

4TH
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Scarrport

REALITY DEVIANT
PUBLICATIONS

CITY OF SECRETS



MATHEW J. HANSEN, DAVID JARVIS, GRAYDON SCHLITCHER,
GREG TITO, CHRISTOPHER URINKO



CHAPTER ONE: SCARRPORT

FRESH OFF THE BOAT

Welcome, traveler, to the city of secrets! I can tell you're fresh off the boat by that wide-eyed look on your face. There's much to take in, to be sure. But you'd best learn to survive Scarrport fast, otherwise you're sure to get taken in by scamps and grifters who wouldn't think twice about gutting you for that fat purse you're trying so hard to hide under your cloak. Mark my words, lad. Grow some steel in your spine an' eyes in the back o' yer head, or you'll be feeding the night fang eels in the river before the night is out..

Oh, don't get me wrong, a good many people you'll meet in the four boroughs are law-abiding citizens, content to live their lives and take what the river brings them. High Lord Kranak does a good enough job of runnin' the city, to be sure — even though he be dragonborn. I don't cotton to his kind meself, but I can no' fault him for the job he does. Truth be told, the high lord has put on a good showing fer himself in the past few years, compared to them that came before. High Lord Kranak cleaned up the rampant crime in Jharadin; made it a proper place for whorin' and drinkin' again. Oh, you don't cotton to that kind o' fun eh? Well, I dun' say as I blame ye. The burnin' ain't always worth the ticklin' if ye take my meanin. But ye'll find the best ale this side of the Hellfury Peaks in the taverns of Jharadin, and the gamblin's fair — for the most part.

Anyhow, Kranak forced them black-blooded Krugun Darkblades down into the Underwarren where they belong. Burned the Jharadin to the ground when the fever plague hit, callin' it a cleansing. Ahh but that mess made him mighty unpopular in those days — as sure as the Torberyn'll flood its banks before Moonrun it did. Ol' Kranak had to duck and dodge more than a few crossbow bolts and gremlin bombs while he rebuilt Jharadin. In the end though, after the red-skinned dragonborn compensated the townsfolk, innkeepers and merchants, most people stopped complainin' — though now and again you'll hear rumor of some wretch who lost everything in the fires lookin' fer some payoff. It never ends well for them who go up against the Red Watch. I guess some people never learn.

Truth be told, Kranak saved the city. The fever plague burned its way through Jharadin. If he didn't raise the drawbridges and burn the district to the ground, it might have swept across the entire city and spread all throughout the realms. Jharadin looks much easier on the eyes now to be sure, though the smell of blood from the Ghodon slaughterhouses can make ye wanna stay indoors when the

wind be right. Don't be fooled by the facelift, though lad. Crime was worse before the cleansin', but there still be plenty o' places in the borough even I wouldn't go at night. That said, it's much better than the Fens.

I try an' stay outta the Fens if I can. They say even Kranak's red watch won't go into that place without more'n thirty men. It be nothin' but slums — full o' thieves and murderers. Gangs control the Fens, fightin' each other block by block. Some say Kranak might send in a few companies to cleanse it soon, but I dunna believe the rumor. The Isle of Stone Dogs, now, this be a strange place at night.

What is The Isle of Stone Dogs you ask? Why, lad, ye be standin' on it! It's the near-five mile-long island in the center of the river; the place where river craft from all over the realms come to sell their cargo, take on passengers and make their way up stream to Winter's Heart or down stream to the gleaming city of Toryth. Travelers from all lands — East, West, North and South — converge on the Isle of Stone Dogs. Some are heroes seeking fame and fortune in the Hellfury Peaks, others are lords, ladies; even diplomats from distant lands come to negotiate trade agreements with the merchant council. But whatever the reason, everyone comes to Scarrport eventually, and the Isle of Stone Dogs be where they take leave of their ships. If they be comin' overland to find passage on a river boat, then the Isle of Stone Dogs is where they reach their journey's end.

The Isle of Stone Dogs is the beating heart of Scarrport. When the first adventurers and explorers came here nearly two hundred years ago, the area was a great deserted ruin. Oh, to be sure, both sides of the river had their fair share of abandoned buildings and stone walls and watch towers guarding the ancient city, long since fallen into disrepair; but the Isle had the largest concentration of them. Like a massive, walled city it was, with great stone towers, mysterious temples and other buildings spread all across the isle. Many o' them still are standin'. Ye can tell the old stonework from the new by the strange runes and carvings. The entire city has been rebuilt on top of the old, lad. Many of the remains have been preserved and are even used as apartments or shops. Even the High Lord's stronghold has been built from the old foundations! If I were making the decisions — and mind ye, nobody's asking my opinion — I think I'd have cleansed the place and started from scratch. Ye see, the Isle of Stone Dogs be haunted.

It's true! Burn yer black bones if ye don't believe me! Ye best be wary walkin' these streets at night, fer specters, ghouls and other dark fiends from the great beyond prowl the Isle of Stone Dogs. If I be lyin', may the mighty river sweep me down stream! Some say they be angry spirits summoned up by the isle itself to protect its secrets. Others claim they be the work of warlocks hired by the city watch to keep thieves and scamps from causin' trouble. But sure as the river runs, if you stay in Scarrport long enough, you'll be hearin' of some poor sap found dead, pale white as if some Hell Spawn from them blasted peaks to the west and drained all the blood from his body. I hear tell High Lord Kranak is

pondering raisin' the drawbridges at night and lockin' down the entire Isle after dusk. He's already set a curfew to try and keep people safe. But that dunna work well when ye make your crust at night, if ye get my meanin'. Just as well, I say; the inns, taverns, spice houses and dancin' halls in Torell be a better way to spend yer nights anyhow.

Torell. Now there's a fun town. None of the stuffy types ye'll see here on the Isle or over in some of the tamer burbs in Jharadin. Most people are simple folk — dockworkers, fishermen, artisans, servants, players, musicians and the like. Not uppity lords and ladies, though ye can be sure to see a few o' them slummin', especially on festival days, like the Moonrun and Winter Night. Most of the Otter folk you'll find in the city live in Torell. What's that? Ye've never heard of Otterkin!? Where ye from lad, the Tanshari Blight?

Otterkin be interesting creatures, friend. They look...well... like a silver-striped otter, if the critter were nearly three feet tall, stood on it's hind legs and wore human clothes. Most speak the strange, squeaking language of their people exclusively, though enough speak common — especially the ones who work on the docks selling fish, crawdads, eel and the like. Others work patchin' holes in riverboats or piloting ships up and down the Torberyn. Oh the ottarai — that be what they call themselves — are hands down the best pilots from here to Winter's Heart — no doubt about it. They can run the river blind, and their boats are the fastest craft on the river. Need to get some place in a hurry? Buy passage on an ottarai craft. My gold be on the Dartfin to win the Moonrun race this year. She's the fastest ship in the water, even without an air caller to fill her sails. Trust me, Dartfin'll beat whatever bucket them lunk-headed ghodon water shapers can put out into the currents, to be sure... Ok then, I can tell by that blank look on yer face that ye've never heard of the ghodon either.

See that giant of a man with teal colored skin... Don't stare ye dung-brained fool!! The ghodon don't like to be stared at. That one'll pull out the mammoth battle maul slung across his back and squash ye like a bug if he thinks yer paying him too much attention. The ghodon tribes have been living in these parts for as long as anyone can remember. And before ye ask, no, even they don't know who built the ruins of Scarrport... Or if they do, they aren't tellin'. Now what was I sayin? Oh, right. The ghodon tribes... Powerful dangerous they are lad; powerful dangerous. Plain mean-spirited, too. They don't even seem to like each other half the time. Stay in Scarrport long enough and you'll catch wind of tribal wars in the foothills out West. Lately there's been more an' more of them taking up residence in Scarrport, which is odd, as the ghodon are traditionally nomads...Not that I'm an expert on the ghodon, mind you. They don't like gremlins. They seem to think the critters are food.

Yeah, don't think I haven't caught ye eyeballing the tinker down the street like he was some demon come down outta the Hellfury Peaks. He be a gremlin. So ye haven't seen one of his kind either? Bah! If I weren't so interested in yer pur...Ahh, safety... I'd have dunked ye in the river for gapin'

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like ye do. One thing ye need to understand, mate. People in Scarrport, for all their variety, don't like people prying too close into their affairs. Keep staring at people the way ye been, and I can guarantee ye'll be fish food before the week's out. Oh, and close yer mouth while you're at it. Ye look like a slack-jawed yokel. There, that's better.

Now, gremlins, they might be small, but just one of 'em's got more brains in his wart-covered noggin than half the folk in Scarrport. Sure, folk are unsettled by that bumpy blue skin, big ears, claws, and wild white hair, who wouldn't be? Anyhow, most people who don't know any better think gremlins nothing but scamps and thieves. To be sure, the creatures like a bit of trickery and adventure from time to time, but even we humans have our fair share of scoundrels.

Gremlins, they can make things like gunpowder and the weapons to use it. They build things too, complicated stuff, mind you, like the drawbridges linking Jharadin and Torell to the Isle of Stone Dogs. That's gremlin work lad! They stick together, too. Ye mess with one of 'em and you'll have the whole stack of barrels rollin' at ya. Most gremlins make their homes in the Underwarren where it is dark, cool and damp. They don't like folks sticking their noses into their business either. There's many a fool who's stole a gremlin inventions and got himself killed fiddling with it. That be yer one warnin' boy. Don't mess with gremlin craft unless one of 'em teaches ye how to use it first.

Now, I could stand here all night tellin ye the ins and outs of Scarrport, but then I'd be late for a meeting at Jora's Smoke Shop in Torell, and you'd still have that purse o' gold. Come on lad, part of ye must have known this was comin. Don't make me pull out my pistol and show you first hand what gremlin craft can do to a man. There, that's better...

There be no need fer violence between friends.

Often referred to as the City of Secrets, or the Gateway to the Hellfury Peaks, Scarrport is a bustling city comprised of four boroughs; Jharadin, the Isle of Stone Dogs, Torell and The Fens. Scarrport has a population of roughly thirty five thousand souls of varying races and backgrounds. Those numbers can swell to nearly forty thousand people during festivals, and even higher throughout the harvest season when farmers bring crops to market and merchants transport the goods to faraway cities. Here, otter folk brush elbows with a myriad races including elves, dwarves, dragonborn, and mischievous gremlins. Ghodon tribesmen offload precious cargo from riverboats, and mysterious tiefling wizards frequent apothecaries in search of exotic ingredients for their dark spells and rituals.

Scarrport is alive with sound smell and color. In markets throughout the four boroughs, hawkers call out to passers-by, selling spices, weapons, bolts of silk and a plethora of other exotic and not-so-exotic goods under tents and carts arrayed in a rainbow of hues. Aromatic spices blend with fresh tobacco, coconut, oranges, plums, pineapples, tanned leather, smoked fish, fresh-baked bread and a variety of wines and ale. Minstrels play lively tunes for travelers in the taverns

and on street corners across the four boroughs. Lurking just below the hustle and bustle of this busy river port, however, is an undercurrent of danger.

Secret organizations plot against the High Lord Kranak Steel Scale and his counselors, seeking to remove them from power. Insidious demon cults with origins in the Hellfury Peaks spread their influence across the realms with each ship that leaves Scarrport's docks. Grifters and thieves prowl the streets, preying on the naïve and unwary. The rich and powerful vie for control of the lucrative drug trade, negotiating deals in smoke-filled drug parlors with river captains and merchants willing to smuggle their product into cities across the continent. Assassins prowl moonlit rooftops. Warlocks barter their souls with hell spawn in exchange for favors and power. Fortunes are won and lost in seedy gambling parlors throughout the city and on lavish, luxury riverboats cruising the Torberyn River. Spies lurk in every shadow, prying eyes watching the goings-on of aristocrats, wealthy merchants and diplomats, selling their secrets to the highest bidder.

The following chapter takes a deeper look at the four boroughs comprising the city of Scarrport, providing you with detailed information about each district and its inhabitants.

THE FOUR BOROUGHS

Scarrport is comprised of four major districts, called boroughs by the people who live here; Torell on the Eastern bank, Jharadin on the West bank, the Fens to the North and in the center of it all, the mysterious Isle of Stone Dogs.

TORELL

Torell lies on the eastern bank of the river. Largely a working class district, the borough is home to the people who do the grunt work which keeps Scarrport running smoothly. After high lord Kranak cleansed Jharadin, Torell saw a massive influx of people; many of whom lost everything and were forced to start over.

Although most of them are humble dock workers or tradesmen, the inhabitants of Torell see themselves as above the seedy machinations of the rest of Scarrport. The district boasts most of the city's temples, churches and religious administrative buildings. Because so many more god-fearing people inhabit Torell, it is believed that you can get an honest deal on most goods there, although the truth is that Torellian merchants can drive as hard a bargain as the other districts. The district leaders, however, impose a substantial vice tax on any activity they deem untoward, such as whoring, gambling and imbibing excessive amounts of brandywine. The tax was conceived to drive out such activities but it has instead created the image that any vice operating in the district must be worth the extra price. This has led to the popular saying in Scarrport when describing good quality merchandise, "Cheap as a whore in Torell."

Many of its inhabitants still view Torell as the most



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righteous part of the city and they chafe against many of High Lord Kranak's decrees. The burning of Jharadin especially was thought to be cruel and unjust, especially by many of those who were forced to settle here after their home was torched. There is no official capacity in which church leaders advise Kranak, but they often publicize their disapproval of his policies through their sermons. In general, they demand more regulation of the rampant crime and grifterism in the city, which they see as an embarrassment.

The cultural epicenter of the Torell district is the broad avenue known as the Walk of the Gods, sometimes irreverently referred to as Godway by the rest of Scarrport. High Priest Callum Follerdan was a member of the first recorded expedition to the city and it was his idea to settle on the east bank of the river. A devout follower of The Torchbearer, he funded the construction of the first church in the area to the cuckold with his own gold. The Great Temple of the Torchbearer is the largest and most influential church in Torell and its prominence at the head of the walk of the gods makes that clear.

Churches are the major political force in the district, although nothing is exactly official municipal law. The heads of church meet semi-regularly to discuss far-ranging topics including High Lord Kranak's policies and the growing

concern over the ghodon immigrants. The nominal head of this informal committee has always been the high priest of The Torchbearer, the office held by an ancient human male named Talfordinate Wicking for longer than many Scarrportians have been alive. High Priest Wicking runs the Torchbearerian church efficiently and smoothly. He abhors waste of any kind and his tirades against young priests for supposedly wasteful actions are legendary. Despite Wicking's reputation, or perhaps because of it, the priesthood has expanded tenfold during his tenure. He has made it the business of The Torchbearer to organize humanitarian missions to many of the settlements surrounding the city. Some whisper that the reason so many demi-humans are now in Scarrport is because of Talfordinate Wicking reaching out to them.

Grace Jaggedblade is not whispering. A lesser elvish vicar of The Walker in Mist, Chruchwoman Jaggedblade has been calling for Wicking's resignation this past year. She has been organizing out of The Rusty Cauldron, a tavern off of Godway which is a known hotbed for anti-establishment sentiment in Scarrport. In a new pamphlet each week, Jaggedblade accuses Wicking of nearly every offense imaginable, including but not limited to murder, kidnapping, usury, perversion, preying upon the young and robbing from the poor. She says that his church has undermined all that is good, decent and profitable in this city. Her group of sycophants, the Bladesmen, have led protests and demonstrations outside his church and on the walk of the gods.

The followers of the Torchbearer vehemently deny her accusations and Wicking remains as popular as ever. The churches tolerate Jaggedblade because she does not advocate violence and she is one of their own. The High Vicaress of The Walker in Mist says that she is doing her goddesses will and High Lord Kranak won't interfere because he likes seeing the churches squirm. Most Torellians laugh off her antics, but a few are beginning to wonder if there might be some truth to her ravings.

One of those is Raph Tonsilflare, a dark-haired human bachelor around thirty years of age. Raph runs the most well-known brothel in Torell, the Golden Cup, which he inherited from his father. Before he died in the spring from consumption, Old Travis Tonsilflare told Raph that he would have one very special customer one day, and that he was to do whatever that customer asked and be paid very well for it. Last month, Raph was contacted by a man in black and told to send Lorelei, his best elvish girl, to the center of Pyrestone Bridge, alone, at midnight. Raph complied and received a fat sack of platinum in return. Five days later, otterkin found Lorelei's body washed up on the shore of the Isle of the Stone Dogs. Raph doesn't know who the mystery customer is but he has some ideas.

Most of the ferry services in the city operate out of Torell, including the Blue Gull Ferryman. Ferries for hire in

Scarrport are typically painted blue to distinguish them from private rowboats. Josua Kaldrek, an enterprising gremlin, bought up nearly every rowboat in the city a decade ago and he's been running the fleet flawlessly from his warehouse in the northern waterfront of Torell. His Blue Gulls will take you anywhere on the rivers you want, for the right price. Recently, a new group of ferrymen, calling themselves the Yellow Fins, have flourished by undercutting Kaldrek's prices. The Yellow Fins won't say who their boss is, but many say they are run by an ex-employee of Kaldrek, the otterkin called Halua. There's been news that more bodies of dead otterkin are washing up on the shores than usual in Torell. Most don't see a connection, but whispers on the docks can be heard that Kaldrek is unhappy.

The bridges of Scarrport were built when the city was settled, yet there is one that has stood for longer than history can tell us. The high-arched Pyrestone Bridge was built in the architectural style of the ruins which dot the city and it connects Torell with the center of the Isle of Stone Dogs. Its white granite towers are marred by ugly black and brown stains which appear to have been made by a blaze across its span. What exactly caused the stains and how the bridge was constructed to span such a great distance are mysteries, the answers to which have been lost in time. But the Pyrestone Bridge remains an iconic image to all those who visit Scarrport and is a symbol of pride for the district of Torell.

Torell's markets and restaurants are not as flashy as the other districts and the mostly residential streets are generally quieter. There is less chance of getting knifed, and gunfights don't happen every day. The food is good and the beer runs clear. That is what the people of Torell enjoy and it is why they live there.

NON-PLAYER CHARACTERS

Cardinal
Medium Humanoid (Any)

Level 16 Minion
XP 350

Initiative +9 **Senses** Perception +14

HP 1: a missed attack never damages a minion

AC 33; **Fortitude** 29, **Reflex** 28, **Will** 34

Resist 5 thunder (or appropriate to deity)

Speed 6

⚡ **Holy Thunder** (standard; at-will)

Ranged 5; +23 vs. Reflex; 8 thunder damage

Greater Vigor

Allies regain 5 hit points for each cardinal that is adjacent to them at the start of their turn.

Alignment Good

Skills Religion +15

Str 17 (+11) **Dex** 12 (+9) **Wis** 22 (+14)

Con 14 (+10) **Int** 14 (+10) **Cha** 13 (+9)

Equipment scale armor, light shield, mace

Talfordinate Wicking
High Priest of The Torchbearer*
Medium Humanoid (Human)

Level 16 Controller (Leader)
XP 1,400

Initiative +8 **Senses** Perception +11

Aura of the Torchbearer Aura 5; all enemies in the aura gain vulnerable 5 thunder.

HP 131; **Bloodied** 66

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

Resist 10 thunder

Speed 6

Action Points 1

⚔ **Mace** (standard; at-will)

+23 vs. AC; 1d8 + 6

⚡ **Holy Thunder** (standard; at-will) • Thunder

Ranged 5; +27 vs. Reflex; 1d6 + 12 thunder damage and the target is pushed 5 squares.

⚡ **Thunderbreak** (standard; encounter) • Thunder

Close burst 5 +27 vs. Will; 2d8 + 12 thunder damage, and the target is deafened and dazed until the end of Wicking's next turn.

⚡ **Purifying Lightning** (standard; daily) • Lightning

Area burst 2 within 10; +27 vs. Reflex; 3d10 + 12 lightning damage and ongoing 10 lightning (save ends). At the start of their turn, each ally adjacent to an enemy taking ongoing lightning damage may make a saving throw against an ongoing condition.

⚡ **Thunder Cloud** (standard; daily) • Thunder

Area burst 2 within 10; +27 vs. Reflex; 2d10 + 12 thunder damage and ongoing 5 thunder (save ends); Miss: half damage.

Divine Fortune (free; encounter)

(Cleric Class Feature; see the D&D 4E Player's Handbook)

⚡ **Healing Word** (minor; twice per encounter)

Close Burst 10; (Cleric Class Feature; see the D&D 4E Player's Handbook); +4d6

⚡ **Light the Way** (standard; encounter) * Divine, Implement, Radiant, Zone

Close Burst 8: All allies in burst gain a +1 power bonus to their attacks until the end of Talfordinate's next turn.

Special: The burst creates a zone of holy ground that lasts until the end of Talfordinate's next turn. The zone is considered brightly lit by the Torchbearer's grace.

Sustain Minor: The illuminated zone persists.

⚡ **Mass Cure Light Wounds** (standard; daily)

Close Burst 5; (Level 10 Cleric Utility Prayer; see the D&D 4E Player's Handbook); +3

⚡ **Cure Serious Wounds** (standard; daily)

Melee touch; (Level 6 Cleric Utility Prayer; see the D&D 4E Player's Handbook)

Alignment Lawful Good

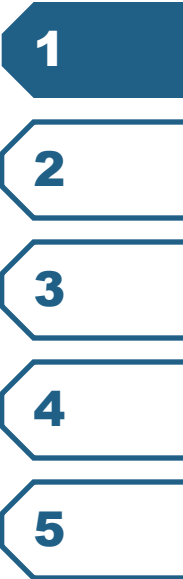
Skills Religion +15, Insight +18, Diplomacy +16, History +15

Str 14 (+10) **Dex** 11 (+8) \ **Wis** 21 (+13)

Con 14 (+10) **Int** 14 (+10) **Cha** 16 (+11)

Equipment robe of thunderbolts +4, symbol of the storm +6

* See the **Gods of the Shroud** for more information on the Torchbearer.



Grace Jaggedblade **Level 4 Controller (Leader)**
 Lesser Vicar of The Walker in Mist*
 Medium Fey Humanoid (Elf) XP 175

Initiative +3 **Senses** Perception +8; low-light
HP 38; **Bloodied** 19
AC 17; **Fortitude** 14, **Reflex** 15, **Will** 19
Speed 7

‡ **Longsword** (standard; at-will)

+7 vs. AC; 1d8 + 10

☞ **Lance of Faith** (standard; at-will) • Radiant

Range 5; +8 vs. Will; 1d8 + 6 radiant damage; (Level 1 Cleric Attack Prayer; see the D&D 4E Player's Handbook); +2

☞ **Command** (standard; encounter)

Ranged 10; +8 vs. Will; dazed and prone or slide 5 (Level 3 Cleric Attack Prayer; see the D&D 4E Player's Handbook)

⬇ **Avenging Flame** (standard; daily) • Fire

+8 vs. AC; 2d8 + 10 fire damage, and ongoing fire 5 (save ends). (Level 1 Cleric Attack Prayer; see the D&D 4E Player's Handbook)

Elven Accuracy (free; encounter)

(Elf Racial Power; see the D&D 4E Player's Handbook)

☞ **Healing Word** (minor; twice per encounter)

Close Burst 5; (Cleric Class Feature; see the D&D 4E Player's Handbook); +1d6

Divine Fortune (free; encounter)

(Cleric Class Feature; see the D&D 4E Player's Handbook)

☞ **The Walker's Great Stride** (Move; encounter) * Divine

Ranged 5; Grace slides a bloodied ally 1 square. The target gains +1 to its speed until the end of its next turn.

Alignment Good

Skills Religion +9, Insight +11, Diplomacy +9, History +9

Str 12 (+3) **Dex** 12 (+3) **Wis** 18 (+6)

Con 11 (+2) **Int** 14 (+4) **Cha** 15 (+4)

Equipment scale armor, longsword +1, The Walker in Mist's discord +1

* See the Gods of the Shroud for more information on The Walker in the Mist.

Clergyman **Level 4 Minion**
 Medium Humanoid (Any) XP 44

Initiative +3 **Senses** Perception +11
HP 1: a missed attack never damages a minion
AC 20; **Fortitude** 16, **Reflex** 15, **Will** 20
Resist 5 necrotic;
Speed 6

‡ **Mace** (standard; at-will)

+7 vs. AC; 4 damage

Lesser Vigor

Allies regain 1 hit point for each clergyman that is adjacent to them at the start of their turn

Alignment Any

Skills Religion +7

Str 14 (+4) **Dex** 12 (+3) **Wis** 19 (+6)

Con 14 (+4) **Int** 11 (+2) **Cha** 10 (+2)

Equipment scale armor, light shield, mace

Raph Tonsilflare **Level 6 Soldier**
 Medium Humanoid (Human) XP 250

Initiative +3 **Senses** Perception +8; low-light
HP 61; **Bloodied** 30
AC 21; **Fortitude** 23, **Reflex** 19, **Will** 19
Speed 6

‡ **Quarterstaff** (standard; at-will)

+13 vs. AC; 1d8 + 7

☞ **Dagger** (standard; at-will)

Ranged 5/10; +11 vs. AC; 1d4 + 5 damage

‡ **Sure Strike** (standard; at-will) • Weapon

+15 vs. AC; 1d8 + 3 damage

⬇ **Precise Strike** (standard; encounter) • Weapon

+17 vs. AC; 1d8 + 7 damage

⬇ **Dizzying Blow** (standard; daily) • Reliable

+13 vs. AC; 3d8 + 9 damage, and immobilized (save ends).

Unbreakable (immediate reaction; when hit by an attack; encounter).

Raph reduces the damage by 8 hit points.

Combat Challenge

(Fighter Class Feature; see the D&D 4E Player's Handbook)

Alignment Unaligned

Skills Diplomacy +10, Endurance +10, Intimidate +10, Streetwise +10

Str 18 (+7) **Dex** 14 (+5) **Wis** 10 (+3)

Con 16 (+6) **Int** 12 (+4) **Cha** 14 (+5)

Equipment leather armor, quarterstaff + 2, belt of vigor



Josua Kaldrek	Level 8 Skirmisher
Small Fey Humanoid (Gremlin)	XP 350
Initiative +8 Senses Perception +11 HP 61; Bloodied 30 AC 24; Fortitude 19, Reflex 23, Will 20 Speed 6	
↓ Dagger (standard; at-will) +12 vs. AC; 1d4 + 4	
↘ Single-action pistol (standard; load minor, shot 6; at-will) Ranged 10/20; +12 vs. AC; 1d8 + 7 damage	
↓ or ↘ Sly Flourish (standard; at-will) • Weapon +12 vs. AC; 1d4 (or 1d10) + 9 and target is marked.	
Ⓢ or Ⓣ Rogue's Luck (standard; encounter) +14 vs. AC; 2d4 (or 2d10) + 7, miss: secondary attack +17 vs. AC; 1d4 + 7	
Ⓢ or Ⓣ Walking Wounded (standard; daily) • Weapon +14 vs. AC; 2d4 (or 2d10) + 7 damage, and knocked prone. (Level 5 Rogue Attack Exploit; see the D&D 4E Player's Handbook)	
Combat Advantage (Rogue Class Feature; see the D&D 4E Player's Handbook); +2d6	
First Strike (Rogue Class Feature; see the D&D 4E Player's Handbook)	
⬅ Gremlin Fenzy (standard; encounter) Close burst 1; +8 vs. AC; 1d6 + 4 and the target is dazed until Kaldrek's next turn.	
⬅ Mob Mentality (standard; encounter) Close burst 10; (Level 6 Rogue Utility Exploit; see the D&D 4E Player's Handbook); +2	
Alignment Unaligned Skills Bluff +11, Intimidate +11, Stealth +13, Thievery +15 Str 14 (+6) Dex 18 (+8) Wis 11 (+4) Con 14 (+6) Int 12 (+5) Cha 14 (+6)	
Equipment evasion armor +2, single-action pistol	

Riverman	Level 7 Minion
Small Humanoid (Any)	XP 75
Initiative +4 Senses Perception +8 HP 1: a missed attack never damages a minion AC 22; Fortitude 20, Reflex 20, Will 18 Speed 5, Swim 8	
↓ Trident (standard; at-will) +10 vs. AC; 6 damage	
Amphibious The riverman gains a +2 bonus to all defenses while swimming or in a boat.	
Alignment Any Languages Common Skills Athletics +10 Str 14 (+4) Dex 12 (+3) Wis 19 (+6) Con 14 (+4) Int 11 (+2) Cha 10 (+2)	
Equipment hide armor, trident	

Halua	Level 7 Skirmisher
Medium Humanoid (Otterkin)	XP 300
Initiative +4 Senses Perception +9 HP 56; Bloodied 28 AC 23; Fortitude 21, Reflex 20, Will 17 Speed 5, Swim 7	
↓ Spear (standard; at-will) • Weapon +13 vs. AC; 1d8 + 7 damage	
↓ Hit and Run (standard; at-will) • Weapon +13 vs. AC; 1d8 + 7 (Level 1 Ranger Attack Exploit; see the D&D 4E Player's Handbook)	
Ⓢ Claws of the Griffon (standard; encounter) • Weapon +13 vs. AC; 2d8 + 7 damage; and +13 vs. AC; 1d8 + 7 damage (Level 7 Ranger Attack Exploit; see the D&D 4E Player's Handbook).	
Ⓢ Frenzied Skirmish (standard; daily) • Weapon +13 vs. AC; 1d8 + 7 damage (Level 5 Ranger Attack Exploit; see the D&D 4E Player's Handbook)	
Hunter's Quarry (free action; at-will) (Ranger Class Feature; see the D&D 4E Player's Handbook); +1d6 damage	
Pack Fighting Halua gains a +1 bonus to any attack roll when he is adjacent to an otterkin ally.	
Slippery (immediate interrupt; when grabbed; encounter) The grab fails and Halua may make shift 1 and make a basic attack against the grabber.	
Weave Through the Fray (Level 6 Ranger Utility Exploit; see the D&D 4E Player's Handbook); 3	
Alignment Unaligned Skills Athletics +11, Heal +9, Nature +9 Str 18 (+7) Dex 16 (+6) Wis 13 (+4) Con 14 (+5) Int 10 (+3) Cha 12 (+4)	
Equipment bloodcut armor +1, vicious spear +2 X 2	

Workman	Level 2 Minion
Medium Natural Humanoid (Human)	XP 31
Initiative +3 Senses Perception +6 HP 1; a missed attack never damages a minion. AC 12; Fortitude 16, Reflex 13, Will 12 Speed 6	
↓ Club (standard; at-will) • Weapon +6 vs. AC; 4 damage.	
Strength in Numbers Creatures adjacent to two or more Workmen at the end of their turn are restrained until the end of their next turn.	
Alignment Unaligned Languages Common Str 15 (+4) Dex 13 (+3) Wis 11 (+2) Con 12 (+3) Int 11 (+2) Cha 10 (+2)	
Equipment club	

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THE ISLE OF STONE DOGS

The Isle of Stone Dogs is the center of Scarrport, both geographically and culturally. Five miles long and not quite a mile wide, the Isle is south of the Fens and equidistant from Torell and Jharadin. Bridges and ferries connect the Isle to the surrounding boroughs. Ottarraai tend to congregate on the western shore, while many Ghodon have settled on the eastern riverbank. Many ancient temples and watchtowers have been occupied and adapted to form meeting houses or residencies. High Lord Kranak's seat of power, the Stronghold is built atop a huge ruin which is assumed to be the ancient palace of the old city. The waterfronts of the Isle are the busiest in Scarrport, as traffic from both Winter's Heart and Toryth is easily moored in the many harbors. As the Scarrportian poet Wernaru wrote, the Isle of Stone Dogs is a great crucible within which all the cultural metals of the region are refined to form a more perfect alloy.

Otter Town is a mishmash of temporary dwellings and permanent structures on the western bank of the Isle of Stone Dogs. When the otterkin first began emigrating to Scarrport, there were not many areas open to them. Most humans — and especially ghodon who had a history of hunting otterkin for food and furs — regarded the diminutive race with disdain. Indeed, the more xenophobic would kill any ottarraai if they were found living near them. Otterkin were only able to safely squat in an abandoned warehouse on the west side and the nearby ruined guardhouse. The sheer number of them prevented any large scale purging, although there were some attempts by angry human mobs to drive them off the Isle.

The otterkin, never a warlike race, defended their homes as viciously as they could and repelled the attacks. One particularly bloody battle, the Massacre of Wood Street left four score otterkin dead but twice that number of humans dead or injured. To the horror of the more peaceful citizens of Scarrport, some were even skinned. After that, High Lord Kranak decreed that the ottarraai had as much right to live in peace in Scarrport as he did. Since then, the otterkin have carved a life for themselves in Otter Town. Their buildings are sometimes directly on the water, and resemble the dens of their non-sentient cousins. Those that build on land have more contact with humans and are usually merchants or tradesmen.

One such place of business is the Den Mother, a large inn and tavern run by Cally Freshwater, a young female ottarraai. The smoky taproom of the Den Mother is full and lively every night of the week, with a stage on one end where ottarraai jug bands perform until closing. Cally is behind the long, if short, bar most of the time, swapping tales with riverboat workers and shop owners. The otterkin say that if Cally Freshwater doesn't know it, then it didn't happen. The Den Mother was once a meeting point for the unofficial



otterkin militia, but now that relative peace between humans and ottarraai is now in place, other races are not uncommon in the tap room. Bards from all cultures flock to hear the unique form of music and even sit in occasionally with the otter bands.

The Bardic College of Scarrport is at the end of Sweet Street near the center of the Isle. Dean Faber Houmas, a Torythian, accepts nearly every applicant to the College because he believes that music flows through every being. It is his calling to find it inside each pupil and nurture it until it sings out. It's believed that the Bardic College was an austere temple; its majestic columns of white stone were left from the ruins of the city's previous inhabitants. Most times of the day, sopranos singing arias or lutes playing arpeggios filter down into Sweet Street below. But because of Houmas's policies, not every sound is so sweet.

At the other end of Sweet Street, less than a mile from the Bardic College, lies the Grand Opera House of Scarrport. Built a century ago by the renowned patron of the arts, High Lord Danburusk, the Opera House can hold nearly 500 audience members to watch all forms of dramatic arts. When conceived, the Opera House was merely a place for famed singers to perform for the High Lord and his nobles. But as time went on, new forms of entertainment came in vogue, such as connecting each song's performance with a story. The plots were drawn from well-known historical events, and

going to the theater became an event of civic pride. Recently, the writer Rhichadan debuted a new form of performance which featured no singing or music at all. He called it a play, and has since produced many new works, the last and most popular of which was Caliphan and Sandrine. Dean Faber Houmas has made it very clear that he opposes any and all performances which do not include music. Rhichadan shot back that he doesn't consider the claptrap that comes out of the College to be truly music anyway. Many say that the two should have a public debate, that's a ticket for which anyone on the Isle of Stone Dogs would gladly pay a gold piece.

The Stronghold is in the northern section of the Isle and has been the seat of power in Scarrport since its founding. The first High Lord was Alvin Drudd, who discovered the ruins with the expedition that included Callum Follerdan, the first High Priest of The Torchbearer. Drudd built his Stronghold upon the foundation of the largest ruined structure in Scarrport. The sprawling Stronghold is part palace, part military barracks, and part bureaucratic offices. The utilitarian architecture creates a serious atmosphere and there is little nonsense tolerated. Perhaps that is because of the Stronghold's current administration.

The post of High Lord is not inherited, but is instead chosen by a vote of the 13 ruling houses of Scarrport. At first, there were 6 ruling houses, one for every member of Drudd's expedition. By a unanimous vote of all existing houses, a new noble family may be inducted. The ruling houses all operate differently, but when a High Lord dies they all put forth a candidate for the office. The candidates meet in seclusion in the Great Room of the Stronghold until a new High Lord receives a vote of confidence from every House. The vote may last moments or days, but no one is allowed in or out of the Great Room until a decision is made.

The Ruling Houses of Scarrport are:

FIRST HOUSES	SYMBOL	FAVORED RACE OR CLASS
Tresledane	Two rapiers crossed	Ranger
Drudd	A Red Fist	Fighter
Follerdan	Sunburst	Cleric
Jehilata	Dagger dripping red	Rogue
Lomeru	White Door	Wizard
Vaski	Sandstone and Hammer	Dwarf
Second Houses		
Akoho	Fluted Columnn	Wizard
Aruidut	Elm Leaf	Elf
Esafit	Two spread black hands	Warlock
Muewadu	Horned Demon	Tiefling
Stonespinner	8-spoked Wheel	Gremlin
Urus	Salamander	Warlord
Zamen	Four Elements	Elemental Master



High Lord Kranak was chosen nearly fifteen years ago from House Urus. The first dragonborn elected to the office, Kranak was not expected to be chosen when the houses went into seclusion. But after a few hours, the candidates eventually agreed that his combination of military experience against the ghodon uprising and undeniable charisma made him the best suited to rule. His tenure, however, has been rocky at best. The forming of the red watch — comprised mostly of fellow dragonborn — wasn't viewed favorably and neither was their brutality in meting justice across the Isle of Stone Dogs. The torching of Jharadin was highly criticized, both by commoners and nobles alike. There were rumors of a possible vote of no-confidence or even a contract bought from the Loyal Brotherhood for Kranak's head. Vesper Jehilata, a dangerous rival from House Jehilata, has been very vocal in the broadsheets and crier circuit calling for Kranak's resignation. Vesper often describes this resignation as occurring when the High Lord's head departs his body. Many ignore Vesper's incendiary exclamations but rumors are spreading that Houses Lomeru and Esafit are listening.

To counter his rising unpopularity, the red-scaled dragonborn shrewdly offered any member of the ruling houses a reparation payment in gold for any property lost in the fire, as long as they invested it in building anew in Jharadin. That move, at least, quieted the nobles, and his commitment to rebuilding the borough cannot be denied. Still, many in the court of the Great Hall are whispering the question: Where is Kranak getting all of this gold?

The Isle of Stone Dogs is so named because of the large

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number of dog-headed gargoyles carved into the ruins. No one has been able to determine what the carvings depict or mean in any way, but there is definitely more of a concentration of stone dogs on the island than in the other three boroughs. It has been suggested that the ruins have something to do with the growing number of reports of strange attacks, only at night, on the Isle of Stone Dogs. One man, Ekerá Tomatson reported to the Red watch that he was accosted by filmy apparitions that appeared to have canine shaped heads. Tomatson is unusual in that after being nearly terrified to death, he was still able to escape. All the other victims apparently become so frightened that the blood leaves them and they are found dead the next morning. Kranak has called for a curfew, by law no one is supposed to be on the streets an hour after sundown. But with such a lively nightlife on the Isle, most people are ignoring the curfew. The attacks are increasing, however, and people are starting to call for Kranak to do something more drastic.

With the exception of otterfolk, the residents of the Isle can't help but look down upon the other boroughs. They are the most cosmopolitan, only eating the best food and seeing the best entertainment. It doesn't hurt that the highest concentration of members of the ruling houses lives on the Isle. The wealthy flock to its crooked street charm and carved ruins. A dwelling made from ancient materials can fetch a large price just for the cache. A tenant who discovers white stone carved with strange runes beneath the plaster has struck it rich. The pride and wealth of the Isle is the pride of the city. But current events are troubling. No one knows where the fever plague came from or why so many are dying on the streets of the Isle at night. The people of the Isle of Stone Dogs and Ghaedenar in general are beginning to wonder whether they've been living through all this wealth on borrowed time.

NON-PLAYER CHARACTERS

Red Watch Footman Level 20 Minion Medium Humanoid (Dragonborn) XP 700

Initiative +12 **Senses** Perception +16

HP 1: a missed attack never damages a minion

AC 35; **Fortitude** 33, **Reflex** 29, **Will** 28

Speed 5

↓ **Longsword** (standard; at-will) • Weapon

+24 vs. AC (+25 when bloodied); 8 damage

☠ **Dragon Breath** (minor action; encounter) • Fire

Close Blast 3; +20 vs. Reflex (+21 when bloodied); 5 fire damage

Red Watch Training

The red watch footman gains +2 bonus to its AC when adjacent to or flanking with any member of the red watch.

Alignment Any **Languages** Common, Draconic

Skills Athletics +20, Intimidate +19

Str 24 (+17) **Dex** 20 (+15) **Wis** 12 (+11)

Con 16 (+13) **Int** 13 (+11) **Cha** 15 (+12)

Equipment plate armor, heavy shield, longsword

High Lord Kranak Level 25 Elite Soldier (Leader)

Member of House Urus

Medium Humanoid (Dragonborn)

XP 14,000

Initiative +14

Senses Perception +16

Combat Leader Aura 10; allies in aura gain +2 to initiative

HP 306; **Bloodied** 153

AC 42; **Fortitude** 39, **Reflex** 34, **Will** 38

Saving Throws +2

Speed 5

Action Points 1

↓ **Battleaxe** (standard; at-will)

+31 vs. AC (+32 when bloodied); 1d10 + 17

↓ **Viper's Strike** (standard; encounter) • Weapon

+31 vs. AC (+32 when bloodied); 2d10 + 17 damage (Level 1 Warlord Attack Exploit; see the D&D 4E Player's Handbook)

⬇ **Rabbits and Wolves** (standard; encounter) • Weapon

+31 vs. AC (+32 when bloodied); 4d10 + 17 damage (Level 23 Warlord Attack Exploit; see the D&D 4E Player's Handbook)

⬇ **Thunderous Fury** (standard; encounter, recharge when bloodied) • Weapon

+31 vs. AC (+32 when bloodied); 3d10 + 17 damage and dazed (Level 17 Warlord Attack Exploit; see the D&D 4E Player's Handbook); +5

⬇ **Break the Tempo** (standard; sustain minor; daily) • Weapon

+31 vs. AC (+32 when bloodied); 4d10 + 17 damage. (Level 19 Warlord Attack Exploit; see the D&D 4E Player's Handbook); -5

⬇ **Stir the Hornet's Nest** (standard; daily) • Weapon

Ranged 5/10; +31 vs. AC (+32 when bloodied); 6d10 + 17 damage (Level 25 Warlord Attack Exploit; see the D&D 4E Player's Handbook); +5

⬇ **Own the Battlefield** (standard; daily)

Close Burst 10; (Level 22 Warlord Utility Exploit; see the D&D 4E Player's Handbook); 5 squares.

⬇ **Warlord's Banner** (standard; daily)

Close Burst 5; (Level 16 Warlord Utility Exploit; see the D&D 4E Player's Handbook) +2

⬇ **Tactical shift** (immediate interrupt; when an ally is hit with a melee or ranged attack; daily)

Ranged 5; (Level 10 Warlord Utility Exploit; see the D&D 4E Player's Handbook); 6 squares

⬇ **Inspiring Word** (minor; recharge 4 5 6) • Healing

Close Burst 15; (Warlord Class Feature; see the D&D 4E Player's Handbook); +5d6

⬇ **Dragon Breath** (minor; recharge 4 5 6) • Fire

Close Blast 3; +29 vs. Fortitude; 3d6 + 9 fire damage.

Alignment Lawful Good

Languages Common, Draconic

Skills Athletics +22, Diplomacy +21, History +24, Intimidate +23

Str 24 (+19) **Dex** 14 (+14) **Wis** 17 (+15)

Con 16 (+15) **Int** 20 (+17) **Cha** 18 (+16)

Equipment exalted armor + 5, terror battleaxe +5

Red Watch Lieutenant Level 21 Soldier Medium Humanoid (Dragonborn) XP 3,200

Initiative +8 **Senses** Perception +7
HP 152; **Bloodied** 76
AC 38; **Fortitude** 38, **Reflex** 35, **Will** 31
Speed 5

↓ **Maul** (standard; at-will) • Weapon

+29 vs. AC (+30 when bloodied); 2d6 + 16 damage

↗ **Springstep Rifle** (standard; shot 8, reload minor; at-will) • Weapon, Firearm

Ranged 20/40; +27 vs. AC (+27 when bloodied); 1d12 + 15 damage

☼ **Dragon Breath** (minor action; encounter) • Fire

Close Blast 3; +23 vs. Reflex (+24 when bloodied); 3d6 + 3 fire damage

Red Watch Training

The red watch lieutenant gains +2 bonus to its AC when adjacent to or flanking with any member of the red watch.

Alignment Any **Languages** Common, Draconic
Skills Athletics +20, Intimidate +19

Str 24 (+17) **Dex** 20 (+15) **Wis** 12 (+11)

Con 16 (+13) **Int** 13 (+11) **Cha** 15 (+12)

Equipment plate armor, light shield, maul, springstep rifle



Macunalo Lomeru Level 21 Artillery (Leader) Medium Humanoid (Eladrin) XP 3,200

Initiative +15 **Senses** Perception +13
Lomeru Training aura 10; allies who start their turn in the aura gain +2 to hit with a ranged or area attack.
HP 103; **Bloodied** 51
AC 36; **Fortitude** 30, **Reflex** 36, **Will** 35
Speed 6

↓ **Dagger** (standard; at-will) • Weapon

+23 vs. AC; 1d4 + 10

↗ **Magic Missile** (standard; at-will) • Force

Ranged 20; +27 vs. Reflex; 4d4 + 10 force damage

☼ **Force Volley** (standard; encounter) • Force

Ranged 20 against 1, 2 or 3 targets; +27 vs. Reflex; 3d6 + 20 damage. (Level 17 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Frostburn** (standard; encounter) • Cold, Fire

Burst 2 within 20; +27 vs. Reflex; 3d6 + 20 cold and fire damage. (Level 13 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Disintegrate** (standard; daily)

Ranged 10; +27 vs. Reflex; 5d10 + 20 and ongoing 10 damage (save ends). (Level 19 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Blast of Cold** (standard; daily) • Cold

Blast 5; +27 vs. Reflex; 6d6 + 20, if the target is immobilized (save ends). Miss: half damage and slowed (save ends).

☼ **Displacement** (immediate interrupt; when Macunalo or an ally is hit by a ranged or melee attack; encounter)

Ranged 5; (Level 16 Wizard Utility Spell; see the D&D 4E Player's Handbook)

Mirror Image (minor; daily) • Illusion

(Level 17 Wizard Attack Spell; see the D&D 4E Player's Handbook)

☼ **Dispel Magic** (standard; daily)

Ranged 10; (Level 6 Wizard Utility Spell; see the D&D 4E Player's Handbook); +17

Orb of Imposition (free; encounter)

(Wizard Class Feature; see the D&D 4E Player's Handbook); -3

Alignment Evil **Languages** Common, Elven
Skills Arcana +24, History +24, Insight +18

Str 12 (+11) **Dex** 20 (+15) **Wis** 16 (+13)

Con 13 (+11) **Int** 24 (+17) **Cha** 15 (+12)

Equipment scintillating robes +4, magic orb +5

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THE UNBIDDEN

SEE GODS OF THE SHROUD FOR MORE DETAILS ABOUT THE UMBRAL CLAW.

“Kill them all, but do it slowly.”

Nearly seven years ago Scarrport was terrorized by a flood of brutal murders. Thirty-three people from all races and walks of life were viciously slain over the course of six months. Each victim was found marked with the shape of a claw on his or her forehead. While many people believed the killings were the work of a group of individuals, only one person was ever captured — a raving lunatic by the name of Maridan Creed.

Before he was hung, ghodon truth seekers tortured Maridan for days in an attempt to pry the names of his accomplices from the man’s ravaged mind. Despite their attempts, the man — utterly insane and babbling an unending stream of gibberish — revealed only a single coherent name, spitting out the words The Unbidden through broken teeth.

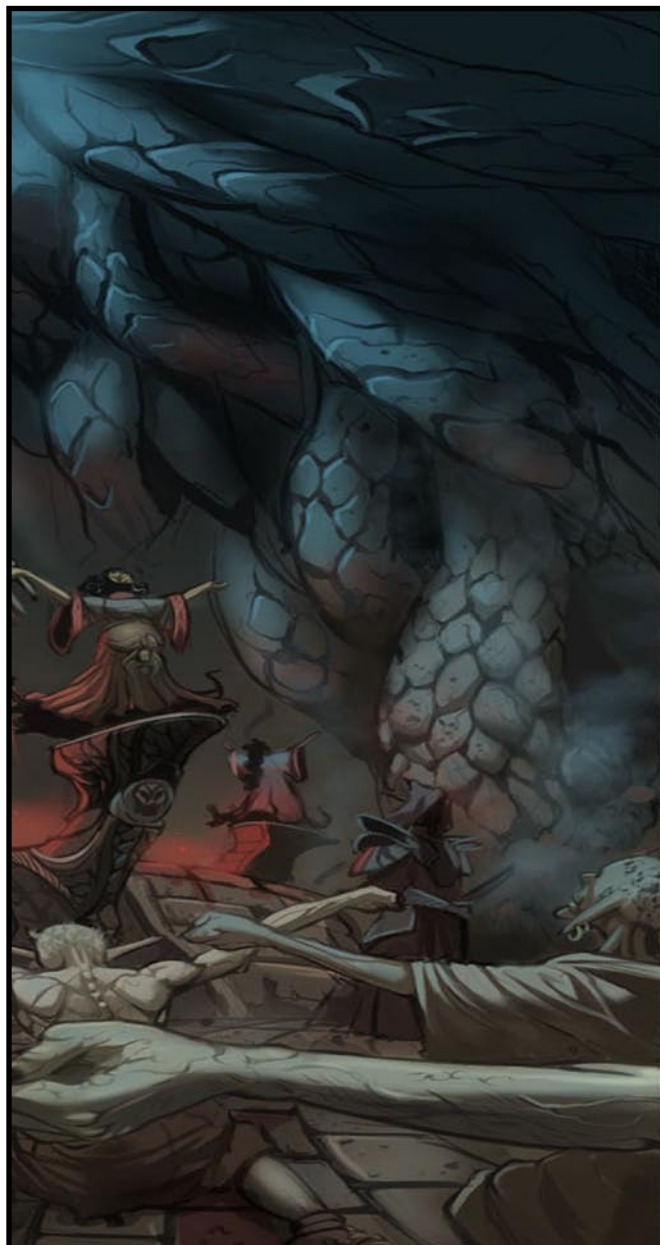
Thief catchers and would-be heroes investigated the clue even as the body count continued to rise, but never found anyone else they could connect to the slayings. It was only after the killings had mysteriously ceased, that investigators discovered the Unbidden was a cult connected to a divine being known only as The Umbral Claw; a god so sinister, so depraved, that to worship it was a crime in most cities. Now, nearly seven years later, it would seem the Unbidden have returned to Scarrport to pay brutal homage to their dark god once again.

With the recent discovery of a sadistic double murder in the great bathhouse in Jharadin, the Unbidden are once again on the tip of every tongue in Scarrport. The red watch has remained tight-lipped about the specifics of the crime, but despite their unwillingness to speak with the populace, a source wishing to remain anonymous has leaked information confirming that the corpses undeniably bore the mark of The Umbral Claw on their foreheads. Naturally, the revelation has caused a panic among the people of Scarrport. It’s as if a shadow has fallen over the city. People move quickly about their business, always keeping an eye out for anything suspicious. Shops are shutting down early. Taverns and other places people used go for relaxation and entertainment are losing money hand over fist from a lack of patronage. The paranoia is even leading to violence as frightened people draw guns or blades at the slightest provocation. Council members and other city officials are being hounded to do something, and soon. If more bodies are found, the whole city may very well erupt in violence. Of course, that’s precisely what the Unbidden want.

In truth, the Unbidden never really left Scarrport. They simply faded into the shadows of the city, content to watch their reputation fester in every suspicious glance, happy to listen to it grow into legend with every bard’s poem chanted by pale orange firelight and each hushed whisper behind hastily-barred doors. While they are well known in name, the Unbidden remain nearly as unfathomable today

as they were seven years ago. These days, rumors run wild through the streets of Scarrport about the true nature of this insidious cult. The red watch receives nightly reports from frightened people who claim to have seen mysterious figures stalking the streets along with other outrageous tales of scaly, clawed monsters summoned up from the Underwarren by the Unbidden to snatch babies out of their cribs. One name, however, has been circulating through Scarrport’s casinos, inns and brothels as of late: Karzarion the Mad.

According to the rumors, Karzarion is the leader of the Unbidden. Thus far, however, no one has even caught a glimpse of the man, if he is indeed a man at all. Some claim Karzarion is a foul demon from the abyss, while others argue he’s really Azran the Undying, come again to wreak vengeance for his defeat in the Shadowheart wars. Some say Karzarion is nothing but a rumor planted by the Unbidden to throw authorities off their trail.



NON-PLAYER CHARACTERS

Unbidden Clawman Level 6 Minion Medium Natural Humanoid (Human) XP 63

Initiative +6 **Senses** Perception +4
HP 1; a missed attack never damages a minion.
AC 22; **Fortitude** 17, **Reflex** 18, **Will** 19
Speed 6

⚔ **Dagger** (standard; at-will) • Weapon

+12 vs. AC; 4 damage

Unnerving

Enemies take a cumulative -2 penalty to their Will defense for each Unbidden they are adjacent to.

Alignment Evil **Languages** common
Str 13 (+5) **Dex** 16 (+6) **Wis** 14 (+5)
Con 11 (+3) **Int** 12 (+4) **Cha** 12 (+4)

Equipment cloth robe, dagger

Unbidden Darkthrower Level 8 Lurker (Leader) Medium Natural Humanoid (Human) XP 350

Initiative +6 **Senses** Perception +4, darkvision
Umbral Gift aura 5; allies have concealment
HP 69; **Bloodied** 34
AC 22; **Fortitude** 19, **Reflex** 20, **Will** 21
Speed 6

⚔ **Dagger** (standard; at-will) • Weapon

+13 vs. AC; 1d4 + 5 damage

↩ **Throw Darkness** (standard; at will) • Psychic

Close burst 2; +12 vs. Will; 1d10 + 7 psychic damage and the unbidden darkthrower is invisible to the target until the end of the unbidden darkthrower's next turn.

☹ **Dark Hex** (standard; recharge ☹ ☹) • Psychic

Requires combat advantage; Ranged 5; +12 vs. Will; 4d8 + 5 psychic damage, and the target is stunned (save ends.)

Alignment Evil **Languages** Common, Abyssal
Skills Arcana +14, Stealth +13
Str 12 (+5) **Dex** 15 (+6) **Wis** 13 (+5)
Con 15 (+6) **Int** 21 (+9) **Cha** 20 (+9)

Equipment cloth robe, dagger, skull implement

Unbidden Muscle Level 8 Brute Medium Natural Humanoid (Ghodon) XP 350

Initiative +7 **Senses** Perception +4
HP 106; **Bloodied** 53
AC 20; **Fortitude** 22, **Reflex** 21, **Will** 20
Speed 5

⚔ **Greatsword** (standard; at-will) • Weapon

+11 vs. AC; 1d10 + 5 damage

⚔ **Slash and Bash** (standard; encounter) • Weapon

+11 vs. AC; 4d8 + 5 psychic damage and the target is dazed (save ends).

Bear Hug (immediate interrupt; when the unbidden muscle is missed with a melee attack; sustain standard; encounter)

+13 vs. Reflex; 1d12 damage and the target is grabbed. If the target is still grabbed, the unbidden muscle can sustain the grab with a standard action and deal an additional 1d12 damage.

Alignment Evil **Languages** Common
Skills Athletics +14, Stealth +12
Str 20 (+9) **Dex** 17 (+7) **Wis** 16 (+7)
Con 16 (+7) **Int** 10 (+4) **Cha** 11 (+4)

Equipment leather armor, greatsword, amulet of protection +1

Karzarion the Mad Level 10 Elite Soldier (Leader) *Avatar of the Umbral Claw* Medium Natural Humanoid (Human) XP 1,000

Initiative +8 **Senses** Perception +7, darkvision
Black Blood Frenzy aura 10; allies gain +2 to hit against enemies taking ongoing necrotic damage.
HP 248; **Bloodied** 124
AC 28; **Fortitude** 25, **Reflex** 21, **Will** 24
Saving Throws +2
Speed 6
Action Points 1

⚔ **Black Claw** (standard; at-will) • Necrotic

+17 vs. AC; 2d6 + 5 necrotic damage and the target is slowed until the end the Avatar's next turn.

⚔ **Quick Claw Strike** (standard; at-will) • Necrotic

The Avatar of the Claw makes two Black Claw attacks.

⚔ **Belly Slice** (standard; recharge ☹ ☹ ☹) • Necrotic

+17 vs. AC; 4d8 + 5 necrotic damage and ongoing 10 necrotic damage.

☹ **Sacrifice** (immediate interrupt; when an enemy drops to 0hp or below; recharge when bloodied) • Healing

Close burst 5; each ally within burst can spend a healing surge and gain a +2 bonus to all defenses until the start of their next turn.

Alignment Evil **Languages** Common, infernal
Skills Athletics +16, Intimidate +15
Str 23 (+11) **Dex** 17 (+8) **Wis** 15 (+7)
Con 18 (+9) **Int** 14 (+7) **Cha** 20 (+10)

Equipment scale armor, black claw

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CHAPTER TWO: RACES



The people of Scarrport come from all across the known realms. In this bustling city, you'll find humans of myriad cultures; stout dwarves, noble eladrin, cunning teiflings, mighty dragonborn, and a host of other people. In addition, a number of creatures native to the region make their homes in Scarrport. Stoic ghodon rub elbows with conniving gremlins and light-hearted otterkin.

The following chapter introduces you to three new races: ghodon, gremlins, and otterkin.

GHODON

Mighty nomadic warriors and elementalists descended from giants, masters of their own destiny.

RACIAL TRAITS

Average Height: 7'6" to 8'0"

Average Weight: 360 to 460 lbs.

Ability Scores: +2 Constitution, +2 Strength,

Size: Medium

Speed: 7 squares

Vision: Normal

Languages: Common and Giant

Skill Bonuses: +2 Athletics, +2 Intimidate

Will of Iron: Ghodon gain a +1 racial bonus to Will defense.

Ghodon Girth: Whenever a ghodon uses a push, pull, or shift maneuver against an opponent they are moved 1 additional square.

Ghodon Bear Hug: You gain the use Bear Hug as an encounter power.

Ghodon Tribe: Choose one of the Ghodon Lineage feats listed below to indicate your ghodon's tribe.

Bear Hug

Ghodon Racial Power

You grab your opponent and crush the life out of them.

Encounter • Martial

Standard Action

Melee

Target: One creature

Attack: Strength vs. Reflex

Hit: Target is grabbed and takes 1d12 + Strength modifier damage.

Sustain Standard: The target remains grabbed and takes another 1d12 + Strength modifier damage.

Descended from giants, the first ghodon were whelps, cast into the wilderness by their giant parents or thrown into pits to fight against wolves and other creatures for the right to live. Those who survived formed one tribe. Over the years since they were cast out, they multiplied and developed into a distinct species. The ghodon carried some of the traits of their giant parentage, to be sure, but no longer did they think of themselves as defective offspring of the ancient giants. They were ghodon, and that was enough — for a while, at any rate.

There came a time when the ghodon fell into bickering and infighting. Called the Grog-nock (or great sundering in the common tongue), this period of upheaval saw the ghodon separate out into three major tribes; the red-skinned Shar-karon (fire ragers), the brown-skinned Tokkarri-ghodon (rock ghodon), and the blue-skinned Mog-bashai (thunder howlers).

Despite their common origins, the three tribes have a long history of bitter conflict, often going to war with each other over petty reasons. Even now, hundreds of years since the great sundering, ghodon tend to stick to their own tribes.

Play a Ghodon if you want...

- ♦ to have the blood of ancient giants running in your veins.
- ♦ to be a member of a nomadic race.
- ♦ to choose your lineage.
- ♦ to play a race that favors the elementalists and fighter classes.

PHYSICAL QUALITIES

Standing between 7 and 8 feet tall, powerfully built Ghodon tower above other races, and weigh anywhere from 360 to 460 lbs. Ghodon have cleft hooves. Their thick skin ranges in hue depending on their ancestry. The most common colors are deep blue, violet, brown, teal and red. Ghodon eyes are similarly shaded. Ghodon live slightly longer than humans do.

PLAYING A GHODON

The fearsome ghodon are a nomadic race of warriors, magi, and adventurers. Descended from ancient giants, the ghodon prefer not to speak about their ancestry to other races. Ghodon are a deeply conflicted race. Their long history is marked by tribal war and blood feuds, most of which are often started over seemingly insignificant reasons.

To be ghodon is to be feared and misunderstood. Only the vile tiefling warlocks of the Hellfury Peaks and the dreaded Shadowheart wolvern inspire more fear in the hearts of other races in the region than the ghodon. This isn't because ghodon are evil (indeed, they are no more or less evil than any other race), but rather because they are fearsome foes on the battlefield and accomplished elementalists. Coupled

with their massive size and stoic disposition, this inborn ferocity often taints the ghodon with a reputation as little more than nomadic brigands. In truth, ghodon are a proud, uncomplicated people. Intensely loyal to those precious few they choose to call friend, a ghodon will lay down his or her life in order to protect them.

Ghodon say what they mean in very plain — often blunt — language. Indeed, their lack of tact tends to get them into trouble more often than not. Most people simply can't handle their abrasive nature. In general, ghodon aren't trying to be rude, it's just that they simply speak the truth directly, regardless of how people might react to what they say, or how they say it. Moreover, when words fail them, ghodon tend to become violent; yet another reason why ghodon are feared by others.

To ghodon, deceit is a shameful character trait, nearly as bad as cowardice. If one does not have the courage to speak truly (even when doing so might bring dishonor upon the person or their tribe), that person cannot be trusted in all things. Such people are called Gruun'shel; black tongue dogs. Gruun'shel are marked with a black dot and banished from their tribe. In severe cases, their tongues are cut out as well. In instances where their lies and treachery has brought danger to the tribe, black tongue dogs are disemboweled and hung.

Ghodon are divided into three tribes: the Shar-karon, Tokkarri-ghodon, and Mog-bashai.

Shar-karon: The fierce, crimson ghodon of the shar-karon tribe are perhaps the most aggressive of their race. Shar-karon will start a fight at the slightest provocation.



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Unlike other tribes, the shar-karon embrace their fire giant ancestry, even if their distant relatives still reject them. Shar-karon rites of passage involve scarification rituals and long journeys to active volcanoes, where they are said to learn the curse of the burning blood (see lineage feats, below). As with all ghodon, shar-karon are nomadic, though they stay close to mountain ranges such as the Hellfury peaks. They tend to camp in caves. In general, shar-karon elementalists tend towards the elements of fire, wind, and earth.

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Customization options: Some shar-karon magi prefer the dark path of the warlock to that of the elementalist. If you wish to have your ghodon character become a warlock, change the racial +2 strength bonus to Charisma or Intelligence in order to maximize her potential.

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Tokkarri-ghodon: Commonly known as rock-ghodon, the tokkarri-ghodon are the most universally recognizable of their kind. Tokkarri-ghodon, while fearsome adversaries if provoked, are generally peaceful people, making their way in the world as cattle herders, hunters, trappers and guides. Rock-ghodon prefer hilly lowlands and plains where their herds can graze. While they are nomadic, more and more rock-ghodon have built permanent dwellings in the hills and valleys surrounding Scarrport in recent years. Some people speculate they are losing their wanderlust, while others claim the ghodon people as a whole are answering some ancestral call to settle in the region surrounding Scarrport. In general, tokkarri-ghodon elementalists tend towards the elements of water, air, and earth.

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Customization options: Their love of the wilderness makes tokkarri-ghodon natural rangers. If you wish to have your ghodon character become a ranger, change the racial +2 Constitution bonus to Dexterity or Wisdom in order to maximize her potential.

Mog-bashai: The least common of all ghodon, violet, blue-skinned mog-bashai inhabit the glacial tundra and frosty hinterlands north of Winter's Heart, where they travel the icy, wind-swept barrens and worship mysterious gods in temples of ice and stone. Mog-bashai are intensely spiritual beings, attributing their survival in the frozen wastes to the whim of their deities. They claim the gods taught them secrets of fire so that they could warm their camps in the frigid nights, taught them secrets of wind and water so that they would better understand the spirit of the land in which they dwelled. The thunder gods also taught the mog-bashai the secret of steel to temper their spirits, arm their warriors and feed their children. In thanks, the ghodon keep their gods' holy days, lead simple lives, and offer the bones of their enemies up as tribute in exchange for their continued survival on the icy tundra.

Mog-bashai are master blacksmiths. Merchants throughout the realms or seek out the rare few that live in Scarrport, or journey north to Winter's Heart to trade with the ghodon, knowing the prices they'll fetch for the armor and weapons will be worth the long, hard expedition. In general, mog-bashai elementalists tend towards the elements of fire, water, and air.

Customization options: Mog-bashai are devoted to their gods, making them prime candidates for the cleric or paladin class. If you wish to have your ghodon character become a cleric or paladin, change the racial +2 Constitution bonus to Charisma or Wisdom in order to maximize her potential.

Ghodon Characteristics: Aggressive, fearsome, loyal, nomadic, proud, stoic, traditional, tribal.

Male Names: Gringarúk Shouts at the Sky, Torun Eyes Like Stone, Grinn Fire Tamer, Jorl the Elder, Khardon Farstrider,

Female Names: Naryana Shield Sworn, Morrin Steel Heart, Ilwennin Walks in Her Father's Shadow, Charra Raven on Her Shoulder, Shirris Fire Hair

GHODON ADVENTURERS

Three sample ghodon adventurers are provided below.

Gringarúk Shouts at the Sky is a disgraced paladin of Khall the Storm Bringer. Banished from the mog-bashai tribe, Gringarúk seeks to redeem himself for failing to warn his tribesmen of an impending attack, a mistake which resulted in the slaughter of nearly everyone in his village, including his family. Gringarúk's shame so deep, his need to redeem himself so profound, that he tends to take dangerous risks in combat. The fallen paladin secretly hopes each enemy he faces can bring him a glorious death, thus, redeeming his spirit in the eyes of his ancestors. Gringarúk is a fierce protector of those he adventures with; gladly placing himself in harms way to protect a comrade.

Charra Raven on Her Shoulder is a tokkarri-ghodon ranger. When not on her own adventures, Charra makes her living as a guide, escorting would-be prospectors and other folk to the Hellfury Peaks. The ghodon dislikes large cities preferring the openness of towns like Beggar's Bluff to the stifling walls and winding streets of Scarrport. Charra's closest friend is her raven — Chilkoo. As is typical of her race, Charra has a gruff demeanor when around others, but despite this character failing, the ghodon ranger has never failed to take those who trust where they wish to go.

Jorl the Elder is a fire-aspected elemental of the shar-karon tribe. While the more and more of the younger members of his tribe, craving power, venture deep into the Hellfury Peaks to learn from tiefling warlocks and forge pacts with hated demons, Jorl remains true to his ancestors, keeping the tradition of the fire elemental alive in his people. The crimson-skinned ghodon stands ever vigilant against the growing menace of the tieflings and their infernal masters, even to the point of traveling with non-ghodon adventurers who, like him, would see the mountains made safe for others.



GHODON LINEAGE FEATS

Choose one of the following lineage feats and feat powers to represent your ghodon tribe.

SHAR-KARON [GHODON] [LINEAGE]

You are descended from fire giants.

Prerequisite: Ghodon character race.

Benefit: You gain the use of the Curse of Burning Blood encounter power.

Curse of Burning Blood**Ghodon Feat Power**

You shoot your enemy with a ball of burning flame that burns into their flesh.

Encounter • Arcane, Fire
Standard Action**Ranged 10**
Target: One creature
Attack: Dexterity vs. Fortitude
Effect: 2d6 + Intelligence modifier fire damage.

TOKKARRI-GHODON [GHODON] [LINEAGE]

You are descended from earth giants.

Prerequisite: Ghodon character race.

Benefit: You gain the use of the Hurl Rock encounter power.

Hurl Rock**Ghodon Feat Power**

You pull a rock from the earth and hurl it at your enemy with all your might.

Encounter • Martial
Standard Action**Ranged 10**
Target: One creature
Attack: Dexterity vs. Reflex
Effect: 1d6 + Dexterity modifier damage and the target is knocked prone.

MOG-BASHAI [GHODON] [LINEAGE]

You are descended from storm giants.

Prerequisite: Ghodon character race.

Benefit: You gain the use of the Hurl Thunderbolt encounter power.

Hurl Thunderbolt**Ghodon Feat Power**

You call down a bolt of lightning upon your enemy.

Encounter • Arcane, Lightning, Thunder
Standard Action**Ranged 10**
Target: One creature
Attack: Wisdom vs. Reflex
Effect: 1d6 + Wisdom modifier lightning and thunder damage and the target is deafened.

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A full-page illustration on the left side of the page. It depicts a woman with long dark hair, wearing a blue dress with a white cape and a white mask covering her mouth. She is holding a long, dark staff or scepter. In the foreground, there is a large, red, demonic creature with horns and a wide, toothy grin. The background shows a dark, stormy sky with lightning and a body of water.

CHAPTER THREE: CHARACTER OPTIONS

Scarrport is home to people of all sorts of backgrounds and professions. Mighty warriors guard its gates and protect law-abiding citizens, while thief catchers hunt down thieves and deadly assassins. Pious clerics debate the mystical properties of the cosmos with magi and elementalists, and warlocks seek to unravel the mysteries of the outer planes through contact with wicked demons from the Hellfury Peaks. This chapter provides you with new options for your heroes, including a new character class, eight paragon paths, two epic destinies, and new feats.

ELEMENTALIST

"Fire, Water, Wind and Earth give me strength till I burst."

CLASS TRAITS

Role: Striker. Your connection to the elements allows you to bring them to bear against your foes.

Power Source: Elemental

Key Abilities: Intelligence, Dexterity, Constitution

Armor Training: Cloth, leather, hide

Weapon Proficiencies: Simple melee, simple ranged

Implements: Fire Sling, Stone Staff, Trident, War horn

Bonus to Defense: +1 Fort, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 6 + Constitution modifier

Trained Skills: Nature, plus three others. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), History (Int), Dungeoneering, (Int), Insight (Wis).

Build Options: Extended Elementalist, Clashing Elementalist

Class Features: Elemental bond, Earth Turner, Fire Mage, Wave Lancer, Wind Caller, Elemental Connection

The elementalist experiences the world a little differently than the people around him. He sees that all of existence is made of four basic parts and knows how to manipulate these elements to his advantage, often with devastating effect. Some elementalists reach this state only through careful study, while others exhibit their powers through innate talent. Each elementalist is focused on one facet of the natural gem, be it Fire, Water, Wind or Earth, and he or she finds

it difficult to manipulate the others. Yet there are legends of one to come who will be able to control the primordial essences with the grace of delicate dancer, manipulating the strands of each element in beautiful and dangerous patterns.

Each elementalists can serve different roles in his realm or village. You could be a shaman who leads his people against a ghodon invasion, a studious fire mage who burns for more knowledge, a dashing wave lancer piloting his own river boat, an earth turner delver plumbing the deeps, or a flighty wind caller who just wants to see the world. Your mark among the natural world is yet to be made. How will you serve the elements which give you power?

CREATING AN ELEMENTALIST

The two basic builds of elementalists are the Clashing Elementalists and the Extended Elementalists. All Elementalists rely on Intelligence for attack powers, and secondarily on Dexterity and Constitution.

CLASHING ELEMENTALIST

A clashing elementalists fights better in melee combat. You prefer close powers and abilities which give you bonuses to close quarters fighting. Clashing elementalists are typically earthturners or wavelancers and can use their chosen implements to harm their opponents with a quick jab or a pummel. Intelligence is your primary focus, but a good Constitution enables you to stay in the fight longer. Dexterity is tertiary if you'd like the ability to fight at range.

Suggested Feat: Extended Elemental Connection (Human feat: Empowered Elemental Connection)

Suggested Skills: Arcana, Athletics, Endurance, Nature

Suggested At-Will Powers: Churning rock, Healthy blow

Suggested Encounter Power: Grindsoil

Suggested Daily Power: Shard of Ice

EXTENDED ELEMENTALIST

Extended elementalists use their control over the elements to damage opponents at range. Usually fire mages or wind callers, extended elementalists twist the natural world to keep themselves out of harm's way. A smart extended elementalists is extremely dangerous as all of their attack powers rely on Intelligence while a nimble one is terrifyingly accurate with their ranged powers and implements. A vital Constitution is also important; both for the extra resiliency, and to dabble in the clashing build.

Suggested Feat: Implement Recharge (Human feat: Astral Fire or Raging Storm)

Suggested Skills: Arcana, Acrobatics, Dungeoneering, Insight

Suggested At-Will Powers: Immolate, Gale force

Suggested Encounter Power: Shooting flames

Suggested Daily Power: Wind funnel

ELEMENTALIST OVERVIEW

Characteristics: Depending on your build, you excel at either close or ranged attacks which deal heavy amounts of elemental damage. Being close to your chosen element empowers your attacks even further and many of your powers help you achieve this.

Religion: Elementalists revere gods who are close to nature such as The Voracious Host or The Walker in the Mist.

Races: Eladrin, ghodon and tieflings are inclined to become elementalists, but there is a strong tradition of extended elementalism in halfling and elven cultures as well as a large number of clashing elementalists among the dwarves. Gremlins and otterkin also choose to become elementalists.

IMPLEMENTS

Elementalists use implements to help channel their elemental power. Which implement they use is dependent upon which element is their focus: Fire mages use fire slings, wave lancers use tridents, earth turners use stone staves and wind callers use warhorns. An elementalists wielding an implement can add its enhancement bonus to the attack rolls and the damage rolls of elementalists powers, as well as elementalists paragon path powers that have the implement keyword. Without such a tool, an elementalists can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

ELEMENTALIST CLASS

FEATURES

You have the following class features.

ELEMENTAL BOND

All elementalists have a bond with one of the four elements. Choose to be an earth turner, a fire mage, a wavelancer or a wind caller. The element you choose determines the following elemental abilities:

At-will forces: Your element determines one of the at-will forces you know and restricts you from the opposing element's at-will force.

Bond: You are more adept at powers from your element than others.

Implement ability: Each element is associated with an implement and you have a special ability you may use when wielding this implement.

The element you choose also provides bonuses to certain elementalists powers. Individual powers detail the effects (if any) your element has on them.

EARTH TURNER

You are immovable as a granite promontory, but you can alter the terrain around you like an earthquake. Enemies are wary of coming near you, as your command of the earth has the power to bring them within the reach of your stone staff.

Churning Rock: You know the churning rock at-will force and you may not learn the gale force at-will force.

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Earth Bond: You gain +1 to hit with any earth power and suffer a -1 to hit with any wind power.
Stone Staff: Once per encounter as a minor action, you pull a creature a number of squares equal to twice your Constitution modifier. The pull must end in a square adjacent to you.

FIRE MAGE

Your passion burns bright. The cleansing heat of fire ignites your blood and you delight in manipulating flames to consume your foes from a distance. You have perfected the use of the sling and using combustible bullets allows you to create fires across the battlefield.

Immolate: You know the immolate at-will force and you may not learn the floodtide at-will force.

Fire Bond: You gain +1 to hit with any fire power and suffer a -1 to hit with any water power.

Fire Sling: Once per encounter as a minor action, you fire a flaming bullet with your sling at an unoccupied square within 5. This square bursts into flame and counts as a square which contains fire until the end of your next turn. If a creature enters this square, they take 1d6 fire damage.

WAVE LANCER

You rise and fall like the tide. Change is integral to all life and your affinity to the always fluid nature of water has allowed you to adapt to any situation. Your skill with the three-pronged spear sometimes makes your enemies feel that you are in two places at once.

Floodtide: You know the floodtide at-will force and you may not learn the immolate at-will force.

Water Bond: You gain +1 to hit with any water power and suffer a -1 to hit with any fire power.

Trident: Once per encounter as minor action, you gain combat advantage against an adjacent target as if you were flanking it. Creatures immune to flanking are immune to this ability.

WIND CALLER

You are exhilarated by the wind in your hair and have been known to spend hours gliding on an updraft. Your graceful command of the air befuddles your opponents. A blast of gas through your horn allows you to fly away from danger.

Gale Force: You know the gale force at-will force and you may not learn the churning rock at-will force.

Wind Bond: You gain +1 to hit with any wind power and suffer a -1 to hit with any earth power.

Warhorn: Once per encounter as move action, you may shift a number of squares equal to your Dexterity modifier. This movement counts as flying.

ELEMENTAL CONNECTION

Once per turn, all elementalists may deal elemental damage to one creature based on their elemental bond. If an attack damages more than one creature, you must choose one creature that is inflicted with the elemental damage. The elemental damage is increased if certain conditions are met, depending on your bonded elemental. For example, if you are a wave lancer and within 5 squares of a square which contains water such as a river or a swamp, your attack deals 1d4 + 2 cold damage. Some forces create environmental effects which allow the increased damage.

Elemental Connection Damage, Conditions and Bonuses

Element	Elemental damage	Condition	Bonus
Earth turner	+1d4* damage	You have not taken a move action to move from your square this turn.	Add 2 damage.**
Fire mage	+1d4* fire damage	You are within 5 squares of a square which contains fire or lava.	Add 2 fire damage.**
Wave lancer	+1d4* cold damage	You are within 5 squares of a square which contains water.	Add 2 cold damage.**
Wind caller	+1d4* thunder damage	You have flown this turn.	Add 2 thunder damage.**
*Increases to 2d4 at level 11 and 3d4 at level 21.			
**Increases to 4 at level 11 and 6 at level 21.			

ELEMENTALIST POWERS

Your powers are known as forces. Each power is associated with one of the four elemental bonds, but you aren't limited to choosing powers associated with your bond. In fact, most elementalists choose at least a few powers from outside their bond to give themselves a wider range of options.

ELEMENTALIST LEVEL 1 AT-WILL FORCES

Immolate Elementalist (Fire) Attack 1

Flames ripple up the target's frame and he must frantically put them out.

At-Will • Elemental, Fire, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier fire damage. If the target does not spend a minor action to put out the flames, it takes additional 1d6 fire damage at the end of its next turn.

Special: Unless the target douses the flames, the target's square counts as a square which contains fire until the end of your next turn.

Increase damage and extra damage to 2d6 + Intelligence modifier at 21st level.

Floodtide Elementalist (Water) Attack 1

A flood of frozen water rises to overtake your enemy.

At-Will • Elemental, Implement

Standard Action Ranged 5

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage, and the target is slowed until the end of your next turn.

Effect: The target's square counts as a square which contains water until the end of your next turn.

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

Gale Force Elementalist (Wind) Attack 1

You call a strong wind to carry you and buffet an opponent at range.

At-Will • Elemental, Implement, Thunder

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d4 + Intelligence modifier thunder damage.

Special: You may fly two squares before you make this attack. You must end this movement on solid ground or you take falling damage and land prone.

Increase damage to 2d4 + Intelligence modifier at 21st level.

Churning Rock Elementalist (Earth) Attack 1

The earth beneath one feeble foe near you crumbles and folds upon itself, crushing its bottom half.

At-Will • Elemental, Implement

Standard Action Close burst 1

Target: One creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier damage. If the target occupies the same square at the end of its next turn it takes an additional 1d6 damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Healthy Blow Elementalist (All) Attack 1

With the force of your body, you strike with your weapon.

At-Will • Elemental, Weapon

Standard Action Melee weapon

Target: One creature in burst

Attack: Constitution vs. AC

Hit: 1[W] + Constitution modifier.

Special: This attack counts as a basic melee attack.

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

ELEMENTALIST LEVEL 1 ENCOUNTER FORCES

Shooting Flames Elementalist (Fire) Attack 1

You leap gracefully forward and spray popping flames at your enemy.

Encounter • Elemental, Implement, Fire

Standard Action Ranged 5

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier fire damage and you may shift one 1 square.

Fire: You may shift your Dexterity modifier squares before or after this attack.

Splash Elementalist (Water) Attack 1

Liquid exudes from your arms and you fling it into their faces.

Encounter • Elemental, Implement, Cold

Standard Action Close blast 2

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier cold damage, and the target is slowed until the end of its next turn.

Water: The target suffers -1 to attack rolls.

Special: The blast counts as a square which contains water until the end of your next turn.

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Grindsoil**Elementalist (Earth) Attack 1**

A menacing rake, your hand rips the ground beneath.

Encounter • Elemental, Implement

Standard Action **Close blast 2**

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage, and the target is knocked prone.

Earth: The target is also slowed until the end of your next turn.

Clear Shout**Elementalist (Wind) Attack 1**

The horn at your lips amplifies your shout a thousand fold.

Encounter • Elemental, Implement, Thunder

Standard Action **Ranged 10**

Target: One Creature

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier thunder damage.

Wind: The target is deafened.

ELEMENTALIST LEVEL 1 DAILY FORCES

Lesser Flame**Elementalist (Fire) Attack 1**

Your pact with the plane of flame allows you a servant for a short span of time.

Daily • Conjuration, Elemental, Fire

Standard Action **Ranged 10**

Effect: You conjure a lesser flame which occupies 1 square within range. Each round, you can move the flame up to 6 squares as a move action. The lesser flame lasts until the end of the encounter or five minutes. Any creature that begins its turn adjacent to the lesser flame takes 1d6 fire damage. The lesser flame's square contains fire.

Shard of Ice**Elementalist (Water) Attack 1**

Those around your shard of ice complain that they have to invest in so many more furs than before.

Daily • Conjuration, Elemental, Cold

Standard Action **Ranged 5**

Effect: You conjure a shard of ice which occupies 1 square within range. The shard of ice lasts until the end of the encounter or five minutes. The shard of ice's square counts as containing water. Make an attack against one adjacent creature:

Target: One creature adjacent to the shard.

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier cold damage, and the immobilized.

Sustain Minor: You may repeat the attack.

Ball of Stone**Elementalist (Earth) Attack 1**

You know that a rock ball is a great pet.

Daily • Conjuration, Elemental

Standard Action **Close burst 1**

Targets: One creature within burst.

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage.

Effect: You conjure a ball of stone that occupies the target's square. You can move the ball up to 6 squares each turn as a move action. The ball can pass through occupied squares and the occupying creature takes damage equal to your Constitution modifier. The ball of stone lasts until the end of the encounter or five minutes. You can dismiss the ball as a minor action.

Wind Funnel**Elementalist (Wind) Attack 1**

The swirling torrent of air pushes those around it and you into the air.

Daily • Conjuration, Elemental, Thunder

Standard Action **Ranged 10**

Effect: You conjure a wind funnel that occupies 1 square within range. Each round you may move the funnel 6 squares as a move action. The wind funnel lasts until the end of the encounter or five minutes. Make an attack against each adjacent creature:

Target: Each creature adjacent to the funnel (including yourself).

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier thunder damage, and push the target 2 squares.

Sustain Standard: You may repeat the attack.

Special: If you are adjacent to the funnel, you may choose to ride it as a move action. While riding the funnel, you are considered flying and you move with the funnel without provoking opportunity attacks. While riding, you suffer a -1 to all defenses and attack rolls. You may cease riding the funnel and enter an unoccupied adjacent square as a move action.

ELEMENTALIST LEVEL 2 UTILITY FORCES

Fire Shield**Elementalist (Fire) Utility 2**

You are surrounded by flaming servants who ward off attack.

Daily • Elemental, Fire

Minor Action **Personal**

Effect: You gain resistance fire 5 and +2 power bonus to AC and Reflex until the end of the encounter. In addition, any enemy which hits you with a melee attack takes fire damage equal to your constitution modifier.



SoddenElementalist (Water) Utility 2

You've always enjoyed a swamp.

Encounter • Elemental, Zone

Minor ActionArea burst 2 within 5

Effect: You create a zone of murky, soggy wetlands. The zone is difficult terrain and contains water. In addition, creatures with the fire keyword suffer a -1 to all defenses and attacks while occupying the zone.

Sustain minor: The zone persists.

Immovable ForceElementalist (Earth) Utility 2

Nothing can move you, servant of earth.

Encounter • Elemental, Force

Minor ActionPersonal

Effect: If you are grabbed, you end that condition. In addition, you are immune to forced movement until the end of your next turn.

Flight of FancyElementalist (Wind) Utility 2

Sometimes you just have to soar.

Encounter • Elemental

Move ActionPersonal

Effect: You fly 3 squares, but you must end this movement on solid ground or you fall.

ELEMENTALIST LEVEL 3 ENCOUNTER FORCES

Field of FireElementalist (Fire) Attack 3

You, farmer of fire, grow a crop of orange-tongued stalks that brightly burn.

Encounter • Elemental, Fire, Implement

Standard ActionRanged 5

Target: One, two, or three creatures within range.

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier fire damage, and struck targets take a -1 penalty to their Reflex defense until the end of your next turn

Fire: Targets take a penalty equal to 1 + your Dexterity modifier to Reflex until the end of your next turn.

Freeze in PlaceElementalist (Water) Attack 3

You turn the ground beneath your foe into ice, holding him there.

Encounter • Cold, Elemental, Implement

Standard ActionClose burst 1

Target: One creature in burst.

Attack: Intelligence vs. AC

Hit: 1d10 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

Special: The target's square contains water until the end of your next turn.

Water: If you have combat advantage, you deal an additional 1d6 cold damage.

Rock WaveElementalist (Earth) Attack 3

You stomp and a ripple of earth knocks down your enemies.

Encounter • Elemental, Implement

Standard ActionClose burst 2

Target: Each creature in burst.

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier damage, and pull 1.

Earth: The target is knocked prone.

Aerosol BreathElementalist (Wind) Attack 3

Out of your horn blasts a cloud of noxious fumes.

Encounter • Elemental, Implement, Thunder, Poison

Standard ActionArea burst 1 within 10

Target: Each creature in burst.

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier thunder and poison damage.

Wind: The target takes 1d4 additional poison damage.

ELEMENTALIST LEVEL 5 DAILY FORCES

IgniteElementalist (Fire) Attack 5

You dream of burning all your enemies in fires like this.

Daily • Elemental, Implement, Fire

Standard ActionRanged 10

Target: One creature.

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier fire damage, and ongoing 5 fire (save ends).

Miss: Half damage, and ongoing 2 fire.

Special: The target's square contains fire until it saves against the ongoing fire damage.



Water Pick Elementalist (Water) Attack 5

You see your advantage and, imbuing your trident with frost, you plunge your weapon into your enemy's side.

Daily • Cold, Elemental, Implement

Standard Action **Melee Weapon**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier cold damage, and the target gains vulnerable cold 5 (save ends).

Special: If you have combat advantage, the target gains vulnerable cold 10 instead.

Miss: Half damage and no vulnerability.

Staff of the Earth Elementalist (Earth) Attack 5

The strong spirits of the earth have blessed your staff with potent force.

Daily • Elemental, Implement

Minor Action **Melee touch**

Targets: One held weapon

Effect: Until the end of the encounter, you gain +1 power bonus to hit with the weapon and each creature hit by your basic melee attack with the weapon is immobilized until the end of your next turn.

Bombing Run Elementalist (Wind) Attack 5

You throw yourself aloft and drop concussive explosions of air on those foolish enough to stay on the ground beneath you.

Daily • Elemental, Implement, Thunder

Standard Action **Ranged 5**

Requirement: You fly 6 squares. You must end this movement on solid ground or you fall.

Target: Two creatures in your path.

Attack: Intelligence vs. Reflex, two attacks

Hit: 2d8 + Intelligence modifier thunder damage and knocked prone.

ELEMENTALIST LEVEL 6 UTILITY FORCES

Cleansing Flame Elementalist (Fire) Utility 6

The fever seemed to burn off.

Encounter • Elemental, Fire

Minor Action **Personal**

Effect: Make an immediate saving throw against an ongoing condition with a bonus equal to your Dexterity modifier.



Slip and Slide

Elementalist (Water) Utility 6

The ebb and flow of the tide is at your control.

Encounter • Elemental

Move Action **Personal**

Effect: You shift your speed. You may pass through one square containing an enemy during this shift.

Stone Mantle

Elementalist (Earth) Utility 6

Nothing can move you, servant of earth.

Daily • Elemental

Minor Action **Personal**

Effect: You gain a +4 to AC and are immune to all forced movement until you move.

Whisk Out of Danger

Elementalist (Wind) Utility 6

"Come with me if you want to live."

Encounter • Elemental

Immediate Interrupt **Ranged 5**

Trigger: You or one ally within range is hit with an attack.

Effect: You or one ally within range may shift a number of squares equal to your Dexterity modifier. If the target's new location is within range of the attack, it resolves as normal. If the target is no longer in range, the attack fails against that target.

ELEMENTALIST LEVEL 7 ENCOUNTER FORCES

Fireline

Elementalist (Fire) Attack 7

You raise your hand and a line of flames erupts to sear the enemy.

Encounter • Elemental, Fire, Implement, Wall

Standard Action **Area wall 5 within 10**

Target: Each creature in wall

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier fire damage.

Effect: You conjure a wall of contiguous squares of bright red flame which lasts until the end of your next turn. Any creature that begins its turn in the wall takes 1d8 + Dexterity modifier fire damage.

Special: The wall's squares count as squares which contain fire until the end of your next turn.

Fire: The wall lasts until the end of your 2nd turn.

Quick Vacuum

Elementalist (Water) Attack 7

You create an irresistible flow of fluid towards you.

Encounter • Elemental, Implement

Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier cold damage, and the target is pulled a number of squares equal to your Constitution modifier.

Water: Make a basic melee attack against one adjacent enemy as a free action after this attack.

Grasping Earth

Elementalist (Earth) Attack 7

You compel the earth to grab your foe and bring him closer to you.

Encounter • Elemental, Implement

Standard Action **Ranged 5**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage, and the target is pulled 2 squares and grabbed.

Earth: The target is pulled 2 + your Constitution modifier squares and grabbed.

Storm Front

Elementalist (Wind) Attack 7

Wave after wave of thunder and lightning crash upon your foe and you ride the crests.

Encounter • Elemental, Implement, Lightning, Thunder

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier lightning damage, and you may make a secondary attack.

Secondary Attack: Intelligence + Dexterity modifier vs. Reflex

Secondary Hit: 1d10 thunder damage,

Wind: You may fly 6 squares before this attack but you must end this movement on solid ground or you fall.

ELEMENTALIST LEVEL 9 DAILY FORCES

Torchlight

Elementalist (Fire) Attack 9

You bathe yourself in fire and spread your cleansing flame through the fracas.

Daily • Elemental, Implement, Fire

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier fire damage, and ongoing fire damage equal to your Dexterity modifier.

Effect: Move your speed. You are immune to opportunity attacks until the end of your next turn. Enemies that are adjacent to you at any point during this move take fire damage equal to your dexterity modifier. In addition, you gain resist fire 10 until the end of the encounter.

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Frothing Rapids Elemental (Water) Attack 9

The river's source begins within you.

Daily • Cold, Conjuration, Elemental, Implement, Zone

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier cold damage, and slide 1.

Effect: The blast creates a zone of rapidly flowing water which is difficult terrain. Repeat the attack against any creature that begins its turn in the zone.

Sustain minor: The zone persists.

Special: The zone contains water while it persists.

Shifting Plates Elemental (Earth) Attack 9

Controlling slabs of the earth is the way to bring the fight to you.

Daily • Elemental, Implement

Standard Action Ranged 10

Targets: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier damage, and slide 5.

Miss: Half damage and slide 2. You may sustain.

Sustain Move: Make an Intelligence vs. Fortitude attack against the target. On a hit, you slide the target 3. On a miss, the effect ends and you may no longer sustain.

Swirling Winds Elemental (Wind) Attack 9

You harry the archers with a foul tempest.

Daily • Elemental, Implement, Thunder, Zone

Standard Action Area burst 3 within 10

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier thunder damage and blinded (save ends).

Effect: The burst creates a zone of swirling winds that lasts until the end of the encounter. Any ranged or area attack which originates from a square inside the zone suffers -4 penalty. In addition, any ranged or area attack which must pass through a square in the burst suffers a -2 penalty.

ELEMENTALIST LEVEL 10 UTILITY FORCES

Red Tongue Elemental (Fire) Utility 10

You call forth a red tongue of flame to do your bidding.

Daily • Conjuration, Elemental, Fire

Minor Action Ranged 20

Effect: You conjure a red tongue that occupies 1 square within range. Each round, you can fly the tongue 6 squares as a move action. The red tongue lasts until the end of the encounter or five minutes. The red tongue can perform any skill check that you can make as a standard action as long as you are within 20 squares. The red tongue uses your skill bonus, except that it has a +10 power bonus to Thievery and Insight. Any creature that ends its turn adjacent or atop the red tongue takes 1d6 fire damage. The tongue's square contains fire.

Water Elemental Elemental (Water) Utility 10

You create a fluid friend to help overcome that which blocks your path.

Daily • Cold, Conjuration, Elemental

Minor Action Ranged 20

Effect: You conjure a water elemental that occupies 1 square within range. Each round, you can move the water elemental 6 squares as a move action. The water elemental lasts until the end of the encounter or five minutes. The water elemental can become solid ice of 6 contiguous squares that can support up to 500 lbs per square. As a standard action, as long as you are within 20 squares of it. The water elemental can freeze itself fast to any solid square and can form stairs if needed. Once frozen, the water elemental stays in that state until it ends. Any creature that ends its turn adjacent or atop the frozen water elemental takes 1d6 cold damage. The water elementals square(s) contains water.

Water: As a standard action, the frozen water elemental thaws and occupies 1 square it did while frozen. You may move and freeze it again with the appropriate actions until it ends.

Stone Servant Elemental (Earth) Utility 10

A sentry, a guard, a mule. A large man-shaped rock elemental is the ultimate tool.

Daily • Conjuration, Elemental

Minor Action Ranged 5

Effect: You conjure a stone servant that occupies a 2-by-2 space within range. Each round, you can move the stone servant 5 squares as a move action. The stone servant lasts until the end of the encounter or five minutes. As a minor action, you can order the stone servant to block passage through an area that is two squares wide by two squares long by two squares tall or less. This does not block line of sight or effect but does provide cover. Medium size or smaller creatures may slip past the servant with an acrobatics check of DC 20 + ½ your level. As a minor action, you may order the stone servant to pick up and carry inanimate objects weighing up to 2000 lbs.

Mass Swirling Wind Elemental (Wind) Utility 10

An army of tempests protect your party.

Daily • Elemental, Lightning, Thunder

Standard Action Close burst 5

Targets: You and each ally in burst.

Effect: Targets gain resist lightning and thunder 15. In addition, ranged attacks against the target take a -2 penalty to hit.. Both effects last until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or five minutes.

ELEMENTALIST LEVEL 13 ENCOUNTER FORCES

Cosmic Flare Elemental (Fire) Attack 13

Two jets of burning gas, as a sun flare, erupt from your palms and converge on your enemy.

Encounter • Elemental, Implement, Fire, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier fire damage, and the target is blinded until the end of your next turn.

Fire: The target takes an extra 1d6 radiant damage.

Hail Spray Elemental (Water) Attack 13

You form small pellets of water and fling them through a pane of frost, transforming them into ice bullets.

Encounter • Cold, Elemental, Implement

Standard Action Close blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

Water: If you have combat advantage against the target, it is also dazed until the end of your next turn.

Sheetrock Elemental (Earth) Attack 13

You push the creature into a solid sheet of rock.

Encounter • Elemental, Implement

Standard Action Close burst 1

Target: One creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage and push 3. At the end of the forced movement, the target takes 1d8 damage.

Earth: At the end of the forced movement, the target instead takes 1d8 + Constitution modifier damage.

Brisk Gust Elemental (Wind) Attack 13

A twist of your arm and a gust of icy wind blows at your hapless foe.

Encounter • Cold, Elemental, Implement

Standard Action Ranged 10

Target: One Creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and make a secondary attack.

Secondary Attack: Intelligence vs. Reflex

Hit: The target drops one weapon it is holding.

Wind: Gain a +4 bonus to the secondary attack.

ELEMENTALIST LEVEL 15 DAILY FORCES

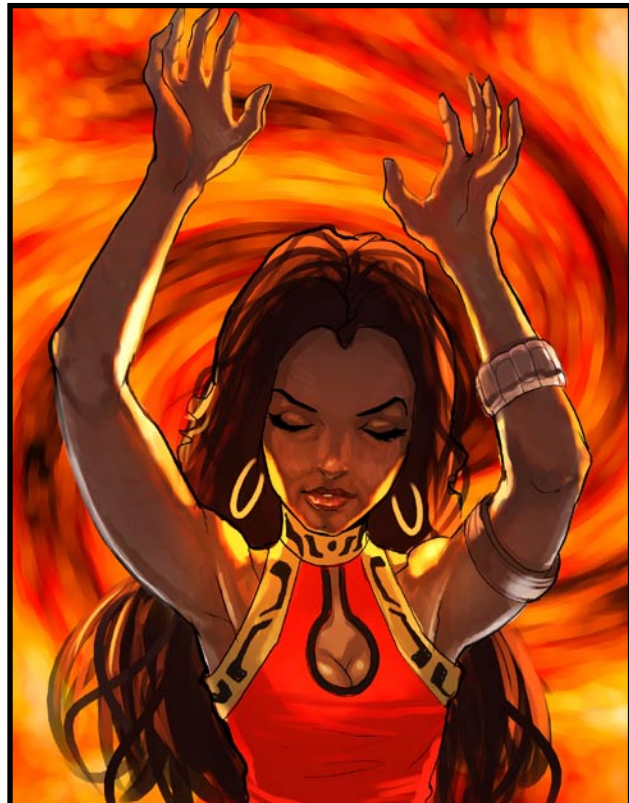
Greater Flame Elemental (Fire) Attack 15

You call forth a swirling storm of living fire to attack your foes.

Daily • Conjuration, Elemental, Fire

Standard Action Ranged 10

Effect: You conjure a greater flame which occupies a 2-by-2 space within range. Each round, you can move the flame 6 squares as a move action. The greater flame lasts until the end of the encounter or five minutes. Any creature that begins its turn adjacent to the greater flame takes 3d6 fire damage and ongoing fire 5 (save ends). The greater flame's square contains fire.



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Open the Stone Gate Stone Warden Utility 12

Your affinity for stone can persuade it to open secret ways.

Daily * Elemental

Standard Action Close burst 1

Effect: 1 square of solid rock appears as mist and becomes passable for you and your allies.

Sustain Standard: 1 square of solid rock, as long as it is adjacent to a square already transformed, appears as mist and becomes passable for you and your allies. Any square already transformed remains as mist for as long as this power is sustained. This power may be sustained until the end of the encounter or 5 minutes.

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Quake of Fury Stone Warden Attack 20

Turning in a circle, you unleash the latent power that lies just beneath the surface.

Daily • Elemental, Implement

Standard Action Close Burst 2 Squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier damage and the target is pushed a number of squares equal to 1 + your Constitution modifier.

Miss: Half damage and the target is pushed 1 square.

WIND BORN

"You cannot see the wind, only its effects. I can see the wind, and its grandeur is so much greater than you can imagine."

Prerequisite: Elemental Master, and lacks Churning Rock power.

The last path to be walked by early Elemental Masters was that of the Wind Born. The first Wind Born were those who had grown frustrated by the boundaries of their craft. While the world and its waters had been conquered, the skies still beckoned. The first steps may have been stumbling, but in the end, the Wind Born mastered their airy realm.

WIND BORN FEATURES

Wind Born Action (11th Level): When you spend an action point to take an extra action, you gain a fly speed equal to your normal speed until the end of your turn. At the end of your turn, you float down to the ground if you aren't already there.

Breeze Blown Step (11th Level): You can move across liquids, over snow drifts or on top of leaves and branches as though you were on solid ground. This ability provides you no protection from harmful effects of what you walk across, such as the heat of lava.

Zephyr's Freedom (16th Level): If you are restrained, slowed or immobilized, you may make a saving throw to end these conditions at the start of your turn instead of at the end.

WIND BORN FORCES

Surge of Sparks

Wind Born Attack 11

A storm of electricity rains down among your foes, disrupting their coordination and their aim.

Encounter * Elemental, Implement, Lightning

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier lightning damage and the target suffers a -2 penalty to all attacks until the end of your next turn.

Spirits of the Air

Wind Born Utility 12

The winds answer your call when an ally is in danger.

Encounter • Elemental, Implement

Free Action Ranged 20

Target: One ally

Effect: The target gains a fly speed equal to its normal speed until the end of your next turn, at which point the target floats to the ground without taking falling damage.

Wrath of the Storm

Wind Born Attack 20

The sky is your domain, your foes are not welcome there.

Daily • Elemental, Implement, Lightning, Thunder

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier thunder and lightning damage.

Miss: Half damage.

Special: If the target is flying, it is slowed (save ends).

Effect: You gain a fly speed equal to your normal speed until the end of the encounter.



GENERAL PARAGON PATHS

THE GRIFTER

“Hello, hello. Allow me to introduce myself; I am ... whoever you need me to be. Now, what is the job?”

Prerequisite: Trained in Bluff and Insight.

Not every problem is best solved with the swing of a war hammer. To too many adventures though every challenge looks like a nail. You view things a little differently. Some times a dash of subtly and finesse can spare you and your allies a great deal of violence. This is not to suggest that you are unable to defend yourself. You are quite capable when the need arises; though even then you really on disorienting and undermining your foes, leaving the hammering to your big strong allies.

GRIFTER PATH FEATURES

- Conning Action (11th level):** As a free action you may spend an action point to cancel a failed Bluff, Diplomacy or, Intimidate check made by you or one of your allies.
- Silver Tongue (11th level):** When an ally uses Diplomacy or Intimidate You may use Bluff for a related aid another action. In addition, others suffer a -5 penalty to their Insight checks in order to penetrate your disguises.
- Little White Lies (16th level):** You may take ten on Bluff checks during encounters or when otherwise distracted. You must decide whether to roll or to take 10 before the DM tells you whether you succeed or fail.

GRIFTER EXPLOITS

Disorienting Strike

Grifter Attack 11

Your flamboyant assault temporarily robs your foe of his greatest techniques.

Encounter • Martial

Standard Action

Melee Weapon

Target: One creature.

Attack: Dexterity or Charisma vs. Will.

Hit: 1[w] + Dexterity or Charisma modifier damage.

Effect: The target can only use at-will powers and is dazed until the end of its next turn.



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Going So Soon?

Grifter Utility 12

A moment's hesitation and all is lost. Your innocent question is all the moment you need.

Encounter • Martial

Immediate Interrupt

Close Burst 10

Target: One creature in Burst.

Trigger: An enemy within range attempts to shift or use a power that allows them to shift.

Effect: The target is not able to shift until the start of its next turn.

Dazzling Strike

Grifter Attack 20

Carelessly, your foe telegraphs his next move. After your well-placed blow, he won't even remember what he was trying to do.

Encounter • Martial

Immediate Reaction

Melee Weapon

Target: One creature.

Trigger: An enemy within reach uses an encounter power or a power that allows a roll to recharge it.

Attack: Dexterity or Charisma vs. Will

Hit: 3[w] + Dexterity or Charisma modifier damage.

Effect: The power has no effect. If the power normally recharges on a die roll, the target no longer rolls to recharge this power.



EPIC DESTINIES

MASTER OF THE PRIMORDIAL

You are the chosen one, the individual destined to master the forces of nature and to free them from their bonds.

Prerequisite: 21st level, elemental

- 1 The prophecies are true. Aeons ago, when the world was new and man lived in fear of the elements, stories were told of one who would come to master them all. You are that one.
- 2 You have been called many names; the manipulator of flame, the wind-tamer and earth-crumpler, the river's heart and storm lord. You conjure ice and rock where there was none, and flee danger on wind's wings to rain fire on your foes.
- 3 The natural world supplies you with power, but you are also beholden to the elements. Cultures and nations subvert nature's claim on the land, blowing apart mountains to build roads or diverting rivers to grow too much grain. These travesties enrage you, as they are thwarting the natural order.
- 4 You abhor nothing more than the presence of undeath, disease and lycanthropy, the unnatural byproducts of arcane and necromantic experiments. You are called, not to simply control the elements, but also to bring back their dominance in this land.
- 5

NATURE NEVER DIES

Elementalists reach immortality by embodying the natural world. Here is one example of how this event might happen to your character:

Elemental Manifestation: Bringing each of the aspects of the elements to dominance in this world as your final quest, you take a deserved victory flight across the ether.

Alone and gazing upon the landscape, a notion strikes and you raise your hands. At your signal, mountains rise, hot rock thrusting from the below the crust. You carefully divert a river to cool the molten stone and vast clouds spring up. Hovering above the horizon, you meticulously sculpt the land into a great design. Time marches on as you toil; you have long given up the needs of food or nourishment. Your only sustenance is the greatness of your art.

When you have finished, and are flying dangerously high, you realize that perhaps you are the only being capable of viewing your immortal masterpiece. You shrug; it doesn't matter, and swoop down to alight on the rock promontory which resembles your brow. Arms aloft, your body shifts and changes, arm becomes water and runs to join the rivers, leg burns bright, its smoke mingling into the wind. Your body becomes Wind, Earth, Water and Fire as your immortal soul inhabits the massive sculpture of your likeness which you've spent aeons carving into the very landscape.

MASTER OF THE PRIMORDIAL FEATURES

All masters of the primordial have the following class features.

Shifting Elements (21st level): Any fire, cold or thunder damage you or your summoned creatures deal becomes all three damage types.

Elemental Travel (24th level): Once per day, during a short rest, you may embody the element of your choice and travel to any location on the world of your birth. You travel through the earth's crust, the sky or the waterways at a speed up to 500 miles per hour. During this travel, you may not attack or be attacked. Using elemental travel expends your entire encounter and daily powers and you must take an extended rest to regain them. You can choose to be accompanied by a number of creatures equal to 3 + your Intelligence modifier. These creatures do not expend their powers by traveling with you but they must spend 2 healing surges or take that value of damage when they arrive at their destination.

Devastating Elements (30th level): When you use a power with the elemental keyword, you score a critical hit on a 19 or 20.

NEW PRIMORDIAL POWER

Absorb the Elements Master of the Primordial Utility 26

The primordial elements are your life's essence.

Daily • Elemental, Healing

Minor Action

Personal

Effect: Until the end of the encounter, when you take fire, cold or thunder damage, you do not take any damage and regain hit points equal to the amount of damage you would have taken.

