



4TH EDITION:

# Renegade Hunter



*It is my duty to keep arcane magic out of the hands of those who would abuse it, and punish those who do.*

*Anonymous Renegade Hunter*

**Prerequisites:** Wizard class, Allegiance to the Wizards of High Sorcery.

Those who carry out the task of locating and dealing with defiance of the Conclave are the Renegade Hunters. Working alone or in small groups, armed with tightly held rituals of power designed to counter or eliminate the threat of rogue wizards, renegade hunters fulfill their responsibilities to the Conclave with a measure of dedication that few other Wizards of High Sorcery can match.

## Renegade Hunter Path Features

**Rebuker's Action (11th level):** You can expend an action point to mark a target within range 10 (save ends); you also gain a +4 power bonus to the attack roll of the next Dispel Magic spell you cast until the end of the encounter or the next 5 minutes.

**Lunar Censure (11th level):** Any marked target you hit with a power (spell) takes a -2 penalty to its next attack roll.

**Lunar Interdiction (16th level):** Once per day as a standard action you can use one daily power in order to expend an encounter power of a target (within Range 5). The power is selected at random by the DM.

## Renegade Hunter Spells

**Conclave's Justice** Renegade Hunter Attack 11

*You call upon your devotion to magic and the Conclave to make your attack strike true.*

**Encounter** ♦ Arcane, Implement, Psychic  
**Standard Action** Range 5

**Target:** One creature

**Attack:** Intelligence +4 vs. Will

**Hit:** 1d10 psychic damage. If the target is marked, it is also weakened and dazed by this attack for as long as the mark remains in effect.

**Conclave's Trust** Renegade Hunter Utility 12

*You cast a spell and everyone around you becomes aware of any kind of lie or illusion.*

**Encounter** ♦ Arcane

**Standard Actions** Close Burst 5

**Effect:** You and every ally in the burst adds a +10 power bonus to their Insight check rolls, plus they can make a saving throw against one Charm or Illusion effect that currently affects them. The bonus lasts until the end of the encounter or for 5 minutes, whichever comes first.

**Conclave's Mark** Renegade Hunter Attack 20

*A burst of light explodes from your hand, marking your targets as renegades and enemies of the Orders.*

**Daily** ♦ Arcane, Fear, Implement

**Standard Action** Close Burst 10

**Target:** Each enemy in burst

**Attack:** Intelligence vs. Will

**Hit:** 3d8 + Intelligence Modifier radiant damage, and the target is marked until the end of your next turn.

**Miss:** Half damage, and the target is marked until the end of your next turn.



by The Red Wizard

