

DUNGEONS DRAGONS[®]

ARCANE POWER[™]



ROLEPLAYING GAME SUPPLEMENT

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Game rules based on the original DUNGEONS & DRAGONS®
rules created by **E. Gary Gygax** and **Dave Arneson**, and
the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan
Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter
Adkison** (3rd Edition); and **Rob Heinsoo, Andy Collins, and
James Wyatt** (4th Edition).

620-21765720-001 EN
9 8 7 6 5 4 3 2 1
First Printing: April 2009
ISBN: 978-0-7869-4957-1



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INTRODUCTION

Lightning and thunder, illusions and implements, songs and summonings, curses and chaos—all of these are the tools of arcane characters. They have mastered the art of manipulating reality through the use of supernatural forces to wreak havoc on their enemies or help their friends win the day. The most accomplished of arcane characters can produce awesome results on the battlefield without ever needing to pick up a weapon.

Arcane Power[™] is a manual of fantastic effects and mysterious abilities. In its pages are new ways to build an arcane character, along with new options to fill out your role as a bard, a sorcerer, a swordmage, a warlock, or a wizard. Members of nonarcane classes might find an appropriate multiclass feat or some useful rituals in these pages, but everything else is for arcane characters.

USING THIS BOOK

As you can see by the table of contents, *Arcane Power* is organized by class. Whether you have a character of a particular class or you want to make a character of that class, all you have to do is consult the proper chapter for new class features, builds, powers, and paragon paths. The final chapter of the book contains more than one hundred new feats, new rules for familiars; nine new epic destinies

for arcane characters; a selection of magic tomes; several new rituals; and a brief discussion of arcane backgrounds.

Use the *Arcane Power* supplement to start playing a new character with a new build, to pick powers that better define your existing character, or to evolve your character with specific feats. The paragon paths introduced here might allow you to fully express the style you always intended your character to have.

REIMAGINING YOUR CHARACTER

It happens. You've played your arcane character a while, and suddenly *Arcane Power* shows up, offering many new possibilities—options you might have picked if you had known about them earlier.

Don't despair; you have a few choices. Retraining rules (see page 28 of the *Player's Handbook*[®]) make tapping into *Arcane Power* easy. If retraining won't do the trick quickly enough, talk to your DM and your fellow players about reworking your character along the lines *Arcane Power* provides. Chances are you can overhaul your PC to match your desires without doing any harm to the campaign. Your DM might even have a way to make the change a part of the story. If doing that ultimately proves too difficult, a dramatic exit for the older character could make way for a new one.

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BARD

“Melodies haunt me: songs of joy and sorrow, victory and defeat. They surface from the past, and echo faintly from futures yet to be.”

AS A bard, you are an arcane marvel capable of calling magic from art itself. You are viscerally moved by the poetry, songs, and narratives of ancient days and are inspired to reproduce the wonders they relate, or to create new legends of your own.

You are a consummate performer, and your magic is just one aspect of a grand display. A master of charm and illusion, you can spin a story so captivating or a musical recital so engrossing that hours might pass while the listener stands transfixed. In combat, you put these same skills to use, but instead of delighting an audience, you perform to destroy a foe. You revel in drama and creativity even in the midst of a vicious fight.

You are nothing if not versatile, capable of fighting with both sword or bow and spell. Few enemies fully appreciate your effectiveness—until it is too late. Your broad range of talent encompasses artistic ability, arcane lore, and knowledge of things long past—with glimpses of what is to come. You’ll find support for all your abilities in this chapter. It includes the following material.

- ◆ **New Class Feature:** The Virtue of Prescience grants the wisdom of forethought to your bardic powers.
- ◆ **New Build:** Manipulate fortune and peer into the future as a prescient bard.
- ◆ **New Bard Powers:** New powers supplement the bard builds described in the *Player’s Handbook*® 2 core rulebook, as well as the new prescient bard. Bards who favor the bow over the blade will also find plenty of opportunities here.
- ◆ **New Paragon Paths:** Use your talents to follow one of six new paths. Strike from afar with a combination of archery and music, bring death to evildoers with whispered verses of doom, or call forth the song of life itself.





Sample file

NEW CLASS FEATURE

The new Virtue of Prescience option for the Bardic Virtue class feature is available to any bard. You can choose this option instead of Virtue of Cunning or Virtue of Valor.

Virtue of Prescience: Once per encounter as an immediate interrupt, when an enemy hits one ally within 5 squares of you, you grant that ally a power bonus equal to your Wisdom modifier to the defense targeted by the triggering enemy until the end of that enemy's turn.

NEW BUILD

Rhythm moderates the flow of your swordplay and the tenor of your spells. For you, all the world's a stage. The *Player's Handbook 2* core rulebook described the cunning bard and the valorous bard. This chapter presents a third build, the prescient bard.

PRESCIENT BARD

You have the foresight to navigate the twisting roads of luck and fate, emulating those heroes who were able to sense the truths beyond mere reality. By manipulating luck and glimpsing the future, you help your allies exploit every advantage, attacking your enemies' weakest defenses and avoiding mishaps in combat. You wield a ranged weapon, with which you can cast spells at enemies from a distance while inspiring allies. As with other bards, you use Charisma for your attack powers, so it should be your highest ability score. Choose Wisdom as your second-highest score, since it enhances the effects of powers that use the Virtue of Prescience. A decent Intelligence score is useful for improving your Armor Class and Reflex defense, as well as boosting the knowledge skills that you often use.

Suggested Class Feature: Virtue of Prescience

Suggested Feat: Extended Prescience*

Suggested Skills: Arcana, Diplomacy, History, Insight, Perception

Suggested At-Will Powers: *guiding strike*†, *jinx shot**

Suggested Encounter Power: *prophesied strike**

Suggested Daily Power: *arrow of warning**

*New option presented in this book

†Presented in *Player's Handbook 2*

DRAGONBORN BARDS

With their naturally high Charisma scores, dragonborn make admirable bards. Proud and honorable, many choose the Virtue of Valor in order to emulate the battle exploits of racial warrior-heroes. Dragonborn bards keep alive the sagas of ancient Arkhosia.



NEW BARD POWERS

Bards lead by emulating great heroes of legend, swaying the battle with exhortations to glory. The prescient bard leads from the rear, literally calling the shots. This section expands the abilities of all bards, with some powers focused on the prescient bard build and other, general spells suited to the repertoire of any bard.

LEVEL 1 AT-WILL SPELLS

Jinx Shot

Bard Attack 1

Your expert shot renders your foe unaccountably clumsy.

At-Will ♦ Arcane, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage. The first time the target misses with an attack before the end of your next turn, it falls prone.

Level 21: 2[W] + Charisma modifier damage.