



PLAYING WARFORGED

The triumph of magic, the mystery of life, and the horror of war personified.

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CREATED AS SOLDIERS for a war that spelled the end of an age, warforged are artificial beings that display a human level of intelligence and self-awareness.

Warforged sentience developed as a side effect of their creators' desire to have fully functional, adaptive battle-field units. With no great war to fight, no ancient legacy to claim, and only the vestiges of a culture developed within the past century, warforged are an emergent people. Integrated into the societies of peoples more numerous than they, warforged are famed for their endurance and focus, in labor as well as combat.

Play a warforged if you want . . .

- to be strong, tough, and built for battle.
- to play a nonliving hero with a magical origin.
- to be a great defender, particularly a fighter.

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RACIAL TRAITS

Average Height: 6'0"-6'6"

Average Weight: 270-300 lb.

Ability Scores: +2 Strength, +2 Constitution

Size: Medium

Speed: 6 squares

Vision: Normal

Languages: Common

Skill Bonus: +2 Endurance, +2 Intimidate

Construct: You have the construct keyword, so you are considered to be a construct for effects that relate to that keyword.

Living Construct: As a living construct, you have the following traits.

- ◆ You gain a +2 bonus to saving throws against ongoing damage. You can use attached components and embedded components made for warforged (see Equipment, page 32).
- ◆ You don't need to eat, drink, or breathe, but this doesn't render you immune to any effect.
- ◆ Rather than sleep, warforged spend 4 hours refraining from any strenuous activity. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While resting in this low-exertion state, you are fully aware of your surroundings and notice approaching enemies and other events as normal.
- ◆ When reduced to 0 hit points, you are less likely to die. When you make a death saving throw, you can take the better of your die roll or 10. You still die at the normal negative hit point total.

Warforged Mind: You gain a +1 racial bonus to your Will defense.

Warforged Resolve: You can use *warforged resolve* as an encounter power.

Warforged Resolve

Warforged Racial Power

It's difficult to take you down, even when you're faltering.

Encounter ♦ Healing

Minor Action Personal

Effect: You gain a number of temporary hit points equal to 3 + one-half your level. You may make an immediate saving throw against one effect that inflicts ongoing damage and can be ended with a save. In addition, if you are bloodied you regain hit points equal to 3 + one-half your level.

PHYSICAL QUALITIES

Warforged are bulky humanoids fashioned of plates of metal and stone. Supported by a skeleton of similar material and a muscular system of leathery, woody fiber bundles, warforged possess an internal system of tubes filled with bloodlike fluid that nourishes and lubricates their systems. Their powerful arms end in two-fingered, thumbless hands, and their feet each have two broad toes.

Warforged heads have simple humanlike features, and they have heavy brows and hinged jaws with no teeth. None have noses. Their eyes sometimes glow when they experience certain intense emotions, and their foreheads and pates bear runic whorls. Each warforged has a unique rune on its forehead, much like humans have unique fingerprints. This rune is known as a "ghulra," a word that means "truth" in Primordial.

Warforged have an obviously artificial and sexless shape. They can't reproduce themselves like other humanoids. However, their sense of pain seems limited to actual injury, allowing them to modify their own bodies more easily. Such physical modifications allow warforged to be as varied in appearance as other races.

PLAYING A WARFORGED

Often limited in experience, used to being occupied with various duties, and built for killing, a warforged

has a straightforward emotional range. It likes working, takes pride in doing its assigned tasks well, and dislikes idleness and falling short of a goal. Pain and the threat of death, which a warforged often sees as the equivalent of oblivion, can motivate it to fear. Attachment to comrades and acquaintances can emerge as a gamut of emotions, not the least of which are joy and loyalty. Like any other being, a warforged can be driven to anger when that which it loves or desires is threatened, and it can come to hate those who are the sources of pain, fear, or other negative experiences. A warforged is often, however, a literal-minded being with simple and reserved feelings, along with reactionary passions.

None of this is meant to suggest that all warforged are naïve, emotionally crippled, or lacking in introspection, although all these can be true. If anything, a warforged can be more curious about the whys and wherefores of life and existence than those born in more "natural" ways. A few warforged develop deeply sophisticated observations and philosophies about what they perceive and learn. Others create an endless list of goals and chores to occupy themselves. Still others fall in with beings of a similar mindset, or become enamored of established creeds or religions. Some warforged have even lived long enough to develop a deep personality.

War and military conditioning color warforged behavior. Many warforged have keen insight when it comes to conflict, chain of command, and other elements of war and soldierly life. Further, most warforged are single-minded and efficient with their undertakings, especially in combat.

Issues of gender are unique among warforged. As sexless beings, many warforged never consider issues of gender, and they find such issues among other races curious or even worrisome. Other warforged adopt habits they find admirable or amusing, without considering gender or disregarding any possible incongruity. A few warforged develop a personality that is decidedly female or male.

Many warforged mull over the subject of the afterlife. Whether warforged have a soul that endures after death is a mystery. Religious leaders have differing opinions on the topic. Can a being created by humans have a soul?

Warforged Characteristics: Aggressive, alert, brave, curious, forthright, industrious, loyal, methodical, naïve, practical, reserved, simple.

Warforged Names: Azm, Book, Bulwark, Cutter, Falchion, Graven, Hammer, Mark, Morg, Nameless, Pierce, Pious, Relic, Rune, Steeple, Three, Titan, Unsung, Victor, Watcher, Zealot.

In the past, warforged had names imposed upon them—usually having to do with military rank and position. Most warforged end up with simple names related to their job or abilities. Some warforged accept names or nicknames that their comrades give them, while others search for an ideal name that defines them. Many just take a name common to members of another race, especially those of humans.

WARFORGED ADVENTURERS

Warforged often lack a clear place in the world. With no connections other than friendship, and with talents running toward combat, warforged readily form bonds with daring and driven people. A large portion of the warforged population serves in venturesome occupations, especially when compared to the number of adventurers that come from among other races. Here are a few samples.

Spire is a warforged fighter who specializes in the greatsword. After observing that females “create life and hold society together in various ways,” she became fascinated with the feminine gender. Thus, she modified her body, demeanor, and attire to fit her worldview. In the field, she’s an efficient warrior



who considers herself the guardian of all her allies, valuing their lives far above her own. Blade sheathed and armor removed, she is motherly to all those she holds dear.

Thunderstruck is a warforged cleric of Kord (or Dol Dorn in Eberron). He sees the warforged as Kord’s chosen people, who are manifested in the world to bring glory to themselves and the god of battle. With this philosophy in mind, Thunderstruck willingly takes up any just cause that requires his strength and skill. He openly seeks personal renown, which ultimately honors Kord.

Against his enemies, he is a fearless storm of steel—a worldly expression of what he believes is the warforged ideal.

Null is a warforged warlock tied to the unfathomable mysteries of the star pact. A hunger for individuality drove Null to his path, which he also considers part of his rejection of human norms. He engraves his body and belongings with mystical and maddening sigils, and he savors the fear he evokes in his enemies and in common folk. Although taciturn, darkly candid, and gloomy in manner, Null prefers to use his power to punish those he feels deserve it. He secretly enjoys the grudging admirations his heroics garner him.

RACIAL FEATS

Warforged have a number of feats all their own.

HEROIC TIER FEATS

These feats are available to any warforged character who meets the prerequisites.

COMPONENT MODIFICATION [WARFORGED]

Prerequisite: Warforged

Benefit: Your body takes better advantage of warforged components. For each component you have, your *warforged resolve* racial power grants you 1 temporary hit point, up to a maximum bonus equal to your Constitution modifier.

IMMUTABILITY [WARFORGED]

Prerequisites: Warforged, Improved Warforged Resolve

Benefit: Whenever you use your *warforged resolve* racial power, you can also make a free saving throw against one condition or ongoing damage effect affecting you.

IMPROVED WARFORGED RESOLVE [WARFORGED]

Prerequisites: Warforged, *warforged resolve* racial power

Benefit: Your *warforged resolve* power grants you an additional 5 temporary hit points.

WARFORGED TACTICS [WARFORGED]

Prerequisite: Warforged

Benefit: You gain a +1 bonus to melee attack rolls against a target when you have an ally adjacent to that target.

PARAGON TIER FEAT

This feat is available to any warforged character of 11th level or higher who meets the prerequisites.

IMPROVED IMMUTABILITY [WARFORGED]

Prerequisites: Warforged, Immutability, Improved Warforged Resolve

Benefit: The *improved immutability* racial utility power replaces one of your utility powers. The power it replaces must be 12th level or higher. If you do not yet have a 12th-level or higher power, you can replace the appropriate power when you gain it.

In addition, when you use your second wind, you gain a +2 bonus to all saving throws until the end of your current turn.

Improved Immutability

Feat Power

Seemingly through determination alone, your living construct body regularly proves inviolate.

Daily

Immediate Reaction **Personal**

Trigger: You gain a condition or ongoing damage effect that ends with a save.

Effect: Immediately end the effect as if you had succeeded on your saving throw against it.

EPIC TIER FEAT

This feat is available to any warforged character of 21st level or higher who meets the prerequisites.

WARFORGED FORTIFICATION [WARFORGED]

Prerequisite: Warforged, Immutability, Improved Immutability, Improved Warforged Resolve

Benefit: The *warforged fortification* racial utility power replaces your 22nd-level utility power. If you do not yet have a 22nd-level utility power, you can replace the power when you gain it.

Warforged Fortification

Feat Power

You're so tough, sometimes critical hits just don't phase you.

Encounter

Immediate Interrupt **Personal**

Trigger: You take a critical hit.

Effect: Negate the critical hit. The triggering attack instead deals normal damage. The attack does not gain any of the benefits for scoring a critical hit, such as extra damage due to a magic item or the opportunity to recharge a power.

WARFORGED ORIGIN

The mighty human empire of Nerath once spanned hundreds of thousands of square miles. Within its borders, culture and learning flourished, including the study of magic. Wizards and artificers began to advance in the study of constructs, especially homunculi and other responsive creatures.

More than three centuries ago, King Eothyr III opened imperial coffers to the Society of Imperial Artificers, an organization of learned arcanists honored by, but independent of, the king. He set their goal as an adaptive artificial being—one that didn't

imprison another creature, such as an immortal spirit or elemental being, as the spark for sentience. This new being had to be autonomously capable of its tasks and able to learn.

Eothyr's son, Elidyr ascended to the throne upon his father's death, before the artificers had succeeded at their work. Rumbings of unrest among savages within the empire led Elidyr to turn the work in the direction of war. He wanted a soldier, not just a utopian construct.

Soon after, the Society of Imperial Artificers completed the first creation forge, along with the rituals that led to the birth of the first warforged. But Elidyr's desires split the society along ideological lines. Some of its visionaries wanted the constructs Eothyr had envisioned. Renegade artificers split from the society, taking with them copies of the techniques used to create warforged.

However, Elidyr's preparations for war turned out to be precognitive. Nerath soon found itself in a massive campaign against savage humanoids and demons. The king allowed nobles to eschew battlefield duty if they could pay for warforged to be built to take their place. Nerath's treasury financed even more artificial soldiers. All over the empire, even turncoat artificers used their creation forges to build warforged for the war effort.

Never numerous, warforged still played a significant role in the hostilities. With them, Nerath emerged victorious. Decapitated by the deaths of its king, its heirs, and some of its most influential leaders, the empire crumbled quickly into factional war and territorial squabbling. Creation forges were sometimes turned to the service of petty nobles, among other, stranger uses. Surviving warforged were conscripted into new armies, enslaved, or left to their own devices.

After a few decades, regional wars subsided as trade dwindled and local nobles consolidated power. Nerath ultimately disintegrated into independent

states separated by vast swaths of wilderness. Even so, the warforged endured, though most of their older generations died in battle.

Even though Nerath is no more, several creation forges still exist and continue to produce new warforged. Those run by the Society of Imperial Artificers, which thrives still under its old moniker, produce warforged for sale to military forces, as well as for the society's own employment. Such warforged are the most common, and the society enforces a tour period, after which these warforged are sup-

posed to earn their freedom. Renegade artificers run a number of independent forges, building and releasing warforged as free creatures, or enslaving them to nefarious ends. Veteran warforged run at least one other forge in a remote location, propagating their species and teaching new warforged the ways of battle. Fearful commoners whisper that, one day, these warforged—or others like them—will come to conquer. Similar rumors of other extant creation forges, being run for good or ill, surface regularly, even outside the boundaries of fallen Nerath.

WARFORGED IN YOUR CAMPAIGN

The warforged race fits into any D&D campaign that embraces other sorts of magic constructs. The desire to create conscious beings is held by many mages who create constructs. Living and sentient, yet artificial, warforged are a natural extension of similar creatures that have less awareness but greater physical power.

How warforged fit into a campaign is limited only by your imagination. Perhaps warforged are relatively new in the world, as the Warforged Origin section of this article suggests. Alternatively, they could be an ancient and self-propagating people with similar features, but a different history and personality. What about an experiment in immortality—a trial that went wrong and preserved the experimenters in artificial bodies, but erased their memories? Just as easily, they could be something weirder and evocative, such as exoskeletons created by humans or another race to house a limbless allied species. It could be that they're a race of humanlike beings that clad themselves in armored bodies at adulthood. Maybe the single warforged PC in your campaign is a unique individual with a tragic story like that of Frankenstein's monster. Or suppose he's just the favored servant of a powerful wizard—the party's patron.

Warforged offer great roleplaying opportunities. They come with interesting questions and unusual quirks built into them. Issues such as souls, war, freedom, prejudice, the rights of the creator and the created, and even the proper limits on magic are all possibilities. Artificial beings in folklore, fiction, television, and movies—the Jewish golem tales; *I, Robot* and *The Wizard of Oz*; *Star Trek*; and *Blade Runner* among these—can be inspirational for roleplaying warforged and employing them in a D&D campaign.

PARAGON PATHS

Although not restricted from other paragon paths, warforged can choose paths unique to their kind.

WARFORGED JUGGERNAUT

"Outta my way, flesh bags!"

Prerequisites: Warforged, defender role
Having dedicated yourself to your construct and military nature, you've become a nearly unstoppable force. You relish the thought of rushing headlong into your enemies and driving them before you. If you choose to hold a position, you keep it. You can shake off damage and attacks that would crush your softer allies.

WARFORGED JUGGERNAUT PATH FEATURES

Charging Action (11th level): If you charge on the action you gain from an action point, you receive a +2 bonus to speed and all defenses until the end of your next turn. In addition, your charge does not end your turn. You can still use other actions.

Charging Strike (11th level): When you use the charge standard action, you deal +1d6 damage on a hit and push your enemy 1 square. You can then move into the space vacated by your enemy.

This bonus damage increases to +2d6 at 21st level.

Living Construct Perfection (16th level): You gain an additional +2 bonus to saving throws and to Endurance checks against disease. Whenever you spend an action point, you also gain a free saving throw against one effect on you.

WARFORGED JUGGERNAUT POWERS

Although martial in flavor, each of these powers has the same power source as that provided by the class that qualified you to enter this paragon path.

Ruinous Onslaught Warforged Juggernaut Attack 11

You end a reckless charge with a brutal blow that throws your enemy backward and rattles its nerves.

Encounter ♦ Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the target is dazed until the end of your next turn. You can also push your enemy 1 square, and you can shift 1 square closer to a target you push.

Inexorable Momentum Warforged Juggernaut Utility 12

To attack your chosen adversary, you hurtle across the battlefield while ignoring all attacks.

Encounter

Minor Action

Personal

Effect: Until the end of your next turn, you ignore difficult terrain, you can move through enemy spaces, and you gain a +2 power bonus to AC against opportunity attacks. You must end your move in an unoccupied space. You gain these benefits when you charge or use any type of movement.

Crag of Steel Warforged Juggernaut Attack 20

You lock yourself into position, closing weak points in your armor and flailing your weapon in deadly arcs.

Daily ♦ Stance, Weapon

Minor Action **Personal**

Effect: You gain resist 5 to all damage, and whenever this reduces an attack's damage to 0, you also negate conditions and ongoing damage imposed by that attack. Additionally, you can reduce the distance of any pull, push, or slide effect against you by 5. Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.

WARFORGED LIFESEEKER

"I embrace life, living as an example to others."

Prerequisites: Warforged, leader role

You value the unique living aspect of your nature so highly, and study what it means to be alive so deeply, that you have become an expert on these subjects. Embracing your emotions and the needs of living, as well as those of others, you grow to understand life better than those who take it for granted. These insights work through your magical being, making you a better leader and healer.

WARFORGED LIFESEEKER PATH FEATURES

Healing Action (11th level): When you spend an action point to take an extra action, you or an ally that can see you regains a number of hit points equal to the higher of your Wisdom modifier or Charisma modifier.

Social Savant (11th level): You gain a +1 bonus to Wisdom-based skills and checks, as well as Charisma-based skills and checks.

Empathic Bond (16th level): Any time a power you use heals an ally, you also regain a number of hit points equal to the higher of your Wisdom modifier or Charisma modifier.

WARFORGED LIFESEEKER POWERS

Despite their mystic nature, each of these powers has the same power source as that provided by the class that qualified you to enter this paragon path.

Verve Strike Warforged Lifeseeker Attack 11

Swearing by your existence, you smite your enemy, dazing him and rallying an ally's spirit.

Encounter ♦ Healing, Weapon

Standard Action Melee weapon

Target: One creature within your melee reach.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and the target is dazed until the end of your next turn. You also grant yourself or an ally within 10 squares of you that you can see a number of temporary hit points equal to 5 + the higher of your Wisdom modifier or Charisma modifier.

Empathic Resonance Warforged Lifeseeker Utility 12

When you successfully withstand an attack's lasting effects, your allies find it easy to follow your example.

Daily

Minor Action **Personal**

Effect: Until the end of the encounter, you gain a +2 bonus to saving throws. Whenever you succeed on a saving throw, one ally of your choice within 10 squares of you can make a saving throw against an effect of his or her choice immediately (as long as a save can end the effect). This effect persists until the end of the encounter or for 5 minutes.

Unleashed Vigor Warforged Lifeseeker Attack 20

You sunder the ties of your foe's life force, invigorating you and your allies.

Daily ♦ Healing, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and ongoing 10 damage (save ends). **Aftereffect:** Ongoing 5 damage (save ends).

Miss: Half damage and ongoing 5 damage (save ends).

Effect: Each time your target takes ongoing damage from this power, you or one ally of your choice within 5 squares of the target regains 5 hit points.

EQUIPMENT

Warforged use equipment much as other races do, but every warforged gains some special advantages when using items specifically designed as warforged components. Components can be attached or embedded. A warforged can have only one component, attached or embedded, in each of its arms, back, chest, feet, hands, head, hips, legs, and neck. It can also attach rings. A component doesn't take up the magic item slot of the same type, unless it is a magic item that goes in that slot. Within the parameters discussed here, what you can and can't attach or embed is ultimately for your DM to decide.

A nonmagical item can be fashioned as a warforged component for no additional cost. Modifying a magic item this way requires the *enchant magic item* ritual, but like resizing armor, reshaping the item has no component cost. If you use *enchant magic item* to resize magic armor, you can alter it to be a component as part of the same ritual—you needn't use the ritual twice.

ATTACHED COMPONENTS

Attached components are fastened to your body in such a way that, as long as you're conscious, they can only be removed if you want them to be. Such an item cannot be taken from you, and you can't accidentally drop it. You sense if such an item is damaged. Unless otherwise specified, affixing an attached component to you takes the same amount of time as it would for another character to draw and/or ready such an object.

Any item can become a component item or be found as one. Your DM decides if an item he or she places in an adventure is a component item, and you can craft these items as normal. Making an item a component item does not increase its cost or level.

Armor: Attaching the armor to your body partially mitigates the weight of the armor. Attached

DESIGNING THE WARFORGED

Those familiar with the warforged of 3rd Edition no doubt notice considerable changes to the race for 4th Edition. These changes were introduced because of a change in design philosophy, as well as an outgrowth of other parts of the system.

◆ 4th Edition PC races are tougher compared to 3rd Edition ones. Most have great, thematic racial features with no negative racial ability score adjustments and few disadvantages. The fact that the warforged has bonuses to two abilities in the same defense category (Fortitude), like the eladrin (Reflex), is part of balancing the race's capabilities.

◆ Constructs no longer have assumed immunities, resistances, and weaknesses. Since that's true, warforged don't need to account for those features of constructs. That makes balancing the race easier without automatically imposing constraints. We can assume, for example, that a warforged can be affected by poison and disease—it has living components and a circulatory system. The story behind the race is also structured to account for this.

◆ Riffing on the idea of an enduring, artificial being doesn't mean we have to meet all real-world or sci-fi expectations. Sure, warforged are like robots or androids, but warforged are neither of these. The theme lets us play with their toughness, ability to shake off certain effects, and other humanlike traits without feeling like we have to meet an arbitrary "robotic ideal."

This means the base warforged race is easier to use and grasp, but it doesn't mean they come with everything one might expect from an artificial entity. In fact, like other 4th Edition races, the warforged is only a translation of the warforged from 3rd Edition. It's meant to give a nod to the past, keeping the core idea behind a race, while moving into the future of the D&D game.

For instance, later in the design process of 4th Edition, we discovered that racial AC bonuses, even if small, conflict with armor and treasure. It's better for the game if you, the player, can use the nifty armor you buy or find. If your race's natural armor doesn't stack with that armor, what's the point of having it? So, with the assumption that any plating a warforged has is like skin to a human, it's easy to come to the place warforged are at now.



armor is considered to weigh only three-fourths its normal weight for determining your load.

Shield: With a heavy shield attached to you, your shield hand can hold items as if the shield were light. An attached light shield offers no additional special benefit.

Weapon: One-handed weapons and all crossbows make fine attached components. Such a component covers the weapon hand, so you have to remove the weapon before you can use that hand for another task.

An attached two-handed crossbow still requires two hands to use with maximum accuracy, but the crossbow covers only one hand. However, you can shoot an attached crossbow without using an additional hand to brace the weapon. You take a -2 penalty to attack rolls when doing so.

A two-handed melee weapon can be attached, but doing so restricts your movement with the weapon, making it less effective. You take a -2 penalty to attack rolls with an attached two-handed melee weapon.

Implement: As long as it remains prominently visible, a holy symbol can be attached to any spot on your body. An orb can be attached in your chest like a jewel, or attached to a hand like a weapon. A rod, staff, or wand can be attached like a weapon. You take no attack roll penalty for using an attached staff as an implement.

Light Source: You can have a slot in your body capable of holding a torch, sunrod, lantern, or other lighting device. Such an attached component provides light while leaving your hands free.

Storage: Your backpack and other storage devices—such as pouches, weapons sheaths, or a quiver—can be attached, making them easier to hang on to and harder to steal.

Tools: Little tools, such as thieves' tools, can be attached. Retrieving an attached tool is a free action. You can attach a larger tool for use in the same way you'd attach a weapon.

Magic Items: Items for any slot can be attached. Those already detailed follow the more specific rules above. Wondrous items can be attached, especially those that fall into categories described above. Some items are specifically designed to be attached components.

Warsoul Weapon

Level 3+

When this weapon is attached, you strike with superior speed and agility.

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

Weapon: Any one-handed melee weapon

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Special: Only a warforged character can use this weapon. It is always a component weapon.

Property: +2 bonus to initiative checks.

Power (Daily): Immediate Reaction. Use in response to an adjacent enemy's shift. Make a melee basic attack against that enemy with this weapon.

Armbow

Level 3+

This magic crossbow attaches to your arm as a warforged component.

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

Weapon: Crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Special: Only a warforged character can use this weapon. It is always a component weapon.

Power (At-will): Free action while the armbow is attached or embedded. The bow creates a bolt. This reduces load time to a free action with this crossbow. The bolt disappears 1 round after it is fired from the armbow or removed from it.

EMBEDDED COMPONENTS

Embedded components work, except as described here, like attached components. They're inserted to your body in such a way that they're almost a part of you. Most equipment isn't implanted in this way, because the item in question is too big or doing so is more of a hindrance than an advantage.

The major advantage of some embedded components is that they can be hard to distinguish from your body. Those embedded components that don't need to remain visible can be hidden within your body. Perception checks to locate such items on you take a -5 penalty. Affixing or removing an embedded component requires a standard action that provokes an opportunity attack.

Weapon: A dagger, shortsword, katar, or hand crossbow can be embedded. Up to five shurikens can be embedded in place of one of these items.

A retractable weapon can be embedded to take up space in one arm and hand. Such a weapon springs forth and locks into place as a minor action, and it can be retracted as a minor action. It functions normally with the Quick Draw feat.

Implement: An orb can be embedded and hidden in your chest, or like a weapon. Rods and wands can be embedded and hidden in your arm and still function, leaving your hands free for other tasks. These two implements can instead be embedded like weapons.

Storage: A storage device the size of a belt pouch or katar sheath, or something smaller, can be embedded and hidden. Embedded storage containers can only be opened by you or with your permission while you're conscious.

Tools: Tools as large as or smaller than a dagger can be embedded and hidden. A kit of such tools counts as one item.

Magic Items: Items that are like jewelry, such as rings, amulets, and similar neck items, as well as simple circlets and comparable head items, are the most easily embedded and hidden. Most other items

can be attached only. Some items are specifically designed to be embedded components.

Delver's Light

Level 2

Often attached to the forehead or chest, this magic gem gives off light powered by your life force.

Wondrous Item 520 gp

Special: Only a warforged character can use this item.

Property: While you're alive, the gem glows with the light of a sunrod. You can make it give off only dim light, or snuff its light altogether, as a free action.

Final Messenger

Level 6

This warforged communication device is built to resemble a small winged animal, but you can make out an intricate assemblage of clockwork amid its fine wings.

Wondrous Item 1,800 gp

Special: Only a warforged character can use this item.

Power (Daily): Standard Action. You implant a destination, a target recipient, an image of what you currently see, and a brief statement (5 seconds) into the messenger. Thereafter, you can activate the messenger as a free action. When you do so, the messenger flies to the destination and seeks the recipient. If you're slain, the messenger launches as an immediate reaction on its part, adding the last thing you saw to its pictures, and adding to its message that you have been destroyed.

The messenger has Initiative +9, darkvision, a fly speed of 8, defenses of 18, and 20 hit points, but it has no combat ability. It has only 8 hours worth of power. If it runs out of power, it becomes inert.

If the intended recipient is a warforged that can attach the messenger, the messenger plays back its contents even if it was rendered inert. Any warforged that isn't the intended recipient, but attaches an inert messenger and succeeds on a DC 20 Arcana check, can retrieve the messenger's message and pictures, as well as its intended destination and recipient. Even if the check fails, a warforged that can attach the messenger can recharge it in the space of a short rest.

Someone who makes a successful DC 25 Arcana check and spends a healing surge can unlock a messenger and make it play back its message

and picture. If the same check beats DC 30, the messenger can be made to play back its intended destination and recipient.

Shoulderbow

Level 9+

Embedded in your back, this hidden hand crossbow springs to life at your whim.

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

Lvl 19 +4 105,000 gp

Weapon: Hand crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Special: Only a warforged character can use this weapon. It is always a component weapon.

Property: This magic crossbow is attached to or embedded in your back. With a minor action, you can mentally command it to rise to a position on your shoulder. Once it's in position, you can fire a shoulderbow as a standard action by using a mental command and no hands at all. The shoulderbow generates its own ammunition. These bolts disappear 1 round after they are fired or removed from the bow.

Power (Daily): Minor action. Make a ranged basic attack with the shoulderbow.

DOCENTS

A docent is a small platinum or mithral sphere studied with gems or, in Eberron, dragonshards. It has no apparent powers until you place it in your neck slot as a component, and then it comes to life. You decide when you affix it whether your docent is merely attached and visible, or completely embedded and hidden. You can change your mind later by removing the docent and reaffixing it.

As an intelligent item that is played as an NPC by the DM, a docent has the powers of another neck slot item, so DMs should choose a magic neck slot item and add its abilities to the docent. The docent is one level higher than a similar neck slot item that isn't a docent. In addition to its magic properties and powers, a docent has the following traits.


➤ It can communicate with you telepathically.

If you wish, you can allow it to speak through you using your voice.

➤ It uses its telepathy to advise you. The docent's personality and alignment affect how it advises you. Unaligned docents, the most common, look out primarily for your well-being and advise you according to your tendencies. Otherwise aligned docents might have their own agendas.

➤ A heroic tier docent is trained in one skill keyed to Intelligence, Wisdom, or Charisma. A paragon tier docent has two skills, and an epic tier docent has three. It can provide information from its skills or use a skill such as Diplomacy through you, if you allow it to speak using your voice. A docent trained in Perception uses your senses, but might catch things you miss. It makes checks using one-half its item level + 8. It can't make untrained checks.

➤ It understands Common and Giant, as well as one other language, excluding secret languages. While attached or embedded, it can interpret for you any language it understands. If you allow it to speak using your voice, it can also translate your thoughts into a language it understands.

➤ Docents can have an alignment, personality quirks, extra powers, and any other traits ascribed to intelligent items or customized items in *Adventurer's Vault*. 

About the Author

Chris Sims started out working for small d20 companies in 2003, then landed a freelance editor gig for Wizards RPG R&D. Wizards finally got annoyed enough by his constant applications to hire him as the *Duel Masters* editor in 2005. From there, Chris wheedled his way into RPG R&D as an editor, and finally became a story designer after masterminding a few choice assassinations. His credits include *Monster Manual V*, *Secrets of Sarlona*, *Rules Compendium*, and the *Eberron Survival Guide* (thanks, Logan!).