



DUNGEON MASTER

“My mind is filled with deadly little mazes.”

CLASS TRAITS

Role: Controller. You exert control over your environment, hindering foes and aiding allies.

Power Source: Arcane. You alter the world through raw arcane power, forcing reality to bend to your will.

Key Abilities: Intelligence, Constitution, Charisma

Armor Proficiencies: Cloth

Weapon Proficiencies: Dagger, quarterstaff

Implements: Orbs, staves, ornaments

Bonus to Defense: +1 Fort, +1 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Dungeoneering (Wis). From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Stealth (Dex)

Build Options: Devious Dungeon Master, Tyrant Dungeon Master

Class Features: Lair, Master’s Demeanor, Lesser Influence

Lair

Every Dungeon Master exudes an aura of command, within which he can alter the very nature of reality - this is a Dungeon Master’s Lair. Inside his Lair, the Dungeon Master is at his strongest, the unattested master of his realm. All Dungeon Masters begin play with the Establish Lair power.

Establish Lair Dungeon Master Feature

You slam a fist into the ground, causing the terrain around you to shift and reshape...

At-Will *Arcane, Zone

Standard Action Close burst 5

Effect: You establish a Lair, cosmetically altering the terrain within the area of the burst, and claiming it as your personal realm. Any powers with the Lair keyword may be used within, and only within, the area of this burst. Ranged powers with the Lair keyword can be used on any square within your layer that you can accurately perceive. You may dismiss your lair as a Minor Action. Your Lair lasts until it is dismissed, you leave the Lair, or until you establish a new Lair using this power.

You choose a specific cosmetic adjustment to the area within the burst whenever you use this ability to establish a Lair. The Lair retains the underlying layout and contents of the area, but its details may be changed – grassy plains can become a platform of stone bricks, a river may become a stream of blood, bookshelves may become stone walls, etc.

You may not create or destroy anything, and anything altered returns to normal when the Lair is dismissed. Damaging or hindering terrain remains damaging or hindering, though the precise cosmetic effects of this may change. The same holds true for traps.

Level 11: Establish Lair Becomes Close Burst 6.

Level 21: Establish Lair Becomes Close Burst 7.

Special: You may use this power once per round.

Master's Demeanor

Dungeon Master lore speaks of the First, the crafter of the primal dungeon, and hidden king of all the underworld. As a Dungeon Master, you choose which aspect of the Born Master you most strongly manifest with your powers.

Choose one of these options. Your choice provides bonuses to certain Dungeon Master powers, as detailed in those powers.

Devious Master: Once per round, when an enemy within your Lair misses with a melee attack, you may slide that enemy one square as a free action.

Tyrant Master: Once per round, when an enemy within your Lair is becomes bloodied, you may deal your Constitution modifier in damage to the creature as a free action.

Lesser Influence

Within the confines of his Lair, the Dungeon Master may control the nature scenery. All Dungeon Master's posses the Lesser Influence power.

Lesser Influence Dungeon Master Feature

You alter the nature of your lair, such as creating a dancing wisp of light, freshening a wilting flowerbed, or raising or lowering the temperature.

At-Will * Arcane, Lair

Standard Action Ranged

Effect: Use this power to accomplish one of the effects given below.

- * Move up to 1 pound of material.
- * Create a harmless sensory effect, such as a shower of sparks, a cool breeze, faint music, or a strong odor.
- * Color, clean, or soil items within the Lair.
- * Instantly light (or snuff out) a candle, a torch, or a small campfire.
- * Chill, warm, or flavor nonliving material within the Lair.
- * Produce out of nothingness a small item or image.

Nothing you create with this power can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This power cannot duplicate the effect of any other power. Any alterations or creations made by this power vanish outside of the Lair.

