

**Underrated Cheese:** Hybrid Warlock-Warlord/Vampire/Gatekeeper of the Golden Palace/Bahamut's Vessel



### **Build Goal and Tactics:**

Working with random parties to achieve your power goals can be quite challenging if you don't have a good answer to "what's in it for me"? Take a page from someone else's book: bestow gifts in exchange for service, provide power in return for fealty, and share insight into the workings of higher powers so they might understand, you aren't their enemy (it just looks that way sometimes) and your cause is just. Everything you give only leaves them further indebted to you, making it difficult, perhaps impossible to escape your grasp. By then, maybe they might become useful, and you can avert paying the ultimate price for absolute power.

---

This build uses the following sources:

AP - Arcane Power  
AV - Adventurer's Vault  
AV 2 - Adventurer's Vault 2  
D XXX - Dragon Magazine, issue XXX  
DSCS - Dark Sun Campaign Setting  
EPG - Eberron Player's Guide  
HoS - Heroes of Shadow  
HotFK - Heroes of the Forgotten Kingdoms  
HotFL - Heroes of the Fallen Lands  
MME - Mordenkainen's Magnificent Emporium  
MP - Martial Power  
MP 2 - Martial Power 2  
PHB - Player's Handbook  
PHB 2 - Player's Handbook 2  
PHB 3 - Player's Handbook 3  
PHH 1 - Player's Handbook Heroes: Series 1  
PsP - Psionic Power

---

### **Level 1 Snapshot**

**Race:** Half-Elf (PHB)  
**Class:** Hybrid Warlock-Warlord (PHB3)  
**Hybrid Feature:** Eldritch Pact [Fey Pact] (PHB3)  
**Hybrid Feature:** Warlock's Curse (PHB3)  
**Hybrid Feature:** Inspiring Word (PHB3)  
**Warlord Leadership:** Combat Leader (PHB)  
**Background:** Born Under a Bad Sign (D 366)  
**Theme:** Masked Lord (D 409)

### **Ability Scores, with racial adjustments:**

Charisma 20 (+5)  
Dexterity 13 (+1)  
Constitution 15 (+2)  
Strength 10 (+0)  
Wisdom 10 (+0)  
Intelligence 8 (-1)

**HP:** 32 --> 12base, +20Charisma  
**Bloodied:** 16 HP or less  
**Healing Surges:** 8 --> 6base, +2Constitution  
**Healing Surge Value:** 8 HP

**AC:** 18 --> 10base, +6armor, +1 enhance, +1shield  
**Fortitude:** 13 --> 10base, +2Constitution, +1class  
**Reflex:** 13 --> 10base, +1Dexterity, +1class, +1shield  
**Will:** 15 --> 10base, +5Charisma

**Initiative:** +3 --> +1Dexterity +2Combat Leader  
**Speed:** 5 --> 6 base -1chainmail

**Racial Encounter Power:**

Taste of Life (HoS)

**Theme Encounter Power:**

Create Lord's Armor (D 409)

**At-Will Attack Powers:**

**L1** - Echoing Dirge (HoS + errata)  
**L1** - Direct the Strike (MP2)

**Encounter Attack Powers:**

**L1** - Powerful Warning (MP2)

**Daily Attack Powers:**

**L1** - Prophecy of Zhudun (D 366)

**Skills:**

Bluff (+10) --> +5Charisma, +5trained  
Pass off a disguise (12) --> +10Bluff +2disguise kit  
Diplomacy (+12) --> +5Charisma, +5trained, +2 racial  
Intimidate (+10) --> +5Charisma, +5trained  
Streetwise (+5) --> +5Charisma

**Feats:**

**L1** - Hybrid Talent: Warlord Armor Proficiency (PH3)

**Gears (Expected GP = 100):**

Light shield (PHB) (5 gp)  
Disguise kit (MME) (30 gp)  
Standard adventurer's kit (PHB) (15 gp)

**Discussion:**

Handing out treasure to the party is DM territory, but making the most out of what is given is yours. The party looks up to the DM ... and then they look up to you (the Master of Coin) ... this is underrated power. This build incorporates simple and effective ways of impacting the game's economy. **CREATE LORD'S ARMOR** + Hybrid Talent feat (Warlord Armor Proficiency) gives you +1 magic chainmail for FREE. While you lose this benefit when you change themes at L5 (retraining rules) less competition over magic items at early levels is good for the party.

Maximize Charisma as it will modify all your attack rolls, increase your damage, and seriously boost everyone's initiative at L12 (via Combat Commander feat). Maintain two balanced secondary stats to keep a well-rounded NAD. Dexterity for base initiative and to increase your damage at L4 (via Moonfire Blade at-will MBA). Constitution for durability and to qualify for an expanded crit range at L24 (via Warlock Implement Expertise feat). Intelligence is the least used score in this build so that gets an 8 while Strength and Wisdom each get a 10.

**TASTE OF LIFE (Tactics):** Use this to gain THP out of combat (set-up required). Ex. **(1)** knock an enemy unconscious instead of killing it in combat. Attack it with this power after a short rest to gain THP until your next rest / depleted. **(2)** ask your party if they would be willing to let you take a bite out of them. You only need to hit to gain the non-damaging effects of the power, so the damage can be mitigated (ex. resist necrotic). This power enables you to multiclass into a Vampire (via Adept Dilettante feat) without losing surges at L6.

**ECHOING DIRGE (Tactics):** As a hybrid striker, you want both target enemies to be cursed so even if you miss 1, you can still do your extra damage on the other. As a hybrid leader, you want to position enemies with push, so they end up: **(1)** flanked / in an easier position to be flanked; **(2)** clumped together with other enemies (so your party can nuke all of them) and away from allies to prevent friendly fire; **(3)** adjacent to a sticky defender; **(4)** away from allies that want to move without provoking an OA (or clear a path for allies to get to backline targets); or **(5)** 2 squares out of flanking position to make it harder for enemies to get back into a flank without an OA.

**DIRECT THE STRIKE (Tactics):** out of combat scenario, pass off a disguise to mislead enemies into believing that you are one of them ... then the enemies (and you disguised as one of them) come face-to-face with the party. In combat, ask your DM for a non-standard action Bluff as part of using this power to mislead enemies into believing that you were directing enemies to attack your allies (not the other way around) ... then move adjacent to an enemy that uses ranged/area attacks or is out of position. An enemy that believes that you are on their side might provoke an OA. Goal is to give an ally a basic attack + set yourself up for an OA at L4.

**POWERFUL WARNING (Tactics):** You want the entire party to have functional MBAs (at least decent accuracy) so that you can use this immediate interrupt on any of them if, in your assessment, they can avoid the damage. Goal is to deal damage AND prevent damage. Ex. MBAs that: **(1)** push or slide (to move the enemy out of reach); **(2)** prone (combined penalty to hit and +2bonus to all defenses has a better chance of turning the hit into a miss); **(3)** do enough damage to kill the enemy before it hits (wait for the enemy to be bloodied in this case). Tag team with another striker ... or anyone else (this power is all about timing). Usable with disguised as an enemy tactics.

**PROPHECY OF ZHUDUN (Tactics):** Use on a solo as soon as you can. Dazed (save ends) to limit their number of actions + concealment for everyone until it saves from daze + works with curse.

---

## Level 2

### Changes:

+5 HP

+1 to attacks, defenses and checks

**New Feat:** Hex Expertise (D 402)

**New Utility Power:** Shadow Blend (HoS)

### Magic Items (Expected GP = 1,920):

L3 (680 gp): +1Pact Blade (PHB) Accurate Dagger (D 385) NEW!!!

L1 (360 gp): +1Amulet of Protection (HotFK) NEW!!!

L3 (680 gp): Battle Standard of Healing (AV) NEW!!!

TOTAL: 1,720 gp

### Discussion:

Feat and party item tax. **SHADOW BLEND** concealment is not affected by enemy vision and special senses. Ex. you can end your turn in bright light as long as within 2 squares of a square of dim light or darkness. Amulet + Pact Blade (functions as a warlock implement) are common. Always remember that if a cursed creature makes a melee attack against you, deal damage to it equal to the enhancement bonus of Pact Blade (static damage). Enemies may not know / forget about this / try to deceive them (especially minions) into making the mistake. Advise an ally to get L2 **Mage's Weapon** (AV + errata) for their starting weapon to use a superior heavy/light blade without spending a feat ... that ally may want to lend you this at L3 and give it to you (beg you to have it) by L17.

---

## Level 3

### Changes:

+5 HP

**New Encounter Attack Power:** Delban's Deadly Attention (AP)

### Magic Items (Expected GP = 2,560):

L3 (680 gp): +1Pact Blade (PHB) Accurate Dagger (D 385)

L1 (360 gp): +1Amulet of Protection (HotFK)

L3 (680 gp): Siberys Shard of the Mage (EPG) NEW!!!

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 2,400 gp

### Discussion:

**DELBAN'S DEADLY ATTENTION (Tactics):** Ideal scenario is that the triggering enemy is cursed and bloodied (takes static damage first). Use this immediate interrupt to try to avoid damage by killing the enemy before it hits (add shard damage). The triggering enemy (DM's assessment) might choose to deal half damage to minimize the risk of doing no damage. You can trade this power to regain the use of Powerful Warning (via **Mage's Weapon**). If disguised as an enemy, ask your DM for a non-standard action Bluff to mislead enemies into believing that you disarmed a target (not borrowed it from your ally).

---

## Level 4

At this level, there is no use hiding the identity of your patron ... rumors that your birth marked the coming of the anti-Corellon start to make sense ... and so you decide to share with your allies some insight into the workings of higher powers so they might understand ... paraphrase (D 393): My patron is the Lady of the White Well, an archfey of divine heritage – she is the daughter of the goddess Sehanine. My patron was cursed when she was a child by Corellon because of some lovers spat he had with Sehanine and Lolth. To this day, the curse binds my patron to the pool where she was conceived “until the day when she might give her heart freely to another”. While I have not fully embraced the pacts of a warlock, I have vowed to break my patron's curse ... will you help me?

**Changes:**

+5 HP

+1 to attacks, defenses, and checks

**Ability Score Boosts:** +1Charisma (21), +1Dexterity (14)**New Feat:** Pact Blade Manifestation (D 400)**New Feature:** Pact Weapon (HotFK)**New At-Will Attack Power:** Moonfire Blade (D 393)**Magic Items (Expected GP = 3,200):**

L3 (680 gp): +1Pact Blade (PHB) Accurate Dagger (D 385)

L1 (360 gp): +1Amulet of Protection (HotFK)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 2,400 gp

**Discussion:**

As a hybrid Warlock, your Eldritch Pact is only good for meeting prerequisites. As a hybrid Warlord, you get proficiency with military melee weapons. Your new feat gives you a new feature which allows you to: **(1)** HOLD your implement (i.e. Pact Blade) in your shield hand; **(2)** manifest/dismiss and WIELD your pact weapon (i.e. Sword of the White Well) in your main hand; **(3)** focus resources on Pact Blade (Sword of the White Well shares the enhancement bonus, critical hit effect and properties of Pact Blade [shard adds another property to Pact Blade]) and you add a powerful MBA to your arsenal (+2 proficiency, weapon keyword vs reflex, d12 damage die).

**MOONFIRE BLADE (Tactics):** Ideal scenario is that an enemy is vulnerable to radiant and engages you in melee. Sample attack sequence: **[Your turn]:** move into position ... minor curse ... standard MBA deals 1d12 + Charisma modifier radiant damage + curse + vulnerability + other modifiers on a hit ... **[Enemy turn]:** attacks you in melee (takes static damage) ... you can use an immediate action (ex. Delban's Deadly Attention) ... if the enemy ends its turn adjacent to you, it takes Dexterity modifier radiant damage + vulnerability (MBA final damage) ... to avoid the final damage and an OA, the enemy might try to shift away from you. **Power goal #1** is to establish a Radiant Mafia that can prone (prevents a shift).

**Level 5**

The lowborn noble returns to his roots ... an underrated Guttersnipe.

**Changes:**

+5 HP

**New Daily Attack Power:** Scent of Victory (MP)**Retrain Theme:** Guttersnipe (D 399)**New Theme Power:** Running Slash (D 399)**Magic Items (Expected GP = 4,480) +10%:**

L3 (680 gp): +1Pact Blade (PHB) Accurate Dagger (D 385)

L3 (680 gp): +1Eladrin Armor (PH) Chainmail (PH) NEW!!!

L1 (360 gp): +1Amulet of Protection (HotFK)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL) NEW!!!

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 3,600 gp (less 52 gp)

**Discussion:**

When you buy an item, you pay 90% of the listed price. **WHAT TO BUY:** common magic items (ex. bracers), rituals, and ritual components which has a listed price of "varies" because "you purchase as many gold pieces worth of components as you need or can afford" (PHB). Ex. to upgrade a L15 (25,000gp) Radiant Weapon to L20 (125,000gp) you need 100,000gp worth of ritual components. Thus, pay 90,000gp for 100,000gp worth of ritual components. **Power goal #2** is to tag team with a ritual caster that can use bard rituals + upgrade items above his level.

When you sell an item, you receive 10% more than the price normally quoted. **WHAT TO SELL:** to keep things simple, ask your DM for a 10% increase in monetary treasure. It's normal to sell gems and art objects at full price but selling currency is likely to spark a debate (however, note that astral diamonds are "technically gemstones" ... even if they are "more often used as currency in their own right"). If currency can be sold, the DM needs to place a practical limit as the recursive selling of currency will break the game's economy. If the DM hands out rare items that can be upgraded ... invest upgrading them ... option to sell later on with a 20% return on investment. Loss of CREATE LORD'S ARMOR offset by Eladrin Armor ... get your speed back and boost teleport distance at L10.

**RUNNING SLASH (Tactics):** From L6 onwards, you will be using this power every encounter. Goal is to force an enemy to attack you by limiting its actions with slow. Doesn't work with curse, but it's accurate ... weapon keyword vs reflex, martial power with the hit line, and useful built-in movement.

**SCENT OF VICTORY (Tactics):** Ideal scenario is that all your allies have functional MBAs and are in position to focus fire on a bloodied solo. As you need to wait until bloodied, you will know what needs to die immediately.

## Level 6

### Changes:

+5 HP

+1 to attacks, defenses, and checks

**New Feat:** Adept Dilettante [Multiclass] (D385)

**New Feat:** Martial Vampire (D400) --> retrain Hex Expertise

**New Utility Power:** Rousing Words (MP)

### Magic Items (Expected GP = 6,400) +10%:

L8 (3,400 gp): +2Pact Blade (PHB) Accurate Dagger (D 385) NEW!!!

L3 (680 gp): +1Eladrin Armor (PH) Chainmail (PH)

L1 (360 gp): +1Amulet of Protection (HotFK)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 6,320 gp (less 324 gp)

### Discussion:

Loss of feat tax offset by weapon upgrade ... TASTE OF LIFE uses your main stat (via Adept Dilettante) ... +1surge if you hit with RUNNING SLASH and +1surge the first time you are bloodied (via Martial Vampire) ... in general, save **ROUSING WORDS** for yourself (non-economical surge use for your allies). **Power goal #3** convince the party to use the group item set **Heirlooms of Mazgorax** (AV2) to complement your unorthodox ways of healing the party by sharing your life force ... you can also tag team with another leader that focuses on stacking heal bonuses (while you provide the surge). Incidentally, you are now a legitimate off-tank with extra surges, THP, complete with punishment capabilities. Easy to tag team with an actual defender as you don't compete with his mark, and you can improve his stickiness by synchronizing your punishment capabilities. **Power goal #4** convince an ally to get you the druid daily utility power L6 **Eagle's Splendor** (HotFK).

---

## Level 7

### Changes:

+5 HP

**New Encounter Attack Power:** Touch of Command (D 406)

**New Encounter Attack Power:** Vengeance is Mine (MP2) --> retrain Delban's Deadly Attention

### Magic Items (Expected GP = 9,600) +10%:

L8 (3,400 gp): +2Pact Blade (PHB) Accurate Dagger (D 385)

L8 (3,400 gp): +2Eladrin Armor (PH) Finemail (AV) NEW!!!

L1 (360 gp): +1Amulet of Protection (HotFK)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 9,040 gp (less 596 gp)

### Discussion:

Armor upgrade. Everyone should have an accurate MBA by now. 2-turn dominate per encounter at this level is just amazing. Start planning with the party to get L10 **Salve of Power** (AV + errata) to recover this power.

**TOUCH OF COMMAND (Tactics):** Ideal scenario, adjacent enemy attacks you without using its move action. Ex. **[Enemy 1<sup>st</sup> turn]:** the enemy (controlled by the DM) chooses a standard action to attack you ... as an immediate reaction, you hit with this power and dominate the enemy until the end of its next turn ... however, its 1<sup>st</sup> turn has not ended yet ... the enemy (now controlled by you) continues its turn ... see options ... and chooses a move action to run, provoking as many OAs as possible (from you + party) ending adjacent to you. **[Enemy 2<sup>nd</sup> turn]:** the enemy character (still controlled by you) takes its next turn ... see options ... and chooses a standard action to provoke as many OAs as possible (again) plus attack other enemies ex. charge / RBA (try to throw something that looks important to the enemy as an improvised weapon). Depends on party positioning ... run again is fine.

You can also use dominate to get information. Ex. the BBEG's familiar (controlled by you) chooses a free action to speak a few sentences ... what a creature says when dominated should be distinguished from what it says during a skill challenge. Interrogation with diplomacy / intimidate yields unreliable information as the enemy is still controlled by the DM. Even if you suspect that the enemy is not being truthful, only the DM knows the truth. On the other hand, a dominated creature can't take actions voluntarily ex. a free action to speak a lie ... it is the dominator that is in control so you can make the enemy speak the truth (based on what it knows - DM territory). Nevertheless, a BBEG's familiar or associates are expected to know something about their master. Information gathered about the BBEG may be more useful to the party than dispatching a BBEG associate in a round of OAs. It is expected that a DM would be reluctant to disclose his plans for the party ... but dominate at least promotes better game transparency ... Knowledge is another underrated power this build exploits. As the DM-controlled BBEG might not want to risk information about him leaking out ... some enemies might avoid attacking you ... paying more respect towards your defender's mark and your disguised as an enemy tactics.

**VENGEANCE IS MINE (Tactics):** Hybrid striker-leader double-tap power. Goal is to deal damage with curse + move an ally into a better position + give him a MBA. Your ally can shift to avoid provoking an OA ... or you can ask that ally to provoke an OA if more advantageous to the party ... offer to offset the potential OA damage with your life force to sweeten the deal. What is good for the party is a matter of perspective ... which is why this build answers "what's in it for me" to induce party members to cooperate.

---

## Level 8

### Changes:

+5 HP

+1 to attacks, defenses, and checks

**Ability Score Boosts:** +1Charisma (22), +1Dexterity (15)

**New Feat:** Hex Expertise (D 402)

### Magic Items (Expected GP = 12,800) +10% (+79.2gp):

L8 (3,400 gp): +2Pact Blade (PHB/MP2) Accurate Dagger (D 385)

L8 (3,400 gp): +2Eladrin Armor (PH) Finemail (AV)

L9 (4,200 gp): +2Cloak of Translocation (AV2) NEW!!!

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 13,240 gp (less 596 gp)

### Discussion:

Feat tax. Cloak of Translocation for NADs and +2bonus to AC and Reflex at L10. At this level (or lower) your party should be getting +2armors. Advise those looking for the cheapest heavy armor to get L6 **Imposter's Armor** (AV) because once they are done with it, you can sell it at 50% of its value (+10% premium) or they might want to give it to you after a rules check with your DM.

Ask your DM if you can wear **Eladrin Armor WITH Imposter's Armor (in clothes form)** to benefit from Eladrin Armor (with armor bonus) + untyped bonus to Bluff checks to disguise your appearance. **RAW:** armor falls under a separate category than clothing and jewelry. The more well-known example of wearing armor + clothing is the Elven Chain Shirt (MME) a wonderous item that is not stuffed in a back-pack to benefit from the property: item bonus to AC while wearing this shirt with light armor / no armor. **RAI:** if we try to decipher (guess) the intent, the purpose is to prevent abuse ex. Eladrin Armor [chainmail] with Imposter's Armor [plate] (in clothes form) to get the higher armor bonus of plate and circumvent plate wearing penalties. This intent is not subverted when we use RAW to get an armor bonus from one item + make our disguises more believable with another item.

---

## Level 9

You got a tattoo with the image of your patron. (D 393): Your patron sends her handmaiden to aid you ... she appears in soft, white light ... an achingly beautiful Eladrin, yet strange in her bearing and manner ... she is undead. This is a daily reminder of how long your patron has been cursed by Corellon.

### Changes:

+5 HP

**New Daily Attack Power:** Summon Warlock's Ally (HotFK) Mourning Handmaiden (D 393)

### Magic Items (Expected GP = 16,000 gp) +10% (+79.2gp):

L8 (3,400 gp): +2Pact Blade (PHB/MP2) Accurate Dagger (D 385)

L8 (3,400 gp): +2Eladrin Armor (PH) Finemail (AV)

L9 (4,200 gp): +2Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2) NEW!!!

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 16,640 gp (less 596 gp)

### Discussion:

Strongheart Tattoo to maximize the benefit of your surges. If (and only if) the party has low-light vision, advise them to get L7 **Enshrouding Candle** (AV) + **Miner's Helm** (MME) to keep their hands free. The party can set-up an ambush with the daily power while you use disguised as an enemy tactics to lead enemies into the trap. This also gives you easy access to permanent concealment (via SHADOW BLEND).

**SUMMON WARLOCK'S ALLY [Mourning Handmaiden] (Tactics):** Summons are effective damage sponges because before they are reduced to 0 you can dismiss them as a minor action (whatever damage they took is potential damage prevented). The Mourning Handmaiden is very agile ... minor action shift6 1/round (shift follows her speed, this is not a move action shift1) ... opportunity action teleport adjacent to you at-will (to share in melee attack damage you take). Save this power for flying enemies. You can reduce the damage of fly-by melee attacks against you and try to immobilize them before they can get back in the air. The full utility of this summon unfolds at L11 ... she can flank with Vexing Flanker ally to give the entire party CA ... she can also give bonuses to saves.

## Level 10

### Changes:

+5 HP

+1 to attacks, defenses, and checks

**New Feat:** Improved Defenses (HotFK)

**New Utility Power:** Ethereal Sidestep (PHH1)

### **Magic Items (Expected GP = 22,400 gp) +10% (+79.2gp):**

L8 (3,400 gp): +2Pact Blade (PHB/MP2) Accurate Dagger (D 385)

L8 (3,400 gp): +2Eladrin Armor (PH) Finemail (AV)

L9 (4,200 gp): +2Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS) NEW!!!

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 20,040 gp (less 596 gp)

### **Discussion:**

Feat tax. **ETHEREAL SIDESTEP**, teleportation keyword ... teleport3 (1base, +1armor, +1blade) +2AC and Reflex (Cloak of Translocation). Rubicant daily power, no teleportation keyword ... teleport7 (5base, +1armor, +1blade) and up to 2 allies teleport5. Guttersnipe +5power bonus to Streetwise and 1/day Streetwise check as a free action.

**STREETWISE (Tactics):** Make a 1-hour Streetwise check ... if you fail and try again, you are likely to attract unwanted attention ... then make a free action Streetwise check ... this way, you do not risk splitting the party.

**[Your skillset in action]:** gather rumors with Streetwise (find a lead about a BBEG). Interview witnesses with Diplomacy (find whereabouts of BBEG associates). Pass-of a disguise with Bluff to mislead suspects into believing that you are one of them. Interview them with Diplomacy. If you think they are being untruthful, try Intimidate. They become hostile. If they attack, dominate one with TOUCH OF COMMAND and make it speak about the BBEG.

---

## Level 11 Snapshot

"To be a gatekeeper of the golden palace, as you are, one does not need a specific power source or skill set. One needs only to value the lives of their allies as strongly as their own, and to know that it is more important for an arrow to strike its target than it is to be the one who fires the arrow." (D 393)

**Race:** Half-Elf (PHB)

**Class:** Hybrid Warlock-Warlord (PHB3)

**Hybrid Feature:** Eldritch Pact [Fey Pact] (PHB3)

**Hybrid Feature:** Warlock's Curse (PHB3)

**Hybrid Feature:** Inspiring Word (PHB3)

**Warlord Leadership:** Combat Leader (PHB)

**Background:** Born Under a Bad Sign (D 366)

**Theme:** Guttersnipe (D 399)

**Multiclass:** Vampire (HoS)

**Paragon Path:** Gatekeeper of the Golden Palace (D 387)

### **Ability Scores, with racial adjustments:**

Charisma 23 (+6)

Dexterity 16 (+3)

Constitution 16 (+3)

Strength 11 (+0)

Wisdom 11 (+0)

Intelligence 9 (-1)

**HP:** 83 --> 12base, +20Charisma, +1Constitution, +50levels

**Bloodied:** 41 HP or less

**Healing Surges:** 9 --> 6base, +3Constitution

**Healing Surge Value:** 20 HP

**AC:** 29 --> 10base, +7armor, +1shield, +2enhance, +5levels, +2conceal, +2TP

**Fortitude:** 25 --> 10base, +3Constitution, +1class, +5levels, +2feat, +2enhance, +2conceal

**Reflex:** 28 --> 10base, +3Dexterity, +1class, +1shield, +5levels, +2feat, +2enhance, +2conceal, +2TP

**Will:** 28 --> 10base, +6Charisma, +5levels, +2feat, +2enhance, +2conceal, +1power (druid)

**Initiative:** +10 --> +3Dexterity, +2Combat Leader +5levels

**Speed:** 6 --> 6base

### **Racial Encounter Power:**

Taste of Life (HoS)

### **Theme Encounter Power:**

Running Slash (D 399)

### **At-Will Attack Powers:**

L1 - Echoing Dirge (HoS + errata)

L1 - Direct the Strike (MP2)

Moonfire Blade (D 393)

### **Encounter Attack Powers:**

L1 - Powerful Warning (MP2)

L1 - Vengeance is Mine (MP2)

L7 - Touch of Command (D 402)

L11 - Ignite the Forge (D 387)

### **Daily Attack Powers:**

L1 - Prophecy of Zhudun (D 366)

L5 - Scent of Victory (MP)

L9 - Summon Warlock's Ally (HotFK) Mourning Handmaiden (D 393)

### **Utility Powers:**

L2 - Shadow Blend (HoS)

L6 - Rousing Words (MP)

L10 - Ethereal Sidestep (PHH1)

### **Skills:**

Bluff (+23) --> +6Charisma, +5strained, +5levels, +5item (set), +2power (druid)

Pass off a disguise (25) --> +23Bluff, +2disguise kit

Diplomacy (+25) --> +6Charisma, +2racial, +5strained, +5levels, +5item (set), +2power (druid)

Intimidate (+18) --> +6Charisma, +5strained, +5levels, +2power (druid)

Streetwise (+16) --> +6Charisma, +5levels, +5power (theme)

Endurance (+18) --> +3Constitution, +5levels, +5item (set), +5untyped (bard ritual)

### **Feats:**

L1 - Hybrid Talent: Warlord Armor Proficiency (PH3)

L2 - Martial Vampire (D 400)

L4 - Pact Blade Manifestation (D 400)

L6 - Adept Dilettante [Multiclass] (D 385)

L8 - Hex Expertise (D 402)

L10 - Improved Defenses (HotFL)

L11 - Sword of Hestavar (D 387)

### **Changes:**

+6 HP

**Ability Score Boosts:** +1 to all

**New Encounter Attack Power:** Ignite the Forge (D 387)

**New Feat:** Sword of Hestavar (D 387)

**New Paragon Path Features:** Communal Action + Strength in Numbers (D 387)

### **Magic Items (Expected GP = 32,000) +10% (+79.2gp):**

L8 (3,400 gp): +2Pact Blade (PHB) Accurate Dagger (D 385)

L8 (3,400 gp): +2Eladrin Armor (PH) Finemail (AV)

L9 (4,200 gp): +2Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

NEW!!!

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

NEW!!!

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

NEW!!!

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

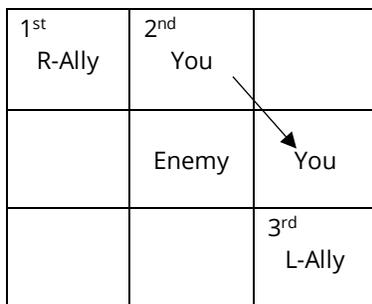
L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 31,840 gp (less 596 gp)

### **Discussion:**

Combat positioning plays a vital role in success and survival. Saving throw bonus from STRENGTH IN NUMBERS is amplified by the number of allies adjacent to you ... mounts, summons, and familiars (among others) are allies. Buy **Phantom Steed** (PH) ritual to conjure 8 large mounts on demand ... 4 can pull an uncovered **Wagon** (AV) provides cover to passengers + driver ... **Make Whole** (PH) ritual to make wagon portable (ex. destroy wagon, store pieces in extradimensional storage, re-assemble with Make Whole) ... **Song of Sustenance** (PH2) bard ritual gives everyone an untyped +5bonus to Endurance checks (stacks with item bonus to Endurance checks from Heirlooms of Mazgorax). Tag team with a ritual caster, Guttersnipe savings can cover the upkeep.

This build is designed to address the SWORD OF HESTAVAR paradox to give the party easy access to CA and untyped bonus to damage rolls (+4 at this level, and +6 at epic) just by staying in formation. **Power goal #5** convince a melee ally (your right-hand [striker] tag team partner) to get the **Vexing Flanker** (PH2) feat.



1<sup>st</sup> R-Ally has Vexing Flanker. He gets CA from flanking while You get CA from Vexing Flanker. R-Ally takes his turn first with +4 damage ...

2<sup>nd</sup> You take your turn ... and teleport beside L-Ally ...

3<sup>rd</sup> L-Ally takes his turn with +4 damage ...

You can teleport beside any other ally / they can move adjacent to you. they have CA from Vexing Flanker and +4 damage from you (as long as R-Ally and L-Ally maintain the flank).

If an ally needs to invest feats to get you Eagle's Splendor ... offer him your APs via COMMUNAL ACTION so he can use an AP every encounter ... ask him to seal the deal with you by getting a **Demonskin Tattoo** (AV2) for resistance of choice after using an AP (and/or other AP combos) ... and an item from the Heirlooms of Mazgorax ex. **Keicha's Amulet** (AV2) for resistance of choice after an extended rest. This build uses a sheathed Rovikar's Weapon (considered to be worn to qualify for the item set's benefits) and gets a Salve of Power.

This build deals with damage resistance/immunity by combining damage types. Echoing Dirge is Psychic ... Moonfire Blade is Radiant ... these are already hard to resist. Gloves of Eldritch Admixture property can convert your extra curse damage to acid/cold/fire ... the encounter power can be used 5x/day (use 1 charge at a time) to add another layer of extra damage acid/cold/fire. Allies that go for frost cheese are welcome ... you can also do cold damage to benefit from that as well ... and you can let them join the radiant mafia for a round.

A radiant mafia needs access to radiant damage. **Radiant Weapon** (AV) is available and this build makes them more affordable. **IGNITE THE FORGE** is a hybrid striker-leader power: **(1)** use any of your at-will attack powers ... on a hit, you deal fire and radiant damage. **(2)** no hit required ... adjacent allies gain +5power bonus to damage rolls until the end of your next turn and the damage they deal is fire and radiant (stacks with Sword of Hestavar).

## Level 12

### Changes:

+5 HP

+1 to attacks, defenses, and checks

**New Feat:** Combat Commander (PH)

**New Utility Power:** Hestavar's Blessing (D 387)

### **Magic Items (Expected GP = 48,000) +10% (+79.2gp):**

L13 (17,000 gp): +3Pact Blade (PHB) Accurate Dagger (D 385) NEW!!!

L8 (3,400 gp): +2Eladrin Armor (PH) Finemail (AV)

L9 (4,200 gp): +2Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata) NEW!!!

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

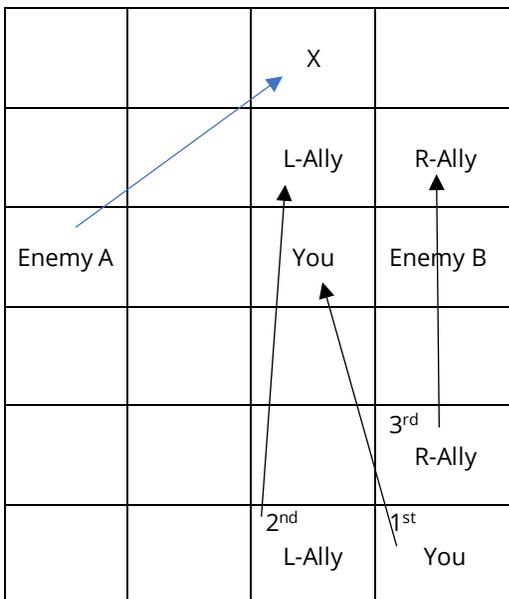
L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 49,640 gp (less 1,956 gp)

### **Discussion:**

Weapon upgrade and backpack item. **HESTAVAR'S BLESSING** 3rd minor heal (or save) an ally with a shift3. At this level, +6 initiative to all (via Combat Commander) minimizes AOE risk if the party starts adjacent to you. Goal is to kill enemies before they can take a turn. **Power goal #6** convince another melee ally (your left-hand [defender] tag team partner) to get the theme **Stormraider** (D408).

Adjacent allies at the start of an encounter can get: **(1)** +5 fire and radiant damage (via Ignite the Forge) and **(2)** CA against Enemy A and B from the Vexing Flanker + Stormraider combo **[DIAGRAM BELOW]**. In general, ask allies not in the diagram to finish off Enemy A and/or Enemy B (if they are still standing) without ending their turn adjacent to you for the Sword of Hestavar benefit ... because you are expecting an AOE. Better if another leader can spread out the party to minimize AOE targets and/or buff NADs and/or if an actual controller can disable enemy controllers and artillery. You are much less worried about being engaged in melee because your combat positioning forces enemies to walk into a flank if they try to flank You, R-Ally or L-Ally ... and your flank is much more painful than normal.



1<sup>st</sup> You curse ... Ignite the Forge with Echoing Dirge (push Enemy A to X) ... and teleport beside Enemy B.

2<sup>nd</sup> L-Ally gets into position where he flanks Enemy B with You (via Stormraider). Mark + attack Enemy B with CA +9 damage.

3<sup>rd</sup> R-Ally flanks with You & L-Ally as soon as he moves adjacent to Enemy B (via Stormraider) ... continues moving to provoke an OA ... if Enemy B attacks, punished by L-Ally with CA +9 damage ... and punished by R-Ally with CA +9 damage (via Powerful Warning).

When R-Ally is in position, he flanks Enemy A (at X) with L-Ally and also flanks Enemy B with You & L-Ally (via Stormraider). R-Ally gives you and other allies not in the diagram CA against Enemy A and B (via Vexing Flanker).

Other allies not in the diagram start adjacent to you ...

### Level 13

#### Changes:

+5 HP

**New Encounter Attack Power:** Death from Two Sides (MP2) (replaces Powerful Warning)

#### **Magic Items (Expected GP = 64,000) + 10% (+79.2 gp):**

L13 (17,000 gp): +3Pact Blade (PHB) Accurate Dagger (D 385)

L8 (3,400 gp): +2Eladrin Armor (PH) Finemail (AV)

L9 (4,200 gp): +2Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2)

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

NEW!!!

L10 (5,000 gp): Salve of Power (AV + errata)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 70,640 gp (less 1,956 gp)

#### **Discussion:**

**DEATH FROM TWO SIDES** is a hybrid striker-leader double-tap, crit on demand power. Crown is for the party. Your 10% premium covers the excess over expected gp (4,604.8) but they can chip in if needed. **Power goal #7** convince the party to get Bracers of Zeal and Salve of Power ... you can supply the surge for power recovery.

### Level 14

#### Changes:

+6 HP

+1 to attacks, defenses, and checks

**Ability Score Boosts:** +1Charisma (24), +1Constitution (17)

**New Feat:** Starfire Womb (D 366)

#### **Magic Items (Expected GP = 80,000) + 10% (+79.2 gp):**

L13 (17,000 gp): +3Pact Blade (PHB) Accurate Dagger (D 385)

L13 (17,000 gp): +3Eladrin Armor (PH) Braidmail (AV)

NEW!!!

L9 (4,200 gp): +2Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2)

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L3 (680 gp): Siberys Shard of the Mage (EPG)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 84,240 gp (less 3,316 gp)

### **Discussion:**

Excess over expected gp down to (844.8). Armor upgrade (+2 teleport distances). Stat bump for accuracy, damage, (+7 initiative to all). Echoing dirge has the fear keyword and 2 chances to deal damage ... Moonfire Blade has the radiant keyword and 2 chances to deal damage ... when you deal damage with these powers, STARFIRE WOMB lets you immediately roll a saving throw to relieve a condition of your choice from which you are suffering. Implications on two of the worst conditions: **(1)** STUN. If you hit an enemy with Moonfire Blade before you were stunned ... make sure the party knows what to do ... try to force that enemy to end its turn adjacent to you. **(2)** DOMINATE. Your allies don't change when you are dominated ... Direct the Strike won't hurt them ... if the dominator makes you use Echoing Dirge or Moonfire Blade ... you can roll a saving throw if you deal damage to your allies ... if you hit an ally with Moonfire Blade and fail the 1<sup>st</sup> save ... and 2<sup>nd</sup> end-of-turn save ... you get a 3<sup>rd</sup> save if the ally you hit pays a small price by ending his turn adjacent to you.

---

### **Level 15**

#### **Changes:**

+5 HP

**New Daily Attack Power:** Menacing Shadow (HoS) (replaces Prophecy of Zhudun)

#### **Magic Items (Expected GP = 112,000) +10% (+79.2 gp):**

L13 (17,000 gp): +3Pact Blade (PHB) Accurate Dagger (D 385)  
L13 (17,000 gp): +3Eladrin Armor (PH) Braidmail (AV)  
L14 (21,000 gp): +3Cloak of Translocation (AV2) NEW!!!  
L8 (3,400 gp): Strongheart Tattoo (AV2)  
L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
L10 (5,000 gp): Salve of Power (AV + errata)  
L13 (17,000 gp): Siberys Shard of the Mage (EPG) NEW!!!  
L2 (520 gp): Bracers of Mighty Striking (HotFL)  
L9 (4,200 gp): Bracers of Zeal (AV2 + errata)  
L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
L3 (680 gp): Battle Standard of Healing (AV)  
TOTAL: 117,360 gp (less 6,628 gp)

### **Discussion:**

Upgrade cloak + shard. **MENACING SHADOW (Tactics):** Conjurations cannot be attacked or physically affected. Use with disguised as an enemy tactics ... ask your DM for a non-standard action Bluff checks as part of using this power to mislead enemies into believing that an enemy creature has appeared ... and is attacking them ... the minor action attack works with curse + dazes (enemy grants CA) making it easier for the party to benefit from Sword of Hestavar. Primary goal is to draw away attacks from the party, and waste it on a conjuration.

---

### **Level 16**

#### **Changes:**

+5 HP

+1 to attacks, defenses, and checks

**New Feat:** Arcane Familiar (AP) Rakshasa Claw (D 374)

**New Utility Power:** Offering of Blood (HoS)

**New Paragon Path Feature:** One for All (D 387)

**New Racial Power:** Vampire Slam (HoS) --> retrain Taste of Life

#### **Magic Items (Expected GP = 160,000) +10% (+79.2 gp):**

L13 (17,000 gp): +3Pact Blade (PHB) Accurate Dagger (D 385)  
L13 (17,000 gp): +3Eladrin Armor (PH) Braidmail (AV)  
L14 (21,000 gp): +3Cloak of Translocation (AV2)  
L8 (3,400 gp): Strongheart Tattoo (AV2)  
L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
L10 (5,000 gp): Salve of Power (AV + errata)  
L13 (17,000 gp): Siberys Shard of the Mage (EPG)  
L15 (25,000 gp): Shield of Fellowship (AV2 + errata) NEW!!!  
L14 (21,000 gp): Cincture of Vivacity (MME) NEW!!!  
L2 (520 gp): Bracers of Mighty Striking (HotFL)  
L9 (4,200 gp): Bracers of Zeal (AV2 + errata)  
L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
L10 (5,000 gp): +2Rod of Starlight (AV) NEW!!!  
L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
L3 (680 gp): Battle Standard of Healing (AV)  
TOTAL: 168,360 gp (less 8,728 gp)

### **Discussion:**

A radiant mafia needs radiant vulnerability. At this level, Morninglord can generate radiant vulnerability on a hit. However, this well-known paragon path is not always available, and as a matter of principle, this build wouldn't compel any ally to worship a deity that he does not believe in (given the extent of your commitment to yours). Rod of Starlight lets you generate vulnerability when you curse (no hit required). You need Rakshasa Claw to retrieve/stow as a free action to access Rod of Starlight or Rovikar's Weapon for the daily interrupt. A familiar is a spirit (not a creature) and your "friend and ally" (AP). In passive mode, cannot be targeted or damaged. As an ally, it gives you +1 to saves (via Strength in Numbers).

ONE FOR ALL embodies action economy at its finest. **[If a non-adjacent ally needs to make a saving throw]:** take your turn as normal ... last action teleport adjacent to that ally ... he makes a saving throw with +2 to saves. **[If the party is adjacent and you all get hit with an AOE stun (save ends)]:** take your turn first (no actions) ... at the end of your turn ... everyone makes a saving throw with a bonus to saves = the number of allies adjacent.

Belt is common (property only works in combat). Out of combat, ask defender to use your Shield of Fellowship. **Power goal #8** convince an ally to get the cleric encounter utility L16 **Cloak of Courage** (DP) so the party can gain THP out of combat ... then ask the defender to transfer his THP +3 to the squishiest ally (via Shield of Fellowship). Defenders normally generate "aggro" through punishment ... the scenario you want to create is that the entire party (minus the defender) has 1 surge worth of THP at the start of every combat encounter ... this makes it more logical for enemies to target the defender (i.e. what he wants to do, without having to do anything). Offer a surge to the defender to sweeten the deal if needed. He should have the best defenses in the party.

**OFFERING OF BLOOD (Tactics):** Ideal use is on a bad attack roll when using Death from Two Sides. This power can also save you from a very bad situation, like when you are using disguised as an enemy tactics. Taking damage equal to your level is a small price to pay ... and you want to get bloodied once for +1surge (via Martial Vampire). If enemies are ignoring you ... and you hit while close to bloodied ... you can dislike the result of your damage roll.

**VAMPIRE SLAM (Tactics):** This is an encounter power MBA (via Dilletante) that uses your Charisma modifier for the attack roll and damage roll (via Adept Dilletante) with a push1. Use when you are not wielding the Sword of the White Well due to action limitations ... or intentionally ... as part of a non-standard action Bluff to mislead enemies into believing that you are unarmed (retrieve Pact Blade as a free action). Goal is to provoke an OA.

---

## Level 17

### **Changes:**

+5 HP

**New Encounter Attack Power:** Strand of Fate (PH) (replaces Vengeance is Mine)

### **Magic Items (Expected GP = 240,000) +10% (+79.2gp):**

L18 (85,000 gp): +4Pact Blade (PHB) Accurate Dagger (D 385) NEW!!!  
L13 (17,000 gp): +3Eladrin Armor (PH) Braidmail (AV)  
L14 (21,000 gp): +3Cloak of Translocation (AV2)  
L8 (3,400 gp): Strongheart Tattoo (AV2)  
L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
L10 (5,000 gp): Salve of Power (AV + errata)  
L13 (17,000 gp): Siberys Shard of the Mage (EPG)  
L15 (25,000 gp): Shield of Fellowship (AV2 + errata)  
L14 (21,000 gp): Cincture of Vivacity (MME)  
L2 (520 gp): Bracers of Mighty Striking (HotFL)  
L9 (4,200 gp): Bracers of Zeal (AV2 + errata)  
L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
L10 (5,000 gp): +2Rod of Starlight (AV)  
L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
L2 (520 gp): +1Mage's Weapon (AV + errata) NEW!!!  
L3 (680 gp): Battle Standard of Healing (AV)  
TOTAL: 236,880 gp (less 15,528 gp)

### **Discussion:**

Weapon upgrade + Mage's Weapon. Full burst (not the ideal use): **[your turn]:** standard1 Death from Two Sides ... free1 dismiss Sword of the White Well ... free2 retrieve Mage's Weapon ... minor1 use item power to regain Death from Two Sides ... free3 stow Mage's Weapon ... minor2 manifest Sword of the White Well ... free4 spend an AP for an extra standard ... standard2 Death from Two Sides. Not a single free action attack was made.

---

## Level 18

### **Changes:**

+5 HP

+1 to attacks, defenses, and checks

**Ability Score Boosts:** +1Charisma (25), +1Dexterity (17)

**New Feat:** Knock Down (D 425)

**New Utility:** L1 Shadow Warp (HoS + errata) --> retrain L2 Shadow Blend

**Magic Items (Expected GP = 320,000) +10% (+79.2 gp):**

L18 (85,000 gp): +4Pact Blade (PHB) Accurate Dagger (D 385)

L13 (17,000 gp): +3Eladrin Armor (PH) Braidmail (AV)

L14 (21,000 gp): +3Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2)

L18 (85,000 gp): Phantom Chaussures (AV)

NEW!!!

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L13 (17,000 gp): Siberys Shard of the Mage (EPG)

L15 (25,000 gp): Shield of Fellowship (AV2 + errata)

L14 (21,000 gp): Cincture of Vivacity (MME)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L10 (5,000 gp): +2Rod of Starlight (AV)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

L2 (520 gp): +1Mage's Weapon (AV + errata)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 321,880 gp (less 15,528 gp)

**Discussion:**

Knock Down: if an adjacent enemy uses the stand up action, you can make an MBA as an immediate reaction. Teleport adjacent to prone enemies to force them to stay prone ... or punish them with Moonfire Blade (unless they have another move action, they end their turn adjacent to you). Use with disguised as an enemy tactics. Enemies that believe that you are on their side might stand up on their own ... or with words of encouragement.

Loss of Shadow Blend offset by Phantom Chaussures ... Shadow Walk the item. **SHADOW WARP** is Fey Pact Boon the utility (free action, once per round) ... however, the enemy doesn't need to be cursed ... you can target yourself or a creature ... and instead of teleport, you slide the target up to 3 squares ... **Power goal #9** ask an ally with the least use of his immediate actions to get **Agile Opportunist** (PH2 + errata) so you can give him an immediate reaction MBA when enemies adjacent to you drop to 0 ... this is not a free action attack ... it is a free action that slides an ally ... triggering his immediate reaction MBA. You can reposition other enemies as well ... this power does not have the fear keyword like Echoing Dirge does so you can get around fear immunity.

---

**Level 19**

**Changes:**

+5 HP

**New Daily Attack Power:** War Master's Assault (MP2) (replaces Scent of Victory)

**Magic Items (Expected GP = 400,000) +10% (+79.2 gp):**

L18 (85,000 gp): +4Pact Blade (PHB) Accurate Dagger (D 385)

L18 (85,000 gp): +4Eladrin Armor (PH) Forgemail (PH)

NEW!!!

L14 (21,000 gp): +3Cloak of Translocation (AV2)

L8 (3,400 gp): Strongheart Tattoo (AV2)

L18 (85,000 gp): Phantom Chaussures (AV)

L17 (65,000 gp): Ring of Retreat (AV)

NEW!!!

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L13 (17,000 gp): Siberys Shard of the Mage (EPG)

L15 (25,000 gp): Shield of Fellowship (AV2 + errata)

L14 (21,000 gp): Cincture of Vivacity (MME)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L10 (5,000 gp): +2Rod of Starlight (AV)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

L2 (520 gp): +1Mage's Weapon (AV + errata)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 454,880 gp (less 22,328 gp)

### **Discussion:**

Armor upgrade. Ring of Retreat property affects powers with the teleportation keyword like ETHEREAL SIDESTEP teleport5 (1base, +2armor, +1blade, +1ring). The daily power gives your party a morale boost after 2 milestones. 10% premium covers the excess (32,472.8 gp). Note that the entire savings from Guttersnipe are at your disposal ... you can use these for yourself without affecting anyone's expected gp from the DM. **WAR MASTER'S ASSAULT** gives your party a morale boost while you have it (try to keep it until 2 milestones). With 1 standard action you can re-position everyone in the party for bonuses to attack, damage, saves and make an attack + saving throw.

---

### **Level 20**

At this level, your epic destiny is at hand ... you need divine assistance to break your patron's curse ... the problem is that Erathis is the unaligned god of civilization ... however, she is probably the only god on cordial terms with Asmodeus, the King of the Nine Hells, as dystopia and tyranny are forms of civilization ... she arranges safe audience between you and Asmodeus, who has long taken an interest in you ... before leaving, ask the party to swear fealty to your patron ... and you will see what Asmodeus has in mind. The meeting confirms your suspicions ... patrons and deities are all the same, no matter what alignment ... they all want the same thing from mortals. Asmodeus offers you power ... you ask for more ... he is not the only deity that has offered you power in exchange for servitude and your soul ... taken aback he remarks: "you desire the throne of the god of arcane magic, how appropriate for a warlock" ... he honors his deal with Erathis (to the letter) and lets you go.

### **Changes:**

+5 HP

+1 to attacks, defenses, and checks

**New Daily Attack Power:** Citizen's Arrest (D 387)

**New Feat:** Twofold Curse (PH)

### **Magic Items (Expected GP = 560,000) +10% (+79.2 gp):**

L18 (85,000 gp): +4Pact Blade (PHB) Accurate Dagger (D 385)

L18 (85,000 gp): +4Eladrin Armor (PH) Forgemail (PH)

L19 (105,000 gp): +4Cloak of Translocation (AV2)

NEW!!!

L18 (85,000 gp): Strongheart Tattoo (AV2)

NEW!!!

L18 (85,000 gp): Phantom Chaussures (AV)

L17 (65,000 gp): Ring of Retreat (AV)

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L13 (17,000 gp): Siberys Shard of the Mage (EPG)

L15 (25,000 gp): Shield of Fellowship (AV2 + errata)

L14 (21,000 gp): Cincture of Vivacity (MME)

L2 (520 gp): Bracers of Mighty Striking (HotFL)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L10 (5,000 gp): +2Rod of Starlight (AV)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

L2 (520 gp): +1Mage's Weapon (AV + errata)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 620,480 gp (less 38,888 gp)

### **Discussion:**

Excess over expected gp down to (21,512.8). Upgrade armor + tattoo. Feat to curse two nearest enemies at a time + radiant vulnerability (via Rod of Starlight). **CITIZEN'S ARREST (Tactics):** If the enemy is immune to fear, use with Moonfire Blade. Else, use with Echoing Dirge. Stunned (save ends) on a hit, dazed (save ends) on a miss both cause the enemy to grant CA for Sword of Hestavar. Until the end of the encounter, adjacent allies that hit the target can push2 or slow. This build uses these effects every encounter ... now the party can do it as well ... you need everyone's help as a confrontation with Corellon, the patron of arcane magic and the fey is inevitable.

---

### **Level 21**

Your loyalty to Erathis, who is also the unaligned god of justice, and your conviction to break your patron's curse garnered another god's attention ... Bahamut, the lawful good god of justice. (D 378): "Seeing in you a reflection of his own noble character, he bestows on you a portion of his divine essence, both to make you a more effective servant and to protect a portion of his divinity against some future calamity" ... You share with your allies some insight into the workings of higher powers so they might understand. Each deity sees you differently ... they see what they want to see ... at the end of the day, you accepted the better deal: "Should Bahamut die, omens and visions reveal your final quest. Your purpose, to return Bahamut to the world, is made clear. You may carry the divine embryo, but you must take bold steps to allow the godling within to awaken and resume its proper place. When you fulfill every condition, divine fire consumes your very existence to restore the god to corporeal form. The sacrifice required is absolute, its destruction required to facilitate rebirth. Though you no longer exist, your memory lives on within the god and those who follow him, granting you a rare form of immortality-within the fondest memories of a god." (D 378) ... which are just flowery words for ritual suicide ... ask the party to help you make sure that Bahamut doesn't die ... but you need his help to deal with Corellon.

**Race:** Half-Elf (PHB)  
**Class:** Hybrid Warlock-Warlord (PHB3)  
**Hybrid Feature:** Eldritch Pact [Fey Pact] (PHB3)  
**Hybrid Feature:** Warlock's Curse (PHB3)  
**Hybrid Feature:** Inspiring Word (PHB3)  
**Warlord Leadership:** Combat Leader (PHB)  
**Background:** Born Under a Bad Sign (D 366)  
**Theme:** Guttersnipe (D 399)  
**Multiclass:** Vampire (HoS)  
**Paragon Path:** Gatekeeper of the Golden Palace (D 387)  
**Epic Destiny:** Bahamut's Vessel (D 378)

**Ability Scores, with racial adjustments:**

Charisma 28 (+9)  
Dexterity 18 (+4)  
Constitution 18 (+4)  
Strength 12 (+1)  
Wisdom 12 (+1)  
Intelligence 10 (+0)

**HP:** 136 --> 12base, +20Charisma, +4Constitution, + 100levels

**Bloodied:** 68 HP or less

**Healing Surges:** 10 --> 6 base, +4Constitution

**Healing Surge Value:** 34 HP

**AC:** 40 --> 10base, +9armor, +1shield, +4enhance, +10levels, +2conceal, +2TP, +2 curse

**Fortitude:** 36 --> 10base, +4Constitution, +1class, +10levels, +3feat, +4enhance, +2conceal, +2 curse

**Reflex:** 39 --> 10base, +4Dexterity, +1class, +1shield, +10levels, +3feat, +4enhance, +2conceal, +2TP, +2 curse

**Will:** 41 --> 10base, +9Charisma, +10levels, +3feat, +4enhance, +2conceal, +1power (druid), +2 curse

**Initiative:** +23 --> +4Dexterity +9Combat Leader +10levels

**Speed:** 6 --> 6base

**Racial Power:**

Vampire Slam (HoS)

**Theme Power:**

Running Slash (D 399)

**At-Will Attack Powers:**

**L1** - Echoing Dirge (HoS + errata)

**L1** - Direct the Strike (MP2)

Moonfire Blade (D 393)

**Encounter Attack Powers:**

**L7** - Touch of Command (D 402)

**L11** - Ignite the Forge (D 387)

**L13** - Death from Two Sides (MP2)

**L17** - Strand of Fate (PH1)

**Daily Attack Powers:**

**L9** - Summon Warlock's Ally (HotFK) Mourning Handmaiden (D 393)

**L15** - Menacing Shadow (HoS)

**L15** - War Master's Assault (MP2)

**L20** - Citizen's Arrest (D 387)

**Utility Powers:**

**L1** - Shadow Warp (HoS + errata)

**L6** - Rousing Words (MP)

**L10** - Ethereal Sidestep (PHH1)

**L12** - Hestavar's Blessing (D 387)

**L16** - Offering of Blood (HoS)

**Skills:**

Bluff (+31) --> +9Charisma, +5trained, +10 levels, +5item (set), +2power (druid)

Pass off a disguise (33) --> +31Bluff, +2disguise kit

Diplomacy (+33) --> +9Charisma, +2racial, +5trained, +10levels, +5item (set), +2power (druid)

Intimidate (+26) --> +9Charisma, +5trained, +10levels, +2power (druid),

Streetwise (+24) --> +9Charisma, +10levels, +5power (theme),

Endurance (+24) --> +4Constitution, +10levels, +5item (set), +5untyped (bard ritual)

### **Feats:**

- L1 - Hybrid Talent: Warlord Armor Proficiency (PH3)
- L2 - Martial Vampire (D 400)
- L4 - Pact Blade Manifestation (D 400)
- L6 - Adept Dilettante [Multiclass] (D 385)
- L8 - Hex Expertise (D 402)
- L10 - Improved Defenses (HotFL)
- L11 - Sword of Hestavar (D 387)
- L12 - Combat Commander (PH)
- L14 - Starfire Womb (D 366)
- L16 - Arcane Familiar (AP) Rakshasa Claw (D 374)
- L18 - Knock Down (D 425)
- L20 - Twofold Curse (PH)
- L21 - Warding Curse (AP)

### **Changes:**

+6 HP

**Ability Score Boosts:** Charisma+3, Dexterity+1, Constitution+1, Strength+1, Wisdom+1, Intelligence+1

**New Feat:** Warding Curse (AP)

**New Epic Destiny Feature:** Blessed Awakening (D 378)

### **Magic Items (Expected GP = 800,000) +10% (+193.6 gp):**

- L18 (85,000 gp): +4Pact Blade (PHB) Accurate Dagger (D 385)
- L18 (85,000 gp): +4Eladrin Armor (PH) Forgemail (PH)
- L19 (105,000 gp): +4Cloak of Translocation (AV2)
- L18 (85,000 gp): Strongheart Tattoo (AV2)
- L18 (85,000 gp): Phantom Chaussures (AV)
- L18 (85,000 gp): Ring of Sorrows (AV2) NEW!!!
- L17 (65,000 gp): Ring of Retreat (AV)
- L14 (21,000 gp): Golden Crown of Battle Command (AV2)
- L10 (5,000 gp): Salve of Power (AV + errata)
- L13 (17,000 gp): Siberys Shard of the Mage (EPG)
- L15 (25,000 gp): Shield of Fellowship (AV2 + errata)
- L14 (21,000 gp): Cincture of Vivacity (MME)
- L9 (4,200 gp): Bracers of Zeal (AV2 + errata)
- L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)
- L10 (5,000 gp): +2Rod of Starlight (AV)
- L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)
- L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)
- L2 (520 gp): +1Mage's Weapon (AV + errata)
- L3 (680 gp): Battle Standard of Healing (AV)
- TOTAL: 705,480 gp (less 38,888 gp)

### **Discussion:**

Feat adds another rider to your curse (+2 all defenses). BLESSED AWAKENING makes APs part of your life source. You can spend an AP to gain an extra standard action ... or give an adjacent ally an AP (Communal Action) ... in any case, regain HP (as if) you spent a surge and gain +2bonus to all defenses until the start of your next turn. Each encounter you can gain +2surges (Martial Vampire) ... you start with 1AP and gain +1AP every milestone ... every surge you spend increases the healing you receive (Strongheart Tattoo). This build is more resilient than most defenders ... and you can share your resilience (Shield of Fellowship + Cincture of Vivacity). Ask the party to replenish your surges as needed (via L1 **Comrade's Succor** (D 380) ritual) and you can give them a lot of THP in return ... you have now created a party of warlocks of any class ... and you are their patron.

You can use L20 **Soulguard** (FR) ritual to spend a surge + protect yourself from negative bloodied death for 1 day. This build will burn through a lot of surges, if you aren't careful, you will get into trouble. Conversely, making only yourself unkillable will only hurt the party ... you cannot stop there ... you need to pass on your resilience. **[SCENARIO]:** Ally1 is bloodied + adjacent to you with full HP. **[Ally1 turn]:** Standard action Second Wind but he allows you to spend a surge instead (via Heirlooms of Mazgorax) ... Ally1 does not heal HP ... you heal beyond your maximum HP and gain the extra HP as THP (via Cincture of Vivacity) ... and you transfer those THP +3 to Ally1 as a free action (via Shield of Fellowship). Best to tag team with another leader that stacks heal bonuses. **[Your turn]:** if the THP of Ally1 is reduced to 0 ... you can use ROUSING WORDS on yourself to spend 2 surges ... and transfer more THP to Ally1. Some allies want to fight while bloodied, this build can keep them safe. You can transfer THP to the party in and out of turn as a free action.

**RING OF SORROWS (Tactics):** +1bonus to attack with Echoing Dirge (allies with fear powers also benefit). Use the daily item power (standard action) with disguised as an enemy tactics to mislead enemies into believing that 3 enemy creatures have appeared ... they are conjurations. Goal is to draw away attacks from the party and waste them on conjurations ... enemies might also provoke an OA from you. Teleportation keyword so you gain +2AC and Reflex (Cloak of Translocation). Teleport enemies and daze them for CA making it easier for the party to benefit from Sword of Hestavar.

**Power goal #10** party crit optimization. **[Option 1]:** Tag team with any ally with a divine MBA. Ask him to get **Punishing Radiance** (DP) feat ... and use a Radiant Weapon (if needed). If you both hit with Death from Two Sides the target and each enemy within 5 squares of it gain vulnerable 10 radiant ... or existing radiant vulnerability increases by 10 ... marking the birth of an any deity Morninglord. **[Option 2]:** Ask your druid ally (any primal class) to get the Epic Destiny **Fury of the Wild** (Primal Power). At L24 if you both hit with Death from Two Sides each unbloodied enemy within 10 takes damage = to his LEVEL + Strength / Wisdom modifier. Make it a point to work with the entire party ... this build facilitates many combinations ... the more the better.

---

## Level 22

### Changes:

+5 HP

+1 to attacks, defenses, and checks

**New Feat:** Superior Implement Training (PH3)

**New Utility Power:** L10 Troublesome Aid of Caiphon (D 366)

### **Magic Items (Expected GP = 1,200,000) +10% (+193.6 gp):**

L18 (85,000 gp): +4Pact Blade (PHB) Accurate Dagger (D 385)

L18 (85,000 gp): +4Eladrin Armor (PH) Forgemail (PH)

L19 (105,000 gp): +4Cloak of Translocation (AV2)

L18 (85,000 gp): Strongheart Tattoo (AV2)

L18 (85,000 gp): Phantom Chaussures (AV)

L22 (325,000 gp): Luminary Ring (AV)

NEW!!!

L21 (225,000 gp): Ring of Tenacious Will (AV)

NEW!!!

L18 (85,000 gp): Ring of Sorrows (AV2)

L17 (65,000 gp): Ring of Retreat (AV)

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L13 (17,000 gp): Siberys Shard of the Mage (EPG)

L15 (25,000 gp): Shield of Fellowship (AV2 + errata)

L14 (21,000 gp): Cincture of Vivacity (MME)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L10 (5,000 gp): +2Rod of Starlight (AV)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

L2 (520 gp): +1Mage's Weapon (AV + errata)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 1,255,480 gp (less 38,888 gp)

### **Discussion:**

Feat adds the accurate property to your Pact Blade (Accurate Dagger). Sword of the White Well shares the properties of your Pact Blade (Pact Weapon feature). Accurate property only works on implement powers (PH3). +1 bonus to attack with Echoing Dirge and your MBAs (Moonfire Blade + Vampire Slam) because they all have the implement keywords. Doesn't work with Running Slash. 10% premium covers the excess (16,398 gp).

4 rings, 2 ring slots. Always wear **(1)** Ring of Tenacious Will (more surges + daily power can save you from death). **(2)** Luminary Ring is an underrated item ... it's for your ally that got you Eagle's Splendor ... he can wear it to use the property, or use another ring ... AFTER using the daily power with Eagle's Splendor to give you power bonuses: +2Charisma attack rolls, +2Will, +3Charisma-based skill and ability checks until the end of your next extended rest. Eagle's Splendor is now better used after a milestone to increase the affected bonus by 2 (instead of 1). Wear **(3)** Ring of Sorrows. You can stow this ring as a free action and retrieve **(4)** Ring of Retreat as a free action (via Rakshasa Claw familiar) and vice-versa as needed. If your party has a free ring slot, they can also wear the Ring of Sorrows and you can still benefit from the property.

**TROUBLESOME AID OF CAIPHON (Tactics):** Combat scenario ... adjacent ally uses a standard action second wind and allows you to spend a healing surge instead (Heirlooms of Mazgorax) ... you use this immediate interrupt to regain another healing surge worth of HP ... you heal beyond your maximum HP, the extra HP becomes THP (Cincture of Vivacity) ... and you transfer those THP +3 back to your ally as a free action (Shield of Fellowship). However, until the end of the encounter, you die if you fail your 2<sup>nd</sup> rather than 3<sup>rd</sup> death save. Don't use this power out of combat just because you can ... you want to spend surges for Strongheart Tattoo ... your primary means of healing yourself out of combat is by giving an ally an AP (via Communal Action) to regain HP as if you spent a surge (via Blessed Awakening). Always keep 1 AP so you can heal yourself in combat.

**[Death Saves]:** you need to make a death saving throw at the end of your turn (each round) ... Soulguard ritual doesn't protect you from death by failed death saving throws ... with this in mind, the party has options: **(1)** heal you before your turn to prevent you from having to make a death saving throw ... **(2)** if your Battle Standard of Healing is planted and you are in the zone ... allies in the zone just need to spend a surge ... and as a last resort **(3)** if you are close to your negative bloodied value ... allies can attack you to trigger the ritual.

## Level 23

### Changes:

+5 HP

**New Encounter Attack Power:** Unwilling Betrayal (D 406) (replaces Touch of Command)

### **Magic Items (Expected GP = 1,600,000 gp) +10% (+193.6 gp):**

L23 (425,000 gp): +5Pact Blade (PHB) Accurate Dagger (D 385) NEW!!!  
L18 (85,000 gp): +4Eladrin Armor (PH) Forgemail (PH)  
L19 (105,000 gp): +4Cloak of Translocation (AV2)  
L18 (85,000 gp): Strongheart Tattoo (AV2)  
L18 (85,000 gp): Phantom Chaussures (AV)  
L22 (325,000 gp): Luminary Ring (AV)  
L21 (225,000 gp): Ring of Tenacious Will (AV)  
L18 (85,000 gp): Ring of Sorrows (AV2)  
L17 (65,000 gp): Ring of Retreat (AV)  
L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
L10 (5,000 gp): Salve of Power (AV + errata)  
L13 (17,000 gp): Siberys Shard of the Mage (EPG)  
L15 (25,000 gp): Shield of Fellowship (AV2 + errata)  
L14 (21,000 gp): Cincture of Vivacity (MME)  
L9 (4,200 gp): Bracers of Zeal (AV2 + errata)  
L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
L10 (5,000 gp): +2Rod of Starlight (AV)  
L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
L2 (520 gp): +1Mage's Weapon (AV + errata)  
L3 (680 gp): Battle Standard of Healing (AV)  
TOTAL: 1,595,480 gp (less 72,888 gp)

### **Discussion:**

Weapon upgrade. **UNWILLING BETRAYAL (Tactics):** Upgraded encounter dominate. If enemy1 (adjacent to you) attacks you and you hit with this power ... enemy1 is dominated + his attack (automatically) hits enemy2 instead (as long as within range of the attack of enemy1). Expect charm immunity at epic. No excuse not to have this power. You can also expend this power to regain the use of Death from Two Sides (via Mage's Weapon).

---

## Level 24

### Changes:

+6 HP

+1 to attacks, defenses, and checks

**Ability Score Boosts:** +1Charisma (29), +1Constitution (19)

**New Feat:** Warlock Implement Expertise (AP)

**New Epic Destiny Feature:** Courageous Presence (D 378)

### **Magic Items (Expected GP = 2,100,000) +10% (+193.6 gp):**

L23 (425,000 gp): +5Pact Blade (PHB) Accurate Dagger (D 385)  
L23 (425,000 gp): +5Eladrin Armor (PH) Weavemail (AV) NEW!!!  
L19 (105,000 gp): +4Cloak of Translocation (AV2)  
L18 (85,000 gp): Strongheart Tattoo (AV2)  
L18 (85,000 gp): Phantom Chaussures (AV)  
L22 (325,000 gp): Luminary Ring (AV)  
L21 (225,000 gp): Ring of Tenacious Will (AV)  
L18 (85,000 gp): Ring of Sorrows (AV2)  
L17 (65,000 gp): Ring of Retreat (AV)  
L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
L10 (5,000 gp): Salve of Power (AV + errata)  
L23 (425,000 gp): Siberys Shard of the Mage (EPG) NEW!!!  
L15 (25,000 gp): Shield of Fellowship (AV2 + errata)  
L14 (21,000 gp): Cincture of Vivacity (MME)  
L9 (4,200 gp): Bracers of Zeal (AV2 + errata)  
L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
L10 (5,000 gp): +2Rod of Starlight (AV)  
L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
L2 (520 gp): +1Mage's Weapon (AV + errata)  
L3 (680 gp): Battle Standard of Healing (AV)  
TOTAL: 2,343,480 gp (less 147,688 gp)

### **Discussion:**

Armor upgrade (+3 teleport distances). Shard upgrade. 10% premium covers excess over expected gp (95,598.4). Feat for an expanded crit range 19-20 on arcane powers. COURAGEOUS PRESENCE allies within 5 get +2 to saves stacks with Strength in Numbers. **Power goal #11** convince an ally to get **Knight Hospitaller** (Dragon 399 + errata) theme for the divine healing power **Shield of Devotion** that can be used 2x/encounter as an immediate reaction. Knight Hospitaller gains a +2power bonus to his next attack roll against the enemy that damaged a target ally ... surge free healing for the damaged target ally ... and a +2bonus to attack rolls and all defenses until the end of his next turn (via Courageous Presence). This feature doesn't work on you (you aren't an ally of yourself).

---

### **Level 25**

(D 393): The Eladrin knight who fell to Lolth's treachery so long ago lingers as a watchful and protective spirit over his daughter ... your patron ... earning your patron's favor, she rewards you with a fragment of her father's essence to fight at your side ... he is also undead ... a daily reminder of the curse of Corellon.

Changes:

+5 HP

**New Daily Attack Power:** Summon Warlock's Ally (HotFK) Spectral Protector (D 393)

### **Magic Items (Expected GP = 2,800,000) +10% (+193.6 gp):**

L23 (425,000 gp): +5Pact Blade (PHB) Accurate Dagger (D 385)

L23 (425,000 gp): +5Eladrin Armor (PH) Weavemail (AV)

L24 (525,000 gp): +5Cloak of Translocation (AV2) NEW!!!

L18 (85,000 gp): Strongheart Tattoo (AV2)

L18 (85,000 gp): Phantom Chaussures (AV)

L22 (325,000 gp): Luminary Ring (AV)

L21 (225,000 gp): Ring of Tenacious Will (AV)

L18 (85,000 gp): Ring of Sorrows (AV2)

L17 (65,000 gp): Ring of Retreat (AV)

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L23 (425,000 gp): Siberys Shard of the Mage (EPG)

L15 (25,000 gp): Shield of Fellowship (AV2 + errata)

L14 (21,000 gp): Cincture of Vivacity (MME)

L9 (4,200 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L10 (5,000 gp): +2Rod of Starlight (AV)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)

L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)

L2 (520 gp): +1Mage's Weapon (AV + errata)

L3 (680 gp): Battle Standard of Healing (AV)

TOTAL: 2,763,480 gp (less 189,688 gp)

### **Discussion:**

Cloak upgrade. **SUMMON WARLOCK'S ALLY [Spectral Protector] (Tactics):** If allies have flight, you can flank with this summon ... however, try to keep him on the ground so you can use an Opportunity Action to switch places with him if adjacent enemies attack you (else you teleport up in the air) ... use the minor action to add an effect to his aura (5 psychic damage and a -2 penalty to attack rolls) even if enemies are not within his aura ... when an adjacent enemy attacks you, switch places with him as an Opportunity Action (they are now in his aura). On its own, 5 psychic damage may seem negligible in epic ... but when you add the static damage from Pact Blade (5 at this level) ... and Moonfire Blade final radiant damage (4 + radiant vulnerability) ... the damage does pile up. You also gain access to a legitimate AOE that targets all enemies in a close blast3 with a push3 ... doesn't have the fear keyword like Echoing Dirge does so you have another way of getting around fear immunity. Use with disguised as an enemy tactics after your disguise is blown ... summon can re-position you where you need to be.

---

### **Level 26**

Changes:

+5 HP

+1 to attacks, defenses, and checks

**New Feat:** Epic Resurgence (PH)

**Epic Destiny Utility Power:** Seven Canaries (D 378)

### **Magic Items (Expected GP = 4,000,000) +10% (+193.6 gp):**

L23 (425,000 gp): +5Pact Blade (PHB) Accurate Dagger (D 385)

L23 (425,000 gp): +5Eladrin Armor (PH) Weavemail (AV)

L24 (525,000 gp): +5Cloak of Translocation (AV2)

L18 (85,000 gp): Strongheart Tattoo (AV2)

L26 (1,125,000 gp) Solitaire (Violet) (AV + errata) NEW!!!

L18 (85,000 gp): Phantom Chaussures (AV)

L22 (325,000 gp): Luminary Ring (AV)  
 L21 (225,000 gp): Ring of Tenacious Will (AV)  
 L18 (85,000 gp): Ring of Sorrows (AV2)  
 L17 (65,000 gp): Ring of Retreat (AV)  
 L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
 L10 (5,000 gp): Salve of Power (AV + errata)  
 L23 (425,000 gp): Siberys Shard of the Mage (EPG)  
 L15 (25,000 gp): Shield of Fellowship (AV2 + errata)  
 L14 (21,000 gp): Cincture of Vivacity (MME)  
 L9 (4,200 gp): Bracers of Zeal (AV2 + errata)  
 L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
 L10 (5,000 gp): +2Rod of Starlight (AV)  
 L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
 L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
 L2 (520 gp): +1Mage's Weapon (AV + errata)  
 L3 (680 gp): Battle Standard of Healing (AV)  
 TOTAL: 3,888,480 gp (less 189,688 gp)

### **Discussion:**

At this level, you approach godlike stature. On your turn, use Echoing Dirge for two chances to crit on a 19-20 ... if you crit, use the solitaire daily power to gain 1AP ... you must spend it before the end of your turn ... **[option1]:** spend the AP to give an adjacent ally an AP (Communal Action) ... your ally doesn't need to spend that AP, he can hoard it and use as needed ... **[option2]** spend the AP for an extra standard action attack ... in either case, you regain HP as if you spent a surge and gain a +2 bonus to all defenses (Blessed Awakening) ... if you heal beyond your maximum the excess HP becomes THP (Cincture of Vivacity) ... and you can transfer that THP +3 to an ally (Shield of Fellowship). Furthermore, the first time you score a crit during an encounter (anyone's turn) you regain the use of an encounter attack power of your choice (Epic Resurgence). **Power goal #12** convince the entire party (even those without an expanded crit range + multi-attack powers) to get: **(1)** Solitaire (Violet) so they can trade this with you (out of combat) in exchange for an AP; and **(2)** epic feats that enable them to regain their powers after spending an AP. No one can use more than 1 solitaire in an encounter, and you can spend an AP only once per encounter ... your allies can use a different solitaire in combat.

**SEVEN CANARIES (Tactics):** Ideal to keep all the benefits (this build is not afraid of taking damage). Ideal use of your immediate action is for Knock Down to keep enemies from standing up or make another MBA. However, you are concerned about the worst control powers ex. stun and dominate in which case you can use the immediate interrupt and expend: (1) regeneration; (2) resist cold/fire whatever you don't need; (3) resist cold/fire whatever is left. Note that you already have a power bonus to Will (via Eagles Splendor + Luminary ring) ... power bonuses don't stack ... but +4 power bonus is higher than what you have.

---

### **Level 27**

Changes:  
 +5 HP

**New Encounter Attack Power:** A Plan Comes Together (D 384) (replaces Strand of Fate)

### **Magic Items (Expected GP = 6,000,000) +10% (+193.6 gp):**

L23 (425,000 gp): +5Pact Blade (PHB) Accurate Dagger (D 385)  
 L23 (425,000 gp): +5Eladrin Armor (PH) Weavemail (AV)  
 L24 (525,000 gp): +5Cloak of Translocation (AV2)  
 L18 (85,000 gp): Strongheart Tattoo (AV2)  
 L26 (1,125,000 gp) Solitaire (Violet) (AV + errata)  
 L18 (85,000 gp): Phantom Chaussures (AV)  
 L22 (325,000 gp): Luminary Ring (AV)  
 L21 (225,000 gp): Ring of Tenacious Will (AV)  
 L18 (85,000 gp): Ring of Sorrows (AV2)  
 L17 (65,000 gp): Ring of Retreat (AV)  
 L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
 L10 (5,000 gp): Salve of Power (AV + errata)  
 L23 (425,000 gp): Siberys Shard of the Mage (EPG)  
 L15 (25,000 gp): Shield of Fellowship (AV2 + errata)  
 L14 (21,000 gp): Cincture of Vivacity (MME)  
 L29 (2,625,000 gp): Bracers of Zeal (AV2 + errata) NEW!!!  
 L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
 L10 (5,000 gp): +2Rod of Starlight (AV)  
 L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
 L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
 L2 (520 gp): +1Mage's Weapon (AV + errata)  
 L3 (680 gp): Battle Standard of Healing (AV)  
 TOTAL: 6,509,280 gp (less 451,768 gp)

### **Discussion:**

You now wield the power of the gods ... the underrated Bracers of Zeal. Errata considered, the item encounter power at L29 is not affected ... if you hit an enemy adjacent to you with a melee attack power, and you have THP ... as a free action ... lose any number of THP and deal that amount of damage ... this is not a free action attack. Excess over expected gp down to (57,318.4). The entire party should ditch their arms slot for this item ... Radiant Weapon users still have their item bonus to damage ... This build equips Shield of Fellowship first (for the benefit) and Bracers of Zeal next (no benefit ... until you stow your shield as a standard action).

**BRACERS OF ZEAL (Tactics):** Scenario, a standard 5 man party with an aggregate total of 50 surges has reached the half-way point ... you spent half of those surges, plus those gained from Martial Vampire (30 total) ... the party replenishes your surges to max (Comrade's Succor). At this level your surge value is 41 ... when you spend a surge regain an extra 60HP from Strongheart Tattoo (2x30). **[your turn]:** minor1 Inspiring Word on yourself to heal 101+6d6(21 average) ... extra HP converted to THP (Cincture of Vivacity) ... free1 transfer **125 THP** to adjacent ally1 with Bracers of Zeal (Shield of Fellowship) ... minor2 Hestavar's Blessing on adjacent ally2 who allows you to spend the surge instead (Heirlooms of Mazgorax) ... you heal 103 ... extra HP converted to THP ... free2 transfer **106 THP** to adjacent ally2 with Bracers of Zeal ... standard Running Slash (+1 surge on a hit via Martial Vampire) on enemy1 ... this power has built-in movement. **[ally3 turn]:** moves adjacent to you and lets you spend a surge (ex. standard second wind with Heirlooms of Mazgorax) ... use immediate interrupt Troublesome Aid of Caiphon to heal 146 ... extra HP converted to THP ... free1 transfer **149 THP** to ally3 with Bracers of Zeal ... **[ally4 turn]:** same as ally3 ... you heal 107 ... extra HP converted to THP ... free1 transfer **110 THP** to ally4 with Bracers of Zeal ... now all you need to do is make them attack with a melee attack power.

**A PLAN COMES TOGETHER (Tactics):** Use this power as soon as possible ... goal is to give 2 allies free attacks + whatever buffs you have (especially those with THP from you who haven't used their Bracers of Zeal yet). In the above scenario, even if enemy1 is still alive (i.e. you +ally3 +ally4 haven't killed it yet) ... you can kill enemy1 before he damages the party ... **[enemy1 turn]** starts his turn (the trigger) ... use this power as a free action ... allies adjacent to enemy1 (ally3 or ally4) attack enemy1 ... ally1 charges enemy1 (gets adjacent to you) ... note that enemy1 cannot make an OA/immediate reaction on his turn so it is safe to charge. Enemy1 is probably dead ... the party needs to plan when to use Bracer's of Zeal and how much THP to use. When enemy1 dies you can use Shadow Warp to trigger an ally with Agile Opportunist ... or re-position another enemy **[ally1 turn]:** minor to use Salve of Power on you (spend a surge and recover this power). **[ally2 turn]:** same as ally1 after next enemy dies.

Free action limitations are on a per turn basis ... no ally has made more than 1 free attack in a turn ... this power gives allies a free attack on the enemy's turn. In the above sequence you spent 6 surges ... regain 72 HP from Strongheart Tattoo ... **[your next turn]:** standard1 stow shield (you now have access to your Bracers of Zeal) ... Free1 spend an AP to gain an extra standard and you heal 113 from Blessed Awakening (this should get you back to maximum HP even if you took damage ... excess becomes THP that you can transfer Free2) ... minor Rousing Words on yourself ... you gain **226 THP** ... move into position ... standard2 use powers with Moonfire Blade. This is not the optimal sequence but this burst damage option is available every encounter ... gets stronger the more surges you spend ... and Bracers of Zeal triggers on a hit so bad rolls wont waste it.

---

## **Level 28**

### **Changes:**

+6 HP

+1 to attacks, defenses, and checks

**Ability Score Boosts:** +1Charisma (30), +1Constitution (20)

**New Feat:** Elan Heritage [Elan Bloodline] (PsP)

**New Feat Encounter Power:** Elan Resilience (PsP)

### **Magic Items (Expected GP = 8,000,000) +10% (+193.6 gp):**

L23 (425,000 gp): +5Pact Blade (PHB) Accurate Dagger (D 385)

L23 (425,000 gp): +5Eladrin Armor (PH) Weavemail (AV)

L24 (525,000 gp): +5Cloak of Translocation (AV2)

L28 (2,125,000 gp): Strongheart Tattoo (AV2)

NEW!!!

L26 (1,125,000 gp) Solitaire (Violet) (AV + errata)

L18 (85,000 gp): Phantom Chaussures (AV)

L22 (325,000 gp): Luminary Ring (AV)

L21 (225,000 gp): Ring of Tenacious Will (AV)

L18 (85,000 gp): Ring of Sorrows (AV2)

L17 (65,000 gp): Ring of Retreat (AV)

L14 (21,000 gp): Golden Crown of Battle Command (AV2)

L10 (5,000 gp): Salve of Power (AV + errata)

L23 (425,000 gp): Siberys Shard of the Mage (EPG)

L15 (25,000 gp): Shield of Fellowship (AV2 + errata)

L14 (21,000 gp): Cincture of Vivacity (MME)

L29 (2,625,000 gp): Bracers of Zeal (AV2 + errata)

L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)

L10 (5,000 gp): +2Rod of Starlight (AV)

L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
 L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
 L2 (520 gp): +1Mage's Weapon (AV + errata)  
 L3 (680 gp): Battle Standard of Healing (AV)  
 TOTAL: 8,549,280 gp (less 655,768 gp)

#### Discussion:

Final tattoo upgrade. **[Ideal scenario]:** 1st encounter of the day ... party starts adjacent to you (you act last) ... ally plants your Battle Standard of Healing and on each of their turns they use their standard second wind allowing you to spend the surge instead (Heirlooms Heirlooms of Mazgorax) ... you transfer an increasing amount of THPs to them (Cincture of Vivacity + Shield of Fellowship) ... party moves into position (no attacks) ... Goal is to drag on the 1<sup>st</sup> encounter so that you can: **(1)** get bloodied and hit with Running Slash +2surges (Martial Vampire) and **(2)** have more turns / chances to crit so that you can use your solitaire (violet) for +1AP ... that you can transfer to an ally for later use (Communal Action). Keep transferring THPs to allies so they don't get damaged ... this build has a maximum of 18 surges to spend ... if you manage to spend all of them, you regain an extra 54HP from Strongheart Tattoo (3x18) ...converting the typical "surge drain" fight to the party's advantage. Try not to use dailies to spend a surge ... with the help of the party you can spend 10 surges (5second wind, 2Rousing words, 1Hestavar's Blessing, 1Inspiring Word, 1ritual) ... more if you have another leader in the party.

**TELEPATHY 5** "you can communicate with any other creature that has a language and is within line of sight and within 5 squares of you; this allows for two-way communication" ... it is a language of the Kalashtar race (EPG) ... Ask your DM but this is my take on telepathy **[FOR ALLIES]: (1)** to benefit from Combat Leader they need to be within range + can see and hear you ... with telepathy they only need to be within range + can see you. **(2)** you can coordinate your tactics with players (out of character) ex. pass a diagram, so they know what you want to happen and who the target is ... you are communicating telepathically ... the party isn't reading anything in the middle of combat ... enemies don't know what you have planned. **[FOR ENEMIES]: (1)** speak a few words telepathically ex. "kneel" (prone) or "stand" (Knock Down) mislead enemies into believing that it was their BBEG master speaking to them ... non-standard action Bluff checks are DM territory ... you can use a standard Bluff (advanced disguised as an enemy tactics). **(2)** this build does not have perception (you rely on your allies for this) but if a creature that has a language gets within the range of your telepathy ... even if you can't perceive it ... you should be able to know that it's there, as you can interact with it given your skillset ... HELLO THERE!!!

**ELAN RESILIENCE** reduces 6 damage as an immediate interrupt every encounter ... last priority in terms of what to do with an immediate action ... use it when you are dropped to below 0 ... this adds some distance to your negative bloodied value. Changing your origin to immortal is both flavorful and can have certain benefits ... there are effects that target creature origin.

### Level 29

#### Changes:

+5 HP

**New Daily Attack Power:** Perfect Front (MP1) (replaces Menacing Shadow)

#### Magic Items (Expected GP = 10,000,000) +10% (+193.6 gp):

L28 (2,125,000 gp): +6Pact Blade (PHB) Accurate Dagger (D 385)      NEW!!!  
 L23 (425,000 gp): +5Eladrin Armor (PH) Weavemail (AV)  
 L24 (525,000 gp): +5Cloak of Translocation (AV2)  
 L28 (2,125,000 gp): Strongheart Tattoo (AV2)  
 L26 (1,125,000 gp) Solitaire (Violet) (AV + errata)  
 L18 (85,000 gp): Phantom Chaussures (AV)  
 L22 (325,000 gp): Luminary Ring (AV)  
 L21 (225,000 gp): Ring of Tenacious Will (AV)  
 L18 (85,000 gp): Ring of Sorrows (AV2)  
 L17 (65,000 gp): Ring of Retreat (AV)  
 L14 (21,000 gp): Golden Crown of Battle Command (AV2)  
 L10 (5,000 gp): Salve of Power (AV + errata)  
 L23 (425,000 gp): Siberys Shard of the Mage (EPG)  
 L15 (25,000 gp): Shield of Fellowship (AV2 + errata)  
 L14 (21,000 gp): Cincture of Vivacity (MME)  
 L29 (2,625,000 gp): Bracers of Zeal (AV2 + errata)  
 L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
 L10 (5,000 gp): +2Rod of Starlight (AV)  
 L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
 L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
 L2 (520 gp): +1Mage's Weapon (AV + errata)  
 L3 (680 gp): Battle Standard of Healing (AV)  
 TOTAL: 10,249,280 gp (less 825,768 gp)

### **Discussion:**

Final weapon upgrade. Cursed enemies that make a melee attack against you take 6 damage. **PERFECT FRONT** stance lasts until the end of the encounter, or until you fall unconscious or die ... you always gain the benefit of double rolls (via Arcane Familiar in passive mode) ... any adjacent ally gains the same benefit ... now the party has every reason to stand adjacent to you and follow wherever you go for an entire encounter. Like all dailies, use this power only if needed ex. the fight is taking place in impenetrable darkness. Balance out the penalty to hit with double rolls for the party. You can still use OFFERING OF BLOOD as that is a reroll power.

---

### **Level 30 Snapshot**

At long last ... it's time to decide our fate ... if your patron's curse is lifted ... you have another divine ally blessed with the powers of Sehanine ... will your patron hold a grudge against Corellon? ... where does Sehanine, mother of your patron, companion of Corellon stand? ... will the gods of justice Erathis and Bahamut let evil deeds go unpunished? ... will Asmodeus become an unlikely ally? ... your agreement with Bahamut confirms that deities can die ... after all, you are his insurance policy ... it would be an interesting fight between the gods ... but the death of a deity can have apocalyptic consequences such as the spell plague ... perhaps this is why deities have mortals do their fighting for them ... at stake is the throne of the god of arcane magic.

**Race:** Half-Elf (PHB) --> Group Diplomacy

**Class:** Hybrid Warlock-Warlord (PHB3)

**Hybrid Feature:** Eldritch Pact [Fey Pact] (PHB3)

**Hybrid Feature:** Warlock's Curse (PHB3)

**Hybrid Feature:** Inspiring Word (PHB3)

**Warlord Leadership:** Combat Leader (PHB)

**Background:** Born Under a Bad Sign (D 366)

**Theme:** Guttersnipe (D 399) --> 10% discount, 10% premium, Streetwise

**Multiclass:** Vampire (HoS)

**Paragon Path:** Gatekeeper of the Golden Palace (D 387) --> One for All, Strength in Numbers, Communal Action

**Epic Destiny:** Bahamut's Vessel (D 378) --> Platinum Rebirth, Courageous Presence, Blessed Awakening

### **Ability Scores, with racial adjustments:**

Charisma 30 (+10)

Dexterity 18 (+4)

Constitution 20 (+5)

Strength 12 (+1)

Wisdom 12 (+1)

Intelligence 10 (+0)

**HP:** 182 --> 12base, +20Charisma, +5Constitution, + 145levels

**Bloodied:** 91 HP or less

**Healing Surges:** 16 --> 6 base, +10Charisma

**Healing Surge Value:** 45 HP

**AC:** 50 --> 10base, +12armor, +1shield, +6enhance, +15levels, +2conceal, +2TP, +2 curse

**Fortitude:** 48 --> 10base, +5Constitution, +1class, +15levels, +3feat, +6enhance, +4epic, +2conceal, +2 curse

**Reflex:** 46 --> 10base, +4Dexterity, +1class, +1shield, +15levels, +3feat, +6enhance, +2conceal, +2TP, +2 curse

**Will:** 50 --> 10base, +10Charisma, +15levels, +3feat, +6enhance, +2conceal, +2power (druid), +2curse

**Initiative:** +29 --> +4Dexterity +10Combat Leader +15levels

**Speed:** 6 --> 6base

**At-Will Teleport:** 6 --> 1base, +3armor, +1blade, +1ring

**Base Attack Bonus:** +38 --> +10Charisma, +15levels, +3feat, +6enhance, +2CA, +2power (druid)

### **Racial Encounter Power:**

Vampire Slam (HoS) +39 vs Reflex --> 38base, +1accurate

### **Theme Encounter Power:**

Running Slash (D 399) +40 vs Reflex --> 38base, +2proficiency

### **Feat Encounter Power:**

Elan Resilience (PsP)

### **Epic Class Feature Powers:**

Dragon Bite (D 387) +40 vs AC --> 30levels +8 +2CA

Breath Weapon (D 387) +38 vs Reflex --> 30levels +6 +2CA

### **At-Will Attack Powers:**

**L1** - Echoing Dirge (HoS + errata) +40 vs Will --> 38base, +1accurate, +1ring

**L1** - Direct the Strike (MP2)

Moonfire Blade (D 393) +41 vs Reflex --> 38base, +2proficiency, +1accurate

### **Encounter Attack Powers:**

- L11** - Ignite the Forge (D 387)
- L13** - Death from Two Sides (MP2)
- L23** - Unwilling Betrayal (D 406) +39 vs Will --> 38base, +1accurate
- L27** - A Plan Comes Together (D 384)

### **Daily Attack Powers:**

- L9** - Summon Warlock's Ally (HotFK) Spectral Protector (D 393)
- L15** - War Master's Assault (MP2)
- L20** - Citizen's Arrest (D 387)
- L29** - Perfect Front (MP)

### **Utility Powers:**

- L1** - Shadow Warp (HoS + errata)
- L6** - Rousing Words (MP)
- L10** - Ethereal Sidestep (PHH1)
- L12** - Hestavar's Blessing (D 387)
- L16** - Offering of Blood (HoS)
- L10** - Troublesome Aid of Caiphon (D 366)
- L26** - Seven Canaries (D 378)

### **Skills:**

- Bluff (+38) --> +10Charisma, +5trained, +15 levels, +5item (set), +3power (druid)  
Pass off a disguise (40) --> +38Bluff, +2disguise kit
- Diplomacy (+40) --> +10Charisma, +2racial, +5trained, +15levels, +5item (set), +3power (druid)
- Intimidate (+33) --> +10Charisma, +5trained, +15levels, +3power (druid)
- Streetwise (+30) --> +10Charisma, +15levels, +5power (theme)
- Endurance (+30) --> +5Constitution, +15levels, +5item (set), +5untyped (bard ritual)

### **Feats:**

- L1** - Hybrid Talent: Warlord Armor Proficiency (PH3)
- L2** - Martial Vampire (D 400)
- L4** - Pact Blade Manifestation (D 400)
- L6** - Adept Dilettante [Multiclass] (D 385)
- L8** - Hex Expertise (D 402)
- L10** - Improved Defenses (HotFL)
- L11** - Sword of Hestavar (D 387)
- L12** - Combat Commander (PH)
- L14** - Starfire Womb (D 366)
- L16** - Arcane Familiar (AP) Rakshasa Claw (D 374)
- L18** - Knock Down (D 425)
- L20** - Twofold Curse (PH)
- L21** - Warding Curse (AP)
- L22** - Superior Implement Training (PH3)
- L24** - Warlock Implement Expertise (AP)
- L26** - Epic Resurgence (PH)
- L28** - Elan Heritage [Elan Bloodline] (PsP)
- L30** - Epic Fortitude (PH2)

### **Changes:**

+5 HP

**New Feat:** Epic Fortitude (PH2)

**New Epic Feature:** Platinum Rebirth (D 378)

**New Epic Class Feature Powers:** Dragon Bite, Breath Weapon (D 387)

### **Magic Items (Expected GP = 14,625,000) +10% (+193.6 gp):**

- L28 (2,125,000 gp): +6Pact Blade (PHB) Accurate Dagger (D 385)
- L28 (2,125,000 gp): +6Eladrin Armor (PH) Weavemail (AV) NEW!!!
- L29 (2,625,000 gp): +6Cloak of Translocation (AV2) NEW!!!
- L28 (2,125,000 gp): Strongheart Tattoo (AV2)
- L26 (1,125,000 gp) Solitaire (Violet) (AV + errata)
- L18 (85,000 gp): Phantom Chaussures (AV)
- L22 (325,000 gp): Luminary Ring (AV)
- L21 (225,000 gp): Ring of Tenacious Will (AV)
- L18 (85,000 gp): Ring of Sorrows (AV2)
- L17 (65,000 gp): Ring of Retreat (AV)
- L14 (21,000 gp): Golden Crown of Battle Command (AV2)
- L10 (5,000 gp): Salve of Power (AV + errata)
- L23 (425,000 gp): Siberys Shard of the Mage (EPG)
- L15 (25,000 gp): Shield of Fellowship (AV2 + errata)

L14 (21,000 gp): Cincture of Vivacity (MME)  
L29 (2,625,000 gp): Bracers of Zeal (AV2 + errata)  
L8 (3,400 gp): Gloves of Eldritch Admixture (AV + errata)  
L25 (625,000 gp): +5Rod of Starlight (AV) NEW!!!  
L8 (3,400 gp): +2Rovikar's Weapon (AV2) Dagger (PH)  
L8 (3,400 gp): +2Rubicant Blade (D 385) Gauntlet Axe (DSCS)  
L2 (520 gp): +1Mage's Weapon (AV + errata)  
L3 (680 gp): Battle Standard of Healing (AV)  
TOTAL: 14,669,280 gp (less 1,267,768 gp)

### **Discussion:**

Final feat and upgrades armor, cloak, and rod. Guttersnipe has generated at least 2m gp for each party member. You can get L28 Charm of Abundant Action (AV) ... this build uses it as an emergency free action heal in combat ... you heal HP and transfer excess as THP to an ally ... even just by giving an ally an AP. This build is not fully optimized gear wise ... you can get upgrades sooner and other low-cost high utility items like figurines of power, mounts and mount items ... without impacting anyone's expected gp from the DM. However, this build is first and foremost a team player ... a better use of your resources is to get your party working as a team ... in the right party, this build can do a bit more.

**PLATINUM REBIRTH (Tactics):** Your greatest compliment from Bahamut lies in the **[TRIGGER]:** when you are reduced to 0HP (not fewer). Only adventurers have negative bloodied values ... monsters and other DM controlled characters do not follow these same rules ... they usually die when they reach 0HP. To use this anti-death feature you need to receive healing ... which makes you go to 0HP then regain HP from the healing effect ... your party can heal you (even if you do not have any surges left) ... or plant your Battle Standard of Healing and spend a surge on themselves. **[DRAGON FORM]:** you regain all your HP and gain additional features and powers ... as you are now large, all your auras increase in size ... your equipment becomes part of your dragon from, but you drop anything you are holding except implements you can use ... you drop your shield (access to Bracers of Zeal) and Pact Blade (it's a weapon with a property that makes it an implement). **[Your turn]:** minor1 pick up Pact Blade ... you are large so it's too small to WIELD as a weapon ... but still works as an implement ... and you can HOLD it ... minor2 manifest Sword of the White Well ... hold that image of what just happened by RAW ... weapon size rules (PH) your 1d12 weapon is now 2d6 ...

---

**Power Sources:** Arcane, Divine, Martial, Primal (Eagle's Splendor), Psionic, Shadow

**Origin:** Immortal

**Languages:** Common, Elven, Draconic, Telepathy5

**Damage Types:** Acid, Cold, Fire, Psychic, Radiant

**Hobbies:** Trading all types of resources

**Weaknesses:** Long range

**Fears:** Vampires

---

### **Closing Remarks**

Bahamut's Vessel is probably the main inspiration for this build ... I couldn't make sense why Bahamut would have so much warlock flavor ... Following RAW and considering RAI (best guess) leads to the most interesting results ... I am not a fan of asking the DM to make a house rule just because I haven't figured out how something works yet ... This build is the leader of 4 other similarly built hybrids, each with a different class, each specializing in a particular role ... striker ... defender ... leader ... and controller ... and each with a different skillset.

Special thanks to **MwaO** for saving, maintaining, and updating dnd4e optimization guides (I do hope you would reconsider the rating on Heirlooms of Mazgorax ... but then again, I do like using everything that is not rated or underrated because it is hard to use) and to **lordduskblade** for the excellent **Shoot to Thrill: Ranger/Battlefield Archer/Destined Scion**. This build follows the same format, with a "wish list" of items per level in relation to the same expected gp.

I hope this build opens more options for players to use ... I'd be happy to play this with newbies using fun builds. If I fudged any of the computations just keep in mind that Guttersnipe savings probably covers it. Spelling and grammar checks are okay, but I am more interested in comments about how things work ... with RAW citations. There are no guides on **(1)** Rules of the Disguised as an Enemy Club **(2)** Dominate to make creatures speak a few sentences instead of the combat application **(3)** How telepathy works if your character does not have perception.

-Brains.