

DUNGEONS & DRAGONS®

PLAYER'S HANDBOOK®



DUNGEONS & DRAGONS®

PLAYER'S HANDBOOK®

Arcane, Divine, and Martial Heroes



DELUXE EDITION

ROLEPLAYING GAME CORE RULES

Rob Heinsoo • Andy Collins • James Wyatt





CREDITS

D&D® 4th Edition Design Team Rob Heinsoo, Andy Collins, James Wyatt	Cover Illustration Wayne Reynolds (front), Dan Scott (back)
D&D 4th Edition Final Development Strike Team Bill Slavicsek, Mike Mearls, James Wyatt	Graphic Designers Keven Smith, Leon Cortez, Eml Tanji
Player's Handbook Design Rob Heinsoo, Andy Collins, James Wyatt	Additional Graphic Design Karin Powell, Marl Kolkowsky, Shauna Wolf Narciso, Ryan Sansaver
Player's Handbook Development Andy Collins, Mike Mearls, Stephen Radney-MacFarland, Peter Schaefer, Stephen Schubert	Concept Artists Rob Alexander, Dave Allsop, Christopher Burdett, Adam Gillespie, Lars Grant-West, David Griffith, Lee Moyer, William O'Connor
Player's Handbook Editing Michele Carter, Jeremy Crawford	Interior Illustrations Zoltan Boros & Gabor Szikszai, Matt Cavotta, Eric Deschamps, Wayne England, David Griffith, Ralph Horsley, Howard Lyon, Raven Mimura, Lee Moyer, William O'Connor, Steve Prescott, Dan Scott, Anne Stokes, Franz Vohwinkel, Eva Widemann
Player's Handbook Managing Editing Kim Mohan	D&D Script Design Daniel Reeve
Additional Writing Richard Baker, Bruce R. Cordell	D&D Brand Team Liz Schuh, Scott Rouse, Sara Girard, Kierin Chase, Martin Durham, Linnae Foster
Additional Design and Development Greg Bilsland, Logan Bonner, Bart Carroll, Michele Carter, Jennifer Clarke Wilkes, Jeremy Crawford, Jesse Decker, Michael Donals, Robert Gutschera, Gwendolyn F. M. Kestrel, Peter Lee, Julia Martin, Kim Mohan, David Noonan, Christopher Perkins, Matthew Sernett, Chris Sims, Ed Stark, Rodney Thompson, Rob Watkins, Steve Winter, Chris Youngs	Publishing Production Specialists Angelika Lokotz, Erin Dorries, Moriah Scholz, Christopher Tardiff
Director of R&D, Roleplaying Games/Book Publishing Bill Slavicsek	Prepress Manager Jefferson Dunlap
D&D Story Design and Development Manager Christopher Perkins	Imaging Technicians Travis Adams, Bob Jordan, Sven Bolen
D&D System Design and Development Manager Andy Collins	Production Managers Cynda Callaway
D&D Senior Art Director Stacy Longstreet	Building on the Design of Previous Editions by E. Gary Gygax, Dave Arneson (1st Edition and earlier); David "Zeb" Cook (2nd Edition); Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison (3rd Edition)
Art Director Keven Smith	
Special thanks to Brandon Daggerhart, keeper of Shadowfell	

Dedicated to the memory of E. Gary Gygax

620-21956720-001 EN
9 8 7 6 5 4 3 2 1
First Printing: October 2008
ISBN: 978-0-7869-5043-0



U.S., CANADA, ASIA, PACIFIC,
& LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
't Hofveld 6D
1702 Groot-Bijgaarden
Belgium
+32 2 467 3360

DUNGEONS & DRAGONS, D&D, d20, d20 System, WIZARDS OF THE COAST, Player's Handbook, Dungeon Master's Guide, Monster Manual, D&D Insider, Chainmail, DARK SUN, DRAGONLANCE, FORGOTTEN REALMS, PLANESCAPE, RAVENLOFT, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters, character names, and the distinctive likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2008 Wizards of the Coast, Inc.

VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

CONTENTS

1: HOW TO PLAY 4	5: SKILLS 176	Bonuses and Penalties..... 275
A Roleplaying Game..... 6	Skill Training..... 178	Attack Results..... 276
A Fantastic World..... 7	Using Skills..... 178	Conditions..... 277
What's in a D&D Game?..... 8	Knowledge Skills..... 179	Durations..... 278
How Do You Play?..... 9	Skill Descriptions..... 180	Saving Throws..... 279
The Core Mechanic..... 11		Attack Modifiers..... 279
Three Basic Rules..... 11		Combat Advantage..... 279
2: MAKING CHARACTERS 12	6: FEATS 190	Cover and Concealment..... 280
Character Creation..... 14	Choosing Feats..... 192	Targeting What You Can't See..... 281
Race, Class, and Role..... 14	Feat Descriptions..... 193	Movement and Position..... 282
Ability Scores..... 16	Heroic Tier Feats..... 193	Creature Size and Space..... 282
Roleplaying..... 18	Paragon Tier Feats..... 202	Speed..... 283
Alignment vs. Personality..... 19	Epic Tier Feats..... 206	Tactical Movement..... 283
Making Checks..... 25	Multiclass Feats..... 208	Falling..... 284
Gaining Levels..... 27		Flanking..... 285
Retraining..... 28	7: EQUIPMENT 210	Pull, Push, and Slide..... 285
The Three Tiers..... 28	Coins and Currency..... 212	Teleportation..... 286
Character Sheet..... 30	Armor and Shields..... 212	Phasing..... 286
	Weapons..... 215	Actions in Combat..... 286
	Adventuring Gear..... 221	Action Points..... 286
	Magic Items..... 223	Aid Another..... 287
3: CHARACTER RACES 32	Identifying Magic Items..... 223	Basic Attack..... 287
Dragonborn..... 34	Armor..... 227	Bull Rush..... 287
Dwarf..... 36	Weapons..... 232	Charge..... 287
Eladrin..... 38	Holy Symbols..... 236	Coup de Grace..... 288
Elf..... 40	Orbs..... 238	Crawl..... 288
Half-Elf..... 42	Rods..... 239	Delay..... 288
Halfling..... 44	Staves..... 241	Escape..... 288
Being Small..... 44	Wands..... 242	Grab..... 290
Human..... 46	Arms Slot Items..... 244	Opportunity Attack..... 290
Tiefling..... 48	Feet Slot Items..... 246	Ready an Action..... 291
	Hands Slot Items..... 247	Run..... 291
4: CHARACTER CLASSES 50	Head Slot Items..... 248	Second Wind..... 291
Introducing the Classes..... 52	Neck Slot Items..... 249	Shift..... 292
Paragon Paths..... 53	Rings..... 251	Squeeze..... 292
Epic Destinies..... 53	Waist Slot Items..... 252	Stand Up..... 292
Power Types and Usage..... 54	Wondrous Items..... 253	Total Defense..... 292
Power Sources..... 54	Potions..... 255	Use a Power..... 292
How to Read a Power..... 54		Walk..... 292
Cleric..... 60	8: ADVENTURING 256	Healing..... 293
Paragon Paths..... 72	Quests..... 258	Healing in Combat..... 293
Fighter..... 75	Encounters..... 258	Regeneration..... 293
Paragon Paths..... 86	Rewards..... 259	Temporary Hit Points..... 293
Paladin..... 89	Exploration..... 260	Death and Dying..... 295
Paragon Paths..... 100	Rest and Recovery..... 263	Knocking Creatures
Ranger..... 103		Unconscious..... 295
Paragon Paths..... 113	9: COMBAT 264	Healing the Dying..... 295
Rogue..... 116	The Combat Sequence..... 266	
Paragon Paths..... 126	Visualizing the Action..... 266	10: RITUALS 296
Warlock..... 129	Initiative..... 267	Acquiring and Mastering a Ritual..... 298
Paragon Paths..... 140	The Surprise Round..... 267	Performing a Ritual..... 298
Warlord..... 143	Action Types..... 267	Ritual Descriptions..... 300
Paragon Paths..... 153	Taking Your Turn..... 268	
Wizard..... 156	Attacks and Defenses..... 269	PLAYTESTER CREDITS 316
Wizards and Rituals..... 158	Attack Types..... 270	INDEX 317
Paragon Paths..... 169	Choosing Targets..... 272	CHARACTER SHEET 318
Epic Destinies..... 172	Attack Roll..... 273	
	Defenses..... 274	

How to Play

IMAGINE A world of bold warriors, mighty wizards, and terrible monsters.

Imagine a world of ancient ruins, vast caverns, and great wild wastes where only the bravest heroes dare to tread.

Imagine a world of swords and magic, a world of elves and goblins, a world of giants and dragons.

This is the world of the **DUNGEONS & DRAGONS®** Roleplaying Game (also referred to as D&D), the pinnacle of fantasy roleplaying games. You take on the role of a legendary hero—a skilled fighter, a courageous cleric, a deadly rogue, or a spell-hurling wizard. With some willing friends and a little imagination, you strike out on daring missions and epic quests, testing yourself against an array of daunting challenges and bloodthirsty monsters.

Get ready—the *Player's Handbook* contains everything you need to create a heroic character of your own! To start you on your first adventure, this chapter discusses the following topics.

- ◆ **A Roleplaying Game:** How the D&D game is different from any other game you've played.
- ◆ **What's in a D&D Game:** The essential ingredients of the **DUNGEONS & DRAGONS** game.
- ◆ **How Do You Play?:** A look at what happens during the game, including a brief example of activity at the game table.
- ◆ **The Core Mechanic:** The single fundamental rule you need to know for most challenges you face in the game.



RALPH HORSLEY

A ROLEPLAYING GAME

The DUNGEONS & DRAGONS game is a roleplaying game. In fact, D&D invented the roleplaying game and started an industry.

A roleplaying game is a storytelling game that has elements of the games of make-believe that many of us played as children. However, a roleplaying game such as D&D provides form and structure, with robust gameplay and endless possibilities.

D&D is a fantasy-adventure game. You create a character, team up with other characters (your friends), explore a world, and battle monsters. While the D&D game uses dice and miniatures, the action takes place in your imagination. There, you have the freedom to create anything you can imagine, with an unlimited special effects budget and the technology to make anything happen.

What makes the D&D game unique is the Dungeon Master. The DM is a person who takes on the role of lead storyteller and game referee. The DM creates adventures for the characters and narrates the action for the players. The DM makes D&D infi-

nately flexible—he or she can react to any situation, any twist or turn suggested by the players, to make a D&D adventure vibrant, exciting, and unexpected.

The adventure is the heart of the D&D game. It's like a fantasy movie or novel, except the characters that you and your friends create are the stars of the story. The DM sets the scene, but no one knows what's going to happen until the characters do something—and then anything can happen! You might explore a dark dungeon, a ruined city, a lost temple deep in a jungle, or a lava-filled cavern beneath a mysterious mountain. You solve puzzles, talk with other characters, battle all kinds of fantastic monsters, and discover fabulous magic items and treasure.

D&D is a cooperative game in which you and your friends work together to complete each adventure and have fun. It's a storytelling game where the only limit is your imagination. It's a fantasy-adventure game, building on the traditions of the greatest fantasy stories of all time. In an adventure, you can attempt anything you can think of. Want to talk to the dragon instead of fighting it? Want to disguise yourself as an orc and sneak into the foul lair? Go ahead and give it a try. Your actions might work or they might fail spectacularly, but either way you've contributed to the unfolding story of the adventure and probably had fun along the way.

You "win" the DUNGEONS & DRAGONS game by participating in an exciting story of bold adventurers confronting deadly perils. The game has no real end: when you finish one story or quest, you can start another one. Many people who play the D&D game keep their games going for months or years, meeting with their friends every week to pick up the story where they left off.

Your character grows as the game continues. Each monster defeated, each adventure completed, and each treasure recovered not only adds to your continuing story, but also earns your character new abilities. This increase in power is reflected by your character's level; as you continue to play, your character gains more experience, rising in level and mastering new and more powerful abilities.

From time to time, your character might come to a grisly end, torn apart by ferocious monsters or done in by a nefarious villain. But even when your character is defeated, you don't "lose." Your companions can employ powerful magic to revive your character, or you might choose to create a new character to carry on from where the previous character fell. You might fail to complete the adventure, but if you had a good time and you created a story that everyone remembers for a long time, the whole group wins.



A FANTASTIC WORLD

The world of the DUNGEONS & DRAGONS game is a place of magic and monsters, of brave warriors and spectacular adventures. It begins with a basis of medieval fantasy and then adds the creatures, places, and powers that make the D&D world unique.

The world of the D&D game is ancient, built upon and beneath the ruins of past empires, leaving the landscape dotted with places of adventure and mystery. Legends and artifacts of past empires still survive—as do terrible menaces.

The current age has no all-encompassing empire. The world is shrouded in a dark age, between the collapse of the last great empire and the rise of the next, which might be centuries away. Minor kingdoms prosper, to be sure: baronies, holdings, city-states. But each settlement appears as a point of light in the widespread darkness, a haven, an island of civilization in the wilderness that covers the world. Adventurers can rest and recuperate in settlements between adventures. No settlement is entirely safe, however, and adventures break out within (and under) such places as often as not.

During your adventures, you might visit a number of fantastic locations: wide cavern passages cut by rivers of lava; towers held aloft in the sky by ancient magic; forests of strange, twisted trees, with shimmering fog in the air—anything you can imagine, your character might experience as the game unfolds.

Monsters and supernatural creatures are a part of this world. They prowl in the dark places between the points of light. Some are threats, others are willing to aid you, and many fall into both camps and might react differently depending on how you approach them.

Magic is everywhere. People believe in and accept the power that magic provides. However, true masters of magic are rare. Many people have access to a little magic, and such minor magic helps those living within the points of light to maintain their communities. But those who have the power to shape spells the way a blacksmith shapes metal are as rare as adventurers and appear as friends or foes to you and your companions.

At some point, all adventurers rely on magic in one form or another. Wizards and warlocks draw magic from the fabric of the universe, shape it with their will, and hurl it at their foes in explosive blasts. Clerics and paladins call down the wrath of their gods to sear their foes with divine radiance, or they invoke their gods' mercy to heal their allies' wounds. Fighters, rangers, rogues, and warlords don't use obviously magical powers, but their expertise with their magic weapons makes them masters of the battlefield. At the highest levels of play, even nonmagical adventurers perform deeds no mere mortal could dream of doing without magic—swinging great axes in wide swaths that shake the earth around them or cloaking themselves in shadow to become invisible.

A ROLEPLAYING GAME



THE HISTORY OF D&D

Before roleplaying games, before computer games, before trading card games, there were wargames. Using metal miniatures to re-create famous battles from history, wargamers were the original hobby gamers. In 1971, Gary Gygax created *Chainmail*®, a set of rules that added fantastic creatures and magic into the traditional wargame. In 1972, Dave Arneson approached Gygax with a new take; instead of controlling a massive army, each player would play a single character, a hero. Instead of fighting each other, the heroes would cooperate to defeat villains and gain rewards. This combination of rules, miniatures, and imagination created a totally new entertainment experience, and in 1974 Gygax and Arneson published the first set of roleplaying game rules with TSR, Inc.—the DUNGEONS & DRAGONS game.

In 1977, the rules were rewritten and repackaged into the DUNGEONS & DRAGONS Basic Set, and suddenly D&D was on its way to becoming a phenomenon. A year later, the first edition of ADVANCED DUNGEONS & DRAGONS was published in a series of high-quality hardcover books.

Throughout the 1980s, the game experienced remarkable growth. Novels, a cartoon series, computer games, and the first campaign settings (*FORGOTTEN REALMS*® and *DRAGONLANCE*®) were released, and in 1989 the long-awaited

second edition of AD&D™ took the world by storm. The 1990s started out strong, with the release of more campaign settings (including *RAVENLOFT*®, *DARK SUN*®, and *PLANESCAPE*™), but as the decade was drawing to a close, the D&D juggernaut was losing steam. In 1997, Wizards of the Coast purchased TSR, Inc. and moved its creative staff to Seattle to begin work on the third edition of the original roleplaying game.

In 2000, the third edition of D&D was released, and it was hailed as an innovation in game mechanics. In this period, D&D reached new heights of popularity, celebrated its thirtieth anniversary, and published an amazing collection of rulebooks, supplements, and adventures. We've seen D&D grow and make its mark on popular culture. It has inspired multiple generations of gamers, writers, computer game designers, filmmakers, and more with its ability to expand the imagination and inspire creativity.

Now we've reached a new milestone. This is the 4th Edition of the DUNGEONS & DRAGONS game. It's new. It's exciting. It's bright and shiny. It builds on what has gone before, and firmly establishes D&D for the next decade of play. Whether you were with the game from the beginning or just discovered it today, this new edition is your key to a world of fantasy and adventure.

WHAT'S IN A D&D GAME?

All DUNGEONS & DRAGONS games have four basic ingredients: at least one player (four or five players is best), a Dungeon Master, an adventure, and game books and dice.

PLAYER CHARACTERS

As a player, you create a character—a heroic adventurer. This adventurer is part of a team that delves into dungeons, battles monsters, and explores the world's dark wilderness. A player-generated character is known as a player character (PC). Like the protagonists of a novel or a movie, player characters are at the center of the game's action.

When you play your D&D character, you put yourself into your character's shoes and make decisions as if you were that character. You decide which door your character opens next. You decide whether to attack a monster, to negotiate with a villain, or to attempt a dangerous quest. You can make these decisions based on your character's personality, motivations, and goals, and you can even speak or act in character if you like. You have almost limitless control over what your character can do and say in the game.

THE DUNGEON MASTER

One person has a special role in a D&D game: the Dungeon Master (DM). The Dungeon Master presents the adventure and the challenges that the players try to overcome. Every D&D game needs a Dungeon Master—you can't play without one.

The Dungeon Master has several functions in the game.

- ♦ **Adventure Builder:** The DM creates adventures (or selects premade adventures) for you and the other players to play through.
- ♦ **Narrator:** The DM sets the pace of the story and presents the various challenges and encounters the players must overcome.
- ♦ **Monster Controller:** The Dungeon Master controls the monsters and villains the player characters battle against, choosing their actions and rolling dice for their attacks.
- ♦ **Referee:** When it's not clear what ought to happen next, the DM decides how to apply the rules and adjudicate the story.

The Dungeon Master controls the monsters and villains in the adventure, but he isn't your adversary. The DM's job is to provide a framework for the whole group to enjoy an exciting adventure. That means challenging the player characters with interesting encounters and tests, keeping the game moving, and applying the rules fairly.

Many D&D players find that being the Dungeon Master is the best part of the game. Taking on the Dungeon Master role isn't necessarily a permanent post—you and your friends can take turns being the DM from adventure to adventure. If you think you'd like to be the Dungeon Master in your group, you can find all the tools to help you in the *Dungeon Master's Guide*®.

THE ADVENTURE

Adventurers need adventures. A DUNGEONS & DRAGONS adventure consists of a series of events. When the players decide which way to go next and

GAME DICE

The game uses polyhedral dice with different numbers of sides, as shown below. You can find dice like these in the store where you bought this book, in any game store, and in many bookstores.

In these rules, the different dice are referred to by the letter "d" followed by the number of sides: d4, d6 (the common six-sided die many games use), d8, d10, d12, and d20.

When you need to roll dice, the rules tell you how many

dice to roll, what size they are, and what modifiers to add. For example, "3d8 + 5" means you roll three eight-sided dice and add 5 to the total.

You can use d10s to roll percentages, if you ever need to. Roll 1d10 for the "tens" and 1d10 for the "ones" to generate a number between 1 and 100. Two 10s is 100, but otherwise a 10 on the tens die counts as 0—so a 10 on the tens die and a 7 on the ones die is a result of 7 (not 107!).



how their characters meet the resulting encounters and challenges, they turn the adventure into an exciting story about their characters. D&D adventures feature action, combat, mystery, magic, challenges, and lots of monsters!

Adventures come in three forms:

- ♦ **Ready to Play:** The DM can buy or obtain professionally written, ready-to-play adventures from a number of sources, including www.dndinsider.com.
- ♦ **Adventure Hooks and Components:** Most D&D supplements offer pieces of adventures—story ideas, maps, interesting villains or monsters—that the DM can assemble into an adventure. *DUNGEON MAGAZINE* (www.dndinsider.com) is also a rich source of adventure material.
- ♦ **Homemade:** Many DMs choose to create their own dungeons and adventures, building challenging encounters and stocking them with monsters from the *Monster Manual*[®] and treasure from the *Player's Handbook*[®].

An adventure can be a simple “dungeon crawl”—a series of rooms filled with monsters and traps, with little story to explain why the adventurers need to explore them—or as complex as a murder mystery or a tale of political intrigue. It can last for a single game session or stretch out over many sessions of play. For example, exploring a haunted castle might take half a dozen game sessions over the course of a couple of months of real time.

When the same group of player characters plays with the same Dungeon Master through multiple adventures, you've got a campaign. The story of the heroes doesn't end with a single adventure, but continues on for as long as you like!

GAME BOOKS AND DICE

The action of the game takes place mostly in your imagination, but you still need a few “game pieces” to play D&D.

- ♦ **Player's Handbook:** Every player needs a *Player's Handbook* for reference.
- ♦ **Dungeon Master's Guide and Monster Manual:** The Dungeon Master needs a copy of each of these books (and players might also enjoy perusing the contents).
- ♦ **Dice:** The *DUNGEONS & DRAGONS* game requires a special set of game dice (see the sidebar).
- ♦ **Character Sheet:** To keep track of all the important information about your character, use the character sheet at the back of this book, or check out www.dndinsider.com.

You might find some of the following items and accessories useful at your game table.

- ♦ **Miniatures:** Each player needs a miniature to represent his or her character, and the DM needs minis for monsters. Official *D&D*[®] Miniatures are custom-made to be used with the D&D game.
- ♦ **Battle Grid or Dungeon Tiles:** Combat in D&D plays out on a grid of 1-inch squares. You can pick up an erasable battle grid at many hobby game stores, or try *D&D*[™] *Dungeon Tiles*—heavy cardstock tiles that can be set up to create a wide variety of locations—or you can create your own grid.

HOW DO YOU PLAY?



HOW DO YOU PLAY?

Your “piece” in the *DUNGEONS & DRAGONS* game is your character. He or she is your representative in the game world. Through your character, you can interact with the game world in any way you want. The only limit is your imagination—and, sometimes, how high you roll on the dice.

Basically, the D&D game consists of a group of player characters taking on an adventure presented by the Dungeon Master. Each adventure is made up of encounters—challenges of some sort that your characters face.

Encounters come in two types.

- ♦ **Combat encounters** are battles against nefarious foes. In a combat encounter, characters and monsters take turns attacking until one side or the other is defeated.
- ♦ **Noncombat encounters** include deadly traps, difficult puzzles, and other obstacles to overcome. Sometimes you overcome noncombat encounters by using your character's skills, sometimes you can defeat them with clever uses of magic, and sometimes you have to puzzle them out with nothing but your wits. Noncombat encounters also include social interactions, such as attempts to persuade, bargain with, or obtain information from a nonplayer character (NPC) controlled by the DM. Whenever you decide that your character wants to talk to a person or monster, it's a noncombat encounter.

EXPLORATION

Between encounters, your characters explore the world. You make decisions about which way your character travels and what he or she tries to do next. Exploration is the give-and-take of you telling the DM what you want your character to do, and the DM telling you what happens when your character does it.

For example, let's say the player characters have just climbed down into a dark chasm. The DM tells you that your characters see three tunnels leading from the chasm floor into the gloom. You and the other players decide which tunnel your characters venture into first, and you tell the DM which way



your characters are heading. That's exploration. You might try almost anything else: finding a place to hide and set an ambush in case monsters come by, shouting "Hello, any monsters here?" as loud as you can, or searching the chasm floor carefully in case there's anything interesting lying amid the boulders and moss. That's all exploration, too.

Decisions you make as you explore eventually lead to encounters. For example, one tunnel might lead into a nest of hungry gricks—if you decide to go that way, your characters are heading into a combat encounter. Another tunnel might lead to a door sealed by a magic lock that you have to break through—a noncombat encounter.

While exploring a dungeon or other adventure location, you might try to do any of the following actions:

- ◆ Move down a hallway, follow a passage, cross a room
- ◆ Listen by a door to determine if you hear anything on the other side
- ◆ Try a door to see if it's locked
- ◆ Break down a locked door
- ◆ Search a room for treasure
- ◆ Pull levers, push statues or furnishings around
- ◆ Pick the lock of a treasure chest
- ◆ Jury-rig a trap

The Dungeon Master decides whether or not something you try actually works. Some actions automatically succeed (you can move around without trouble, usually), some require one or more die rolls, called checks (breaking down a locked door, for example), and some simply can't succeed. Your character is capable of any deeds a strong, smart, agile, and well-armed human action hero can pull off. You can't punch your way through a door of 3-inch-thick iron plate with your bare hands, for example—not unless you have powerful magic to help you out!

TAKING YOUR TURN

In exploration, you don't usually need to take turns. The DM normally prompts you by asking "What do you do?", you answer, and then the DM tells you what happens. You can break in with questions, offer suggestions to other players, or tell the DM a new action any time you like. But try to be considerate of the other players. They want their characters to take actions, too.

In combat encounters, it works differently: The player characters and the monsters all take turns in a fixed rotation, called the initiative order.

EXAMPLE OF PLAY

Here's a typical D&D game session. The adventurers are exploring the ruins of an old dwarven stronghold, now infested by monsters. The players in this session are:

Dave, the Dungeon Master;

Toby, whose character is the human fighter Ammar;

Cam, playing Isidro, a halfling rogue;

Daneen, whose character is an eladrin wizard named Serissa.

Dave (DM): "Old stone steps climb up about 30 feet or so into the mountainside, alongside a cold stream splashing through the cave. The steps end at a landing in front of a big stone door carved with the image of a bearded dwarf face. The door stands open about a foot or so. There's a bronze gong hanging from a bracket in the wall nearby. What do you do?"

Cam (Isidro): "I'll creep up and peek through the opening."

Daneen (Serissa): "I want to take a closer look at the gong."

Toby (Ammar): "I'm going to hang back and keep watch, in case Isidro gets into trouble."

Cam (Isidro): "Not a chance, I'm a pro."

Dave (DM): "Okay, first Serissa: It's a battered old bronze gong. There's a small hammer hanging beside it."

Toby (Ammar): "Don't touch it!"

Daneen (Serissa): "I wasn't going to! It looks like the doorbell to me. No sense telling the monsters we're here."

Dave (DM): "Okay. Now for Isidro: Since you're trying to be sneaky, Cam, make a Stealth check."

Cam (rolls a Stealth check for Isidro): "I got a 22."

Dave (DM): "Isidro is pretty stealthy." *Dave compares Isidro's Stealth check result to the Perception check result of the monsters he knows are in the next room. Cam's roll beats the Perception check, so the monsters don't know the halfling is there.*

Daneen (Serissa): "So what does he see?"

Dave (DM): "You're by the gong, remember? Isidro, you peek in the door's opening, and you see a large stone hall with several thick pillars. There's a large fire pit in the center of the room filled with dimming embers. You see four beastlike humanoids with hyena faces crouching around the fire pit, and a big animal—like a real hyena, but much bigger—dozing on the floor nearby. The hyenamen are armed with spears and axes."

Toby (Ammar): "Gnolls! I hate those guys."

Daneen (Serissa): "Looks like we'll have to fight our way in. Can we take them?"

Cam (Isidro): "No problem, we've got the drop on 'em."

Dave (DM): "So are you going through the door?" *The players all agree that they are. "Show me where your characters are standing right before you go in."*



The players arrange their characters' miniatures on the Dungeon Tiles that Dave has prepared for the encounter. They're now on the landing just outside the room with the gnolls.

Toby (Ammar): "All right, on the count of three. One . . . two . . . three!"

Dave (DM): "You've surprised the gnolls! Everybody roll initiative, and we'll see if you can take these guys or not."

What happens next? Can Ammar, Isidro, and Serissa defeat the gnolls? That depends on how the players play their characters, and how lucky they are with their dice!

THE CORE MECHANIC

How do you know if your sword-swing hurts the dragon, or just bounces off its iron-hard scales? How do you know if the ogre believes your outrageous bluff, or if you can swim the raging river and reach the other side?

All these actions depend on very basic, simple rules: Decide what you want your character to do and tell the Dungeon Master. The DM tells you to make a check and figures out your chance of success (a target number for the check).

You roll a twenty-sided die (d20), add some numbers, and try to hit the target number determined by the DM. That's it!

THE CORE MECHANIC

1. Roll a d20. You want to roll high!
2. Add all relevant modifiers.
3. Compare the total to a target number.

If your check result is higher than or equal to the target number, you succeed. If your check result is lower than the target number, you fail.

If your check succeeds, you determine the outcome. If your check was an attack, you roll damage. If it was a

check to see if you managed to jump across a pit, your check result determines how far you jumped. If you succeed on a check when you're trying to hide, the monsters don't see you.

There's a little more to it than that, but the core mechanic governs all game play. All the rest of the rules in the book are extensions and refinements of this simple mechanic.

THREE BASIC RULES

In addition to the core mechanic, three principles are at the heart of the DUNGEONS & DRAGONS game. Many other rules are based on these assumptions.

SIMPLE RULES, MANY EXCEPTIONS

Every class, race, feat, power, and monster in the D&D game lets you break the rules in some way. These can be very minor ways: Most characters don't know how to use longbows, but every elf does. These exceptions can also appear in very significant ways: A swing with a sword normally does a few points of damage, but a high-level fighter can use a power that can fell multiple monsters in a single blow. All these game elements are little ways of breaking the rules—and most of the books published for the D&D game are full of these game elements.

SPECIFIC BEATS GENERAL

If a specific rule contradicts a general rule, the specific rule wins. For example, a general rule states that you can't use a daily power when you charge. But if you have a daily power that says you can use it when you charge, the power's specific rule wins. It doesn't mean that you can use any daily power when you charge, just that one.

ALWAYS ROUND DOWN

Unless otherwise noted, if you wind up with a fraction as the result of a calculation, round down even if the fraction is 1/2 or larger. For instance, this rule comes into play whenever you calculate one-half your level: If your level is an odd number, you always round down to the next lower whole number.

D&D INSIDER

Think the game ends with the words on these pages? Think again! Check out www.dndinsider.com for all kinds of information, game tools, and community participation in your favorite game. For a nominal subscription, D&D Insider™ unlocks the ongoing content of *Dragon Magazine* and *Dungeon Magazine* online, with issue updates happening multiple times each week. In addition to great articles, adventure hooks, and inside information, D&D Insider provides an interactive database of all things D&D, a custom

D&D character builder that helps you create and manage your characters, a suite of powerful tools to help Dungeon Masters manage their adventures and campaigns, and the remarkable D&D Game Table that turns the Internet into your kitchen table so that you can play D&D with distant friends—anytime, anywhere! D&D Insider is constantly updated with new material, new stories, new tools, and new features dedicated to the phenomenon that is the D&D experience.

MAKING CHARACTERS

YOUR FIRST step in playing D&D is to imagine and then create a character of your own. Your character is a combination of the fantastic hero in your mind's eye and the different game rules that describe what he or she can do. You choose a race such as elf or dragonborn, a class such as wizard or fighter, and distinct powers such as magic spells or divine prayers. Then you invent a personality, description, and story for your character.

Your character is your representative in the game, your avatar in the D&D world. A character is a combination of game statistics and roleplaying hooks; the statistics define the physical aspects of what the character does in the world, while roleplaying choices define who he or she is.

Throughout this book, we use the word "you" interchangeably with "your character." As far as the rules of the game are concerned, your character is you. You decide what your character does as you move through the world, exploring dungeons, fighting monsters, and interacting with other characters in the game.

This chapter includes the following sections.

- ◆ **Character Creation:** A guide to the character creation process.
- ◆ **Ability Scores:** How to generate your character's ability scores.
- ◆ **Roleplaying:** Elements to help you shape your character, including alignment, deities, personality, appearance, background, and languages.
- ◆ **Making Checks:** Expanding on the core mechanic to explain the basic die rolls of the game.
- ◆ **Gaining Levels:** Rules for gaining experience levels and advancing your character.
- ◆ **Character Sheet:** Explanation of a character sheet and where you can find information for each entry on the sheet.



HOWARD LYON

CHARACTER CREATION

First, take a minute to imagine your character. Think about the kind of hero you want your character to be. Your character exists in your imagination—all the game statistics do is help you determine what your character can do in the game. Do you like fantasy fiction featuring dwarves or elves? Try building a character of one of those races. Do you want your character to be the toughest adventurer at the table? Try choosing fighter or paladin for your character class. If you don't know where else to begin, take a look at the art that appears throughout this book and the brief character descriptions in each race entry in Chapter 3, and see what catches your interest.

Follow these steps to create your D&D character. You can take these out of order; for example, some people prefer to pick their powers last.

1. **Choose Race.** Decide the race of your character. Your choice of race offers several racial advantages to your character. *Chapter 3.*
2. **Choose Class.** Your class represents your training or profession, and it is the most important part of your character's capabilities. *Chapter 4.*
3. **Determine Ability Scores.** Generate your ability scores. Your ability scores describe the fundamental strengths of your body and mind. Your race adjusts the scores you generate, and different classes rely on different ability scores. *Chapter 2.*
4. **Choose Skills.** Skills measure your ability to perform tasks such as jumping across chasms, hiding from observers, and identifying monsters. *Chapter 5.*
5. **Select Feats.** Feats are natural advantages or special training you possess. *Chapter 6.*
6. **Choose Powers.** Each character class offers a different selection of powers to choose from. *Chapter 4.*
7. **Choose Equipment.** Pick your character's armor, weapons, implements, and basic adventuring gear. At higher levels, you'll be able to find and create magic items. *Chapter 7.*
8. **Fill in the Numbers.** Calculate your hit points, Armor Class and other defenses, initiative, attack bonuses, damage bonuses, and skill check bonuses. *Chapter 2.*
9. **Roleplaying Character Details.** Flesh out your character with details about your personality, appearance, and beliefs. *Chapter 2.*

RACE, CLASS, AND ROLE

The first two decisions you make in character creation are picking your character's race and choosing a class. Together, these describe your basic character concept; for example, dwarf fighter, eladrin wizard, or tiefling warlord. Your choice of character class also determines your character's role—the job your character does when the adventuring party is in a fight.

You should pick the race and class combination that interests you the most. However, sometimes it's a good idea to first consider the role you want your character to fill. For example, if you join an existing game and none of the other players are playing a character in the defender role, you would help them out by playing a fighter or a paladin.

CHARACTER RACE

A variety of fantastic races populate the world of the DUNGEONS & DRAGONS game—people such as dragonborn, dwarves, and elves. In any good-sized town or city, you typically run across at least a few individuals of each race, even if they are simply travelers or wandering mercenaries looking for their next challenge.

Many different intelligent creatures populate the world, creatures such as dragons, mind flayers, and demons. These aren't characters you can play; they're monsters you fight. Your character is an adventurer of one of the civilized races of the world.

Dragonborn are proud, honor-bound draconic humanoids. They wander the world as mercenaries and adventurers. They are strong and possess dragon-like abilities.

Legendary for their toughness and strong will, **dwarves** are indomitable warriors and master artisans. Dwarven kingdoms are mighty mountain citadels, but clans of dwarf crafters can be found in any town or city.

Eladrin are a graceful, magical race born of the Feywild, the realm of Faerie. They love arcane magic, swordplay, and exquisite work in metal and stone. They live in shining cities on the borders of the Feywild.

Kin to the eladrin, **elves** dwell in the deep forests of the world and love the beauty of nature. Many elves (and some eladrin, too) live in wandering companies that visit many lands, staying a season or two in each.

Elves and humans sometimes have children together, giving rise to **half-elves**. With many of the best features of both humans and elves, half-elves have capabilities distinct from both races. They are charismatic and versatile.

Halflings, the smallest of the civilized races, are a plucky, quick, and likable people. Halflings gather in small clans in the marshes and along the rivers of the world, traveling and trading widely with the other races.

Brave and ambitious, **humans** are somewhat more numerous than other races, and their city-states are among the brightest spots in a dark world. However, there still exist vast portions of the world where no human has set foot.

Tieflings are a race descended from ancient humans who bargained with infernal powers. Tieflings are loners who live in the shadows of human society, relying only on trusted allies.

You can learn more about these races in Chapter 3.

Each character race has innate strengths that make it more suited to particular classes. However, you can create any combination you like. There's nothing wrong with playing against type; dwarves aren't usually rogues, but you can create a capable and effective dwarf rogue by choosing your feats and powers carefully.

CHARACTER CLASS

Many different types of heroes and villains inhabit the world: sneaky rogues, clever wizards, burly fighters, and more. Character race defines your basic appearance and natural talents, but character class is your chosen vocation, the specific trade you follow. You can learn more about these classes in Chapter 4.

Cleric: Courageous and devout, clerics are holy warriors and healers. If you want to blast foes with divine powers, bolster your companions with healing and magical power, and lead them to victory with your wisdom and determination, play a cleric.

Fighter: Fighters are experts in armed combat, relying on muscle, training, and pure grit to see them through. If you want to mix it up in close combat, protect your companions, and hack enemies into submission while their attacks rain down fruitlessly on your heavily armored body, be a fighter.

Paladin: Devout warriors and champions of their deities, paladins are divinely inspired knights who fight at the front of a battle. If you want to challenge foes to single combat, fight for a cause, and smite your foes with divine might, then paladin is the class for you.

Ranger: Expert trackers and scouts, rangers are wilderness warriors who excel at hit-and-run fighting. If you want to master both bow and blade, vanish into the woods like a ghost, and bring down your foes before they know you're there, play a ranger.

Rogue: Thieves, scoundrels, dungeon-delvers, jacks-of-all-trades—rogues have a reputation for larceny and trickery. If you want to slip into and out of the shadows on a whim, tumble across the field of battle with little fear of enemy reprisal, and appear from nowhere to plant a blade in your foe's back, be a rogue.

Warlock: Wielders of forbidden lore, warlocks are dangerous practitioners of magic who turn their baleful powers against their enemies. If you want to deal with mysterious powers, scour enemies with potent blasts of eldritch energy, and bedevil them with potent curses, warlock is the best choice for you.

Warlord: Hardy and skilled in close combat, warlords are brilliant leaders who have the gift of inspiration. If you want to lead the battle with the point of your sword, coordinate brilliant tactics with your comrades, and bolster and heal them when they falter, play a warlord.

Wizard: Masters of potent arcane powers, wizards disdain physical conflict in favor of awesome magic. If you want to hurl balls of fire that incinerate your enemies, cast spells that change the battlefield, or research arcane rituals that can alter time and space, you should be a wizard.

CHARACTER ROLE

Each character class specializes in one of four basic functions in combat: control and area offense, defense, healing and support, and focused offense. The roles embodied by these functions are **controller**, **defender**, **leader**, and **striker**. The classic adventuring party includes one character of each role: wizard, fighter, cleric, and rogue.

Character roles identify which classes can stand in for each other. For example, if you don't have a cleric in your party, a warlord serves just as well in the leader role.

Roles also serve as handy tools for building adventuring parties. It's a good idea to cover each role with at least one character. If you have five or six players in your group, it's best to double up on defender first, then striker. If you don't have all the roles covered, that's okay too—it just means that the characters need to compensate for the missing function.

Future volumes of the *Player's Handbook* will introduce additional classes for all these roles.

ATTACK POWERS AND UTILITY POWERS

Every class gives you access to **attack powers** you can use to harm or hinder your enemies and **utility powers** that help you and your allies. Powers in each of these broad categories are further defined by how often you can use them.

You can use **at-will** powers as often as you choose. You can use **encounter** powers many times during a day of adventuring, but you have to rest a few minutes between each use, so you can use them each once per encounter. **Daily** powers are so dramatic and powerful that you can use each one only once a day.

CONTROLLER (WIZARD)

Controllers deal with large numbers of enemies at the same time. They favor offense over defense, using powers that deal damage to multiple foes at once, as well as subtler powers that weaken, confuse, or delay their foes.

DEFENDER (FIGHTER, PALADIN)

Defenders have the highest defenses in the game and good close-up offense. They are the party's front-line combatants; wherever they're standing, that's where the action is. Defenders have abilities and powers that make it difficult for enemies to move past them or to ignore them in battle.

LEADER (CLERIC, WARLORD)

Leaders inspire, heal, and aid the other characters in an adventuring group. Leaders have good defenses, but their strength lies in powers that protect their companions and target specific foes for the party to concentrate on.

Clerics and warlords (and other leaders) encourage and motivate their adventuring companions, but just because they fill the leader role doesn't mean they're necessarily a group's spokesperson or commander. The party leader—if the group has one—might as easily be a charismatic warlock or an authoritative paladin. Leaders (the role) fulfill their function through their mechanics; party leaders are born through roleplaying.



STRIKER (RANGER, ROGUE, WARLOCK)

Strikers specialize in dealing high amounts of damage to a single target at a time. They have the most concentrated offense of any character in the game. Strikers rely on superior mobility, trickery, or magic to move around tough foes and single out the enemy they want to attack.

ABILITY SCORES

After you choose your race and class, determine your ability scores. Six abilities provide a quick description of your character's physical and mental characteristics. Are you muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Your ability scores define these qualities—your strengths as well as your weaknesses.

Strength (Str) measures your character's physical power. It's important for most characters who fight hand-to-hand.

- ◆ Melee basic attacks are based on Strength.
- ◆ Clerics, fighters, paladins, rangers, and warlords have powers based on Strength.
- ◆ Your Strength might contribute to your Fortitude defense.
- ◆ Strength is the key ability for Athletics skill checks.

Constitution (Con) represents your character's health, stamina, and vital force. All characters benefit from a high Constitution score.

- ◆ Your Constitution score is added to your hit points at 1st level.
- ◆ The number of healing surges you can use each day is influenced by your Constitution.
- ◆ Many warlock powers are based on Constitution.
- ◆ Your Constitution might contribute to your Fortitude defense.
- ◆ Constitution is the key ability for Endurance skill checks.

Dexterity (Dex) measures hand-eye coordination, agility, reflexes, and balance.

- ◆ Ranged basic attacks are based on Dexterity.
- ◆ Many ranger and rogue powers are based on Dexterity.
- ◆ Your Dexterity might contribute to your Reflex defense.
- ◆ If you wear light armor, your Dexterity might contribute to your Armor Class.
- ◆ Dexterity is the key ability for Acrobatics, Stealth, and Thievery skill checks.

Intelligence (Int) describes how well your character learns and reasons.

- ♦ Wizard powers are based on Intelligence.
- ♦ Your Intelligence might contribute to your Reflex defense.
- ♦ If you wear light armor, your Intelligence might contribute to your Armor Class.
- ♦ Intelligence is the key ability for Arcana, History, and Religion skill checks.

Wisdom (Wis) measures your common sense, perception, self-discipline, and empathy. You use your Wisdom score to notice details, sense danger, and get a read on other people.

- ♦ Many cleric powers are based on Wisdom.
- ♦ Your Wisdom might contribute to your Will defense.
- ♦ Wisdom is the key ability for Dungeoneering, Heal, Insight, Nature, and Perception skill checks.

Charisma (Cha) measures your force of personality, persuasiveness, and leadership.

- ♦ Many paladin and warlock powers are based on Charisma.
- ♦ Your Charisma might contribute to your Will defense.
- ♦ Charisma is the key ability for Bluff, Diplomacy, Intimidate, and Streetwise skill checks.

Each of your ability scores is a number that measures the power of that ability. A character with a 16 Strength is much stronger than a character with a 6 Strength. A score of 10 or 11 is the normal human average, but player characters are a cut above average in most abilities. As you advance in levels, your ability scores keep getting better.

Your ability score determines an ability modifier that you add to any attack, check, roll, or defense based on that ability. For instance, making a melee attack with a battleaxe is a Strength attack, so you add the ability modifier for your Strength score to your attack rolls and damage rolls. If your score is 17, you're pretty strong; you add +3 to your attack rolls and damage rolls when you make that attack.

Your ability scores also influence your defenses (see page 275), since you add your ability modifier to your defense score.

- ♦ For **Fortitude defense**, you add the higher of your Strength or Constitution ability modifiers.
- ♦ For **Reflex defense**, you add the higher of your Dexterity or Intelligence ability modifiers.
- ♦ For **Will defense**, you add the higher of your Wisdom or Charisma ability modifiers.

- ♦ If you wear light armor or no armor, you also add the higher of your Dexterity or Intelligence ability modifiers to your **Armor Class**.

ABILITY MODIFIERS

Ability Score	Ability Modifier	Ability Score	Ability Modifier
1	-5	18-19	+4
2-3	-4	20-21	+5
4-5	-3	22-23	+6
6-7	-2	24-25	+7
8-9	-1	26-27	+8
10-11	+0	28-29	+9
12-13	+1	30-31	+10
14-15	+2	32-33	+11
16-17	+3	and so on ...	

GENERATING ABILITY SCORES

You can use one of three methods to generate ability scores. In each method, you can take the numbers you generate and assign them to whichever ability score you want. Remember, your class determines which ability scores are important to you, and your race modifies certain ability scores.

Ability scores increase as a character gains levels (see the Character Advancement table on page 29). When you assign your initial scores, remember that they'll improve with time.

METHOD 1: STANDARD ARRAY

Take these six numbers and assign them to your abilities any way you like: **16, 14, 13, 12, 11, 10**.

Apply your racial ability adjustments (see Chapter 3) after you assign the scores to your abilities.

METHOD 2: CUSTOMIZING SCORES

This method is a little more complicated than the standard array, but it gives comparable results. With this method, you can build a character who's really good in one ability score, but at the cost of having average scores in the other five.

Start with these six scores: 8, 10, 10, 10, 10, 10. You have 22 points to spend on improving them. The cost of raising a score from one number to a higher number is shown on the table below.

Score	Cost	Score	Cost
9	-(1)*	14	5
10	0 (2)*	15	7
11	1	16	9
12	2	17	12
13	3	18	16

* If your score is 8, you can pay 1 to make it 9 or 2 to make it 10. You must buy your score up to 10 before you can improve it further.

Here are some sample ability arrays you can generate using this method:

14	13	13	13	13	13
14	14	13	13	13	11
14	14	14	12	12	11
14	14	14	14	12	8
15	14	13	12	12	11
15	15	13	12	11	10
16	15	12	11	11	10
16	14	14	12	11	8
16	16	12	10	10	10
16	16	12	11	11	8
17	15	12	11	10	8
17	14	12	11	10	10
18	13	13	10	10	8
18	14	11	10	10	8
18	12	12	10	10	10

Apply your racial ability adjustments (see Chapter 3) after you determine your scores.

METHOD 3: ROLLING SCORES

Some players like the idea of generating ability scores randomly. The result of this method can be really good, or it can be really bad. On average, you'll come out a little worse than if you had used the standard array. If you roll well, you can come out way ahead, but if you roll poorly, you might generate a character who's virtually unplayable. Use this method with caution.

Roll four 6-sided dice (4d6) and add up the highest three numbers. Do that six times, and then assign the numbers you generated to your six ability scores. Apply your racial ability adjustments.

If the total of your ability modifiers is lower than +4 or higher than +8 before racial ability adjustments, your DM might rule that your character is too weak or too strong compared to the other characters in the group and decide to adjust your scores to fit better within his or her campaign preferences.

You can't roll ability scores for a character you plan to use in RPGA® events.

SKILLS, FEATS, POWERS, AND EQUIPMENT

To round out the unique aspects of your character, choose skills, feats, powers, and equipment.

Your class tells you how many skills you start with at 1st level. Some races give you an additional skill choice as well. See Chapter 5 for details on skills.

You also choose one heroic tier feat at 1st level (or two, if you're a human). Some classes grant bonus feats as well. See Chapter 6 for feat descriptions.

Your choice of class powers defines how your character functions in and out of combat. Each class

section in Chapter 4 offers recommendations on choosing powers that reflect your approach.

Finally, consult Chapter 7 to pick your equipment. You begin your career at 1st level with 100 gold pieces, enough to equip yourself with basic gear (and maybe have a few coins left over).

FILL IN THE NUMBERS

Once you've picked all the other aspects of your character, it's time to fill in the numbers. The calculations you need are described on page 30 in the instructions on completing your character sheet.

ROLEPLAYING

The DUNGEONS & DRAGONS game is, first and foremost, a roleplaying game, which means that it's all about taking on the role of a character in the game. Some people take to this playacting naturally and easily; others find it more of a challenge. This section is here to help you out, whether you're comfortable and familiar with roleplaying or you're new to the concept.

Your character is more than a combination of race, class, and feats. He or she is also one of the protagonists in a living, evolving story line. Like the hero of any fantasy novel or film, he or she has ambitions and fears, likes and dislikes, motivations and mannerisms, moments of glory and of failure. The best D&D characters blend the ongoing story of their adventuring careers with memorable characteristics or traits. Jaden the 4th-level human fighter is a perfectly playable character even without any embellishment, but Jaden the Grim's personality—brooding, fatalistic, and honest—suggests a particular approach to negotiating with NPCs or discussing issues with the other characters. A well-crafted character personality expands your experience of the game dramatically.

D&D is a roleplaying game but not necessarily an exercise in improvisational theater. Sometimes, the role you play is defender or leader—the character you're playing is engaged in combat and has a job to do so that your team comes out victorious. Even in

THE RPGA

The RPGA is the official Wizards of the Coast worldwide organized play experience for the DUNGEONS & DRAGONS game. Through the RPGA, you can participate in massive shared-world games, interact with thousands of community members, and earn exclusive rewards for participating in events and playing D&D. Whether you play at home, at your game store on the D&D game table, or you travel to conventions and other events, the RPGA offers something for everyone. Visit the RPGA's website at www.wizards.com/rpga for more information.

combat, though, you can interject bits of personality and dialogue that make your character more than just the statistics on your character sheet.

ALIGNMENT

If you choose an alignment, you're indicating your character's dedication to a set of moral principles: good, lawful good, evil, or chaotic evil. In a cosmic sense, it's the team you believe in and fight for most strongly.

ALIGNMENT

A character's alignment (or lack thereof) describes his or her moral stance:

- ◆ **Good:** Freedom and kindness.
- ◆ **Lawful Good:** Civilization and order.
- ◆ **Evil:** Tyranny and hatred.
- ◆ **Chaotic Evil:** Entropy and destruction.
- ◆ **Unaligned:** Having no alignment; not taking a stand.

For the purpose of determining whether an effect functions on a character, someone of lawful good alignment is considered good and someone of chaotic evil alignment is considered evil. For instance, a lawful good character can use a magic item that is usable only by good-aligned characters.

Alignments are tied to universal forces bigger than deities or any other allegiance you might have. If you're a high-level cleric with a lawful good alignment, you're on the same team as Bahamut, regardless of whether you worship that deity. Bahamut is not in any sense the captain of your team, just a particularly important player (who has a large number of supporters). Most people in the world, and plenty of player characters, haven't signed up to play on any team—they're unaligned. Picking and adhering to an alignment represents a distinct choice.

If you choose an alignment for your character, you should pick either good or lawful good. Unless your DM is running a campaign in which all the characters are evil or chaotic evil, playing an evil or chaotic evil

character disrupts an adventuring party and, frankly, makes all the other players angry at you.

Here's what the four alignments (and being unaligned) mean.

THE GOOD ALIGNMENT

Protecting the weak from those who would dominate or kill them is just the right thing to do.

If you're a good character, you believe it is right to aid and protect those in need. You're not required to sacrifice yourself to help others or to completely ignore your own needs, but you might be asked to place others' needs above your own . . . in some cases, even if that means putting yourself in harm's way. In many ways, that's the essence of being a heroic adventurer: The people of the town can't defend themselves from the marauding goblins, so you descend into the dungeon—at significant personal risk—to put an end to the goblin raids.

You can follow rules and respect authority, but you're keenly aware that power tends to corrupt those who wield it, too often leading them to exploit their power for selfish or evil ends. When that happens, you feel no obligation to follow the law blindly. It's better for authority to rest in the members of a community rather than the hands of any individual or social class. When law becomes exploitation, it crosses into evil territory, and good characters feel compelled to fight it.

Good and evil represent fundamentally different viewpoints, cosmically opposed and unable to coexist in peace. Good and lawful good characters, though, get along fine—even if a good character thinks a lawful good companion might be a little too focused on following the law, rather than simply doing the right thing.

THE LAWFUL GOOD ALIGNMENT

An ordered society protects us from evil.

If you're lawful good, you respect the authority of personal codes of conduct, laws, and leaders, and you believe that those codes are the best way of achieving your ideals. Just authority promotes the well-being

ALIGNMENT VS. PERSONALITY

Isn't alignment just another part of your personality? Yes and no.

Certain personality traits have moral weight, particularly those that influence how you interact with others. Cruelty and generosity can be considered personality traits, but they're also manifestations of your beliefs about the importance and worth of other people. A character who aspires to good might have a cruel streak, but if that streak manifests too frequently or in extreme ways, it's hard to say he's really upholding his moral ideals.

Other personality traits have no moral weight at all. A fastidious and well-organized person can just as easily be evil as good. An impulsive prankster can also be good or evil. These quirks of personality are mostly unrelated to alignment, but your alignment might affect the way your personality translates into action. An evil prankster might favor cruel practical jokes that cause personal harm and damage property, while a good one would steer away from such injurious acts.

EVIL AND CHAOTIC EVIL DEITIES

Your character can worship an evil or a chaotic evil deity without being of the same alignment, but that's walking a fine line. The commandments of these deities exhort their followers to pursue evil ends or commit destructive deeds.

The commandments of evil and chaotic evil deities aren't included here. They're described in the *Dungeon Master's Guide*.

Asmodeus is the evil god of the Nine Hells. He is patron of the powerful, god of tyranny and domination, and the commander of devils.

Bane is the evil god of war and conquest. Militaristic nations of humans and goblins serve him and conquer in his name.

Gruumsh is the chaotic evil god of destruction, lord of marauding barbarian hordes. Where Bane commands conquest, Gruumsh exhorts his followers to slaughter and pillage. Orcs are his most fervent followers.

Lolth is the chaotic evil god of shadow, lies, and spiders. Scheming and treachery are her commands, and her clerics are a constant force of disruption in the otherwise stable society of the evil drow.

Tiamat is the evil god of wealth, greed, and envy. She urges her followers to take vengeance for every slight, and she is the patron of chromatic dragons.

Torog is the evil god of the Underdark, patron of jailers and torturers. Common superstition holds that if his name is spoken, the King that Crawls will burrow up from below and drag the hapless speaker underground to an eternity of imprisonment and torture.

Vecna is the evil god of undead, necromancy, and secrets. He rules that which is not meant to be known and that which people wish to keep secret.

Zehir is the evil god of darkness, poison, and assassins. Snakes are his favored creation, and the yuan-ti revere him above all other gods.

PERSONALITY

DUNGEONS & DRAGONS is a game of heroic extremes, populated by legendary heroes and unrepentant villains. Your character needs only a few personality traits that you can use as roleplaying touchstones, key traits that you can focus on and that are fun to play. A complex background and extensive motivations aren't necessary, although you can flesh out your character's personality as much as you like.

A typical D&D adventure offers many opportunities for your character's personality to shine. Those roleplaying opportunities usually arise in three kinds of situations: social interactions, decision points, and dire straits. The following sections pose questions to help you choose personality traits for your character, which you can write on your character sheet. Select one personality trait for each kind of situation. If you already have a

personality in mind for your character, you can skip this section; the information here is for inspiration only.

SOCIAL INTERACTIONS

When you communicate with a nonplayer character outside combat and try to influence that individual, that's a social interaction. You might try to persuade a guardian monster to let you pass, negotiate with a merchant lord to increase the pay offered for a dangerous mission, or question a surly centaur about the goblins that ambush travelers in the forest. The DM plays the part of any NPC you talk to, while you and the other players decide what your characters say, even speaking in character if you like.

How do others perceive you in social interactions?

Cheerful	Talkative	Reserved
Charming	Witty	Relaxed

How optimistic are you?

Enthusiastic	Hopeful	Fatalistic
Grim	Self-assured	Brooding

How trusting are you?

Gullible	Open-minded	Skeptical
Suspicious	Naive	Trusting

DECISION POINTS

When you face tough choices in an adventure, your character's personality can influence the decisions you make. Do you try to sneak past the dragon's cave, approach openly to parley, or storm in with blades drawn and spells blazing? Which of the six stone doors in the entry hall do you open first? Do you save the captives from the trap or pursue the slavers? When your group tries to decide what to do next, how do you approach such conversations?

How assertive are you at a decision point?

Humble	Adaptable	Commanding
Timid	Easygoing	Impatient

How conscientious are you about following rules?

Scrupulous	Pragmatic	Dutiful
Honest	Flexible	Wild

How empathetic are you?

Kind	Stern	Thoughtful
Protective	Hard-hearted	Oblivious

DIRE STRAITS

Some of the most memorable demonstrations of a character's personality appear in dire straits. A character retorts to a villain's threat with a trademark one-liner, shouts a famous battle cry, leaps into harm's way to protect others, or turns and flees in the face of overwhelming odds. Every battle, hazard, or other dire situation offers opportunities for roleplaying, especially if things go awry. When your character lands in a dire situation, how does he or she usually react? Do

you follow a code? Do you follow your heart? Do you look out for yourself or others?

How courageous are you in dire straits?

Brave	Competitive	Steady
Cautious	Reckless	Fierce

How do you feel when faced by setbacks?

Stoic	Driven	Happy-go-lucky
Vengeful	Bold	Impassioned

How are your nerves?

Calm	Skittish	Restless
Impulsive	Patient	Unshakable

MANNERISMS

The easiest way to bring your character to life at the gaming table is to adopt distinctive mannerisms—particular patterns of speech or other behaviors that you can take on at the table to convey how your character looks, sounds, and acts. If you are naturally inclined to spin dice or shuffle cards while the game takes place, you might consider incorporating that behavior into your character. Perhaps your character carries a deck of cards that he shuffles when he's bored or nervous, or maybe she crouches to the ground and creates little sculptures out of rubble while she's waiting for her companions to decide where to go next. By contrast, another character might vociferously participate in those deliberations, frequently resorting to exclamations such as "By Kord's right arm!" to emphasize his opinion.

Speech patterns can be even more distinctive. A dwarf who never enters battle without shouting, "The dwarves are upon you!" injects a dose of fun role-playing just as the die rolling is getting most intense. A wizard who never speaks except in haiku might be carrying the idea of distinctive speech to an extreme, but if you can pull it off (try writing a page full of standbys to cover common situations before the game begins), everyone at the table will remember your character for years!

Another good way to think about speech and other mannerisms is to create specific prompts your character says or does when using certain powers. For example, your paladin might yell, "Feel the might of Bahamut!" every time she uses the *righteous smite* power, and murmur, "Bahamut's healing breath wash over you," when she uses *lay on hands*.

APPEARANCE

Is your character tall, short, or in between? Solid and muscular, or lean and wiry? Male or female? Old or young? These decisions have no real impact on the game, but they might affect the way that nonplayer characters—and even the other players—think about your character.

Each race description in Chapter 3 gives the average height and weight for a character of that race. You can decide for your character to be above or below average.

You should also decide what color skin, hair, and eyes your character has. Most races approximate the human range of coloration, but some races also have unusual coloration, such as the stony gray skin of dwarves or the violet eyes of some elves.

Finally, consider features that distinguish your character from others. Some of these might be inborn, such as an unusual eye color or skin color, while others might be habits of fashion or the scars of past injuries. Jewelry, clothing, tattoos and birthmarks, hairstyles and colors, and posture—one unusual feature from among those choices can make your character stand out in the other players' minds.

BACKGROUND

Your character's background often stays there—in the background. What's most important about your character is what you do in the course of your adventures, not what happened to you in the past. Even so, thinking about your birthplace, family, and upbringing can help you decide how to play your character.

These questions can help you start thinking about your background.

- ◆ Why did you decide to be an adventurer?
- ◆ How did you acquire your class? If you're a fighter, for example, you might have been in a militia, come from a family of soldiers, or trained in a martial school, or you might be a self-taught warrior.
- ◆ How did you acquire your starting equipment? Did you assemble it piece by piece over time? Was it a gift from a parent or a mentor? Do any of your personal items have special significance?
- ◆ What's the worst event of your life?
- ◆ What's the best thing that's ever happened to you?
- ◆ Do you stay in contact with your family? What do your relatives think of you and your chosen career?

Davek script

< T J Y R P T + 1 J > Y P Z O G I C S P
 4 Y I J P Z ^ ^ ^ L E Σ Λ V V Δ X G O

GAINING LEVELS

As you adventure and gain experience, you advance in level. Gaining a level (also called leveling or leveling up) is one of the biggest rewards you'll receive for your success in the game—your character improves in several ways every time you go up a level.

Each time you overcome a noncombat encounter, defeat monsters, or complete a quest, your Dungeon Master awards you **experience points (XP)**. When you earn enough XP, you reach a new level. For more about rewards, see Chapter 8.

The Character Advancement table shows the total XP you need to reach each level and the abilities and other benefits you gain with each new level.

STEP BY STEP

Refer to the Character Advancement table and follow these steps when your character gains a level.

At most levels, you gain access to a new power or a new feat. Refer to your class description in Chapter 4 for the full listing of the powers available to you, and see Chapter 6 for the complete list of feats. The game assumes that you've been learning these powers in your spare time, studying musty tomes or practicing a complicated series of maneuvers. In game terms, though, as soon as you gain a level, you can immediately use your new powers and feats.

1. ABILITY SCORES

Check the Ability Scores column to see if you can improve your ability scores. If you can, choose the abilities you want to increase. At 4th, 8th, 14th, 18th, 24th, and 28th levels, you increase two ability scores by 1 (you can't take both increases in the same score). At 11th and 21st levels, you increase each of your ability scores by 1.

If you increase an ability score to an even number, your ability modifier goes up, and that change affects powers, skills, and defenses that rely on that ability score. Make a note of that fact, but don't change any numbers just yet.

2. LEVEL MODIFIER

If your new level is an even number, everything that's based on one-half your level becomes better—your attacks, defenses, initiative, skill checks, and ability checks. In combination with any increased ability modifiers, you now have the information you need to increase those numbers. Go through your character sheet and note those increases.

3. PARAGON AND EPIC

If you just reached 11th or 21st level, you have some exciting decisions to make—you can choose a paragon

path or an epic destiny, both of which are described in Chapter 4. Make that choice, and make a note of the new power or feature you gain.

4. HIT POINTS

Check your class description in Chapter 4 to see how many hit points you gain with your new level. Add those to your total. If you increased your Constitution score, increase your hit points by 1 (as if you had your new Constitution score when you were 1st level). Also, if you increased your Constitution score to an even number, increase your number of healing surges by one.

5. CLASS FEATURES

When you check your class description for hit points, also check your class features to see if any of your powers or other abilities improve with level. For example, the rogue's Sneak Attack class feature improves at 11th and 21st levels.

6. FEATS

Check the Powers and Features column of the Character Advancement table to see if you learn any new feats. You learn one feat at 1st level, one new feat at every even-numbered level after that, plus one new feat at 11th and 21st levels. If you increased an ability score, you might meet the prerequisites for some feats that you didn't qualify for before. (The Feats Known column on the Character Advancement table enables you to double-check at every level to be sure you have the number of feats you're entitled to.)

7. POWERS

At most levels, you gain access to a new power. You can take each power only once (you can't choose the same power multiple times). Refer to your class description in Chapter 4 for a full listing of the powers available to you.

At-Will Attack Powers: At 1st level, choose two at-will attack powers from the list in your class description. You don't automatically learn new at-will powers as you advance, but as you gain levels you can choose to retrain (see "Retraining," below) and replace an at-will power you know with a new one.

Encounter Attack Powers: At 1st level, select one power from the list of 1st-level encounter attack powers in your class description. At 3rd and 7th levels, you learn a new encounter power of your level or lower.

At 11th level, you learn a new encounter power when you choose a paragon path. The path you choose determines the power you gain.

At 13th, 17th, 23rd, and 27th levels, you can replace any encounter attack power you know from your class with a new one of your new level (or an encounter attack power of a lower level, if you choose).



Daily Attack Powers: At 1st level, choose one power from the list of 1st-level daily attack powers in your class description. You learn a new daily attack power of your level or lower at 5th level and again at 9th level.

At 20th level, you learn a new daily power, determined by your paragon path.

At 15th, 19th, 25th, and 29th levels, you can replace any daily attack power you know from your class with a new daily attack power of your new level (or a daily attack power of a lower level, if you choose).

Utility Powers: At 2nd level, choose one utility power from the list of 2nd-level utility powers in your class description.

You learn a new power chosen from the list of utility powers of your level (or a utility power of a lower level, if you choose) at 6th level and again at 10th, 16th, and 22nd levels.

At 12th level, you learn a new utility power determined by your paragon path. At 26th level, you learn a new utility power from your epic destiny.

RETRAINING

Sometimes you make decisions when you create or advance your character that you later regret. Perhaps a power you chose isn't working with your character concept, or a feat never comes into play the way you anticipated. Fortunately in such a case, level advancement isn't only a time to learn new powers—it's also an opportunity to change some of those decisions.

Every time you gain a level, you can retrain your character: change one feat, power, or skill selection you made previously. You can make only one change at each level. When your class table tells you to replace a power you know with a different power of a higher level, that doesn't count as retraining—you can still retrain an additional feat, power, or skill as normal.

Feat: You can replace a feat with another feat. You must meet the prerequisites of the new feat. You can't replace a feat if it's a prerequisite for any other attribute you have (another feat or a paragon path, for example), or if the feat is a feature of your class, path, or destiny (as the Ritual Caster feat is a class feature for wizards). You can replace heroic tier feats and paragon tier feats with higher-tier feats, but only one at a time, once per level you gain. For instance, at 11th level, you gain one feat and you can also retrain one of your heroic tier feats, gaining a paragon tier feat in its place. At 12th level you can do the same, so you can potentially have four paragon tier feats at 12th level. (You might find that many of your heroic tier feats remain worthwhile well into higher levels, however.)

Power: You can replace a power with another power of the same type (at-will attack power, encounter attack power, daily attack power, or utility power), of the same level or lower, and from the same class—a 5th-level attack power for another 5th-level attack

power, for example, or a 22nd-level utility power for a different 22nd-level utility power.

You can't replace a power that's a class feature (such as a cleric's *healing word* or a warlock's *eldritch blast*) or a power gained from a paragon path or an epic destiny.

Skill: You can replace a trained skill with another trained skill from your class list. You can't replace a skill if it's required for a feat, a power, or any other attribute you have, or if it's predetermined by your class (such as Arcana for wizards or Religion for clerics). If your class requires you to choose one of two skills (such as the ranger, which requires either *Dungeoneering* or *Nature*), you can alter your choice by retraining, but you're limited to replacing one skill with the other.

THE THREE TIERS

The thirty levels of your career are divided into three tiers: the heroic tier (1st level through 10th level), the paragon tier (11th level through 20th level), and the epic tier (21st level through 30th level). When you leave one tier and cross the threshold into a new one, you experience some major increases in power. At the same time, the threats you face in a higher tier are much more lethal.

In the **heroic tier**, your character is already a hero, set apart from the common people by your natural talents, learned skills, and some hint of a greater destiny that lies before you. Your capabilities are largely determined by your choice of character class and to a lesser extent by your race. You move around on foot or on a relatively mundane mount such as a horse. In combat, you might make mighty leaps or incredible climbs, but you're still basically earthbound. The fate of a village might hang on the success or failure of your adventures, to say nothing of the risk to your own life. You navigate dangerous terrain and explore haunted crypts, where you can expect to fight sneaky goblins, savage orcs, ferocious wolves, giant spiders, evil cultists, and bloodthirsty ghouls. If you face a dragon, it is a young one still searching for a lair, one that has not yet found its place in the world. One, in other words, that is much like you.

In the **paragon tier**, your character is a shining example of heroism, set well apart from the masses. Your class still largely determines your capabilities. In addition, you gain extra abilities in your specialty: your paragon path. When you reach 11th level, you choose a path of specialization, a course that defines who you are within a certain narrow range of criteria. You are able to travel more quickly from place to place, perhaps on a hippogriff mount or using a spell to grant your party flight. In combat, you might fly or even teleport short distances. Death becomes a surmountable obstacle, and the fate of a nation or even the world might hang in the balance as you undertake momentous quests. You

CHARACTER ADVANCEMENT

Total XP	Level	Ability Scores	Powers and Features	Feats Known	Total Powers Known (At-will/Encounter/Daily/Utility)
0	1st	see race	class features; racial traits; gain 1 feat; train starting skills; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power	1†	2/1/1/0
1,000	2nd	—	gain 1 utility power; gain 1 feat	2	2/1/1/1
2,250	3rd	—	gain 1 encounter attack power	2	2/2/1/1
3,750	4th	+1 to two	gain 1 feat	3	2/2/1/1
5,500	5th	—	gain 1 daily attack power	3	2/2/2/1
7,500	6th	—	gain 1 utility power, gain 1 feat	4	2/2/2/2
10,000	7th	—	gain 1 encounter attack power	4	2/3/2/2
13,000	8th	+1 to two	gain 1 feat	5	2/3/2/2
16,500	9th	—	gain 1 daily attack power	5	2/3/3/2
20,500	10th	—	gain 1 utility power, gain 1 feat	6	2/3/3/3
26,000	11th	+1 to all	paragon path features; gain 1 paragon path encounter attack power; gain 1 feat	7	2/4/3/3
32,000	12th	—	gain 1 paragon path utility power; gain 1 feat	8	2/4/3/4
39,000	13th	—	replace 1 encounter attack power	8	2/4*/3/4
47,000	14th	+1 to two	gain 1 feat	9	2/4/3/4
57,000	15th	—	replace 1 daily attack power	9	2/4/3*/4
69,000	16th	—	paragon path feature; gain 1 utility power; gain 1 feat	10	2/4/3/5
83,000	17th	—	replace 1 encounter attack power	10	2/4*/3/5
99,000	18th	+1 to two	gain 1 feat	11	2/4/3/5
119,000	19th	—	replace 1 daily attack power	11	2/4/3*/5
143,000	20th	—	gain 1 paragon path daily attack power; gain 1 feat	12	2/4/4/5
175,000	21st	+1 to all	epic destiny feature; gain 1 feat	13	2/4/4/5
210,000	22nd	—	gain 1 utility power, gain 1 feat	14	2/4/4/6
255,000	23rd	—	replace 1 encounter attack power	14	2/4*/4/6
310,000	24th	+1 to two	epic destiny feature; gain 1 feat	15	2/4/4/6
375,000	25th	—	replace 1 daily attack power	15	2/4/4*/6
450,000	26th	—	gain 1 epic destiny utility power; gain 1 feat	16	2/4/4/7
550,000	27th	—	replace 1 encounter attack power	16	2/4*/4/7
675,000	28th	+1 to two	gain 1 feat	17	2/4/4/7
825,000	29th	—	replace 1 daily attack power	17	2/4/4*/7
1,000,000	30th	—	epic destiny feature; gain 1 feat	18	2/4/4/7

NOTE: In addition to the benefits summarized on this table, you always get more hit points when you gain a level. See your class description for details.

* At these levels you replace a known power with a new power of your new level.

† Humans gain one additional feat at 1st level. Some classes grant additional feats as well.

navigate uncharted regions and explore long-forgotten dungeons, where you can expect to fight sneaky drow, savage giants, ferocious hydras, fearless golems, rampaging barbarian hordes, bloodthirsty vampires, and crafty mind flayers. When you face a dragon, it is a powerful adult who has established a lair and found its place in the world. Again, much like you.

In the **epic** tier, your character's capabilities are truly superheroic. Your class still determines most of your abilities, but your most dramatic powers come from your choice of epic destiny, which you select at 21st level. You travel across nations in the blink of

an eye, and your whole party might take to the air in combat. The success or failure of your adventures has far-reaching consequences, possibly determining the fate of millions in this world and even planes beyond. You navigate otherworldly realms and explore never-before-seen caverns of wonder, where you can expect to battle savage pit fiends, the ferocious tarrasque, sinister sorrowsworn deathlords, bloodthirsty lich archmages, and even demon princes. The dragons you encounter are ancient wyrms of truly earthshaking power, whose sleep troubles kingdoms and whose waking threatens the world.

CHARACTER SHEET

You can record information about your character any way you like, but most players prefer to use a character sheet. You can find a blank character sheet at the end of this book.

Reproduced here, at half size, is an example of a typical character sheet. The various sections are keyed with numbers that correspond to the following information.

1. **Character Name:** Choose a name for your character and write it here.
2. **Level/Class/Paragon Path/Epic Destiny:** Record your level and character class. If you're 11th level, you also choose a paragon path associated with your class (see the last few pages of each class description). If you're 21st level, you add an epic destiny.
3. **Total XP:** Keep track of your accumulated experience points here.
4. **Race and Size:** Choose your character race (Chapter 3) and record your size. Most characters are Medium size; halflings are Small.
5. **Age, Gender, Height, Weight:** These details are up to you. Most adventurers begin as young adults—say, 18 to 25 for humans.
6. **Alignment, Deity, Adventuring Company or Other Affiliations:** Record your alignment, your character's patron deity (if you choose one), and the name of the group you belong to (if any).
7. **Initiative:** Determine your initiative modifier and record it here. Note any conditional bonuses in the space provided. See page 267.
8. **Defenses:** Record your Armor Class, Fortitude Defense, Reflex Defense, and Will Defense here. These defenses are equal to 10 + one-half your level + the appropriate ability modifier. You also add the bonus from the armor you wear to your Armor Class. If you wear light armor, you add your Dexterity or Intelligence modifier to your Armor Class as well. Note any conditional bonuses in the space provided. See page 275.

9. **Speed:** Determine your speed and record it here. If you have special movement, record it here.
10. **Ability Scores:** Record your ability scores, ability modifiers, and the total of your ability modifier + one-half your level for each ability here (see "Ability Scores," page 16). If you're 1st level, one-half your level is +0.
11. **Senses:** Determine your passive Perception and passive Insight modifiers and record them here. See page 179. Even if you don't select the Perception and Insight skills, you still have to make these checks often. If your race provides a special sense, record it here.
12. **Attack Workspace:** Use this space to determine your attack bonuses with your most frequent attacks.
13. **Hit Points:** Your hit points are determined by your class and level; see the class descriptions in Chapter 4. Add your Constitution score to your hit points. Your bloodied value is one-half your maximum hit points, and your healing surge value is one-quarter of your maximum hit points. Record the number of healing surges you have per day. Your character class

DUNGEONS & DRAGONS CHARACTER SHEET

Character Name: _____ Level: _____ Class: _____ Paragon Path: _____ Deity: _____ Race: _____ Age: _____ Gender: _____ Height: _____ Weight: _____ Alignment: _____ Initiative: _____ Defenses: _____ Ability Scores: _____ Hit Points: _____ Action Points: _____ Race Features: _____ Skills: _____ Languages Known: _____ Senses: _____ Movement: _____ Attack Workspace: _____ Damage Workspace: _____ Basic Attacks: _____ Feats: _____

HALF-ELF

Born heroes and leaders who combine the best features of humans and elves

RACIAL TRAITS

Average Height: 5' 5"–6' 2"

Average Weight: 130–190 lb.

Ability Scores: +2 Constitution, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common, Elven, choice of one other

Skill Bonuses: +2 Diplomacy, +2 Insight

Dilettante: At 1st level, you choose a 1st-level at-will attack power from a class different from yours. You can use that power as an encounter power.

Dual Heritage: You can take feats that have either elf or human as a prerequisite (as well as those specifically for half-elves), as long as you meet any other requirements.

Group Diplomacy: You grant allies within 10 squares of you a +1 racial bonus to Diplomacy checks.

Descended from elves and humans, half-elves are a vital race in which the best features of elves and humans often appear.

Play a half-elf if you want . . .

- ◆ to be an outgoing, enthusiastic leader.
- ◆ to be a charismatic hero equally at home in two different cultures.
- ◆ to be a member of a race that favors the warlord, paladin, and warlock classes.

to your attack rolls and damage rolls from a magic weapon or an implement, you add that bonus when you use a power that has the associated keyword.

Implement: Many arcane spells are more effective when used in conjunction with an implement—a wizard's staff, orb, or wand, or a warlock's rod or wand. Many divine prayers use holy symbols as implements. To grant its benefit to a divine character, a holy symbol must represent the character's patron deity or one of a group of deities the character serves. It's not necessary to have an implement in order to use a power that has the implement keyword.

Weapon: Many martial powers, as well as several divine powers, can be used only if you're wielding a weapon. (You can use an unarmed attack as your weapon.) A weapon's reach or range determines the reach or range of a power it's used with.

ACTION TYPE

The next line of a power description begins with what type of action you have to take when you use the power. Most powers require a **standard action**. Some powers are **move actions**, a few are **immediate interrupts** or **immediate reactions**, a handful are **minor actions** or **free actions**, and a scant few require **no action**. Action types are described on page 267.

Trigger: An ally in range is hit by an attack

Trigger: An adjacent enemy moves away from you

Trigger: Some powers come into effect only if a triggering condition occurs. Examples of some typical "Trigger" entries are given above.

ATTACK TYPE AND RANGE

Following a power's action type on the same line is the power's attack type and its range. The four attack types are **melee**, **ranged**, **close**, and **area**. Each of these attack types (fully described in Chapter 9) has rules for range and targeting.

Even though these terms are called "attack types," they apply to utility powers as well as attack powers.

MELEE

A melee power affects a target (or targets) within melee reach. Many melee powers require a weapon. You make a separate attack roll against each target.

Melee weapon: A melee attack power that has a range of "weapon" allows you to attack a target within the reach of the weapon you're wielding. Some weapons extend your reach beyond adjacent squares.

Example: If you use a "Melee weapon" power while you're wielding a dagger, you can attack a target within 1 square of you. If you're wielding a halberd (a reach weapon), you can attack a target within 2 squares of you.

Melee 1: A melee power that has a range of 1 can be used only on an adjacent target.

Melee touch: A melee power that has a range of "touch" can be used on any target you can reach. (Some creatures larger than Medium size have a reach of more than 1 square.)

RANGED

A ranged power affects a target (or targets) at a distance. For details about how ranged attacks work, see page 270.

Ranged weapon: A ranged attack power that has a range of "weapon" allows you to attack a target within your weapon's range (see the table on page 219). If the target is farther away than normal range but within long range, you take a -2 penalty to attack rolls.

Example: If you use a "Ranged weapon" power with a shortbow (normal range 15, long range 30), you take a -2 penalty when attacking targets 16-30 squares away, and you can't attack creatures farther away than 30 squares.

Ranged [number]: A ranged power that has a range expressed as a number can be used on a target within the indicated number of squares.

Ranged sight: A ranged power that has a range of "sight" can be used on any target within line of sight. You still need line of effect to the target.

CLOSE

A close power creates an area of effect (page 272) that originates in a square of your space, and most close powers can hit multiple targets. For details about how close attacks work, see page 271.

Close burst [number]: A close burst power allows you to target creatures or objects within the indicated number of squares from you in all directions. See page 272 for how to determine the area of a burst.

Close blast [number]: A close blast power allows you to target creatures or objects within an adjacent area that is the indicated number of squares on a side. See page 272 for how to determine the area of a blast.

AREA

An area power creates an area of effect (page 272) that can originate in a distant square and hits multiple targets or creates an obstacle. For details about how area attacks work, see page 271.

Area burst [number] within [number] squares: To use an area burst power, choose a square within the range indicated by the second number. The power affects targets in that square or within a number of squares equal to the first number.

Area wall [number] within [number] squares: To use an area wall power, choose a square within the range indicated by the second number to be the wall's

origin square (page 272). The first number represents the number of squares the wall occupies (all of its squares must be within range).

PERSONAL

A power that has a range of "personal" affects only you.

PREREQUISITE OR REQUIREMENT

Prerequisite: You must be trained in Stealth.

Requirement: You must be wielding a light blade.

Certain powers are usable only if you meet a predetermined condition.

Prerequisite: You must meet this provision to select this power. If you ever lose a prerequisite for a power, you can't use that power thereafter.

Requirement: You must meet this provision to use this power. You can have the power in your repertoire, but it is not available to you unless you fulfill the requirement.

TARGET

Target: One creature

Target: You or one ally

Target: Each enemy in burst

Targets: One, two, or three creatures

Target: One object or unoccupied square

If a power directly affects one or more creatures or objects, it has a "Target" or "Targets" entry. Some powers include objects as targets. At the DM's discretion, a power that targets a creature can also target an object, whether or not the power identifies an object as a potential target.

When a power's target entry specifies that it affects you and one or more of your allies, then you can take advantage of the power's effect along with your teammates. Otherwise, "ally" or "allies" does not include you, and both terms assume willing targets. "Enemy" or "enemies" means a creature or creatures that aren't your allies (whether those creatures are hostile toward you or not). "Creature" or "creatures" means allies and enemies both, as well as you.

ATTACK

Attack: Strength vs. AC

Attack: Charisma vs. Will

Attack: Constitution vs. Fortitude

Attack: Intelligence + 4 vs. Reflex

Attack: Dexterity vs. AC, one attack per target

Most attack powers that deal damage require you to make an attack roll. The "Attack" entry specifies the kind of attack you make and which of the

target's defenses you check against. If you have a modifier to your attack roll, that's mentioned here as well. Example entries are given above.

If your power can attack multiple targets, you make a separate attack roll against each target.

HIT

Hit: 1[W] + Strength modifier damage.

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

Hit: 5d6 + Intelligence modifier acid damage, and ongoing 10 acid damage (save ends).

Hit: The target is immobilized (save ends).

Hit: 2[W] + Dexterity modifier damage, and the target is slowed and grants combat advantage to you (save ends both).

Hit: 3d6 + Wisdom modifier thunder damage, and you push the target a number of squares equal to 3 + your Charisma modifier.

Hit: 3[W] + Strength modifier damage, and you regain hit points as if you had spent a healing surge.

Hit: 3[W] + Strength modifier damage, and you and each ally within 10 squares of you can spend a healing surge.

Every power that requires an attack roll includes a "Hit" entry, which explains what happens when an attack roll succeeds. Example entries are given above. See "Attacks and Defenses," page 269, for how to make attack rolls, how to deal damage, and how to apply various effects, including conditions and forced movement.

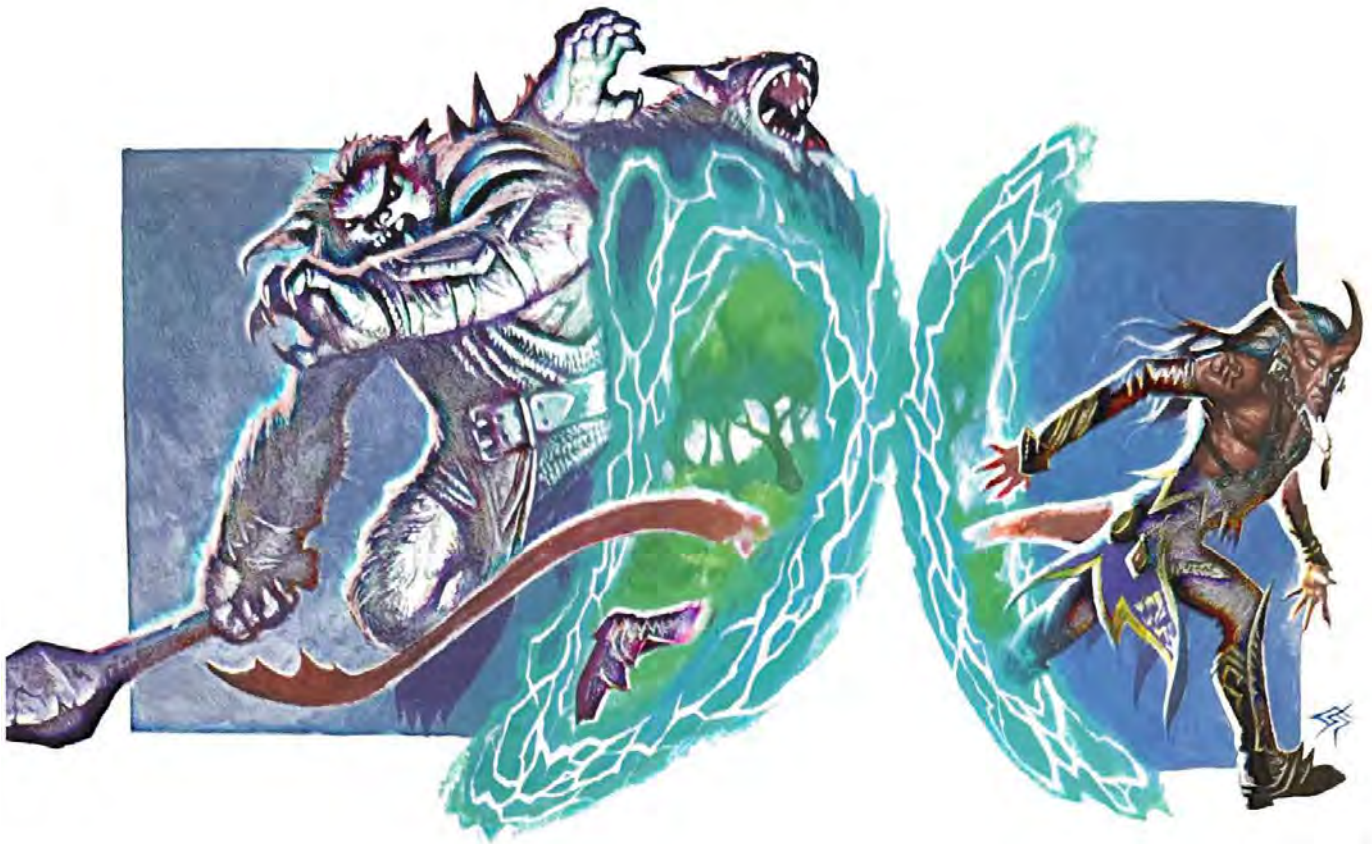
Ongoing damage is a fixed amount rather than an amount determined by a die roll. Ongoing damage is applied to a target each round at the start of the target's turn until the target makes a successful saving throw.

If a "Hit" (or "Effect") entry contains "(save ends)" or "(save ends both)," the indicated consequence of the successful attack persists until the target makes a successful saving throw.

If a hit grants you the ability to compel the target to move, whether through forced movement or teleportation, you can move it any number of squares up to the number specified (or not move it at all, if you so choose).

Some powers add modifiers to attack rolls or damage rolls. These modifiers apply to any roll of the dice, but not to ongoing damage or other static, nonvariable effects. The paladin's *wrath of the gods* prayer, for example, adds her Charisma modifier to her and her allies' damage rolls until the end of the encounter. When her cleric ally invokes *flame strike*, the damage equals 2d10 + Wisdom modifier + the paladin's Charisma modifier fire damage and ongoing 5 fire damage. The ongoing damage doesn't increase, because it's a static effect.

Whenever you affect a creature with a power, that creature knows exactly what you've done to it and what conditions you've imposed. For example,



when a paladin uses *divine challenge* against an enemy, the enemy knows that it has been marked and that it will therefore take a penalty to attack rolls and some damage if it attacks anyone aside from the paladin.

Applying a Penalty: When a power description includes wording such as “a penalty to attack rolls equal to your Charisma modifier,” that means you subtract the value of your ability modifier from the result or the numerical quantity that’s being penalized. If your ability modifier is not a positive number, it does not provide a penalty.

Regaining Hit Points: Some powers allow you or someone else to regain hit points. Sometimes the recipient of this benefit needs to spend a healing surge (page 293), but if a power description includes the wording “as if . . . had spent a healing surge,” then the beneficiary gains the appropriate number of hit points but does not spend a healing surge to do so.

Within x Squares of You: When this language appears in a power description, treat the effect it refers to as a close burst for the purpose of determining line of effect.

Duration: Most powers take effect and then end—their effects are instantaneous, perhaps as brief as a single swing of your sword. Some powers last beyond your turn, however—for instance, until the end of the current encounter or until the end of your next turn. If you use a power outside combat, it lasts for 5 minutes unless otherwise noted. Durations are discussed in more detail on page 278.

Miss

Miss: Half damage.

Miss: Half damage, and no ongoing fire damage.

Miss: Half damage, and the target is not pushed or immobilized.

Sometimes the dice are against you, and you miss your target. Missing isn’t always the end of the story, however. A miss can indicate a splash effect, a glancing blow, or some other incidental effect of a power. Examples of some typical “Miss” entries are given above.

Half Damage: When you calculate half damage, remember to apply the rule about rounding down (page 11). If a damage roll produces a result of 1, half of that damage is 0.



LEVEL 1 AT-WILL PRAYERS

Lance of Faith Cleric Attack 1

A brilliant ray of light sears your foe with golden radiance. Sparks of light linger around the target, guiding your ally's attack.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.

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

Priest's Shield Cleric Attack 1

You utter a minor defensive prayer as you attack with your weapon.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.

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

Righteous Brand Cleric Attack 1

You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.

At-Will ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and one ally within 5 squares of you gains a power bonus to melee attack rolls against the target equal to your Strength modifier until the end of your next turn.

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

Sacred Flame Cleric Attack 1

Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.

At-Will ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier + one-half your level or to make a saving throw.

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

LEVEL 1 ENCOUNTER PRAYERS

Cause Fear Cleric Attack 1

Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.

Encounter ♦ Divine, Fear, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: The target moves its speed + your Charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Divine Glow Cleric Attack 1

Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage.

Effect: Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Healing Strike Cleric Attack 1

Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.

Encounter ♦ Divine, Healing, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Wrathful Thunder Cleric Attack 1

Your arm is made strong by the power of your deity. When you strike, a terrible thunderclap smites your adversary and dazes him.

Encounter ♦ Divine, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier thunder damage, and the target is dazed until the end of your next turn.



LEVEL 6 UTILITY PRAYERS

Bastion of Health

Cleric Utility 6

You invoke a prayer that instantly fortifies one of your allies.

Encounter ♦ Divine, Healing

Minor Action Ranged 10

Target: You or one ally

Effect: The target can spend a healing surge. Add your Charisma modifier to the hit points regained.

Cure Serious Wounds

Cleric Utility 6

You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with bright silver light.

Daily ♦ Divine, Healing

Standard Action Melee touch

Target: You or one creature

Effect: The target regains hit points as if it had spent two healing surges.

Divine Vigor

Cleric Utility 6

You call upon your deity to invigorate you and your battle-weary allies.

Daily ♦ Divine

Minor Action Close burst 5

Targets: You and each ally in burst

Effect: Each target regains the use of his or her second wind.

Holy Lantern

Cleric Utility 6

A conjured beacon of divine light shines like a lantern, piercing shadows and deception.

At-Will ♦ Conjunction, Divine

Standard Action Ranged 3

Effect: You conjure a lantern that appears in 1 square within range and sheds light 5 squares in all directions. You and allies in the light gain a +2 power bonus to Perception and Insight checks. You can move the lantern up to your speed as a minor action. The lantern lasts for 10 hours, but you can have only a single holy lantern active at a time.

LEVEL 7 ENCOUNTER PRAYERS

Awe Strike

Cleric Attack 7

The supernatural awe and dread that radiates from you as you swing your weapon leaves your foe momentarily frozen in terror.

Encounter ♦ Divine, Fear, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

Hit: 1[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Break the Spirit

Cleric Attack 7

Calling down the power of your god, you bathe your foe in agonizing radiance, driving strength out of its impending attacks.

Encounter ♦ Charm, Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier radiant damage, and the target takes a penalty to attack rolls equal to your Charisma modifier until the end of your next turn.

Searing Light

Cleric Attack 7

You invoke the power of your deity. From your holy symbol a searing ray of light flashes forth, striking and blinding your enemy for a short time.

Encounter ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Strengthen the Faithful

Cleric Attack 7

You utter a solemn prayer as you bring your weapon down upon your foe, invoking the power of your deity to physically bolster you and nearby allies.

Encounter ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you and each ally adjacent to the target can spend a healing surge. Add your Charisma modifier to the hit points regained.

LEVEL 9 DAILY PRAYERS

Astral Defenders

Cleric Attack 9

You conjure two ghostly soldiers, indistinct except for glowing weapons. They lash out with divine radiance against enemies that pass.

Daily ♦ Conjunction, Divine, Implement, Radiant

Standard Action Ranged 10

Effect: You conjure two soldiers, each occupying 1 square within range. The conjured soldiers don't attack normally, but whenever an opportunity attack would be provoked from a conjured soldier, the soldier makes a Wisdom vs. Reflex attack. On a hit, the attack deals 1d10 + Wisdom modifier radiant damage.

You can move one soldier or both a total of 3 squares as a move action. Creatures can move through the spaces occupied by the soldiers. The soldiers last until the end of the encounter.



LEVEL 23 ENCOUNTER PRAYERS

Astral Blades of Death

Cleric Attack 23

You invoke a holy phrase. Merciless blades of silvery light suddenly appear around your enemy and begin hacking at it.

Encounter ♦ Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 6d6 + Wisdom modifier radiant damage.

Divine Censure

Cleric Attack 23

With a hushed prayer, you imbue your weapon with the divine might of your god, such that one hit with the weapon leaves your enemy reeling.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Haunting Strike

Cleric Attack 23

You strike your enemy hard with your weapon and invoke an ancient divine curse that makes him more vulnerable to a subsequent attack.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 2 vs. AC

Hit: 4[W] + Strength modifier damage. The next attack roll you make against the target gains a +2 power bonus.

Healing Torch

Cleric Attack 23

You whisper an ancient prayer, igniting your holy symbol with divine light that quickly spreads to engulf your enemies and allies. The light sears your foes and momentarily bathes your allies in a protective, healing glow.

Encounter ♦ Divine, Healing, Implement, Radiant

Standard Action Area burst 5 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage.

Effect: You and each ally in the burst gain a power bonus to AC equal to your Charisma modifier until the end of your next turn and can spend a healing surge. Add your Charisma modifier to the hit points regained.

LEVEL 25 DAILY PRAYERS

Nimbus of Doom

Cleric Attack 25

Your attack illuminates your foe with a radiant glow, guiding attacks against it.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier radiant damage.

Effect: The target takes a -2 penalty to all defenses (save ends).

Sacred Word

Cleric Attack 25

A single word of divine power damages and stuns nearby foes.

Daily ♦ Divine, Implement, Psychic

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 4d10 + Wisdom modifier psychic damage, and the target is stunned until the end of your next turn.

Miss: Half damage, and the target is not stunned.

Seal of Binding

Cleric Attack 25

Faintly glowing symbols encircle your foe, trapping it.

Daily ♦ Divine, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier damage, and the target is stunned and can't be affected by any attack other than this one until the end of your next turn.

Sustain Standard: Each time you sustain the power, you and the target both take 2d10 + Wisdom modifier damage.

The target remains stunned and protected against all other attacks. You can't sustain this power if you are bloodied.

Seal of Protection

Cleric Attack 25

You create a circle of faintly glowing symbols that halts your enemies and protects you and your allies from attack.

Daily ♦ Divine, Implement, Radiant, Zone

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Strength vs. Reflex

Hit: 3d10 + Strength modifier radiant damage.

Effect: The burst creates a protected zone until the end of your next turn. You and each ally within the zone gain a +2 bonus to AC. Enemies that enter the zone end their current movement.

Sustain Minor: The zone persists.

LEVEL 27 ENCOUNTER PRAYERS

Punishing Strike

Cleric Attack 27

With a simple prayer, you gain a sudden clarity of purpose and empower your weapon with the indomitable might of your deity.

Encounter ♦ Divine, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength + 4 vs. AC

Hit: 4[W] + Strength modifier damage.

Sacrificial Healing

Cleric Attack 27

As you spill the blood of your enemy, you whisper a prayer to your deity, who rewards your battle prowess with a timely blessing upon you and all nearby allies.

Encounter ♦ Divine, Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you and each ally within 10 squares of you can spend a healing surge. Add your Charisma modifier to the hit points regained.

Scourge of the Unworthy

Cleric Attack 27

You utter a divine phrase that lashes your enemy, dealing a terrible wound.

Encounter ♦ Divine, Implement, Necrotic

Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Reflex

Hit: $4d10 + \text{Wisdom modifier}$ necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Sunburst

Cleric Attack 27

When you invoke an ancient prayer, a brilliant burst of light explodes in front of you, healing your allies and searing your enemies.

Encounter ♦ Divine, Healing, Implement, Radiant

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: $3d8 + \text{Wisdom modifier}$ radiant damage.

Effect: You and each ally in the burst regain hit points equal to 10 + your Charisma modifier and make a saving throw.

LEVEL 29 DAILY PRAYERS

Astral Storm

Cleric Attack 29

You unleash a terrible storm upon your enemies, raining ice, fire, lightning, and thunder down upon them.

Daily ♦ Cold, Divine, Fire, Implement, Lightning, Thunder, Zone

Standard Action Area burst 5 within 20 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: $6d10 + \text{Wisdom modifier}$ cold, fire, lightning, and thunder damage. Resistance doesn't reduce the damage unless the target has resistance to all four damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the four damage types is subject to that vulnerability.

Miss: Half damage.

Effect: The burst creates a stormy zone until the end of your next turn.

Sustain Minor: When you sustain this power, make a Wisdom vs. Reflex attack against every enemy within the zone, dealing $2d10 + \text{Wisdom modifier}$ lightning damage if you hit and half damage if you miss.

Godstrike

Cleric Attack 29

Your weapon explodes with brilliant light as you swing it at your foe.

Daily ♦ Divine, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: $7[W] + \text{Strength modifier}$ radiant damage.

Miss: Half damage.

PARAGON PATHS

ANGELIC AVENGER

"I am as an angel, an avenger for my god."

Prerequisite: Cleric class

You become a special servant of your god, operating with angelic powers to promote the word of your faith. When you use your angelic powers, you briefly take on the aspects of an angel: Your face blurs into angelic blankness, astral wings sprout from your back, and your lower body blurs away.

ANGELIC AVENGER PATH FEATURES

Angelic Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Astral Vibrance (11th level): Choose an energy form when you gain this feature: lightning, radiant, or thunder. When a bloodied enemy is within 5 squares of you at the start of its turn, it takes energy damage of your chosen type equal to your Charisma modifier.

Weapon Training (11th level): You are proficient with one heavy blade of your choice.



WANG MOUWANG

Sign of Vulnerability

Paladin Attack 5

You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.

Daily ♦ Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter.

Miss: Half damage, and the target gains no vulnerability.

LEVEL 6 UTILITY PRAYERS

Divine Bodyguard

Paladin Utility 6

As your weapon connects with your enemies, so too does the magic of your god connect you to your allies.

Daily ♦ Divine

Minor Action Ranged 5

Effect: Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

One Heart, One Mind

Paladin Utility 6

You and your trusted allies form a telepathic bond.

Daily ♦ Divine

Minor Action Close burst 6

Targets: You and each ally in burst

Effect: Until the end of the encounter, targets can communicate telepathically with each other out to a range of 20 squares, and your aid another actions give a +4 bonus instead of +2.

Wrath of the Gods

Paladin Utility 6

A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.

Daily ♦ Divine

Minor Action Close burst 1

Targets: You and each ally in burst

Effect: The targets add your Charisma modifier to damage rolls until the end of the encounter.

LEVEL 7 ENCOUNTER PRAYERS

Beckon Foe

Paladin Attack 7

You pull an enemy toward you, dealing grievous wounds as he tries to rebuke you.

Encounter ♦ Divine, Implement

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier damage, and you pull the target a number of squares equal to your Wisdom modifier.

Benign Transposition

Paladin Attack 7

You call upon the power of your deity to switch places with an ally and strike a foe within reach of your new position.

Encounter ♦ Divine, Teleportation, Weapon

Standard Action Melee weapon

Primary Target: One ally within a number of squares equal to your Wisdom modifier

Effect: You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it.

Secondary Target: One enemy

Secondary Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage.

Divine Reverence

Paladin Attack 7

You present yourself with such conviction that your enemies can not help but be awestruck by the power of your faith.

Encounter ♦ Divine, Implement, Radiant

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier radiant damage, and the target is dazed until the end of your next turn.

Thunder Smite

Paladin Attack 7

Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.

Encounter ♦ Divine, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC. If the target is marked by you, the attack can score a critical hit on a roll of 19–20.

Hit: 2[W] + Strength modifier thunder damage, and the target is knocked prone.

LEVEL 9 DAILY PRAYERS

Crown of Glory

Paladin Attack 9

A scintillating crown of radiant energy appears above your head, then expands suddenly to cripple nearby enemies.

Daily ♦ Divine, Implement, Radiant

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage.

Effect: Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.

Sustain Minor: You can sustain the power's effect.

One Stands Alone

Paladin Attack 9

Unable to fight alongside your allies, you turn to your faith for protection and press forward undaunted.

Daily ♦ Divine, Implement, Radiant

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier radiant damage.

Effect: The targets are weakened (save ends).

Special: You cannot use this power if any allies are within 5 squares of you.

CREATING A WARLORD

The two warlord builds are inspiring warlord and tactical warlord. Some warlords lean more on their Charisma, while others rely on Intelligence, but Strength is important to every warlord.

INSPIRING WARLORD

You lead by exhortation, encouragement, and inspiration. Your powers help your allies find new surges of courage and endurance within themselves, helping them heal, shrug off debilitating conditions, and defend themselves from attack. Your attack powers rely on Strength, so that should be your best ability score. The benefits you give your allies, though, depend almost entirely on Charisma, so make that second best. Intelligence is your best third choice, so you can dabble in other warlord powers and to help your Reflex defense. Select powers that make the best use of your high Charisma score.

Suggested Feat: Inspired Recovery (Human feat: Toughness)

Suggested Skills: Athletics, Diplomacy, Heal, History

Suggested At-Will Powers: *commander's strike*, *furios smash*

Suggested Encounter Power: *guarding attack*

Suggested Daily Power: *bastion of defense*

TACTICAL WARLORD

Your leadership takes the form of quick commands, cunning strategies, and tactical superiority. Your powers guide your allies to extra and more powerful attacks, as well as helping them move quickly in combat situations. You also assist your allies by moving your enemies around or knocking them prone. You use Strength for your attack powers, so make that your

best ability score. Intelligence is secondary, because your Intelligence determines just how effective a leader you are. Charisma should be your third best score, so you can dabble in other warlord powers and to improve your Will defense. Select powers that make the best use of your high Intelligence score.

Suggested Feat: Tactical Assault (Human feat: Weapon Focus)

Suggested Skills: Endurance, Heal, History, Intimidate

Suggested At-Will Powers: *viper's strike*, *wolf pack tactics*

Suggested Encounter Power: *warlord's favor*

Suggested Daily Power: *lead the attack*

WARLORD CLASS FEATURES

All warlords have these class features.

COMBAT LEADER

You and each ally within 10 squares who can see and hear you gain a +2 power bonus to initiative.

COMMANDING PRESENCE

Choose one of the following two benefits.

Inspiring Presence: When an ally who can see you spends an action point to take an extra action, that ally also regains hit points equal to one-half your level + your Charisma modifier.

Tactical Presence: When an ally you can see spends an action point to make an attack, the ally gains a bonus to the attack roll equal to one-half your Intelligence modifier.

The choice you make also provides bonuses to certain warlord powers. Individual powers detail the effects (if any) your Commanding Presence selection has on them.

INSPIRING WORD

Using the *inspiring word* power, warlords can grant their comrades additional resilience with nothing more than a shout of encouragement.

WARLORD POWERS

Your powers are martial exploits, deeds of extraordinary skill and daring learned through trial and blood-soaked error. Some powers are better for the inspiring warlord and others for the tactical warlord, but you're free to choose any powers you like.

CLASS FEATURE

The warlord's *inspiring word* class feature works like a power and is presented below.

WARLORD OVERVIEW

Characteristics: You are a strong warrior in melee, able to stand beside the fighter or paladin in your party. Your powers grant allies immediate actions (usually moves or attacks), provide bonuses to attack or defense, and grant healing in the midst of battle.

Religion: Warlords favor martial gods such as Bahamut and Kord, and those who have a particular eye for strategy or leadership esteem Ioun or Erathis. Evil and unaligned warlords often worship Bane.

Races: Dragonborn make excellent inspiring warlords, and half-elves are equally inspiring leaders. Eladrin are skilled tactical warlords. Tiedling warlords are versatile, combining powers from both builds, and humans can excel at either path.

Warlord's Gambit

Warlord Attack 15

You provoke your adversary with a bold stroke. Each time he lunges at you, he recklessly sets up your forces for victory.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: The target gains a +2 bonus to attack rolls and damage rolls against you until the end of the encounter. When the target attacks you, an ally of your choice within a number of squares equal to your Intelligence modifier can make a basic attack against the target as an immediate interrupt.

LEVEL 16 UTILITY EXPLOITS**Hero's Defiance**

Warlord Utility 16

You fight off an adverse affliction or enable an ally to do the same.

Daily ♦ Martial

Standard Action Ranged 10

Target: You or one ally

Effect: The target succeeds on a saving throw.

Warlord's Banner

Warlord Utility 16

You rally your closest troops before sending them into battle.

Encounter ♦ Healing, Martial

Standard Action Close burst 5

Target: Each ally in burst

Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

White Raven Formation

Warlord Utility 16

You forego attacks and focus on redirecting your allies.

Daily ♦ Martial

Standard Action Close burst 5

Target: Each ally in burst

Effect: Each target can take a move action.

LEVEL 17 ENCOUNTER EXPLOITS**Battle On**

Warlord Attack 17

You rally your forces with a battle cry and a calculated blow against the enemy.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and every ally within 5 squares of you makes a saving throw.

Inspiring Presence: Your allies gain a bonus to the saving throw equal to your Charisma modifier.

Hail of Steel

Warlord Attack 17

You level your weapon at your enemy, then pull it back and lunge forward. As your attack strikes true, your allies rain death down upon him.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and every ally within 5 squares of you makes a basic attack against the target.

Thunderous Fury

Warlord Attack 17

The ferocity of your blow quiets the storm of battle for a moment.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

Tactical Presence: Until the end of your next turn, your allies gain a power bonus to attack rolls against the target equal to your Intelligence modifier.

Warlord's Rush

Warlord Attack 17

Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along on the force of your wrath.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Allies who have line of sight to you can move their speed.

Miss: One ally who has line of sight to you (your choice) can move his or her speed.

LEVEL 19 DAILY EXPLOITS**Break the Tempo**

Warlord Attack 19

You dash about while assailing your foe with a multitude of well-aimed blows, throwing it off balance.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.

Sustain Minor: The effect continues until the end of your next turn.



Jump

Wizard Utility 2

You or another creature you choose can suddenly leap great distances.

Encounter ♦ Arcane
Move Action Ranged 10

Target: You or one creature

Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

Shield

Wizard Utility 2

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Encounter ♦ Arcane
Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

LEVEL 3 ENCOUNTER SPELLS**Color Spray**

Wizard Attack 3

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier radiant damage, and the target is dazed until the end of your next turn.

Fire Shroud

Wizard Attack 3

With a subtle gesture, you wreath nearby enemies in flames.

Encounter ♦ Arcane, Fire, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Icy Rays

Wizard Attack 3

You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.

Encounter ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Targets: One or two creatures

Attack: Intelligence vs. Reflex, one attack per target

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

Shock Sphere

Wizard Attack 3

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

LEVEL 5 DAILY SPELLS**Bigby's Icy Grasp**

Wizard Attack 5

You conjure a giant floating hand made of chiseled ice that clutches foes and freezes them.

Daily ♦ Arcane, Cold, Conjuration, Implement

Standard Action Ranged 20

Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.

Target: One creature adjacent to the hand

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.

Sustain Minor: A target grabbed by the hand takes 1d8 + Intelligence modifier cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Fireball

Wizard Attack 5

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Daily ♦ Arcane, Fire, Implement

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage.

Miss: Half damage.

Stinking Cloud

Wizard Attack 5

You call forth a thick cloud of bilious yellow vapors. The foul fumes overwhelm any creature within.

Daily ♦ Arcane, Implement, Poison, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone up to 6 squares.

Sustain Minor: The zone persists.

Web

Wizard Attack 5

You call into being a giant web made of thick magical strands that hang in midair, trapping those within it.

Daily ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

Spectral Ram

Wizard Attack 7

You seize your foe with unseen magical force and bash him against the ceiling and walls before dropping him to the ground and hurling him back.

Encounter ♦ Arcane, Force, Implement
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier force damage, and you push the target 3 squares and it is knocked prone.

Winter's Wrath

Wizard Attack 7

You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.

Encounter ♦ Arcane, Cold, Implement
Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage.

Effect: A blizzard erupts in the designated area and continues until the end of your next turn. Its area is lightly obscured, and any creature that starts its turn in the storm takes cold damage equal to your Intelligence modifier. You can end this effect as a minor action.

LEVEL 9 DAILY SPELLS

Ice Storm

Wizard Attack 9

A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Daily ♦ Arcane, Cold, Implement, Zone
Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

Lightning Serpent

Wizard Attack 9

A crackling bolt of lightning springs from your hand and leaps at a foe, taking serpentine form as it strikes.

Daily ♦ Arcane, Implement, Lightning, Poison
Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d12 + Intelligence modifier lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Miss: Half damage, and the target is slowed (save ends).

Mordenkalnen's Sword

Wizard Attack 9

You invoke a sword of crackling golden force that slashes and stabs furiously at the creature you indicate.

Daily ♦ Arcane, Conjuration, Force, Implement
Standard Action Ranged 10

Effect: You conjure a sword of force in an unoccupied square within range, and it attacks. As a move action, you can move the sword to a new target within range. The sword lasts until the end of your next turn.

Target: One creature adjacent to the sword

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage.

Sustain Minor: When you sustain the sword, it attacks again.

Wall of Fire

Wizard Attack 9

A blazing wall of flame erupts from the ground at your command.

Daily ♦ Arcane, Conjuration, Fire, Implement
Standard Action Area wall 8 within 10 squares

Effect: You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

Sustain Minor: The wall persists.

LEVEL 10 UTILITY SPELLS

Arcane Gate

Wizard Utility 10

You open a dimensional rift connecting two nearby locations.

Daily ♦ Arcane, Teleportation
Minor Action Ranged 20

Target: Two unoccupied squares

Effect: You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.

Sustain Minor: The rift persists.

Blur

Wizard Utility 10

You cloak yourself with a shimmering aura, making your outline almost impossible to discern.

Daily ♦ Arcane, Illusion
Minor Action Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and enemies 5 or more squares away from you cannot see you.

WIZARD



ADVENTURING GEAR

Item	Price	Weight
Standard adventurer's kit	15 gp	33 lb.
Backpack (empty)	2 gp	2 lb.
Bedroll	1 sp	5 lb.
Flint and steel	1 gp	—
Pouch, belt (empty)	1 gp	1/2 lb.
Rations, trail (10 days)	5 gp	10 lb.
Rope, hempen (50 ft.)	1 gp	10 lb.
Sunrods (2)	4 gp	2 lb.
Waterskin	1 gp	4 lb.
Ammunition		
Arrows (30)	1 gp	3 lb.
Crossbow bolts (20)	1 gp	2 lb.
Sling bullets (20)	1 gp	5 lb.
Arcane implement		
Orb	15 gp	2 lb.
Rod	12 gp	2 lb.
Staff	5 gp	4 lb.
Wand	7 gp	—
Candle	1 cp	—
Chain (10 ft.)	30 gp	2 lb.
Chest (empty)	2 gp	25 lb.
Climber's kit	2 gp	11 lb.
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Pitons (10)	5 sp	5 lb.
Everburning torch	50 gp	1 lb.
Fine clothing	30 gp	6 lb.
Flask (empty)	3 cp	1 lb.
Holy symbol	10 gp	1 lb.
Journeybread (10 days)	50 gp	1 lb.
Lantern	7 gp	2 lb.
Oil (1 pint)	1 sp	1 lb.
Ritual book	50 gp	3 lb.
Ritual components	Varies	—
Rope, silk (50 ft.)	10 gp	5 lb.
Spellbook	50 gp	3 lb.
Tent	10 gp	20 lb.
Thieves' tools	20 gp	1 lb.
Torch	1 sp	1 lb.

FOOD, DRINK, AND LODGING

When you're not traveling in the wilderness, you can enjoy the comforts of a village or a town—a soft bed at an inn and hot meals brought to your table.

Item	Price
Food or Drink	
Meal, common	2 sp
Meal, feast	5 gp
Ale, pitcher	2 sp
Wine, bottle	5 gp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp

MOUNTS AND TRANSPORT

As described in Chapter 8, mounts and vehicles can improve your speed or increase the amount you can carry when you travel. This table shows the price for various kinds of transport, as well as the weight of each can carry. For mounts, the carrying capacity shown is the normal load, heavy load, and maximum drag load for the creature (see "Carrying, Lifting, and Dragging," below). For vehicles, it's the maximum amount of goods you can haul with the vehicle.

Mount or Transport	Cost	Carrying Capacity
Cart or wagon	20 gp	1 ton
Riding horse*	75 gp	237/475/1,187 lb.
Rowboat	50 gp	600 lb.
Sailing ship	10,000 gp	150 tons
Warhorse*	680 gp	262/525/1,312 lb.

* Quadrupeds can carry 25 percent more than bipeds.

CARRYING, LIFTING, AND DRAGGING

Adventurers carry a lot of gear. When that quantity becomes extreme, it might be enough to slow you down and otherwise hamper your capabilities. The amount you carry should rarely be an issue, and you don't need to calculate the weight your character is hauling around unless it's likely to matter.

More often, you'll need to know how much weight you can push or drag along the ground—are you strong enough to slide the statue covering the trapdoor? This information is contained in your Strength score.

Multiply your Strength score by 10. That's the weight, in pounds, that you can carry around without penalty. This amount of weight is considered a **normal load**.

Double that number (Strength $\times$ 20). That's the maximum weight you can lift off the ground. If you try to carry that weight, though, you're slowed. Carrying such a load requires both hands, so you're not particularly effective while you're doing so. This amount of weight is considered a **heavy load**.

Five times your normal load (Strength $\times$ 50) is the most weight you can push or drag along the ground. You're slowed if you try to push or drag more weight than you can carry without penalty, and you can't push or drag such a heavy load over difficult terrain. This amount of weight is referred to as your **maximum drag load**.

Your DM might rule that you can't carry certain objects at full speed no matter what your Strength score is, just because they're so bulky or unwieldy. Your DM can also ask you to make a Strength check to push or to lift something heavy in a stressful situation, such as in the middle of combat.

Staff of Power

Level 19+

This staff, topped by a clawed hand holding a blue crystal, allows you to cast a spell twice.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Power (Daily): Free Action. Use this power when you score a critical hit using an encounter power or a daily power. That power is not expended.

Staff of Storms

Level 5+

This staff, covered in lightning runes, enhances the power of lightning and thunder spells.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 lightning or thunder damage per plus

Power (Daily ♦ Lightning, Thunder): Free Action. Use this power when using a power that has the lightning or the thunder keyword. After resolving the power, deal 1d8 lightning and thunder damage to every creature in a close blast 3.

Level 15 or 20: 2d8 lightning and thunder damage.

Level 25 or 30: 3d8 lightning and thunder damage.

Staff of the War Mage

Level 3+

This staff, topped with a red crystal, enhances the size of your blast and burst spells.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when using a power that has a blast or a burst effect. Increase the size of the blast or the burst by 1.

Staff of Winter

Level 4+

This staff is engraved with winter symbols and is cold to the touch. It adds to the effect of your cold spells.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus

Power (Daily): Free Action. Use this power when using a power that has the cold keyword. After you resolve the power, all enemies within 3 squares of you are immobilized (save ends).

Thunderwave Staff

Level 8+

This rune-covered staff emits waves of thunder that deal damage and knock enemies prone.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 thunder damage per plus

Power (Daily ♦ Thunder): Free Action. Use this power when you would push one or more creatures with one of your powers. Instead of pushing those creatures, knock them prone and deal $xd6$ thunder damage to each one, where x equals the number of squares you would normally push each one.

Level 13 or 18: $xd8$ thunder damage.

Level 23 or 28: $xd10$ thunder damage.

WANDS

A wand is a slender, tapered piece of wood, enchanted to channel arcane energy. If you are a member of a class that can use a wand as an implement, you can apply the enhancement bonus of a wand to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword, and you can use a wand's properties and powers. Members of other classes gain no benefit from wielding a wand.

Using a wand's power works like using the power normally. To do so, you need to be able to use at least one power from the same power source as the wand. For example, a rogue who has picked up at least one wizard power through multiclassing feats could use a wizard power in a wand, since each knows one power that uses the arcane power source. Several wands appear below, but you can also design your own.

A wand can contain an encounter power of any class capable of using wands. When you craft a wand, you can choose any encounter power that you know or that is available to your class. You can't choose anything other than a class power (you can't choose a paragon path power, for instance).

Wand Level	Power Level
3	1
8	2* or 3
13	6* or 7
18	10* or 13
23	16* or 17
28	22* or 23

*Indicates utility power.

Magic Wand

Level 1+

A basic wand, enchanted so as to channel arcane energy:

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

WANDS

Lvl	Name	Price (gp)
1	Magic wand +1	360
3	Wand of (power level 1) +1	680
3	Wand of ray of enfeeblement +1	680
3	Wand of witchfire +1	680
6	Magic wand +2	1,800
8	Wand of (power level 3 or lower) +2	3,400
8	Wand of eldritch rain +2	3,400
8	Wand of fiery bolt +2	3,400
8	Wand of icy rays +2	3,400
8	Wand of ray of enfeeblement +2	3,400
8	Wand of shield +2	3,400
8	Wand of witchfire +2	3,400
11	Magic wand +3	9,000
13	Wand of (power level 7 or lower) +3	17,000
13	Wand of eldritch rain +3	17,000
13	Wand of fiery bolt +3	17,000
13	Wand of fire burst +3	17,000
13	Wand of icy rays +3	17,000
13	Wand of ray of enfeeblement +3	17,000
13	Wand of shield +3	17,000
13	Wand of witchfire +3	17,000
16	Magic wand +4	45,000
18	Wand of (power level 13 or lower) +4	85,000
18	Wand of eldritch rain +4	85,000
18	Wand of fiery bolt +4	85,000
18	Wand of fire burst +4	85,000

Wand of Eldritch Rain

Level 8+

This wand carries the warlock spell eldritch rain.

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Implement): Standard Action. As the warlock's eldritch rain power.

Wand of Fiery Bolt

Level 8+

This wand carries the warlock spell fiery bolt.

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the warlock's fiery bolt power.

WANDS CONT.

Lvl	Name	Price (gp)
18	Wand of icy rays +4	85,000
18	Wand of ray of enfeeblement +4	85,000
18	Wand of shield +4	85,000
18	Wand of soul flaying +4	85,000
18	Wand of witchfire +4	85,000
21	Magic wand +5	225,000
23	Wand of (power level 17 or lower) +5	425,000
23	Wand of eldritch rain +5	425,000
23	Wand of fiery bolt +5	425,000
23	Wand of fire burst +5	425,000
23	Wand of icy rays +5	425,000
23	Wand of ray of enfeeblement +5	425,000
23	Wand of shield +5	425,000
23	Wand of soul flaying +5	425,000
23	Wand of witchfire +5	425,000
26	Magic wand +6	1,125,000
28	Wand of (power level 23 or lower) +6	2,125,000
28	Wand of eldritch rain +6	2,125,000
28	Wand of fiery bolt +6	2,125,000
28	Wand of fire burst +6	2,125,000
28	Wand of icy rays +6	2,125,000
28	Wand of ray of enfeeblement +6	2,125,000
28	Wand of shield +6	2,125,000
28	Wand of soul flaying +6	2,125,000
28	Wand of witchfire +6	2,125,000

Wand of Fire Burst

Level 13+

This wand carries the wizard spell fire burst.

Lvl 13 +3	17,000 gp	Lvl 23 +5	425,000 gp
Lvl 18 +4	85,000 gp	Lvl 28 +6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the wizard's fire burst power.

Wand of Icy Rays

Level 8+

This wand carries the wizard spell icy rays.

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Cold, Implement): Standard Action. As the wizard's icy rays power.

Wand of Ray of Enfeeblement

Level 3+

This wand carries the wizard spell ray of enfeeblement.

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Implement, Necrotic): Standard Action. As the wizard's ray of enfeeblement power.

Wand of Shield

Level 8+

This wand carries the wizard spell shield.

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Force): Immediate Interrupt. As the wizard's shield power.

Wand of Soul Flaying

Level 18+

This wand carries the warlock spell soul flaying.

Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 23	+5	425,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Implement, Necrotic): Standard Action. As the warlock's soul flaying power.

Wand of Witchfire

Level 3+

This wand carries the warlock spell witchfire.

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the warlock's witchfire power.

ARMS SLOT ITEMS

Shields and bracers contain powers that protect you from harm or that turn an attack against you into an immediate attack against your enemy. A set of qualities that pertains to a magic shield can be applied to either a light shield or a heavy shield.

Bashing Shield

Level 5+

This stout shield can be used to force your opponents back.

Lvl 5	1,000 gp	Lvl 25	625,000 gp
Lvl 15	25,000 gp		

Item Slot: Arms

Power (Daily): Free Action. Use this power when you hit an enemy with a melee attack. Push the enemy 1d4 squares after applying the attack's effects.

Level 15: Push 2d4 squares.

Level 25: Push 3d4 squares.

Bracers of Defense

Level 7+

These enchanted armbands can be activated to reduce the damage you take from a single attack.

Lvl 7	2,600 gp	Lvl 27	1,625,000 gp
Lvl 17	65,000 gp		

Item Slot: Arms

Power (Daily): Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt to you by the attack by 10.

Level 17: Reduce the damage dealt by 20.

Level 27: Reduce the damage dealt by 30.

Bracers of Mighty Striking

Level 2+

These enchanted armbands increase the damage you deal with a melee attack.

Lvl 2	520 gp	Lvl 22	325,000 gp
Lvl 12	13,000 gp		

Item Slot: Arms

Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Level 12: +4 item bonus.

Level 22: +6 item bonus.

Bracers of the Perfect Shot

Level 3+

These enchanted armbands increase the damage you deal with a ranged attack.

Lvl 3	680 gp	Lvl 23	425,000 gp
Lvl 13	17,000 gp		

Item Slot: Arms

Property: When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.

Level 13: +4 item bonus.

Level 23: +6 item bonus.



Revenant Ankh

Level 20

This powerful ankh temporarily imbues an ally with life force, allowing him to return to battle.

Wondrous Item 125,000 gp

Power (Daily): Standard Action. Choose an ally within your line of sight who died since the end of your last turn. That ally returns to maximum hit points and is dazed.

The ally can't regain hit points, gain temporary hit points, or recover from the dazed condition. At the start of each of the ally's turns, the ally takes damage equal to his or her level. The ally dies again when reduced to 0 hit points or fewer or when the encounter ends.

No character can be affected by a revenant ankh more than once per day.

Ritual Candle

Level 11

This candle of rune-carved purple wax gives off a clear, bright glow when lit.

Wondrous Item 9,000 gp

Property: This candle never burns down (except as noted).

Power (Daily): Standard Action. Light the candle before beginning to perform a ritual. You gain a +2 power bonus to any skill checks made as part of the ritual.

The candle automatically extinguishes at the end of the ritual and can be used again the following day.

Rope of Climbing

Level 10

A coil of golden rope.

Wondrous Item 5,000 gp

Property: This 100-foot-long rope has 100 hit points and can hold up to 2,500 pounds (roughly 10 Medium creatures and their gear).

Power (At-Will): Minor Action. The rope moves up to 10 squares along a horizontal or a vertical surface. As part of the same action, it can tie itself around an object to create a secure point for climbing. It can't tie itself to or otherwise affect a creature.

Anyone holding the rope can activate its power.

On command, the rope unties itself as a minor action.

Sending Stones (pair)

Level 11

Each fist-sized round stone bears a Dwarven rune that translates as "Speak."

Wondrous Item 9,000 gp

Power (At-Will): Standard Action. Until the end of your next turn, any person speaking into one stone can be heard by those near the other stone as though he or she were standing in the other stone's place. At the end of your next turn, both stones are exhausted. With a minor action, any character touching a single stone renews the set.

Special: Sending stones normally come in a matched pair attuned to one another. Larger sets of stones attuned to each other can be created (add 50 percent to the base price for each additional stone).

POTIONS

A potion is a magic liquid that produces its effects when imbibed. Drinking a potion is usually a minor action. Administering a potion to an unconscious creature is usually a standard action. Drawing a potion out of your pack is a minor action.

Potions that restore health or even life are useful to adventurers in dire emergencies. These consumables are not as effective as the healing powers of a cleric or a warlord, but many adventurers find it useful to carry one or two healing potions with them on their journeys.

POTIONS

Lvl	Name	Price (gp)
5	Potion of healing	50
15	Potion of vitality	1,000
25	Potion of recovery	25,000
30	Potion of life	125,000

Potion of Healing

Level 5

This simple potion draws on the body's natural healing ability to cure your wounds.

Potion 50 gp

Power (Consumable + Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Potion of Life

Level 30

This fabled potion not only heals wounds but can even bring back the recently deceased.

Potion 125,000 gp

Power (Consumable + Healing): Standard Action. If this potion is administered to a character who died since the end of your last turn, that character is restored to life at 50 hit points.

If consumed by a living creature, this potion instead functions as a potion of recovery.

Potion of Recovery

Level 25

This mighty potion uses your own stamina to restore your hit points and to help you shrug off harm.

Potion 25,000 gp

Power (Consumable + Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 50 hit points and make a saving throw against each effect on you that a save can end.

Potion of Vitality

Level 15

This potent curative heals wounds and can even fix other ailments.

Potion 1,000 gp

Power (Consumable + Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

QUESTS



Most adventures have a goal, something you have to do to complete the adventure successfully. The goal might be a personal one, a cause shared by you and your allies, or a task you have been hired to perform. A goal in an adventure is called a quest.

Quests connect a series of encounters into a meaningful story. The simplest adventures revolve around a single quest. For example, your quest might be to thwart goblin raiders in nearby ruins, to rescue a kidnapped merchant, or to behead the red dragon Kharathas.

Most adventures are more complex, involving multiple quests. A single major quest might drive your adventure. For example, a high priest of Pelor calls upon you to venture into the Fortress of the Iron Ring to retrieve the ancient artifact called the Adamantine Scepter. Any number of minor quests could complicate that task. A wizard, hearing of your journey, offers to pay handsomely for one of the magic rings said to be found within the fortress. One of your friends believes that his mother, a paladin of Pelor, died while exploring the fortress, and he seeks to recover her remains for a proper burial. Once you approach the fortress, you discover that the slaads living around it hold a number of human prisoners, and you might decide to free those prisoners.

Sometimes a quest is spelled out for you at the start of an adventure. The town mayor might implore you to find the goblin raiders' lair, or the priest of Pelor might relate the history of the Adamantine Scepter, before sending you on your quest. Other times, you figure out your quests while adventuring. Once you assemble clues you find, they might turn into new quests.

You can also, with your DM's approval, create a quest for your character. Such a quest can tie into your character's background. For instance, perhaps your mother is the person whose remains lie in the Fortress of the Iron Ring. Quests can also relate to individual goals, such as a ranger searching for a magic bow to wield. Individual quests give you a stake in a campaign's unfolding story and give your DM ingredients to help develop that story.

When you complete quests, you earn rewards, including experience points, treasure, and possibly other kinds of rewards. The *Dungeon Master's Guide* includes guidelines for your DM about creating quests, evaluating player-created quests, and assigning rewards for completing quests.

ENCOUNTERS

Encounters are where the action of the D&D game takes place, whether the encounter is a life-or-death battle against monstrous foes, a high-stakes negotiation with a duke and his vizier, or a death-defying climb up the Cliffs of Desolation.

Encounters serve many purposes. They are the times when D&D is most like a game, rather than an exercise in cooperative storytelling. They are when you most often bring your powers and skills to bear, when the information on your character sheet is most important. Even so, they should advance the story of an adventure; a pitched battle should have a reason and consequences that relate to your overall quest.

In an encounter, either you succeed in overcoming a challenge or you fail and have to face the consequences. When an encounter begins, everyone has something to do, and it's important for the whole group to work together to achieve success.

Two kinds of encounters occur in most D&D adventures: combat and noncombat encounters.

COMBAT ENCOUNTERS

Combat encounters rely on your attack powers, movement abilities, skills, feats, and magic items—just about every bit of rules material that appears on your character sheet. A combat encounter might include elements of a noncombat encounter. Chapter 9 provides the rules for combat encounters.

NONCOMBAT ENCOUNTERS

Noncombat encounters focus on skills, utility powers, and your own wits (not your character's), although sometimes attack powers can come in handy as well. Such encounters include dealing with traps and hazards, solving puzzles, and a broad category of situations called **skill challenges**.

A skill challenge occurs when exploration (page 260) or social interaction becomes an encounter, with serious consequences for success or failure. When you're making your way through a dungeon or across the trackless wilderness, you typically don't take turns or make checks. But when you spring a trap or face a serious obstacle or hazard, you're in a skill challenge. When you try to persuade a dragon to help you against an oncoming orc horde, you're also in a skill challenge.

In a skill challenge, your goal is to accumulate a certain number of successful skill checks before rolling too many failures. Powers you use might give you bonuses on your checks, make some checks unnecessary, or otherwise help you through the challenge. Your DM sets the stage for a skill challenge by describing the obstacle you face and giving you some idea of the options you have in the encounter. Then you describe your actions and make checks until you either successfully complete the challenge or fail.

Chapter 5 describes the sorts of things you can attempt with your skills in a skill challenge. You can use a wide variety of skills, from Acrobatics and Athletics to Nature and Stealth. You might also use combat powers and ability checks. The *Dungeon Master's Guide* contains rules for designing and running skill challenges.

REWARDS

REWARDS

Although encounters involve risk, they also hold the promise of great rewards. Every successful encounter brings experience, measured in experience points (XP). As you adventure, you also gain action points, treasure, and perhaps rewards of reputation, status, or other intangibles.

This table summarizes the rewards you gain as you adventure.

Frequency	Reward
Every encounter	XP
Every milestone	Action point
Every few encounters	Treasure
Every quest	XP, treasure, other
After about ten encounters	A new level

EXPERIENCE POINTS

Experience points are a measure of your character's learning and growth. When you complete an encounter or a quest, the DM awards you experience points (XP). The amount of XP depends on the difficulty of the encounter or the quest. Completing a major quest is comparable to completing an encounter, while minor quests bring smaller rewards.

A 1st-level character starts with 0 XP. You accumulate XP from each encounter, quest, and adventure, always adding to your XP total. You never lose XP, and your total never resets to 0.

As you accumulate XP, you gain levels. The amount of XP you need for each level varies. For example, you need 1,000 XP to reach 2nd level but 2,250 to reach 3rd. When you gain 1,000,000 XP, you reach 30th level, the pinnacle of accomplishment. See "Gaining Levels," page 27, for all you need to know about level advancement.

The *Dungeon Master's Guide* contains guidelines for your DM on awarding experience points.

MILESTONES

You gain certain benefits when you reach a milestone—when you complete two encounters without stopping for an extended rest (see page 263).

ACTION POINTS

Your character starts with 1 action point. No more than once per encounter, you can spend an action point to take an extra action (see page 286), use certain feats, or use paragon path powers.

When you spend an action point, it's gone, but you can gain more in two ways: by reaching a milestone or by taking an extended rest. Each time you reach a milestone, you gain an action point. After you take an extended rest, you lose any action points you haven't spent, but you start fresh with 1 action point.

COMBAT

WHETHER IT'S a skirmish against a handful of orcs or an all-out battle with Orcus, Demon Prince of the Undead, combat is a staple of a *DUNGEONS & DRAGONS* adventure.

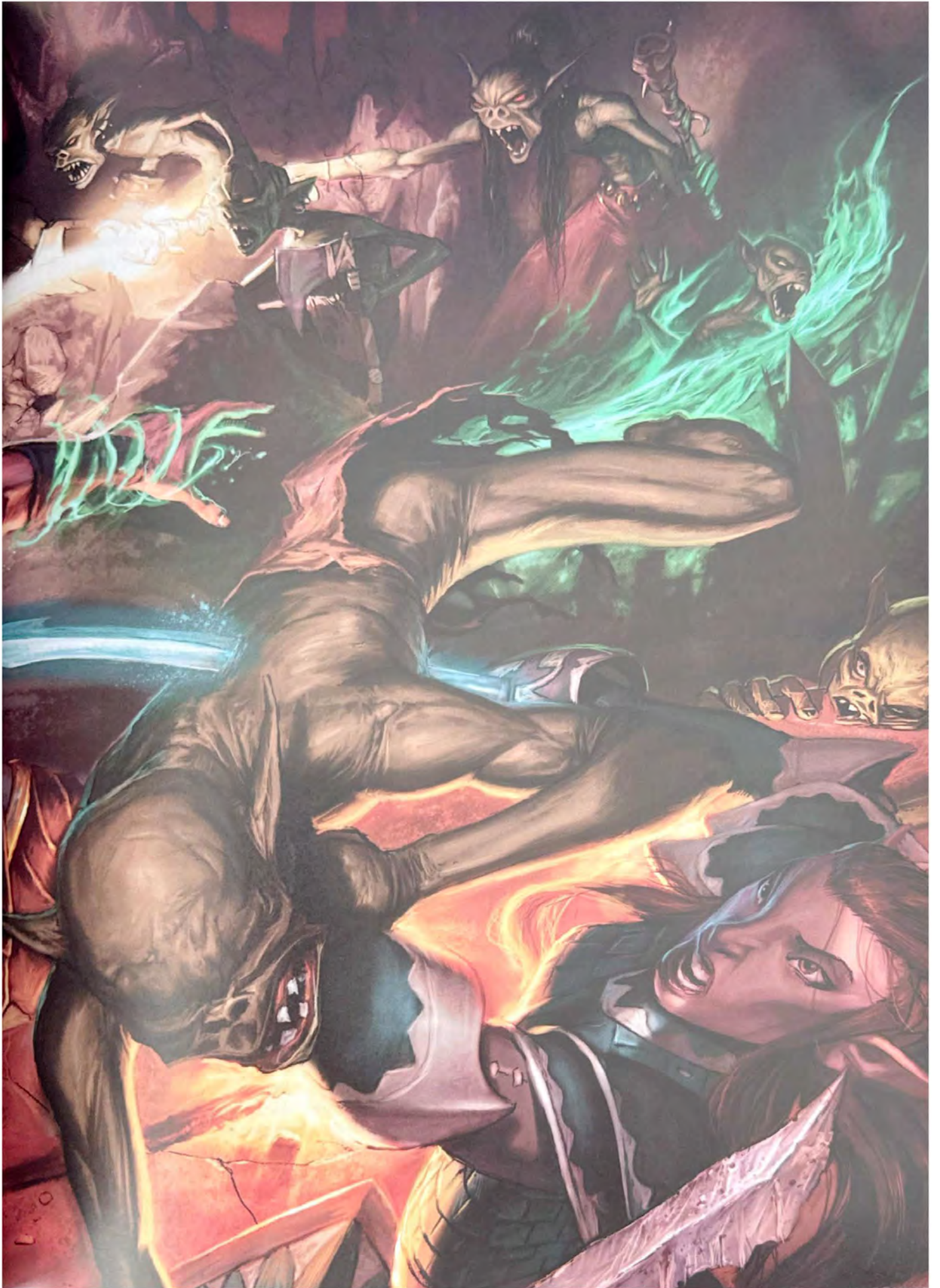
Combat encounters usually begin when you enter an area containing monsters. Sometimes the monsters enter your area instead—when werewolves attack your camp at night, for example—or you and the monsters stumble upon each other. You might meet on a road, or you might be exploring a dungeon when you run into a hostile patrol.

This chapter details the rules for combat.

- ♦ **The Combat Sequence:** The sequence of rounds and turns that make up a battle. Includes rules for rolling initiative.
- ♦ **Action Types:** The different types of actions that you can take on your turn and on other combatants' turns.
- ♦ **Taking Your Turn:** What to do at the start of your turn, during your turn, and at the end of your turn.
- ♦ **Attacks and Defenses:** How to choose a target, make an attack roll, deal damage, inflict various effects on your enemies, and make saving throws.
- ♦ **Attack Modifiers:** Various factors that affect attack rolls, including combat advantage, cover, and concealment.
- ♦ **Movement and Position:** Rules for speed, creature size, difficult terrain, obstacles, flanking, teleportation, and forced movement.
- ♦ **Actions in Combat:** The most common actions in a battle, from spending an action point to walking.
- ♦ **Healing:** Rules on hit points, healing surges, temporary hit points, and regeneration.
- ♦ **Death and Dying:** What happens when you drop to 0 hit points or fewer and how to escape death.



MAIT CAWOTTA



THE COMBAT SEQUENCE

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The *DUNGEONS & DRAGONS* game organizes the chaos of combat into a cycle of rounds and turns.

ROUNDS AND TURNS

- ◆ **Round:** In a round, every combatant takes a turn. A round represents about 6 seconds in the game world.
- ◆ **Turn:** On your turn, you take actions: a standard action, a move action, a minor action, and any number of free actions, in any order you wish. See "Action Types," page 267, for what you can do with these different actions.
- ◆ **Once per Round:** Some benefits are usable once per round. If you use such a benefit, you can't use it again until the start of your next turn.

The actions in a combat encounter happen almost simultaneously in the game world, but to make combat manageable, combatants take turns acting—like taking turns in a board game. If your turn comes up before an enemy's, your actions take place before the enemy's actions do. The order of turns is determined at the

beginning of a combat encounter, when combatants roll initiative.

A combat encounter follows these steps:

1. **Determine surprise.** The DM determines whether any combatants are surprised. If any combatants notice enemy combatants without being noticed in return, the aware combatants gain a surprise round.
2. **Establish positions.** The DM decides where the combatants are positioned on the battle grid. For example, if the PCs have just opened a door into a room, the DM might draw or arrange a depiction of the door and the room on the battle grid and then ask the players to arrange their miniatures near the door. Then the DM places miniatures that represent the monsters in the room.
3. **Roll initiative.** Everyone involved in a combat encounter rolls initiative, determining the order of combatants' turns. You roll initiative only at the beginning of a combat encounter.
4. **Take surprise round actions.** If any combatants gained a surprise round, they act in initiative order, each one taking a single action. (Surprised combatants take no actions during the surprise round.) The surprise round then ends, and the first regular round of combat begins.

VISUALIZING THE ACTION

When a combat encounter starts, it's time to turn your attention to the **battle grid**. The combat rules assume that you use *D&D Dungeon Tiles*, a poster map, a gridded white board, or an erasable, gridded mat to show the area where a battle takes place. The rules also assume that you use *D&D Miniatures* to represent the adventurers and the enemies they face.

A combat encounter can be played without such visual representations, but there are good reasons to use them.

- ◆ **Position is everything.** With a battle grid, you can easily determine whether your character can see a monster, whether the monster has cover, and whether you flank the monster.
- ◆ **Combat can be complex.** With five player characters and a bunch of monsters involved, having miniatures on the table helps everyone remember which monsters are down, who's attacking whom, and where everyone is.
- ◆ **Terrain matters.** An exciting combat encounter includes terrain features and hazards that make the environment an important part of the encounter. If you want to claim the magic circle or avoid the cursed stone, you need to know where they are.
- ◆ **Imagination sometimes needs help.** Your DM might describe a room with bubbling lava, a narrow stone bridge, overlooking ledges, and acid pits. It's a great

scene, but sometimes it's a little hard to imagine how all those pieces fit together. The battle grid helps by showing you exactly where all the elements of the scene are in relation to one another.

A 1-inch square on the battle grid represents a 5-foot square in the game world. So a dungeon room that is 40 feet by 50 feet would be 8 squares by 10 squares, which is a huge room but a good size for a busy combat encounter.

Characters and monsters are represented on the grid with miniature figures. If you don't have miniatures available, you can use coins, beads, or cardboard markers. You can use a creature in the game without having the exact miniature for it. If your character is a dwarf fighter with a mace, and all your dwarf miniatures have axes or swords (or you don't have any dwarf miniatures), choose the figure you like best. Just make sure that everyone at the table knows which object on the table stands for which combatant.

Miniatures for human-sized characters and monsters are a little more than 1 inch tall (about 32 millimeters) and stand on a base that fits in a 1-inch square. Plenty of creatures in the *D&D* game aren't human-sized, though. Larger creatures take up more space on the battle grid. For information about creature sizes on the battle grid, see "Creature Size and Space," page 282.

5. **Take turns.** In initiative order, every combatant takes a turn, which includes various actions. (Combatants can also take certain actions on one another's turns.)
6. **Begin the next round.** When every combatant has had a turn, the round ends. Begin the next round with the combatant who has the highest initiative.
7. **End the encounter.** Repeat steps 5 and 6 until the combatants on one side are captured, fleeing, unconscious, or dead. The encounter ends when the other side then takes a short rest or an extended rest.

INITIATIVE

Before the first round of combat, you roll initiative. Rolling initiative is a Dexterity check and follows the normal rules for ability checks. The DM rolls initiative for your enemies.

Throughout a battle, combatants act in order, from highest initiative result to lowest. The order in which combatants take their turns is called the **initiative order**. The initiative order remains the same from round to round, although a combatant's position in the order can change after delaying (page 288) or readying an action (page 291).

ROLLING INITIATIVE

To determine a combat encounter's initiative order, roll initiative. To do so, make a Dexterity check.

Roll 1d20 and add the following:

- ◆ One-half your level
- ◆ Your Dexterity modifier
- ◆ Any bonuses or penalties that apply

The result is your initiative for this encounter.

When combatants have the same initiative, the combatant with the higher initiative bonus (the total of one-half your level, your Dexterity modifier, and any bonuses) goes before the other. If their bonuses are the same, they can roll a die or flip a coin to break the tie.

THE SURPRISE ROUND

Some battles begin with a surprise round. A surprise round occurs if any combatants are unaware of enemy combatants' presence or hostile intentions. For example, if you fail your Perception check to notice hidden enemies, you're surprised. Or if supposed allies spring an attack and you failed your Insight check to notice the attackers' traitorous intentions, you're surprised. But if any of your allies made their Perception or Insight checks, they're not surprised.

When any combatants achieve surprise, they act in initiative order during the surprise round. Surprised combatants don't act at all during the surprise round.

THE SURPRISE ROUND

Two special rules apply to the surprise round.

- ◆ **Limited Action:** If you get to act in the surprise round, you can take a standard action, a move action, or a minor action (see "Action Types"). You can also take free actions, but you can't spend action points. After every nonsurprised combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.
- ◆ **Surprised:** If you're surprised, you can't take any actions (not even free actions, immediate actions, or opportunity actions), and you grant combat advantage (page 279) to all attackers. As soon as the surprise round ends, you are no longer surprised.

ACTION TYPES

A combat round is made up of actions. Firing an arrow, casting a spell, running across a room, opening a door—each of these activities, along with many others, is considered an action. You use different action types to do different things. For example, most attack powers are standard actions, and moving from one spot on the battlefield to another is normally a move action. (A few powers don't require an action to use.) See "Actions in Combat," page 286, for rules on many specific actions.

THE MAIN ACTION TYPES

A typical combat round includes actions of four types: standard actions, move actions, minor actions, and free actions.

THE MAIN ACTION TYPES

- ◆ **Standard Action:** Standard actions are the core of combat. You can normally take one standard action on your turn. *Examples:* most attack powers, charging an enemy, using your second wind.
- ◆ **Move Action:** Move actions involve movement from one place to another. You can normally take them only on your turn. *Examples:* walking, shifting.
- ◆ **Minor Action:** Minor actions are enabling actions, simple actions that usually lead to more exciting actions. You can normally take them only on your turn. *Examples:* pulling an item from a pouch or a sheath, opening a door or a treasure chest, picking up an item in your space or in an unoccupied square within reach.
- ◆ **Free Action:** Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant's turn. The DM can restrict the number of free actions in a turn. *Examples:* speaking a few sentences, dropping a held item, letting go of a grabbed enemy.

TRIGGERED ACTION TYPES

Two action types—opportunity actions and immediate actions—require triggers. A **trigger** is an action, an event, or an effect that allows you to use a triggered action. (Some powers require a trigger but are free actions or aren't actions at all.)

OPPORTUNITY ACTION

- ◆ **Trigger:** Opportunity actions allow you to take an action in response to an enemy letting its guard down. The one type of opportunity action that every combatant can take is an opportunity attack (page 290). Opportunity attacks are triggered by an enemy leaving a square adjacent to you or by an adjacent enemy making a ranged attack or an area attack.
- ◆ **Once per Combatant's Turn:** You can take no more than one opportunity action on each other combatant's turn. You can't take an opportunity action on your own turn.
- ◆ **Interrupts Action:** An opportunity action interrupts the action that triggered it.

There are two kinds of immediate actions: interrupts and reactions. Certain rules govern all immediate actions, whether they're immediate interrupts or immediate reactions.

IMMEDIATE ACTION

- ◆ **Trigger:** Each immediate action—usually a power—defines its specific trigger. The one type of immediate action that every combatant can take is a readied action (see "Ready an Action," page 291).
- ◆ **Once per Round:** You can take only one immediate action per round, either an immediate interrupt or an immediate reaction. If you take an immediate action, you can't take another one until the start of your next turn, but you can't take an immediate action on your own turn.
- ◆ **Interrupt:** An immediate interrupt lets you jump in when a certain trigger condition arises, acting before the trigger resolves. If an interrupt invalidates a triggering action, that action is lost. For example, an enemy makes a melee attack against you, but you use a power that lets you shift away as an immediate interrupt. If your enemy can no longer reach you, the enemy's attack action is lost.
- ◆ **Reaction:** An immediate reaction lets you act in response to a trigger. The triggering action, event, or condition occurs and is completely resolved before you take your reaction, except that you can interrupt a creature's movement. If a creature triggers your immediate reaction while moving (by coming into range, for example), you take your action before the creature finishes moving but after it has moved at least 1 square.

An immediate reaction might interrupt other actions a combatant takes after its triggering action. For example, if a power lets you attack as an immediate reaction when an attack hits you, your action happens before the monster that hit you can take any other action. If a monster has a power that lets it make two attack rolls against you as a standard action, and the first one hits, you can use an immediate reaction before the next attack roll.

TAKING YOUR TURN

When your turn comes up in the initiative order, it's time for you to act. Your turn has three parts: the start of your turn, the actions on your turn, and the end of your turn.

THE START OF YOUR TURN

Before you act, you keep track of certain effects. The start of your turn always takes place, even if you're unconscious, and it takes no time in the game world.

THE START OF YOUR TURN

- ◆ **Ongoing Damage:** If you're suffering ongoing damage (page 278), you take the damage now.
- ◆ **Regeneration:** If you have regeneration (page 293), you regain hit points now.
- ◆ **Other Effects:** Deal with any other effects that occur at the start of your turn.
- ◆ **End Effects:** Some effects end automatically at the start of your turn.
- ◆ **No Actions:** You can't take any actions at the start of your turn.

SUBSTITUTING ACTIONS

On your turn, you can take a move action or a minor action instead of a standard action, and you can take a minor action instead of a move action. Because you can substitute actions in this way, the three actions you get on your turn (in addition to any free actions) can vary.

Option A
Standard action
Move action
Minor action

Option B
Standard action
Two minor actions

Option C
Two move actions
Minor action

Option D
Move action
Two minor actions

Option E
Three minor actions

ACTIONS ON YOUR TURN

During your turn, you can take a few actions. You decide what to do with each, considering how your actions can help you and your allies achieve victory. See "Action Types," above, for definitions of the different actions you can take.

ACTIONS ON YOUR TURN

- ◆ **Your Actions:** You get the following three actions on your turn:
 - Standard action
 - Move action
 - Minor action
- ◆ **Free Actions:** You can take any number of free actions on your turn.
- ◆ **Any Order:** You can take your actions in any order you wish, and you can skip any of them.
- ◆ **Substitute Actions:** You can take a move action or a minor action instead of a standard action, and you can take a minor action instead of a move action.
- ◆ **Extra Action:** You can take an extra action by spending an action point (page 286).
- ◆ **Other Combatants' Actions:** Other combatants can take free actions on your turn, and you might take actions that trigger immediate actions or opportunity actions from other combatants.

THE END OF YOUR TURN

After you act, you keep track of any effects that stop at the end of your turn or that continue. The end of your turn always takes place, even if you're unconscious, and it takes no time in the game world.

THE END OF YOUR TURN

- ◆ **Saving Throws:** You now make a saving throw (page 279) against any effect on you that a save can end.
- ◆ **Check Actions Spent:** Some powers and effects can be sustained for multiple turns (see "Durations," page 278). Check that you spent the action required to sustain a power or an effect during your turn. If you didn't spend the action, the power or effect ends now.
- ◆ **End Effects:** Some effects end automatically at the end of your turn.
- ◆ **No Actions:** You can't take any actions at the end of your turn.

ACTIONS ON OTHER TURNS

Most of your actions take place on your turn. But you can take free actions on anyone's turn, and an event or another combatant's actions might provide an opportunity for you to take an immediate action or an opportunity action on someone else's turn. See "Action Types," above, for definitions of the different actions you can take.

ACTIONS ON OTHER TURNS

- ◆ **Opportunity Actions:** You can take one opportunity action on each other combatant's turn. An opportunity action must be triggered by an enemy's action.
- ◆ **Immediate Actions:** You can take one immediate action per round, either an immediate interrupt or an immediate reaction. An immediate action must be triggered by an event or an action on another combatant's turn.
- ◆ **Free Actions:** You can take any number of free actions on other combatants' turns.

ATTACKS AND DEFENSES

Battles in the D&D game are won through cleverly chosen attacks, able defenses, and luck. On a typical turn, you'll use your standard action to make an attack, whether you're a stalwart fighter, a wily rogue, or a devout cleric. And your defenses will be frequently tested by your foes' attacks.

When you attack, you make an attack roll to determine whether your attack hits your target. You roll a d20, add a bonus for whatever attack you're using, and compare the result to one of the target's four defenses: Armor Class, Fortitude, Reflex, or Will.

Each character has a number of attacks to choose from, including a basic attack (page 287). The exact attacks you have available depend on which powers you select for your character (see Chapter 4).

MAKING AN ATTACK

All attacks follow the same basic process:

1. Choose the attack you'll use. Each attack has an **attack type**.
2. Choose **targets** for the attack (page 272). Each target must be within **range** (page 273). Check whether you can **see** and **target** your enemies (page 273).
3. Make an **attack roll** (page 273).
4. Compare your attack roll to the target's **defense** (page 274) to determine whether you **hit** or **miss**.
5. Deal **damage** and apply other effects (page 276).



ATTACK TYPES

Attacks in the DUNGEONS & DRAGONS world take many forms. A fighter swings a greatsword at a foe. A ranger looses an arrow at a distant target. A dragon exhales a blast of fire. A wizard creates a burst of lightning. These examples illustrate the four attack types: melee, ranged, close, and area.

MELEE ATTACK

A melee attack usually uses a weapon and targets one enemy within your melee reach (your reach is usually determined by the weapon you're wielding). Attacking with a longsword or a polearm is a melee attack. Some powers allow you to make multiple melee attacks, against either multiple enemies or a single enemy.

MELEE ATTACK

- ◆ **Targeted:** Melee attacks target individuals. A melee attack against multiple enemies consists of separate attacks, each with its own attack roll and damage roll. Melee attacks don't create areas of effect (page 272).
- ◆ **Range:** A melee attack's range usually equals your melee reach. (Sometimes a power specifies that it affects only adjacent targets, though, so even if you're using a reach weapon, you can't attack more distant targets with that power.)
- ◆ **Reach:** Most characters have a reach of 1 square. Certain powers, feats, and weapons can increase your reach.

Simply wielding a weapon in each hand doesn't allow you to make two attacks in a round. If you hold two melee weapons, you can use either one to make a melee attack.

RANGED ATTACK

A ranged attack is a strike against a distant target. A ranged attack usually targets one creature within its range. Shooting a bow or casting a *magic missile* is a ranged attack.

RANGED ATTACK

- ◆ **Targeted:** Ranged attacks target individuals. A ranged attack against multiple enemies consists of separate attacks, each with its own attack roll and damage roll. Ranged attacks don't create areas of effect (page 272).
- If you're using a projectile weapon to make a ranged attack against multiple targets, you need one piece of ammunition for each target, and if you're using thrown weapons, you need one for each target.

- ◆ **Range:** Some powers set a specific range ("Ranged 10") or allow you to attack any target you can see ("Ranged sight"). If you're using a weapon, the attack's range is the range of your weapon, as shown on the Ranged Weapons table in Chapter 7.

Long Range: If you use a ranged weapon and your target is farther away than the weapon's normal range but within its long range, you take a -2 penalty to your attack roll. You can't hit a target beyond the weapon's long range. A ranged power that doesn't use a weapon has a normal range but no long range.

- ◆ **Provoke Opportunity Attacks:** If you use a ranged power while adjacent to an enemy, that enemy can make an opportunity attack against you.

CLOSE ATTACK

A close attack is an area of effect that comes directly from you; its origin square is within your space. Swinging your sword in an arc to hit every enemy next to you with one blow, creating a blast of fire from your hands, or causing radiant energy to burst from your holy symbol—these are all examples of close attacks.

Close attacks include two basic categories of powers: weapon attacks that damage multiple enemies with one swing, and powers created from energy that flows directly from your body or an object you carry.

CLOSE ATTACK

- ◆ **Area of Effect:** A close attack creates an area of effect, usually a blast or a burst. A close attack affects certain targets within its area of effect, which has a certain size. A close attack's area of effect and targets are specified in its power description (see Chapter 4).
- ◆ **Origin Square:** A close attack's area of effect defines the attack's origin square, which is the attack's starting point. A close burst uses your space as its origin square. A close blast uses a square within your space as its origin square. For a target to be affected by a close attack, there must be line of effect from the origin square to the target (see "Seeing and Targeting," page 273).
- ◆ **Multiple Attack Rolls but One Damage Roll:** When you make a close attack, you make a separate attack roll against each target in the area of effect, but you make a single damage roll that affects all the targets. A Large or larger creature hit by a close attack is affected only once by the attack, even if multiple squares of the creature's space are in the area of effect.

If you're using a projectile weapon to make a close attack, you need one piece of ammunition for each target, and if you're using thrown weapons, you need one for each target.

AREA ATTACK

Area attacks are similar to close attacks, except that the origin square can be some distance away from you. An area attack's area of effect sets the shape of the attack and the targets it affects. A ball of fire that streaks across the battlefield and explodes is an example of an area attack. A magical wall of fog that springs from the ground to obscure a dungeon corridor is another example.

Area attacks include two categories of powers: projectiles that detonate in their origin squares and effects that appear far away from you and fill an area.

AREA ATTACK

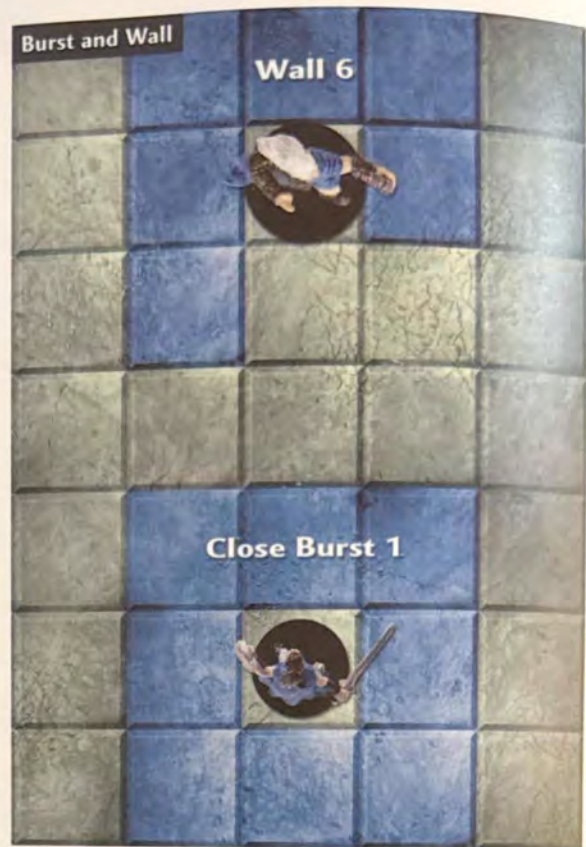
- ◆ **Area of Effect:** An area attack creates an area of effect, usually a burst or a wall, within range. An area attack affects certain targets within its area of effect, which has a certain size. An area attack's area of effect, range, and targets are specified in its power description (see Chapter 4).
- ◆ **Origin Square:** You choose a square within an area attack's range as the attack's origin square, which is where you center or start the area of effect. You need line of effect from a square in your space to the origin square (see "Seeing and Targeting," page 273). For a target to be affected by an area attack, there needs to be line of effect from the origin square to the target. You don't have to be able to see the origin square or the target, and concealment (page 281) between the origin square and the target doesn't apply.
- ◆ **Multiple Attack Rolls but One Damage Roll:** When you make an area attack, you make a separate attack roll against each target in the area of effect, but you make a single damage roll that affects all the targets. A Large or larger creature hit by an area attack is affected only once by the attack, even if multiple squares of the creature's space are in the area of effect.
If you're using a projectile weapon to make an area attack, you need one piece of ammunition for each target, and if you're using thrown weapons, you need one for each target.
- ◆ **Provoke Opportunity Attacks:** If you use an area power while adjacent to an enemy, that enemy can make an opportunity attack against you.

AREAS OF EFFECT

Most area attacks and close attacks have one of three areas of effect: a blast, a burst, or a wall.

AREAS OF EFFECT

- ◆ **Blast:** A blast fills an area adjacent to you that is a specified number of squares on a side. For example, the wizard power *thunderwave* is a blast 3, which means the power affects a 3-square-by-3-square area adjacent to you. The blast must be adjacent to its origin square, which is a square in your space. The origin square is not affected by the blast. A blast affects a target only if the target is in the blast's area and if there is line of effect from the origin square to the target.
- ◆ **Burst:** A burst starts in an origin square and extends in all directions to a specified number of squares from the origin square. For example, the cleric power *flame strike* is a burst 2 within 10 squares of you, which means the power originates in a square up to 10 squares away from you and affects the origin square and every square within 2 squares of it (a 5-square-by-5-square area). Unless a power description notes otherwise, a close burst you create does not affect you. However, an area burst you create does affect you. A burst affects a target only if there is line of effect from the burst's origin square to the target.



- ◆ **Wall:** A wall fills a specified number of contiguous squares within range, starting from an origin square. Each square of the wall must share a side—not just a corner—with at least one other square of the wall, but a square can share no more than two sides with other squares in the wall (this limitation does not apply when stacking squares on top of each other). You can shape the wall however you like within those limitations. A solid wall, such as a wall of ice, cannot be created in occupied squares.

CHOOSING TARGETS

If you want to use a power against an enemy, the enemy must be within the range of your power, and you have to be able to target the enemy. Many powers allow you to target multiple enemies. Each of these enemies must be an eligible target.

When you use a melee attack or a ranged attack against a hidden target, you often have to guess the target's location (see "Targeting What You Can't See," page 281).

RANGE

The first step in choosing targets for an attack is to check the attack's range. Range is the distance from you to a target (or to the attack's origin square). The range of each power is noted in its description.

To determine the range between you and a target, count the number of squares between you, including at least one square that the target occupies. If a target's space is larger than 1 square, you can target that enemy if any square of its space is within range or within the area of effect of your attack.

Counting Distance: When counting the distance from one square to another, start counting from any adjacent square (even one that is diagonally adjacent but around a corner) and then count around solid obstacles that fill their squares. You must choose the most direct path to a target when counting squares for range or when determining the extent of an area of effect.

Adjacent Squares: Two squares are adjacent if a side or a corner of one touches a side or a corner of the other. Two creatures or objects are adjacent if one of them occupies a square adjacent to a square occupied by the other.

Nearest Creature or Square: To determine the nearest creature or square to you, count distance normally. When two or more squares or creatures are equally close, you can pick either one as the nearest.

Personal: When you use a power with a range of personal, you affect only yourself. Examples include creating magic armor on yourself or giving yourself the ability to fly.

SEEING AND TARGETING

Cluttered dungeon chambers, dense forests, or brooding ruins offer plenty of places for your enemies to hide. Figuring out whether you can see and target a particular enemy from where you're standing is often important.

Line of Sight: The first question is what you can see in an encounter area—that is, what is in your line of sight.

To determine whether you can see a target, pick a corner of your space and trace an imaginary line from that corner to any part of the target's space. You can see the target if at least one line doesn't pass through or touch an object or an effect—such as a wall, a thick curtain, or a cloud of fog—that blocks your vision.

Even if you can see a target, objects and effects can still partially block your view. If you can see a target but at least one line passes through an obstruction, the target has cover or concealment

(page 280). You can see a gnomish archer crouching behind a rock wall, but the wall makes him more difficult to hit, because the wall gives him cover. You can see a goblin standing at the edge of a fog cloud, but the fog makes him a shadowy figure, giving him concealment.

Line of Effect: You can target a creature or a square if there's an unblocked path between it and you—that is, if you have line of effect to it. If every imaginary line you trace to a target passes through or touches a solid obstacle, you don't have line of effect to the target.

Fog, darkness, and other types of obscured squares block vision, but they don't block line of effect. If you hurl a fireball into a pitch-black room, you don't have to see your enemies for the fireball to hit them. In contrast, you can see through a transparent wall of magical force, but you don't have line of effect through it. You can see the snarling demon on the other side, but the wall blocks attacks.

You need line of effect to any target you attack and to any space in which you wish to create an effect. When you make an area attack, you need line of effect to the attack's origin square. To hit a target with the attack, there must be line of effect from the origin square to the target.





ATTACK ROLL

To determine whether an attack succeeds, you make an attack roll. You roll a d20 and add your base attack bonus for that power. A power's base attack bonus measures your accuracy with that attack and is the total of all modifiers that normally apply to it.

ATTACK ROLL

Roll 1d20 and add the following:

- ◆ The attack power's base attack bonus
- ◆ Situational attack modifiers (page 279) that apply
- ◆ Bonuses and penalties from powers affecting you

The power you use dictates which ability modifier adds to your base attack bonus and which of your target's defenses you compare the result against. For example:

Melee basic attack	Strength vs. AC
Ranged basic attack	Dexterity vs. AC
Stunning steel	Strength vs. Fortitude
Fireball	Intelligence vs. Reflex
Cause fear	Wisdom vs. Will

Your base attack bonus can change temporarily in certain circumstances, such as when you're affected by a power that gives you an attack bonus or penalty, when a feat or a magic item gives you a bonus in certain circumstances, or when attack modifiers apply (page 279).

ATTACK BONUSES

When you create your character, you should determine your base attack bonus for each power you know, including your basic attacks. Your base attack bonus for a power includes the following:

- ◆ One-half your level
- ◆ The ability score modifier used for the attack (the power you use specifies which ability)

In addition, any of the following factors might apply to an attack's base attack bonus:

- ◆ Your weapon's proficiency bonus (if you're using a weapon you're proficient with)
- ◆ Racial or feat bonuses
- ◆ An enhancement bonus (usually from a magic weapon or an implement)
- ◆ An item bonus
- ◆ A power bonus
- ◆ Untyped bonuses

Example: Melech, a 7th-level tiefling wizard, attempts to hit three enemies with *fireball*, an Intelligence vs. Reflex attack. His attack roll against each target gets a +10 bonus, which includes +3 for one-half his level, his +5 Intelligence modifier, the +1 feat bonus from *Hellfire Blood*, and the +1 enhancement bonus from his +1 *wand of witchfire*. He could add a +2 bonus from his *Wand of Accuracy* class feature against one of his targets and a +1 racial bonus against any bloodied targets from his *Bloodhunt* racial trait.

DEFENSES

Your ability to avoid injury and other ill effects is measured by four defenses: Armor Class, Fortitude, Reflex, and Will. Your defense scores rate how hard it is for an enemy to affect you with attacks.

Armor Class (AC) measures how hard it is for your enemies to land a significant blow on you with a weapon or a magical effect that works like a weapon. Some characters have a high AC because they are extremely quick or intelligent and able to dodge well, while other characters have a high AC because they wear heavy protective armor that is difficult to penetrate.

Fortitude measures the inherent toughness, mass, strength, and resilience of your physique. It is the key defense against attacks that include effects such as disease, poison, and forced movement.

Reflex measures your ability to predict attacks or to deflect or dodge an attack. It's useful against areas of effect such as dragon breath or a *fireball* spell.

Will is your defense against effects that daze, disorient, confuse, or overpower your mind. It measures your strength of will, self-discipline, and devotion.

DEFENSE SCORES

You determine your defense scores as follows.

- ◆ **Base Defense:** All defenses start with 10 + one-half your level.
- ◆ **Armor Class:** Add the armor bonus of the armor you wear and the shield bonus of the shield you carry. If you're wearing light armor or no armor, also add your Dexterity modifier or Intelligence modifier, whichever is higher.
- ◆ **Fortitude:** Add your Strength modifier or Constitution modifier, whichever is higher.
- ◆ **Reflex:** Add your Dexterity modifier or Intelligence modifier, whichever is higher. If you're using a shield, add its shield bonus.
- ◆ **Will:** Add your Wisdom modifier or Charisma modifier, whichever is higher.

Also add any of the following that apply:

- ◆ Racial or feat bonuses
- ◆ An enhancement bonus (usually from a neck slot magic item)
- ◆ An item bonus
- ◆ A power bonus
- ◆ Untyped bonuses

Your defenses can change temporarily in certain circumstances—for instance, if you're affected by a power or condition that increases or lowers your defense scores, or if a feat or a magic item gives you a bonus under certain circumstances.

Example: Brandis, a 23rd-level human fighter, has the following defenses.

AC 38 = 10 + 11 (one-half level) + 11 (armor bonus from warplate armor) + 2 (shield bonus from a heavy shield) + 4 (enhancement bonus from +4 battleforged armor).

Reflex 31 = 10 + 11 (one-half level) + 1 (racial bonus) + 2 (Dexterity modifier) + 2 (shield bonus from a heavy shield) + 5 (enhancement bonus from *cloak of resistance* +5).

Fortitude 35 = 10 + 11 (one-half level) + 1 (racial bonus) + 2 (fighter class) + 6 (Strength modifier) + 5 (enhancement bonus from *cloak of resistance* +5)

Will 31 = 10 + 11 (one-half level) + 1 (racial bonus) + 2 (Wisdom modifier) + 2 (feat bonus from Iron Will) + 5 (enhancement bonus from *cloak of resistance* +5)

When Brandis's warlord ally uses her *hallowed ground* power, he gains a +2 power bonus to all defenses when he stands within the power's zone.

BONUSES AND PENALTIES

Attack rolls, damage rolls, defenses, skill checks, and ability checks are often modified by bonuses and penalties.

Bonuses: There's one important rule for bonuses: Don't add together bonuses of the same type to the same roll or score. If you have two bonuses of the same type that apply to the same roll or score, use the higher bonus.

An **armor bonus** is granted by your armor. The bonus applies as long as you wear the armor.

An **enhancement bonus** augments your attack rolls and damage rolls or your defenses. You gain an enhancement bonus to AC when wearing magic armor, an enhancement bonus to attack rolls and damage rolls when wielding a magic weapon or implement, and an enhancement bonus to Fortitude, Reflex, and Will when wearing a magic item that occupies the neck item slot (see page 249). You can benefit from a magic weapon, magic armor, and a magic cloak at the same time, since their enhancement bonuses add to different rolls or scores.

A **feat bonus** is granted by a feat. The bonus applies as long as you have the feat.

An **item bonus** is granted by certain magic items. The bonus applies as long as you wear the item.

A **power bonus** derives from a power or a class feature. Power bonuses are usually temporary or situational.

The **proficiency bonus** gained from proficiency with a weapon applies to attack rolls made using that weapon. You gain the proficiency bonus only when using powers that have the weapon keyword.

A **racial bonus** is granted by your race. An elf's Group Awareness trait, for example, grants non-elf allies within 5 squares a +1 racial bonus to Perception checks.

A **shield bonus** is granted by your shield. Shield bonuses apply to AC and Reflex defense. Powers, feats, or magic items might provide a shield bonus; these typically help only characters who aren't using shields.

Some bonuses are **untyped** ("a +2 bonus"). Most of these are situational and add together with other bonus you have, including other untyped bonuses.

Penalties: Unlike bonuses, penalties don't have types. Penalties add together, unless they're from the same power. If two monsters attack you with the same power and each causes you to take a penalty to a particular roll or score, you don't add the penalties together; you take the worst penalty.

A penalty might be effectively canceled by a bonus and vice versa. If you gain a +2 bonus to attack rolls and take a -2 penalty to attack rolls at the same time, you end up with a +0 modifier.

ATTACK RESULTS

You resolve an attack by comparing the total of your attack roll (1d20 + base attack bonus + attack modifiers) to the appropriate defense score. If your roll is higher than or equal to the defense score, you hit. Otherwise, you miss.

When you hit, you usually deal damage and sometimes produce some other effect. When you're using a power, the power description tells you what happens when you hit. Some descriptions also say what happens when you miss or when you score a critical hit.

ATTACK RESULTS

When you make an attack, compare your attack roll to the appropriate defense score of the target.

- ◆ **Hit:** If the attack roll is higher than or equal to the defense score, the attack hits and deals damage, has a special effect, or both.

Automatic Hit: If you roll a natural 20 (the die shows a 20), your attack automatically hits.

Critical Hit: If you roll a natural 20 (the die shows a 20), your attack might be a critical hit (page 278). A critical hit deals maximum damage, and some powers and magic items have an extra effect on a critical hit.

- ◆ **Miss:** If your attack roll is lower than the defense score, the attack misses. Usually, there's no effect. Some powers have an effect on a miss, such as dealing half damage.

Automatic Miss: If you roll a natural 1 (the die shows a 1), your attack automatically misses.

DAMAGE

When you hit with an attack, you normally deal damage to your target, reducing the target's hit points. The damage you deal depends on the power you use for the attack. Most powers deal more damage than basic attacks do, and high-level powers generally deal more damage than low-level ones. If you use a weapon to make the attack, your weapon also affects your damage. If you use a greataxe to deliver a power, you deal more damage than if you use a dagger with the same power.

DAMAGE ROLLS

- ◆ Roll the damage indicated in the power description. If you're using a weapon for the attack, the damage is some multiple of your weapon damage dice.
- ◆ Add the ability modifier specified in the power description. Usually, this is the same ability modifier you used to determine your base attack bonus for the attack.

In addition, any of the following factors might apply to a damage roll:

- ◆ Racial or feat bonuses
- ◆ An enhancement bonus (usually from a magic weapon or an implement)
- ◆ An item bonus
- ◆ A power bonus
- ◆ Untyped bonuses

Weapon Damage Dice: A [W] in a damage expression stands for your weapon's damage dice. (The weapon tables on pages 218-219 show damage dice for all weapons.) The number before the [W] indicates the number of times you roll your weapon dice. If a power's damage is "2[W] + Strength modifier" and you use a dagger (1d4 damage), roll 2d4, then add your Strength modifier. If you use a heavy flail (2d6 damage) with the same power, roll 4d6, then add your Strength modifier.

Damage Types: In addition to normal damage, such as the damage a weapon or a monster's claws deal, powers and other effects can deal specific types of damage. For example, a hell hound's breath deals fire damage, a scorpion's sting deals poison damage, a mind flayer's telepathic blast deals psychic damage, and a wraith's touch deals necrotic damage.

When a power deals a specific type of damage, the power description specifies the type before the word "damage." A fireball deals 3d6 + Intelligence modifier fire damage, for example. All the damage it deals is fire damage. If a power doesn't specify a damage type, the damage has no type.

Example: Valenae, a 12th-level eladrin paladin, hits a foe with *thunder smite*. The attack deals 2[W] + Strength modifier thunder damage and knocks the target prone. The damage would be 2d8 (longsword's 1d8 × 2) + 7. The +7 bonus includes her +3 Strength modifier, a +2 feat bonus (Weapon Focus), and a +2 enhancement bonus (from her +2 *thundering longsword*).

If she scores a critical hit, she deals maximum damage of 23 points and adds 2d6 thunder damage from her *thundering longsword*. If she wanted to use her *thundering longsword*'s daily power on this hit, she would add 8 thunder damage and push 1.

RESISTANCE AND VULNERABILITY

Some creatures are resistant or vulnerable to certain types of damage. Some powers can grant you a similar resistance, or impose vulnerability on an enemy.

Resist: Resistance means you take less damage from a specific damage type. If you have resist 5 fire, then any time you take fire damage, you reduce that damage by 5. (An attack can't do less than 0 damage to you.)

Vulnerable: Being vulnerable to a damage type means you take extra damage from that damage type.



If you have vulnerable 5 fire, then any time you take fire damage, you take an additional 5 fire damage.

Some creatures have additional weaknesses tied to damage types. For example, if you use cold against an elemental made of magma, you might slow it or otherwise hinder its moves or attacks.

CONDITIONS

Powers, monsters, traps, and the environment can all cause conditions. A condition imposes a penalty, a vulnerability, a hindrance, or a combination of effects.

The Remove Affliction ritual (page 311) can be useful for eliminating a long-lasting condition that affects you.

BLINDED

- ◆ You grant combat advantage.
- ◆ You can't see any target (your targets have total concealment).
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank an enemy.

DAZED

- ◆ You grant combat advantage.
- ◆ You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions.
- ◆ You can't flank an enemy.

DEAFENED

- ◆ You can't hear anything.
- ◆ You take a -10 penalty to Perception checks.

DOMINATED

- ◆ You're dazed.
- ◆ The dominating creature chooses your action. The only powers it can make you use are at-will powers.

DYING

- ◆ You're unconscious.
- ◆ You're at 0 or negative hit points.
- ◆ You make a death saving throw every round.

HELPLESS

- ◆ You grant combat advantage.
- ◆ You can be the target of a coup de grace.

Note: Usually you're helpless because you're unconscious.

IMMOBILIZED

- ◆ You can't move from your space, although you can teleport and can be forced to move by a pull, a push, or a slide.

MARKED

- ◆ You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.

PETRIFIED

- ◆ You have been turned to stone.
- ◆ You can't take actions.

- ◆ You gain resist 20 to all damage.
- ◆ You are unaware of your surroundings.
- ◆ You don't age.

PRONE

- ◆ You grant combat advantage to enemies making melee attacks against you.
- ◆ You can't move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide.
- ◆ You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ◆ You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.)
- ◆ You take a -2 penalty to attack rolls.
- ◆ You can drop prone as a minor action.

RESTRAINED

- ◆ You grant combat advantage.
- ◆ You're immobilized.
- ◆ You can't be forced to move by a pull, a push, or a slide.
- ◆ You take a -2 penalty to attack rolls.

SLOWED

- ◆ Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop if you have already moved 2 or more squares.

STUNNED

- ◆ You grant combat advantage.
- ◆ You can't take actions.
- ◆ You can't flank an enemy.

SURPRISED

- ◆ You grant combat advantage.
- ◆ You can't take actions.
- ◆ You can't flank an enemy.

UNCONSCIOUS

- ◆ You're helpless.
- ◆ You take a -5 penalty to all defenses.
- ◆ You can't take actions.
- ◆ You fall prone, if possible.
- ◆ You can't flank an enemy.

WEAKENED

- ◆ Your attacks deal half damage. Ongoing damage you deal is not affected.

INSUBSTANTIAL

Some creatures, such as wailing ghosts, are insubstantial, and some powers can make you insubstantial. When you are insubstantial, you take half damage from any attack that deals damage to you. Ongoing damage is also halved.

ONGOING DAMAGE

Some powers deal extra damage on consecutive turns after the initial attack. An efreet might hit you with a burst of fire that sets you alight, dealing ongoing fire damage. When a snake's venom courses through your blood, it deals ongoing poison damage. A mummy's rotting touch deals ongoing necrotic damage, and a kruthik's corrosive spittle deals ongoing acid damage.

ONGOING DAMAGE

- ◆ **Start of Your Turn:** You take the specified damage at the start of your turn. *Example:* If you're taking ongoing 5 fire damage, you take 5 points of fire damage at the start of your turn.
- ◆ **Saving Throw:** Each round at the end of your turn, make a saving throw (page 279) against ongoing damage. If you succeed, you stop taking the ongoing damage.
- ◆ **Different Types of Ongoing Damage:** If effects deal ongoing damage of different types, you take damage from each effect every round. You make a separate saving throw against each damage type.
- ◆ **The Same Type of Ongoing Damage:** If effects deal ongoing damage of the same type, or if the damage has no type, only the higher number applies. *Example:* You're taking ongoing 5 damage (no type) when a power causes you to take ongoing 10 damage. You're now taking ongoing 10 damage, not 15.

CRITICAL HITS

When you roll a natural 20 and your total attack roll is high enough to hit your target's defense, you score a critical hit, also known as a crit.

CRITICAL HIT DAMAGE

- ◆ **Natural 20:** If you roll a 20 on the die when making an attack roll, you score a critical hit if your total attack roll is high enough to hit your target's defense. If your attack roll is too low to score a critical hit, you still hit automatically.
- ◆ **Precision:** Some class features and powers allow you to score a critical hit when you roll numbers other than 20 (only a natural 20 is an automatic hit).
- ◆ **Maximum Damage:** Rather than roll damage, determine the maximum damage you can roll with your attack. This is your critical damage. (Attacks that don't deal damage still don't deal damage on a critical hit.)
- ◆ **Extra Damage:** Magic weapons and implements, as well as high crit weapons, can increase the damage you deal when you score a critical hit. If this extra damage is a die roll, it's not automatically maximum damage; you add the result of the roll.

You automatically score a critical hit when you deal a coup de grace (page 288).

FORCING MOVEMENT

Some powers allow you to force your target to move in specific ways. Depending on the power, you can pull, push, or slide your target (see "Pull, Push, and Slide," page 285).

DURATIONS

Many powers take effect and then end; their effects are instantaneous, perhaps as brief as a single swing of your sword. Some powers last beyond your turn, however.

Unless otherwise noted, a power is instantaneous and has no lasting effect. The two types of durations are conditional and sustained.

DURATIONS

- ◆ **Conditional Durations:** These effects last until a specified event occurs.
 - Until the Start of Your Next Turn:* The effect ends when your next turn starts.
 - Until the End of Your Next Turn:* The effect ends when your next turn ends.
 - Until the End of the Encounter:* The effect ends when you take a rest (short or extended) or after 5 minutes.
 - Save Ends:* The effect ends when the target makes a successful saving throw against it.
- ◆ **Sustained Durations:** An effect that has a "sustain standard," a "sustain move," or a "sustain minor" duration lasts as long as you sustain it. Starting on the turn after you create an effect, you sustain the effect by taking the indicated action: a standard action, a move action, or a minor action. (You can sustain an effect once per turn.) Some effects do something, such as attack, when you sustain them. A power's description indicates what happens when you sustain it or let it lapse. At the end of your turn, if you haven't spent the required action to sustain the effect, the effect ends.
- ◆ **Overlapping Durations:** If a target is affected by multiple powers that have the same effect but end at different times, the effect with the most time remaining applies.

Unless a description says otherwise, you can sustain a power with a sustained duration for as long as 5 minutes. However, you can't rest while sustaining a power, so you can't regain the use of your encounter powers or second wind until you stop sustaining a power.

Rituals (see Chapter 10) can create effects that last for hours, days, or years.

SAVING THROWS

When you're under a persistent effect or condition that can be ended by a save ("save ends"), you have a chance to escape the effect each round at the end of your turn. You do that by making a saving throw, which is a d20 roll unmodified by your level or ability modifiers. A successful saving throw is called a **save**.

SAVING THROWS

- ◆ **End of Turn:** At the end of your turn, you make a saving throw against each effect on you that a save can end. Roll a d20, with one of the following results:
 - Lower than 10: Failure. The effect continues.
 - 10 or higher: Success. The effect ends.
- ◆ **Choose Order:** Whenever you make a saving throw, you choose which effect to roll against first, which effect to roll against second, and so on.
- ◆ **Modifiers:** A saving throw normally doesn't include modifiers; it's just a d20 roll. Some powers, feats, or racial traits might modify a saving throw.

A saving throw gives you slightly better than even odds to shake off an effect. Most of the time, you can't improve the odds, and your chance of success doesn't have anything to do with an effect's severity. What makes a giant snake's poison worse than a normal snake's is not how hard it is to shake off the poison's effects, but how easily it affects you in the first place (its attack bonus) and what it does to you while it remains in your system (its ongoing damage or other effect).

Each round, at the end of your turn, you roll a saving throw against each effect on you. Sometimes an effect is a single condition or one type of ongoing damage (page 278). Another kind of effect is like an imp's hellish poison, which includes both ongoing poison damage and a -2 penalty to Will defense. You don't make separate saving throws against the ongoing poison damage and the Will defense penalty; you make a single saving throw each round against the hellish poison itself.

Some powers create effects that require multiple saving throws to fully escape. These powers include **aftereffects** that apply after you save against the initial effect. For example, a power might knock you unconscious until you save but have an aftereffect that slows you. Once you save against the unconscious condition, you need to save against the slowed condition before you've fully escaped the power's effects.

An aftereffect doesn't begin until after you've rolled all your saving throws at the end of your turn. This means you can't make a saving throw against an aftereffect at the end of the same turn when you saved against the initial effect.

ATTACK MODIFIERS

ATTACK MODIFIERS

Combat rarely consists of foes standing toe to toe and bashing each other. Movement and position are key; if one archer can fire from behind a tree at an enemy archer out in the open, the one using the tree for cover enjoys an advantage. Similarly, the use of magic or special abilities often creates opportunities you can exploit. If your wizard ally turns you invisible, you can easily evade your enemies, but if an enemy wizard stuns you with a spell, you drop your guard, and your enemies can easily gang up on you.

Temporary advantages and disadvantages in combat are reflected in a set of common attack modifiers. An attack modifier is a bonus or a penalty that applies to your attack roll. Add the modifier to your base attack bonus when you make an attack.

ATTACK MODIFIERS

Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

COMBAT ADVANTAGE

One of the most common attack modifiers is combat advantage. Combat advantage represents a situation in which the defender can't give full attention to defense. The defender is pressed by multiple enemies at the same time, stunned, distracted, or otherwise caught off guard. When you have combat advantage against a target, you gain a +2 bonus to your attack rolls against that target.

Some powers require you to have combat advantage in order to use them against a target, and other powers have a better effect against a target you have combat advantage against. If a feat, power, or other ability grants you a benefit when you have combat advantage, that benefit applies only against a target you have combat advantage against.

COMBAT ADVANTAGE

- ◆ **+2 Bonus to Attack Rolls:** You gain a +2 bonus to your attack roll when you have combat advantage against the target of your attack.
- ◆ **Able to See Target:** You must be able to see a target to gain combat advantage against it.

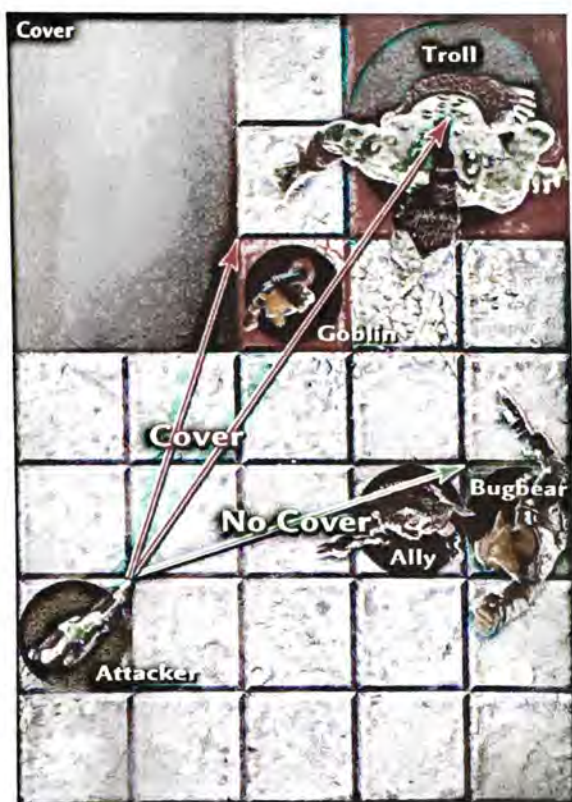
The following situations give an attacker combat advantage against a defender.

When a defender is ...

- Balancing (page 180)
- Blinded (page 277)
- Climbing (page 182)
- Dazed (page 277)
- Flanked by the attacker (page 285)
- Helpless (page 277)
- Prone (melee attacks only) (page 277)
- Restrained (page 277)
- Running (page 291)
- Squeezing (page 292)
- Stunned (page 277)
- Surprised (page 277)
- Unable to see the attacker (page 281)
- Unconscious (page 277)

Once per encounter, you can try to gain combat advantage against a target by making a Bluff check (page 183).

Combat advantage is relative. In any given pair of combatants, either, both, or neither might have combat advantage against the other. It's possible for a single creature to be adjacent to one enemy that has combat advantage against it and a second enemy that does not.



COVER AND CONCEALMENT

Many types of terrain offer you places to hide or obstructions you can duck behind in order to avoid attacks. Solid obstructions that can physically deflect or stop objects are considered cover. Objects or effects that don't physically impede an attack but instead hide you from an enemy's view are considered concealment.

COVER

Enemies behind a low wall, around a corner, or behind a tree enjoy some amount of cover; you can't hit them as easily as you normally could.

COVER

- ◆ **Cover (-2 Penalty to Attack Rolls):** The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall.
- ◆ **Superior Cover (-5 Penalty to Attack Rolls):** The target is protected by a significant terrain advantage, such as when fighting from behind a window, a portcullis, a grate, or an arrow slit.
- ◆ **Area Attacks and Close Attacks:** When you make an area attack or a close attack, a target has cover if there is an obstruction between the origin square and the target, not between you and the target.
- ◆ **Reach:** If a creature that has reach attacks through terrain that would grant cover if the target were in it, the target has cover. For example, even if you're not in the same square as a small pillar, it gives you cover from the attack of an ogre on the other side of the pillar.
- ◆ **Creatures and Cover:** When you make a ranged attack against an enemy and other enemies are in the way, your target has cover. Your allies never grant cover to your enemies, and neither allies nor enemies give cover against melee, close, or area attacks.
- ◆ **Determining Cover:** To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack's origin square) and trace imaginary lines from that corner to every corner of any one square the target occupies. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover. (A line isn't blocked if it runs along the edge of an obstacle's or an enemy's square.) If three or four of those lines are blocked but you have line of effect, the target has superior cover.

CONCEALMENT

If you can't get a good look at your target, it has concealment from you, which means your attack rolls take a penalty against that target. You might be fighting in an area of dim light (see "Vision and Light," page 262), in an area filled with smoke or mist, or among terrain features that get in the way of your vision, such as foliage.

OBSCURED SQUARES

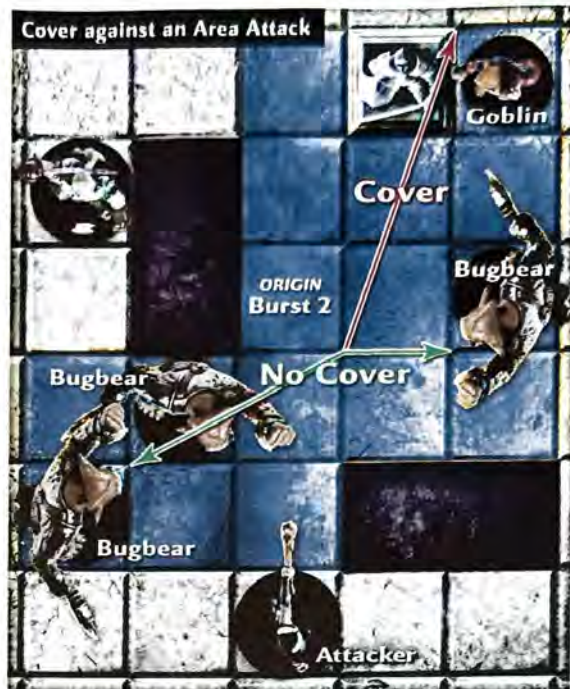
- ◆ **Lightly Obscured:** Squares of dim light, foliage, fog, smoke, heavy falling snow, or rain are lightly obscured.
- ◆ **Heavily Obscured:** Squares of heavy fog, heavy smoke, or heavy foliage are heavily obscured.
- ◆ **Totally Obscured:** Squares of darkness are totally obscured.

Effects that cause concealment obscure vision without preventing attacks.

CONCEALMENT

- ◆ **Concealment (-2 Penalty to Attack Rolls):** The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.
- ◆ **Total Concealment (-5 Penalty to Attack Rolls):** You can't see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you.
- ◆ **Melee Attacks and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

Part of the challenge of attacking a target you can't see is knowing where to direct your attack. You have to choose a square to attack, and the target might not



ATTACK MODIFIERS

even be in that square (see "Targeting What You Can't See," below).

A variety of powers and other effects can render you invisible, effectively giving you total concealment.

INVISIBLE

- ◆ You can't be seen by normal forms of vision.
- ◆ You have combat advantage against any enemy that can't see you.
- ◆ You don't provoke opportunity attacks from enemies that can't see you.

TARGETING WHAT YOU CAN'T SEE

If you're fighting a creature you can't see—when a creature is invisible, you're blinded, or you're fighting in darkness you can't see through—you have to target a square rather than the creature. You also have to figure out which square to attack. Here's how it works.

Invisible Creatures and Stealth: If an invisible creature is hidden from you ("Stealth," page 188), you can neither hear nor see it, and you have to guess what space it occupies. If an invisible creature is not hidden from you, you can hear it or sense some other sign of its presence and therefore know what space it occupies, although you still can't see it.

Make a Perception Check: On your turn, you can make a Perception check as a minor action (page 186) to try

to determine the location of an invisible creature that is hidden from you.

Pick a Square and Attack: Choose a square to attack, using whatever information you've gleaned about the target's location. Roll the attack normally (taking the -5 penalty for attacking a creature that has total concealment). If you pick the wrong square, your attack automatically misses, but only the DM knows whether you guessed the wrong square or your attack just missed.

Close or Area Attacks: You can make a close attack or an area attack that includes the square you think (or know) the invisible creature is in. Your attack roll doesn't take a penalty from the target's concealment.

MOVEMENT AND POSITION

During a pitched battle, heroes and monsters are in constant motion. The rogue skirts the melee, looking for a chance to set up a deadly flanking attack. The wizard keeps a distance from the enemy and tries to find a position to make the best use of area attacks, while goblin archers move to get clear shots with their bows. You can increase your effectiveness in battle by learning how to use movement and position to your advantage.

CREATURE SIZE AND SPACE

Each creature falls into one of six size categories, which correspond to the number of squares a creature occupies on the battle grid. A creature's space is an expression of the number of squares it occupies.

SPECIAL RULES FOR SIZE

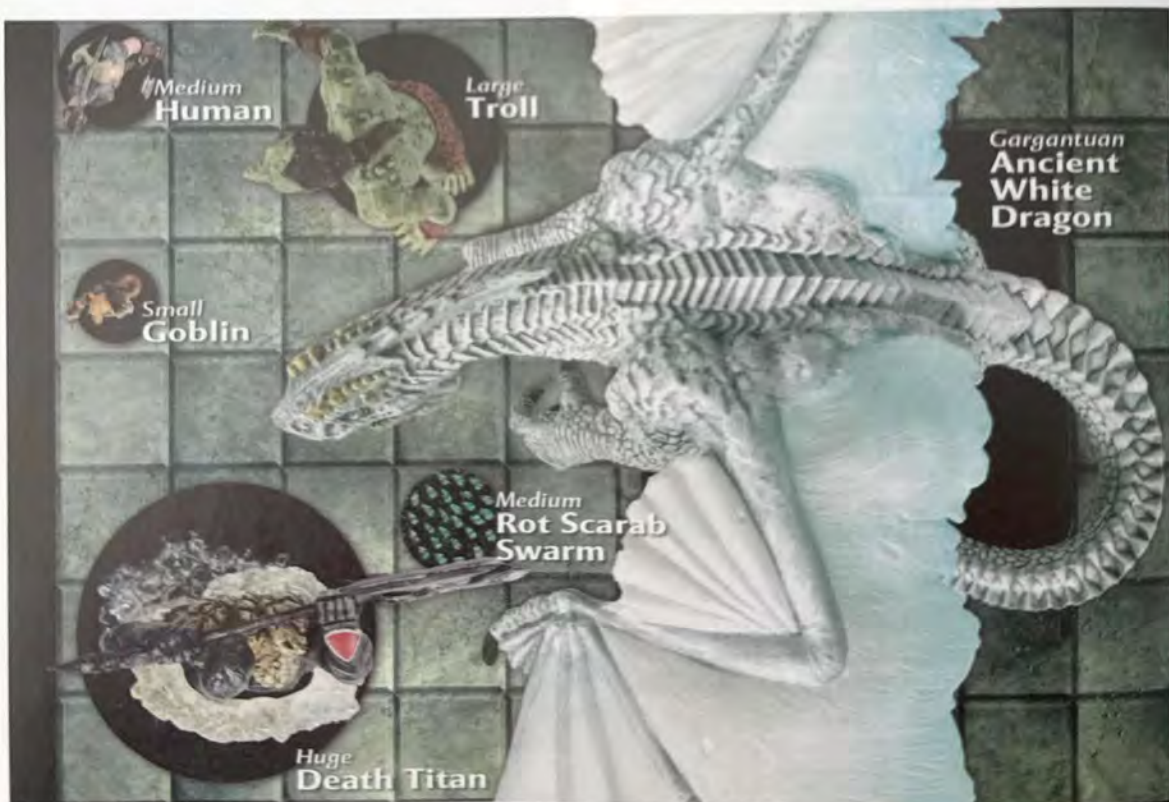
Creatures smaller than Small or larger than Medium have special rules relating to position and attacking.

- ♦ **Tiny:** Four individual Tiny creatures can fit in a square, but a swarm of Tiny creatures might consist of hundreds, or even thousands, of them in a square. Most Tiny creatures can't attack, and if they can, they can't attack adjacent targets. They can attack only targets in the space they occupy. They can enter and end their turn in a larger creature's space.

- ♦ **Small:** Small creatures occupy the same amount of space as Medium creatures. However, Small creatures cannot use two-handed weapons. If a one-handed weapon can be used two-handed for extra damage, a Small creature must use it two-handed and doesn't extra damage by doing so.
- ♦ **Large, Huge, and Gargantuan:** Very large creatures take up more than 1 square. For example, an ogre takes up a space 2 squares by 2 squares. Most Large and larger creatures have melee reach greater than 1 square—that is, they can make melee attacks against creatures that aren't adjacent to them. A creature's basic body shape usually determines its reach—a Large ogre has a reach of 2, but a Large horse has a reach of 1.

Size	Example	Space	Reach
Tiny	Rat	1/2*	0
Small	Goblin	1	1
Medium	Human	1	1
Large	Troll	2 × 2	1-2
Huge	Death titan	3 × 3	2-3
Gargantuan	Ancient dragon	4 × 4 or larger	3-4

*Four individual Tiny creatures can fit in a square. More can fit if the creatures are a swarm.



SPEED

Your speed is measured in squares on the battle grid, with each 1-inch square representing a 5-foot square in the game world. A character who has a speed of 6 can move up to 6 squares (or 30 feet) on the battle grid by using a move action. Your speed is determined by your race and the armor you wear.

DETERMINING SPEED

Determine your speed as follows:

- ◆ Start with your race's speed.
- ◆ Take your armor's speed penalty, if applicable.
- ◆ Add any bonuses that apply.

Your speed is your base walking speed, in contrast to your speed while swimming or, if you're affected by a power, flying.

TACTICAL MOVEMENT

During your turn, you can use a move action to move some distance across the battlefield and still use a standard action to launch an attack. See "Actions in Combat," page 286, for various move actions you can use in combat. All move actions are governed by the following rules.



DIAGONAL MOVEMENT

Moving diagonally works the same as other movement, except you can't cross the corner of a wall or another obstacle that fills the corner between the square you're in and the square you want to move to. You can move diagonally past most creatures, since they don't completely fill their squares.

OCCUPIED SQUARES

A creature is considered to occupy the square or squares within its space.

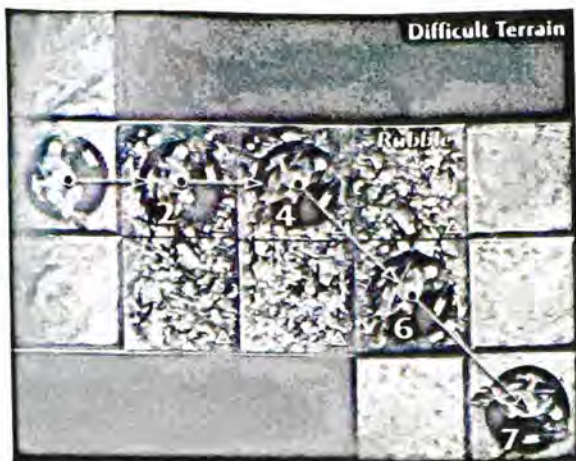
MOVING THROUGH OCCUPIED SQUARES

- ◆ **Ally:** You can move through a square occupied by an ally.
- ◆ **Enemy:** You normally can't move through an enemy's space unless that enemy is helpless or two size categories larger or smaller than you.
Moving into a nonhelpless enemy's space provokes an opportunity attack from that enemy, because you left a square adjacent to the enemy. (Some powers let you move through an enemy's square without provoking an opportunity attack.)
- ◆ **Ending Movement:** You can end your movement in an ally's square only if the ally is prone. You can end your movement in an enemy's square only if the enemy is helpless. However, Tiny creatures can end their movement in a larger creature's square. If you don't have enough movement remaining to reach a square you are allowed to be in, your move ends in the last square you could occupy.
- ◆ **Standing Up:** If you're prone and in the same square as another creature, see "Stand Up," page 292, for how to stand up.

TERRAIN AND OBSTACLES

Most battles don't take place in bare rooms or plains. Adventurers fight in boulder-strewn caverns, briar-choked forests, and steep staircases. Each battleground offers its own combination of cover, concealment, and poor footing.

This section explains how terrain affects movement. For information about how it affects vision and defense, see "Cover and Concealment," page 280.



DIFFICULT TERRAIN

Rubble, undergrowth, shallow bogs, steep stairs, and all sorts of other impediments are difficult terrain that hampers movement.

- ◆ **Costs 1 Extra Square:** Each square of difficult terrain you enter costs 1 extra square of movement.
- ◆ **Large, Huge, and Gargantuan Creatures:** If such a creature enters two or more squares with different types of terrain, count that square of movement according to the most difficult terrain. Count only squares it is entering for the first time, not squares it already occupies.
- ◆ **Ending Movement:** If you don't have enough movement remaining to enter a square of difficult terrain, you can't enter it.
- ◆ **Flying:** Creatures are not hampered by difficult terrain when flying.
- ◆ **Terrain Walk:** Some creatures have a special ability to ignore difficult terrain in specific kinds of environments. For example, dryads have forest walk, which allows them to ignore difficult terrain in forests.

Because difficult terrain costs 1 extra square of movement to enter, you can't normally shift into a square of difficult terrain. On the other hand, if a power lets you shift 2, you can shift into a square of difficult terrain.

OBSTACLES

Like difficult terrain, obstacles can hamper movement.

- ◆ **Obstacles Filling Squares:** An obstacle such as a large tree, a pillar, or a floor-to-ceiling wall blocks a square entirely by completely filling it. You can't enter a square that is filled by an obstacle.
Corners: When an obstacle fills a square, you can't move diagonally across the corner of that square (page 283).

- ◆ **Obstacles Between Squares:** Some obstacles run along the edges of squares instead of through squares. An obstacle such as a low wall between two squares makes moving from one square to the other just like entering a square of difficult terrain, even if the squares on each side of the wall are not difficult.

DOUBLE MOVE

On your turn, you can move twice if you take a move action instead of a standard action. If you take the same move action twice in a row—two walks, two runs, two shifts, two crawls—you're taking a double move.

DOUBLE MOVE

- ◆ **Same Move Action:** To double move, you have to take the same move action twice in a row on the same turn.
- ◆ **One Speed:** When you double move, add the speeds of the two move actions together and then move.
- ◆ **Occupied Squares:** When you double move, your first move action can end in an ally's space, because you're not stopping. Your second move action can't end in an ally's space, as normal.
- ◆ **Difficult Terrain:** When you double move, you can sometimes move over more squares of difficult terrain than normal, because you add the speeds of the two move actions together and then move. For example, if your speed is 5, you can enter only 2 squares of difficult terrain when you walk. If you double move by walking twice in a row, you can enter 5 squares of difficult terrain, not 4.

FALLING

Some kinds of terrain present a unique danger: a precipitous drop. When you fall at least 10 feet, you take damage.

FALLING

- ◆ **Falling Damage:** You take 1d10 damage for each 10 feet you fall.
Fast Alternative: If you fall more than 50 feet, take 25 damage per 50 feet, plus 1d10 per 10 extra feet.
- ◆ **Prone:** You fall prone when you land, unless you take no damage from the fall.
- ◆ **Jumping Down:** If you are trained in Acrobatics, you can make a check to reduce the amount of damage you take from a fall. See page 181.
- ◆ **Catching Yourself:** If a power or a bull rush (page 287) forces you over a precipice or into a pit, you can immediately make a saving throw to avoid going over the edge. This saving throw works just like a normal saving throw, except you make it as soon as you reach the edge, not at the end of your turn.

Lower than 10: Failure. You fall over the edge.
10 or higher: Success. You fall prone at the edge, in the last square you occupied before you would have fallen. The forced movement ends.

- ◆ **Large, Huge, and Gargantuan Creatures:** If only part of a creature's space is over a pit or a precipice, the creature doesn't fall.

FLANKING

One of the simplest combat tactics is for you and an ally to move to flanking positions adjacent to an enemy.

FLANKING

- ◆ **Combat Advantage:** You have combat advantage (page 279) against an enemy you flank.
- ◆ **Opposite Sides:** To flank an enemy, you and an ally must be adjacent to the enemy and on opposite sides or corners of the enemy's space.
When in doubt about whether two characters flank an enemy, trace an imaginary line between the centers of the characters' squares. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.
- ◆ **Must Be Able to Attack:** You and your ally must be able to attack the enemy, whether you're armed or unarmed. If there's no line of effect between your enemy and either you or your ally, you don't flank. If you're affected by an effect that prevents you from taking opportunity actions, you don't flank.
- ◆ **Large, Huge, and Gargantuan Creatures:** If a flanking creature's space takes up more than 1 square, the creature gains combat advantage if any square it occupies counts for flanking.

PULL, PUSH, AND SLIDE

Certain powers and effects allow you to pull, push, or slide a target.

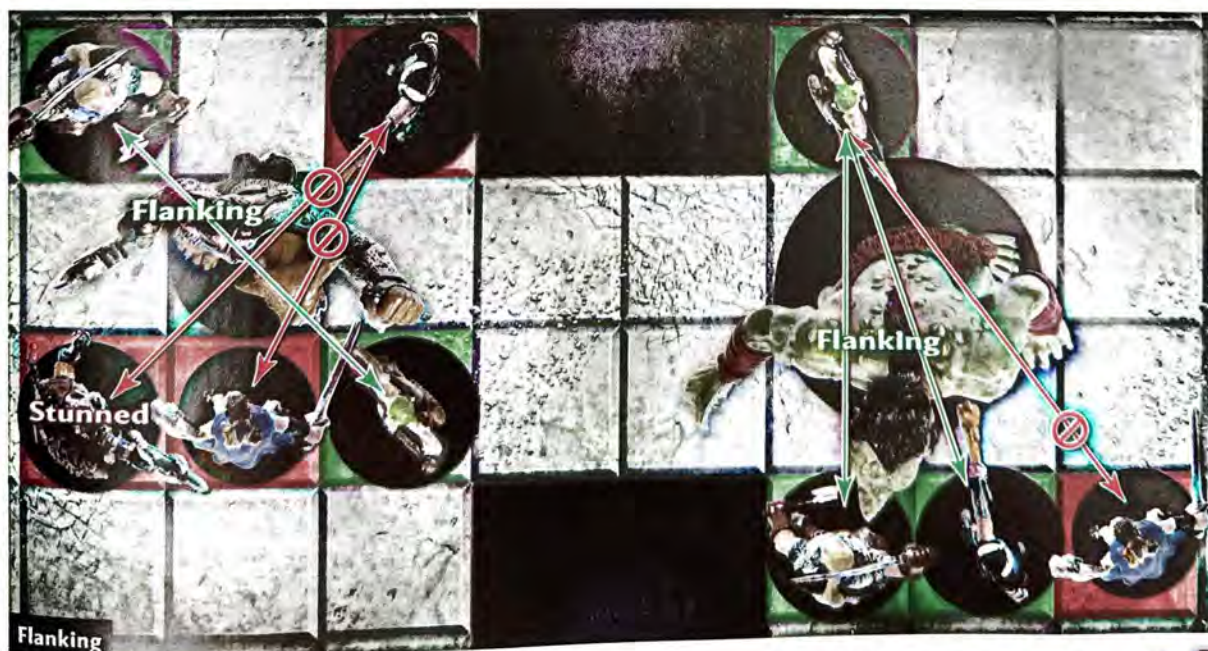
PULL, PUSH, AND SLIDE

- ◆ **Pull:** When you pull a creature, each square you move it must bring it nearer to you.
- ◆ **Push:** When you push a creature, each square you move it must place it farther away from you.
- ◆ **Slide:** When you slide a creature, there's no restriction on the direction you can move it.

Whether you're pulling, pushing, or sliding a target, certain rules govern all forced movement.

FORCED MOVEMENT

- ◆ **Line of Effect:** You must have line of effect to any square you pull, push, or slide a creature into.
- ◆ **Distance in Squares:** The power you're using specifies how many squares you can move a target. You can choose to move the target fewer squares or not to move it at all. You can't move the target vertically.
- ◆ **Specific Destination:** Some powers don't specify a distance in squares but instead specify a destination, such as "adjacent" (a square adjacent to you).
- ◆ **No Opportunity Actions:** Forced movement does not provoke opportunity attacks or other opportunity actions.
- ◆ **Ignore Difficult Terrain:** Forced movement isn't hindered by difficult terrain.
- ◆ **Not a Move:** Forced movement doesn't count against a target's ability to move on its turn. A target's speed is irrelevant to the distance you move it.



- ◆ **Clear Path:** Forced movement can't move a target into a space it couldn't enter by walking. The target can't be forced into an obstacle or made to squeeze into a space.
- ◆ **Catching Yourself:** If you're forced over a precipice or a pit, you can try to catch yourself before you fall. See "Falling," page 284.
- ◆ **Swapping Places:** Some powers let you swap places with a target. You slide the target so that its space overlaps your space, and then you shift so your space includes at least one square that the target just left.

TELEPORTATION

Many powers and rituals allow you to teleport—to move instantaneously from one point to another. Unless a power or a ritual specifies otherwise, teleportation follows these rules.

TELEPORTATION

- ◆ **Line of Sight:** You have to be able to see your destination.
- ◆ **No Line of Effect:** You can teleport to a place you can see even if you don't have line of effect to it.
- ◆ **No Opportunity Attacks:** Your movement doesn't provoke opportunity attacks.
- ◆ **Destination:** Your destination must be a space you can occupy without squeezing.
- ◆ **Instantaneous:** When you teleport, you disappear from the space you occupy and immediately appear in a new space you choose. Creatures, objects, and terrain between you and your destination don't hinder your movement in any way.
- ◆ **Immobilized:** Being immobilized doesn't prevent you from teleporting. If you were immobilized because of a physical effect, such as a creature grabbing you, you can teleport away and are no longer immobilized or restrained, if applicable. If you were immobilized because of an effect on your mind or body, teleporting does not end that effect; you're still immobilized when you reach your destination.

PHASING

Some creatures, such as shadow snakes, have a special ability called phasing, and some powers allow you to phase. When you are phasing, you ignore difficult terrain, and you can move through obstacles and other creatures but must end your movement in an unoccupied space.

ACTIONS IN COMBAT

During your turn, you can choose from a wide variety of actions. Usually, the most important decision you make in combat is what to do with your standard action each turn. Do you use one of your powers? If so, which one? Or does the situation demand a different approach, such as using your standard action to drink a healing potion, try to call a parley and talk to your foes, or instead get a second move action this turn? This section describes how to perform the most common actions that are available to you on your turn.

The list isn't exhaustive—you can try to do anything you can imagine your character doing in the game world. The rules in this section cover the most common actions, and they can serve as a guide for figuring out what happens when you try something not in the rules.

ACTION POINTS

Once per encounter, you can spend an action point. When you spend an action point, it's gone, but you can earn more.

EARNING ACTION POINTS

- ◆ You start with 1 action point. (Monsters usually have no action points.)
- ◆ You gain 1 action point when you reach a milestone (page 259).
- ◆ After you take an extended rest (page 263), you lose any unspent action points, but you start fresh with 1 action point.

Most often, you spend an action point to take an extra action during your turn.

SPEND AN ACTION POINT: FREE ACTION

- ◆ **During Your Turn:** You can spend an action point only during your turn, but never during a surprise round.
- ◆ **Gain an Extra Action:** You gain an extra action this turn. You decide if the action is a standard action, a move action, or a minor action.
- ◆ **Once per Encounter:** After you spend an action point, you must take a short rest (page 263) before you can spend another. (Some monsters can spend more than 1 action point per encounter.)

If you spend an action point to take an extra action and are within sight of an allied warlord, the warlord's Commanding Presence grants you a benefit.

Instead of taking an extra action when you spend an action point, you can use a paragon path feature or a feat that requires an action point. Whatever you

use an action point for, you can spend only 1 per encounter.

AID ANOTHER

You use your action to aid another character. You can aid an ally's attack roll against one enemy or grant an ally a bonus against an enemy's next attack. You can also use this action to aid someone else's skill check or ability check.

AID ANOTHER: STANDARD ACTION

- ◆ **Attack Roll:** Choose a target within your melee reach and make a melee basic attack vs. AC 10. If you succeed, deal no damage, but choose one ally. That ally gets a +2 bonus to his or her next attack roll against the target or to all defenses against the target's next attack. This bonus ends if not used by the end of your next turn.
- ◆ **Skill or Ability Check:** You can instead aid a skill check or an ability check made by an adjacent ally. Make a DC 10 skill check or ability check. If you succeed, you give a +2 bonus to your ally's next check using the same skill or ability. This bonus ends if not used by the end of the ally's next turn.

BASIC ATTACK

A basic attack is an at-will attack power that everyone possesses, regardless of class. The power comes in two forms: melee and ranged. You calculate the attack bonuses of a basic attack like those of any other attack power (page 274).

When a power allows you to make a basic attack, you can make either a melee basic attack or a ranged basic attack. If a power specifically calls for a melee basic attack or a ranged basic attack, you must use that type.

You use a melee basic attack to make an opportunity attack, and some powers or effects (especially warlord powers) give you the ability to make a basic attack when it isn't your turn.

Melee Basic Attack

Basic Attack

You resort to the simple attack you learned when you first picked up a melee weapon.

At-Will ◆ **Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

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

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Ranged Basic Attack

Basic Attack

You resort to the simple attack you learned when you first picked up a ranged weapon.

At-Will ◆ **Weapon**

Standard Action Ranged weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

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

Special: Weapons with the heavy thrown property (see page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

Special: Warlocks can use *eldritch blast* as a ranged basic attack, and wizards can use *magic missile* as a ranged basic attack.

Like other ranged attacks, ranged basic attacks provoke opportunity attacks.

BULL RUSH

You try to push an enemy away. This tactic is useful for forcing an enemy out of a defensive position or into a dangerous one, such as in a pool of lava or over a cliff.

BULL RUSH: STANDARD ACTION

- ◆ **Target:** You can bull rush a target adjacent to you that is smaller than you, the same size category as you, or one category larger than you.
- ◆ **Strength Attack:** Make a Strength attack vs. Fortitude defense. Do not add any modifiers for the weapon you use.
Hit: Push the target 1 square, and shift into the vacated space.
- ◆ **Impossible Push:** If there's no square you can push the target into, your bull rush has no effect.

CHARGE

You throw yourself into the fight, dashing forward and launching an attack.

CHARGE: STANDARD ACTION

- ◆ **Move and Attack:** Move your speed as part of the charge and make a melee basic attack or a bull rush at the end of your move.
- ◆ **+1 Bonus to the Attack Roll:** You gain a +1 bonus to the attack roll of your basic attack or bull rush.
- ◆ **Movement Requirements:** You must move at least 2 squares from your starting position, and you must move directly to the nearest square from which you can attack the enemy. You can't charge if the nearest square is occupied. Moving over difficult terrain costs extra squares of movement as normal.



- ◆ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
- ◆ **No Further Actions:** After you resolve a charge attack, you can't take any further actions this turn, unless you spend an action point to take an extra action.

COUP DE GRACE

Sometimes, you have the opportunity to attack a foe who is completely defenseless. It's not chivalrous to do so, but it is viciously effective. This action is known as a coup de grace.

COUP DE GRACE: STANDARD ACTION

- ◆ **Helpless Target:** You can deliver a coup de grace against a helpless enemy adjacent to you. Use any attack power you could normally use against the enemy, including a basic attack.
Hit: You score a critical hit.
- ◆ **Slaying the Target Outright:** If you deal damage greater than or equal to the target's bloodied value, the target dies.

CRAWL

When you are prone, you can crawl.

CRAWL: MOVE ACTION

- ◆ **Prone:** You must be prone to crawl.
- ◆ **Movement:** Move up to half your speed.
- ◆ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

DELAY

You can choose to wait to take your turn until later in the round. You can wait until after your allies take actions so you can plan out tactics, or you can wait for enemies to move into range.

DELAY: NO ACTION

- ◆ **Delay Entire Turn:** You must delay your entire turn, so you can't delay if you've already taken an action on your turn. You also can't delay if you're dazed or if you're unable to take actions.

- ◆ **Coming Back Into the Initiative Order:** After any other combatant has completed a turn, you can step back into the initiative order. Perform your actions as desired and adjust your initiative to your new position in the order.

- ◆ **Losing a Delayed Turn:** If you don't take your delayed turn before your initiative comes up, you lose the delayed turn and your initiative remains where it was.

- ◆ **Start of Your Turn:** At the moment you delay, carry out the start of your turn normally.

- ◆ **End of Your Turn:** You don't have a normal end of your turn (page 269). Instead, the things you do at the end of your turn happen at two separate times.

End Beneficial Effects when You Delay: At the moment you delay, end effects that last until the end of your turn and that are beneficial to you or your allies. For example, if on your previous turn you stunned an enemy until the end of your next turn, the stunned condition ends. You can't prolong a beneficial effect by delaying.

End Sustained Effects when You Delay: You can't sustain a power if you delay. At the moment you delay your action, the "check actions spent" part of the end of your turn occurs. Because you haven't spent an action to sustain any active powers, sustainable effects end.

End Harmful Effects after You Act: After you return to the initiative order and take your actions, end effects that last until the end of your turn and that are harmful to you. For example, if an enemy weakened you until the end of your next turn, the weakened condition ends. You can't avoid a harmful effect by delaying.

Make Saving Throws after You Act: After you return to the initiative order and take your actions, you make saving throws against effects on you.

ESCAPE

You attempt to escape from an enemy who has grabbed you (see "Grab"). Other immobilizing effects might let you make escape attempts.

ESCAPE: MOVE ACTION

- ◆ **Acrobatics or Athletics:** Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you.
- ◆ **Check:** Resolve your check.
Success: You end the grab and can shift as part of this move action.
Failure: You're still grabbed.



ACTIONS IN COMBAT

STANDARD ACTIONS

Action	Description
Administer a potion	Help an unconscious creature consume a potion
Aid another	Improve an ally's attack roll, defense, skill check, or ability check
Basic attack	Make a basic attack
Bull rush	Push a target 1 square and shift into the vacated space
Charge	Move and then make a melee basic attack or a bull rush
Coup de grace	Make a critical hit against a helpless enemy
Equip or stow a shield	Use a shield or put it away
Grab	Grab an enemy
Ready an action	Ready an action to perform when a specified trigger occurs
Second wind	Spend a healing surge and gain a bonus to defenses (once per encounter)
Total defense	Gain a +2 bonus to all your defenses until the start of your next turn

MOVE ACTIONS

Action	Description
Crawl	While prone, move up to half your speed
Escape	Escape a grab and shift
Run	Move up to your speed + 2; grant combat advantage until next turn
Stand up	Stand up from prone
Shift	Move 1 square without provoking opportunity attacks
Squeeze	Reduce your space by 1, move up to half your speed, and grant combat advantage
Walk	Move up to your speed

MINOR ACTIONS

Action	Description
Draw or sheathe a weapon	You can draw or sheathe a weapon
Drink a potion	Consume a potion
Drop prone	Drop down so that you are lying on the ground
Load a crossbow	Load a crossbow so that you can fire it
Open or close a door	Open or close a door or container that isn't locked or stuck
Pick up an item	Pick up an object in your space or in an unoccupied square within reach
Retrieve or stow an item	Retrieve or stow an item on your person

IMMEDIATE ACTION

Action	Description
Readied action	Take your readied action when its trigger occurs

OPPORTUNITY ACTION

Action	Description
Opportunity attack	Make a melee basic attack against an enemy that provokes an opportunity attack

FREE ACTIONS

Action	Description
Drop held items	Drop any items you currently hold
End a grab	Let go of an enemy
Spend an action point	Spend an action point to take an extra action (once per encounter, not in a surprise round)
Talk	Speak a few sentences

NO ACTION

Action	Description
Delay	Put off your turn until later in the initiative order

GRAB

You seize a creature bodily and keep it from moving. The creature you grab can attempt to escape on its turn (see "Escape").

GRAB: STANDARD ACTION

- ◆ **Target:** You can attempt to grab a creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach (don't count extra reach from a weapon).
- ◆ **Strength Attack:** Make a Strength attack vs. Reflex. Do not add any weapon modifiers. You must have at least one hand free to make a grab attempt.
Hit: The enemy is immobilized until it escapes or you end the grab. Your enemy can attempt to escape on its turn.
- ◆ **Sustaining a Grab:** You sustain a grab as a minor action. You can end a grab as a free action.
- ◆ **Effects that End a Grab:** If you are affected by a condition that prevents you from taking opportunity actions (such as dazed, stunned, surprised, or unconscious), you immediately let go of a grabbed enemy. If you move away from the creature you're grabbing, you let go and the grab ends. If a pull, a push, or a slide moves you or the creature you're grabbing out of your reach, the grab ends.

To move a grabbed target, you must succeed on a Strength attack. However, helpless allies are treated as objects; you just pick them up and move them.

MOVE A GRABBED TARGET: STANDARD ACTION

- ◆ **Strength Attack:** Make a Strength attack vs. Fortitude. Do not add any weapon modifiers.
Hit: Move up to half your speed and pull the grabbed target with you.
- ◆ **Opportunity Attacks:** If you pull the target, you and the target do not provoke opportunity attacks from each other, and the target doesn't provoke opportunity attacks from adjacent enemies. However, if you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

OPPORTUNITY ATTACK

Combatants constantly watch for their enemies to drop their guard. When you're adjacent to an enemy, that enemy can't move past you or use a ranged power or an area power without putting itself in danger by allowing you to take an opportunity attack against it. The most common form of opportunity action is an opportunity attack—a melee basic attack against the creature that provokes it.



OPPORTUNITY ATTACK: OPPORTUNITY ACTION

- ◆ **Melee Basic Attack:** An opportunity attack is a melee basic attack (page 287).
- ◆ **Moving Provokes:** If an enemy leaves a square adjacent to you, you can make an opportunity attack against that enemy. However, you can't make one if the enemy shifts or teleports or is forced to move away by a pull, a push, or a slide.
- ◆ **Ranged and Area Powers Provoke:** If an enemy adjacent to you uses a ranged power or an area power, you can make an opportunity attack against that enemy.
- ◆ **One per Combatant's Turn:** You can take only one opportunity action during another combatant's turn, but you can take any number during a round.
- ◆ **Able to Attack:** You can't make an opportunity attack unless you are able to make a melee basic attack and you can see your enemy.
- ◆ **Interrupts Target's Action:** An opportunity action takes place before the target finishes its action. After the opportunity attack, the creature resumes its action. If the target is reduced to 0 hit points or fewer by the opportunity attack, it can't finish its action because it's dead or dying.
- ◆ **Threatening Reach:** Some creatures have an ability called threatening reach. This lets them make opportunity attacks against nonadjacent enemies. If an enemy leaves a square that's within the creature's reach, or if an enemy anywhere within the creature's reach makes a ranged attack or an area attack, the creature can make an opportunity attack against that enemy.

READY AN ACTION

When you ready an action, you prepare to react to a creature's action or an event. Readyling an action is a way of saying, "As soon as *x* happens, I'll do *y*." For instance, you could say, "As soon as the troll walks out from behind the corner, I'll use my pinning strike and interrupt its movement" or something like, "If the goblin attacks, I'll react with a crushing blow."

READY AN ACTION: STANDARD ACTION

- ◆ **Choose Action to Ready:** Choose the specific action you are readying (what attack you plan to use, for example) as well as your intended target. You can ready a standard action, a move action, or a minor action. Whichever action you choose, the act of readying it is a standard action.
- ◆ **Choose Trigger:** Choose the action that will trigger your readied action. When that action occurs, you can use your readied action. If the trigger doesn't occur or you choose to ignore it, you can't use your readied action, and you take your next turn as normal.
- ◆ **Immediate Reaction:** A readied action is an immediate reaction. It takes place after your enemy completes the action that triggers it.
- ◆ **Interrupting an Enemy:** If you want to use a readied action to attack before an enemy attacks, you should ready your action in response to the enemy's movement. That way your attack will be triggered by a portion of the enemy's move, and you will interrupt it and attack first. If you ready an action to be triggered by an enemy attack, your readied action will occur as a reaction to that attack, so you'll attack after the enemy.
Note that an enemy might use a power that lets it move and then attack. If you readied an action to attack in response to that enemy's movement, your readied action interrupts the movement, and you can attack before the enemy does.
- ◆ **Reset Initiative:** After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.

RUN

You can use an all-out sprint when you really need to cover ground fast. However, this is a dangerous tactic—you have to lower your guard to make your best speed, and you can't attack very well.

RUN: MOVE ACTION

- ◆ **Speed + 2:** Move up to your speed + 2. For example, if your speed is normally 6, you can move up to 8 squares when you run.
- ◆ **-5 Penalty to Attack Rolls:** You have a -5 penalty to attack rolls until the start of your next turn.
- ◆ **Grant Combat Advantage:** As soon as you begin running, you grant combat advantage to all enemies until the start of your next turn.
- ◆ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

SECOND WIND

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Unless otherwise noted in the statistics block of a monster or a nonplayer character, this action is available only to player characters.

SECOND WIND: STANDARD ACTION

- ◆ **Spend a Healing Surge:** Spend a healing surge to regain hit points (see "Healing," page 293).
- ◆ **+2 Bonus to All Defenses:** You gain a +2 bonus to all defenses until the start of your next turn.
- ◆ **Once per Encounter:** You can use your second wind once per encounter and can use it again after you take a short rest or an extended rest. Some powers (either yours or another character's) allow you to spend healing surges without using your second wind.



SHIFT

Moving through a fierce battle is dangerous: you must be careful to avoid a misstep that gives your foe a chance to strike a telling blow. The way you move safely when enemies are nearby is to shift.

SHIFT: MOVE ACTION

- ◆ **Movement:** Move 1 square.
- ◆ **No Opportunity Attacks:** If you shift out of a square adjacent to an enemy, you don't provoke an opportunity attack.
- ◆ **Difficult Terrain:** Because each square of difficult terrain costs 1 extra square to enter, you can't normally shift into a square of difficult terrain, unless you're able to shift multiple squares or you're able to ignore the effects of difficult terrain.
- ◆ **Special Movement Modes:** You can't shift when using a form of movement that requires a skill check. For example, if you're climbing or swimming, you can't shift if you would need to make an Athletics check to use that kind of movement.

You might find it useful to first shift away from an adjacent enemy, then walk or run.

SQUEEZE

You can squeeze through an area that isn't as wide as the space you normally take up. Big creatures usually use this move action to fit into narrow corridors, but a Medium or a Small creature can use it to fit into a constrained space, such as a burrow.

SQUEEZE: MOVE ACTION

- ◆ **Smaller Space:** A Large, Huge, or Gargantuan creature reduces its space by 1. For example, a Large creature that squeezes has a space of 1 (1 square) instead of 2 (4 squares). A Huge creature's space changes from 3 (9 squares) to 2 (4 squares). When a Medium or smaller creature squeezes, the DM decides how narrow a space the creature can occupy. If an effect prevents a creature from leaving a square in order to squeeze, the creature cannot squeeze.
- ◆ **Half Speed:** As part of the same move action, move up to half your speed.
- ◆ **-5 Penalty to Attack Rolls:** You have a -5 penalty to attack rolls until you return to your normal space.
- ◆ **Grant Combat Advantage:** You grant combat advantage to all enemies until you return to your normal space.
- ◆ **Provoke Opportunity Attacks:** If squeezing causes any part of your space to leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

- ◆ **Ending a Squeeze:** You can end a squeeze as a free action. You return to your normal space. You have to occupy a space that includes the space you occupied when you stopped squeezing.

STAND UP

If you've been knocked prone, you need to take a move action to get back on your feet.

STAND UP: MOVE ACTION

- ◆ **Unoccupied Space:** If your space is not occupied by another creature, you stand up where you are.
- ◆ **Occupied Space:** If your space is occupied by another creature, you can shift 1 square, as part of this move action, to stand up in an adjacent unoccupied space. If your space and all adjacent squares are occupied by other creatures, you can't stand up.

TOTAL DEFENSE

Sometimes it's more important to stay alive than attack your foes, so you focus your attention on defense.

TOTAL DEFENSE: STANDARD ACTION

- ◆ **+2 Bonus to All Defenses:** You gain a +2 bonus to all defenses until the start of your next turn.

USE A POWER

The powers you know are among your most important tools in the game. Because of your at-will powers, you can potentially use a power every round.

USE A POWER: ACTION VARIES

- ◆ **Action:** Most powers require a standard action, but some require a move action, a minor action, a free action, or no action.

WALK

Walking is safe only when there are no enemies nearby. It's dangerous to walk through the middle of a pitched battle, since any enemy can take an opportunity attack as you pass by. The way you move safely when enemies are nearby is to shift instead of walk.

WALK: MOVE ACTION

- ◆ **Movement:** Move a number of squares up to your speed.
- ◆ **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

HEALING

HEALING

Over the course of a battle, you take damage from attacks. **Hit points (hp)** measure your ability to stand up to punishment, turn deadly strikes into glancing blows, and stay on your feet throughout a battle. Hit points represent more than physical endurance. They represent your character's skill, luck, and resolve—all the factors that combine to help you stay alive in a combat situation.

When you create your character, you determine your **maximum hit points**. From this number, you derive your **bloodied** and **healing surge** values.

When you take damage, subtract that number from your current hit points. As long as your current hit point total is higher than 0, you can keep on fighting. When your current total drops to 0 or lower, however, you are dying.

Powers, abilities, and actions that restore hit points are known as **healing**. You might regain hit points through rest, heroic resolve, or magic. When you heal, add the number to your current hit points. You can heal up to your maximum hit point total, but you can't exceed it.

HIT POINTS

Damage reduces your hit points.

- ◆ **Maximum Hit Points:** Your class, level, and Constitution score determine your maximum hit points. Your current hit points can't exceed this number.
- ◆ **Bloodied Value:** You are bloodied when your current hit points drop to your bloodied value or lower. Your bloodied value is one-half your maximum hit points (rounded down). Certain powers and effects work only against a bloodied enemy or work better.
- ◆ **Dying:** When your current hit points drop to 0 or lower, you fall unconscious and are dying.

HEALING SURGES

Most healing requires you to spend a healing surge. When you spend a healing surge, you restore lost hit points to your current hit point total. Once per encounter, you can use your second wind (page 291) to spend a healing surge and heal yourself. After a short rest, you can spend as many healing surges as you like outside combat. You can spend a limited number of healing surges per day. When you take an extended rest (page 263), your number of healing surges is replenished.

Some powers (either your own or those of another character) allow you to heal as if you had spent a healing surge. When you receive such healing, you don't actually spend a healing surge.

- ◆ **Number of Healing Surges:** Your class and Constitution modifier determine how many healing surges you can use in a day.
- ◆ **Healing Surge Value:** When you spend a healing surge, you regain one-quarter of your maximum hit points (rounded down). This number is called your healing surge value. You use it often, so note it on your character sheet.
- ◆ **Monsters and NPCs:** As a general rule, monsters and nonplayer characters have a number of healing surges based on their tier: one healing surge at the heroic tier (1st–10th levels), two healing surges at the paragon tier (11th–20th levels), and three healing surges at the epic tier (21st–30th levels).

HEALING IN COMBAT

Even in a heated battle, you can heal. You can heal yourself by using your second wind (see page 291), an ally can use the Heal skill (see page 185) on you, and an ally can use a healing power on you.

When a power heals you, you don't have to take an action to spend a healing surge. Even if you're unconscious, the power uses your healing surge and restores hit points. And some healing powers restore hit points without requiring you to spend a healing surge.

REGENERATION

Regeneration is a special form of healing that restores a fixed number of hit points every round. Regeneration doesn't rely on healing surges.

REGENERATION

- ◆ **Heal Each Turn:** If you have regeneration and at least 1 hit point, you regain a specified number of hit points at the start of your turn. If your current hit point total is 0 or lower, you do not regain hit points through regeneration.
- ◆ **Limited by Maximum Hit Points:** Like most forms of healing, regeneration can't cause your current hit points to exceed your maximum hit points.
- ◆ **Not Cumulative:** If you gain regeneration from more than one source, only the largest amount of regeneration applies.

TEMPORARY HIT POINTS

A variety of sources can grant you temporary hit points—small reservoirs of stamina that insulate you from losing actual hit points.

TEMPORARY HIT POINTS

- ◆ **Not Real Hit Points:** Temporary hit points aren't real hit points. They're a layer of insulation that attacks have to get through before they start doing damage to you. Don't add temporary hit points to your

current hit points (if your current hit points are 0, you still have 0 when you receive temporary hit points). Keep track of them as a separate pool of hit points.

- ◆ **Don't Count toward Maximum:** Temporary hit points don't count when you compare your current hit points to your maximum hit points, when you determine whether you're bloodied, or for other effects that depend on your current hit points.
- ◆ **Lose Temporary Hit Points First:** When you take damage, subtract it from your temporary hit points. If you take more damage than your temporary hit points, extra damage reduces your current hit points.
- ◆ **Don't Add Together:** If you get temporary hit points from different sources, use the higher value as your temporary hit point total instead of adding the values together.
- ◆ **Last until You Rest:** Your temporary hit points last until they're reduced to 0 by damage or until you take a rest.

DAMAGE AND HEALING IN ACTION

The 12th-level fighter Rieta is locked in combat with an otyugh, keeping it busy while her allies focus on the otyugh's mind flayer master. Rieta has 96 maximum hit points, which means she is bloodied when her cur-

rent hit points drop to 48 or lower. She has ten healing surges, which restore 24 hit points apiece.

At the start of the fight, Rieta fell 20 feet into the otyugh's pit and took 16 damage. That brought her current hit point total to 80. Seeing her in danger, her warlord friend uses *bastion of defense* to grant her 8 temporary hit points. Her current hit points are still 80, but she uses the 8 temporary hit points to soak up damage before she starts subtracting hit points again.

The otyugh slams her with a tentacle, dealing 12 damage. Now she has no temporary hit points and 76 current hit points. On her turn, she strikes back.

Then the otyugh scores a critical hit, dealing 14 damage. She now has 62 hit points. On her turn, as insurance she uses *boundless endurance*, which grants her regeneration 4 when she's bloodied. The power is a minor action, so it doesn't interfere with her attack.

Then the otyugh scores another critical hit, dealing 14 damage. She's down to 48 hit points and is bloodied.

At the start of her next turn, she regains 4 hit points from the regeneration, bringing her to 52 hit points.

As a standard action, she uses her second wind, which restores 24 hit points, bringing her to 76 hit points. Because using her second wind cost a healing surge, she has nine left for the day. She's not bloodied anymore, and she's ready to keep fighting.



DEATH AND DYING

In the unending exploration of the unknown and the fight against monsters, death looms as a constant danger.

DEATH AND DYING

- ◆ **Dying:** When your hit points drop to 0 or fewer, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- ◆ **Death Saving Throw:** When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.
 - Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.
 - 10-19: No change.
 - 20 or higher: Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges, your condition doesn't change.
- ◆ **Death:** When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies.

Example: Anvil, a dwarf fighter, has a maximum hit point total of 53. He's bloodied at 26 hit points, dying at 0 hit points, and dead at -26 hit points. In a fight with an umber hulk, Anvil is reduced to 18 hit points. The monster later hits him for 33 points of damage. This reduces Anvil's current hit points to -15. He's now unconscious, dying, and only 11 points of damage away from death.

SKILLS IN COMBAT

In the heat of combat, remember to use all the tools at your disposal, including your skills. For example, you can use Athletics to jump over a chasm or leap across difficult terrain. Use skills such as Arcana and Nature to learn about your enemies' weaknesses. Clever use of Stealth can give you combat advantage. And plenty of threats that aren't monsters will give you opportunities to use Perception, Thievery, Endurance, and Acrobatics in the midst of combat. Watch for these opportunities, and be creative! Chapter 5 tells you more about how to use your skills.

Monsters and characters controlled by the Dungeon Master usually die when they reach 0 hit points, unless you choose to knock them out (see "Knocking Creatures Unconscious"). You generally don't need to stalk around the battlefield after a fight, making sure all your foes are dead.

Death is not necessarily the end in the DUNGEONS & DRAGONS game! Some powers and the Raise Dead ritual (page 311) can return a dead character to life.

Most monsters don't attack combatants who are dying; they focus on any characters still on their feet and posing a threat. But some particularly wicked monsters might attack a dying character on purpose (even using a coup de grace), and monsters make no effort to avoid including a dying character in an area attack or a close attack aimed at other characters who are still fighting.

KNOCKING CREATURES UNCONSCIOUS

When you reduce a creature to 0 hit points or fewer, you can choose to knock it unconscious rather than kill it. Until it regains hit points, the creature is unconscious but not dying. Any healing makes the creature conscious.

If the creature doesn't receive any healing, it is restored to 1 hit point and becomes conscious after a short rest.

HEALING THE DYING

When you are dying, any healing restores you to at least 1 hit point. If someone has stabilized you using the Heal skill but you receive no healing, you regain hit points after an extended rest.

HEALING A DYING CHARACTER

- ◆ **Regain Hit Points:** When you are dying and receive healing, you go to 0 hit points and then regain hit points from the healing effect. If the healing effect requires you to spend a healing surge but you have none left, you are restored to 1 hit point.
- ◆ **Become Conscious:** As soon as you have a current hit point total that's higher than 0, you become conscious and are no longer dying. (You are still prone until you take an action to stand up.)

Example: Anvil is at -15 hit points. His companion Terov, a cleric, uses healing word to help him. This assistance immediately raises Anvil's current hit points to 0 and allows him to spend a healing surge boosted by Terov's extra healing from healing word and the Healer's Lore class feature. The healing surge (13 hit points) plus Terov's boost (6 hit points) restores Anvil to consciousness and increases his current hit point total to 19.

RITUALS

RITUALS ARE complex ceremonies that create magic effects. You don't memorize or prepare a ritual; a ritual is so long and complex that no one could ever commit the whole thing to memory. To perform a ritual, you need to read from a book or a scroll containing it.

A ritual book contains one or more rituals that you can use as often and as many times as you like, as long as you can spare the time and the components to perform the ritual.

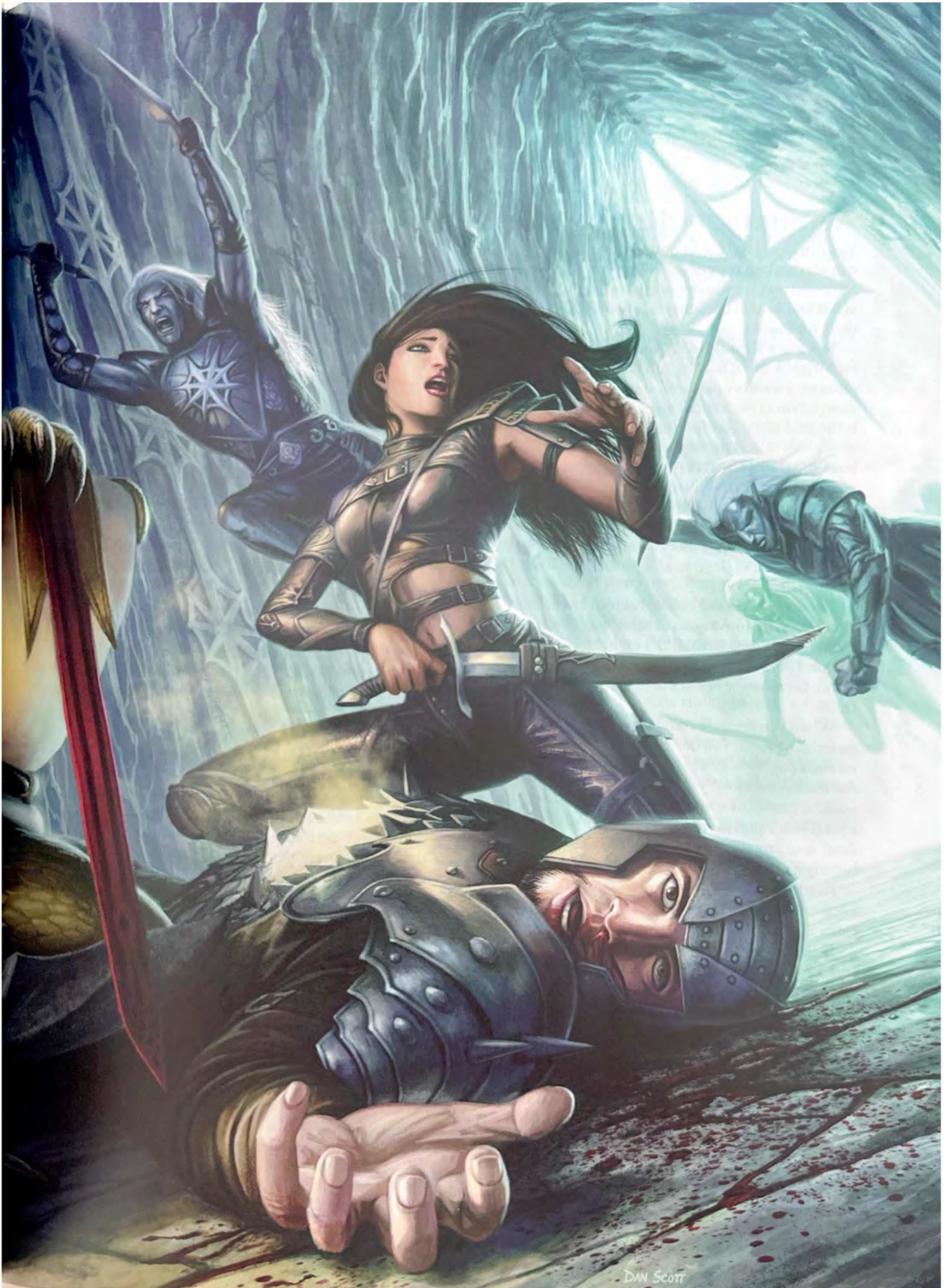
A ritual scroll contains a single ritual, and you can perform the ritual from that scroll only once. After that, the magic contained in the scroll is expended, and the scroll turns to dust. Anyone can use a ritual scroll to perform the ritual it contains, as long as the appropriate components are expended.

This chapter explains the following:

- **Acquiring and Mastering a Ritual:** All about ritual books and scrolls, how you acquire them, and how you master a ritual.
- **Performing a Ritual:** How to perform a ritual, whether from a ritual book or scroll.
- **How to Read a Ritual:** The specifics on how to understand a ritual's description and effects.
- **Ritual Descriptions:** Descriptions of a wide variety of rituals, from binding rituals to warding rituals.



DAN SCOTT



DAN SCOTT

ACQUIRING AND MASTERING A RITUAL

Before you can perform a ritual, you need to acquire a ritual book that contains it and master the ritual, or you need to acquire a ritual scroll.

ACQUIRING A RITUAL BOOK

You can buy ritual books or find them as treasure. You can also make a copy of an existing ritual book, and some classes give you free access to a number of rituals. Wizards hold both their spells and their rituals in their spellbooks.

Buying a Ritual Book: You can buy a ritual book for 50 gp. A ritual book is 128 pages long. Each ritual takes up a number of pages equal to its level. The description of each ritual gives its market price, which is the gold piece cost for a book containing that ritual or the cost to add the new ritual to your existing ritual book or spellbook (if there's enough room in it).

Finding a Ritual Book: When you explore a ruined library, delve into a lost temple, or do away with a villainous wizard, you might discover tomes on arcane philosophy that contain rituals. Such ritual books are part of the treasure you acquire while adventuring.

Creating a Ritual Book: You can create a new ritual book by copying an existing one. You can't make a ritual book for a ritual that's higher level than you are, and you can't make a book by copying a ritual scroll, because the scroll doesn't contain the entire ritual.

When you create a ritual book or copy a ritual into an existing book, you don't just write a series of words on each page; you bind some of the ritual's magic into the book. Therefore, you need a book of the highest quality, exotic inks, and expensive components, with a total cost equal to the ritual's market price. You don't save any gold by creating a ritual book instead of buying it.

In addition to requiring gold, creating a ritual book or copying a ritual into an existing book takes time: 8 hours for a heroic tier ritual (1st–10th level), 16 hours for a paragon tier ritual (11th–20th level), and 24 hours for an epic tier ritual (21st–30th level).

If you copy a ritual that you haven't already mastered, the time you spend copying it enables you to master the ritual.

MASTERING A RITUAL

Owning a ritual book isn't enough to let you perform the ritual or rituals in it. You must first master a ritual by studying it for 8 uninterrupted hours. (If you gained a ritual by creating its book yourself or by obtaining it as a class feature, you have already mastered it.)

You must meet two requirements to master a ritual. You must have the Ritual Caster feat (clerics and wizards get this feat at 1st level), and your level must equal or exceed the ritual's level. If you meet those requirements and spend 8 hours studying a ritual, you can add it to your list of mastered rituals. As long as you have the ritual's book handy, you can perform a mastered ritual whenever you want.

There's no limit to the number of rituals you can master.

ACQUIRING A RITUAL SCROLL

A ritual scroll is a single page of parchment, vellum, or paper.

Buying a Ritual Scroll: Like a ritual book, a ritual scroll can be purchased for the given market price.

Finding a Ritual Scroll: Ritual scrolls can also be found as treasure.

Creating a Ritual Scroll: You can create a ritual scroll by transcribing a ritual you have mastered. Creating a ritual scroll takes twice the amount of time as creating a ritual book but costs the same price.

Limitation: Even though a ritual scroll lets you perform a ritual, you can neither master a ritual from a scroll nor copy a scroll into a ritual book. A scroll is a condensed version of a ritual, partially cast and primed so that it only takes up a single page.

PERFORMING A RITUAL

To perform a ritual that you have mastered, you spend a certain amount of time (specified in the ritual description) performing various actions appropriate to the ritual. The actions might include reading long passages out of the ritual book, scribing complex diagrams on the ground, burning special incense or sprinkling mystic reagents at appropriate times, or performing a long set of meticulous gestures. The specific activities required aren't described in most ritual descriptions; they're left to your imagination.

A ritual requires certain esoteric components, which you purchase before you perform the ritual and which are expended when the ritual is complete. Each ritual specifies the cost of the components you need.

If a ritual requires a skill check, the check usually determines the ritual's effectiveness. Even if the check result is low, a ritual usually succeeds, but if the result is high, you can usually achieve better effects.

ASSISTING IN A RITUAL

Unless a ritual specifies otherwise, up to four of your allies can help you perform a ritual. Everyone assisting you must be within 5 squares of you, and each assistant must actively participate in the ritual for the entire time required to complete it. Your assistants need neither the Ritual Caster feat nor knowledge of the specific ritual.

Your allies can assist you in two ways. First, if the ritual requires spending healing surges or some other resource, willing allies can contribute those resources. (Certain rituals might allow unwilling participants to pay those costs as well, but such rituals involve sacrifices to malevolent gods or demon lords and are not found in the ritual books of most player characters.)

Second, your allies can assist with the skill check you make to complete a ritual, using the normal rules for cooperating on another character's skill check (page 179).

INTERRUPTING A RITUAL

At any time before a ritual is completed, you can stop it and suffer no ill effect. You don't expend any components or pay any costs until a ritual is completed. You can't resume a ritual that was interrupted, however, so you do lose the time you spent on an interrupted ritual.

USING A RITUAL SCROLL

A ritual scroll holds one use of a particular ritual. You can perform a scroll's ritual even if you don't have the Ritual Caster feat, regardless of the level of the ritual. You still have to expend the components and supply any focus required by the ritual, and you can enlist your allies' assistance. Once you have finished performing the ritual on a scroll, the scroll turns to dust. If the ritual is interrupted, the scroll remains intact.

Time: Casting a ritual from a scroll takes half the time indicated in a ritual's description, since the creation of the scroll has primed the magic.

SELLING RITUAL BOOKS OR SCROLLS

You can sell ritual books or ritual scrolls for half the market price of the rituals they contain, assuming that the DM agrees that demand for a particular ritual exists. Although you can try to sell copies of a ritual you know, doing so offers no financial gain, and there is limited demand for ritual books or scrolls. You pay the full cost to create a scroll and can typically sell it for only half value. In addition, the number of people in the world who can afford to perform an expensive ritual and who can succeed on the necessary skill checks is small, and many of the NPCs who are skilled enough and wealthy enough to be potential customers already have collections of ritual books available to them.

HOW TO READ A RITUAL

Rituals are described in a consistent format, the elements of which are outlined below.

NAME AND FLAVOR TEXT

Beneath a ritual's name is a short passage of flavor text that tells what a ritual accomplishes, sometimes expressing that information in terms of what the ritual looks like or sounds like as it's being performed.

LEVEL

Each ritual has a level. You have to be that level or higher to perform the ritual from a book or to copy it.

CATEGORY

A ritual is classified in one or more categories, which describe the ritual's general nature and function. Each of the nine ritual categories is associated with one or more skills (given in parentheses in the following list).

Binding (Arcana or Religion): These rituals seek to lure, ensnare, control, or protect you from other beings, sometimes from other planes.

Creation (Arcana or Religion): These rituals are used to craft magic items and other special objects.

Deception (Arcana): Deception rituals cloak reality behind various facades.

Divination (Arcana, Nature, or Religion): These rituals provide advice, information, or guidance.

Exploration (Arcana, Nature, or Religion): A catch-all category, exploration rituals include a variety of effects useful in everyday adventuring.

Restoration (Heal): These rituals remove ill effects from the living or bring back the dead.

Scrying (Arcana): Scrying rituals let the caster spy on locations, objects, or creatures.

Travel (Arcana): Travel rituals transport characters from one place, or plane, to another.

Warding (Arcana): These rituals provide various forms of protection.

TIME

Performing a ritual takes the specified amount of time. Using a scroll cuts that time in half.

DURATION

This entry shows how long a ritual's effects last after the completion of the ritual. The effects of a ritual usually last longer than those of a power.



COMPONENT COST

This is the value of the components that must be expended to perform a ritual. A ritual's key skill determines the kind of components required.

- **Alchemical Reagents (Arcana):** Typically these are small vials full of powdered metals, rare earths, acids, salts, or extracts from creatures such as dragons or basilisks.
- **Mystic Salves (Heal):** Restoration rituals use mystic salves, dabbed or painted on the creatures to be healed. These salves come in small jars and include blessed oils and unguents made from rare spices.
- **Rare Herbs (Nature):** Rare herbs are usually collected and preserved during certain times of year, such as when the moon is full.
- **Sanctified Incense (Religion):** Sanctified incense is prepared during certain religious rites and is burned as a powder or a stick.
- **Residuum (Any):** The concentrated magical substance that results from performing the Disenchant Magic Item ritual, *residuum* can be used as a component for any ritual. You can't usually buy it on the open market; you acquire it by draining it out of magic items.

You can use the components associated with a key skill for any ritual that uses that skill. For example, if you stock up on alchemical reagents, you can use them when you perform any Arcana-based ritual. Ritual components are not interchangeable; you can't use alchemical reagents to perform a ritual requiring sanctified incense, for example. But you can use *residuum* for any ritual.

You can buy ritual components at some shops, your allies can provide them (sharing the cost of a ritual with you), or you might find them as treasure. However you acquire components, record their value on your character sheet. When you perform a ritual, mark off the ritual's cost from the appropriate components.

Some rituals' descriptions note other costs, including healing surges or a focus item (such as a mirror or a crystal ball for a scrying ritual). A focus item is not expended when you perform a ritual.

MARKET PRICE

This entry is the cost to purchase a ritual book containing the ritual or to copy a ritual into an existing ritual book. A scroll containing a ritual costs the same amount.

KEY SKILL

A ritual's key skill determines the type of components required to perform the ritual, and if a ritual requires a skill check, the key skill is used for the check. If this entry ends with "(no check)," then the ritual does not require a skill check.

If a ritual has more than one key skill, you choose which skill to use. Your choice determines both the components you use and the skill you use for any checks required by the ritual.

Unless a ritual's description says otherwise, you make your skill check when you finish performing a ritual. You can't take 10 on one of these skill checks.

EFFECTS

The text that follows the foregoing information describes what happens when you finish performing a ritual.

RITUAL DESCRIPTIONS

The ritual descriptions use the words "character" and "creature" interchangeably.

ANIMAL MESSENGER

You whisper to the animal before you, and it bounds off in the direction you point to carry your message.

Level: 1

Category: Exploration

Time: 10 minutes

Duration: Special

Component Cost: 10 gp

Market Price: 50 gp

Key Skill: Nature

You target a nonhostile Tiny animal, such as a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient, the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal's mouth, conveying the message. When the animal delivers its message or the ritual's duration ends, your influence ends and the animal reverts to its natural behavior.

Your Nature check determines how long the animal is affected by the ritual.

Nature Check Result	Duration
19 or lower	6 hours
20-29	12 hours
30-39	18 hours
40 or higher	24 hours



ARCANE LOCK

You bind a door so that intruders can't easily pass. The door is limned with amber light, which fades to a soft glow, marking it as impassible to anyone other than you and your allies.

Level: 4
Category: Warding
Time: 10 minutes
Duration: Permanent
Component Cost: 25 gp
Market Price: 150 gp
Key Skill: Arcana

You lock a door, a window, a gate, a portcullis, or some other means of ingress. You can open the door normally, but those who don't have your permission to use it find it locked.

Your Arcana check, with a +5 bonus, sets the DC for Thievery checks or Strength checks made to open the door.

When you perform the ritual, you can allow for certain other creatures or types of creatures to pass through the door normally, ignoring the ward's effect. You can choose any or all (or none) of the following options:

Password: You can set a verbal password. If uttered within 5 squares of the portal, the speaker can ignore the ward for the next minute.

Individuals: You can designate up to ten other specific individuals who can ignore the ward at all times.

Descriptions: You can describe one or more categories of creatures who can ignore the ward at all times, using specific, observable characteristics such as species, type, size, or equipment carried or worn.

The Arcane Lock remains until you dismiss it, the door is destroyed, or until the ward is defeated, such as by the Knock ritual or a successful Strength or Thievery check. Wherever you are, you instantly know if your Arcane Lock is defeated by one of these methods.

BREW POTION

Liquids brew and bubble, coalescing the raw substance of magic into a form you can drink.

Level: 1
Category: Creation
Time: 1 hour
Duration: Permanent until consumed
Component Cost: Special
Market Price: 75 gp
Key Skill: Arcana or Religion (no check)

You create a potion (see page 255) of your level or lower. The ritual's component cost is equal to the price of the potion you create.

RITUALS BY LEVEL

Lvl	Ritual	Key Skill
1	Animal Messenger	Nature
1	Brew Potion	Arcana or Religion
1	Comprehend Language	Arcana
1	Gentle Repose	Heal
1	Magic Mouth	Arcana
1	Make Whole	Arcana
1	Secret Page	Arcana
1	Silence	Arcana
1	Tenser's Floating Disk	Arcana
2	Endure Elements	Arcana or Nature
2	Eye of Alarm	Arcana
2	Water Walk	Nature
3	Detect Secret Doors	Arcana
4	Arcane Lock	Arcana
4	Enchant Magic Item	Arcana
4	Hand of Fate	Religion
4	Knock	Arcana
4	Travelers' Feast	Nature
5	Hallucinatory Item	Arcana
5	Magic Circle	Arcana
6	Commune with Nature	Nature
6	Cure Disease	Heal
6	Discern Lies	Religion
6	Disenchant Magic Item	Arcana
6	Leomund's Secret Chest	Arcana
6	Phantom Steed	Arcana
6	Sending	Arcana
6	Speak with Dead	Religion
8	Linked Portal	Arcana
8	Raise Dead	Heal
8	Remove Affliction	Heal
8	Water Breathing	Arcana or Nature
8	Wizard's Sight	Arcana
10	Consult Mystic Sages	Religion
10	Detect Object	Arcana
12	Drawmij's Instant Summons	Arcana
12	Hallucinatory Creature	Arcana
12	Passwall	Arcana
12	Shadow Walk	Arcana
14	Eye of Warning	Arcana
14	View Location	Arcana
16	Consult Oracle	Religion
18	Planar Portal	Arcana
18	View Object	Arcana
20	Forbiddance	Arcana
22	Loremaster's Bargain	Religion
24	Observe Creature	Arcana
26	Voices of Fate	Religion
28	True Portal	Arcana

RITUAL DESCRIPTIONS

COMMUNE WITH NATURE

By communing with the spirits of the land, you know exactly where to find food, shelter, or a clue to the location of the thing you seek.

Level: 6
Category: Divination
Time: 30 minutes
Duration: 10 minutes

Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Nature

By communing with primal spirits of nature, you can learn a number of facts about your immediate environs (within 1 mile of you).

You can ask a number of questions, based on the result of your Nature check, about the terrain features, plants, minerals, bodies of water, creatures, and other aspects of your surroundings.

Nature Check Result	Number of Questions
9 or lower	One
10-19	Two
20-29	Three
30-39	Four
40 or higher	Five

The primal spirits you communicate with are honest but sometimes can be elusive. Most questions are answered with a yes or a no. Rarely do the spirits elaborate further, and when they do, their response is cryptic.

COMPREHEND LANGUAGE

As you finish the ritual, the guttural language of the creatures before you clarifies into something you understand.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: 24 hours

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana

When beginning the ritual, choose a language you have heard or a piece of writing you have seen within the past 24 hours.

Using this ritual on a language you have heard allows you to understand it when spoken for the next 24 hours and, if your Arcana check result is 35 or higher, to speak the language fluently for the duration.

Using this ritual on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration.

Using this ritual on a language you have both heard and seen as a piece of writing within the past 24 hours allows you to understand it in both forms for the next 24 hours, and an Arcana check result of 35 or higher allows you to speak and write the language.

CONSULT MYSTIC SAGES

You enter a trance in which you commune with the spirits of long-dead sages and otherworldly loremasters, seeking answers to your esoteric questions.

Level: 10
Category: Divination
Time: 30 minutes
Duration: 10 minutes

Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Religion

You ask a single question of mysterious, extraplanar presences about matters beyond your ken. Make a Religion check with a +10 bonus instead of an Arcana or a History check to uncover a clue, remember a bit of lore, or otherwise gain information about the world around you.

The ritual grants you a single piece of information. That information can take the form of a word, a name, a phrase, or even a brief story, depending on what exactly you're looking for. You can learn the name of the usurper who ended the Katerran Dynasty a thousand years ago, the burial rites of the Crimson Wolf clan, or the weaknesses of the shadow assassins who have been dogging your steps.

The ritual can't uncover information beyond the ken of the most learned sages. It's of no use if you're trying to find the magic word that unlocks the vampire's crypt, because only the vampire knows the word. Nor can the ritual tell you definitively where great stores of treasure are, but the mystic sages could tell you where a specific empress kept her treasury in ancient times or whether the treasure was looted when her empire fell.

CONSULT ORACLE

A ghostly, shrouded figure with glowing eyes appears before you, offering brief, cryptic answers to your questions.

Level: 16
Category: Divination
Time: 1 hour
Duration: 10 minutes

Component Cost: 3,600 gp
Market Price: 9,000 gp
Key Skill: Religion

You coax forth an oracular spirit from the space between the planes. Oracles have no tangible presence and no agendas; they exist only to observe events. This makes them unparalleled sources of information because they have the potential to have seen and heard everything, even information otherwise known to only one creature.

Make a Religion check to determine how many questions you can ask an oracle before it vanishes.

Religion Check Result	Number of Questions
9 or lower	One
10-19	Two
20-29	Three
30-39	Four
40 or higher	Five



Each question is answered immediately, so you know the answer to one question before asking the next. You must phrase your question so that the oracle can answer it with a single word or a brief phrase. For the oracle to know the answer to a question, the answer must be known to at least one creature, even if that creature is no longer alive. The oracle has no foreknowledge and only a limited ability to judge what it sees. The oracle can tell you the order in which to activate the glyphs in front of the Gate of the Black Drake, but it can't answer the question "Will we do well if we venture through the gate?"

Ten minutes after you finish performing the ritual, the oracle leaves, even if you have unasked questions remaining.

CURE DISEASE

Even the most horrid affliction disappears in response to your healing touch.

Level: 6
Category: Restoration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 150 gp
Market Price: 360 gp
Key Skill: Heal

The Cure Disease ritual wipes away a single disease afflicting the subject, whether the disease is active or still incubating. The subject is completely cured and loses any negative side effects and symptoms of the disease.

This ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the disease as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check Result	Effect on Target
0 or lower	Death
1-9	Damage equal to the target's maximum hit points
10-19	Damage equal to one-half of the target's maximum hit points
20-29	Damage equal to one-quarter of the target's maximum hit points
30 or higher	No damage

If you know that your subject is suffering from multiple diseases, you must choose which one this ritual will cure. Otherwise, the ritual affects whichever single disease you knew about. You learn the disease level when you begin the ritual, and at that point you can choose not to continue, without expending any components.

DETECT OBJECT

Lifting your finger, you point confidently at a blank stone wall. Twenty feet past it, you can sense the prince's stolen scepter.

Level: 10
Category: Exploration
Time: 10 minutes
Duration: 5 minutes
Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Arcana

Name an object. For the duration of the ritual's effect, you can detect the direction and distance to the nearest example of that object, as long as one is within the range defined by your Arcana check result. When attempting to locate a specific object, apply the modifiers below.

Specific Object Is ...	Modifier
Very familiar to you	0
Seen once by you	-5
Described to you	-10

Arcana Check Result	Range
9 or lower	5 squares
10-19	10 squares
20-29	30 squares
30-39	60 squares
40 or higher	100 squares

DETECT SECRET DOORS

With a smile and a wink, you show Soveliss the outline of the trapdoor he missed.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Arcana

Make an Arcana check. Use the result as a bonus to a Perception check you immediately make to find any secret or hidden doors in your line of sight. If anyone aided you while performing this ritual, they can't help you make the resulting Perception check.

DISCERN LIES

His lies quiver through the ether like water thrown on a hot griddle. The suspect doesn't even know he's giving off this signal, but to you it's clear as day.

Level: 6
Category: Divination
Time: 10 minutes
Duration: 5 minutes
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Religion

Make a Religion check. Use the result as a bonus to your Insight checks to discern any untruths spoken in your presence during the duration. If anyone aided you while

performing this ritual, they can't help you make the resulting Insight checks.

DISENCHANT MAGIC ITEM

The item ignites in a brief flash of brilliant light, then crumbles to golden dust in your hands.

Level: 6
Category: Creation
Time: 1 hour
Duration: Instantaneous
Component Cost: 25 gp
Market Price: 360 gp
Key Skill: Arcana (no check)

When you finish performing this ritual, you touch a magic item and destroy it, turning it into a quantity of *residuum* valued at one-fifth of the item's price. The item must be your level or lower and must be something that can be created using the Enchant Magic Item ritual.

DRAWMIJ'S INSTANT SUMMONS

You snap your fingers, and a sword appears in your hand. The dragon's nostrils flare in irritation as it realizes you're now armed with a vorpal blade.

Level: 12
Category: Travel
Time: 1 hour
Duration: Until discharged
Component Cost: 500 gp
Market Price: 2,600 gp
Key Skill: Arcana (no check)

Use this ritual to attune one weapon, implement, or shield to yourself. At any time in the future, you can summon that object to your hands as a minor action, at which time the ritual is discharged. Through this ritual, you can have only one weapon, implement, or shield attuned to you at a time.

ENCHANT MAGIC ITEM

Magic drawn from the warp and weft of the universe infuses the item you hold in your hands.

Level: 4
Category: Creation
Time: 1 hour
Duration: Permanent
Component Cost: Special
Market Price: 175 gp
Key Skill: Arcana (no check)

You touch a normal item and turn it into a magic item of your level or lower. The ritual's component cost is equal to the price of the magic item you create.

You can also use this ritual to resize magic armor (for example, shrink a fire giant's magic armor to fit a halfling). There is no component cost for this use.

ENDURE ELEMENTS

Neither the biting cold nor the searing heat troubles you anymore. You travel in arctic or desert wastes as comfortably as in temperate climes.

Level: 2
Category: Exploration
Time: 10 minutes
Duration: 24 hours
Component Cost: 20 gp
Market Price: 100 gp
Key Skill: Arcana or Nature (no check)

The Endure Elements ritual lets you designate up to five ritual participants, including yourself, who ignore penalties associated with extremes of nonmagical weather.

An affected creature suffers no ill effects from ambient temperatures between -50 and 140 degrees Fahrenheit, and the creature's equipment is likewise protected from the ravages of these temperatures and of precipitation.

EYE OF ALARM

You conjure forth a phantasmal sentry—a slender pillar 6 feet tall, topped with a floating, unblinking eye. The eye watches over your camp as you sleep and cries out an alert if danger approaches.

Level: 2
Category: Warding
Time: 30 minutes
Duration: 24 hours (special)
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Arcana

This ritual creates watchful eyes that you place in any square within 10 squares of where you perform the ritual. Each eye is located in a particular square; it is intangible and can't be interacted with physically. The eyes are nearly invisible and have a Stealth check result of 20 + your level to avoid detection.

Your Arcana check determines how many eyes you can place and what type of vision or sensory ability they possess.

Arcana Check Result	Eyes Created	Vision or Ability
19 or lower	One	Normal
20-39	Three	Darkvision
40 or higher	Five	Darkvision and tremorsense 12 squares

The eyes do not hear, but they see well. Each uses your Perception modifier, with a +5 bonus.

If an eye sees an intruder, it emits a loud warning sound defined by you during the ritual. This sound could be anything from a stentorian "Enemies approach!" to an owl's screech to a fanfare of trumpets. The Perception DC to hear the eye's sound is 0 (modified by distance as normal).

The eyes never consider you an intruder. In addition, you can designate any number of other ritual participants as nonintruders. When you perform the ritual, you can also designate one or more categories of creatures that the



eyes will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as hill giant), or obvious equipment (such as a creature carrying a shield with a flame emblazoned upon it).

The ritual's effects last for 24 hours or until you move more than 20 squares from all the eyes.

Optional Focus: You can extend the duration of this ritual indefinitely by using a focus of a small, jeweled eye made of silver and ruby, worth 100 gp. The ritual's effects last as long as the focus remains within 20 squares of any of the eyes. You can hide or protect the ritual's focus in any way you like, as long as it remains within 20 squares of the eyes.

EYE OF WARNING

You conjure forth a phantasmal sentry—a slender pillar 6 feet tall, topped with a floating, unblinking eye. The eye protects you from your enemies' efforts to snoop on you, watches over your camp, and cries out an alert if danger approaches.

Level: 14 **Component Cost:** 800 gp
Category: Warding **Market Price:** 4,200 gp
Time: 30 minutes **Key Skill:** Arcana
Duration: 24 hours (special)

This ritual works the same as Eye of Alarm.

In addition, an eye of warning automatically detects any scrying sensor that appears or moves within 10 squares of it, treating the sensor as an intruder. Furthermore, the eye destroys the sensor immediately after warning you unless the creator of the scrying sensor succeeds on an Arcana check (DC 20 + your level). Wherever you are, you instantly know if the eye encounters a sensor. Each round the sensor remains within 10 squares of an eye, the eye attempts to destroy it again.

Optional Focus: As with the Eye of Alarm ritual, you can extend the duration of this ritual indefinitely by keeping a focus in the vicinity. This ritual focus is a small, jeweled eye made of gold and ruby, worth 1,600 gp.

FORBIDDANCE

A powerful invisible ward protects you from your enemies' efforts to magically spy on you and from enemies who try to teleport into your presence.

Level: 20 **Component Cost:** 5,000 gp, plus 5 healing surges
Category: Warding **Market Price:** 25,000 gp
Time: 30 minutes **Key Skill:** Arcana
Duration: 24 hours (special)

No scrying sensor can enter the area of Forbiddance and no creature can teleport into it, unless the sensor or the creature is higher level than the ritual caster who performed the ritual.

Your Arcana check determines the size of the warded area, which is a burst (see "Areas of Effect," page 272).

Arcana Check Result	Warded Area
9 or lower	Burst 1
10-19	Burst 3
20-29	Burst 5
30-39	Burst 8
40 or higher	Burst 12

The warding effect lasts for 24 hours, but the ritual caster (not any assistants) can extend this duration by expending a healing surge every 24 hours to sustain it. The caster does not need to be in the same area or even on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent.

GENTLE REPOSE

Your practiced hands perform the ritual fast enough to preserve the body for a later casting of Raise Dead.

Level: 1 **Component Cost:** 10 gp
Category: Restoration **Market Price:** 50 gp
Time: 1 hour **Key Skill:** Heal (no check)
Duration: Special

This ritual is performed on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar ritual. Gentle Repose also protects the corpse from being raised as an undead creature for 150 days.

HALLUCINATORY CREATURE

A few words of description, some arcane gestures, and a fear-some image appears before you.

Level: 12 **Component Cost:** 500 gp
Category: Deception **Market Price:** 2,600 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 24 hours

You create the illusion of a single creature, of any size from Small to Large. It looks and smells like the creature in question. If the creature can speak or emit sounds, the illusion can do so as well, but on a limited basis (subject to the DM's judgment)—it's not possible, for instance, for the illusion to engage in an extended conversation.

You can give the illusion simple instructions, such as having it wander a set area, appear to chew on local plants, and the like. Your Arcana check determines the number of actions you can instruct the illusion to take.

Arcana Check Result	Actions
19 or lower	1 minor, 1 move
20-29	1 minor, 1 move, 1 standard
30-39	2 minor, 2 move, 1 standard
40 or higher	2 minor, 2 move, 2 standard

The illusion can perform these actions in a specific sequence, such as moving, taking a standard action, and then moving again, either in an endless loop or starting in response to a specific trigger, such as a door opening.

You can also match each action to a specific trigger. An illusion might move when a creature moves next to it or cower and scream when it is attacked.

Creatures that view or interact with the illusion are entitled to Insight checks to detect the fact that it is false. This check's DC equals your Arcana check result. A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake.

The illusion cannot travel more than 20 squares from the spot where it first appeared.

HALLUCINATORY ITEM

At your command, a phantasm of the item you've pictured in your mind shimmers into being before you. It wavers once, twice, and then seems to take on solid form.

Level: 5
Category: Deception
Time: 10 minutes
Duration: 24 hours

Component Cost: 25 gp
Market Price: 250 gp
Key Skill: Arcana

You create the illusion of a single inanimate object that appears, to all intents and purposes, to be real. You can use this ritual to create an illusory wall, door, weapon, or other object.

Your Arcana check result determines the illusion's maximum size.

Arcana Check Result	Maximum Size
19 or lower	Small
20-29	Medium
30-39	Large
40 or higher	Huge

Once you create the illusion, you cannot move it, and it can't include moving parts.

Creatures that view or interact with the illusion are entitled to Insight checks to detect the fact that it is false. This check's DC equals your Arcana check result. A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake.

HAND OF FATE

A ghostly apparition appears to give you basic guidance about a course of action.

Level: 4
Category: Divination
Time: 10 minutes
Duration: 10 minutes

Component Cost: 70 gp
Market Price: 175 gp
Key Skill: Religion (no check)

When you perform the ritual, ask up to three questions about possible courses of action. A translucent blue hand appears and indicates with a gesture what the most rewarding course of action is.

If you describe courses of action that refer to directions or specific objects, then the hand points toward the choice that bears the greatest reward. If you ask the hand, "Should we head down the stairs or through the doors?" then the hand responds by pointing either to the stairs or the doors. If you ask the hand, "Which of these three levers should we pull first?" then the hand responds by pointing to a lever.

If you describe only a single course of action, the ritual assumes that inaction is your other option. The hand either beckons you (to indicate that you should proceed) or gestures for you to halt. For example, the question "Should we explore the ruins of Solitronia?" results in the hand either beckoning you or gesturing for you to halt.

The hand can't assess events in the far future; its judgment extends only to likely events in the next hour. If the hand can't indicate a preference, the ritual has no effect and expends no components.

There are two drawbacks to using the ritual to aid your decisions. First, fate values rewards over risk, and this ritual provides guidance accordingly. It points you toward a high risk, high reward option before pointing you toward a low risk, low reward alternative. For example, if one tunnel leads to a dragon and great wealth and the other tunnel leads back to town, then the hand points toward the dragon. However, a high risk, low reward alternative is considered less rewarding than a low risk, low reward option.

Second, the hand can choose only the most rewarding course of action relative to the alternatives provided. That doesn't mean that the indicated choice is necessarily a good idea, only that it's a better idea than the other options you've indicated. In the example above, if all three levers activate traps, then the hand points toward the lever that triggers a trap less lethal than the others.



KNOCK

A blue, glowing key appears in front of the door and disappears into it. The door glows amber for a moment and then unlocks.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 35 gp, plus 1 healing surge
Market Price: 175 gp
Key Skill: Arcana

The Knock ritual allows you to open a single locked door, chest, gate, or other object. It even works against portals sealed with the Arcane Lock ritual or doors secured with bolts or bars that are on the far side, out of reach. You must defeat all the closures on a locked object to unlock it. You make one Arcana check per lock, bar, Arcane Lock, or similar closure. The object you unlock does not open automatically; you still must open it yourself after the ritual unlocks it.

Make an Arcana check with a +5 bonus in place of a Thievery check to open each lock or closure. (See the Thievery skill description, page 189, for example DCs.) To undo bolts or bars you normally couldn't reach, you must succeed on a DC 20 Arcana check.

If you use this ritual successfully against a portal protected by Arcane Lock, you destroy the Arcane Lock and its effects end.

LEOMUND'S SECRET CHEST

An ornate iron-and-silver chest fades into view in front of you.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Until dismissed
Component Cost: 140 gp, plus a focus worth 200 gp
Market Price: 360 gp
Key Skill: Arcana (no check)

As part of mastering this ritual, you must create or commission a chest that bears arcane designs, and an object with personal meaning for you must be built into the chest's frame. After the chest is ready, you can store it anywhere you like. Performing this ritual then summons the chest from wherever you left it to wherever you are, along with all its contents. You can remove or add objects to the chest (subject to its natural size limitations) when it is present. Any time after summoning it, you can dismiss it back to its previous location.

Explorers use this ritual to ensure they have enough supplies or to cart treasure away from a dungeon more easily. If the chest is ever lost or destroyed, you must create a new one before you can perform this ritual again.

Focus: A chest worth at least 200 gp.

LINKED PORTAL

You create a glowing circle of sigils on the ground nearby, and you can see a hazy vision of a far-off city. You and your friends step into the circle, and you're instantly whisked away to that place.

Level: 8
Category: Travel
Time: 10 minutes
Duration: Special
Component Cost: 135 gp (see text)
Market Price: 680 gp
Key Skill: Arcana

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle somewhere else on the same plane. With a step, you can move from one circle to the other. As part of performing the ritual, you must sketch out a 10-foot-diameter circle in various rare chalks and inks. This temporary teleportation circle must exactly match the permanent teleportation circle at your destination. It disappears at the end of the portal's duration.

At the completion of this ritual, make an Arcana check. The result determines the duration that the portal remains open.

Arcana Check Result	Portal Duration
19 or lower	1 round
20-39	3 rounds
40 or higher	5 rounds

You can use a permanent teleportation circle as the origin point of this ritual, making minor temporary modifications as part of the ritual. Doing this reduces the cost to 50 gp of reagents and grants you a +5 bonus to your Arcana check.

While the portal is open, any creature that enters the circle at the origin point instantly appears at the other location, along with anything the creature holds or carries. The creature can even finish the rest of its move. Any number of creatures of any size can use an open portal; the only limitation is the number that can reach the circle before it ends.

Anyone standing in the vicinity of either end of the portal can see a haze-infused vision of the teleportation circle at the other end of the connection, as well as the environment 60 feet beyond it. Effectively, everything at the destination within this area of visibility is lightly obscured, and the area beyond is completely fogged out. (Naturally, portals that last longer give you a better opportunity to study the place you're going to before you step into the circle.) Environmental effects at one end of the connection don't affect the other end.

Most major temples, important wizards' guilds, and large cities have permanent teleportation circles, each of which has a unique set of magic sigils etched or inlaid into the ground. The exact sequence of sigils matters, because you've got to match it if you want to open a portal leading there. The sigils aren't any more complex than



remembering a string of letters and numbers. You can use Linked Portal to any permanent teleportation circle whose sequence of sigils you know. When you learn this ritual, your DM will tell you at least two such sequences. In your travels and research, you'll undoubtedly learn more.

This ritual can take you anywhere in the world, but it can't take you to other planes. Sufficiently powerful warding magic, such as the Forbiddance ritual, can block a teleportation ritual. If the location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

LOREMASTER'S BARGAIN

Through a significant offering, you are granted a brief magical audience with a powerful entity who possesses the information you seek.

Level: 22

Category: Divination

Time: 8 hours

Duration: Special

Component Cost:

13,000 gp

Market Price: 65,000 gp

Key Skill: Religion

Through painstaking research and preparation, you prepare a valuable offering for a powerful extraplanar entity such as an angel, a demigod, a demon, or a devil. Your offering earns you an audience with the being, which appears as a ghostly image that cannot be attacked or physically interacted with. You must succeed on a skill challenge to obtain the information you desire from that entity. You gain a +1 bonus to skill checks made in the skill challenge for every 10 points of your Religion check result (+1 for a result of 10, +2 for a result of 20, +3 for a result of 30, and so on). This challenge might be against Bluff, Diplomacy, or Intimidate, depending on the creature.

Unlike rituals that provide cryptic answers (Consult Oracle) or have limited scope (Consult Mystic Sages), the Loremaster's Bargain ritual provides contact to a creature that might be genuinely informative and helpful, provided you convince it to help. The entity begins in a neutral state—intrigued by the offering and willing to hear you out. But the entity has agendas of its own, and its nature might color the information and advice it provides.

When you complete the ritual, you can designate up to eight other ritual participants who can also speak with the entity and contribute to the skill challenge. Each one gains the same bonus to skill checks that you do.

MAGIC CIRCLE

The circle of symbols scratched into the ground glows and sparks briefly as the demon tests the boundary. "This will not save you for long!" it hisses.

Level: 5
Category: Binding
Time: 1 hour
Duration: Until broken
Component Cost: 100 gp
Market Price: 250 gp
Key Skill: Arcana

You inscribe a circle on the ground, a circle emblazoned with arcane symbols of protection. If drawn correctly, these symbols make it difficult for creatures of a particular origin to enter or pass. When performing the ritual, you choose aberrant, elemental, fey, immortal, natural, shadow, or all. The last option applies a -5 penalty to your check. The circle requires 1 minute to inscribe per square inside the circle (and it must be a circle).

An affected creature whose level is lower than your Arcana check result minus 10 cannot pass through the circle, affect creatures through the circle's boundary, or affect the boundary in any way. Other creatures of an affected origin take force damage equal to your Arcana check result when passing through the boundary, but doing so breaks the circle. Unaffected creatures can take a standard action to obscure the inscription and break the circle.

MAGIC MOUTH

The stone wall grinds as it reshapes into the semblance of dry, cracked lips framing teeth like canting tombstones. "Beware!" it says.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: Until discharged
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana (no check)

You bind a message into a surface you touch. When conditions you set are met, the surface manifests a mouth and

conveys your message, discharging the ritual. The mouth appears to be made out of the same material as the surface, but you otherwise decide the mouth's appearance.

MAKE WHOLE

As you finish the ritual, the oaken door stands whole and unblemished as if Orten the Rager hadn't just burst through it with murder in his eyes. It's the least you can do after using the inn to ambush the infamous barbarian.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: Permanent
Component Cost: Special
Market Price: 50 gp
Key Skill: Arcana (no check)

A single object that can fit in a 10-foot cube is completely repaired. The component cost is 20 percent of the item's cost. In cases where you attempt to repair an item not on any price list, the DM determines the cost.

OBSERVE CREATURE

You spy on a creature—whether friend, rival, or enemy—through the power of your scrying magic.

Level: 24
Category: Scrying
Time: 1 hour
Duration: Special
Component Cost: 21,000 gp, plus a focus worth 10,000 gp
Market Price: 105,000 gp
Key Skill: Arcana

When you perform this ritual, choose a specific creature. You create a magical sensor adjacent to that creature, and you can see and hear as if you were standing in the square where your sensor is located. You need not personally know or have ever seen the subject. However, when performing the ritual you must describe your intended subject with sufficient clarity that the ritual unambiguously knows which creature you're talking about. This ritual can show you a creature anywhere in the world, but it can't show you a creature on another plane.



The magic of the ritual interprets your statement of intended subject in the most straightforward way possible. If your description is insufficient to determine a specific creature, the ritual fails and no components are expended. If your statement describes a subject other than the one you intended, the ritual still functions and the components are expended.

You have no inherent way to discern where the sensor is in relation to you, but careful observation might give you some clues. The sensor moves with the subject for the duration of the effect.

Your Arcana check determines how long the sensor lasts.

Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

You can hear through the sensor as well as see, and you have darkvision through it. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Observe Creature creates a scrying sensor—a shimmer in the air—that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this ritual notices your scrying sensor, the target can use a standard action to focus its will in an attempt to destroy the sensor. Make an opposed Wisdom check; if the target's result is higher than yours, the sensor is destroyed and you spend one healing surge but regain no hit points (or take damage equal to your healing surge value if you don't have any healing surges left). The subject can repeat this effort until the sensor is destroyed or the duration ends.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Observe Creature. If the subject's location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

Focus: A mirror or a crystal ball worth at least 10,000 gp. The focus conveys what you see and hear.

PASSWALL

A gap opens in the impenetrable Caldanis Fortress Wall, peeling the solid stone into a passageway as if it were a pair of tent flaps. "Come," says your guide, "we have only a short time before they notice this trick . . . or it closes on us."

Level: 12	Component Cost: 1,000 gp
Category: Exploration	Market Price: 2,600 gp
Time: 10 minutes	Key Skill: Arcana
Duration: 1 minute	

You create a passage through any solid material. You choose the orientation of the passage relative to the surface you touch. The passage is 1 square wide and tall. The passage can be a number of squares deep equal to your Arcana check result divided by 5. This ritual does not conceal the passage from anyone or bar anyone from entering. A creature inside the passage when it closes takes 5d10 damage and is ejected to the nearest end of the passage. This ritual does not affect the structural integrity of a cavern or a wall; the passage is a twist in space, not an actual shifting of material.

PHANTOM STEED

You conjure black, ghostly horses. They sniff the air and stamp impatiently as if ready to ride like the wind. Their hooves, manes, and tails trail off into mist.

Level: 6	Component Cost: 70 gp
Category: Exploration	Market Price: 360 gp
Time: 10 minutes	Key Skill: Arcana
Duration: 12 hours	

This ritual conjures forth up to eight horselike creatures. Each one is Large and can be ridden by you or any other character you designate during the ritual.

Your Arcana check determines the speed of the steeds you conjure and whether they have any special movement capabilities. The steeds have the special movement capabilities associated with your check result and all lower results.

Arcana Check Result	Speed	Special Movement
19 or lower	10	None
20-29	12	Ignore difficult terrain
30-39	15	Move on water as if it were solid ground
40 or higher	20	Fly (up to 10 squares above ground)

The steeds cannot attack or affect other creatures in any way other than to serve as mounts. Each steed's defense scores are equal to its rider's (or yours, if the steed has no rider). A phantom steed is immune to any effect other than damage.

A steed created by this ritual lasts for 12 hours or until it takes any damage. When the ritual ends, or when a steed is destroyed, the steed fades into nothingness and its rider lands on his or her feet in the steed's space. If a steed is flying when it disappears, the rider descends safely to the ground, landing at the start of his or her next turn.



PLANAR PORTAL

You inscribe a circle of runes on the ground. The earth shakes as the portal blazes with magical energy. A hazy image of a distant world appears within the circle's bounds.

Level: 18
Category: Travel
Time: 10 minutes
Duration: Special
Component Cost: 5,000 gp
Market Price: 17,000 gp
Key Skill: Arcana

This ritual works the same as Linked Portal, except that you can use it to travel to other planes. As with Linked Portal, your planar destination must have a permanent teleportation circle whose sigil sequence you have memorized.

Your Arcana check determines how long the portal remains open.

Arcana Check Result	Portal Duration
19 or lower	1 round
20-39	3 rounds
40 or higher	5 rounds

When you first learn this ritual, you learn the sigil sequences of two common planar locations, as determined by the DM.

RAISE DEAD

You bend over the body of your slain comrade, applying sacramental unguents. Finally his eyes flutter open as he is restored to life.

Level: 8
Category: Restoration
Time: 8 hours
Duration: Instantaneous
Component Cost: 500 gp
Market Price: 680 gp
Key Skill: Heal (no check)

To perform the Raise Dead ritual, you must have a part of the corpse of a creature that died no more than 30 days ago. You apply mystic salves, then pray to the gods to restore the dead creature's life. The subject returns to life as if he or she had taken an extended rest. The subject is freed of any temporary conditions suffered at death, but permanent conditions remain.

The subject returns with a death penalty: -1 to all attack rolls, skill checks, saving throws, and ability checks. This death penalty fades after the subject reaches three milestones.

You can't restore life to a creature that has been petrified or to a creature that died of old age.

The subject's soul must be free and willing to return to life. Some magical effects trap the soul and thus prevent Raise Dead from working, and the gods can intervene to prevent a soul from journeying back to the realm of the living. In all cases, death is less inclined to return paragon and epic heroes; the component cost is 5,000 gp for paragon tier characters and 50,000 gp for epic tier characters.

REMOVE AFFLICTION

You undo a curse, enchantment, or madness that afflicts your subject.

Level: 8
Category: Restoration
Time: 1 hour
Duration: Instantaneous
Component Cost: 250 gp
Market Price: 680 gp
Key Skill: Heal

Remove Affliction wipes away a single enduring effect afflicting the subject. The ritual can remove curses, effects such as charm or domination, and fear, confusion, insanity, polymorph, and petrification effects. All effects of the curse or other effect end.

This ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the effect you are trying to remove (or the level of the creature that caused the effect) as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check Result	Effect on Target
0 or lower	Death
1-9	Damage equal to the target's maximum hit points
10-19	Damage equal to one-half of the target's maximum hit points
20-29	Damage equal to one-quarter of the target's maximum hit points
30 or higher	No damage

You can use this ritual on an unwilling subject (usually, a former ally who is under some enemy's influence), but you will have to restrain someone unwilling to undergo the ritual. If you know that your subject is suffering from multiple enduring effects, you must choose which one this ritual will remove. Otherwise, it affects whichever one affliction you knew about. You learn the affliction level when you begin the ritual, and you can choose not to continue, without expending any components (for example, if you determine the affliction is too powerful for you to remove).

SECRET PAGE

You laugh through your broken teeth. The duke's impersonator might have found your journal, but he'll never see what you wrote there.

Level: 1
Category: Warding
Time: 10 minutes
Duration: Permanent
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana

You ward writings so others cannot read them. Use of this ritual protects one page (maximum 250 words). You make the page appear not to exist, causing anyone other

than you to ignore it; the page's presence is blocked from a reader's mind. You can choose instead to obscure the page with false writings, which you produce before performing the ritual. Other readers see the false text rather than the real text.

When you perform the ritual, make an Arcana check, with a +5 bonus. The result is the DC for a Perception check to notice the concealed writing (readers use passive Perception unless they are specifically looking for concealed text).

SENDING

You can see him in your mind's eye, clear as the first time you met him. Your magic lets him know that you're safe, despite encountering the followers of Thoon, and he reassures you that the red dragon caused him no harm.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Instantaneous

Component Cost: 50 gp
Market Price: 360 gp
Key Skill: Arcana

You convey a mental message of up to 25 words to a person you know. If the target is within range, he or she receives the message mentally and can respond likewise. The ritual's maximum range is determined by your Arcana check result.

Arcana Check Result	Maximum Range
9 or lower	10 miles
10-19	100 miles
20-29	500 miles
30-39	1,000 miles
40 or higher	Anywhere on the same plane

SHADOW WALK

The viscount's army is a half-day's march ahead and will beat you to Fernwich. Or would. Shadows stretch until they drape over everything as you step sideways and let the shadows lengthen your stride.

Level: 12
Category: Exploration
Time: 1 hour
Duration: 8 hours

Component Cost: 500 gp
Market Price: 2,600 gp
Key Skill: Arcana (no check)

You and your allies walk through shadows stretching out of the Shadowfell, taking advantage of the strange disparities between distance in your realm and that one to travel quickly. Multiply your overland travel speed by 5 for the duration. This ritual functions only in the natural world.

SILENCE

Straining both your patience and your keen ears, you hear nothing in the duke's private chamber. That's why you're so surprised to see the duke when you boldly enter.

Level: 1
Category: Warding
Time: 10 minutes
Duration: 24 hours

Component Cost: 30 gp
Market Price: 75 gp
Key Skill: Arcana (no check)

You ward a single room (or a burst 4 area), against eavesdropping. Creatures attempting to listen to something in the warded area from outside the area take a -10 penalty to their Perception checks.

SPEAK WITH DEAD

At your prompt, the corpse reveals its secrets to you.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: 10 minutes

Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Religion

You ask the corpse of an intelligent creature questions and receive answers. The corpse knows what the creature knew in life, what has occurred near the corpse, and no more; the spirit has (usually) moved on to another plane and is not present in the body.

Your Religion check result determines the number of questions you can ask.

Religion Check Result	Number of Questions
9 or lower	Zero
10-19	One
20-29	Two
30 or higher	Three

At the DM's option, questioning the departed spirit might require a skill challenge using Diplomacy.

TENSER'S FLOATING DISK

"Oh, this? It follows me everywhere, like a porter that never needs to rest."

Level: 1
Category: Exploration
Time: 10 minutes
Duration: 24 hours

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana

Arcana Check Result	Maximum Load
9 or lower	250 pounds
10-24	500 pounds
25-39	1,000 pounds
40 or higher	2,000 pounds

You create a slightly concave, circular plane of force that floats a foot off the ground and can carry what you lay



upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move more than 5 squares away from it, in which case it moves with your base speed once per round until it is within 5 squares of you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk disappears, dropping whatever it was carrying.

Your Arcana check result determines the maximum load the disk can carry.

TRAVELERS' FEAST

Food for your entire group materializes out of the air, enough to sustain you through a long day's march.

Level: 4

Category: Exploration

Time: 1 hour

Duration: 24 hours

Component Cost: 35 gp

Market Price: 175 gp

Key Skill: Nature (no check)

You create food and water, enough to feed five Medium or Small creatures or two Large creatures for 24 hours. You designate the type of eaters when performing the ritual, and the ritual creates appropriate food (trail rations for people, grain for horses, and so on).

Any food or water created but uneaten disappears at the end of the duration.

TRUE PORTAL

You create a circle of glowing sigils and state your desired destination—any place you name. The circle fills with a hazy vision of the place. When you step inside the circle, you are instantly transported to your destination, no matter how far away it is.

Level: 28

Category: Travel

Time: 10 minutes

Duration: Special

Component Cost:

50,000 gp (see text)

Market Price: 425,000 gp

Key Skill: Arcana

This ritual works the same as Linked Portal (page 307), except as noted here.

You are not limited to teleporting to places you've seen or that have permanent teleportation circles. However, when performing the ritual, you must describe your intended destination clearly. "Lord Ambrose's audience chamber" is sufficient, as is "the nearest temple of Pelor." Your description must use only place names and other static references; you can't say "wherever Princess Katria is" or "the nearest pile of gold." The magic of the ritual interprets your intended destination in the most straightforward way possible. If your description is insufficient to determine a specific destination, the ritual fails, but no components are expended. If your description causes the

portal to lead somewhere you did not intend—for example, if the nearest temple of Pelor is not in the city you'd hoped it would be—the ritual still functions, and the ritual's components are expended.

If the destination is blocked by a warding ritual, such as Forbiddance, the ritual opens the destination portal at a point along the ward's boundary. You can see through the portal before you enter, and you don't have to step through if you don't want to.

You can use a teleportation circle as the origin point of this ritual, making minor temporary modifications as part of the ritual. Using a teleportation circle reduces the ritual's component cost to 1,000 gp and grants a +5 bonus to your Arcana check.

VIEW LOCATION

The secrets of the world are yours to plumb, for your magically enhanced eyes can see into the king's chambers, the wizard's library, or the dragon's cave.

Level: 14

Category: Scrying

Time: 1 hour

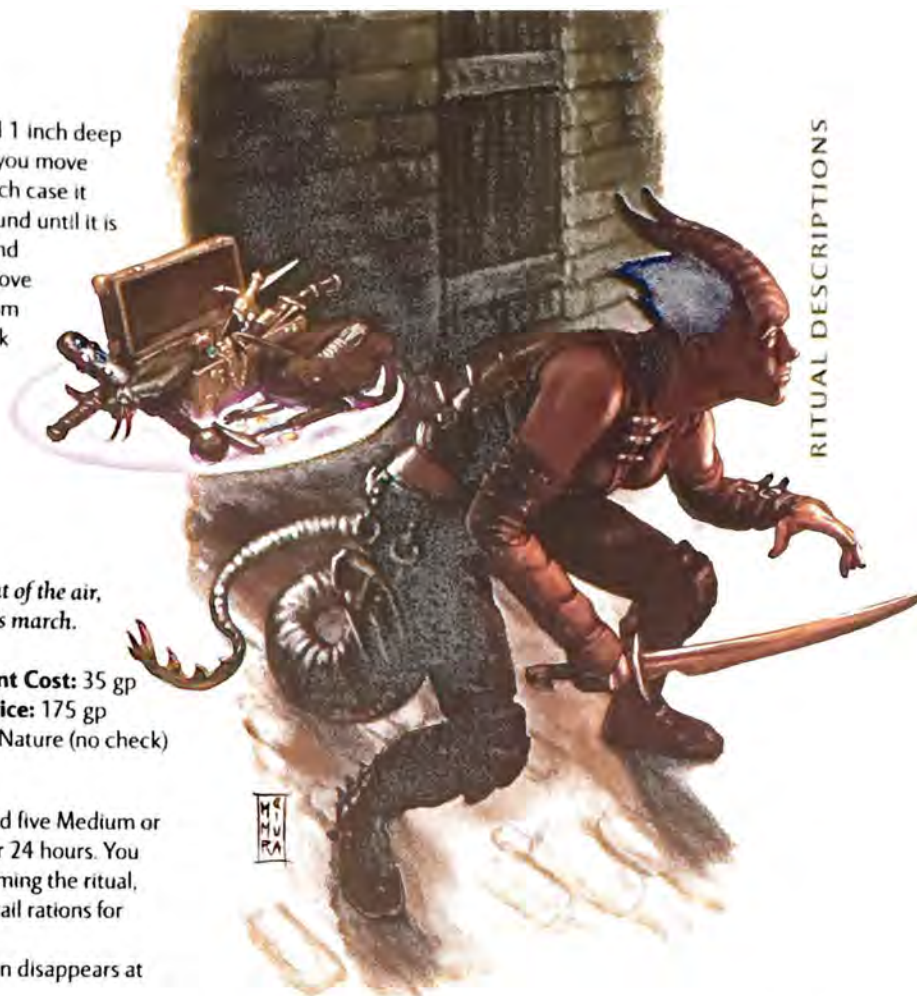
Duration: Special

Component Cost: 1,600 gp,

plus a focus worth 1,000 gp

Market Price: 4,200 gp

Key Skill: Arcana



When you perform this ritual, choose a location you have previously visited. The location must be fixed in place (for example, you can't use this to scry into the cabin of an oceangoing vessel), and it must still be at the same place (and in more or less the same shape) as when you visited. Redecorating a room won't fool View Location scrying, but destroying a tower and rebuilding it with a different layout would cause the ritual to fail (until you visit the new location). You know if the ritual has failed before you expend any components. This ritual can show you a location anywhere in the world, but it can't show you a location on another plane.

This ritual creates a scrying sensor—a shimmer in the air—that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

You can hear through the sensor as well as see, and you have darkvision through it. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Your Arcana check determines how long the sensor lasts.

Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block View Location. If the location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

Focus: A mirror or a crystal ball worth at least 1,000 gp. The focus conveys what you see and hear.

VIEW OBJECT

Whether it's a magic sword, a map of the catacombs, or the jeweled cup that used to be on your mantelpiece, you can observe the location where a specific item is.

Level: 18

Category: Scrying

Time: 1 hour

Duration: Special

Component Cost: 7,000 gp,

plus a focus worth 5,000 gp

Market Price: 17,000 gp

Key Skill: Arcana

When you perform this ritual, choose a specific object of up to Large size. You need not have held or viewed the object. However, when performing the ritual you must describe the object with sufficient clarity that the ritual unambiguously knows which object you're talking about. "Duke Karlerren's ancestral broadsword" is sufficient, as is "the nearest gold coin," but "the most powerful magic item nearby" is not. This ritual can show you an object

anywhere in the world, but it can't show you an object on another plane.

The magic of the ritual interprets your statement of intended object in the most straightforward way possible. If your description is insufficient to determine a specific object, the ritual fails, and no components are expended. If your statement describes an object other than the one you intended—for example, if the nearest gold coin is in your pocket, rather than in the hidden treasure vault you're looking for—the ritual still functions, and the components are expended.

You have no inherent way to discern where the object is in relation to you, but careful observation can give you some clues. If you see the duke's sword hanging on a stone wall, for example, you don't necessarily know whether that wall is across town or across the world.

This ritual creates a scrying sensor—a shimmer in the air—adjacent to the viewed object that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

You can hear through the sensor as well as see, and you have darkvision through it. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Your Arcana check determines how long the sensor lasts. The sensor moves with the object for this duration.

Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block View Object. If the object's location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

Focus: A mirror or a crystal ball worth at least 1,000 gp. The focus conveys what you see and hear.

VOICE OF FATE

A booming voice heard only by the ritual participants provides guidance for your future actions.

Level: 26

Category: Divination

Time: 1 hour

Duration: Instantaneous

Component Cost: 45,000 gp, plus 5 healing surges

Market Price: 225,000 gp

Key Skill: Religion

You consult an entity of fate—perhaps a servant of Avandra, Ioun, Pelor, or the Raven Queen—for a glimpse into what the future holds. You ask questions, and a rumbling voice replies.



Your Religion check determines the number of questions you can ask.

Religion Check Result	Number of Questions
24 or lower	Three
25-29	Four
30-34	Five
35-39	Six
40 or higher	Seven

Your questions must relate to a specific goal, event, or activity that has yet to occur. Since what is yet to occur is not known by any mortal being, the answers need not be known by any creature, alive or dead. This ritual can answer only questions related to events occurring within the next 7 days. After that, the skein of possibilities is too indistinct to gain useful information.

The guidance from the entity of fate is accurate, but great heroes are capable of thwarting fate, at least for a time. If the ritual reveals that a course of action is "certain doom," you should realize that nothing is truly certain until it happens. In addition, the entity of fate assumes that you will act on its guidance completely and immediately. If you don't act on the information, or if you change the conditions in existence when you performed the ritual, then the guidance might no longer be useful.

WATER BREATHING

The cool water fills your lungs, yet you find yourself able to breathe and speak as well as you can on land.

Level: 8	Component Cost: 135 gp
Category: Exploration	Market Price: 680 gp
Time: 10 minutes	Key Skill: Arcana or Nature
Duration: Special	

When you perform this ritual, you can designate up to eight participants (including yourself if you wish) who breathe water as easily as they breathe air. Furthermore, they can speak normally underwater.

Water Breathing doesn't change your ability to breathe air. It doesn't confer a greater swim speed or the ability to fight underwater unhindered. It does protect any gear you and the participants carry, such as books and scrolls, from water damage.

Your check result determines the duration of the effect.

Arcana Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours

WATER WALK

You walk on the water as if it were dry land.

Level: 2	Component Cost: 20 gp
Category: Exploration	Market Price: 100 gp
Time: 10 minutes	Key Skill: Nature (no check)
Duration: 1 hour	

You or an ally can move on water as if it were solid ground. Rapids or choppy seas are considered difficult terrain. The target of this ritual can end its benefits as a free action. The target can immerse itself in water or swim underwater if desired without needing to end the ritual.

WIZARD'S SIGHT

You extend your senses beyond the door, looking and listening inside as if you were there.

Level: 8	Component Cost: 270 gp, plus a focus worth 200 gp
Category: Scrying	Market Price: 680 gp
Time: 10 minutes	Key Skill: Arcana
Duration: Special	

When you perform a Wizard's Sight ritual, choose a square within 20 squares of you, even a square that you can't see or don't have line of effect to. You create a magical sensor in that square. You can see and hear as if you were standing there, and you have darkvision through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Your Arcana check determines how long the sensor lasts.

Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

The ritual creates a scrying sensor—a shimmer in the air—that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Wizard's Sight. If the location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

Focus: A mirror or a crystal ball worth at least 200 gp. The focus conveys what you see and hear.

