

Tab 1

**Seekers are good. They're WEIRD.** Controller who specializes in what looks like perfectly ignorable soft control at first appearance can be transformed. They're not as good as Wizards or Invokers at control. Still, if you're reading this you likely want to play one, and if you do you probably fall into one of these two groups (or both, like me):

**You like the tactical play part of tactical** when you play D&D, not just the build part.

**You are in love with the Seeker conceptually.** All those melee STR builds with big weapons start to blend together, but the Seeker looks and plays radically different from even the most similar builds (Ranged Weapon Bard, Hunter, Thrown Weapon Ranger). It's a Primal iteration of the Arcane Archer archetype, and that makes it cool.

**Fear not;** with proper care, the Seeker can ascend to being a very solid controller.

This is a rewrite of WEContact's Seeker guide redone. In general, I've significantly upped the value of damage as a controller, triggering Inevitable Shot early, and emphasizing how different sets of options produce greater control.

**This Handbook will use the following system for ratings:**

**Gold:** You should pick this. Period

**Sky Blue:** Brilliant. You should be putting this into your build.

**Blue:** Good. This pick is a solid choice.

**Black:** Average. You could do worse, you could do better.

**Purple:** Bad. Can work sometimes but should be generally avoided.

**Red:** Terrible. Look elsewhere.

**This Handbook covers the following sources:**

**AP** - Arcane Power

**AV** - Adventurer's Vault

**AV 2** - Adventurer's Vault 2

**DXXX** - Dragon Magazine, issue XXX

**DMA 2009** - Dragon Magazine Annual 2009

**DP** - Divine Power

**DSCS** - Dark Sun Campaign Setting

**FRPG** - Forgotten Realms Player's Guide

**HoS** - Heroes of Shadow

**HotFK** - Heroes of the Forgotten Kingdoms  
**HotFL** - Heroes of the Fallen Lands  
**MM** - Monster Manual  
**MM 2** - Monster Manual 2  
**MOTP** - Manual of the Planes  
**MP** - Martial Power  
**MP 2** - Martial Power 2  
**PHB** - Player's Handbook  
**PHB 2** - Player's Handbook 2  
**PHB 3** - Player's Handbook 3  
**PHH 1** - Player's Handbook Heroes: Series 1  
**PHH 2** - Player's Handbook Heroes: Series 2  
**PHR: DB** - Player's Handbook Races: Dragonborn  
**PHR: TF** - Player's Handbook Races: Tieflings  
**PrP** - Primal Power  
**PsP** - Psionic Power

## Glossary

**AP** - Action point.

**BBEG** - Big bad evil guy.

**Burst/Nova/Spike Damage** - Generally understood to mean the highest amount of damage a character can inflict in the space of a single round. Usually, calculations for this allow 1 round of setup before the actual damage.

**CA** - Combat advantage.

**DPR** - Damage per round, which is generally meant to mean the character's expected damage value using At-Will powers against a standard enemy of the same level (eloquently described by Adslahnit as the *Official CharOp Inanimate Block of Tofu™*).

**ED** - Epic destiny.

**HP** - Hit points.

**LX** - Level X.

**MAD** - Multiple attribute dependency, which is defined as needing 3 or more ability scores for a given build.

**MBA** - Melee basic attack.

**MC** - Multiclass or multiclassing.

**NAD** - Non-AC defense.

**OA** - Opportunity attack.

**PP** - Paragon path.

**RBA** - Ranged basic attack.

**THP** - Temporary hit points.

The Seeker is a **Primal Controller**. It leans Blaster Striker as an off-role. The Seeker can put up more damage than an average Controller if it tries, but it can limit how much control it does. The Primal source leans toward Defender as a secondary role, but the Seeker doesn't.

#### Secondary Role Effectiveness

**Leader**- You have a smattering of powers that help your allies, and you're likely to poach more from the Skill Power lists, but you can't really heal.

**Defender**- Spiritbond Seekers can kind of function on the front lines as a melee controller, but that's the best that can be said of the Seeker as a Defender.

**Striker**- Seekers can do some solid damage output in a blaster kind of way, especially by targeting two targets almost always.

#### Baseline Mechanics

#### Chassis

**Hit Points** - 12 + Con score at level 1, and 5 each level thereafter. Rejoice, you are Primal and therefore have better hp and surges than any non-Primal Controller. Spiritbond Seekers will need every bit of hp they can get, because they're restricted to thrown weapon range, which is usually within charge distance.

**Healing Surges** - 7 + Con modifier. Better than a lot of Strikers!

**Defense Bonuses** - +1 to Reflex and Will. If you're at range your Fort won't be targeted as frequently, so getting bonuses to your other two defenses is ideal. Good job on this one Seeker.

### Proficiencies

**Armor** - You get Leather, and no shields. Still better than many Controllers.

**Weapons** - Your base weapon proficiencies hide the real choices. Bloodbond is okay with its default longbow, but Spiritbond's only real options, by default, are the javelin and the dagger. Neither build can get a +3 proficiency weapon better with a decent damage die without spending a feat; Weapon Proficiency is almost a tax for these guys.

### Class Features

**Inevitable Shot** - This is an interesting feature. It essentially helps you ensure that in a given round you will be able to apply at least some control, but it's situational. For it to be useful, when you miss with a ranged attack, you have to have another target within 5 against whom you can apply some useful control with an RBA. This would be better if it were just a reroll- the inability to make the second shot against your priority target is a weakness. However, Seekers have a few powers that let them make ranged attacks against multiple targets- if one of those attacks misses, you can use Inevitable Shot against another one of the original targets, and sometimes stack effects. It's unfortunate when you miss one of your Feyjump Shots and the target is only teleported 3 without the daze, but getting a chance to peg him with Grappling Spirits in the same turn can help you keep him stuck in the bad situation you're trying to put him in.

The recharge-on-AP feature is critical. You almost always want to use an AP early in a fight, and this feature might tempt you to save it until you've expended Inevitable Shot,

when an AP is less likely to swing a fight. What's important is to try to trigger it as fast as possible and potentially build towards it.

#### Seeker's Bond

**Spiritbond** - Don't think of the STR to AC feature as being defensive. It isn't, since all it really does is permit the designers to assign your secondary stat to something other than INT. What that feature does is essentially make you melee-capable. Think of the two Spiritbond features as "you get +1 to hit with bad weapons" and "you can have a good MBA." It's the accuracy that makes this feature good, but thrown weapons often pull it back down to average. One can also not invest in Str, but go for Dex anyway, because most of the best powers don't really even have riders.

**-Spirit's Rebuke** - Spiritbond's encounter power is an attack power with the Weapon keyword and the damage on an Effect line, which means that it doesn't hit, but it does still add most of your damage mods, making the auto-damage pretty decent. It suffers, however, from only triggering when an enemy's melee attack has missed you, and from offering no control.

**Bloodbond** - Instead of the Spiritbond's good MBA, which you hope, as a ranged Controller, doesn't get used often, you get good Initiative, which every Controller wants. Instead of an attack bonus, you get the ability to shift as a minor action, at will. This makes you beautifully mobile.

**Encaging Spirits** - Like Spirit's Rebuke, the Bloodbond encounter power helps you control by hampering enemy attempts to trap you in melee. It's much more useful in this regard than is Spirit's Rebuke, because it's proactive instead of reactive- the push from Spirit's Rebuke might keep an enemy from being adjacent to you on your turn, if they've already moved and then miss you with a melee attack, but Encaging Spirits will give you breathing room no matter how many enemies are adjacent, and will slow them so that they can't easily pursue. The tradeoff is the lack of damage.

## Weapons

I'm going to talk about weapons early, as weapon choice is critical to feat choices and style of play – the ability to layer prone, slow and/or sliding onto a wide selection of powers is fantastic. As well as other options. The five main styles:

**Projectile Weapon** — Bow, Crossbow, Sling. What ammunition are you buying to use with your bow? Ammunition a half-tier below your current level is often extremely cheap and gives some very good bonuses. And used early in a combat, can cause misses. Screaming Bow can make most attacks thunder, intersecting with Mark of Storm or Resounding Thunder.

**Polearm Momentum** — A throwable spear can be strong here. Javelin, Gythka, Gouge, Greatspear, Glaive with an enchantment that allows it to be thrown also work. Battle Awareness feat, Wary Fighter feat and a way to avoid provoking very useful here for Str/Wis PCs, particularly if using Glaive with Heavy Blade Opportunity. Requires Fighter MC

**Thrown Weapon with Paragon Shield**— Dagger, Drow Long Knife, Javelin, Trident. Have a 12 Strength to qualify for Light Shield Proficiency. Stacking Slow until Start of Your Next Turn onto every control power you have is great. Requires Fighter MC. Slow only until Start of Next Turn makes it more difficult for World Serpent's Grasp feat to work with it, but not impossible.

**Weird Thrown Weapon** — Net, Bola, Fullblade, Execution Axe, Mordenkrad, Cahulaks. Net & Bola can layer on slow or immobilize until end of next turn, which really amps up World Serpent's Grasp and Grounding Shot as options. The large weapons can do some significant damage output.

**Weapliment** — Short Bow, Dagger, Heavy Blade, Hammer — for use with Invoker powers primarily, but possibly theme powers.

If you note, some can mix and match.

### **Ranged Weapons**

**Bows** - All the range you need, with no feat cost, although the lack of +3 proficiency options is sad. Several good enchantments. Ammunition is often cheap. This is the Bloodbond default.

### **Recommended Bows**

Greatbow (PHB) - More damage and more range than you need are usually not worth a feat for you.

**Longbow** (PHB) - If you don't have the feat space to go Superior Crossbow+Speed Loader, then this is still Good Enough (TM).

**Shortbow** (PHB) - If you're Small or you want to MC Invoker and get some Moonbow Dedicate action going on, you're stuck here, but this has nothing going for it otherwise.

**Crossbows** - More costly than Bows in terms of feats, but if you want long range with a +3 proficiency bonus AND you don't want to waste your weapon enchantment on getting those first two things, then this is your only option. To make things sweeter, crossbows come with several excellent enchantments.

#### **Recommended Crossbows**

**Hand Crossbow** (PHB) - Niche use involving Bow Mastery, MC Rogue+Two-Fisted Shooter, and sweet Seeker RBAs. Possibly hand crossbow+hindering shield, but some parts of that ugly. Weapon of Speed is a potentially stowable weapon for an early shot. Steer clear otherwise.

**Superior Crossbow** (AV) - Perfect, almost. Load minor will need a feat to fix, but you don't need it right away- Seekers don't need their minors all that often, and you can delay taking the feat via the Swiftshot enchantment.

**Slings** - No provoking and Rogue offers a route to getting a +3 proficiency high crit dejada.

#### **Recommended Slings**

**Dejada (DSCS)** - Strictly superior to the standard sling. You want to MC Rogue for Deadeye Slinger feat for +3 proficiency and high crit.

#### **Thrown Weapons**

**Axes** - You like Javelins, but hate the long range and slightly better available enchantments.



**Flails** - The ranged options here are surprisingly interesting. The short range and low proficiency bonus hurt them, but specifically Net has some options. Weapon of Long Range enchantment is your friend here.

#### Recommended Flails

**Bola (D368, HoS)** - Bola Training lets you immobilize on every hit at the cost of your MC slot and all the damage on that attack- not worth it, imo.

**Net (D368)** - Range is incredibly short- this almost requires Weapon of Long Range and you want the Net Training MC feat. All attacks slow until EoNT.

**Hammers** - A specific Dwarf build can actually use Throwing Hammers and be very accurate, and Dwarves can use them as holy symbols with the right enchantment. Otherwise these are trash.

**Heavy Blades** - Melee ones come in the Farbond Spellblade variety. Drow Long Knife can get Gith Silver DLK is the only way a Spiritbender can proc Psychic Lock.

#### Recommended Heavy Blades

**Glaive (PHB)** - for when you want to do Heavy Blade Opportunity and Polearm Momentum. Needs Farbond Spellblade Enchantment.

**Bastard Sword (PHB)** - This is mostly a Githzerai option

**Drow Long Knife (EPG)** - Gith Silver Drow Long Knife. Plus marginal damage bonus for Drow at the cost of a single feat. Very specific enchant for 2 feats that doesn't necessarily save a feat unless you're doing a build.

**Fullblade (AV)** - Githzerai Seeker with the Right Enchantment

#### Recommended Light Blades

**Dagger (PHB)** - No feat cost +3 proficiency with acceptable range. Enjoy your out-of-the-box level+7 to hit, Spiritbenders. The only thing you wish you had is better enchantments and feat options.

**Polearms** - **Greatspear** and **Glaive** with specific enchantments(Hungry Spear, Farbond Spellblade Glaive)

**Spears** - The Javelin is the second of the two best thrown weapons, and with Polearm Momentum this weapon group can offer a lot of extra control.

#### Recommended Spears

**Gythka (DSCS)** - Compared to the Greatspear, the other Superior weapon on the list, this is -1 to hit and a range reduction for +1 AC and an open weapon enchantment. Potentially worth it.

**Javelin (PHB)** - Best range on a thrown weapon you can get without spending a feat or a weapon enchantment. And can do both Hinder Shield and Polearm Momentum without needing a specific enchant!

**Greatspear (AV)** - Requires Hungry Spear enchantment to be usable, but if you're willing to make that sacrifice it's a great weapon for Polearm Momentum shenanigans.

## Skills

Seekers don't get an extraordinary number of skills, but they have a good selection, and their stats line up with some of the most useful ones. You'll wish you could take way more of these than you can. I'll be rating Skill Powers here, but only ones that are worth taking.

#### Class Skills

**Nature** - You're forced to take this one, but you'd have taken it even if you weren't- its an important knowledge skill based on your primary stat

#### Skill Powers

**Nature Sense(L2)**: This would be Sky Blue, especially for Spiritbonders, if you could use it in any fight. What constitutes "natural" though, is up to the DM, so this is dependent on the campaign OR how well you can fast-talk the guy behind the screen.

**Practiced Rider**(L6): Mounts can be good things for Seekers. This power eases the pain of getting dismounted.

**Natural Terrain Understanding**(L6): This is a Leader power, but you don't sacrifice any real Control tools to take it, and it's so good that it helps the party no matter who takes it.

**Acrobatics** - Worth training just for the skill powers and for the trained-only uses, conventional usefulness aside

#### Skill Powers

**Agile Recovery**(L2): This is a fantastic way for you to preserve your mobility, which is to say that it will help you get out of melee. Particularly valuable for Spiritbond.

**Timely Dodge**(L6): Dodge out of an attack's way almost automatically.

**Dodge Step**(L6): The nice thing about that trigger is that it means the enemy in question can't follow you to stay adjacent.

**Graceful Maneuver**(L6): A good long shift is always welcome and useful.

**Tumbling Dodge**(L6): Bloodbond only- if your Acrobatics is high and you luck out on the roll, you can negate an attack 1/encounter

**Rapid Escape**(L10): More ways to escape melee without using up your Move action!

**Athletics** - Having a decent score here will be useful if your DM uses interesting combat terrain, and even if he doesn't, Athletics just seems like the sort of thing the Seeker should be good at

#### Skill Powers

**Bounding Leap**(L2): Pretty useful in clearing pits and things, but it's in-combat usefulness is restricted by this being a move action.

**Scrambling Climb**(L2): Can be very helpful or worthless depending on the campaign.

**Endurance** - Unless you want a skill power, skip this and use Heal to deal with disease.

#### Skill Powers

**Third Wind**(L6): A Daily self-heal that others can trigger with Heal- universally useful.

**Reactive Surge**(L10): Excellent way to access a surge every encounter.

**Heal** - Very useful, to you and to the party as a whole, and based on a primary stat. **Good** in heroic when the healer goes down and you can't yet auto-pass the DC10 to trigger his Second Wind.

#### Skill Powers

**Swift Recovery**(L6): Very useful in a party with no Leader, but that's an exceptional case. Mediocre otherwise.

**Insight** - You can be useful in social skill challenges! Huzzah! If the skill sucked, it'd still be Sky Blue just for Insightful Riposte.

#### Skill Powers

**Anticipate Maneuver**(L2): Anything you can do to help a key power land is welcome.

**Prescient Maneuver**(L6): This is a decent way to keep away from melee, but that's all.

**Insightful Riposte**(L16): Your powers often don't do anything useful on a miss. This is almost necessary, it's so good.

**Perception** - TAKE THIS. Don't get surprise round'd, control those sneaky Controllers before they control you.

#### Skill Powers

**Far Sight**(L2): If you need this, take it, but retrain out of it at L6 and take Eagle's Aim instead.

**Guided Shot**(L6): Almost universally useful, this is another Leadeary power. The chances that you can turn a miss into a hit during the first crucial two or three rounds are small, but that ability is valuable enough for this to be worth it.

**Trapfinding**(L6): You have great perception, but that doesn't stop traps. This is great if you have no Rogue/Monk in the party, and your DM uses traps.

**Uncanny Instincts**(L10): A great way (for Spiritbonders especially, who don't have naturally good Init) to make sure they get a chance to apply their control before Team Monster when conditions are ideal to do so.

**Stealth** - Utilizing Stealth is a great way for Bloodbonds to get CA and avoid being targeted, but its use is a little situational.

#### Skill Powers

**Shrouding Gloom**(L6): The Seeker doesn't have many ways to gain Hidden without relying on terrain that offers superior cover/total concealment. Another tool to do that is welcome.

**Deepening Gloom**(L16): This is an excellent way to gain Hidden, as well as way that doesn't rely on twinked out Stealth to negate an attack and discourage focus fire on you.

#### Non-Class Skills

**Thievery** is not a class skill, but you have the DEX for it, and in some parties/campaigns it's worth picking up via background of MC feat. It comes with some good skill powers,

too, like **Fast Hands**. **Dungeoneering** is also a great skill to pick up, and if your DM loves traps then **Trap Sense** could be **very valuable**.

There are some other skills that are worth picking up just for the sake of associated Skill Powers. **Bluff** is worthwhile just for **Stall Tactics**, and Intimidate is nice for **Everybody Move** and, to a lesser extent, **Snap Out of It**.

## Ability Scores

### **Strength** (12-18 post-racial)

If you're Spiritbond, this is your AC and your riders- except that you can still use DEX if you want, which is better because it gives you Initiative and makes you less MAD when you try to qualify for Polearm Momentum or lets you poach Ranger or Rogue powers. Powers with Spiritbond riders are usually not the best powers, so you lose little and gain a lot if you go DEX/WIS on a Spiritbonder.

### **Constitution** (11-13 post-racial)

This is where all the points that aren't in your primary or secondary go. If you go for 20 WIS, 11 CON will be all you can afford, and you should take the Auspicious Birth/Born Under a Bad Sign background to make up for your bad hp.

### **Dexterity** (12-18 post-racial)

If you're an optimal Seeker, this is pretty much your other primary score. DEX riders aren't as big a deal, but Initiative and AC are both huge, as is Polearm Momentum if you're into that kind of thing.

### **Intelligence** (8-13 post-racial)

Books are dead trees and you hate them.

### **Wisdom** (18-20 post-racial)

Some Controllers can lay down big zones and walls that exercise control without an attack roll, but you aren't one of them. You have to hit, and your attacks are WIS-based, so your Wisdom is at least 18 post-racial.

### **Charisma** (8-10 post-racial)

You're all about interacting with the primal spirits- who cares if you're good at interacting with people? No one, that's who.

## Races

### Races - Player's Handbook

**Dragonborn:** They can barely scrape a 16/18 post-racial array together. Spirits of the Primal Dragons is an interesting feat. Honorable Blade can mean expanded bursts on things such as Tidal Spirit Shot and Mark of Storm without needing to worry about enchant. Not quite a trap, but...

**Dwarf:** They can't get WIS without losing STR, which keeps them from being the perfect Spiritbond race. Still, great feat support bumps this race up to being a good option. They are usually hammer-throwing Spiritbonders.

**Eladrin:** As a Bloodbond they can manage 16/18, and they don't offer much else to the Seeker. If you want to play one, reflower a Shadar-kai or an Elf.

**Elf:** The quintessential Bloodbond Seeker. Wild Step means your minor action shift won't get shut down in rough terrain, the racial reroll is excellent for making sure your key powers land, the extra speed is great for staying away from melee, the skill bonuses are ideal, and it even opens up a decent racial PP. This race is everything good.

**Half-Elf:** Seekers have great At-Wills, so things work a bit differently. Half-elves do at least have WIS, and with Adept Dilettante, you can poach something useful from a wide range of classes. You might be tempted to poach a melee ability as a Spiritbender, but you shouldn't- Half-elves will have lower AC because they lack STR/DEX, and even if you use a thrown weapon you should stay away from melee if possible. Magic Weapon and Twin Strike (ranged, use like Divine Bolts) are good weapon-based options, and the latter opens up some excellent powerswaps. If you pick up an implement, your options are broader, but you have to be careful. For example, if you want the Wizard's Freezing Burst, you will need to use Adept Dilettante to make it WIS-based, but then you won't be able to use your MC to pick up a slotless implement (Holy Symbol, Ki Focus). If you need a slotless implement, look for a Druid or Invoker At-Will. Magic Stones is an excellent Druid pick, as is Fire Hawk if you're willing to give up AoE, and Spiritbonders can use the Alfsair Spear enchantment to get a weapliment. Invokers have good option in Hand of Radiance, Divine Bolts, and Grasping Shards, but if you need two hands for your weapon you'll need to MC somewhere else for a slotless implement. MC'ing Ranger will give the option of the Archer Mastery feat, which opens up a Hunter at-will, which can be great for modifying any basic attack.

**Halfling:** All of the disadvantages of being a small weapon-user, with none of the feat support melee halflings get to make up for it. Only Moonbow Dedicate keeps Halflings from being Purple- Seekers really like weapliments, Sehanine Dedicate is one of the only ones they can get, and Halflings are better short bow users than anyone else.

**Human:** This is the only race that gets Sky Blue without +STR or DEX. The bonus feat is wonderful (between Weapon proficiency, Expertise, Speed Loader, MC and Novice Power, Seekers are particularly feat-starved in heroic) and the Seeker absolutely loves Heroic Effort. Ditch the bonus At-Will- there are only two you want

**Tiefling:** Tieflings have the dubious honor of being the only PHB race to get perfect wrong stats. None of the Tieflings' considerable support is particularly useful to you. Pass.

#### Races - Player's Handbook 2

**Deva:** Wisdom is good, but Intelligence is (almost) useless to you. (You... might actually want to MC Arcane.) The racial is helpful, but what really saves the Deva from **mediocrity** is the Soul of the World ED.

**Gnome:** Fade Away is good, but being small and only being able to manage 16/18 DEX/WIS means your Magic Archer Gnome concept should really be a Bard instead.

**Goliath:** The best option for Spiritbond, pretty much hands down, mostly because, out of all three STR/WIS races, it has the fewest racial features that only work in melee. Seekers like Markings of the Victor too.

**Half-Orc:** CON/DEX is as good as you can get without having a WIS bonus, but the Horc offers very little in exchange for losing that primary stat.

**Longtooth Shifter:** The second-best Spiritbond race. You love having two 18s at level one, and you love regen.

**Razorclaw Shifter:** Razorclaw Shifters have stats that Bloodbond Seekers want, though face much more competition than Longtooth Shifters do as Spiritbonders. The Razorclaw racial is decent and the feat support is ignorable, but the stats really are all they need to be great.

## Races - Player's Handbook 3

**Githzerai**: Almost as good as Elves for Bloodbond, and they're still a good option for Spiritbond just because of Githzerai Weapon Training. (If you don't follow, consider the Farbond Spellblade enchantment.) The initiative boost is fantastic, and the defensive racial power is nice.

**Minotaur**: Spiritbond only. They offer almost nothing useful aside from the perfect stats, but those perfect stats are far and away the most important thing.

**Shardmind**: They lack a secondary bonus, which hurts, but their features are decent and they have a few decent feats. Their racial PPs scream Controller, too, and are worth a look.

**Wilden**: Same boat as the Razorclaw Shifter, but the racial power and feat support are both worse.

## Races - Other Sources

**Bladeling**(MotP): There's just nothing good about this except for those ideal Bloodbond stats, which are admittedly far more common than ideal Spiritbond stats.

**Changeling**(EPG): Ugh, this is absolutely nothing that isn't awful.

**Drow**(FRPG): The best Bloodbond race, and... also the best Spiritbond race. Pretty much the best Seeker race. Cloud of Darkness is an absolutely wonderful tool, with the normal dual purposes of gaining hidden+CA, and the stealth bonus and darkvision are wonderful. They have game-changing feat support, despite the number of lame feats, and an extremely excellent racial PP and theme.

**Genasi**(FRPG): Technically serviceable, but a genasi Seeker is playing against the race's considerable strengths.

**Gnoll**(D367): Lacks a primary stat boost, and features and feat support are all melee/striker oriented. Pass.

**Kalashtar**(EPG): You get WIS, and your racial features are all generally helpful without being outstanding.



**Mul**(DSCS): You're a dwarf, but faster. Feat support makes you a better than average choice.

**Revenant**(HoS): Revenants can do a lot of things, but none of them fit the Seeker well enough to make up for those lamentable ability score bonuses.

**Shadar-Kai**(D372): Perfect Bloodbond stats, a very useful racial, and a few decent feats make this an excellent choice.

**Thri-Kreen**(DSCS): The stats are right for Bloodbond and the extra speed is nice, but they don't have much else working for them. They're a good choice, but there are many better ones.

**Vryloka**(HoS): A secondary stat and a flexible racial power doesn't do much to absolve the lack of a primary stat and a healing surge penalty. Just take the Vampire Heritage feat on your elf.

**Warforged**(ELG): Not much to offer here. 'Forged support is geared toward melee, and you should always remember that Spiritbond Seekers are not melee characters.

## **Powers - At-Will**

### **Choosing your At-Wills**

Unless you have some very specific, prevailing reason to take two RBA powers, you generally want one RBA power and the AoE forced movement goodness that is Tidal Spirit Shot. Which RBA power you take is dependent on your party, your DM, and your taste- I like Grappling Spirits for heroic tier, retrained to Biting Swarm at higher levels when the attack penalty can be boosted and slow is easier to come by.

### **Biting Swarm (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* One of the Seeker's good at-will powers. Unlike the vast majority of Seeker powers, it's going to be useful no matter what the circumstances are- this is incredibly valuable. If your party is fighting a Solo melee monster, and you don't have this power, there's a good chance that you won't be able to exercise any useful at-will control. Oh, and it's an RBA. Perfect. Side note: Use a Mindiron Weapon and Psychic Lock to boost the penalty to a healthy -4, and if you like, add Attention-Stealing ammunition to stack a mark on top.

### **Elemental Spirits (PHB3) -**

*Targets AC, Keywords Primal, Varies, Weapon.* The intent here is to give Bloodbond Seekers a tool to exploit vulnerabilities and other elemental goodies, and to apply a soft disincentive for enemies to group around the target. In practice, what it does is give the target a damage aura that it can use against you and your allies. This is actually better for Spiritbond Seekers who have a low DEX mod, who can use it to pop minions without risking much damage to their allies, who can use it with Mark of Storm to get some forced movement, or do a little bit of damage to themselves in order to trigger paragon elemental damage feat benefits such as Icy Heart to slow nearby enemies

### **Grappling Spirits**

#### **(PHB3) -**

*Targets AC, Keywords Primal, Weapon.* One of the Seeker's good at-will powers. An enemy that is slowed and cannot shift will have a lot of trouble closing to melee distance, or disengaging from your Fighter. Be warned: the duration means you can't use it to set up World Serpent's Grasp for yourself. Still, this is your only at-will hard control, and it's better than many of your encounter powers. This competes with the excellent Biting Swarm for your RBA power, but don't pass this up without a lot of hard thinking. While this is more situational than an attack penalty, it can also be more potent.

### **Guardian Harrier**

#### **(PHB3) -**

*Targets AC, Keywords Primal, Weapon.* This is a solid damage option. It is an RBA, and it is usable in melee. It's intended to force a monster to move out of a desirable position, but instead it reads, more or less, "the target takes an additional +Str damage unless it wants to move."

### **Thorn Cloud Shot**

#### **(PHB3) -**

*Targets AC, Keywords Poison, Primal, Weapon, Zone.* Using this power is actively harmful to your party. Monsters have far more hp than PCs do, (and often resist poison) and so they can ignore the zone, but your allies usually can't afford to. Because the zone is always centered on the target, you can't use it on targets that have engaged your allies in melee without hurting those allies too. There is nothing good about this.

### **Tidal Spirit Shot**

**(D413)** - *Targets AC, Keywords Primal, Weapon.* This power is almost **Gold**, for several reasons: The Seeker has no other multi-target at-wills, and very few good area-of-effect

encounter powers (none in heroic tier, in fact). The Seeker has no other at-will powers with forced movement, and this has more potential to be improved upon than any of the Seeker's other at-wills. Lightning Javelin+Mark of Storm+Polearm Momentum+Hindering Shield, to get specific. Oh, and it's friendly. It's not gold, though, because a Seeker with Grappling Spirits and Biting Swarm is still perfectly serviceable.

## Powers - Heroic Tier

### Level 1, Encounter

**Possessing Spirits** is the only good power here, despite being annoyingly situational. This is very much so Novice Power bait.

#### Level 1 Encounter List

##### **Flickering Arrow**

**(PHB3)** - *Targets AC, Keywords Primal, Weapon.* Gives the target an aura that imposes a mild attack penalty on itself and other nearby enemies. Enemies will move away from the target before attacking next turn, but only if doing so is not inconvenient. This is only situationally distinguishable from one of your At-Wills. It is **Decent** for Bloodbond given the aura will likely be giant.

##### **Mischief Spirits**

##### **(PHB3)** -

*Targets AC, Keywords Primal, Weapon.* Even if this was a daze, and not just prone, it would be terrible. This is situational control that you must apply before you know whether or not the situation will call for this power. It counts as an RBA, but since this isn't as good as your At-Will RBA, that is irrelevant.

##### **Possessing Spirits**

##### **(PHB3)** -

*Targets Will, Keywords Charm, Primal, Weapon.* Daze at first level is great, and multi-target daze is wonderful. Unfortunately, in order to use this power a lot of pieces have to fall into place: First, you have to have a target with a good MBA that you know about. Second, that target has to be adjacent to another target. Third, you have two chances of missing- the initial (admittedly very accurate) attack and the target's MBA. If either miss, no daze. Still one of your best picks at this level.

### Serpent Arrow

(PHB3) -

*Targets AC, Keywords Primal, Weapon.* This suffers the same problem as Mischief Spirits, except that the effect is stronger and even more situational. Sliding something later is just so, so much less useful than sliding something now. Don't take this, even if you're Spiritbond.

### Spider Spirits (PHB3) -

*Targets AC, Keywords Poison, Primal, Weapon.* The poison keyword hurts here, since a good number of monsters (mostly undead) are immune and therefore ignore both the damage and the slow/defense debuff. The defense debuff is not situational at all, which is a pleasant departure from other Seeker encounter powers, but this is still only barely better than your At-Will.

### Steel Forest

(D389) -

*Targets AC, Keywords Primal, Weapon.* You want AoE, because you're a Controller-unfortunately, you still need your powers to do something. Steel Forest doesn't really provide any meaningful control.

## Level 1, Daily

**Swarming Bats** is the best of an otherwise bad field, though it's not as good for Spiritbonders and **Rime Strike** isn't that much worse. Choose from those two, they're still way better than the other three.

### Level 1 Daily List

#### Fungal Blooms

(PHB3) -

*Targets AC, Keywords Conjuration, Poison, Primal, Weapon.* Single-target immobilize (save ends) is only slightly better than your encounter powers or Grappling Spirits, and that's the only thing this power has going for it. The damage caused by entering one of the effected squares is trivial, there's a chance it will miss, and only one can be triggered per monster turn.

### Persistent Arrow

**(D389) -**

*Targets AC, Keywords Conjuration, Primal, Weapon.* Basically, you hit something for some damage, and the only control involved is that the target takes some damage if it enters a specific adjacent square of your choosing. One time after that, you can use a Minor to make another attack that prones. Ok, not great

**Rime Strike (PHB3) -** *Targets AC, Keywords Cold, Primal, Weapon, Zone.* Single-target immobilize (save ends) is okay, though it's not great, and you also get to make the zone unpleasant for the duration of the encounter. Lackluster.

**Spirit Rider (PHB3) -** *Targets AC, Keywords Primal, Weapon.* You do some damage, and then after that either minions will not end their turns adjacent to the target, or the target will move away from any minions before attacking. That's seriously all this does.

**Storm of Spirit Shards (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* Friendly burst damage. But no control.

### Swarming Bats

**(PHB3) -** *Targets Reflex, Keywords Primal, Weapon, Zone:* This is a bunch of different little goodies that add up to make a solid power. You get Weapon vs NAD accuracy on a 5x5 friendly AoE, you slide all the enemies you hit, you create a big patch of difficult terrain that, while unfriendly, is movable and has the minor benefit of making enemies grant CA. Sustain Minor, but what are you using those for? If the map has a burst 2 chokepoint somewhere, this can win a fight. Otherwise, it can lock artillery and skirmishers in melee. This is not as good for thrown weapon users- this power really wants a good long range behind it. Can be upgraded with Hinder Shield, possibly Polearm Momentum.

## Level 2, Utility

Consider training Acrobatics and take **Agile Recovery** (or Perception/**Far Sight**). Not too hard to be a build that doesn't have great choices here.

### Level 2 Utility List

### Harrying Spirits

**(PHB3)** - This doesn't make sense. It's basically a Daily tool to discourage an enemy from targeting you, but the effect isn't potent enough for the enemy to care about it. Also, the trigger is bizarre and unrelated to the effect.

**Warding Arrow (D389)** - The best of these, there's a small chance you'll be able to turn a hit into a miss with this power. Alternately, you can just burn it for CA. Meh.

### Hunter's Instinct

**(PHB3)** - Not great. Crits are generally overrated.

### Stag's Grace

**(PHB3)** - If you're Bloodbond, you avoid OAs with your Minor Shift. If you're Spiritbond, you can use a melee attack or two until you're able to disengage. If you really think you need this, just buy Shadowdance Leather armor instead.

**Stone Spirit Ward (PHB3)** - This is decent for Spiritbonders if you can anticipate when you're going to be taking multiple attacks- sometimes combat doesn't go how you planned, after all.

## Level 3, Encounter

**Escaping Shot** and **Into the Black Bog** are both great choices, though **Stampede Shot** is competitive for Spiritbonders.

### Level 3 Encounter List

**Burrowing Shot (PHB3)** - *Targets AC, Keywords Primal, Weapon.* This is the encounter version of the Spirit Rider D1. Enemies know the effects they're under. They should simply move to not be adjacent to their friends.

### **Escaping Shot (PHB3)** -

*Targets Will, Keywords Primal, Psychic, Weapon.* You get a daze on a Weapon vs NAD power that you can use in melee and that includes a shift (a big one if you're Bloodbond), and the Psychic keyword can be useful. This is what a decent controller power looks like.

**Into the Black Bog (D413)** - *Targets AC, Keywords Primal, Teleportation, Weapon.* Easily your best choice at level 3. Multi-target with forced movement and a debuff that is comparable to weakened- at level 3. The damage penalty doesn't scale with monster damage, however, but it is still a two target attack that should be useful until mid-paragon.

**Seeker's Due (D389)** - *Targets AC, Keywords Primal, Weapon.* For a Bloodbond, this is basically a 3W attack with a beneficial rider attached to it. It isn't good. The Spiritbond gets a 2W instead. Maybe if you need to punch things.

### **Spectral Scorpion Sting (PHB3)** -

*Targets AC, Keywords Conjuration, Poison, Primal, Weapon.* The idea here is to discourage enemies (including the target) from leaving squares near the target. But...not enough damage to be meaningful.

### **Stampede Shot (PHB3)** -

*Targets Fortitude, Keywords Primal, Weapon.* This is an accurate attack with some solid forced movement. Spiritbond especially will get a lot of mileage out of it, and the Seeker can use all the forced movement it can get. Good pick. Polearm Momentum.

### **Winter Spirit (PHB3)** -

*Targets Fortitude, Keywords Cold, Primal, Weapon.* This is a straightforward power; it immobilizes a thing, and you can use it as an RBA. This is not bad, but it doesn't do much to expand your Controller toolbox. You can hamper movement effectively already with just your At-Wills.

## **Level 5, Daily**

**Ensnaring Shot** is very strong if anyone else has forced movement. **Corralling Shot** means you provide the forced movement. You could take **Protecting Spirits** if your DM only runs solos or something.

## Level 5 Daily List

### Call of the Ghost Wolf

(PHB3) -

*Targets AC, Keywords Conjuraton, Primal, Weapon.* You pick a square next to the target, and enemies don't want to be adjacent to that square, Sustain Minor. This would be good if the conjuration was moveable or punished moving away, but it isn't and it doesn't, so it's not.

### Corralling Shot

(PHB3) - *Targets AC, Keywords Primal, Reliable, Weapon.* This is an interesting form of big forced movement that lets you bunch up two or three enemies. Good set up for AP turn. Polearm Momentum or Hindering Shield.

### Cursed Dart

(D389) -

*Targets AC, Keywords Primal, Psychic, Weapon, Zone.* Stiff but situational penalty to the target for ending a turn adjacent to its allies (immobilize is ignorable for artillery that is out of melee range or for melee that has already engaged). Unfortunately, the effect is (save ends), so you get a round or two of the enemy not bunching up. Maybe good in the right party.

### Ensnaring Shot

(PHB3) -

*Targets Reflex, Keywords Primal, Weapon, Zone.* This is the first power you get that allows you to hamper the movement of multiple targets, and it does this beautifully. This is an excellent example of a power being really good while retaining mechanical identity unique to the Seeker. Pin down enemies until you miss, and even then enemies can get stuck in the zone you leave behind. Sustain Minor, but you can handle that.

### Protecting Spirits (PHB3) -

*Targets Will, Keywords Primal, Weapon.* It's a friendly AoE, and it pushes and prones. It's not bad, but the effect is just not powerful enough to be a good Daily. Polearm Momentum.

### Wildfire Shot

(PHB3) -

*Targets Reflex, Keywords Fire, Primal, Weapon.* Mostly bad stuff, maybe some sort of fire vulnerability makes this worth it.



## Level 6, Utility

Basically, choose between **Earthbond Gift** and your favorite Skill Power, there are lots of good ones. Exception: Consider **Eagle's Aim** if you're using a thrown weapon.

### Level 6 Utility List

**Blurring Stride (PHB3)** - Good defensive ability, but the Sustain Minor is annoying and unnecessary, and you have to move 3 squares in a single move action to get the concealment. Better for Spiritbond, who can shift out of melee and still have enough actions to attack and move 3 squares.

**Cloak of Quills (PHB3)** - If you have STR you're Spiritbond, and I guess you're supposed to be in melee provoking OAs? No, you're not. Stay away from melee and don't provoke OAs and don't take this power.

**Eagle's Aim (PHB3)** - The errata that made this an At-Will saved this power. Now it's one of the best ways to get around the crappy range on the bola and the net. (The other best way being a Weapon of Long Range or similar enchantment)

**Earthbond Gift (PHB3)** - Temp hp when you're bloodied is good- 2x WIS is close to surge value for you. You don't really care that much about being weakened, but that's just a little icing.

**Swirling Arrows (D389)** - When it triggers you get to target the enemy you intended to target with the attack that triggered Inevitable Shot in the first place, which is nice, but it's too situational. On average you'd get to use this about once every other encounter. **Better** in Paragon when you make two ranged basics

## Level 7, Encounter

**Feyjump Shot** is the iconic Seeker power, and was the inspiration for much of the Seeker's teleportation support. It's a glimpse into a parallel universe in which the Seeker is competitive with Wizards and Invokers but retains a unique mechanical identity. Obviously I think you should take it. Spiritbonders whose DMs don't ever use Artillery/Controllers can justify taking **Windstorm Shot** instead.

## **Level 7 Encounter List**

### **Feyjump Shot (PHB3)**

*Targets AC, Keywords Primal, Teleportation, Weapon.* This is a kind of control that other Controllers can't quite duplicate, and the kind that can, under the right conditions, win encounters. Basically, if the enemy has a vulnerable, inaccessible target and a mean frontliner guarding that target, you force them to switch places (no matter how far apart they are) and daze them both, leaving the vulnerable target wide open for your Strikers. Even if swapping the positions of two targets isn't particularly helpful, you can still daze them both. This is a situationally great encounter power, but it's the only Seeker power that can totally win an encounter sometimes, which is what Control is about. Keep this through epic tier. Reserve Maneuver can be helpful here at levels 23+ to keep this and take multiple level 13-23rd level encounter powers.

### **Thunder Spirit (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* Prone is trivial for you to accomplish if you have World Serpent's Grasp, and if you don't, it's still worse than most other things you could do with a Standard action. Deafened is worthless. This power is worthless.

### **Tremor Shot (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* This is another one of those annoying powers that imposes no control on the thing you actually target. You can count on targeting maybe one thing with the secondary attack. A slide 1+CA-grant on one or two targets is pathetic. The only reason this isn't Red is that you maybe can't slide with an At-Will.

### **Wasp Sting Shot (PHB3) -**

*Targets AC, Keywords Poison, Primal, Weapon, Zone.* WIS mod poison damage that some enemies will ignore, but PC friendly

### **Windstorm Strike (PHB3) -**

*Targets Fortitude, Keywords Primal, Weapon.* Spiritbonders can get a sizable push here, real AoE is rare for Seekers, it's friendly, and you aren't forced to center the burst on a target. Hindering Shield, Polearm Momentum

## Level 9, Daily

**Spider Thicket** is quite good.

### Level 9 Daily List

#### **Binding Shot (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* If you hit two targets, you slide one next to the other, and they can't move apart even by teleporting. The effect, however, only has a 1/16 chance of lasting past one round. This is better than purple only because you can slide a vulnerable target into melee, and that's valuable- IF there's a vulnerable target who doesn't want to be in melee but is within 5 squares of an enemy who is melee.

#### **Nature's Vengeance (PHB3) -**

*Targets AC, Keywords Primal, Weapon, Zone.* A small slide is made much more potent when it comes with an immobilize. The zone it creates discourages enemies from being adjacent to the target by threat of their being immobilized and then restrained if they try to attack, which is actually discouraging. That the zone applies to the original target is a pleasant surprise. Unfortunately, discouraging enemies from staying in a zone is just not a useful thing to do.

#### **Spider Thicket**

**(D413)** - *Targets Fortitude, Keywords Poison, Primal, Teleportation, Weapon.* Area burst 2 is big, and weakened (save ends) is pretty nice, especially post-MM3. The teleportation within the zone is only situationally useful, since the burst is unfriendly, and that kind of rearranging is usually only useful against targets that have already engaged the party, but it does let you slow all the targets if you take the Moonrise Stalker PP.

#### **Spirits of Fire and Ice (PHB3) -**

*Targets AC, Keyword Cold, Fire, Primal, Weapon.* The ongoing damage is immaterial. This is just a single-target immobilize, which was barely even decent at level one. Pass.

#### **Squall Spirit (PHB3) -**

*Targets Fortitude, Keyword Lightning, Primal, Thunder, Weapon.* Ugh, ugh. This power doesn't even pretend to offer any control and wouldn't really even be a blue encounter power. Avoid.

## Level 10, Utility

**Feywild Jaunt** or bust!

### Level 10 Utility List

**Burrowing Stride (PHB3)** - Not very useful in combat, but out of combat it's pretty good. Excellent for scouting or otherwise being sneaky. This is very, very DM/campaign dependent. If find you're easily distracted between combat encounters, pick something else.

### Far Step Arrow

**(D389)** - It's an encounter teleport! But you aren't a Striker, so there's no guarantee you'll be killing nonminions. Also you can't use it to escape melee without OAs. It's the most useless encounter teleport.

**Feywild Jaunt (PHB3)** - Now THIS is an encounter teleport; don't be fooled by the fact that it doesn't say teleport anywhere. Use it at the end of your first turn, and when Team Monster is blowing all their encounter/recharge powers you'll be safely off the grid, and free to choose where you begin your next turn.

**Host of Sparrows (PHB3)** - This triggers outside of your turn, and ends when your next turn starts, which is to say that the duration is very brief. It's a reaction, so insubstantial doesn't affect the triggering attack. This is only good if you are the enemy's only viable focus-fire target, in which case it may save you a little damage. It can also get you out of melee if no other monsters get turns between your turn and the triggering attack. This is mediocre.

**Sheltering Underbrush (PHB3)** - Cover for your allies and difficult terrain on a relatively small, immobile, Sustain Minor burst as a Daily? Completely unimpressive. I wouldn't take this at any level.

**Powers - Paragon Tier**

## Level 13, Encounter

You probably want **Rabid Shot** or **Bonds of Moonlight**, though a strong case can be made for **Swarming Spirits**.

### Level 13 Encounter List

#### **Bonds of Moonlight**

**(D413)** - *Targets AC, Keywords Cold, Primal, Radiant, Weapon.* Movement denial is useful, though this does lose some of its luster against teleport-capable enemies. This is multi-target (save ends) strong movement control as an encounter power- a really fantastic combat opener.

#### **Cordon of Thorns**

**(D389)** -

*Targets AC, Keywords Primal, Weapon, Zone.* Unfriendly AoE that leaves a zone behind- in just the side of the 3x3 square that's furthest from you. So, a 3-square line. The punishment power that triggers if that line is crossed before the end of your next turn is an attack that does decent damage and slows. Problems: the zone is too small, and the placement too limited.

#### **Feymire Trap (PHB3)** -

*Targets AC, Keywords Primal, Teleportation, Weapon.* This is what Seeker heroic tier encounter powers should look like. Useful, solid, but not particularly impressive.

#### **Rabid Shot (PHB3)** -

*Targets Fortitude, Keywords Poison, Primal, Weapon.* Forcing a charge is excellent; you get hefty movement that provokes OAs, and you can take advantage of any interesting effects the target might have on its MBA. The poison keyword spoils this power somewhat- it has no effect whatsoever on undead with their poison immunity. A reason to potentially MC Assassin to take Venom Hand Master.

#### **Raven Wing Shot (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* Because the extra damage actually gets some of your damage mods, it is slightly better control than the Seeker's usual 5 poison damage, but this kind of soft control is not okay when you can have a blind.

**Short Shot Onslaught (DSH)** - *Targets AC, Keywords Primal, Weapon.* A close burst with no control, and with a cap on the number of creatures in the burst you can target. Blech. Also, not a ranged attack so no inevitable shot.

**Swarming Spirits (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* Hey, now this is good, non circumstantial control! You blind the target and give it an aura 2 that gives other enemies -2 to hit. If you're Bloodbond that's an aura Dex+2. You'll enjoy this power for a long time- other controllers get AoE blind at this level, though.

**Wind Spirits (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* Friendly AoE that pushes, prones and doesn't provoke? Good, especially with the Spiritbond's increased push, but in paragon, with such a weak effect, the burst should really be larger. Polearm Momentum, but no Inevitable Shot

## Level 15, Daily

You want **Fey Sinkhole**, **Wave of Sleep** is very solid though also.

### Level 15 Daily List

#### Arrows of Misfortune

**(D389)** - *Targets AC, Keywords Primal, Weapon.* This works exactly like Persistent Arrow, a D1, except that you can affect two targets with it, and you get two minor action attacks to use, which can be on the same target. For the PC looking to do damage.

**Corrosive Slime (PHB3)** -

*Targets AC, Keywords Acid, Primal, Weapon.* Just bad damage, no real control for a level 15 daily power.

**Fey Sinkhole (PHB3)** -

*No Attack (Secondary Targets Will), Keywords Primal, Psychic, Teleportation, Weapon, Zone.* This is the best power Seekers have gotten so far. This is how you daze those monsters that shake off daze before their turn comes around. As long as you keep

hitting (and you should, this is Weapon vs Will) and the target's allies can't slide him out of the zone, the target won't be able to escape or stay not-dazed. What's that? It also triggers Psychic Lock and kills minions? Excellent.

### **Triple Raptor Shot (PHB3) -**

*Targets Reflex, Keywords Primal, Weapon.* If you really want to multiattack, take MC Ranger, take Adept Power, and swap this for Confounding Arrows so you can stun something while you're at it. This is a good Striker power, but you are a Controller.

### **Wave of Sleep (PHB3) -**

*Targets Fortitude, Keywords Primal, Sleep, Weapon.* This is a big friendly AoE that can daze and render things unconscious, which is one of the best status effects. You have almost no way to force failed saves, however, and the AoE daze (save ends) isn't extraordinary.

## **Level 16, Utility**

You should be trained in Insight, making **Insightful Riposte** available. If you don't take that for some reason, most choices are good at this level.

### **Level 16 Utility List**

**Bramble Hide (PHB3)** - You get a little defensive boost that you can pop if you foresee getting caught in melee. Kills minions that try to attack you, also. Meh.

**Earthfriend (PHB3)** - Once per day, at the cost of using a different Sustain Minor Daily or using your Bloodbond shift, you let your whole party ignore difficult terrain. It's pretty situational, but it can turn a whole encounter around, even though it's more of a Leader thing.

**Ephemeral Wings (PHB3)** - Not a bad choice. Gets you out of immediate threat.

**Sure Sight (PHB3)** - Also conditional, but being able to see no matter how much the DM wants to obscure things is potent. Darkness in various forms is a common obstacle.

## Level 17, Encounter

**Seeker's Peerless Shot** or **Sprite Dance** solid. Potentially time to go back and pick up another level 13 power.

### Level 17 Encounter List

#### **Convocation of Arrows (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* Decent damage, two targets, and an RBA. So can be used as part of an Inevitable Shot nova.

#### **Flesh-Tether Shot (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* The most optimal use of this is to discourage a distant melee enemy from closing to melee range. This will not dissuade him from doing so, or impede him from attacking. The Bloodbond rider literally does nothing whatsoever, since dazed targets already grant CA.

#### **Infestation of Moths (PHB3)** -

*Targets AC, Keywords Polymorph, Primal, Weapon.* You slide a thing (big distance if you're Spiritbond), give it a huge defensive boost (are you kidding me?) and blind enemies next to it UNTIL they move away, which they won't have any trouble doing. If you could use it on your Fighter to slide him next to a priority target, that would actually be better than hitting an enemy, but the Bag of Rats rule nulls that use. Trash.

#### **Seeker's Peerless Shot**

##### **(D389)** -

*Targets AC, Keywords Primal, Weapon.* This is Seeker's Due, from L3, all over again. The weapon requirement restricts it to likely Bloodbond, but two attacks+an RBA on a miss. This isn't fantastic stuff, but it is your Into the Black Bog replacement at 17th if you haven't taken two E13s. Note that if you miss and you have Inevitable Shot available, you likely target 1 of the 2 targets 3x.

**Spectral Forest (D413)** - *Keywords Primal, Psychic, Weapon, Zone.* At least Convocation of Arrows gives you damage in exchange for its total lack of control. Potentially useful for a party with a lot of forced movement, sliding targets in and out of the zone.

#### **Sprite Dance (PHB3)** -



*Targets AC, Keywords Primal, Teleportation, Weapon.* Ok, but at this level, a solid melee basic person ought to have immediates allowing melee basics and they potentially don't have an immediate to burn, especially early on in the combat.

## Level 19, Daily

**Captivating Missile**, one of my favorites. Or **Rending Vines**

### Level 19 Daily List

#### **Black Arrow of Fate**

(D389) -

*Targets AC, Keywords Primal, Psychic, Weapon, Zone.* Bloodbond only, you give the target an aura that makes him daze other enemies near whom the target ends its turn. The aura is save ends. Even if the target can't just move away from other enemies, conditional daze isn't worth a Daily.

**Captivating Missile (PHB3)** - *Targets AC, Keywords Charm, Primal, Reliable, Weapon.* An RBA power with real control! But really, dominate is great, and there are no silly conditionals you have to deal with. This is straight-forward. Don't miss the Reliable keyword, which is nice.

#### **Conflagration Spirit (PHB3)** -

*Targets AC, Keywords Fire, Primal, Weapon.* A daily power that does poor damage. This would be a sad E17 on a Striker.

#### **Fury Spirits (PHB3)** -

*Targets AC, Keywords Conjuration, Primal, Weapon.* This is Fungal Blooms, but without the Poison keyword. At 19th, too many things go wrong for this power.

#### **Grasping Vines (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* This power encourages bad tactics or missing in order to get an effect that is only decent as a level one encounter power.

#### **Rending Vines (PHB3)** -

*Targets Reflex, Keywords Primal, Weapon, Zone.* It's Ensnaring Shot, but upgraded. Bigger burst, with restrain instead of immobilize.

## Powers - Epic Tier

### Level 22, Utility

**Guiding Spirit** is a good choice, but if you don't have too many competing immediate powers, **Land Passage** is an outstanding defensive tool.

#### Level 22 Utility List

**Guiding Spirit (PHB3)** - If you don't have a Leader who liberally distributes large power bonuses to hit, then this is fantastic, and really it's still good if you do. Pop this before you make an important attack, and you drastically reduce the odds that you'll choke.

#### **Land Passage (PHB3)** -

You and maybe an ally are simply not available for Team Monster to target- and unlike Feywild Jaunt, this only activates when and if you're attacked, which means that it's guaranteed to waste your enemy's actions. Jaunt, by contrast, will usually just force enemies to attack your allies instead. Be very mindful of initiative order when you bring an ally with you- they'll have to delay after you to get their normal turn, and that might not be desirable.

**Nature's Passage (PHB3)** - This is only situationally useful in combat, though it's better out of combat. Phasing is generally only useful one or two rounds per fight- this would be better as an encounter power with a brief duration. You should be doing much better than this at this level.

**Primal Morass (PHB3)** - Hey, a utility power that his controller-y! Oh, it's just a Daily Sustain Minor with a giant patch of unfriendly super-difficult terrain, and it explicitly doesn't affect flyers. Lamé, but in the right campaign (ie depending on DM style) this kind of thing could be useful.

**Seeking Arrow (D389)** - This is an interesting power, but it's not as good as it looks. You're trying to be as accurate as possible, which means that ideally Inevitable Shot should only trigger every other round at most. That's twice in the first four rounds, the first instance of which you would have been able to use Inevitable Shot without this power. After that, you're hopefully in mop-up, and there may not even be enough targets for you to use IS at all. So... this is like a daily extra use of Inevitable Shot.

## Level 23, Encounter

**Roaring Missile** is way better than everything here except for **Wisp Shot**, which is basically your capstone power. Congratulations, you get it six levels early and it's an encounter power not a daily, isn't that nice?

### Level 23 Encounter List

#### **Quill Storm (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* Oh look, it's like Biting Swarm but you don't apply the penalty to the target, the AoE penalty might miss the nearby enemies. The secondary attack can pop minions and the penalty might stick for an extra round, but isn't this epic tier?

#### **Roaring Missile (PHB3)** -

*Targets Fortitude, Keywords Primal, Thunder, Weapon.* Friendly AoE daze with Weapon vs Nad accuracy. Solid power, but Wizards and Invokers both get encounter stuns at this level. Deafening does nothing.

#### **Sinking Earth (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* This is not terrible, but it would have been appropriate 16 levels earlier. Restrain is decent, but it's situational too, and this is single-target.

#### **Spirit Inferno (PHB3)** -

*Targets Reflex, Keywords Fire, Primal, Weapon.* Single-target immobilize? You had that at level one. The damage can build up fast (especially for Spiritbond), so enemies will actually want to distance themselves from the target before attacking. If the party has a

lot of control forcing opponents to stay nearby, this gets better as kind of a striker power.

### **Stride-Breaking Shot (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* This is the Bloodbond version of Spirit Inferno. Less damage instances likely, but more certain of damage instances. Not sure why anyone takes it over the better choices.

**Wisp Shot (D413)** - *Targets AC, Keywords Polymorph, Primal, Weapon.* Oh, what's that? Your precious solo is immune to stun? Ha, yes, well, we'll see about that. Oh, and it's (save ends), and while you're at it you keep any baddies close to the target from teleporting or using immediates for a round. Really fantastic stuff.

## **Level 25, Daily**

The only reason you should look any further than **Fading Grotto** is if you've found ways to force failed saving throws, in which case you might go back to L15 and look at **Wave of Sleep**. **Slavering Sentinels** could be great in the right party

### **Level 25 Daily List**

**Fading Grotto (D413)** - *Targets Will, Keywords Primal, Weapon, Zone.* Remove from play is some really meaty control- not as good as stun, but much less likely to get ignored by a solo- especially when, as in this case, it's not even (save ends). You can keep banishing things as long as you can get them into the burst 2 zone and hit them, but you and your allies should have the forced movement on hand to make that happen, and the zone makes them grant CA. The only unfortunate limitation is the 'once per target' line on the secondary attack. Oh well, can't have everything.

**Lightning Burst (PHB3)** - *Targets AC, Keywords Lightning, Primal, Weapon.* Unfriendly AoE damage. No control. Could be a double attack on multiple opponents

### **Slavering Sentinels (PHB3) -**

*No Attack (Secondary Targets Reflex) Keywords Conjuration, Fear, Primal, Weapon.* This lacks hard control as a default, but it's worth a second look. The Secondary attack

triggers at the start of adjacent enemy's turn, so it's easy to trigger, and the push 5 is more useful when you can place the push originator without moving much yourself, and you have 4 points from which to push. This could add up to a ton of attacks in the right party. Polearm Momentum, Hinderling Shield

### **Thundering Shot (PHB3) -**

*Targets AC (Secondary Targets Fortitude) Keywords Primal, Thunder, Weapon.* Not enough damage, effect is a good heroic tier encounter power effect due to the need to center the burst on the target.

### **Wind of Decay (PHB3) -**

*Targets AC, Keywords Poison, Primal, Weapon, Zone.* Poor control for a level 25 daily, damage not enough, zone is likely hard to use effectively.

## **Level 27, Encounter**

Look I know it *looks* like there are six powers at this level but what you're actually seeing is **Fey Commander's Lure** and five smudges of ink in your rulebook that just happen to look suspiciously like Seeker powers.

### **Level 27 Encounter List**

#### **Abundant Growth (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* This is a slow that can become an immobilize and a prone under certain conditions. Is that better than forced movement+daze, blind, or AoE daze? No? Okay, then there's no reason to retrain one of those powers (Feyjump Shot, Swarming Spirits, Roaring Missile) away to replace it with this.

#### **Angry Earth (PHB3) -**

*Targets AC, Keywords Primal, Weapon.* Is an AoE prone worth more than forced movement+daze, blind, or AoE daze? No? Okay.

#### **Devouring Arrow (PHB3) -**

*Targets Fortitude, Keywords Necrotic, Primal, Weapon.* Is AoE weakened worth more than forced movement+daze, blind, or AoE daze? No? Okay.

### **Fey Commander's Lure**

**(D413)** - *Targets AC, Keywords Primal, Teleportation, Weapon.* Your Leader might enjoy moving the whole party into position to engage the enemies, but why do that when you can move the enemies into position for your party to engage them? Slap a big fat attack penalty on them while you're at it, so that keeping them close isn't so dangerous. Oh, and your ranged attacks for the next turn and a half can suck in any mobs who flee or who you missed on the first pass, and apply all the same effects. Good stuff.

### **Razor Hail (PHB3)** -

*Targets Reflex, Keywords Cold, Primal, Weapon.* Is AoE movement discouragement worth more than forced movement+daze, blind, or AoE daze? No? Okay.

### **Widow's Net (PHB3)** -

*Targets AC, Keywords Poison, Primal, Weapon.* Is forced movement+AoE restrained better than forced movement+daze, blind, or AoE daze? No, it isn't. Don't retrain another power into this power.

## **Level 29, Daily**

Now that you actually have a good D25 on your list, you should seriously consider skipping **Baleful Shot** and just keeping **Fey Sinkhole** from L15.

### **Level 29 Daily List**

#### **Baleful Shot (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* You finally get a stun, but it's still worse than a level 1 Invoker Daily. It's single-target and (save ends), and if you miss it becomes a daze (save ends), so don't miss. The attack penalty applied to the rest of Team Monster is nice, but not large enough to be a big deal.

#### **Biting Wind Arrows**

**(D389)** - *Targets AC, Keywords Primal, Weapon.* Three Minor action attacks that prone and apply a small debuff to attack and defense is decent. Has some encouragement to make it 3 separate targets for the minor action option.

#### **Bones of the Earth (PHB3)** -

*Targets AC, Keywords Primal, Weapon.* No control, just a little ongoing damage that enemies that don't need to move can ignore.

### **Trampling Shot (PHB3) -**

*Targets Reflex, Keywords Primal, Weapon.* This is very campaign dependent, particularly if you miss a lot with the blast, but hit with the RBAs...

### **Uttercold (PHB3) -**

*Targets AC, Keywords Cold, Primal, Weapon.* Single-target restrain+vulnerability is capstone-worthy? Ugh.

## **Recommended Feats**

A Seeker's feat selection is critical. Their native capacity for control is decent, but when access to magic items is restricted, feats (and the PPs they can make accessible) are the only way to customize a Seeker outside of their native resources. In other words, Seekers want to take feats that boost the strength of their class features and powers.

I will be rating all of the Seeker's class feats, because there are so few, but otherwise I will be leaving out any feat that would rate lower than Black. I'm also leaving out any racial feats for races that are rated less than Blue.

Overall, you have certain priorities when it comes to feats, which are described as follows:

1. **Accuracy bonuses** - You rely on hitting to apply your control. Make sure you do that. Expertise and CA-generation are the usual means, but there are a few others here and there.
2. **Toolbox** - You can use feats to widen the spectrum of control you can apply. Skill Power, World Serpent's Grasp, Novice Power, Psychic Lock- that's the kind of stuff I'm talking about. Look to introduce whole new abilities to the Seeker's native body of powers.
3. **Initiative** - You really want to go first. You only need one or two feats here, but they're vital.
4. **Power recovery** - Your options are slim here, but anything you can do to reuse the few potent powers available to you will help you be a good Controller.

5. **Defense bonuses** - Your defenses are not amazing by default, but there are some basic steps you can take to improve them. You need to get your feat bonuses to your NADs, which may be targetted more often than AC, and you should try to bump your AC by a point or two.

## **Class Feats**

### **Heroic Tier:**

#### **Bloodied Elusion**

(PHB3) - Short-range shift that happens under conditions you probably can't control, for the build that can shift with a Minor. Useless.

**Improved Inevitable Shot (PHB3)** - If you use a Crossbow, this is red. If you don't, it's still not worth a feat slot.

#### **Inescapable Shot**

(PHB3) - This increases the likelihood that you'll be able to do something useful with Inevitable Shot. Campaign dependent as to how useful and gets more useful in Paragon/Epic

#### **Spiritbond Defense**

(PHB3) - Overly conditional, insignificant benefit.

#### **Strengthened Bond**

(PHB3) - You don't want to be in melee enough to use this twice, but if you're bloodied, there's a good chance you're in melee more than you'd like anyways.

### **Paragon Tier:**

#### **Bloodbond Wrath**

(PHB3) - Why why why would you not just take Vicious Advantage instead.

#### **Inevitable Volley**

(PHB3) - Hey, this is actually good. An extra RBA with a common trigger is good times, especially considering how good your RBA control is.



### Primal Eye

(PHB3) - +5-9 damage on your At-Wills is great stuff for a PC doing 2-4 ranged basic attacks.

### Punishing Rebuke

(PHB3) - An extra dice of damage one or two times per encounter? Please.

## Epic Tier:

### Inevitable Accuracy

(PHB3) - If you took Inevitable Volley, this feat is unlikely to do anything. Skip it.

### Ruthless Price

(PHB3) - Immobilize is significantly better control than slow, but you're in epic tier now, and you deserve better.

### Spiritbond Outrage

(PHB3) - Adding a prone to this is decent, but it's just so unimpressive at epic tier. There are better ways to spend your feats.

## General Feats

## Heroic Tier:

### Armor Proficiency: Hide

(PHB) - A way to slightly patch your otherwise basic AC in likely paragon while penalizing your physical skill rolls. Probably don't do this.

### Battlewise

(HotFK) - Spiritbond only- this patches the disadvantage of not having DEX. Initiative is important. If MC'd Fighter, **Wary Fighter** strictly superior.

### Cunning Stalker

(HotFK) - This is one of a few feats you can use to consistently get CA from range, which is very important for you simply because you need as much accuracy as possible

.

**Expertise (Various)** - Not a question of whether you will take it, but when, and which one. I'll be rating the benefits.

**-Bludgeon Expertise (HotFL)** - This is a nice perk for all the Dwarven Throwers out there.

**-Bow Expertise (HotFL)** - Extra damage is okay- pity this doesn't help your control.

**-Crossbow Expertise (HotFL)** - This will really ease your targeting concerns, and simplify combat. Excellent.

**-Flail Expertise** — for all those net users out there

**-Heavy Blade Expertise (HotFL)** - It's a small bonus, so it should only be relied upon if you have another large bonus to defense against OAs, like Battle Caster Defense or Githzerai Mobility.

**-Light Blade Expertise (HotFL)** - More extra damage.

**-Sling Expertise** — don't provoke, pretty good stuff, some solid support feats if MC Rogue, use a Dedaja

**-Spear Expertise (HotFL)** - You shouldn't charge, take Master at Arms instead.

**-Master at Arms (HotFL)** - It's a pity the action economy is limited to weapons, but this can still be useful. A potion can be an improvised weapon, right? Kidding.

**-Versatile Expertise**

**(PHB3)** - No feat tax refund, but this is your only real choice if you want to pick up some implement powers. Be glad it exists.

**Distant Advantage (PHB2)**- How useful this is depends on your party. In the right group, it can be extremely valuable.

**Far Throw (PHB)** - I don't think it's fair that this does so much less than the Far Shot feat, but when you're using thrown weapons you often need all the range you can get.

**Great Fortitude/Lightning Reflexes (PHB)** - You will have a bad NAD, and this is a decent way to patch it if you don't qualify for Superior Fortitude/Reflexes. That means you should never take Iron Will, though.

**Grounding Shot (PHB3)**- You prone things, and other people sometimes prone things. Turn that disadvantage into an advantage.

**Hafted Defense**

**(PHB3)** - if you're throwing a glaive or a greatspear or I don't know maybe a talenta sharrash. I probably don't take this even then.

**Hidden Sniper**

**(HotFK)** - Concealment is really easy to get at higher levels, provided you don't have to deal with item rarity. This combines very nicely with Armor of Dark Deeds.

**Improved Defenses (HotFL)** - This is best taken in early paragon. You can take it earlier, but you shouldn't take it much later.

**Improved Initiative (PHB)** - If you don't go first, you lose a huge opportunity to fulfill an important controller function: dictate the terms of the battle.

### **Mark of Storm**

**(EPG)** - Combined with a Lightning Weapon, this gets you forced movement on all your attacks, which is valuable. Being item dependent limits it, as does the fluff- many DMs won't let you take this outside of an Eberron campaign, and even then will restrict its access to half-elves.

### **Mark of Handling**

**(EPG)** - Mounted combat offers a lot of options, and can be rewarding. You need this or Mounted Combat. This gives you a few more benefits, but is very campaign dependent.

**Mounted Combat (PHB)** - This or Mark of Handling is required for mounted combat to be very good, unless you stock up on Figurines of Wondrous Power with Mounts.

**Nimble Blade (PHB)** - Sometimes you throw daggers and you have CA a lot and you're very accurate, partially because of this feat.

### **Resilient Focus**

**(HotFL)** - Failing saving throws is one of the most annoying things. You can do something about that if you want.

### **Skill Power**

**(PHB3)** - There are more very good skill powers than you have utility slots for. You probably want this by L18 so that you can get both Land's Passage and Insightful Riposte, or earlier if you want both Earthbond Gift and Natural Terrain Understanding.

**Shield Proficiency: Light (PHB)** - If you're Spiritbond you probably qualify, and if you MC Fighter you can use Hinderling Shield. This is another reason for starting with a base Str of 12 as a minimum. You're limited to a one-handed weapon, though. Winged Shield might be an option given you're unlikely to benefit from the usual arm slot items.

### **Speed Loader**

**(PHB2)** - Hurray, now you can use a Superior Crossbow AND use your Minor actions for things. Invaluable.

**Spring Step (PHB3)** - Prone can really mess you up, especially if you aren't Bloodbond. This eases the pain.

**Superior Fortitude (HotFL)** - If you have Superior Will and are Spiritbond, this is probably a good choice for a 2nd defensive feat.

### **Superior Reflexes**

**(HotFL)** - This will get you CA in the first round, when it's difficult to get and most important to have. Excellent in combination with Armor of Dark Deeds and Hidden Sniper.

**Superior Will (HotFL)** - If you are dazed or stunned, your ability to apply control is compromised. So, don't be dazed or stunned.

**Weapon Focus (PHB)** - A decent bonus to damage that helps you do your part. That said, the elemental damages are better.

### **Weapon Proficiency**

**(PHB)** - If Bloodbonders want a +3 proficiency bonus, and Spiritbonders want a bigger damage die,, they'll potentially want this feat.

**World Serpent's Grasp (HotFK)** - This is difficult to use at-will since Grappling Spirits only slows until the end of the target's turn, but being able to prone with out-of-turn attacks and APs is still really very valuable. There's just very few other ways to directly increase your capacity to control. Goes really well with Net Training.

**Vicious Advantage (PHB3)** - A lot of your powers slow or immobilize, but you can't take advantage of this at-will. It's not bad, but Distant Advantage, Hidden Sniper, and Cunning Stalker are all better.

## **Paragon Tier:**

### **Danger Sense**

**(PHB)** - If your DM usually runs monsters with high init, then you'll need this in addition to your feat bonus. Otherwise, you probably won't have room for it, even though it's nice.

### Distant Shot

**(PHB)** - This is only **black** for Bloodbonders, but for thrown weapon users this effectively doubles your limited range.

### Polearm Gamble

**(PHB)** - This is only for Spiritbond Seekers who use a Polearm that has inherited the thrown property via weapon enchantment, but this is a great feat for that niche build.

### Psychic Lock

**(PHB)** - This is mostly weapon dependent, but this is still a fantastic way for you to expand your ability to control. Penalties to attack are the least situational debuffs.

### Spear Push

**(PHB)** - This is good for the traditional javelin-throwing Spiritbonder who takes forced movement powers, but not that good.

### Epic Tier:

#### Bow Mastery

**(PHB2)** - Only take this if you have feats that let you recharge powers when you crit.

### Deft Aim

**(PHB3)** - This makes your RBAs significantly more accurate, and is particularly valuable if you have an enabler in the party or you're frequently able to get through all your encounter powers.

### Epic Fortitude/Reflexes/Will

**(PHB2)** - Patch that low Fort/Reflex! Often gets very underestimated for rounding off defenses to be generally good at all NADs.

### Epic Resurgence

**(PHB)** - Many of you won't have access to an expanded crit range, but encounter power recovery is still nice.

### Long Step

**(PHB3)** - This is great for most characters, and it's just that much nicer when you can shift as a minor action.

### Primal Resurgence

**(PHB2)** - Recharge your Dailies! This is much more limited than Arcane Mastery, of course, but does not use up your APs.

### Superior Initiative

**(PHB3)** - Remember Improved Initiative? Replace it into this. Didn't take it? Take it. Going first = chance to land control.

### Unfettered Stride

**(PHB)** - Difficult Terrain will never trap you in melee again.

## Racial Feats

### Drow

**Xen'drik Weapon Training (Heroic, EPG)** - For one feat, you get your feat bonus to damage and proficiency with one of the best thrown weapons- the Heavy Blade property lets you get Githyanki Silver, which in turn lets you Psychic Lock.

**Clutch of Darkness (Heroic - FRPG)** - The bigger burst increases the likelihood that you'll be able to trap an enemy within your Cloud of Darkness, which means you can more easily use it to inflict Blind. Useful, but situational.

**Eyedark Strike (Paragon - D373)** - Situationally powerful (combat with non-bursting solo or elite). Note that you don't have to trigger this on an attack- anytime you cause a damage instance, you can use this to add a blind.

**Master of Fire and Darkness (Paragon - FRPG)** - Essentially grants you a use of Darkfire 1/enc, which is a decent way to encourage focus fire and get CA when you couldn't otherwise. If your DM is a stickler for RAW, you need to take this to get Curseborn powers to work. Darkfire can also trigger Inevitable Shot

**Lolth Blessed (Epic - D382)** - More Drow power usage.

### Dwarf

**Dwarven Weapon Training (Heroic - PHB)** - If you're a Dwarf, it's probably because you want to throw a big weapon instead of a javelin. This gets you there, and saves you a feat on Weapon Focus.

### Elf

**Ancestral Battle Accuracy (Paragon - DRA385)** — get to reroll every attack in a burst

## **Goliath**

**Goliath Greatweapon Prowess** — slightly worse than Githzerai Blade Master below

**Markings of the Victor (Heroic - PHB2)** - That first attack roll is almost always a crucial one. This helps ensure you don't botch it.

## **Githzerai**

### **Githzerai Blade Master**

**(Heroic - D378)** - If you want to throw +3 prof weapon that's bigger than a d6, this is the feat for you. Fullblade proficiency and a boosted Weapon Focus all in one.

**Githzerai Mobility (Paragon - D378)** - Congratulations, you're better at ignoring OAs than an Artful Dodger.

**Shared Danger Sense (Paragon - PHB3)** - A group bonus to initiative is nice- this one isn't very big, but it will stack with almost anything.

**Peerless Reaction (Epic - PHB3)** - If you're considering Adamantine Mind, skip it and take this instead. Githzerai can shift 3 when they second wind, and this lets you interrupt a hit with your second wind, potentially letting you move out of range of the attack before it lands.

## **Half-elf**

### **Adept Dilettante**

**(Heroic - D385)** - Opens up some interesting powers of the attack two targets at ranged

### **Defending Dabbler**

**(Heroic - D385)** - If you are out of an enemy's reach, a -2 to hit anyone but you is just a -2 to hit, but at the same time, you're only doing so much of your at-will attacks..

### **Versatile Master**

**(Paragon - PHB2)** - The only reason to be a Half-elf Seeker. It is assumed that you will take this.

**Archery Mastery (Heroic - D400)** - This is not actually a half-elf feat, but obviously you've got to be a half-elf to take this feat. This will open up a couple of strong benefits for your Ranged Basic attacks

## **Human**

**Action Surge (Heroic - PHB)** - Landing your attacks at pivotal moments is important. This is one way to do that.

**Stubborn Survivor (Heroic - FRPG)** - This will be active most of the time and stacks with Resilient Focus, which you should take first.

**Twilight Training (Heroic - MP2)** - This has come up in a lot of my games. Sometimes you can't just pop a sunrod because you're trying to sneak.

**Action Recovery (Paragon - PHB)** - Won't help you throw off stun or dominate, but still useful.

## **Foamgather Heritage**

**(Heroic - D386)** - Only situationally useful, but opens up the Foamgather Warrior feat.

## **Foamgather Warrior**

**(Heroic - D386)** - Net-using Seekers only: untyped +1 to hit coming with an odd At-Will is good. Every human net user should consider this.

## **Sunspray Heritage**

**(Heroic - D386)** - Only situationally useful, but opens up the Sunspray Warrior feat.

## **Sunspray Warrior**

**(Heroic - D386)** - Mounted Seekers only: untyped +1 to hit with melee or ranged powers, and a decent At-Will you can keep if you plan on being in melee for some reason.

## **Wolfstone Heritage**

**(Heroic - D386)** - The stance is okay since you get it for free, but this feat is really only useful as a prerequisite for Wolfstone Warrior.

**Wolfstone Warrior (Heroic - D386)** - The AP feature is incredibly unimportant, but Wolfstone Frenzy is one of the least costly ways to get At-Will forced movement. This is



black because you have to be in melee, which means it's for very niche Spiritbond Seekers, probably playing Polearm shenanigans.

### **Minotaur**

**Beast Within (Paragon - PHB3)** - A Minotaur feat that works if you aren't in melee! Conditional attack bonuses are pretty good, even when the condition (bloodied) will probably be in effect less than half of the time.

### **Mul**

**Bred for Battle (Heroic - DSCS)** - Init bonus that stacks with feat/power bonuses? Good. Untyped attack bonus during the crucial first round? Good.

**Shadar-kai** — I would normally rate these higher, but they're hard to make last longer than a round.

**Doom of Jiksidur (Heroic - D391)** - Prone while you're insubstantial from jaunt on hits from your powers

**Dread of Sakkors (Heroic - D391)** - Push 2+slowed while you're insubstantial from jaunt on hits from your powers

**Drowning of Nhalloth (Heroic - D391)** - Slide 1 and -2 to all attacks while you're insubstantial from jaunt on hits from your powers

### **Shardmind**

**Psychic Focus (Heroic - PHB3)** - If you are using a Mindiron Crossbow, this is strictly superior to Weapon Focus

## **Themes**

I'd recommend looking at my theme guide for specific choices, but the Seeker builds supplement will work well for pointing out some of the best choices.

## **Paragon Paths**

Seekers have a small number of native Paragon Paths. They have two very good options and a not so bad third one. If neither of the two good Paths fit your build, look into racial Paths or check out the non-native PPs in the Multi-classing section.

Seeker PPs are generally bad because even though a few have a couple decent features, they nearly all lack powers with good control. Because Seeker powers are usually a tier or two behind other controller powers, they need to poach good control powers from outside their own list, and PPs represent an excellent opportunity to do so. If you don't take **Moonrise Stalker**, you're squandering that opportunity, and **Ocular Adept** is the only one with features and powers good enough to make up for the lack of hard control.

### **Seeker Paragon Paths**

**Crimson Hunter (PHB3)** - Even more accuracy on your RBAs is good, and the U12 is some nice mobility. Some decent small benefits, but doesn't add up to a lot.

**Death Arrow (PHB3)** - The U12, a big on-demand accuracy boost, is great, the E11 is solid. But the central mechanic, Rattling Arrows, demands a condition you can't easily arrange (hidden) and doesn't debuff the target you actually hit.

**Moonrise Stalker (D413)** - The F11 is the biggest draw here- when you've teleported something somewhere it doesn't want to be, slowing it so that it can't reposition easily is great. The D20 is not that great, but the E11 is tons of fun and the U12 is extremely handy. The F16 shouldn't be underestimated either- Seekers have quite a few powers that are only good if the enemy can't teleport. You'll have to be creative to hit targets with those powers and an RBA in the same round, though.

Just be aware that “what is a teleportation power” vs “teleportation keyword” is an area where one can expect table variation. If they're ruled to be the same thing, which is the correct decision, there aren't a significant number of ways to make powers have that keyword. If ruled otherwise, multiclassing Bard and Walk Among the Fey feat opens up as a possible option.

**Ocular Adept (D394)** - This is an oddball path with a bizarre flavor, but it's surprisingly solid. It doesn't give you additional high-end control, but it helps you apply your at-will control more, (Fantastic AP feature and D20) it saves you a feat if you use a crossbow, and it makes you more mobile.

**Seven Fates Archer (PHB3)** - The AP feature is good, but I don't see why you would ever use the Guarding Shot feature. The powers are all painfully mediocre. They're not

actively terrible, their control is just... weak. Damage on that D20 is top-tier but that doesn't redeem the rest.

**Swift Strider (PHB3)** - This path offers a good defensive boost when you shift, lots of ways to shift, and a damage reward for being mobile.

## **Non-Class Based Paragon Paths Easily Accessible**

**Traveler's Harlequin (D382)** - A bit off the beaten track, but it solves the problem of how does one combine Mark of Storm, lightning/thunder damage, and get 2 squares of slide rather than just 1. Multiclass Fighter & Psion, get Polearm Momentum and Controlling Advantage feat access. Or get upgraded Sling+Hindering Shield via Rogue and Fighter. E11 can be extremely useful, AP feature isn't bad, and best possible D20 and access to other MC feats very strong.

**Speaker of Xaos (HotEC)** - great AP feature allowing one to add a target to a ranged attack. Such as Rabid Shot or Captivating Missile. E11 is fantastic. Requires Arcana training and you want elemental damage typing of some kind.

**Shadow Dancer (HoS)** - not as strong as Moonrise Stalker, but easy CA and movement options.

**Dusk Oracle (HoS)** - d20 is likely a bit hard to use, but solid AP feature that's likely around +3 to +5 to hit and E11. U12 is basically auto-success on a daily Skill Challenge scene or the entire challenge. And if you're elemental damage typed, probably eliminates most problems with resistance. Requires Insight and Religion.

**God Warder (HotEC)** - maybe a path you want to consider if using Bola Training as it will often lead to restrained opponents. Tricky to hit with the encounter power

**Arrow of the Moonbow (D386)** - somewhat complex path to get into, but maybe you're not a Drow going Curseborn as an implement using archer anyway? Spend a feat to in essence, gain a solid "I'm not one of these 4 things" as a daily, the E11 is a triple attack to open combats with, an extra skill. Nothing fantastic, but the E11 is a rarity.

**Soulforged(D385)** - tricky path to get into, but the end result has some great results. You'll need to likely take Acolyte of Divine Secrets *then* Channel of Invocation *then* Moradin's Resolve. But the E11 is in effect an area burst 3 that are ranged attacks, the AP feature means you'll either recharge your ability to use Channel Divinity for the day or

get a divine encounter power back such as the E11. Oh, and yet another feat for Symbol of the Sonnlino to be able to use a hammer as an implement for the likely two implement powers you have. Only 4 feats, but who is counting.

## Racial Paragon Paths

Here, I'll be marking the race that corresponds to the Path along with the source. I'll only be including recommended Paragon Paths here, that is to say, those rated **Black** or higher. If it's not on the list and it's in my sources, it's not a good idea.

An additional note: Powers that lack the weapon or implement keywords are meant to include an Expertise bonus in their scaling; some of them do (the ones that are +3/+6/+9) but others (+2/+4/+6) do not. You should ask your DM to let you apply your Expertise feat bonus to such powers.

**Curseborn (Drow, D367)** - Amazing. The AP feature lets you reuse Darkfire, the 11E is a Minor Action attack that dazes, the U12 is simple and good, and the D20... is maybe an E20. Expect Table Variation. The real value is in the features, particularly the F16 which lets you make a ranged attack that targets 3 creatures as a minor with bad accuracy! Easy way to use Inevitable Shot. Also makes Venom Master and particularly Skulker of Vhaeraun the theme very interesting.

**Twilight Guardian (Elf, PHB2)** - The 11F is a waste if you use a crossbow, but the other features are solid, and while the U12 is bad, the powers do offer control. Unfortunately restrained(save ends) is not that much better than what you can do with your own powers.

**Storvakal(Githzerai, D378)** - The features are decent; though they don't directly help you control, they help you remain able to apply what control you have. The D20 is lame, but that 11E is pretty fantastic battlefield control. Put everybody where you want them to be.

**Adroit Explorer (Human, PHB 2)** - This is a fantastic PP for Seekers, for the same reason it's good for almost everyone else — it makes standout encounter powers better! The 11E is essentially a second Feyjump Shot, and when you get to epic you can get that AoE daze AND still have Feyjump instead of having to decide between the two. Also, you know, APs, resist all, saving throws, etc.

# Epic Destinies

## General Epic Destinies (and the only Seeker Epic Destiny)

I'll only be including Epic Destinies worth having (Black or higher) here, with the exception of the **only Seeker ED**. In general, there are three things you might want from an ED: Ability score bumps, power recovery, and miscellaneous goodies like extra accuracy or survivability. In general, as long as you get a +2 to both Wisdom and your primary stat at 21st, this is likely fine throughout.

**Deadly Trickster (PHB)** - This is a solid ED despite the lack of stat bonuses, thanks to the exceptional utility provided by the numerous rerolls and power recovery methods. Epic Trick is just the coolest thing.

**Destined Scion (HotFK)** - This gives you everything you want (except power recovery) in droves. Arguably the best generalist choice you can make here.

**Champion of Prophecy (EPG)** - This is a nice thing. You get your stat bumps, a little extra accuracy here and there, and though there's no "Actually I don't die" feature, you do get to duplicate the Wizard's Arcane Mastery with your capstone ability. Really wish that feature came earlier.

**Chosen (FRPG)** - Demigod, but deity-specific, slightly different flavor, and a variable L26 Utility. Look and see if there's something you like there.

**Demigod (PHB)** - This is an enduring standard of great EDs. Stat bumps, tons of extra durability, and power recovery at the capstone.

**Eternal Seeker (PHB)** - This ED merits its own guide. I will say that if you've picked up some kind of implement proficiency, this will turn you into some kind of a monstrous Primal Invoker/Druid. If you haven't, you still get to retrain the feats you spent powerswapping, which is great. Eternal Action is the finest gravy, of course, especially if you pick your capstone from Harper of Legend or Warmaster. Sage of Ages offers a capstone that competes with all that AP synergy, though. Good L22 utilities for you to grab: Bag of the Four Winds, Rune of Hero's Resolve, Wrath of Root and Soil, Invisible Stalker, Oni's Gift, Wall of Inky Night(!!!)... and a ton more. Suit your fancy. Just note, you

only gain new powers via class at 22nd, 23rd, 25th, 27th, and 29th. That's not a lot of levels.

**Indomitable Champion (HotFL)** - Stat bumps are great, as is the considerable durability this imparts, but the lack of other accuracy increases or power recovery makes this less desirable.

**Master of the Eternal Hunt (PHB3)** - The WIS bonus is good, and literally everything else is bad.

**Harper of Legend (D367)** - The lack of a stat bump hurts, but the rest of the path is very strong. The extra encounter power can come from a class you've MC'd, which is great, and you get extra APs. The benefits of this path are fairly front-loaded, too.

**Heir of Siberys (EPG)** - Demigod stat bumps, but without as much durability, a different form of capstone power recovery, and a potentially great utility, depending on which Mark you have.

**Primal Avatar (PHB2)** - No stat bump, but the L24 feature lets you kind of pretend like you got some WIS. This offers little in the way of durability, but the L21 feature lets you get out of melee really easy.

**Reincarnate Champion (PrP)** - You don't get your WIS bump til 24, but at L21 you get to be Drow if you aren't already, or an Elf, or Half-elf, or all three. All lightning or thunder powers? Genasi with Promise of Storm — though you are not technically Stormsoul and don't actually manifest anything. This is very very useful. Also weirdly, Hobgoblin top-tier race choice here for some significant build choices — great spear/flail feat & shield feat

**Soul of the World (D385)** - Deva only, but you get your WIS bonus at 21, you get to take the best parts of Reincarnate Champion and combine it with a little of the Eternal Seeker's encounter power swap trickery. This is the only convincing reason to play a Deva, but boy is it persuasive if you rationally believe you will play the PC in Epic soon.

## **Multiclassing and Hybrids**

Multiclassing is very important for Seekers, but it isn't as vital as it used to be- many of the dead levels in the Seeker power list now have at least one good choice. Still, if you multiclass, you can significantly improve your power list with Power swap feats and you can access new Paragon Paths and feats that may strengthen your capacity to control.

If you don't plan on spending feats on Novice Power and you aren't interested in another class's feats, multiclass entry feats are still worth considering.

My ratings are not direct evaluations of the powers in question; they're a rough indicator of how much you stand to gain by spending a feat to swap for that power at that level (powers which you should swap for a seeker power of a higher level are noted as such).

I'm not going to walk you through each good hybrid, but basically if you look at the section above and see at least one blue or sky blue encounter, utility, and daily power in at least two tiers, and the class in question has an At-Will power that provides useful control, then you're looking at a good Hybrid option. I will include a Hybrid rating for each class in this section.

## Cleric

The Cleric is a WIS-based Leader class with a solid Controller subrole- the Cleric's debuffing is well known. Cleric powers have the implement keyword, but the holy symbol is one of the best implements available. It's slotless, and comes with some excellent enchantments. Just remember that many of the best debuff powers depend on CHA- obviously you should steer clear of those. MC Cleric does not open up any valuable feats or EDs, but check out the Messenger of Peace PP!

**Seeker|Cleric** is decent, but suffers from losing a Seeker At-Will. Humans can use their bonus At-Will to mitigate this. Moonbow Dedicate means you can bypass MID if you're willing to accept the shortbow's proficiency bonus.

### Entry Feats

**Initiate of the Faith**

### Paragon Paths

**Hammer of Moradin** (if you're a dwarven hammer thrower, this is really solid stuff right here)

**Messenger of Peace** (watch out for that unfortunate Diplomacy training prereq)

## Druid

Druid is a Primal WIS-based Controller class, and so it offers some excellent material with which a Seeker can patch its spotty power list, especially post-HotF, which includes some really potent control powers. The problem is that they're implement powers, and totems are some of the least useful implements available. If you MC Druid, you should either be throwing an Alfsair Spear Javelin, or investing in tools like Quickdraw and Fast Hands. MC Druid has no good feats to offer, but it comes with a good PP and a decent ED.

**Sentinel(Druid)|Seeker** is mostly to grab Magic Stones and MC Fighter for Polearm Momentum. It's feat intensive and you're stuck with Alfsair Spear, but the extra control is worth it.

### **Entry Feats**

**Initiate of the Old Faith** (Take Grasping Claws, Savage Rend, or Swarming Locusts)

**Harbinger of Nature's Wrath**

### **Epic Destinies**

**Master Hierophant**

## **Assassin**

Assassin opens up options for bypassing poison immunity and getting a bonus to damage. This can be really great stuff.

**Seeker|Executioner**, is noteworthy. It's a DEX/WIS Hybrid Talent: Spiritbond build. You get bonus damage on your RBAs, but that's immaterial: more importantly, you have a good multi-target at-will that synergizes well with the Executioner poisons you'll be taking instead of the Dailies at bad Seeker levels, like L9. You can use an Assassin encounter power, but you can just take Assassin's Strike in Heroic and get a little extra damage in Heroic with a hit with an RBA, while kicking over to one of the fantastic Paragon encounter powers that Assassin gets in Paragon.

## **Exotic Weapon Training**



Some Seekers sacrifice the opportunity to use their MC for powerswaps and PP access for the ability to tack additional control onto every hit with a suboptimal weapon. This can be effective when done right.

### Entry Feats

**Net Training**

**Bola Training**

(Giving up all the damage you would have dealt is actually not a good idea)

## Fighter

MC Fighter is not really a good place for powerswaps or PP/EDs, but MC Fighter is unique for the Seeker in that you use it to open up feats that will dramatically enhance your battlefield control. Spend a few minutes thinking about what Tidal Spirit Shot does when you're holding a light shield and throwing a Javelin with Polearm Momentum and Hindering Shield.

**Fighter|Seeker** diverges from the Controller role significantly enough that it's beyond the purview of this guide, though there is a bit of synergy with Deft Hurler Style.

### Entry Feats

**Student of the Sword**

**Brawling Warrior**

**Battle Awareness**

### Feats

**Dragging Flail**

**Hindering Shield** (tricky to use, but if you use a javelin you can stack this with PM)

**POLEARM MOMENTUM** (this is why you MC'd Fighter)

**Wary Fighter** Get bonus to two good skills and use Wis for Initiative if Str-based.

## Invoker

Hard control on par with Wizards' on a WIS-based class sounds like a fantastic opportunity to steal some great powers, and it is- set it up with Moonbow Dedicate. Thunder of Judgment & Hand of Radiance are amazing additions to Seeker's opening move. Symbol of the Sonnlino allows for a hammer to be used as an implement as well as an axe or pick — not a route to go if hybrid.

### **Seeker|Invoker**

Suffers from MID if you don't Moonbow Dedicate, but this lets you get add some great powers to your arsenal without sacrificing a ton of feats, it comes with a fantastic multi-target at-will, and your HT is free to use as you like.

### **Entry Feats**

#### **Divine Secretkeeper**

**Acolyte of Divine Secrets — Hand of Radiance**

#### **Paragon Paths(lots of great choices)**

**Adept of Whispers** - E11 works with Screaming Bow+Resounding Thunder, potentially a close burst 4 with the AP feature, F11 interesting benefit, U12 emergency useful

**Angelic Aspect** - E11 works with Screaming Bow+Resounding Thunder, solid defensive values, fly speed

**Blightspeaker** - F16 given a decent number of save ends Seeker encounter powers might be useful

**Flame of Hope** - yes, your Int is likely to not be great, but +2 to hit or so is +2 to hit, the E11 is a double ranged attack

#### **Hammer of Vengeance**

**Stonecaller** - E11 works with Screaming Bow+Resounding Thunder

### **Feats**

#### **Heaven's Arrow**

#### **Invoked Devastation**

**Reaching Invocation** (Only take this if you don't want Invoked Devastation, ie because your party doesn't make room for your unfriendly AoEs)

## **Ranger**

The Ranger's controller feats are tied to Hunter's Quarry, so there's nothing to offer there, but the class offers a wealth of powerswaps to DEX Seekers. PMC is not terrible (it lets you snag Clever Shot with Archery Mastery) but at that point you should just hybrid Ranger or be a half-elf. Ranger offers a few really good PPs too, which is nice and makes PMC that much less attractive.

**Ranger|Seeker** is great No MID or juggling necessary, excellent at-will control options to make up for the missing Seeker at-will, good powers all around and good PPs, especially when you have Quarry.

### **Entry Feats**

#### **Warrior of the Wild**

### **Paragon Paths**

**Avalanche Hurler** (ok ranged powers that do mostly damage, free basic attack on an AP that conflicts with Inevitable Shot, U12 that allows some golfbagging of different weapon choices for an initiative package, a defense package, and an attacking package, and then a little extra damage with all one's attacks)

**Darkstrider** (Blindsense is nice, the powers add control to your toolbox, and Minor Action shift means hidden isn't as hard for you as for some)

**Sharpshooter** (Solid features though the F16 will often be less useful, good AP action, decent E11/U12/D20)

## **Rogue**

Rogue offers some really good control powers for DEX Seekers. Dagger-throwers will especially appreciate them, and will have the freedom to use some of the very tempting melee control powers (hey what's up Knockout how you doin). This MC also offers some really powerful Stealth tools. If only there were more ranged Rattling powers.

### **Seeker|Rogue**

does the same thing as Seeker MC Rogue, but doesn't spend so many feats to powerswap. MC is usually better in this case.

### **Entry Feats**

**Sly Dodge** (a few good Rogue tricks require Intimidate training- this way you don't waste your Background getting it)

**Sneak of Shadows** (if you don't need Intimidate and don't want to stealth, this at least gives you some bonus damage)

**Twilight Adept** (rating is for those who want to try to use Stealth in combat)

## Feats

**Two-Fisted Shooter** (Great benefit, but not sky blue because you have to bend over backwards to benefit from it. You want an expanded crit range to go with it, which means dual xbows and Bow Mastery or Jagged/Melegaunt's Dagger mainhand and Master of Arms.)

**Deadeye Slinger** (Make a Deaja a +3 proficiency weapon and high crit — 1d8 +3 proficiency high crit weapon that doesn't provoke or need extra actions is reasonably solid)

## Paragon Paths

**Daring Slinger** (This makes slings pretty decent, and adds a little control to boot. Respectable, compared to your other options.)

**Cloaked Sniper** (Not much control on the powers, but pretty decent Stealth/crossbow support)

## Shaman

Shamans are leaders, but they have almost as much built-in control as a Seeker. Unfortunately, MC Shaman has the same problem that MC Druid does: It offers implement powers, and totems are some of the least useful implements available. If you MC Druid, you should either be throwing an Alfsair Spear Javelin, or investing in tools like Quickdraw and Fast Hands. To make matters worse, many powers rely on the placement of your Spirit Companion, which you require a Standard action to summon. Many DMs will let you summon your SC during exploration (ie before initiative is rolled) but for those who will not, you'll require Sudden Call/Nimble Spirit early.

**Seeker|Shaman** is best when you spend your HT on Spirit OAs, using it to complement your zone control/movement denial, crank your WIS to 18. It's actually pretty rad. Go

Human or Half-Elf, and pump DEX as your secondary for Initiative. You don't need it for anything else. The only reason this isn't sky blue is that Shaman encounter powers are mostly worse for control than the Seeker's best ones.

### **Entry Feats**

#### **Spirit Caller**

- **Spirit Companion OAs**

**Spirit's Wrath** (hurray free CA)

#### **Spirit's Fangs**

**Spirit's Shield** (WIS mod healing is not relevant for very long)

#### **Spirit's Prey**

**World Speaker's Command** (no damage, but none of these OA powers will be doing much damage, and this offers good action denial)

### **Feats**

**Sudden Call** (kind of mandatory to get some powers to function)

**Nimble Spirit** (this makes the SC much more useful as a control tool, even if the OA is still 1/enc)

**Spirit Mender** (while you're MCing Shaman, picking up a 1/enc heal can't hurt if you have room)

### **Paragon Paths**

**Phrenic Master (D394)** - solid E11, but the real joy is in having Twin-Souled Projection at F16 to use as a mobile targeting base. Not a great paragon path though.

## **Wizard**

Wizards have a couple useful powerswaps, but if you have 13 INT (maybe you rolled for stats or you hate CON) you can MC to get access to Orbs with Daily powers that help you botch enemy saving throws. If there were better ways to do that, I wouldn't even mention MC Wizard.

**Seeker|Wizard** You can go INT/WIS, use a dagger weapliment/Moonbow Dedicate/dual-wield a thrown weapon and an implement, and HT:Orb of Imposition.

There's no real synergy, so just try to slot in the few decent Seeker powers in the Wizard's weakest levels.

### Entry Feats

**Learned Spellcaster** (assuming you have 13 INT for some reason)

## Basic Gear

### Armor

**Leather** - It's a little flimsy, but it's perfectly serviceable, it comes with good enchantments, and you have to sacrifice nothing to get it.

**Hide** - The light armor with the highest AC, but almost certainly not worth a feat nor the ability score requirements. For most Seekers, this is not worth it.

**Shields** - This is mainly about Hinderling Shield, otherwise ignore it

### Magic Equipment (Under Construction)

IMPORTANT NOTE: Remember that when you're considering enchantments for your weapon, armor, and neck slots, you need to ask yourself how long you will have to wait to afford an upgrade in enhancement bonus to get the enchantment you want, how much sooner you could get a vanilla Magic item, and whether the enchantment itself is worth the delay.

Some of the best enchantments aren't available until paragon; since other enchantments can be pasted over vanilla Magic items later, using vanilla enchantments until the best enchantments are available can save you money overall.

TLDR: In heroic tier, if your DM prefers giving you money to giving you magic items directly, it's best to use basic Magic armor so that you can upgrade it as early as possible. Heroic tier weapon enchantments are generally worth it, however, unless you're Bloodbond and use a Bow.

## Armor

I'm taking a leaf from the designers' book with regards to level distribution: the + sign indicates a progression every 5 levels, there's another version of the armor with an additional +1 enhancement bonus. Often, the best armor is the one that is the next half-tier of enchantment.

### Level 4+

**Battle Harness** (Cloth, Leather, Hide) (D 368) - High initiative is part of being a good Controller, and if you want to pick up any implement powers via multiclass, this will help you cope with only having two hands.

**Ectoplasmic Armor** (Leather, Hide) (PHB 3) - Psychic resistance is pretty decent, and the item power (interrupt an attack and gain insubstantial for a turn) is pretty decent- together it's worth your time.

### Flowform Armor

**(Cloth, Leather) (PHB 3)** - The fact that it's an immediate saving throw that doesn't count against the per round immediate action limit makes it worth mentioning- the fact that it's an encounter power makes it the best heroic tier alternative to vanilla Magic Leather.

### Level 5+

**Deathcut Armor** (Leather, Hide) (PHB) - Necrotic and poison are very common damage types, especially in ongoing damage form, which is where resistance is most relevant.

**Gloaming Armor (Cloth, Leather, Hide) (MME) RARE** - The item bonus to Stealth is handy if you're into that kind of thing (it's worth being into) and the encounter power(!) is very useful- treat it like an extra use of Feywild Jaunt.

**Shadowdance Armor** (Cloth, Leather) (SAC) - This is especially nice if you use a shorter range weapon, but even the crossbow users get stuck in melee occasionally. This is an airtight solution.

#### Level 14+

**Armor of Dark Deeds (Leather, Hide) (AV 2)** - Concealment when you attack with CA is nice. Combine with the Hidden Sniper feat, and then you also have CA when you attack with concealment... and then you... waaaaait a minute!

**Greater Armor of Eyes (Any) (MME) RARE** - Blind immunity on its own makes this worth picking up. You're well suited to use the Perception bonus, too, especially since now you have Darkvision, heyo.

#### Level 19+

**Great Cat Armor (Hide) (AV 2)** - Particularly nice for Bloodbonders, (who can shift as a Minor action, if you recall) but this is obviously great for any ranged attacker. Does require investing a feat in Hide Armor.

#### Weapons

I'm taking a leaf from the designers' book with regards to level distribution: the + sign indicates a progression every 5 levels, there's another version of the weapon with an additional +1 enhancement bonus.

#### Level 1+:

**Distance Weapon (Any Ranged) (AV)** - Very useful for thrown weapon builds, for whom range is an issue. The weapon enchantment slot is worth more than simply solving this problem; the primary draw here is how marvelously cheap this is. Weapon of Long Range is strictly superior otherwise.

#### Level 2+:

**Duelist's Bow (Bow) (AV 2)** - This is a simple, inexpensive way to grab some extra control, and those are two very important qualities. Most of your control works better against melee targets, but this anti-artillery tool rounds out your control repertoire nicely.



**Dwarven Thrower (Axe, Hammer) (D385)** - For people who are attracted to throwing a Warhammer, Mordenkrad or an Executioner's Axe.

**Hungry Spear (Spear) (AV 2)** - This is required if you want to throw a Greatspear or Gouge, which is not unreasonable. This gets bumped up to Blue because there are a few nice things that work for polearms but not spears.

**Rebounding Weapon (Any Ranged) (AV 2)** - Basically grants you essentially an additional use of Inevitable Shot each encounter, which is nice.

**Alfsair Spear (Spear) (AV 2)** - This is useful for avoiding MID if you want to powerswap Shaman or Druid. If that's your only concern, you're probably better off with a better enchantment on a Javelin and an off-hand totem. On the other hand... if you poach Magic Stones (Half-elf/Hybrid) you can use this to bring Polearm Momentum into the mix. That build has issues, but it's worth a mention.

**Shock Weapon (Spear) (MME)** - If you want to proc Mark of Storm and you're okay sticking with a Javelin in Heroic, this is cheaper than a Lightning Weapon. Thunderbolt is better in Paragon.

**Way-Leader Weapon (Spear) (MME)** - Kind of a Leader effect, but it's so fantastic that you don't care. As a high Initiative Controller, putting your melee Striker and your Defender adjacent to enemy artillery as soon as an encounter starts is some of the best control you can apply.

**Weapon of Long Range (Any Ranged) (MME)** - See Distance Weapon; this is slightly more expensive for a lot more range. A great deal for a short range thrown weapon like the Net - 2/5 turns into 15/15.

**Level 3+:**

**Armbow (Crossbow) (EPG)** - You shouldn't be a Warforged Seeker, but if you are, this is very nice.

**Frost Weapon (Any) (PHB)** - Frost Weapon with Gloves of Ice and a Siberys Shard of Merciless Cold can do a lot of damage, which will occasionally be control

**Luckblade (Heavy Blade, Light Blade) (AV)** - This is best as an offhand weapon that you don't upgrade. A daily reroll is handy to help you land that crucial shot.

**Point-Blank Weapon (Any Ranged) (AV)** - This weapon does a mediocre job solving a problem that can be solved absolutely by Shadowdance Armor. This is a misuse of your weapon enchant slot, and bears mentioning only because it's the kind of thing people tend to think is a good idea. If you can't get Shadowdance Armor, just stay out of melee.

**Screaming Bow (Bow) (AV 2)** - This is a cheaper alternative to the Lightning Weapon, with the mild disadvantage of requiring that you mostly choose powers that deal untyped damage and the more serious disadvantage of being restricted to a bow. But...also works with Resounding Thunder to enlarge your bursts by 1 each!

**Seeker Weapon (Any Ranged) (MME)** - Besides being thematically appropriate, this weapon's power is actually much better than it seems at first. Feyjump Shot is easier to use and more disruptive when one of its targets can be out of LoS/E. Still only situationally useful, though.

**Swiftshot Weapon (Crossbow) (AV)** - This property basically lets you put off Speedloader in early heroic when you most desperately need the few feat slots you have. The Daily power is very nice, even if it is just gravy.

**Targeting Weapon (Bow or Crossbow) (AV 2)** - It's a Leader power, not a Controller one, but it's good enough that it's worth a mention.

**Level 4+:**

**Dislocation Weapon (Heavy Blade, Light Blade) (PHB3)** - Being restricted to the dagger means the range at which this power is limited, but the distance of the teleport is only limited by where your allies are. The strategic applications here are manifold, but think of this as an anti-Artillery power (of which you don't have many), especially if you have an Aura Defender.

**Shielding Blade (Heavy Blade, Light Blade) (D391)** - A cheap +1 AC in exchange for you off-hand. An excellent trade for many builds.

**Level 5+:**

**Lightning Weapon (Any) (PHB)** - Useful only if you can take Mark of Storm, in which case you can use it to add some forced movement to all your attacks, which is fantastic and definitely worth how expensive this is.

**Weapon of Speed (Any Ranged) (MME) RARE** - Definitely worthy of being called Rare. Scaling initiative boost AND an unconditional Minor action RBA every encounter? Yes, please! This is an example of where a Paragon Path such as Avalanche Hurler, having an unlimited quick draw ability can draw an item to get a free minor action RBA, then sheathe it for their regular weapon.

Level 8+:

**Spiderkissed Weapon** — all damage Poison, thrown only. Great enchant for a Drow doing poison damage and who has Skulker of Vhaeraun.

Level 8+:

**Aura Killer Weapon (Any Melee) (AV2)** - Thrown weapons only. It's hard to recommend an enchant that has nothing but a Daily power, but this is a really useful power. Consider maintaining it as a backup weapon- it activates on a hit, so you can afford to keep it a + behind your main weapon.

**Mordant Weapon** — all damage Acid & Poison, thrown only. Great enchant for a Drow doing poison damage and who has Skulker of Vhaeraun. Because Acid too, that's a slight upgrade.

Level 9+:

**Feyslaughter (Any) (AV)** - Simple and effective. Enemies who teleport can bypass a lot of the Seeker's best area movement control, and this shuts it down.

**Githyanki Silver Weapon (Heavy Blade) (MoP)** - This is Drow Long Knife exclusive, and one of the best arguments for using the weapon. Psychic damage means you can proc Psychic Lock, and the Daily banish (save ends) compares favorably to most Seeker Dailies. Really excellent pick.

**Lullaby Weapon (Flail, Hammer, Mace) (AV)** - Worth mentioning simply because the Seeker doesn't get access to a Sleep-like power until level 15. That said, this power isn't very accurate, and doesn't scale well.

**Songbow of Lullabies (Bow, Crossbow) (AV 2)** - Requires another failed saving throw compared to the Lullaby Weapon, but since the power activates on a hit it's harder to say which is more reliable. This version works better as a backup weapon.

**Level 12+:**

**Wyrddwarped Weapon (Any Ranged) (MoP)** - Nothing but a Daily power that lets you teleport your target on a hit. Simple, but good enough to be worth a mention.

**Level 13+:**

**Moonbow (Bow) (D386)** - Are you a Moonbow Dedicate using a shortbow as an implement for Cleric/Invoker powers that you've swapped in? Tight on feats? Pick this up (comes in longbow flavor!) and retrain Moonbow Dedicate.

**Sniper's Weapon (Crossbow) (AV)** - This is campaign dependent- do you really need that much extra range? You might, if your DM likes extremely long range combat. The Daily is a nice accuracy boost.

**Thunderbolt Weapon (Any Ranged) (AV)** - If you were using a Lightning Weapon, upgrade to this to save some cash AND replace a lame Daily power with a great one.

**Level 14+:**

**Battlemaster's Weapon (Any) (AV)** - This is premium golfbag fare. Put it in your back pocket and recharge Feyjump Shot when you really need it. Pity it's so high level- it'll be a while longer before you can afford a backup weapon of this caliber.

**Mindiron Weapon (Bow, Crossbow) (AV)** - Combine with Psychic Lock, and enjoy the accuracy-boost encounter power.

**Transposing Weapon (Any) (AV)** - If your DM likes putting artillery in inaccessible spots, this is tons of fun.

**Voidcrystal Weapon (Any Melee) (AV)** - Nothing going for it except for a Daily power, but that power is a until-next-turn banish that you activate on a hit, and lets you move the target 3 squares on its return without a save against being moved into hindering terrain.

**Wind Weapon (Any Melee) (MME) RARE** - Encounter forced movement power that doesn't cost a Standard is nice- playing Leader with the Agile Opportunist in your party is very nice. Not that Controllerish, but good enough to be worth a mention.

**Level 16+:**

**Forceful Weapon (Bow) (AV)** - Instant forced movement on every hit. One of the best arguments for using a bow.

**Level 19+:**

**Tenacious Weapon (Any) (AV)** - An encounter power to roll twice on your next attack is nothing to sneer at. You can do much better at this level, though.

### Arms

Since there is no set-in-stone progression symbol for items that don't follow the standard "every 5 levels" progression, I'm going to be labeling the levels at which each version of every item in this section is available.

**Level 3**

**Bracers of the Perfect Shot (L3/13) (AV 2)** - These seem like a good idea- Seekers do RBAs, right? Yes, but until L17 only your At-Will powers should really be RBAs, and there's no epic version of these anyways. Pass.

**Phylactery of Action (L3) (RPGA Village of Hम्मlet)** - No action encounter save rerolls are fantastic. Downsides include being forced to use it at the end of your turn when you normally roll saves, and being limited to specific conditions which are, admittedly, most of the ones you badly need to save against. Still a really excellent pickup.

**Level 5**

Quickhit Braces (L5/15/25) (AV) - Some decent damage, but only if both attacks hit. **Better** if you're getting an item bonus to damage from another source (like Radiant Weapons).

**Level 6**

**Bracers of Archery** (L6/16/26) (AV) - If you're using a bow or a crossbow, this is great use of the arms slot. If you're using a crossbow, have a good chuckle at that Daily power.

**Level 7**

**Bracers of Escape** (L7/17/27) (D365) - Daily Interrupt to teleport out of range of a melee attack. Since you don't have utility powers like these like the Ranger does, this is pretty nice.

**Level 15**

### **Winged Shield**

(L15) (D394) - Bam, you have three hands. Light Shield and Superior Crossbow, yes please, why hello there Hindering Shield, how do you do. If you're an Ocular Adept ignore this obviously, as you already have three hands.

**Level 19**

**Trollhide Braces** (L19/29) (AV) - Regeneration is always a solid defensive choice.

### **Feet**

Since there is no set-in-stone progression symbol for items that don't follow the standard "every 5 levels" progression, I'm going to be labeling the levels at which each version of every item in this section is available.

**Level 2**

**Acrobat Boots** (AV) - Cheap, and they let you stand up as a minor action (a very useful property). Somewhat diminished in value because of the At-Will skill power that lets you do the same thing, though.

**Level 7**

**Boots of the Fencing Master** (AV) - Rewards you for moving around. What's not to like?

#### Level 8

[Boarding Boots](#) (AV 2) - This basically lets you "charge" with an At-Will once per day, which is pretty cool for a Seeker. It's also part of the Kamestiri Uniform item set, which makes it look better if you already have pieces of that set such as the quiver. Potentially reasonable to get 5 items if DMs play by the RAW that you only need to have the melee option sheathed or if you like the crossbow enough.

Boots of Quickness (L8/18/28) (AV) - A decent boost to your Reflex defense.

#### Level 9

[Boots of Eagerness](#) (AV) - Pretty cheap, and they pack a pretty nice mobility-advantage power.

#### Level 10

[Boots of Sand and Sea](#) (AV) - This is a cheap speed boost that also allows you to swim if you're in light armor. Not bad.

#### Level 12

[Battlestrider Greaves](#) (PHB) - The cheapest speed boost available for heavy armor users.

Shadowdancer's Boots (AV 2) - A speed boost for light armor wearers that gets better in darkness is OK, and it's also part of the Shadowdancer's Garb item set.

#### Level 16

[Survivor's Boots](#) (AV 2) - Yeah, they require you to be bloodied, but after that, you can pretty much do whatever you want in combat. Glorious for Archers.

#### Level 22

[Boots of Speed](#) (AV) - +2 to speed and a decent power.

#### Level 24

**Boots of Caiphon** (AV 2) - They sap your HP, but it's probably less damage than you would take for eating an OA, especially at these levels, and you ARE moving with a minor action...

**Zephyr Boots** (AV) - A fly speed. Must I really discuss this further?

#### Level 25

**Sandals of Avandra** (AV) - Expensive, but they allow you to move around quite a bit on an At-Will basis.

#### Level 28

**Boots of Teleportation** (AV) - Get them if you can afford them. That is all.

#### Hands

Since there is no set-in-stone progression symbol for items that don't follow the standard "every 5 levels" progression, I'm going to be labeling the levels at which each version of every item in this section is available.

#### Level 3

**Gloves of Piercing** (PHB) - Real cheap, and they should punch through most resistance to your attacks if they're not element-based.

#### Level 4

**Gauntlets of Blood** (AV 2) - A sweet damage bonus against Bloodied enemies, this is probably your default Hands choice if you don't have something specific in mind.

#### Level 5



**Gloves of Recovery** (AV 2) - A consolation attack after a miss is nice (especially after a Twin Strike; the consolation attack may deal more damage than the original). This is part of the Blade Dancer's Regalia item set, so picking one or more items from that set makes this go up in value.

#### Level 8

Gauntlets of the Ram (PHB) - Anything that allows you to push more is sweet for an Archer packing a Forceful Bow.

#### Level 10

Antipathy Gloves (AV) - A decent ability for Ranged users that do not want to be engaged in Melee.

**Dwarven Throwers** (AV) - This allows you to make a basic attack with your main weapon at range once per encounter. Pretty cool.

**Strikebacks** (AV) - Though the bonus to Opportunity Attacks likely won't see that much play on you, the free Melee Basic Attack every encounter when you get hit will. A most excellent choice for Seekers who have Str+a melee weapon.

#### Level 11

**Gloves of Ice** (L11/21) (AV 2) - More damage for your cold attacks, or punch through cold resistance. Glorious, especially with Frost Weapons.

**Shadowdancer's Gloves** (AV 2) - If your Stealth skill is good, +1d6 damage is a nice benefit to have. Being part of the Shadowdancer's Garb item set doesn't hurt, either.

#### Level 13

Gloves of Missile Deflection (AV) - Some solid resistance against Ranged attacks. Archers get targeted with them more than Melee Rangers, so they appreciate this a bit more.

#### Level 16

Gloves of Accuracy (AV) - This is nice to have if your DM likes to put obstacles in the way of your arrows and you have minor actions to burn.

## Head

Since there is no set-in-stone progression symbol for items that don't follow the standard "every 5 levels" progression, I'm going to be labeling the levels at which each version of every item in this section is available.

### Level 2

**Eagle Eye Goggles** (L2/12/22) (AV) - A scaling attack bonus to Ranged Basic Attacks is a pretty nice benefit to have.

### Level 4

**Casque of Tactics** (L4/14/24) (AV) - An initiative bonus is good for anyone, and swapping initiative with anyone who rolled high once per day is nice too.

### Level 8

**Coif of Mindiron** (L8/18/28) (AV) - Protects against an increasing array of mental conditions (albeit only against Will) as an ENCOUNTER POWER. Sexy.

### Level 9

**Helm of Battle** (L9/19/29) (PHB) - Initiative bonuses for everyone!

### Level 10

**Shadowdancer's Mask** (AV 2) - A do-over for a Stealth check is very useful for certain types of Rangers. Being part of the Shadowdancer's Garb item set certainly helps the cause a bit.

### Level 14

**Circlet of Arkhosia** (L14/24) (PHR: DB) - Making saves at the beginning and end of your turn against certain annoying mental conditions is surely worth a look.

**Helm of Able Defense** (AV 2) - A bonus to Will, and a bump to all defenses until you get hit is pretty good if you ask me.

#### Level 15

[Carcanet of Psychic Schism](#) (AV) - Slaps a penalty on you, but it sure beats being incapacitated.

#### Level 21

[Coif of Focus](#) (AV) - Comes by later in your career, and burns up a Magic Item Daily, but negating Daze or Stun is awesome.

#### Level 22

[Helm of Ghostly Defense](#) (PHB) - Helps you take the sting off your opponent's hits, and smidge of necrotic resistance to boot.

#### Level 23

[Eye of Awareness](#) (AV) - A decent bonus to Will defense, and a huge initiative boost on top of that.

### Neck

I'm taking a leaf from the designers' book with regards to level distribution: the + sign indicates a progression every 5 levels, there's another version of the weapon with an additional +1 enhancement bonus.

#### Level 2+

[Cloak of Resistance](#) (PHB) - Decent resistance for a turn.

#### Level 3+

[Baffling Cape](#) (AV 2) - It's on this list because it's part of the Blade Dancer's Regalia item set, since I don't think the power is any good.

#### Level 4+

**Cloak of Distortion** (AV) - Forces your enemies to get in close enough for you to engage them if you're Melee, and provide an eternal artillery v. artillery advantage if you're Ranged.

**Level 8+**

Pavise Charm (AV 2) - The only reason I mention this is because of the Kamestiri Uniform item set; pinning yourself down as a Striker is a big no-no.

**Steadfast Amulet** (AV) - This prevents daze or stun. 'Nuff said.

**Level 9+**

Amulet of False Life (PHB) - Your healing surge value in THP is a sweet ability, even if it's a Daily.

Shadowdancer's Cloak (AV 2) - Lets you squeeze in one more potshot against an unsuspecting opponent. This is also part of the Shadowdancer's Garb item set.

**Level 10+**

**Periapt of Cascading Health** (D 369) - Ends one effect per encounter, no questions asked. Win.

**Level 13+**

**Amulet of Scales** (D 365) - Scaling, immediate-application, encounter-long resistance to a keyword (which includes Arcane, Weapon, and the like, by the way) is nice.

**Level 14+**

Flamewrath Cape (AV) - Offers a nice damage boost, as well as disincentive for enemies attacking you. Only for one turn, though.

**Timeless Locket** (AV 2) - A very tasty bonus to initiative checks that should stack with just about every buff you can have for it. The only downer is that (post-errata) you can't attack with the standard action the Daily power generates.

#### Level 15+

**Brooch of Vitality** (AV) - More HP is NICE, especially the Epic Tier versions.

**Cloak of Displacement** (AV) - A nice bonus to AC and Reflex until you get hit, and a pretty cool power. Worth a look, especially for Archers.

**Necklace of Fireballs** (AV) - Defense that packs some decent offense.

**Torc of Power Preservation** (AV) - It retains Encounter powers when you use them. Need I really say more?

#### Level 30

**Scarab of Invulnerability** (PHB) - Makes you immune to everything for a round. Sure, it's a Level 30 item, but you will enjoy the short amount of time you'll have it.

#### Rings

Remember, you can have two of these, so look out for Rings that either work well together or work well in doubles.

#### Level 13

**Ring of Giants** (D 378) - A sweet bonus to critical hit damage, and push 2 + prone on any primal attack power you may power-swap for can come in handy.

#### Level 14

**Iron Ring of the Dwarf Lords** (PHB) - +1 healing surge is a pretty solid benefit.

**Ring of Fury** (D 366) - When you're bloodied, you let it be known. My issue with it is mainly that the trigger is hard to control.

#### Level 16

Ring of Protection (PHB) - Generic defensive item. Useful, though it's about as exciting as watching grass grow.

War Ring (AV) - Adds a little more 'oomph' into your criticals.

#### Level 18

Bone Ring of Better Fortune (AV) - Since this halves all necrotic damage, it can potentially be better than a lot of resistance.

Ring of Ramming (AV) - Hands you a bit more 'oomph' on those Archer pushes should you pick up a Forceful Bow or use Staggering Strike.

#### Level 19

Grace Ring of Prowess (AV 2) - A solid power that lets you rev up for +2 to hit before teeing off.

#### Level 20

Ring of Action Reversal (AV 2) - A hefty bonus to initiative checks, and a sweet benefit should you miss with an Encounter power.

#### Level 21

Ring of Heroic Insight (AV) - Allows you to buff yourself pretty well once per day.

#### Level 22

Blink Ring (AV) - Teleportation is nice to have as a Striker.

#### Level 23

Greater Ring of Invisibility (AV 2) - Invisibility every encounter, and concealment the whole way after a milestone. Wow.

#### Level 24

Golden Ring of Teros (AV 2) - +2 to AC and Fortitude is nice to have, even if it's conditional.

#### Level 26

**Ring of Guarded Will** (AV 2) - A nice bump to Will defense.

#### Level 27

Avandra's Ring (AV 2) - Ignoring difficult terrain is pretty cool. Too bad it shows up so late...

**Ring of the Phoenix** (AV) - A pretty sweet revival ability.

**Shadow Band** (AV) - You can't really argue against +2 to all defenses as a static property...

#### Level 28

Ring of Elemental Mastery (MOTP) - Allows you to shave some elemental resistance off your opponent, or flat-out ignore it after a milestone. Solid, especially for people looking to abuse the Frostcheese combo.

#### Level 29

**Ring of Free Time** (AV 2) - Expensive, but the action potential with this and all those minor action attack powers Two-Blade Rangers have (or the Beast's Melee Basic Attacks) is just nuts, and everyone appreciates having extra actions to work with. And it packs resist all 5. Can't go wrong with this.

#### Level 30

**Dauntless Champion's Ring** (AV 2) - Power recovery is good, though the price tag on this is steep.

**Nullifying Ring** (AV) - A capstone defensive item. Pretty nuts... if you can foot the bill.

#### Waist

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#### Level 8

Belt of Lucky Strikes (D 365) - A free attack after you miss is a solid benefit.

Belt of Vim (L8/18/28) (AV) - Reinforces what could be your strongest defense or your weakest one, depending on your combat style.

#### Level 10

[Diamond Cincture](#) (L10/20/30) (AV 2) - Easy-to-access healing, and a bonus a to Fortitude. Nice.

Shielding Girdle (AV) - A nice Daily AC buff.

#### Level 11

Healer's Sash (L11/21) (AV) - Anything that allows you to heal your allies is at least worth mentioning, even post-errata.

#### Level 15

Belt of Giant Strength (PHB) - A meh offensive Daily buff, but a pretty cool bonus to skills.

Girdle of the Umber Hulk (L15/25) (AV) - A solid burrow power, and a boost to Fortitude.

#### Level 16

Girdle of the Dragon (L16/26) (AV) - Fortitude boost, and an OK attack power.

#### Level 18

[Belt of Mountain Endurance](#) (D 365) - Glorious for Strength Seekers. +Str to surge value and an AP benefit, all in one package.

#### Level 19



**Belt of Breaching** (AV 2) - Healing and teleportation as you transition from kill to kill. That's definitely worth something on a Ranger.

#### Level 23

**Belt of Vitality** (AV) - Gets you up when you're down, and boosts Fortitude. Could be worse...

#### Level 25

**Belt of Titan Strength** (PHB) - A strong Melee buff for one turn, and strong skill bonuses.

#### Level 28

**Sash of Regeneration** (L28) (AV 2) - Having regeneration while bloodied is a nice benefit.

### Miscellaneous

Since there is no set-in-stone progression symbol for items that don't follow the standard "every 5 levels" progression, I'm going to be labeling the levels at which each version of every item in this section that doesn't follow that progression is available.

### Ammunition:

Typically speaking, you want to drop down a half-tier to tier on ammo, so it is then super cheap. If you're, say a level 7 PC using +1 Onslaught Ammo, you'll barely notice the 25 gold cost. But you might notice the benefits. Also note the ones that type their damage won't play well with Screaming Bow, though unlikely you'll use ammo on area bursts.

Also, as per Adventurer's Vault 2 page 26, any ammunition can be an arrow, sling or bullet — you can have an Attention Stealing Arrow, Bolt or Bullet.

#### Level 2+

**Onslaught** (AV 2) - In a party of 6, take a -1 to hit, grant a total of +5 to hit on a hit essentially. Basic good stuff overall. Nothing great.

#### Level 3+

**Attention Stealing Bullet**(AV 2) - Mark opponents at range, possibly out of the range they can easily return fire, comes with a punish feature that can do a ton of damage.

**Firestorm Arrow** (AV 2) - Lays down some heavy fire (pun intended). Lets you play focus fire and crowd control simultaneously.

**Freezing Arrow** (AV 2) - Extra damage AND slowing? Very nice.

**Lightning Arrow** (AV 2) - Extra damage is awesome, though this one is a bit behind the other magical ammunition after the errata.

**Spider Bolt** (AV 2) - Slow and not cold = can still work with Screaming Bow

**Surprise Bullet** (AV 2) - Free CA is a pretty nice benefit to have.

#### Level 5+

**Quarrel of Biting** (AV 2) - A bit high level in each tier, but can be a spectacular high damage effect

**Shiver-Strike Ammunition** (AV 2) - kill all the minions

#### Level 8+

**Dispelling Bolt** (AV 2) - when you need this one, you need this one. Kill a zone or conjuration dead.

**Bolt of Transit** (AV 2) — teleport adjacent to an enemy after hitting them. Maybe some positioning usefulness?

**Reaving Ammunition**(AV 2) — eventually does some significant damage at likely a cost of -1 to hit

**Space Shifting Bolt** (AV 2) — teleport opponents a bit, could be useful in some combats, but mimics effects that one already really has usually

**Summoning Bullet** (AV 2) — teleport your ally next to an opponent, could be useful, particularly with powers such as Rabid Shot

#### Level 9+

**Forbiddance Bolt** (AV 2) — good toolkit arrow to stop teleporting enemies from ruining your control

#### Level 10+

**Dual Arrow** (D 373) - REROLLS, you say?! Now this is what I'm talking about! This is worth it, even down a tier, maybe even a tier and a half. A Reroll typically is worth about a +4 to hit and gives a better crit chance.

Level 12+

**Foe-Seeker Ammo** (MME) - Great for those attacks that are worthless on a miss, but you want the effect regardless such as Rabid Shot

Level 14+

**Stonehold** (MME) - Immobilize on a hit, great stuff to layer on in high Paragon+

## Dragonshard Augments:

Level 2

**Eberron Shard of Lightning** (L2/12/22) (EPG) - A great incentive to wield Lightning weapons.

**Khyber Shard of the Fiery Depth** (L2/12/22) (EPG) - Incentive for wielding Flaming weapons.

**Siberys Shard of Merciless Cold** (L2/12/22) (EPG) - Yet another reason to like Frost weapons.

Level 3

**Siberys Shard of Radiance** (L3/13/23) (EPG) - Another selling point for the Radiant weapon.

**Siberys Shard of Mage** (L3/13/23) (EPG) - for a Seeker using a lot of Implement Powers

## Wondrous Items:

Level 5

**Power Jewel** (AV) - A pain-free way to recharge a low-level Encounter power, which is nice to have... until you retrain all of them away.

#### Level 9

**Backlash Tattoo** (AV 2) - A free basic attack every encounter is a nice revenge sort of ability.

**Endless Quiver** (AV 2) - Endless ammo for Archers. Useful, but campaign dependent as to how necessary? To boot, it's part of the Kamestiri Uniform item set.

#### Level 10

**Salve of Power** (AV) - Post-errata, this trades a surge for another Encounter power, which is a pretty good deal for most Strikers.

#### Level 11

**Dice of Auspicious Fortune** (D 381) - Gives you more chances to roll the number you really need.

#### Level 12

**Foe Stone** (AV) - Cheap, and it pinpoints your opponent's weakest defense at will. Somebody in the party has to have this; why not you?

**Stone of Earth** (AV 2) - A very nice reroll for someone using the melee/ranged powers of Seeker

**Stone of Flame** (AV 2) - Fire lovers want one of these around.

**Stone of Light** (AV 2) - If you're into Radiant damage, having a do-over in your back pocket sounds like a good idea to me.

**Stone of Spirit** (AV 2) - If you're partaking in Psychic attack support, a reroll is good stuff.

**Stone of Storms (AV 2)** - If lightning and thunder are your elements of choice, this is good to have.

**Stone of Wind (AV 2)** - A do-over on a Ranged attack is a nice thing to have.

**Level 16**

**Solitaire (Aquamarine) (AV)** - Free attacks after a critical are nice.

**Level 21**

**Solitaire (Cerulean) (AV)** - Expensive, but getting rid of (save ends) effects this easily should be.

**Level 26**

**Solitaire (Violet) (AV)** - Free AP's after a crit are awesome, but the price tag is very hefty.