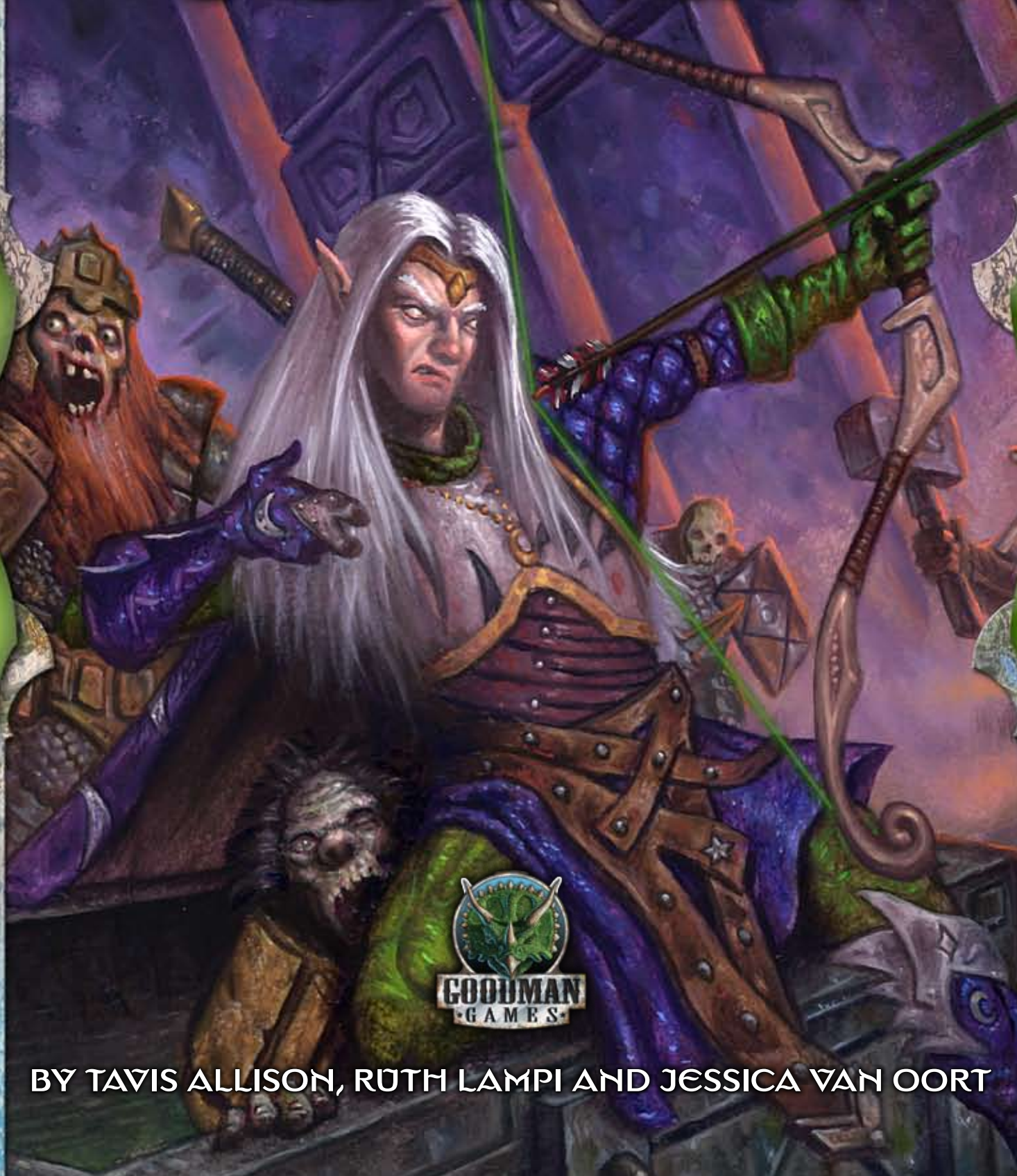


HERO'S HANDBOOK: ELADRIN



BY TAVIS ALLISON, RUTH LAMPI AND JESSICA VAN OORT



KNIGHT OF SUMMER

"I will take them all myself!"

Prerequisite: Paladin class

The fiery summer sun blesses you, and it is your duty to undertake valiant deeds. Others might call your courage foolhardiness, but when you stand forth alone, challenging your enemies to single combat, you are able to draw upon reserves of strength and skill that remain untapped when your allies aid you. With the sun bright on your shield, the glory that surrounds you turns to blazing fire that only harms your enemies, and your attacks, too, are strengthened with fire.

KNIGHT OF SUMMER PATH FEATURES

Blazing Blade (11th level): Whenever you deal damage with a melee attack or a divine challenge, you can choose to deal this damage as fire damage.

Flare of the Sun (11th level): When you score a critical hit with a melee attack, you deal an additional 1d6 fire damage.

Heatstroke Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, the target gains vulnerability 5 fire (save ends) unless the target has resistance to fire, in which case their resistance is reduced by 5 (save ends).

Summer Breeze (16th level): When you are bloodied by a melee attack, if none of your allies are adjacent to your attacker, you can either use your *second wind* or regain the use of your second wind if it has already been expended in this encounter.

KNIGHT OF SUMMER PRAYERS

Grant Me this Foe Knight of Summer Attack 11

You claim your knightly right to challenge a worthy enemy in single combat.

Encounter ♦ Divine, Fire, Radiant, Weapon

Standard Action Melee weapon

Target: One creature

Effect: You can shift each of your allies adjacent to the target 1 square before the attack.

Attack: Strength vs. AC

Special: If none of your allies are adjacent to the target, you gain a +2 power bonus to the attack roll.

Hit: 1[W] + Strength modifier damage. If none of your allies are adjacent to the target at the start of your next attack, you deal an additional 1[W] + Wisdom modifier fire and radiant damage to the target.

Merciful Sun

Knight of Summer Utility 12

Those who follow a knight ordained by the Summer Court have nothing to fear from the sun's heat and light.

Daily ♦ Divine, Fire, Radiant

Standard Action

Close burst 5

Target: You and each ally in burst

Effect: The target gains resist fire and radiant equal to the sum of your Wisdom and Charisma modifiers until the end of the encounter.

Solstice Light

Knight of Summer Attack 20

Your valor blazes forth like the bonfire that burns throughout the shortest night of the year.

Daily ♦ Divine, Fire, Radiant, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Special: If none of your allies are adjacent to the target, you gain a +2 power bonus to the attack roll.

Hit: 3[W] + Strength modifier damage, and until the end of the encounter you deal fire and radiant damage equal to 1d6 + your Wisdom modifier to enemies who start their turn adjacent to you.

Miss: Half damage, and until the end of the encounter, you deal 1d6 fire and radiant damage to enemies who start their turn adjacent to you.

LAND MAGE

"These flower petals are beautiful, the first cherry blossoms of spring. But you can't breathe cherry blossoms."

Prerequisite: Wizard class, trained in Nature

Many ignorant people underestimate plants, seeing them only as food or as part of the landscape. You know otherwise, and you have harnessed the power inherent in plants and in the land itself. This goes far beyond creating poisons from the secretions of plants—you bind your enemies in vines, make their lungs burst with deadly flowers, or even grow plants inside them that use their bodies as fertilizer. Besides turning nature against your enemies, you use it to bolster and camouflage you and your allies. No city-born enemy wants to meet you in the wilderness that is your home.

LAND MAGE PATH FEATURES

Harvest the Land's Defenses (11th level): You can distill natural, herb-based poisons by spending 8 hours per dose of poison in a wilderness area with ample vegetation. The distillation requires you to expend rare herbs of a type suitable for

use as a component in a Nature ritual. The base value of the herbs expended is equal to the cost of the poison you create as listed in the DMG. You can brew *ground thassil root*, *dark toxin*, or *black lotus* poison.

Bounty of the Land (11th level): When you use rare herbs as a component in a Nature ritual or your Harvest the Land's Defenses feature, your attunement with the land allows you to use the herbs more efficiently. The base value of the herbs you must expend is reduced by one-quarter. This feature does not stack with other effects that reduce the cost of rituals.

Entangling Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, the target is restrained until the end of your next turn.

Blood Fertilizes the Land (16th level): When you first become bloodied in an encounter, all squares within 2 squares of you become difficult terrain for your enemies until the end of your next turn. Enemies who move into or through this difficult terrain take damage equal to your Intelligence modifier.

LAND MAGE SPELLS

Leaves on the Wind Land Mage Attack 11

A spray of leaves and petals erupts from the throat of your enemy as the trees of the land take root in his flesh.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage, and the target must make a saving throw or lose its next standard action to a fit of coughing.

Mantle of the Forest Land Mage Utility 12

Seen directly, you and your allies are merely wearing garlands of oak and daubs of ochre. From the corner of the eye, this magic makes you almost indistinguishable from your natural surroundings.

Daily ♦ Arcane, Illusion

Standard Action Close burst 5

Target: Each ally in burst

Effect: The target gains concealment and a +2 power bonus to Stealth checks until the end of the encounter or until the target attacks.

Plant a Seed Land Mage Attack 20

You blow a gossamer seed towards your enemy. When its work is done, a gnarled tree is putting down roots in the torn remnants of his corpse.

Daily ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature adjacent to you

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage, and ongoing 20 damage (save ends).

Miss: Half damage, and ongoing 10 damage (save ends).

Effect: When the target is reduced to 0 hit points or fewer, a tree occupies the target's space. Each round as a minor action, you can have the tree make a secondary attack. The tree lasts until the end of the encounter, can make opportunity attacks, and counts as an ally for the purposes of flanking and cover.

Secondary Attack: Intelligence vs. AC

Hit: 1d10 + Intelligence modifier damage.

RADIANT SOUL

"The defenders of Archelus fought to the last warrior, to the last mage, and were remembered forever in song. So shall we be!"

Prerequisite: Warlord class

You remember the great deeds of battles past, and in recounting those deeds to your allies you inspire them to emulate the heroes of old. The courage and glory of long-dead warriors is present on every field where you and your companions do battle, and their prowess lives on in you. Your way with words is no less than your skill with a weapon. When you finally go to your last rest, you hope that others will be as inspired by the memory of your deeds as you are by those who have gone before you.

RADIANT SOUL PATH FEATURES

Enduring Legend Action (11th level): When you spend an action point to take an action, you and each of your allies within 5 squares of you regain the use of *second wind*.

Prowess of Heroes (11th level): When you or an ally who can see and hear you scores a critical hit against an enemy, you grant a +2 power bonus to the next attack roll made against that enemy. The attacker can be you or an ally.

Actions of Renown (16th level): When an ally who can see you spends an action point to take an extra action, you grant that ally a bonus to attack rolls equal to your Charisma modifier until the start of his or her next turn.



RADIANT SOUL EXPLOITS

Twin Blades of Arovarel Radiant Soul Attack 11

In memory of the elves and eladrin who fought together to defend its greatest city, the threshold will bring you to the enemy we must defeat together.

Encounter ♦ **Martial, Teleportation, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you can teleport into an unoccupied square adjacent to the target and make a melee basic attack.

Let There Be Radiant Soul Utility 12

No End to Such Deeds

Legendary feats of arms echo and repeat through the ages, and what you have just done is such a feat.

Daily ♦ **Martial**

Immediate Reaction Close burst 10

Trigger: An ally within the burst uses an encounter power that reduces an enemy to 0 hit points or fewer.

Effect: This ally regains the use of the encounter power.

Begin the Dance of Leaves Radiant Soul Attack 20

Your strike is the opening move in a celebration of battle's deadly grace that the gods will recount, even if no other witnesses survive.

Daily ♦ **Martial, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you can shift 1 square and slide an ally that is adjacent to either you or the target 1 square.

Miss: Half damage.

Effect: Until the end of the encounter, once per turn after you hit an enemy with a melee attack you can shift 1 square and slide an ally that is adjacent to either you or the target 1 square.

SERVANT OF THE SPECTRAL HOST

"Why do you fear ghosts? These spirits have not come to harm us, but to light and guard our way."

Prerequisite: Cleric class

Those who worshipped the deities in days long past are not truly gone; their spirits remain to aid the faithful. You are an expert in conjuring up ghostly spirits to defend you and your

allies and to attack your enemies. The special connection with the blessed spirits of the dead you have developed through prayer and meditation now aids you in many ways. You are confident that you are not alone; your ancestors in the faith will always be there to guide you on the right path.

SERVANT OF THE SPECTRAL HOST PATH FEATURES

Ghostly Defenders (11th level): When one of your allies is adjacent to a square that contains something you have conjured using a power with the conjuration keyword, if that ally is damaged by a critical hit, you can reduce the damage by an amount equal to 5 + your Wisdom modifier.

Spectral Reserves Action (11th level): You can spend an action point to regain one encounter power with the conjuration keyword that you have already used, instead of taking an extra action.

Otherworldly Salvation (16th level): When one of your allies is adjacent to a square that contains something you have conjured using a power with the conjuration keyword, that ally gains a +4 bonus to saving throws and gains regeneration equal to your Wisdom modifier if they are bloodied. The effects last until the end of the encounter.

SERVANT OF THE SPECTRAL HOST PRAYERS

Knight of Summers Past Servant of the Spectral Host Attack 11

From the graves of heroes, through the fey threshold, the ancient paladins of the Summer Court come to your aid.

Encounter ♦ **Conjuration, Divine, Implement**

Standard Action Ranged 5

Effect: You conjure a ghostly knight that occupies one square within range, and the ghostly knight attacks an adjacent creature. The ghostly knight counts as an ally for the purposes of granting cover and flanking, can make opportunity attacks, and lasts until the end of your next turn.

Target: One creature adjacent to the ghostly knight

Special: If none of your allies are adjacent to the target, you gain a +2 power bonus to the attack roll.

Attack: Wisdom vs. AC

Hit: 2d8 + Wisdom modifier damage.

A Second SacrificeServant of the
Spectral Host Utility 12

Honored shade, you have already given your life to protect our people. To materialize and intercept this blow will be no less heroic, even if you can no longer feel pain.

Daily ♦ Conjunction, Divine**Immediate Interrupt** Close burst 8**Trigger:** An ally within the burst is hit by a melee attack.

Effect: You conjure the specter of a warrior who died in defense of Ahna-Vithyre that occupies one square adjacent to the attacker. The triggering attack strikes the specter instead of the original target. The specter counts as an ally for the purposes of granting cover. Every round, you can move the specter 3 squares as a move action, and as an immediate interrupt you can command it to take the damage from a melee attack by an adjacent enemy instead of the original target. The specter lasts until the end of the encounter, or until it takes damage equal to your healing surge value + your Wisdom modifier.

Return of the Radiant Soul

Servant of the Spectral Host Attack 20

When your power reaches out to a swordsman whose skill transcends mortality, death is not the end of the dance of leaves.

Daily ♦ Conjunction, Divine, Implement**Standard Action** Ranged 10**Target:** One creature adjacent to you**Attack:** Wisdom vs. AC

Hit: 3d6 + Wisdom modifier damage, and you and one ally adjacent to the target can shift 1 square.

Effect: You conjure a ghostly radiant soul that occupies one square within range, and the radiant soul attacks an adjacent creature. Once per round as a minor action, you can make the radiant soul attack an adjacent creature. Every round, you can move the radiant soul 6 squares as a move action. It lasts until the end of the encounter, and counts as an ally for the purposes of flanking and cover.

SHADOW SABOTEUR

"Really? You need those fancy tools to pick a lock? I prefer a well-placed kick."

Prerequisite: Rogue class

You are a master of finding and exploiting weak points, whether this is the breaking point of a lock, the weak link in an organization, or the pressure points of the human body. Wherever you find such a weakness, you strike swiftly from

the shadows, and your enemies crumble like rotten wood. Where no weakness exists, you can sometimes create it, decaying flesh or inanimate matter with a touch.

SHADOW SABOTEUR PATH FEATURES

Forceful Solution (11th level): Once per encounter, when you perform a task that allows multiple successes with the Thievery skill you can make an attack roll in place of a Thievery check. If your attack roll equals or exceeds the required DC, roll 1d4. The result is the number of successes you achieve.

Sabotage Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack, you compare the result of your attack roll against the lowest of the target's defenses to determine whether you hit.

Exploit Weakness (16th level): You gain combat advantage against targets that are weakened.

SHADOW SABOTEUR EXPLOITS**Moldering Strike** Shadow Saboteur Attack 11

Like you, the spores of decay are silent and invisible. The wound left by your strike gives them a place to grow.

Encounter ♦ Martial, Necrotic, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Dexterity vs. Fortitude**Hit:** 3[W] + Dexterity modifier necrotic damage.

Special: If this attack causes the target to become bloodied, you deal an additional 2d6 necrotic damage.

Find the Flaw Shadow Saboteur Utility 12

That armor would give you good protection against me, if you put out my eyes and dulled my wits.

Encounter ♦ Martial**Standard Action** Close burst 5**Target:** One creature in burst that you can see

Effect: Make a Perception check opposed by the target's AC to find a chink in its armor. If you succeed, you gain combat advantage against the target until the end of your next turn.

