear**
Ranged 15; +21 vs. Will; The target is dominated (save ends). On the second failed save, the target is is no longer dominated, but is permanently dazed.

Sweep the easy targets (immediate reaction, if an adjacent enemy does not move on its turn; at-will)
+21 vs. Reflex; 1d8 + 7 damage, and the target is knocked prone.

Bloodied Stare (free, when first bloodied; encounter)
The Strega's *Laying Bare the Soul* recharges, and she uses it immediately, preferably against its last attacker.

No Strands Attached (minor; recharge) See below
Alignment Evil — **Languages** Vodacce and four more
Skills Arcana +20, Intimidate +21

Str 13(+10)	**Dex** 15(+11)	**Wis** 17(+12)
Con 18(+13)	**Int** 22(+15)	**Cha** 24(+16)

Tactics: When an Ancient Strega is attacked, she uses *Laying Bare the Soul* to draw enemies close, where she has many ways to damage them without fearing retaliation.

UNRAVELED TEMPLATE

Prerequisites: Humanoid

Unraveled — **Elite Lurker**
Humanoid (undead) — XP Elite

Senses Darkvision
Defenses +2 AC; +2 Fortitude, +2 Reflex, +2 Will
Immune disease, poison
Resist 5 necrotic at 1st level, (10 at 11th level, 15 at 21st level)
Saving Throws +2
Action Point 1
Hit Points +6 per level + Constitution score

POWERS

Fate Lash (standard; at-will)
Threatening Reach 2; Level + 2 vs. Fortitude; 1d6 + Charisma damage, and the target is grabbed.

No Strands Attached (minor; encounter)
The Unraveled gains *phasing* until the end of its next turn. For the duration, the Unraveled can take grabbed creatures with it, as if they were using *phasing* too.
Cannot be used under direct sunlight.

Appendix: Friends and Nemeses

Théan Personalities

Brenden Stattford **Level 16 Elite Skirmisher**
Medium fey humanoid, eladrin XP 2,800

Brenden is an Explorer of renown. Despite his quirks, everyone recognizes in him a master ship builder and daring adventure. The truth is strange, though: he was a Sidhe that was banished to mortality for feeling true emotions, fascinated with the risk Explorers could put their life in. Now he is in love with Head Field Scholar Cristenne d'Asourne.

See *Explorer's Society* for more.

Initiative +12 **Senses** Perception +9; low-light vision
HP 143; **Bloodied** 71; **Healing Surges** 2
AC 33; **Fortitude** 27, **Reflex** 30, **Will** 34
Speed 6
Action Points 1

Dagger (standard; at-will) ✦ **Weapon**
+20 vs. AC; 1d4 + 9. See also *sneak attack.*

Eyebite (standard; at-will) *Player's Handbook 132*
Ranged 10; +22 vs. Reflex; 1d6 + 14 psychic damage and Brenden is invisible to the target until the start of the target's next turn.

Anne o'the Wind's Challenge (standard; encounter) *p. 23*
Ranged 10; +22 vs. Will; 2d8 + 14 psychic damage and the target suffers a -7 penalty to all defenses until the end of Brenden's next turn. If the target has a level equal or greater than Brenden, Brenden can use his Misty Step.

Cloud of Steel (standard; encounter) *Player's Handbook 121*
Blast 5; +19 vs. AC; 1d4 + 11 damage.

Knockout (standard; daily) *Player's Handbook 121*
+22 vs. Fortitude; 2d4 + 11 damage, and the target is unconscious (save ends). See also *sneak attack.*

Dark's Own Luck (free; daily) *Player's Handbook 134*
Fey Step (move; encounter) *Player's Handbook 38*
Infuriating Elusiveness (move; encounter) *Player's Handbook 137*
Misty Step (no action; special) *Player's Handbook 130*
Sneak Attack +3d6 (no action; encounter) *Player's Handbook 117*
Warlock's Curse (minor; at-will) *Player's Handbook 131*

Alignment Unaligned **Languages** Avalon, Montaigne, Vesten
Skills Arcana +19, Craft (Large Constructions) +17, Thievery +17
Str 14(+10) **Dex** 18(+12) **Wis** 12(+9)
Con 15(+10) **Int** 18(+12) **Cha** 25(+15)

Description Brenden looks as a 25 year old, despite being much older. All the passion is there. But sometimes, he looks as if he wants to say something, and he doesn't.

Tactics: Brenden's ability to disappear from sight and reappear somewhere else helps him explore dangerous places, as well as employ hit and run tactics. He often opens the battle using Warlock's Curse and Anne o'the Wind's Challenge against a dangerous looking defender, and then positions himself in a place from which he can use Knockout in the next turn. If the target is a monster, he might follow with a coup de grace with sneak attack, otherwise he might tell his crew to grab and bind his opponent.

Brenden is even more dangerous on ships he has constructed, as he conceals passages and uses secret glamour rituals to protect the ship.

Kheired Din **Level 21 Elite Soldier**
Medium immortal humanoid XP 6,400

Kheired-Din was always a devout follower of the Second Prophet, but he claims the Prophet has spoken to him during a journey to a Syrneth Ruin. Commanding "Strange Skies", with a crew of fanatics and slaves, he helped rising Cabora from the depths, and now sets his foot on that island, to flood the 7th Sea into Théah.

See *Waves of Blood* for more.

Initiative +12 **Senses** Perception +14
HP 181; **Bloodied** 90; **Healing Surges** 3, **regeneration** 4
AC 33; **Fortitude** 35, **Reflex** 30, **Will** 33
Speed 6
Action Points 1

Scimitar (standard; at-will) ✦ **Weapon**
+27 vs. AC; 1d8 + 15 damage (+3d8 on critical)

Holy Strike (standard; at-will) *Player's Handbook 92*
+27 vs. AC; 2d8 + 15 damage, +4 against marked, +3d8 on critical.

Beat Them into the Ground (standard; encounter) *Player's Handbook 149*
+27 vs. Fortitude; 2d8 + 15 damage, and the target is knocked prone. Allies in 5 squares make a basic attack against any target, that knocks prone instead of dealing damage.

Crusader's Boon (standard; daily) *Player's Handbook 97*
+27 vs. AC; 4d8 + 15 damage (+3d8 on criticals), and you and adjacent allies gain +1 power bonus to attack rolls until the end of the encounter.

Hand of the Gods (Prophets) (standard; encounter)
Burst 1; +24 vs. Fortitude; 2d10 + 14 damage, and the target is marked. Allies in the burst gain +4 power bonus to attack rolls (see *Player's Handbook, p. 97* for more).

The 7th Sea (standard; daily) *p. 25*
+27 vs. AC; 3d8+15 damage (+3d8 on criticals), and you and allies score critical on 18-20 against the target, until the start of your next turn.

Cleansing Spirit (minor; encounter) *Player's Handbook 95*
Cross' Protection ✦ **Healing**
If Kheired-Din is reduced to 0 hit points, he rises 1 hour afterwards with 45 hit points.

Divine Challenge (minor; at-will) *Player's Handbook 91*
Inspiring Word +5d6 (minor; daily) *Player's Handbook 145*
Lay on Hands (minor; 4/day, special) *Player's Handbook 91*
White Raven Formation (standard action; daily) *Player's Handbook 150*

Alignment Evil **Languages** Castillian, Crescent, Montaigne, Vodacce
Skills Arcana +16, Intimidate +20, Religion +19
Str 22(+16) **Dex** 14 (+12) **Wis** 19(+14)
Con 13(+11) **Int** 12(+11) **Cha** 20(+15)
Equipment scimitar, starleather armor, tattoo-holy symbol

Description A towering dark-skinned Corsair, with a goatee, many golden rings on his ears and an elaborate geometrical tattoo on his bald head.

Tactics: Nothing can kill Kheired-Din, unless the Cross of the Prophets hidden in a Syrneth Ruin in the Crescent Empire is destroyed. If his body is destroyed, he reappears aboard *Strange Skies* 1 hour afterwards.

Still, he knows that the longest he stays, the more his crew can accomplish. He starts issuing a *divine challenge* to a dangerous opponent and setting the tempo with *Crusader's Boon*, and then orders his crew to *Beat Them into the Ground*. If the enemies can recover from that, he strategically heals his most local allies (ignoring simple minions) and directs the enemy's attacks to him with *Hand of the Prophets*. Now the opponent has to face someone who does not fear death…

Beyond Class Powers for NPCs

When choosing an NPC's class powers, you could add flavour without unbalancing the character by picking also powers and skills from a second class, or from swordsman schools as they appear in chapter 3. Just remember to stay within the number of powers presented in *Dungeon Master's Guide, p. 188.*

Maria Soledad Rivera y Aldana **Level 13 Elite Skirmisher**
Medium natural humanoid XP 1,600

The Queen of Castille is much more than an elegant woman alongside King Good Sandoval. Not only she occasionally roams the streets as the legendary masked vagabond El Vago, to keep alive a legacy her dead father started, but she also takes active but discreet say in the politics of Castille, furthering the secret agenda of the Sophia's Daughters.

Maria Soledad here is slightly more experienced than the one found in *Los Vagos*, to accommodate for her further evolution in *Rapier's Edge*.

Initiative +13 **Senses** Perception +7
HP 125; **Bloodied** 62; **Healing Surges** 2
AC 28; **Fortitude** 25, **Reflex** 27, **Will** 25
Speed 6
Action Points 1

Aldana Rapier (standard; at-will) ✦ **Weapon**
+15 vs. AC; 1d8 + 8. See also *hunter's quarry, sneak attack.*

Hand Crossbow (standard; at-will) ✦ **Weapon**
Ranged 10/20; +18 vs. AC; 1d6 + 10.

Hit and Run (standard; at-will) *Player's Handbook 105*
+19 vs. AC; d8 + 11 damage, and if Maria moves in the same turn afterwards, the first square does not provide opportunity attacks from the target.
See also *hunter's quarry*, *sneak attack*.

Let Me Show you How (standard; encounter) *p. 16*
+19 vs. AC; 2d8 + 11 damage, and push the target 1 square.
The target must have missed an attack against Maria in the previous turn. See also *hunter's quarry*, *sneak attack*.

One to Bind, One to Bite (standard; encounter) *p. 16*
+19 vs. Ref; 1d8 + 11 damage and Maria and the target are restrained until the start of Maria's next turn.
Secondary Attack: +18 vs. Ref; 2d8 + 10 damage.
See also *hunter's quarry*, *sneak attack*.

Spray of Arrows (standard; daily) *Player's Handbook 108*
Blast 3; +18 vs. AC; 2d6 + 10 damage. Miss: half damage

Expeditious Stride (minor; encounter) *Player's Handbook 108*
Hunter's Quarry +2d6 (minor; at will) *Player's Handbook 104*
Sneak Attack +3d6 (no action; encounter) *Player's Handbook 117*
Timely Parry (immediate interrupt; encounter) *p.16*
+16 vs a melee attack that hit Maria; The attack misses instead.

Alignment Unaligned **Languages** Avalon, Montaigne, Vesten
Skills Athletics +14, Bluff +15, Diplomacy +15

Str 16(+9)	**Dex** 21(+11)	**Wis** 13(+7)
Con 11(+6)	**Int** 12(+7)	**Cha** 19(+10)

Equipment leather armor, *+3 castillian blade* – aldana (p. 28), second rapier

Description Maria Soledad is a stunningly beautiful 25 year old Castillian with dark long curly hair and dark brown eyes. She has a muscular body that she disguises well beneath her clothing.

Tactics: Maria Soledad strikes against enemies of the Castillian people. If she is not prepared, or if she has done her job, she uses *Spray of Arrows* (sometimes she cuts a chandelier's rope, having the same effect) and *Expeditious Stride* to escape from the villain's minions.

Otherwise, she springs from hidden, using *hunter's quarry*, *sneak attack* and *one to bind, one to bite* as a deadly trap. The restrained opponent often thinks that the only solution is to stay and fight, and pays dearly for that: Maria can parry the attack and follow up with *Let Me Show you How.*

Sylvia Etalon du Toile **Level 7 Elite Soldier**
Medium natural humanoid XP 600

Waiting for porté

Wu Shang Fon **Level 10 Elite Soldier (Leader)**
Medium natural humanoid XP 1,000

Empress Wu Shang Fon's skill as a ruler has managed to gain the respect of many in Han Hua and other Cathayan nations. A warlady of renown, she is the Queen that westerners met when they first arrived to Cathay.

See *Cathay: Jewel of the East* for more.

Initiative +7 **Senses** Perception +7
Combat Leader Aura 10. Allies who can see and hear Wu Shang Fon gain a +2 power bonus to initiative.
HP 90; **Bloodied** 45; **Healing Surges** 1
AC 28; **Fortitude** 24, **Reflex** 24, **Will** 23
Speed 6
Action Points 1

Longsword (standard; at-will) ✦ **Weapon**
+14 vs. AC; 1d8 + 6 damage.

Crossbow (standard; at-will) ✦ **Weapon**
Ranged 15/30; +11 vs. AC; 1d8 + 3 damage.

Commander's Strike (standard; at-will) *Player's Handbook 145*
An ally makes a melee basic attack, doing +4 damage.

Sunder Armor (standard; daily) *Player's Handbook 148*
+14 vs. AC; 2d8 + 6 damage, and until the end of your next turn, attacks against the target score a critical hit on a roll of 18-20.

White Raven Strike (standard; daily) *Player's Handbook 149*
+14 vs. AC; 3d8 + 6 damage, and 1 or 2 allies within 10 gain 15 temporary hit points, +2 if you dropped the target to 0 hp.

Inspiring Word (minor; 2/encounter) *Player's Handbook 145*
You or one ally can spend a healing surge and heal +2d6 hp.

Soft Martial Arts *Based on page 60*
Wu Shang Fon takes no penalties when disarmed, apart from the fact that all her melee attacks do d6s instead of d8s.

Tactical Shift (immediate interrupt) *Player's Handbook 149*
Alignment Lawful Good **Languages** Crescent, Han Hua, Tassil, Théan, Xian-Bei
Skills Acrobatics +10, Diplomacy +14, History +14

Str 16(+8)	**Dex** 11(+5)	**Wis** 14(+7)
Con 10(+5)	**Int** 18(+9)	**Cha** 15(+7)

Equipment *Circlet of authority*. In battle (stats above) she fights in Cathayan bamboo armor, equivalent to a darkhide armor.
Description Even if she is an elegant black haired Cathayan in elaborate red and golden silk robes, all attention towards Wu Shang Fon is directed to her piercing and calculating eyes.

Tactics: Wu Shang Fon knows that risking her life is risking the survival of the empire, so she usually stays behind the combat line, using *Commander's Strike* to have her soldiers test her enemies, and *Inspiring Word* to protect key bodyguards. If she discovers that an enemy is too powerful for her soldiers to combat, and retreat seems unwise, she uses *Sunder Armor* and *White Raven Tactics* to help her allies bring him down.

Yngvild Olafsdottir **Level 14 Elite Skirmisher**
Medium natural humanoid XP 2,000

Yngvild's family was destroyed by the Vendel, when her father refused to sell his land to them. Yngvild's life has been dedicated to vengeance, aboard her ship Revensj. Enemies speak about a 2-meter tall woman, but in reality she is a relatively short fierce Lærdom runecaster. She has realized that only a cataclysmic event could stop the Vendel, thus she found all Riving Runes around the world and sailed to Cabora to open the gates of Valhalla.

See *Waves of Blood* for more.

Initiative +8 **Senses** Perception +12
HP 124; **Bloodied** 62; **Healing Surges** 2
AC 29; **Fortitude** 27, **Reflex** 26, **Will** 30
Speed 6
Action Points 2

Bastard Sword (standard; at-will) ✦ **Weapon**
+19 vs. AC; 1d10 + 9 damage.

Righteous Brand (Sinne) (standard; at-will) Player's *Handbook 63*
+19 vs. AC; 1d10 + 9 damage, and 1 ally within 5 gains +4 ag. target.

Dread of the High Seas (standard; encounter) p. 24
+19 vs. AC; 2d10 + 13 damage, and target is weakened until next turn.

Arc of the Righteous (standard; encounter) *Player's Handbook 67*
+19 vs. AC; 2d10 + 9 damage, and secondary against creature in 3 sq.

Holy Spark (standard; daily) *Player's Handbook 68*
+16 vs. Will; 2d10 + 9 lightning damage, and ongoing 10 damage and more.

Defensive Rally (standard; daily) *Player's Handbook 149*
Divine Vigor (minor; daily) *Player's Handbook 66*
Divine Fortune (Kjøtt**)** (free; encounter) *Player's Handbook 62*
Healing/Inspiring Word +3d6 (minor; special-almost at will) *Player's Handbook 62, 145*

Alignment Unaligned **Languages** Avalon, Montaigne, Vesten, Vodacce
Skills Diplomacy +17, Nature +17

Str 18(+11)	**Dex** 13(+8)	**Wis** 20(+12)
Con 12(+8)	**Int** 15(+9)	**Cha** 20(+12)

Description Yngvild is a relatively short blond woman with hardened blue eyes. You can see there the love for her crew, as well as her fury against anyone allied to the Vendel. She wields a heavy sword and a light runecarved shield.

Tactics: Yngvild's ship is an improved Vesten Longship (see Chapter 5), with the most dangerous crew ever amassed in the world: 21 Living Runes (Chapter 7)! She maneuvers it for a quick boarding.

The captain starts with *Arc of the Righteous* to clear the way with lightning. When she points out a particularly powerful or hated adversary, she uses her *Holy Spark* and *Dread of the High Seas* against him, combined with *Divine Fortune* to increase her chances of succeeding. At the same time, she knows that she has plenty of healing powers, and uses them constantly to protect the Living Runes.

Non-Théan Personalities

[+1 historical heroic?]

Fumir "Doppel" Deepcave **Level 8 Elite Soldier**
Medium natural humanoid XP 1,200

Fumir is a dwarf who left his land to earn money to rebuild his family's ancient burrows. His mercenary missions filled his hands with blood, until he met a kind woman, daughter of a rich shipbuilder. Her blue eyes brought warmth back to Fumir's heart. Fumir is now a guard on one of her father's ships, impatient to prove his worth.

Initiative +5 **Senses** Perception +8; low-light vision
HP 80; **Bloodied** 40; **Healing Surges** 1
AC 24; **Fortitude** 23, **Reflex** 18, **Will** 21, *dracheneisen armor*
+5 to saving throws against poison
Speed 5
Action Points 1

Zweihander (standard; at-will) ✦ **Weapon**
+15 vs. AC; 1d12 + 8

Handaxe (standard; at-will) ✦ **Weapon**
Ranged 5/10; +13 vs. AC; 1d6 + 7.

Cleave (standard; at-will) *Player's Handbook 77*
+15 vs. AC; 1d12+8, and 4 to other adjacent enemy.

Griffon's Wrath (standard; encounter) *Player's Handbook 80*
+15 vs. AC; 2d12 + 8, and target takes -2 to AC until the end of your next turn.

Rain of Steel (minor; daily, stance) *Player's Handbook 79*
An enemy that starts its turn adjacent to you takes 1d12.

Combat Challenge (no action; at will) *Player's Handbook 76*
Dwarven Resilience (minor; encounter) *Player's Handbook 36*
Köhler (immediate interrupt; encounter) *p.29*
Cancel a combat advantage against you. Ends Rain of Steel.
Stand Your Ground (no action) *Player's Handbook 36*

Alignment Unaligned **Languages** Common, Dwarven
Skills Endurance +13, Heal +13, Streetwise +9

Str 18(+8)	**Dex** 12(+5)	**Wis** 18(+8)
Con 15(+6)	**Int** 10(+4)	**Cha** 11(+4)

Equipment Dracheneisen scale armor (p. 26): ignores armor piercing of firearms, masterwork zweihander +2
Description Fumir has a wild blonde beard over a well-polished scale armor with small dragonic wings on the joints. He wields with ease a sword which exceeds his height.

Tactics: Fumir has fought in large battles, escort missions, and fierce duels. He can lock a dangerous enemy with *combat challenge* and *griffon's wrath*, while cleaving nearby minions. His most dangerous ability, though, is his *Rain of Steel* stance, which he can use to slaughter all adjacent enemies, or slowly break even the most heavily armoured opponent.

Laila **Level 21 Elite Skirmisher**
Medium natural humanoid XP 6,400

Laila was born in a roaming caravan of blacksmiths and entertainers. Her first cry was accompanied by a fierce storm that frightened her family wagon's animals to a frenzied run. One of the poor animals made a wrong step and fell from the cliff side, taking with it the whole wagon. The whole survivor was Laila. This was just the first time misery followed the girl's steps…

Initiative +16 **Senses** Perception +12
HP 185; **Bloodied** 92; **Healing Surges** 3
AC 38; **Fortitude** 33, **Reflex** 38, **Will** 35
Speed 6
Action Points 1

Dagger (standard; at-will) ✦ **Weapon**
+24 vs. AC; 1d4 + 15. See also *sneak attack.*

Dire Radiance (standard; at-will) *Player's Handbook 131*
Ranged 10; +23 vs. Fortitude; 2d6 + 13. Extra 2d6 + 13 if the target moves nearer to you on its next turn.

Fates Entwined (standard; encounter) *Player's Handbook 140*
Ranged 5; +25 vs. Will; 2d8 + 15 psychic. Until the end of your next turn, the target takes half the damage you take.

Snake's Retreat (standard; daily) *Player's Handbook 124*
+29 vs. AC; 6d4 + 15. See also *sneak attack.* When the target makes a melee or ranged attack against you, you can shift 1 square as an immediate interrupt (saves ends).

Stab and Grab (standard; encounter) *Player's Handbook 124*
+29 vs. Reflex; 3d4 + 15, and you grab the target.

Tendrils of Thuban (standard; daily) *Player's Handbook 137*
Burst 1 within 10; +23 vs. Fortitude; 4d10 + 13 cold and the target is immobilized (save ends). Special sustain effect.

Accursed Shroud (standard; daily) *Player's Handbook 140*
Eye of the Warlock (minor; daily) *Player's Handbook 137*
Fate of the Void (no action; at-will) *Player's Handbook 131*
First Strike (no action; at will) *Player's Handbook 117*
Mob Mentality (standard; encounter) *Player's Handbook 120*
Sneak Attack +5d6 (no action; once per round) *Player's Handbook 117*
Warlock's Curse (minor; at-will) *Player's Handbook 131*

Alignment Unaligned **Languages** Common, Deep Speech, Elven, basic Supernal
Skills Insight +17, Intimidate +20, Thievery +21

Str 12(+11)	**Dex** 22 (+16)	**Wis** 14(+12)
Con 17(+13)	**Int** 13(+11)	**Cha** 20(+15)

Equipment feyleather armor, *Rod of Dark Reward +5*
Common Rituals *Staves Spread*, *Voice of Fate* (counts as level 28 for these rituals, see Sorte in pages 43-44).
Description Despite the 89 years of her life, Laila still looks like an 11 year old girl. It is difficult to remember her face, apart from her deep black eyes, which look as two pits of grief.

Tactics: Laila seems motionless most of the time, giving the impression of a fragile girl. If her premonitions tell her to do it, though, she will attack when least expected, using often *eye of the Warlock* and *dire radiance* to attack someone who cannot see her. She tries to gain combat advantage immediately, using her *snake's retreat* or *fates entwined* in a lethal combination of attack and defense. If she faces multiple opponents, she lets strands of fate to become *Tendrils of Thuban*, freezing all of them at once.

For use with the 4th Edition

Dungeons & Dragons

Roleplaying Game

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