

Channel Divinity: Abjure Undead

You send a brilliant ray of radiant power at an undead foe, compelling it to stagger toward you.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Will		One undead creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier. The target is also immobilized until the end of your next turn.
 Level 5: 4d10 + Wisdom modifier damage.
 Level 11: 5d10 + Wisdom modifier damage.
 Level 15: 6d10 + Wisdom modifier damage.
 Level 21: 7d10 + Wisdom modifier damage.
 Level 25: 8d10 + Wisdom modifier damage.
Miss: Half damage, and you pull the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Channel Divinity: Divine Guidance

You lend your deity's guidance to an ally's attack against your foe.

Divine

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION	←	RANGE
vs		The triggering ally
ATTACK	DEFENSE	TARGET

Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target.
Effect: The target makes a second attack roll and uses either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Oath of Enmity

You focus your wrath on a single foe, giving your attacks against it extraordinary accuracy.

Divine

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
vs		One enemy you can see in burst
ATTACK	DEFENSE	TARGET

Effect: When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power. If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either. If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Bond of Pursuit

With your attack, you utter a promise to follow your enemy if it tries to escape.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. If the target doesn't end its next turn adjacent to you, you can shift a number of squares equal to 1 + your Dexterity modifier as a free action, and you must end that shift closer to the target.
 Level 21: 2[W] + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Bond of Retribution

Whirling divine energy promises swift retribution if one of your foe's companions attacks you.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. The first time an enemy other than the target hits or misses you before the end of your next turn, the target takes radiant damage equal to your Intelligence modifier.
 Level 21: 2[W] + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Overwhelming Strike

As you attack, you maneuver around your foe, forcing it to move with you.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. You shift 1 square and slide the target 1 square into the space you occupied.
 Level 21: 2[W] + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Radiant Vengeance

Calling on the power of your deity, you transfer the pain of your wounds to a foe and regain some resilience.

Divine, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier radiant damage, and you gain temporary hit points equal to your Wisdom modifier.
 Level 21: 2d8 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Angelic Alacrity

You focus divine energy through your body to gain uncanny speed as you make your attack.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: Before the attack, you shift 2 squares.
Censure of Pursuit: The number of squares you shift equals 1 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Avenging Echo

Your weapon sweeps in a deadly arc, leaving in its wake swirling radiant energy that keeps your foes at bay.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage. Until the end of your next turn, any enemy that ends its turn adjacent to you or that hits or misses you takes 5 radiant damage.
Censure of Retribution: The radiant damage equals 5 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Shared Madness

The wrath of your god sears the mind of one foe and echoes to assault another enemy as well.

Divine, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier psychic damage, and a second creature you can see takes the same damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Whirlwind Charge

As you charge your foe, divine light surrounds you in a protective nimbus, then erupts at your foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +4 bonus to AC against opportunity attacks you provoke while moving to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Aspect of Might

You strike a crippling blow against your foe, and divine power bolsters you.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage.
Effect: Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Oath of the Final Duel

You swear an oath that you will slay the foe before you. As long as you work to fulfill this oath, that foe cannot escape.

Divine, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: Until the end of the encounter, if the target is more than 3 squares away from you at the start of your turn, you can teleport to a space within 3 squares of it as a minor action. This effect ends if you end your turn more than 3 squares away from the target.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Renewing Strike

You draw on your deity's power to smite your foe with divine lightning and to heal your injuries.

Divine, Healing, Implement, Lightning

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier lightning damage.
Effect: You can spend a healing surge.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Temple of Light

Your weapon strike creates a field of searing energy around an enemy. The energy burns any foe you hit that is within the field.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier radiant damage.
Effect: The attack creates a zone of radiant energy in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Whenever you hit a creature that is within the zone, that attack deals 1d6 extra radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Distracting Flare

Divine light surrounds you, providing a distraction while you slip away unseen.

Divine

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: You become invisible and move your speed. You are invisible until the end of the movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Refocus Enmity

After searching your soul, you realize who your true foe is and swear an oath against it.

Divine

KEYWORDS

Minor	←	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One creature you can see in burst
Effect: The target becomes the target of your oath of enmity, replacing the current target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Resonant Escape

A quick prayer as you dodge calls forth divine power, which carries you a short distance away.

Divine, Teleportation

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Trigger: An enemy hits or misses you with a melee attack
Effect: You teleport 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Blessing of Vengeance

With the death of your foe, your god grants you a boon.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: Your oath of enmity target drops to 0 hit points
Effect: You gain temporary hit points equal to your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Deflecting Thunder

A thunderclap batters your foe as your weapon connects, and another thunderclap deflects the next attack against you, turning the attack toward a nearby foe.

Divine, Thunder, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier thunder damage. Until the end of your next turn, the next melee or ranged attack against you instead targets an enemy adjacent to you other than the attacker.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Enmity's Reach

A crash of thunder behind your foe shoves it closer to your waiting weapon and slows that foe's escape.

Divine, Implement, Thunder
KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
WIS vs Fort		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier thunder damage, and you pull the target 2 squares. The target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Halo of Fire

A circle of flame erupts around your foe, harming any other enemy that moves near the creature.

Divine, Fire, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier fire damage. Until the end of your next turn, any enemy that ends its turn adjacent to the target takes 5 fire damage.
Censure of Retribution: The fire damage equals 5 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Sequestering Strike

Your attack slices into your foe and through the fabric of space, hurling both you and that foe a short distance away.

Divine, Teleportation, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target.
Censure of Pursuit: The number of squares you teleport the target equals 1 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Bond of Foresight

A bond of fate links you to your enemy, giving you the ability to foresee its every move. Whenever it moves or attacks you, you're ready.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: When the target hits or misses you or shifts, the target provokes an opportunity attack from you (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Dawn Fire Sigil

A glowing mark of divine radiance prevents your foe from hiding from you and increases the accuracy of your attacks.

Divine, Radiant, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier radiant damage.
Effect: The target doesn't benefit from cover or concealment against your attacks (save ends). The target can still benefit from superior cover or total concealment against your attacks. Until the end of the encounter, you gain a +1 bonus to attack rolls against the target.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Executioner's Cloak

With a stroke of your weapon, you cause shadows to flow over your foe's eyes, concealing you as you close in for the kill.

Divine, Illusion, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and you are invisible to the target (save ends).
Aftereffect: You are invisible to the target until the end of your next turn.
Miss: Half damage, and you are invisible to the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Oath of Consuming Light

You place a burning mark of divine radiance on your foe as you swear an oath to destroy this creature. With every wound you inflict on the creature, the burning mark erupts in searing light.

Divine, Implement, Radiant
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage. Whenever you hit the target with a divine power, the target takes 1d6 extra radiant damage (save ends).
Aftereffect: Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).
Miss: Half damage. Whenever you hit the target with a divine power, the target takes 1d4 extra radiant damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Aspect of Agility

You move with the speed of the west wind, leaving your foes with little chance of striking you.

Divine
KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You shift 5 squares, and you gain a +2 bonus to AC and Reflex until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Oath of Enduring Wrath

You swear to defeat your enemies, and your god grants you the perseverance to overcome any hindrance.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain a +2 power bonus to saving throws until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Oath of the Relentless Hunter

You touch an enemy and swear an oath to hunt it to the end of the world. With this oath, you can always find your foe.

Divine
KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature
Effect: Until you use this power on a different target, you can take a standard action to determine the distance and the direction to the target. The distance and the direction are based on a straight line between you and the target, ignoring any barriers. If the target is on a different plane from you, you know which plane but gain no other information.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Wrath of the Divine

Suffering a foe's lucky attack, you call on your god to visit your pain upon the one you have sworn to kill.

Divine, Radiant
KEYWORDS

Imm. Reaction		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Your oath of enmity target in burst
Trigger: An enemy scores a critical hit against you
Effect: The target takes radiant damage equal to the critical hit's damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Avenging Winds

You whisper a prayer, calling a gust of wind that slams your foe and halts its movement if it tries to escape.

Divine, Implement
KEYWORDS

Standard	✈	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, if the target moves, you can slide it 2 squares as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Blade Step

As you strike one foe, you teleport next to another.

Divine, Teleportation, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and you teleport 10 squares to a space that must be adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Inexorable Pursuit

Shrouded in divine mist, you stride through any obstacle to reach your foe, then smite it with the wrath of your god.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you gain phasing until the end of your turn, and you shift 3 squares.
Censure of Pursuit: The number of squares you shift equals 2 + your Dexterity modifier.
Hit: 2[W] + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Splinter the Formation

You strike your foe and, with a wave of astral energy, you sweep away other enemies, isolating your prey.

Divine, Teleportation, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and you teleport each enemy within 2 squares of the target 2 squares.
Censure of Retribution: The number of squares you teleport each enemy equals 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Aspect of Speed

You accelerate past your foes, making an attack and then darting away.

Divine, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: Before and after the attack, you shift 5 squares.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: AVENGER | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Enduring Strike

As you strike at your foe, you call on your god to cast away an effect that plagues you.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and you make a saving throw with a +5 bonus.
Miss: Half damage, and you make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Oath of Pursuit

As you attack your foe, you swear an oath of relentless pursuit against it. Although your foe might try to escape, it can never evade you.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: Until the end of the encounter, if the target moves on its turn, you can shift 3 squares at the end of the target's turn as an opportunity action. You must end this movement closer to the target.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Temple of Shadow

You channel dark energy around your foe, creating a cloud of shadows that helps conceal you from your enemies.

Divine, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage.
Effect: The attack creates a zone of swirling shadows in a burst 1 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. While you are within the zone, you gain concealment and can make Stealth checks to become hidden. When you leave the zone, you have concealment until the end of your turn.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Channel Endurance

You focus your inner strength and tap into your god's power to forestall an injury.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain resist 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Eye of Justice

Your eyes glow with divine energy, allowing you to spot foes no matter how well they hide.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you can see invisible creatures within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Avenger's Readiness

As your opponents prepare to strike, you make a sudden move to spoil their plans.

Divine

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You roll initiative at the beginning of an encounter
Effect: You gain a +5 power bonus to the initiative check. You shift 3 squares as a free action when the first creature in the initiative order starts its turn, even if you're surprised.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

River of Life

Divine power flows through you, allowing you to shrug off injury after injury.

Divine, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain regeneration 5 until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Cloud of Souls

As you swing your weapon, you speak a prayer for your foe's innocent victims and summon them to torment your enemies.

Divine, Psychic, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier psychic damage. The attack creates a zone of shrieking souls in a close burst 1. The zone lasts until the end of your next turn or until you dismiss it as a minor action. Any enemy that enters the zone is dazed until the end of your next turn.
Censure of Retribution: Until the end of your next turn, you gain a bonus to attack rolls against the target equal to one-half your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Light of the Avenging Sun

As your attack hits home, you become wrapped in blinding light, hindering a foe's ability to strike you.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier radiant damage, and the target takes a -4 penalty to attack rolls against you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Sequestering Word

A word of divine power thunders from your mouth, smiting your foe and transporting it to a place where you can face it alone.

Divine, Implement, Teleportation, Thunder

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier thunder damage, and you teleport the target 5 squares. You then teleport to a space adjacent to the target.

Censure of Pursuit: Until the end of your next turn, any enemy that ends its turn adjacent to you takes thunder damage equal to 5 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Whirling Blades

When you have your foe alone, it becomes an easy target for your vicious cuts and lunges.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC. You gain a +2 bonus to the attack roll if no enemy is adjacent to the target.

Hit: 3[W] + Wisdom modifier damage. The attack deals 5 extra damage if no enemy is adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Aspect of Fury

You channel the anger of your god, creating a cloud of whirling death around you.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage.

Effect: Until the end of the encounter, any enemy that starts its turn adjacent to you or that hits or misses you with a melee attack takes 5 damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Bond of the Sacred Duel

In your single-minded devotion to destroying your chosen foe, you strike at that foe and form a psychic bond with it that causes it to suffer if its allies attack you.

Divine, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier psychic damage.

Effect: Until the end of the encounter or until you attack anyone other than the target, the target takes 5 psychic damage whenever another enemy hits you.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Oath of Divine Lightning

Lightning erupts around your weapon as you attack your foe, then lingers, promising punishment if your enemy remains in one place for too long.

Divine, Lightning, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier lightning damage. The target takes 5 lightning damage at the end of its turn if it doesn't move at least 1 square during its turn (save ends). Shifting doesn't count toward this movement.

Miss: Half damage, and the target takes 5 lightning damage at the end of its next turn if it doesn't move at least 1 square during that turn. Shifting doesn't count toward this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Sigil of Carceri

You mark your enemy with the baleful red sigil of Carceri, the prison realm of the gods. Spectral chains surround your foe, holding it in place and shielding your allies from its attacks.

Divine, Force, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier force damage. The target is immobilized, and its attacks against creatures more than 5 squares away from it automatically miss (save ends both).

Miss: Half damage. Until the end of your next turn, the target is immobilized, and its attacks against creatures more than 5 squares away from it automatically miss.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 15

DAILY POWER

Astral Cloak

With a glimmer of silvery mist, you fade from view for a brief time.

Divine, Illusion

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: You become invisible until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Bulwark of Defiance

You push aside the pain of your foe's attacks, allowing you to act without hindrance for a moment.

Divine

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Trigger: You fail a saving throw other than a death saving throw

Effect: Until the end of your next turn, the effect you failed the saving throw against doesn't affect you, but you make saving throws against it as normal.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Winds of the Astral Sea

Silvery mist shimmers around you, and you disappear, then reappear a short distance away.

Divine, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Effect: You teleport 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Vengeful Revenant

Even the grip of death cannot keep you down. With hidden strength, you muster the energy to rise.

Divine, Healing

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You fail a death saving throw
Effect: You succeed on the death saving throw and spend a healing surge. You gain a +5 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Astral Fury

You send your foes tumbling through the Astral Sea, teleporting them a short distance and leaving them disoriented.

Divine, Implement, Psychic, Teleportation

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier psychic damage, and you teleport the target 3 squares. The target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Ready the Final Blow

Your attack leaves your foe frozen in place, less able to avoid your next assault.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and the target is immobilized until the end of your next turn. You gain a +2 bonus to your next attack roll against the target before the end of your next turn.
Censure of Pursuit: The bonus to the attack roll equals 2 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Spectral Charge

As you move to engage your enemy, part of you leaves the physical world momentarily.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you become insubstantial until the end of your next turn.
Hit: 2[W] + Wisdom modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you charge, you become insubstantial when you begin the charge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Warding Blade

Your weapon cracks with thunder as it slams into your foe, knocking any nearby enemies away. If any other foes draw too close, your thunder-infused weapon is ready to punish them.

Divine, Thunder, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier thunder damage, and you push any enemy within 2 squares of you, other than the target, 2 squares. Until the end of your next turn, if any enemy other than the target enters a square adjacent to you or hits or misses you from a square within your reach, you can make a melee basic attack against that enemy as an opportunity action.
Censure of Retribution: You gain a power bonus to the attack roll of the melee basic attack equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Aspect of Awe

Cloaking yourself in a divine glamor, you assault your foe's mind and compel the creature to approach you.

Divine, Charm, Implement, Psychic

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
WIS vs Will		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier psychic damage, and you pull the target 3 squares. At the start of each of your turns, you pull the target 3 squares (save ends).
Miss: Half damage, and you pull the target 2 squares. At the start of your next turn, you pull the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Oath of the Inevitable Blade

You swear that your blade shall taste your foe's blood, and even if your attack fails to draw blood, you are assured of a later success.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Wisdom modifier damage.
Miss: Half damage. You gain a +5 power bonus to your next damage roll against the target before the end of the encounter, unless you attack another creature first.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Temple of Respite

Radiant power sears and slows your foe and forms a divine pattern that bolsters your defenses and hinders your enemies' movement.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier radiant damage, and the target is slowed (save ends).
Effect: The attack creates a zone of radiance in a close burst 1. The zone lasts until the end of the encounter. While you are within the zone, you gain a +2 bonus to all defenses. The zone is difficult terrain to enemies.
Miss: Half damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Vengeful Recovery

You visit the pain of your wounds upon your foe as you draw strength and health from your god.

Divine, Healing, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and the target is dazed (save ends). You regain hit points as if you had spent a healing surge.
Miss: Half damage, and the target is dazed until the end of your next turn. You can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Twin Step

You appear next to a foe, launch a devastating assault, and then disappear beyond its reach.

Divine, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You teleport 8 squares. As the last action of your turn, you can teleport 8 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Ghostly Vengeance

You slip between this world and the Astral Sea, allowing you to move through objects and protecting you from attacks.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, you gain phasing, and you take half damage from opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Indomitable Resolve

The power of the gods sustains you, allowing you to ignore an injury.

Divine

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You take damage
Effect: The damage is reduced to 0.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Oath of the Final Strike

Nothing can prevent you from completing the task set before you by the gods, not even death.

Divine

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: An attack reduces you to 0 hit points or fewer and doesn't kill you
Effect: You are dying but don't fall unconscious. Until the end of your next turn, you don't take any damage after the triggering attack, and you gain a +4 bonus to attack rolls. At the end of your next turn, you fall unconscious if you are still dying.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Avenger's Shield

You create a sphere of radiance that burns your foe. The sphere also protects you, flaring brightly if that foe attacks you.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier radiant damage. If the target hits or misses you before the end of your next turn, as an immediate reaction you cause the target to be blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Bond of Justice

You strike your foe in an eruption of searing radiance, creating a bond between your spirits. If that foe moves away from you, you can teleport to its side and attack it.

Divine, Radiant, Teleportation, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier radiant damage. If the target is not adjacent to you at the start of your next turn, you gain a +4 bonus to attack rolls against it until the end of that turn, and during that turn, you can teleport to a space adjacent to the target as a move action.
Censure of Pursuit: When you use this power to teleport adjacent to the target, it takes radiant damage equal to 5 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Phase Duel

You knock your opponent out of phase with the world and join it in a solitary duel to the death. You both remain visible as hazy outlines in the world, but no other creature can touch either of you.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage. Until the end of your next turn, you and the target are immobilized. In addition, no other creature has line of sight or line of effect to either of you, and the two of you have line of sight and line of effect only to each other. This effect ends if the immobilized condition ends on either of you before the end of your next turn.
Censure of Retribution: Until the end of your next turn, you gain a bonus to all defenses against the target's attacks equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Aspect of Death

You become a bearer of death. As long as you remain near your chosen foe, it suffers a foretaste of death.

Divine, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 6[W] + Wisdom modifier damage, and the target takes 10 damage at the start of its turn if you are within 5 squares of it (save ends).
Miss: Half damage, and the target takes 5 damage at the start of its turn if you are within 5 squares of it (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Bond of Destiny

You insert a fragment of your spirit into your enemy's mind. Until that enemy ejects the fragment, you can transport yourself to the enemy's side.

Divine, Implement, Psychic, Teleportation

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 6d8 + Wisdom modifier psychic damage.
Miss: Half damage.
Effect: The target suffers a bond of destiny (save ends). Until the bond ends, you can teleport to a space adjacent to the target as a minor action. You don't need line of sight to the destination space.
Aftereffect: You can teleport to a space adjacent to the target as a free action once. You don't need line of sight to the destination space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Executioner's Justice

Your attack sears your enemy's mind as much as its body, and sends it spiraling down a painful path toward annihilation.

Divine, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier psychic damage, and the target is dazed (save ends).
First Failed Saving Throw: The target is stunned instead of dazed (save ends).
Each Additional Failed Saving Throw: The target takes 20 psychic damage.
Miss: Half damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Sigil of Damnation

A horrid sigil appears on your enemy's head, marking the creature as damned.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier damage.
Effect: Until the end of the encounter, when you miss the target with an avenger encounter attack power, the attack deals half damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Astral Charge

As you charge, energy from the Astral Sea empowers you, making your final attack stun your foe.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Wisdom modifier damage, and the target is stunned until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Death Stroke

When your foe's allies are distracted and distant, you deal a deadly attack.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. AC. You gain a +4 bonus to the attack roll if no enemy is adjacent to the target.
Hit: 4[W] + Wisdom modifier damage. The attack deals 2[W] extra damage if no enemy is adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Inevitable End

Your devastating attack should be enough to exact vengeance for your god. If it is not, and your foe escapes you this time, then you can try the attack again.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier damage.
Effect: If the target is still alive and not adjacent to you at the end of its next turn, you regain the use of this power. You can regain the use of this power in this manner once per encounter.
Censure of Pursuit: You gain a bonus to the attack roll equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Scatter to the Astral Winds

As you strike your enemy, the winds of an astral tempest sweep over the area, carrying away your other foes.

Divine, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage, and you teleport each enemy within 5 squares of you, other than the target, 5 squares.
Censure of Retribution: The number of squares you teleport each enemy equals 4 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Aspect of Terror

You take on a terrifying aspect, assaulting your enemies' minds and making them loath to attack you.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Wisdom modifier psychic damage, and you push the target 3 squares. If the target hits or misses you, it is stunned until the end of its next turn (save ends).
Miss: Half damage. If the target hits or misses you before the end of your next turn, the target is stunned until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Fiery Vengeance

With a fearsome cry, you transfer the pain of your wounds into an outburst of cleansing fire.

Divine, Fire, Healing, Implement, Radiant

KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 7d6 + Wisdom modifier fire and radiant damage.
Effect: You regain hit points as if you had spent a healing surge. Until the end of the encounter, any enemy that ends its turn adjacent to you takes 10 fire and radiant damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Final Oath

Delivering a wicked blow, you swear to your god that either you or your foe shall die this day.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 9[W] + Wisdom modifier damage.
Effect: Until the end of the encounter, you and the target gain a +5 bonus to attack rolls against each other.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Temple of Resolution



As you strike, a prison of radiant blades appears around you and your foe, ensuring that no other enemies interfere with your battle.

Divine, Radiant, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Wisdom modifier radiant damage.

Effect: The attack creates a zone of radiant energy in a close burst 2. The zone lasts until the end of the encounter. The target takes 25 radiant damage whenever it leaves the zone.

Any enemy other than the target takes 25 radiant damage when entering the zone or ending its turn there. An enemy that enters or leaves the zone as a result of forced movement does not take this damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS AVENGER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Roar of Triumph

Your howl of victory shakes your enemies to the core, as they know your blood thirst is not yet quenched.

Primal, Fear

KEYWORDS

Free		Close burst 5
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Trigger: Your attack reduces an enemy to 0 hit points
Effect: Each target takes a -2 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Swift Charge

As your foe falls, you rush toward your next victim.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Trigger: Your attack reduces an enemy to 0 hit points
Effect: You charge an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Rage Strike

You channel your primal rage into a devastating attack.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. To make this attack, you expend an unused barbarian rage power.

Requirement: You must be raging and have at least one unused barbarian rage power.

Hit: You deal damage based on the level of the rage power you expend:

1st level 3[W] + Strength modifier
 5th level 4[W] + Strength modifier
 9th level 5[W] + Strength modifier
 15th level 6[W] + Strength modifier
 19th level 7[W] + Strength modifier
 20th level 7[W] + Strength modifier
 25th level 8[W] + Strength modifier
 29th level 9[W] + Strength modifier
 Miss: Half damage.

Special: You can use this power twice per day.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE FEATURE LEVEL

DAILY POWER

Devastating Strike

You strike with awesome power, more concerned with offensive strength than defensive posturing.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a melee weapon in two hands.

Hit: 1[W] + 1d8 + Strength modifier damage.
 Level 11: 1[W] + 2d8 + Strength modifier damage.

Level 21: 2[W] + 3d8 + Strength modifier damage.

Effect: Until the start of your next turn, any attacker gains a +2 bonus to attack rolls against you. If you are raging, attackers do not gain this bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Howling Strike

With a blood-freezing scream, you throw yourself into the fray.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a melee weapon in two hands.

Hit: 1[W] + 1d6 + Strength modifier damage.
 Level 11: 1[W] + 2d6 + Strength modifier damage.

Level 21: 2[W] + 3d6 + Strength modifier damage.

Special: When charging, you can use this power in place of a melee basic attack. If you are raging, you can move 2 extra squares as part of the charge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Pressing Strike

You push lesser foes from your path, moving through the lines of battle at will.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 2 squares. You can move through an enemy's space during the shift, but you can't end there.

Hit: 1[W] + Strength modifier damage, and you push the target 1 square. If you are raging, the attack deals 1d6 extra damage.
 Level 21: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Recuperating Strike

Nothing restores your will to fight more than slamming your weapon into a foe. Each crushing swing gives you more will to press on.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a melee weapon in two hands.

Hit: 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier. If you are raging, the number of temporary hit points you gain equals 5 + your Constitution modifier.

Level 11: 1[W] + 1d6 + Strength modifier damage.

Level 21: 2[W] + 2d6 + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Avalanche Strike

You drop your guard and put all your strength into a devastating overhead swing.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.

Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier.

Effect: Until the start of your next turn, any attacker gains a +4 bonus to attack rolls against you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Bloodletting

Your powerful attack is meant to finish off a wounded foe.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target is bloodied, the attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Great Cleave

The numbers arrayed against you mean nothing. You swing your weapon in a great arc, stopped by nothing so trivial as flesh and bone.

Primal, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage + 1 damage for each enemy adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Vault the Fallen

You leap from one foe to the next, leaving blood in your wake.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1[W] + 1d6 + Strength modifier damage.
Effect: If you target two creatures, you can shift 1 square after the first attack.
Thaneborn Triumph: The number of squares you can shift equals your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Bloodhunt Rage

Your rage surges up from the depths of your pain to bring pain to the wounded.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: You enter the rage of the bloodhunt. Until the rage ends, you gain a bonus to melee damage rolls equal to your Constitution modifier if either you or your target is bloodied.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Macetail's Rage

You knock your enemy to the ground with a slam like the behemoth's heavy tail, and the rage of the macetail fills you, refreshing you with every blow of your weapon.

Primal, Rage, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs Reflex		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you knock the target prone.
Effect: You enter the rage of the macetail behemoth. Until the rage ends, whenever you hit, you gain temporary hit points equal to your Strength modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Rage Drake's Frenzy

You slam your weapon into your wounded foe, and the rage drake's spirit fills you. You erupt in violence, swinging furiously at a new foe as soon as the last one falls.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. If the target is bloodied, you gain a +2 bonus to the attack roll.
Hit: 3[W] + Strength modifier damage.
Effect: You enter the rage of the rage drake. Until the rage ends, once per round when you reduce an enemy to 0 hit points, you can make a melee basic attack as a free action.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Swift Panther Rage

You slash your foe with fury as the spirit of the swift panther grants you its speed and agility.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: You enter the rage of the swift panther. Until the rage ends, you gain a +2 bonus to speed and can shift 2 squares as a move action.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Combat Sprint

Having saved a bit of strength for just this moment, you burst across the battlefield.

Primal

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You move your speed + 4. You gain a +4 bonus to all defenses against any opportunity attack you provoke with this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Stonebreaker

Without hesitation, you smash through the door.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you gain a +5 bonus to Strength checks to break objects, and you deal double damage against objects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Tiger's Leap

With a surge of strength and will, you leap a great distance without a running start.

Primal

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Prerequisite: You must be trained in Athletics.
Effect: You make an Athletics check to jump with a +5 power bonus. You are considered to have a running start and can move as far as the check allows.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Primal Vitality

Drawing strength from the ground beneath your feet, you push away the pain of minor wounds.

Primal
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier. If you are raging, the number of temporary hit points you gain equals one-half your level + twice your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	UTILITY	2

UTILITY POWER

Blade Sweep

Though the fury of your attack is directed at a single foe, no nearby enemy is spared your wrath.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and each bloodied enemy adjacent to you takes damage equal to your Constitution modifier.
Rageblood Vigor: Each enemy adjacent to you that is not bloodied also takes damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	3

ENCOUNTER POWER

Blood Strike

Blood calls to blood. Your pain and your enemy's give strength to your assault.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If you or the target is bloodied, the attack deals 1[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	3

ENCOUNTER POWER

Daring Charge

You leap forward and charge your foes. Those who try to strike you as you charge ahead only embolden your attack.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +2 bonus to the attack roll and the damage roll for each opportunity attack made against you while you charge.
Thaneborn Triumph: You gain a bonus to AC equal to your Charisma modifier against any opportunity attack you provoke during your charge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	3

ENCOUNTER POWER

Hammer Fall

You swing your weapon in a great underhand arc, and the impact lifts your target off its feet and sends it crashing to the ground.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	3

ENCOUNTER POWER

Shatterbone Strike

The fury of your assault knocks your foe off balance, leaving a hole in its defenses.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.
Thaneborn Triumph: The penalty to AC equals your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	3

ENCOUNTER POWER

Frost Wolf Rage

Like the great spirit wolf whose breath is the cold north wind, you are wreathed in frost, chilling those who try to harm you.

Primal, Cold, Rage, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, the target can make a melee basic attack against you as a free action. If it does so, your attack deals 1[W] extra cold damage.
Hit: 3[W] + Strength modifier cold damage.
Miss: Half damage.
Effect: You enter the rage of the frost wolf. Until the rage ends, any enemy that hits you with a melee attack takes cold damage equal to 3 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	5

DAILY POWER

Silver Phoenix Rage

Your mighty blow erupts in silver fire as the spirit of the phoenix enters you. As you rage, vitality surges through you to ward you from death.

Primal, Fire, Healing, Rage, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier fire damage, and ongoing 5 fire damage (save ends).
Effect: You enter the rage of the silver phoenix. Until the rage ends, you gain regeneration 3. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	5

DAILY POWER

Thunder Hawk Rage

Your thunderous attack dazes your foe as you channel the great spirit hawk whose wings rumble across the sky. Your screaming charge blasts your enemies with thunder.

Primal, Rage, Thunder, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier thunder damage, and the primary target is dazed (save ends).
Miss: Half damage.
Effect: You enter the rage of the thunder hawk. Until the rage ends, you can make the following secondary attack once during each of your turns.
Free Action Melee 1
Secondary Target: One creature
Secondary Attack: Strength vs. Fortitude
Hit: You knock the secondary target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	5

DAILY POWER

Vengeful Storm Rage

You whirlwind assault engulfing your enemies in lightning as you channel the storm's fury.

Primal, Lightning, Rage, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier lightning damage.
Effect: You enter the rage of the vengeful storm. Until the rage ends, at the start of each of your turns, each enemy adjacent to you takes 3 lightning damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 5

DAILY POWER

Loss of Will

As you turn aside your foe's attack, you stare into its eyes. Your enemy now knows that the battle is in your favor.

Primal

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An enemy misses you with you an attack
Effect: Until the end of the target's next turn, the target takes a penalty to attack rolls against you equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Combat Surge

As your attack goes awry, you react from the heat of your rage, without pause or thought, reversing your weapon and striking again.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must be raging.
Trigger: You miss with an attack
Effect: You reroll the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Indomitable Shift

You pound across the battlefield, leaving no opening as you move and drawing strength from the numbers arrayed against you.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You shift a number of squares equal to your Constitution modifier. You gain 1d10 temporary hit points plus 1 additional temporary hit point for each enemy within 2 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Instinctive Charge

Instinctively aware of danger, you are poised to fight as soon as the battle begins.

Primal

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You roll initiative at the beginning of an encounter
Effect: You gain a +5 power bonus to your initiative. You also gain a +2 power bonus to your first attack roll during the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Curtain of Steel

You are the pacing lion, the circling predator. No attack will come toward you without being answered in kind.

Primal, Weapon

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy adjacent to you hits or misses you
Thaneborn Triumph: You gain a bonus to the attack roll equal to your Charisma modifier.
Hit: 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Feast of Violence

You drop your guard as you come close for your attack, drawing primal strength from the violence directed at you.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Special: You can choose to provoke opportunity attacks when you make this attack. If you do so, you gain a +1 bonus to the attack roll for each creature that attacks you, and the attack deals 1[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Great Shout

You slam your weapon into a foe, then give voice to the fury of your ancestors, cowering those who dare to stand against you.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and each enemy within 5 squares of you takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Tide of Blood

Your anger sweeps over every nearby enemy, drawing blood to fuel the tide of your assault on one of them.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. The attack deals 1 extra damage for each enemy adjacent to you.
Rageblood Vigor: The attack instead deals 1 extra damage for each enemy within a number of squares of you equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Black Dragon Rage

Channeling the spirit of the black dragon's caustic heart, your attack erupts in searing acid. As you rage, acid sears the eyes of nearby foes.

Primal, Acid, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier acid damage, and ongoing 5 acid damage (save ends).
Effect: You enter the rage of the black dragon. Until the rage ends, at the start of each of your turns, each enemy adjacent to you is blinded until the end of your turn.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Oak Hammer Rage

The ancient spirit of the oak knocks your foe to the ground. As you rage, you knock foe after foe down to the earth, then strike them with the earth's fury.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you knock the target prone.
Effect: You enter the rage of the oak hammer. Until the rage ends, whenever you hit a target with a melee attack, you knock that target prone. If that target is already prone, the attack instead deals extra damage equal to your Constitution modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Stone Bear Rage

The spirit of the stone bear that hunts at the mountains' roots courses through you, and its fury blunts the pain of your wounds.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: You enter the rage of the stone bear. Until the rage ends, you gain resistance to all damage equal to your Constitution modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

White Tiger Rage

The spirit of the white tiger empowers your attack, freezing your enemy in place. As the tiger's rage fills you, winter's chill slows your foes.

Primal, Cold, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier cold damage, and the target is immobilized (save ends).
Effect: You enter the rage of the white tiger. Until the rage ends, any enemy that starts its turn adjacent to you is slowed until the end of its turn.
Miss: Half damage, and the target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Wellspring of Renewal

You draw on a fount of primal energy to renew your strength and your focus.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain temporary hit points equal to one-half your level + your Constitution modifier. In addition, if you are marked, that condition ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Deny Death

The darkness will not swallow you until you have finished what you set out to do.

Primal

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You drop to 0 hit points or fewer and don't die
Effect: You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Heart Strike

You put the weight of your spirit behind every swing of your weapon.

Primal, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you hit with an at-will attack power, the attack deals extra damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Mountain Roots

You sink your spirit into the earth to stand your ground.

Primal, Stance

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are pulled, pushed, or slid
Effect: You negate the forced movement. Until the stance ends, you can negate forced movement against you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Blade Whirlwind

Driven by strength and will, your weapon sweeps in a mighty arc that cuts every foe around you and drives them back from your fury.

Primal, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Rageblood Vigor: You also push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Crack the Skull

You slam your weapon against the skull of your foe, leaving it disoriented.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Storm of Blades

You lift your weapon again and again, each blow's impact fueling the next swing.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. Repeat the attack until you miss or until you make three attacks. As soon as an attack misses, this power ends.
Hit: 1[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Terror's Cry

As you smite your foe, you utter a terrible howl that strikes terror into your enemies' hearts.

Primal, Fear, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. Make a secondary attack that is a close burst 1.
Secondary Target: Each enemy in burst
Secondary Attack: Charisma vs. Will
Hit: The secondary target moves 2 squares away from you as a free action and takes a -2 penalty to attack rolls until the end of your next turn.
Thaneborn Triumph: The penalty to attack rolls equals your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Thunderfall

You lower your shoulder, dipping your weapon beneath your opponent's guard and driving it up into the foe's body to knock it off balance.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you push the target 1 square and knock it prone.
Special: When charging, you can use this power in place of a melee basic attack. If you charge and hit, the number of squares you push the target equals your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Flameheart Rage

The spirit of the red dragon imbues your attack with fiery wrath, scorching your foe. As you rage, the fire of the dragon's heart lashes out at those that strike you.

Primal, Fire, Rage, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier fire damage, and ongoing 5 fire damage (save ends).
Effect: You enter the rage of the red dragon. Until the rage ends, any creature that hits you with a melee attack takes fire damage equal to 5 + your Constitution modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Hunting Lion Rage

You channel the spirit of the hunting lion into a mighty blow. As you rage, the lion's spirit makes the most of every advantage.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.
Effect: You enter the rage of the hunting lion. Until the rage ends, you gain a +2 power bonus to attack rolls against any target that is granting combat advantage to you.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Iron Hammer Rage

Even the iron that sleeps in the earth has its primal spirits, which fuel your mighty attacks to dash your foes against walls and large trees.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you push the target a number of squares equal to your Strength modifier.
Effect: You enter the rage of the iron hammer. Until the rage ends, whenever you hit a creature with a melee attack, you push that creature 2 squares. If the creature is adjacent to blocking terrain at the end of the push, the creature takes damage equal to your Strength modifier.
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Thunderfury Rage

Charging at your foe and knocking it to the ground, you call on the spirit of the thunderfury boar to drive you into a frenzy. In your rage, you lash out at foes that attack you.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you knock the target prone.
Effect: You enter the rage of the thunderfury boar. Until the rage ends, when any enemy adjacent to you hits or misses you, you can make a melee basic attack against that enemy as an immediate reaction.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Fuel the Fire

You lower your weapon, allowing your opponent to score a glancing blow, but the pain only fuels your rage and adds strength to your own attacks.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Each enemy adjacent to you can make an opportunity attack against you. Until the end of your next turn, you gain a bonus to attack rolls equal to +2 for each enemy that makes the opportunity attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 16

UTILITY POWER


Great Stomp

As you slam your foot into the ground, primal energy pours through you, buckling the ground beneath you with its power.

Primal
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Each square in the burst becomes difficult terrain until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	UTILITY	16

UTILITY POWER


Primal Resistance

You stand untouched by the magical energy of your foes.

Primal, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain resist 10 against a damage type of your choice: acid, cold, fire, lightning, or thunder.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	UTILITY	16

UTILITY POWER


Spur the Cycle

Just as in the natural world, death leads to new life: killing your foe spurs you to further action.

Primal
KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You reduce an enemy to 0 hit points during your turn
Effect: You take a standard action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	UTILITY	16

UTILITY POWER

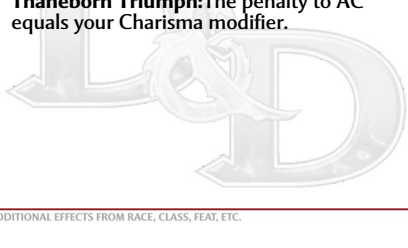
Devastating Blow

Your powerful blow shatters your target's defenses.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.
Thaneborn Triumph: The penalty to AC equals your Charisma modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	17

ENCOUNTER POWER

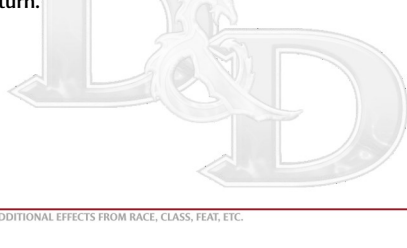
Mountain Grasp

You bring your weapon down in a great overhead arc, rooting your foe in place with the weight of your blow.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is immobilized and grants combat advantage to you until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	17

ENCOUNTER POWER

Shoulder Slam

You lower your shoulder into your foes, driving them across the ground.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the target 1 square. You then shift 1 square and make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Special: When charging, you can use this power in place of a melee basic attack. If you charge, you gain a bonus to the primary attack roll equal to your Constitution modifier



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	17

ENCOUNTER POWER

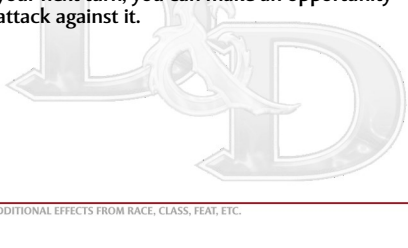
Threatening Fury

Your fierce attack brings you into your opponent's reach, ensuring that it can't attack you or escape without reprisal.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.
Effect: Whenever the target shifts or makes an attack roll against you before the end of your next turn, you can make an opportunity attack against it.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	17

ENCOUNTER POWER

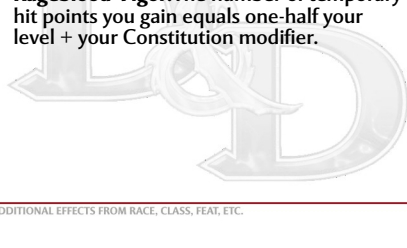
Vigorous Strike

You strike your foe with a mighty assault that bolsters you against attacks.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you gain temporary hit points equal to one-half your level.
Rageblood Vigor: The number of temporary hit points you gain equals one-half your level + your Constitution modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	17

ENCOUNTER POWER

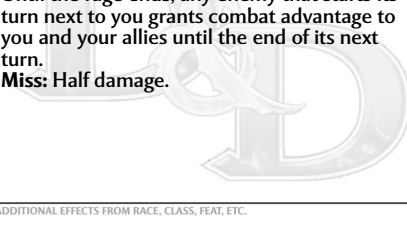
Ghost Viper Rage

The spirit of the ghost viper infuses you, sending venom coursing through the veins of your foe. As you rage, the viper's spirit throws nearby foes off guard.

Primal, Poison, Rage, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and ongoing 10 poison damage (save ends).
Effect: You enter the rage of the ghost viper. Until the rage ends, any enemy that starts its turn next to you grants combat advantage to you and your allies until the end of its next turn.
Miss: Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BARBARIAN	ATTACK	19

DAILY POWER

Hydra Rage

Your overwhelming attack leaves your target staggered, and the spirit of the hydra courses through you. As you rage, your weapon darts and bites like the hydra's many heads.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target is dazed (save ends).
Effect: You enter the rage of the hydra. Until the rage ends, once per round when you make an attack that misses, you can make a melee basic attack as a free action.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Storm Drake Rage

Lightning cascades around you and flows into your enemy. As you rage, lightning lashes out at any foe that strikes you, knocking it to the ground.

Primal, Lightning, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier lightning damage, and ongoing 10 lightning damage (save ends).
Effect: You enter the rage of the storm drake. Until the rage ends, any enemy that hits you with a melee attack takes 5 lightning damage and is knocked prone.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Winter Phoenix Rage

Your blow erupts in grasping frost as the spirit of the winter phoenix enters you. As you rage, vitality surges through you to ward you from death.

Primal, Cold, Healing, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier cold damage, and ongoing 10 cold damage (save ends).
Effect: You enter the rage of the winter phoenix. Until the rage ends, you gain regeneration 5 + your Constitution modifier. In addition, the first time you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Last Stand

As death looms before you, you push yourself to battle on.

Primal

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You drop to 0 hit points or fewer and don't die.
Effect: You are dying but don't fall unconscious because of that condition. At the end of your next turn, you fall unconscious if you are still dying.
Sustain Minor: You take 5 damage and don't fall unconscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Primal Instinct

You close your eyes and strike, guided more by your instincts than by your senses.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain blindsight 10 until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Primal Vigor

Infused with primal energy, you draw on the power of your opponent's attack to spur your will to live.

Primal

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are hit by an attack.
Effect: Until the end of your next turn, you gain resistance to all damage equal to one-half your level + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Untouched

Primal energy from the earth and the air courses through you, cleansing you of the dire effects of battle.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You make a saving throw against each effect on you that a save can end. You gain a bonus to each saving throw equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Arcing Throw

Spirits of wind and storm carry your weapon across the battlefield to smite your target, then linger around that foe to hinder its movement.

Primal, Weapon

KEYWORDS

Standard	↗	Ranged 5/10
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
Special: When you use this power, you can make the attack with a melee weapon as if it were a heavy thrown weapon. If it is a magic weapon, it returns to your hand after the attack is resolved.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Berserker's Shout

You shout your fury as you strike your foe, sending fear like daggers into the hearts of nearby enemies.

Primal, Fear, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage, and each enemy adjacent to you takes a -2 penalty to attack rolls until the end of your next turn.
Thaneborn Triumph: The penalty to attack rolls equals your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Crater Fall



Your swing your weapon in a great underhand arc and then drive it up into your opponent, sending the foe flying back through the air.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you push the target 3 squares and knock it prone. This forced movement ignores hindering terrain, such as a pit, between the target's starting square and its destination. If you push the target through squares occupied by other enemies, those enemies are knocked prone.

Special: When charging, you can use this power in place of a melee basic attack. If you charge, the number of squares you push the target equals your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Fatal Strike



Your powerful attack, like the coming of winter, puts an end to growth and healing.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target cannot regain hit points until the start of your next turn.

Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Feral Scythe



Your weapon is a swirling vortex of destruction, biting deep into every foe beside you.

Primal, Weapon

KEYWORDS

Standard	↔	Close burst 1
ACTION		RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Staggering Strike



With a quick, instinctive strike, you knock your opponent senseless.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Ash Hammer Rage



You pull the unyielding might of the forest into your weapon and drive your foe back. As you rage, you draw vitality through your rooted connection to the ground.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 7[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.
Effect: You enter the rage of the ash hammer. Until the rage ends, whenever you hit with an attack, you gain temporary hit points equal to 10 + your Charisma modifier. If that attack already grants temporary hit points to you, add your Charisma modifier to the number of temporary hit points you gain.
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Blood Hunger Rage



Your fierce attack leaves your target reeling. As you rage, the Primal Beast surges in your blood, drawing on the carnage around you to empower your attacks.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 7[W] + Strength modifier, and the target is dazed (save ends).
Effect: You enter the blood hunger rage. Until the rage ends, you gain a bonus to attack rolls equal to the number of bloodied creatures within 3 squares of you.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Blue Dragon Rage



Your weapon surges with lightning like the blue dragon's horn. As you rage, the spirit of the blue dragon courses through you, and your blows erupt in bursts of lightning.

Primal, Lightning, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage, and ongoing 10 lightning damage (save ends).
Effect: You enter the rage of the blue dragon. Until the rage ends, once per round when you hit a target with a melee attack, each enemy adjacent to that target takes 10 lightning damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Stone Tempest Rage



Like the mighty storms that shake the earth, your attack crashes into your foe and brings it to the ground. As you rage, your fury turns your attacks into devastating wounds.

Primal, Rage, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 7[W] + Strength modifier thunder damage, and you knock the target prone.
Effect: You enter the rage of the stone tempest. Until the rage ends, you can score a critical hit on a roll of 18-20.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Blood Wrath



The blood of your foes fills you with a thirst for more violence.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. You gain a +2 bonus to the attack roll if the target is bloodied.
Hit: 5[W] + Strength modifier damage, and you gain a +2 bonus to attack rolls until the end of your next turn.
Rageblood Vigor: The bonus to attack rolls equals your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Bonebreaker



You twist and lean into your weapon just as your opponent tries to pull away, rending flesh and bone.

Primal, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy leaves a square adjacent to you
Hit: 4[W] + Strength modifier damage, and the target takes 10 damage if it moves more than 1 square during the movement that this attack interrupts.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Butcher's Feast



No attack will come toward you without being answered in kind.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 6[W] + Strength modifier damage. Until the end of your next turn, you can make a melee basic attack as a free action against any enemy adjacent to you that hits or misses you.
Thaneborn Triumph: Until the end of your next turn, you gain a power bonus to basic attack rolls equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Hurricane of Blades



You become a tempest of steel, ripping through your foes in a horrific display of carnage.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: Make the attack three more times against the same target or different ones.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Rampaging Dragon Strike



Like a terrible dragon, you dominate the battlefield, knocking aside the lesser foes to pit your strength against the strongest.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you push the primary target 1 square.
Effect: You move your speed and then make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength + 1 vs. AC
Hit: 3[W] + Strength modifier damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Crimson Phoenix Rage



Your mighty blow erupts in flame to engulf your nearby foes as the spirit of the crimson phoenix enters you. As you rage, fire bursts from your weapon with every strike, and vitality surges through you to ward you from death.

Primal, Fire, Healing, Rage, Weapon

KEYWORDS

Standard	↶	Close burst 1
ACTION		RANGE
STR vs AC		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier fire damage, and ongoing 10 fire damage (save ends).
Effect: You enter the rage of the crimson phoenix. Until the rage ends, your at-will attack powers deal 1[W] extra fire damage on a hit. In addition, whenever you drop to 0 hit points or fewer, you can spend a healing surge as an immediate interrupt.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Rage of the Primal Beast



The Primal Beast awakens within you, and your attack leaves your foe bleeding. As you rage, you feed on the presence of your foes; overwhelming numbers only make you stronger.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage, and ongoing 10 damage (save ends).
Effect: You enter the rage of the Primal Beast. Until the rage ends, you gain a bonus to attack rolls equal to the number of enemies you can see.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Winter Ghost Rage



The touch of your weapon is the wintry chill of death. As you rage, the spirit of winter fills you, causing you to become a ghost to your foes as you near death.

Primal, Cold, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 6[W] + Strength modifier cold damage, and ongoing 10 cold damage (save ends).
Effect: You enter the rage of the winter ghost. Until the rage ends, you are insubstantial while you are bloodied.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

World Serpent Rage



You smash your weapon into your foe with all your strength as the spirit of the World Serpent courses through you. As you rage, your spirit's coils keep your enemies close and empower your attacks against them.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 7[W] + Strength modifier damage.
Effect: You enter the rage of the World Serpent. Until the rage ends, you can make a melee basic attack as a free action against any enemy adjacent to you that shifts. In addition, on your turn, you gain a +5 bonus to damage rolls against any enemy that was adjacent to you at the start of your turn.
Miss: Half damage.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Majestic Word

You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.

Arcane, Healing

KEYWORDS

Minor		
ACTION	RANGE	TARGET
CHA	vs	AC
ATTACK	DEFENSE	TARGET

You or one ally in burst

Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier. You also slide the target 1 square.
 Level 6: 1d6 + Charisma modifier additional hit points.
 Level 11: 2d6 + Charisma modifier additional hit points.
 Level 16: 3d6 + Charisma modifier additional hit points.
 Level 21: 4d6 + Charisma modifier additional hit points.
 Level 26: 5d6 + Charisma modifier additional hit points.
Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE FEATURE	LEVEL 1
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ENCOUNTER POWER

Words of Friendship

You infuse your words with arcane power, transforming even the simplest speech into compelling oratory.

Arcane

KEYWORDS

Minor		Personal
ACTION	RANGE	TARGET
CHA	vs	AC
ATTACK	DEFENSE	TARGET

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE FEATURE	LEVEL 1
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ENCOUNTER POWER

Guiding Strike

Your weapon stroke guides your allies, showing them where to focus their attacks.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	RANGE	TARGET
CHA	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn.
 Level 21: 2[W] + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Misdirected Mark

You conceal your arcane attack, tricking your foe into thinking the attack came from one of your allies.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION	RANGE	TARGET
CHA	vs	Reflex
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier damage, and the target is marked by an ally within 5 squares of you until the end of your next turn.
 Level 21: 2d8 + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Vicious Mockery

You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	RANGE	TARGET
CHA	vs	Will
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
 Level 21: 2d6 + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

War Song Strike

You sing a song of war and victory, invigorating your allies as they press the attack.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	RANGE	TARGET
CHA	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and any ally who hits the target before the end of your next turn gains temporary hit points equal to your Constitution modifier.
 Level 21: 2[W] + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Blunder

You fog your foe's mind, causing it to stumble past your allies.

Arcane, Charm, Implement

KEYWORDS

Standard		Ranged 5
ACTION	RANGE	TARGET
CHA	vs	Will
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Charisma modifier damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +2 power bonus to the attack roll.
Virtue of Cunning: The power bonus to the attack roll equals 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Fast Friends

You sing a tune of false friendship, leaving your foe in a reverie.

Arcane, Charm, Implement

KEYWORDS

Standard		Ranged 5
ACTION	RANGE	TARGET
CHA	vs	Will
ATTACK	DEFENSE	TARGET

Hit: Choose yourself or an ally. The target cannot attack that character until the end of your next turn or until you or one of your allies attacks the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Inspiring Refrain

Your weapon hums with an arcane song that helps guide nearby allies to glory.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	RANGE	TARGET
CHA	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +1 power bonus to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Shout of Triumph

You unleash a mighty call of battle, scattering your enemies while urging your allies forward.

Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Charisma modifier thunder damage, and you push the target 1 square.
Effect: You slide each ally in the blast 1 square.
Virtue of Valor: The number of squares you push the target and slide the allies equals your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Echoes of the Guardian

You recite a verse from the saga of a great warrior, confounding your enemy so that one of your companions can more easily protect the others.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and until the end of your next turn, the target is marked by an ally within 5 squares of you.
Effect: Until the end of the encounter, once during each of your turns, choose an ally within 5 squares of you when you hit an enemy. Until the end of your next turn, that enemy is marked by that ally.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

Slayer's Song

You sing a tune of war that diminishes your foes' defenses with each blow you strike.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and the target grants combat advantage to you and your allies (save ends).
Effect: Until the end of the encounter, whenever you hit an enemy, that enemy grants combat advantage to you and your allies until the end of your next turn.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

Stirring Shout

Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.

Arcane, Healing, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier psychic damage.
Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

Verse of Triumph

Your voice crescendos as you sing of victory. Your inspirational words drive allies forward to attack.

Arcane, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage.
Effect: Until the end of the encounter, you and any ally within 5 squares of you gain a +1 power bonus to damage rolls and saving throws. In addition, whenever you or an ally reduces an enemy to 0 hit points with an attack, you and any ally within 5 squares of the enemy can shift 1 square as a free action.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

Inspire Competence

Your magic channels the skill of ancient experts to help with the task at hand.

Arcane

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Choose a skill. Until the end of the encounter, each target gains a +2 power bonus to his or her next check using that skill.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Hunter's Tune

You shape the flow of sound, containing it and creating an area of silence.

Arcane

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: Until the end of your next turn, the target gains a +5 power bonus to Stealth checks and doesn't take a penalty to Stealth checks for moving more than 2 squares or running.
Sustain Minor: The effect persists if the target is within range.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Song of Courage

Your magic creates shouts of encouragement, making it seem as though an entire army were cheering on your allies.

Arcane, Zone

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of inspirational shouts that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to attack rolls.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Song of Defense

You intone a few notes from a battle hymn, and your magic bolsters your allies' ability to parry attacks.

Arcane, Zone

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of bolstering song that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to AC.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Charger's Call

You weave a song of fearless knights and mighty chargers, encouraging your allies to throw themselves into the fray.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 bonus to attack rolls while charging until the end of your next turn.
Virtue of Valor: The bonus to attack rolls equals 1 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Cunning Ferocity

The mark of your weapon on your target's hide gives strength to your allies' attacks against the same foe.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage, and each ally within 5 squares of you gains a +2 bonus to damage rolls against the target until the end of your next turn.
Virtue of Cunning: The bonus to damage rolls equals 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Dissonant Strain

You sing in two pitches at once, creating a song that harms your foe while helping your ally.

Arcane, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. In addition, an ally within 5 squares of you can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Impelling Force

A bolt of force shoves your foe next to one of your allies.

Arcane, Force, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier force damage, and you slide the target 5 squares to a space adjacent to one of your allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Satire of Bravery

Your verse mocks your foes' courage, forcing them to become the cowards you describe.

Arcane, Implement, Psychic

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
CHA vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier psychic damage, and the target is affected by your satire of bravery (save ends). While the target is affected by the satire, if the target ends its turn closer to you than where it started its turn, the target takes 1d6 + Charisma modifier psychic damage and is dazed until the end of its next turn.
Effect: You push the target 3 squares.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Song of Discord

You foster distrust in one of your foes, causing it to strike out at its allies.

Arcane, Charm, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is dominated until the end of your next turn.
Effect: The target makes a basic attack against an enemy of your choice as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Tune of Ice and Wind

You hum a discordant tune, slowing your enemies with ice and moving your allies with wind.

Arcane, Cold, Implement

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier cold damage, and the target is slowed (save ends).
Effect: You slide each ally in the burst 3 squares.
Miss: Half damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Word of Mystic Warding

A word of power assaults your foe's mind, establishing a ward that harms it further if it draws closer to the ally you name.

Arcane, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier psychic damage. Choose an ally within 5 squares of you. If the target moves closer to that ally during the target's turn, the target takes psychic damage equal to your Charisma modifier (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Ode to Sacrifice

Like many heroes who prove their worth by shouldering the burdens of others, you take a harmful effect from an ally.

Arcane

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst
Effect: You transfer one effect on the target that a save can end to yourself or to another ally in the burst. The new subject of the effect gains a power bonus to saving throws against that effect equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Song of Conquest

Your arcane song bolsters your allies, so they fight your foes with renewed vigor.

Arcane
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, any ally within 5 squares of you who hits an enemy gains temporary hit points equal to 3 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Allegro

You drum out a hasty rhythm that infuses you and your comrades with magical speed.

Arcane
KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: You slide each target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Trickster's Healing

Your magic turns an enemy's blunder into an opportunity for your allies to overcome their wounds.

Arcane, Healing
KEYWORDS

Imm. Reaction		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst missed by the triggering attack
Trigger: An attack misses an ally within 10 squares of you
Effect: Each target regains hit points equal to one-half your level + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Deflect Attention

You focus a foe's violent determination elsewhere, making you or an ally invisible to it for a moment.

Arcane, Implement, Psychic
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier psychic damage, and you or an ally within 10 squares of you becomes invisible to the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Distracting Shout

Your shout draws the enemy's attention so that your allies can maneuver around the foe, letting them get in close or get away.

Arcane, Implement, Thunder
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier thunder damage, and the target takes a -5 penalty to opportunity attack rolls until the end of your next turn.
Virtue of Cunning: The penalty to opportunity attack rolls equals 4 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Scorpion's Claw Strike

Your distraction allows one of your allies to slip around a foe.

Arcane, Weapon
KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and you slide an ally who is adjacent to the target to another space adjacent to it.
Virtue of Valor: Until the end of your next turn, the ally also gains a power bonus to AC equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Unluck

You manipulate what was once an ode to fate, speaking it in reverse and warping the weave of fortune.

Arcane, Implement, Necrotic
KEYWORDS

Standard		Ranged 5
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll a d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll a d20 and can replace the ally's roll with yours.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Forceful Conduit

A jolt of pain establishes an arcane link between your foe and one of your allies. Your ally can see through the foe's eyes and channel his or her own powers through its body.

Arcane, Implement, Psychic
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier psychic damage, and the target is affected by a forceful conduit (save ends). Choose an ally within 10 squares of you. While the target is affected by this forceful conduit, that ally can make implement attacks during his or her turn as if occupying the target's space.
Miss: Half damage. Until the end of your next turn, an ally within 10 squares of you can make implement attacks during his or her turn as if occupying the target's space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Hideous Laughter

Horrible convulsions seize your foe in a terrible mockery of laughter.

Arcane, Charm, Implement, Psychic
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier psychic damage, and the target can't take opportunity actions and takes a -2 penalty to attack rolls (save ends both).
Aftereffect: The target can't take opportunity actions (save ends).
Miss: Half damage, and the target can't take opportunity actions until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Hymn of the Daring Rescue

Your attack resonates in an arcane song that allows an ally to teleport to your side.

Arcane, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage.
Effect: Choose an ally within 5 squares of you. Until the end of the encounter, that ally can teleport to a space adjacent to you as a move action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Thunder Blade

Your weapon resonates with thunder, smiting your foe and enabling you to move enemies into locations where your allies can more easily reach them.

Arcane, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier thunder damage, and you slide the target 2 squares.
Effect: Until the end of the encounter, whenever you hit a target with an at-will attack power, you slide the target 2 squares to a space that must be adjacent to at least one of your allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

Illusory Erasure

Your magic song makes an ally abruptly disappear, giving him or her a chance to sneak up on foes.

Arcane, Illusion

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally
Effect: The target becomes invisible until the end of your next turn, and you slide the target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Song of Recovery

You instill a sense of perseverance in your allies with an inspiring song.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, any ally within 5 squares of you gains a +2 power bonus to saving throws.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Veil

You mask the appearance of your party, sculpting an illusory disguise.

Arcane, Illusion

KEYWORDS

Minor	←	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a minor action. A creature can recognize a target's form as illusory with an Insight check opposed by that target's Bluff check with a +5 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Word of Life

A single word is sufficient to save an ally from death's grasp while punishing the foe who dealt the deadly blow.

Arcane, Healing

KEYWORDS

Imm. Reaction	←	Close burst 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An enemy attack reduces an ally within 20 squares of you to 0 hit points or fewer
Effect: The target can spend a healing surge. In addition, the attacking enemy takes a -5 penalty to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

Earthquake Strike

The rhythm of your attack makes the earth quake beneath your and your allies' targets.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and you knock the target prone. Until the end of your next turn, each ally within 10 squares of you can knock prone any creature he or she hits.
Virtue of Valor: Until the end of your next turn, the allies gain a bonus to damage rolls equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Foolhardy Fighting

Your attack inspires recklessness in your foe, causing it to act without caution.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier psychic damage. Until the end of your next turn, any attack the target makes provokes opportunity attacks.
Virtue of Cunning: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Harmony of the Two

As you strike your foe, a nearby ally lashes out with an attack in harmony with yours.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage. An ally within 2 squares of you can make a basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Song of Storms

With a sonorous hum, you summon lightning, blasting your foes with it and imbuing your allies' attacks with its power.

Arcane, Implement, Lightning

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
CHA vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier lightning damage.
Effect: If the attack hits at least once, each ally in the blast deals 1d6 extra lightning damage whenever he or she hits before the end of your next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Confusing Chorus

Hundreds of voices jeer and threaten your foe from all sides. Lashing out blindly, the foe might hit anyone.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier psychic damage. As the first action of each of the target's turns, the target makes a melee basic attack against a creature of your choice as a free action (save ends).
Miss: Half damage. As the first action of the target's next turn, the target makes a melee basic attack against a creature of your choice as a free action.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Dance of Biting Wind

Your attack impedes your foe's attacks. Its echoes carry you and your allies in a combat dance, letting you move away from clumsy attackers.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and the target takes a -2 penalty to attack rolls (save ends).
Effect: Until the end of the encounter, whenever an enemy's attack misses you or an ally within 5 squares of you, the target of the attack can shift 1 square as a free action.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Menacing Thunder

The echoes of your blow resound as the fight continues, guiding the attacks of your allies to bring your foes to a quick end.

Arcane, Implement, Thunder, Zone

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
CHA vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier thunder damage.
Effect: The burst creates a zone of resonating thunder that lasts until the end of the encounter. While within the zone, any ally gains a +2 power bonus to attack rolls.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Quick Steel Dance

You land a mighty blow that befuddles your foe, redirecting its attention to an ally near you. The echoes of that strike quicken your allies, allowing them to react to a foe's movement.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage, and until the end of your next turn, the target is marked by an ally within 10 squares of you.
Effect: Until the end of the encounter, whenever an enemy that is adjacent to any of your allies shifts, those allies can each shift 1 square as an opportunity action.
Miss: Half damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Blink Zone

You warp the boundaries between worlds, causing the boundaries to fade and mingle.

Arcane, Teleportation, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of planar instability that lasts until the end of your next turn. While within the zone, you and any ally gain a +2 power bonus to AC and Reflex and can teleport 2 squares as a move action.
Sustain Minor: The zone persists.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Chorus of Recovery

You whisper a quiet song of peace and health, fortifying your allies against the ills that plague them.

Arcane

KEYWORDS

Minor		Close burst 3
ACTION	←	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of rejuvenation that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Any ally who starts his or her turn within the zone can make a saving throw.
Sustain Minor: The zone persists.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Elegy of the Undeclared

This ancient lament returns an ally from the brink of death.

Arcane, Healing

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One dying ally in burst
Effect: The target regains hit points as if he or she had spent two healing surges. The target can then stand up as a free action.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Song of Sublime Snowfall

Your song causes gleaming white motes to fall from above, healing your allies and pulling at your foes as they try to move in the area.

Arcane, Healing, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target regains hit points equal to your Charisma modifier. The burst creates a zone of difficult terrain for enemies that lasts until the end of your next turn. This difficult terrain also affects flying enemies.
Sustain Minor: The zone persists, and each target within the zone regains hit points equal to your Charisma modifier.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Masks of Menace

You warp your enemy's perception so that it perceives your allies as frightful beasts. Only one ally retains a normal appearance.

Arcane, Fear, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier psychic damage. Choose an ally within 5 squares of you. Until the end of your next turn, the target takes a -5 penalty to attack rolls for any attack that doesn't include that ally as a target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Shout of Evasion

Your shout batters your foe with arcane thunder and spurs you and your allies into motion.

Arcane, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier thunder damage, and you and each ally within 10 squares of you can shift 2 squares as a free action.

Virtue of Cunning: The number of squares you and your allies can shift equals 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Song of Summons

As you strike your foe with your weapon, you call an ally to lend aid to your attack.

Arcane, Teleportation, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and you teleport an ally within 10 squares of you to a space adjacent to you.

Virtue of Valor: Until the end of your next turn, the ally also gains a power bonus to attack rolls against the target equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Word of Vulnerability

You speak a word of power as you strike your foe, and the foe becomes vulnerable to your allies' attacks.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage. Until the end of your next turn, each ally who hits the target and has combat advantage against it deals extra damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Encircling Dance

As dazzling light bursts around your foes, you and your allies can move to better positions.

Arcane, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex	One or two creatures	
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier radiant damage.

Effect: You and each ally within 10 squares of you can shift 5 squares as a free action.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

Increasing the Tempo

Your ally attacks with incredible speed, becoming a blur of motion.

Arcane

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs	One ally	
ATTACK	DEFENSE	TARGET

Effect: The target makes four basic attacks as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

Irresistible Dance

An eerie piping fills an area, forcing the creatures there into an idiot dance that sends them careening around at your command.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CHA vs Will	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier psychic damage, and the target grants combat advantage to you and your allies (save ends).

Effect: You slide each target a number of squares equal to your Charisma modifier.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

Satire of Prowess

Your verse mocks your foe's attacks and forces it to conform to your description of its ineptitude.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Charisma modifier psychic damage, and the target is affected by your satire of prowess (save ends). While the target is affected by the satire, the target rolls twice when it makes an attack roll and must use the lower roll, and any attacker rolls twice when it makes an attack roll against the target and must use the higher roll.

Miss: Half damage. Until the end of your next turn, the target rolls twice when it makes an attack roll and must use the lower roll, and any attacker rolls twice when it makes an attack roll against the target and must use the higher roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

Invisible Troupe

As you whisper a word, you and your allies fade from view.

Arcane, Illusion

KEYWORDS

Minor		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst

Effect: Each target becomes invisible until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Elegy Unwritten

Your quick word staves off death before it can grasp your friend.

Arcane, Healing

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An ally within 5 squares of you dies
Effect: The target regains hit points as if he or she had spent a healing surge. In addition, the target can stand up and shift 2 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Mirrored Entourage

You weave a song of illusion, causing duplicates to appear next to your allies. The duplicates try to intercept enemy attacks and disappear when they succeed.

Arcane, Illusion

KEYWORDS

Minor		Close burst 20
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target gains two illusory duplicates of him- or herself that last until the end of the encounter. Until the duplicates disappear, the duplicates share the target's space and move with him or her. In addition, the target gains a +4 power bonus to AC. When an attack against AC misses the target, one of that target's duplicates disappears, and the power bonus to AC decreases by 2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Song of Transition

Your song swells and bends planar boundaries, allowing allies to make jaunts through space.

Arcane, Teleportation, Zone

KEYWORDS

Minor		Area burst 1 within 10 squares
ACTION	✳	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You create a zone of music that lasts until the end of your next turn. While within the zone, you and any ally can teleport to any space within 10 squares of you as a move action.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Echoes in Time

As arcane force tears into your foe, the force rends the fabric of time. For a moment, your allies can move about and attack before teleporting back to the place they now stand.

Arcane, Force, Implement, Teleportation

KEYWORDS

Standard	↻	Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier force damage. Each ally within 10 squares of you, as the last action of his or her next turn, can teleport as a free action back to the space where he or she started that turn.
Virtue of Cunning: Until the start of your next turn, any ally who teleports using this power gains a power bonus to all defenses equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Rhythm of Disorientation

A clatter of sounds surrounds your foes, causing them to lose their balance and creating opportunities for your allies to attack.

Arcane, Implement, Thunder

KEYWORDS

Standard	✳	Area burst 2 within 10 squares
ACTION		RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Charisma modifier thunder damage, and you knock the target prone. In addition, an ally of yours adjacent to the target can make a melee basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Song of Liberation

A burst of arcane music erupts from your weapon and washes over your allies, loosing them from bonds that restrain their movement.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier damage, and the immobilized, restrained, and slowed conditions end on each ally within 5 squares of you, provided a save can end the condition.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Weal and Woe

Your attack brings doom to your foe and glory to your ally.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Charisma modifier damage, and one ally adjacent to the target makes a saving throw with a +5 power bonus.
Virtue of Valor: The ally gains a power bonus to his or her next attack roll against the target equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Adversarial Song

Your song erupts in your foe's mind, weakening its attacks against any creature but the ally you name. At the same time, it bolsters that ally so that he or she can fight the foe to the bitter end.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard	↻	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Charisma modifier psychic damage.
Effect: Choose an ally within 10 squares of you. The target deals half damage to any of your allies except the chosen ally (save ends). In addition, that ally deals 1d10 extra damage on a hit against the target until the end of the encounter.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Fraught with Failure

Your mocking song saps your foe's will and breaks its confidence, leaving it immobile and ineffectual.

Arcane, Charm, Psychic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier psychic damage, and the target is immobilized (save ends) and weakened (save ends).
Miss: Half damage, and the target is immobilized and weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Frenzied Rhythm

The wild rhythm of your chant drives your enemies into senseless violence upon each other.

Arcane, Charm, Implement

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: You slide the target 5 squares. The target makes a basic attack as a free action against a creature of your choice. The target is then stunned until the end of your next turn.
Miss: The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

Vision Distortion

A burst of blinding light skews the vision of your enemies.

Arcane, Illusion, Implement, Radiant

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
CHA vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier radiant damage. The target's vision is distorted (save ends). While the target's vision is distorted, you are invisible to the target, and whenever an ally hits it, that ally becomes invisible to the target until the end of the ally's next turn.
Miss: Half damage, and you are invisible to the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

Bond of Malediction

You intone a dread curse upon your foe, linking its fate to the safety of your ally. If your friend is hurt, your foe will be hurt as well.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Charisma modifier psychic damage. Choose an ally within 10 squares of you. Until the end of your next turn, the target takes 10 psychic damage whenever that ally takes damage.
Virtue of Cunning: Whenever the ally takes damage, the target takes psychic damage equal to 10 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Kaleidoscopic Burst

You sculpt prismatic colors that dazzle your enemies and allow allies to escape.

Arcane, Implement, Radiant

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier radiant damage.
Effect: Each ally in the burst can shift 2 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Surge of Valor

Inspired and empowered by the example of your fierce blow, your allies surge forward to attack.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Charisma modifier damage, and each ally within 10 squares of you can shift 2 squares and make a melee basic attack as a free action.
Virtue of Valor: The allies gain a bonus to the attack roll and the damage roll equal to 1 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Hero's Beacon

Your weapon erupts in blazing light that ignites your foe in radiant flames. The light of those flames persists, healing your allies and searing your enemies.

Arcane, Healing, Radiant, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Charisma modifier radiant damage.
Effect: The attack creates a zone of bright light in a burst 2 centered on the target. The zone lasts until the end of the encounter. When the target moves, the zone moves with it, remaining centered on it. Any ally who starts his or her turn within the zone regains hit points equal to your Charisma modifier. Any enemy that starts its turn within the zone takes 10 radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 29

DAILY POWER

Satire of Leadership

Your verse mocks your foe's leadership and bends reality to conform with your words; any enemy near your foe is more vulnerable to attack.

Arcane, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d10 + Charisma modifier psychic damage.
Effect: The target and each enemy within 3 squares of it take a -2 penalty to all defenses and gain vulnerable 5 to all damage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 29

DAILY POWER

Spellbind

Your unrivaled charm, combined with cunning magic, convinces an enemy to obey you.

Arcane, Charm, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).
Aftereffect: 2d10 + Charisma modifier damage, and the target is dazed until the end of your next turn.
Miss: The target is dazed (save ends).
Aftereffect: 2d10 + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 29

DAILY POWER

Wild Shape

You assume an aspect of the Primal Beast or return to your humanoid form.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You change from your humanoid form to beast form or vice versa. When you change from beast form back to your humanoid form, you shift 1 square. While you are in beast form, you can't use attack, utility, or feat powers that lack the beast form keyword, although you can sustain such powers.

You choose a specific form whenever you use wild shape to change into beast form. The beast form is your size, resembles a natural beast or a fey beast, and normally doesn't change your game statistics or movement modes. Your equipment becomes part of your beast form, but you drop anything you are holding, except implements you can use. You continue to gain the benefits of the equipment you wear, except a shield.

You can use the properties and the powers of implements as well as magic items that you wear, but not the properties or the powers of weapons or the powers of wondrous items. While equipment is part of your beast form, it cannot be removed, and anything in a container that is part of your beast form is inaccessible.

Special: You can use this power once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	FEATURE	

AT-WILL POWER

Call of the Beast

You draw forth the savagery that dwells in every creature, compelling your enemies to fight without forethought or plan.

Primal, Charm, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Will** Each enemy in burst

Hit: The target can't gain combat advantage until the end of your next turn. In addition, on its next turn the target takes psychic damage equal to 5 + your Wisdom modifier when it makes any attack that doesn't include your ally nearest to it as a target.

Level 21: 10 + Wisdom modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Chill Wind

A howling gust of icy wind savages your enemies, scattering them.

Primal, Cold, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Fort** Each creature in burst

Hit: 1d6 cold damage, and you slide the target 1 square.

Level 21: 2d6 cold damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Flame Seed

You hurl a seed infused with primal energy at your foes. When it strikes the ground, the seed explodes in a fiery burst.

Primal, Fire, Implement, Zone

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Reflex** One creature

Hit: 1d6 fire damage, and the squares adjacent to the target become a fiery zone that lasts until the end of your next turn. Any enemy that enters the zone or starts its turn there takes fire damage equal to your Wisdom modifier.

Level 21: 2d6 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Grasping Claws

You rend and tear your foe with your claws, leaving it unable to escape your next assault.

Primal, Beast Form, Implement

KEYWORDS

Standard		Melee touch
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Reflex** One creature

Hit: 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Level 21: 2d8 + Wisdom modifier damage.

Special: This power can be used as a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Pounce

You leap at your foe, catching it off guard.

Primal, Beast Form, Implement

KEYWORDS

Standard		Melee touch
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Reflex** One creature

Hit: 1d8 + Wisdom modifier damage. The target grants combat advantage to the next creature that attacks it before the end of your next turn.

Level 21: 2d8 + Wisdom modifier damage.

Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Savage Rend

You rake your foe with your claws, setting it up for the kill.

Primal, Beast Form, Implement

KEYWORDS

Standard		Melee touch
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Reflex** One creature

Hit: 1d8 + Wisdom modifier damage, and you slide the target 1 square.

Level 21: 2d8 + Wisdom modifier damage.

Special: This power can be used as a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Storm Spike

A bolt of lightning spears your foe and charges the air around it. If your enemy doesn't move away, a second spark will erupt around it.

Primal, Implement, Lightning

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Reflex** One creature

Hit: 1d8 + Wisdom modifier lightning damage. If the target doesn't move at least 2 squares on its next turn, it takes lightning damage equal to your Wisdom modifier.

Level 21: 2d8 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Thorn Whip

Barbed vines whip out from the wood of your staff or totem to lash and ensnare your prey.

Primal, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

WIS vs **Fort** One creature

Hit: 1d8 + Wisdom modifier damage, and you pull the target 2 squares.

Level 21: 2d8 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

AT-WILL POWER

Cull the Herd

Your feral glare rends your foe's mind with a sense of doom and drags that foe toward your claws.

Primal, Beast Form, Charm, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage, and you pull the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Darting Bite

With quickness and cunning, you bite your enemies and dodge to avoid a counterattack.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier damage. If at least one of the attacks hits, you can shift 2 squares.

Primal Predator: The number of squares you can shift equals your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Frost Flash

You blast your enemy with cold that leaves it frozen in place.

Primal, Cold, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier cold damage, and the target is immobilized until the end of your next turn.

Primal Guardian: The attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Twisting Vines

Vines and roots erupt from the ground around nearby creatures.

Primal, Implement

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage, and each square adjacent to the target becomes difficult terrain until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Faerie Fire

A burst of colorful light envelops your foes, distracting and slowing them. As each creature breaks free of the effect, the light flares one last time, searing the flesh and dazzling the eyes.

Primal, Implement, Radiant

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: The target is slowed and grants combat advantage (save ends both).

Aftereffect: 3d6 + Wisdom modifier radiant damage, and the target grants combat advantage until the end of your next turn.

Miss: 1d6 + Wisdom modifier radiant damage, and the target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

DAILY POWER

Fires of Life

Searing flame engulfs your foes and burns them for a time. As each creature extinguishes the flames that burn it, healing fire leaps to one of your allies.

Primal, Fire, Healing, Implement

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends). If the target drops to 0 hit points before it saves against the ongoing damage, one creature of your choice within 5 squares of the target regains hit points equal to 5 + your Constitution modifier.

Aftereffect: One creature of your choice within 5 squares of the target regains hit points equal to your Constitution modifier.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

DAILY POWER

Savage Frenzy

In a blur of claw and fang, you strike out at nearby enemies.

Primal, Beast Form, Implement

KEYWORDS

Standard	↖	Close burst 1
ACTION		RANGE
WIS vs Reflex		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier damage, and the target is dazed and slowed (save ends both).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

DAILY POWER

Wind Prison

Gusting winds batter your foe, and when the foe moves, the winds blast outward and knock your enemies to the ground.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage.

Effect: The target grants combat advantage until it moves or until the end of the encounter. When the target first moves before the end of the encounter, each enemy within 5 squares of the target is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

DAILY POWER

Barkskin

A protective layer of tree bark covers your body and armor.

Primal

KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: You or one ally

Effect: Until the end of your next turn, the target gains a power bonus to AC equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Fleet Pursuit

Your limbs propel you forward with the speed of a cheetah.

Primal, Beast Form

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, you gain a power bonus to your speed while you are in beast form equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Obscuring Mist

A thick fog coalesces from nowhere, hiding your allies.

Primal, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of lightly obscured squares that lasts until the end of your next turn.

Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Skittering Sneak

You can adopt the form of a mouse, a large spider, or another animal that wouldn't draw a second glance from most observers.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Prerequisite: You must have the wild shape power.

Effect: Until the end of the encounter, you can use wild shape to assume the form of a Tiny natural beast or fey beast, such as a mouse, a house cat, or a large spider. In this form, you gain a +5 bonus to Stealth checks. You can't attack, pick up anything, or manipulate objects.

Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Battering Claws

You fall upon your foes like a thunderbolt, hurling them aside with a series of ferocious attacks.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage, and you slide the target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Call Lightning

Bolts of lightning spear your foes as thunder rumbles around them, distracting them and threatening to blast them if they move away.

Primal, Implement, Lightning, Thunder, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier lightning damage.

Effect: The burst creates a zone of rumbling thunder that lasts until the end of your next turn. While within the zone, any enemy takes a -2 penalty to attack rolls, and any enemy that leaves the zone takes 5 thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Predator's Flurry

You dart across the battlefield, attacking your foes as you slip through their ranks.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier damage, and the primary target is dazed until the end of your next turn.

Effect: You shift 2 squares and then make a secondary attack.

Primal Predator: The number of squares you shift equals your Dexterity modifier.

Secondary Target: One creature other than the primary target

Secondary Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage, and the secondary target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Tundra Wind

A roaring wind batters your foes, encrusting them with ice and knocking them to the ground.

Primal, Cold, Implement

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier cold damage, and you knock the target prone.

Primal Guardian: You also push the target a number of squares equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Hobbling Rend

You rip into your foes' legs, leaving them hobbled and bleeding.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and the target is slowed (save ends).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

Primal Wolverine

You transform into a dire wolverine, snapping and biting at any foe foolish enough to attack you. Your fierce attack on a nearby foe rips muscle and tendon, slowing its movement.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage, and ongoing 5 damage (save ends).

Effect: Until the end of the encounter, while you are in beast form and are able to take actions, any enemy that makes a melee attack against you takes damage equal to your Constitution modifier.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

Roar of Terror

Your roar is the voice of the Great Bear, striking terror into every heart.

Primal, Beast Form, Fear, Implement, Psychic

Standard Close blast 5
ACTION RANGE

WIS vs Will Each creature in blast
ATTACK DEFENSE TARGET

Hit: 2d6 + Wisdom modifier psychic damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

Wall of Thorns

A thicket of briars confounds and traps your enemies.

Primal, Conjunction, Implement

Standard Area wall 8 within 10 squares
ACTION RANGE

vs

ATTACK DEFENSE TARGET

Effect: You conjure a wall of thorny, writhing vines. The wall can be up to 4 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides cover. A creature's line of sight through a wall square is blocked unless the creature is adjacent to that square. Entering a wall square costs 3 extra squares of movement. If a creature enters the wall's space or starts its turn there, that creature takes 1d10 + your Wisdom modifier damage and ongoing 5 damage (save ends).
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

Camouflage Cloak

Your target takes on the appearance of the surrounding terrain, fading from view.

Primal

Minor Ranged 5
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Target: You or one ally
Effect: The target becomes invisible until he or she moves or until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Black Harbinger

You can turn into a raven and take wing, no longer earthbound.

Primal

Free Personal
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Prerequisite: You must have the wild shape power.
Effect: Until the end of the encounter, you can use wild shape to assume the form of a Tiny raven. In this form, you gain a fly speed equal to your speed, and your walking speed becomes 2. You can't attack, pick up anything, or manipulate objects. Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Chant of Sustenance

You intone a brief petition to primal spirits, who funnel power on your behalf to sustain effects you have created.

Primal

Minor Close burst 10
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Target: Each of your zones in burst
Effect: You move each target 5 squares. If any of those targets will end at the end of your current turn, you can make those targets last until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Stalker's Eyes

Your eyesight, hearing, and sense of smell grow as strong as those of a predator.

Primal

Minor Personal
ACTION RANGE

AT-WILL ENCOUNTER DAILY

Effect: You gain low-light vision and a +4 bonus to Perception checks until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Feast of Fury

You are a flurry of fangs and claws, carving a bloody swath through your foes.

Primal, Beast Form, Implement

Standard Melee touch
ACTION RANGE

WIS vs Reflex One creature
ATTACK DEFENSE TARGET

Hit: 2d8 + Wisdom modifier damage.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier damage. The secondary attack deals 5 extra damage if the primary attack hit

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Latch On

You sink your teeth and claws into your prey, preventing it from escaping.

Primal, Beast Form, Implement

Standard Melee touch
ACTION RANGE

WIS vs Reflex One creature
ATTACK DEFENSE TARGET

Hit: 2d10 + Wisdom modifier damage, and you grab the target.
Primal Predator: The target takes a penalty to checks to escape the grab equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Swirling Winds

A cone of turbulent air forms around your foe, battering it and blowing other creatures toward you.

Primal, Implement

Standard Ranged 10
ACTION RANGE

WIS vs Reflex One creature
ATTACK DEFENSE TARGET

Hit: 1d10 + Wisdom modifier damage, and you pull each creature within 3 squares of the target 1 square.
Primal Guardian: If you pull one or more creatures that are adjacent to the target, the target takes extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Tremor

The ground shakes under your enemies' feet.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and you knock the target and each enemy adjacent to it prone.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Entangle

Roots and vines reach up from the earth to clutch at any creature nearby. As the plants slow enemies, your fangs and claws gain savage power against those foes.

Primal, Implement, Zone

KEYWORDS

Standard	✱	Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier damage, and the target is immobilized (save ends).
Effect: The burst creates a zone of grasping roots and vines that lasts until the end of the encounter. Any enemy that starts its turn within the zone is slowed until the end of your next turn. While you are in beast form, your melee attacks against enemies within the zone can score critical hits on rolls of 18-20.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Feral Mauling

Your savage assault leaves your enemy too weak to make effective attacks.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and the target takes a -2 penalty to attack rolls (save ends).
Miss: Half damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Primal Wolf

You transform into a dire wolf, knocking your enemy prone and savagely tearing into any others where they lie.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage. You knock the target prone, and it can't stand up (save ends).
Effect: Until the end of the encounter, you gain a +2 bonus to attack rolls against prone targets. In addition, whenever you hit an enemy with a melee attack while you are in beast form, you can knock that enemy prone.
Miss: Half damage, and you knock the target prone.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Sunbeam

Brilliant rays of light dazzle your enemies' eyes.

Primal, Implement, Radiant

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: The target is blinded (save ends).
Aftereffect: 1d10 + Wisdom modifier radiant damage.
Miss: 1d10 + Wisdom modifier radiant damage.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Feywild Sojourn

You take a jaunt to the Feywild, returning to the world when you have healed and changed form.

Primal, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You teleport to a safe place in the Feywild. While you are there, you can't take any actions other than using your second wind and wild shape. At the end of your next turn or as a move action before then, you reappear in an unoccupied space within 10 squares of the space you left.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Roots of Rescue

Roots erupt from the ground and hold your ally in place.

Primal

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The character affected by the forced movement
Trigger: You or an ally within 10 squares of you is pulled, pushed, or slid
Effect: The target is unaffected by the forced movement.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Armor of the Wild

Your hide hardens into armored plates. Your enemies can hurt you, but not as badly as they would like.

Primal, Beast Form

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, while you are in beast form, you gain resistance to all damage equal to your Constitution modifier.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Winter Storm

Ice covers the ground, and biting wind makes your foes more vulnerable to your cold attacks.

Primal, Zone

KEYWORDS

Standard	✱	Area burst 2 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. While within the zone, any enemy gains vulnerable 5 cold. You can end the zone as a minor action.
Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Claws of Retribution

Wet with your enemy's blood, your claws lash out at any foe adjacent to you that dares to attack.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage. Until the end of your next turn, you can make a melee basic attack as an opportunity action against any enemy adjacent to you that hits or misses with an attack.

Primal Predator: You gain a bonus to the attack rolls of the melee basic attacks equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Expose Weakness

You expose a hole in your prey's defenses, creating an opening for another strike.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage. The next attack against the target before the end of your next turn is made against the target's lowest defense.

Primal Guardian: If the next attack hits the target, the attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Thunder Crash

A crash of thunder leaves your target stunned.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Tidal Surge

A wave of water rises up, moving creatures where you want them.

Primal, Implement

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage, and you slide the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Baleful Polymorph

Transformed into a harmless animal, your enemy can do nothing but struggle against its useless new form.

Primal, Implement, Polymorph

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is stunned and assumes the form of a harmless, Tiny natural beast or fey beast such as a newt, a turtle, or a mouse (save ends both). As a minor action, you can end the effect, which makes the target subject to the aftereffect.

Aftereffect: 1d10 + Wisdom modifier damage.

Miss: 1d10 + Wisdom modifier damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 15

DAILY POWER

Call Lightning Storm

Lightning strikes from dark clouds overhead.

Primal, Implement, Lightning, Zone

KEYWORDS

Standard	✦	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier lightning damage.

Effect: The burst creates a zone of wind and lightning that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there is slowed until the end of your next turn. As a move action, you can move the zone 5 squares.

Sustain Minor: The zone persists, and each creature within it takes 5 lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 15

DAILY POWER

Devouring Ice

A coating of ice forms over your enemy, rooting it to the ground and freezing its flesh. The ice cuts the enemy when it breaks free.

Primal, Cold, Implement, Reliable

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is immobilized and takes ongoing 5 cold damage (save ends both).

Aftereffect: 2d10 + Wisdom modifier cold damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 15

DAILY POWER

Revitalizing Pounce

As you leap at your prey, you are energized by the hunt.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier damage, and you remove from yourself every effect that a save can end.

Miss: Half damage, and you make a saving throw against each effect that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 15

DAILY POWER

Slashing Claws

Your claws leave bleeding wounds that refuse to close.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and ongoing 10 damage (save ends).

Aftereffect: Ongoing 5 damage (save ends).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 15

DAILY POWER

Howl of the Wild

Your eerie howl channels primal power into your allies.

Primal, Beast Form, Healing

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: You spend a healing surge, and each target regains 2d6 hit points.
 Level 21: Each target regains 3d6 hit points.
 Level 26: Each target regains 4d6 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Insect Plague

You turn into a swarm of scurrying insects, held together by the power of your consciousness.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Prerequisite: You must have the wild shape power.
Effect: Until the end of the encounter, you can use wild shape to assume the form of a cloud of insects. In this form, you gain a fly speed equal to your speed, and you can hover. You also become insubstantial. When you squeeze, you can move at full speed instead of half speed and can fit through any opening large enough to accommodate even a single insect. You can't attack, pick up anything, or manipulate objects. Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Primal Restoration

A green glow surrounds your nearby allies, purging them of various afflictions.

Primal, Healing

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Each target can spend a healing surge either to regain hit points or to remove one effect that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Wall of Stone

A granite wall emerges from the ground as you direct.

Primal, Conjunction

KEYWORDS

Standard		Area wall 12 within 10 squares
ACTION	✳	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a wall of rough stone. The wall can be up to 6 squares high and must be on a solid surface. The wall is a solid obstacle. Each square of the wall has 100 hit points and crumbles into difficult terrain if it is destroyed. The whole wall crumbles into difficult terrain at the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Lightning Cascade

Lightning shoots from your fingertips to electrify one enemy and then a second.

Primal, Implement, Lightning

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier lightning damage, and the primary target is slowed until the end of your next turn.
Effect: Make a secondary attack that is an area burst 5 centered on the primary target.
Secondary Target: One creature other than the primary target in burst
Secondary Attack: Wisdom vs. Reflex
Hit: 1d8 + Wisdom modifier lightning damage to the primary and secondary targets, and the secondary target is slowed until the end of your next turn

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Scavenger's Prize

Your foe is trapped in your grasp as you drag it off.

Primal, Beast Form, Implement

KEYWORDS

Standard		Melee touch
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier damage, and you grab the target.
Primal Predator: You can also shift a number of squares equal to your Dexterity modifier and pull the target with you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Shifting Rake

You easily duck under your foe's defenses to deliver a crippling attack.

Primal, Beast Form, Implement

KEYWORDS

Standard		Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and the target cannot shift until the end of your next turn.
Effect: Before and after the attack, you shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Windstorm

A brief but mighty cyclone batters creatures and carries them away.

Primal, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier damage, and you slide the target 2 squares.
Primal Guardian: The number of squares you slide the target equals 1 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Entangling Thorns

Thorny vines burst from the ground to entangle creatures. Ripping free of the thorns causes even greater pain.

Primal, Implement

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✳	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: The target is immobilized and takes ongoing 5 damage (save ends both).
Aftereffect: 2d6 + Wisdom modifier damage.
Miss: 1d6 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

Lunge and Vanish

You disappear after mauling your enemy.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier damage.
Effect: You become invisible and then shift 5 squares. You remain invisible until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

Primal Bear

You transform into a dire bear, grabbing your foes and squeezing the life from their bodies.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier damage, and you grab the target. Until the grab ends, the target takes 10 damage at the start of your turn.
Effect: Until the end of the encounter, while you are in beast form, you gain a +2 bonus to AC and Fortitude.
Miss: Half damage, and you grab the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

Winter Hailstorm

A blizzard appears, growing to encompass an ever-wider area.

Primal, Cold, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier cold damage.
Effect: The burst creates a zone of wind and hail that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there is slowed until the end of your next turn and takes 5 cold damage. You can end the zone as a minor action.
Miss: Half damage.
Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

Phantom Beast

Your beast form takes on properties of the primal spirits that hunt like ghosts through the world.

Primal, Beast Form

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, whenever you use wild shape to change into beast form, you become insubstantial and gain phasing until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Sky Talon

You can take the form of a majestic eagle, soaring above the fray and swooping down to claw at your foes.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Prerequisite: You must have the wild shape power.
Effect: Until the end of the encounter, you can use wild shape to assume the form of an eagle that is your size. In this form, you gain a fly speed equal to 2 + your speed, and you can hover. You can't use daily attack powers or manipulate objects. Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Unseen Beast

You vanish and then emerge where your enemies least expect it.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, whenever you use wild shape to change into beast form, you become invisible until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Unyielding Roots

Your allies sprout roots from their legs and feet, which draw healing power from the earth and plant them firmly in place.

Primal, Healing

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Until the end of your next turn, each target can negate being pulled, pushed, or slid. In addition, if a target is bloodied at the start of his or her turn, he or she regains hit points equal to your Constitution modifier.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Grasping Earth

The earth itself grabs at your enemies, holding them in place for your claws to tear at them.

Primal, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.
Primal Predator: Until the end of your next turn, while you are in beast form you gain a bonus to attack rolls against the target equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Primal Roar

Your earthshaking roar blasts your enemies' ears and minds, sending them sprawling.

Primal, Beast Form, Implement, Psychic

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage, and the target is knocked prone and deafened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Stormburst

A thundercloud appears overhead, and lightning crackles down onto the heads of your enemies.

Primal, Implement, Lightning

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	⚡	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier lightning damage, and the target is slowed until the end of your next turn.
Effect: Until the end of your next turn, any creature that enters the area of the burst or starts its turn there takes 5 lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Strength of the Hunt

You slash at your foe, drawing strength and health from the same primal spirits that empower your attack.

Primal, Beast Form, Healing, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier damage, and you can spend a healing surge.
Primal Guardian: An ally within 5 squares of you can also spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Ferocious Maul

In a flurry of bestial savagery, you tear into your foe, knocking it prone, sapping its strength, and tossing it away.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: You knock the target prone.
Effect: Make a secondary attack against the target.
Secondary Attack: Wisdom vs. Will
Hit: The target is weakened (save ends).
Effect: Make a tertiary attack against the target.
Tertiary Attack: Wisdom vs. Fortitude
Hit: You push the target a number of squares equal to your Constitution modifier, and the target is dazed (save ends).
Effect: The target takes 2d10 + your Wisdom modifier damage. If all three attacks hit, the target takes extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 25

DAILY POWER

Fey Lure

Glittering motes of eldritch light both sear and enchant your foes, who follow the motes.

Primal, Charm, Implement, Radiant, Zone

KEYWORDS

Standard		Area burst 3 within 20 squares
ACTION	⚡	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier radiant damage.
Effect: The burst creates a zone of eldritch lights that lasts until the end of your next turn. While the zone persists, you slide each enemy within it 3 squares at the end of your turn.
Miss: Half damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 25

DAILY POWER

Primal Storm

The sky churns with storm clouds as fire and lightning batter your foes.

Primal, Fire, Implement, Lightning, Zone

KEYWORDS

Standard		Area burst 4 within 20 squares
ACTION	⚡	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier fire and lightning damage, and the primary target is knocked prone.
Miss: Half damage.
Effect: The burst creates a zone of raging wind that lasts until the end of your next turn. While the zone persists, you can make the following secondary attack, using a square within the zone as the attack's origin square.
Opportunity Action Close burst 1
Trigger: A prone enemy within the zone stands up
Secondary Target: The triggering enemy in burst
Secondary Attack: Wisdom vs. Reflex
Hit: The secondary target cannot stand up during its current turn.
Sustain Minor: The zone persists

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 25

DAILY POWER

Primal Tiger

You transform into a dire tiger, lashing out at foes that dare draw near.

Primal, Beast Form, Implement

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
WIS vs Reflex		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Wisdom modifier damage. If the attack hits at least once, you shift a number of squares equal to your Dexterity modifier.
Effect: Until the end of the encounter, while you are in beast form you can make a melee basic attack as an opportunity action against any enemy that enters a square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 25

DAILY POWER

Explosive Wind

A sudden eruption of howling, swirling wind scatters creatures in all directions.

Primal, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	⚡	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier damage, and you slide the target 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Feral Whirlwind

You claw and bite every enemy within reach.

Primal, Beast Form, Implement

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
WIS vs Reflex		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Leaping Rake

You jump at your enemy, maul it with your claws, and then leap to the next foe.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		Each enemy within reach during the shift
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift 3 squares.
Primal Predator: The number of squares you shift equals 1 + your Dexterity modifier.
Hit: 1d10 + Wisdom modifier damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Polar Blast



You channel the force of the northern wastes into a blast of freezing wind.

Primal, Cold, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier cold damage, and the target is immobilized until the end of your next turn.

Primal Guardian: Until the end of your next turn, the target also gains vulnerability to all damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Blinding Blizzard



Polar winds and snow move across the battlefield as you direct.

Primal, Cold, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	❄️	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier cold damage, and the primary target is blinded (save ends).

Miss: Half damage.

Effect: The burst creates a zone of snow that lasts until the end of your next turn. While the zone persists, you can make the following secondary attack, using a square within the zone as the attack's origin square.

Opportunity Action Close burst 1

Trigger: A creature enters the zone or starts its turn there

Secondary Target: The triggering creature in burst

Secondary Attack: Wisdom vs. Reflex

Hit: The secondary target is restrained until the end of your next turn.

Sustain Minor: The zone persists

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 29

DAILY POWER

Gaze of the Beast



As your foe catches your gaze, you call up the beast inside it and take control.

Primal, Beast Form, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	👁️	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).

Aftereffect: 3d10 + Wisdom modifier psychic damage.

Miss: The target is dazed (save ends).

Aftereffect: 2d10 + Wisdom modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 29

DAILY POWER

Lifeleech Thorns



Your enemies struggle to free themselves from the roots that trap them, even as you draw the life from them to heal your own wounds.

Primal, Healing, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	🌿	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: The target is immobilized and weakened and takes ongoing 10 damage (save ends all). You regain hit points equal to your Constitution modifier for each target you hit with this power.

Aftereffect: 3d8 + Wisdom modifier damage.

Miss: 1d10 + Wisdom modifier damage, and the target is weakened (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 29

DAILY POWER

Primal Archetype



No longer an imperfect reflection of the Primal Beast, your beast form becomes a true expression of the first predator.

Primal, Beast Form, Implement

KEYWORDS

Standard		Melee touch
ACTION	👇	RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex. You gain a +2 bonus to the attack roll against a bloodied target.

Hit: 2d6 + Wisdom modifier damage, and the target is stunned (save ends).

Effect: Until the end of the encounter, while you are in beast form you gain a +4 bonus to speed and a +2 bonus to attack rolls against bloodied targets, and you can shift 2 squares as a move action.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 29

DAILY POWER

Channel Divinity: Armor of Wrath

As your foe strikes, you invoke the gods' power to encase yourself in a burning aura of radiant energy.

Divine, Radiant
KEYWORDS

Imm. Reaction		Close burst 5
ACTION	←	RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

The triggering enemy in burst

Trigger: An enemy within 5 squares of you hits you
Effect: The target takes radiant damage equal to your Constitution modifier, and you push the target 2 squares.
 Level 11: 1d6 + Constitution modifier radiant damage.
 Level 21: 2d6 + Constitution modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Channel Divinity: Preserver's Rebuke

You call upon the gods to punish the enemy that dares harm those entrusted to your care.

Divine
KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
WIS vs Int		One enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 10 squares of you hits your ally
Effect: Before the end of your next turn, you gain a bonus to your next attack roll against the triggering enemy equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Channel Divinity: Rebuke Undead

Undead flee and then cower in your presence, their bodies seared by divine light.

Divine, Implement, Radiant
KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each undead creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
 Level 5: 2d10 + Wisdom modifier radiant damage.
 Level 11: 3d10 + Wisdom modifier radiant damage.
 Level 15: 4d10 + Wisdom modifier radiant damage.
 Level 21: 5d10 + Wisdom modifier radiant damage.
 Level 25: 6d10 + Wisdom modifier radiant damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Avenging Light

You smite your foe with a searing orb of light, which burns with the fire of vengeance if your allies have been harmed.

Divine, Implement, Radiant
KEYWORDS

Standard	☉	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage. If a bloodied ally is adjacent to the target, the attack deals extra radiant damage equal to your Constitution modifier.
 Level 21: 2d10 + Wisdom modifier radiant damage.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Divine Bolts

You hurl bolts of divine lightning at your enemies.

Divine, Implement, Lightning
KEYWORDS

Standard	⚡	Ranged 10
ACTION		RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier lightning damage.
 Level 21: 2d6 + Wisdom modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Grasping Shards

You hurl a crystalline sphere of magic at your foes. On impact, it splinters into hundreds of tiny, radiant blades, which slice into your enemies and slow their movement.

Divine, Implement, Radiant
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: Wisdom modifier radiant damage, and the target is slowed until the end of your next turn.
 Level 21: 1d10 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Sun Strike

A beam of radiant energy extends from your hands to bathe a foe in searing light and force it to move.

Divine, Implement, Radiant
KEYWORDS

Standard	☉	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier radiant damage, and you slide the target 1 square.
 Level 21: 2d8 + Wisdom modifier radiant damage.
Special: You can use this power as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Vanguard's Lightning

Bolts of divine lightning arc from your hands to scorch the area before you. The bolts linger, ready to avenge any attacks made by your foes.

Divine, Implement, Lightning
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	⚡	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier lightning damage. Whenever the target makes an opportunity attack before the end of your next turn, the target takes lightning damage equal to your Intelligence modifier.
 Level 21: 2d6 + Wisdom modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Astral Terror

Astral energy surges through you, transforming you into a beacon of divine terror that sends your foes reeling.

Divine, Fear, Implement, Psychic
KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier psychic damage, and you push the target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Blades of Astral Fire

Gleaming blades of radiant energy appear and strike your foes. The blades then transform into spectral shields that protect your allies.

Divine, Implement, Radiant

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier radiant damage.
Effect: Each ally in the burst gains a +2 power bonus to AC until the end of your next turn.
Covenant of Preservation: The bonus to AC equals 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Spear of the Inquisitor

A lance of gleaming energy slices through the air and into your foe, burning it with the power of the gods and rooting it in place.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Thunder of Judgment

Blasts of thunder rock the air around your foes each time you strike your staff on the ground, leaving them battered and senseless.

Divine, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
WIS vs Fort		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier thunder damage, or 2d6 + Wisdom modifier thunder damage if you target only one creature. In addition, the target is dazed until the end of your next turn.
Covenant of Wrath: You also push the target a number of squares equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Angelic Echelon

Spectral angels swoop down to attack the foes around you and then linger briefly, threatening to inflict further damage.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 3
ACTION	↔	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier radiant damage. Whenever the target attacks before the end of your next turn, the target takes 5 radiant damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Binding Invocation of Chains

You whisper ancient words of binding, invoking the power of the gods to hinder your foes' movement with spectral chains.

Divine, Implement

KEYWORDS

Standard		Close burst 10
ACTION	↔	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: The target is slowed (save ends).
Miss: The target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Purging Flame

Divine fire washes over your foe, burning not only its physical form but the very stuff of its soul.

Divine, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).
Miss: Half damage, and ongoing 5 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Summon Angel of Fire

A mote of light appears before you, and from it steps an angelic figure wreathed in fire.

Divine, Fire, Implement, Summoning

KEYWORDS

Minor		Ranged 5
ACTION	✦	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Medium angel of fire in an unoccupied square within range. The angel has speed 6 and fly 6 (hover). You can give the angel the following special commands.
Standard Action: Close burst 1; targets each creature in burst; Wisdom vs. Reflex; 1d8 + Wisdom modifier fire damage.
Opportunity Attack: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 1

DAILY POWER

Divine Call

You intone a word of power to rally your allies to your side.

Divine

KEYWORDS

Minor		Ranged 10
ACTION	✦	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One or two allies
Effect: You pull each target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Shroud of Awe

Your voice resonates with thunder, and you are shrouded in divine majesty that strikes awe and respect in your listeners' hearts.

Divine

KEYWORDS

Minor		Personal
ACTION	✦	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You can speak with a thunderous voice that allows creatures within 500 feet of you to hear you clearly. Before the end of your turn, you gain a power bonus to your next Intimidate check equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Emissary of the Gods

You speak with the voice of the gods, compelling others to heed your words.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain a +5 power bonus to your next Diplomacy check or Intimidate check during this encounter. If you make this check as part of a skill challenge, you gain 2 successes if the check is successful and don't gain a failure if the check fails.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Shroud of Warning

You invoke the gods' protection, allowing you and your allies to act a moment sooner when combat erupts.

Divine
KEYWORDS

No Action		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Trigger: You and your allies roll initiative at the beginning of an encounter
Effect: Each target gains a bonus to the initiative check equal to 2 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Wall of Light

You transform divine energy into the form of a long, glowing wall.

Divine, Conjunction
KEYWORDS

Minor		Area wall 5 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a wall of divine energy. The wall is 1 square high, and it lasts until the end of your next turn. While within the wall, any ally gains a +1 power bonus to AC, and each ally who starts his or her turn in the wall gains 5 temporary hit points.
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Chains of Carceri

You invoke the power of the prison of Carceri, causing red chains to appear around your enemies to hinder their movement.

Divine, Implement
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Glyph of Imprisonment

A divine glyph of censure forms around your foes, searing them and glowing with radiant power. If they move from their positions, the glyph flares with searing light.

Divine, Implement, Radiant
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier radiant damage. If the target moves before the end of its next turn, the target takes 5 radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Offering of Justice

You call out to the gods, demanding retribution against a foe who dares to strike at you or your allies and mercy for a foe who refrains from attacking.

Divine, Implement, Radiant
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: If the target attacks you or your allies before the end of its next turn, the target takes 2d10 + your Wisdom modifier radiant damage at the end of that turn. If the target doesn't attack you or your allies before the end of its next turn, the target instead gains 5 temporary hit points at the end of that turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Sun Hammer

Forged from the light of the Bright City of Hestavar, the sun hammer glows brighter the more your allies suffer. You invoke the hammer to call down a radiant burst upon your foes.

Divine, Implement, Radiant
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage. If any bloodied allies are in the burst, the attack deals 2 extra radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Blade of Vengeance

A spectral form like a shining angel appears amid your foes. Though the angel is indistinct and incorporeal, its curving blade seems solid and poised to attack an enemy that threatens your allies.

Divine, Conjunction, Implement
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a blade of vengeance in an unoccupied square within range. The blade lasts until the end of your next turn. The blade occupies 1 square. Enemies cannot move through its space, but allies can. The blade can flank enemies with you and your allies. In addition, you can make the following attack with the blade.
Immediate Interrupt Melee 1
Trigger: An enemy within 10 squares of the blade hits your ally
Effect: Before the attack, you move the blade to a square adjacent to the triggering enemy.
Target: The triggering enemy
Attack: Wisdon vs. Reflex
Hit: 1d8 + Wisdom modifier damage.
Sustain Minor: The blade persists, and you can move it 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Grasping Chains of the Justiciar

You invoke the chains of Rathos, an exarch of the gods charged with capturing renegade angels. These glowing blue chains erupt from the ground to tether your foes in place.

Divine, Force, Implement
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier force damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Icon of Terror

You invoke the Icon of Terror, an image that was once used to drive the beings of the Far Realm from this reality. You drive nearby creatures back in fear as the icon assaults their minds.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier psychic damage, and you push the target 2 squares.

Covenant of Wrath: The number of squares you push the target equals your Constitution modifier.

Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Searing Orb

A miniature sun appears amid your foes, blinding them with divine radiance.

Divine, Implement, Radiant

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier radiant damage, and the target is blinded (save ends).

Covenant of Preservation: The target is also dazed until the end of your next turn.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 5

DAILY POWER

Demand Justice

Whether an ally labors under a deadly effect or a foe seeks to escape the just end wrought by your magic, you tilt fate in your favor.

Divine

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering creature

Trigger: A creature within 10 squares of you makes a saving throw

Effect: The target rerolls the saving throw and must use the new result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Shield of Light

A flash of light flares in your enemy's eyes, disrupting its attack against your ally.

Divine

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy

Trigger: An enemy within 10 squares of you makes an attack roll against your ally

Effect: The target takes a -3 penalty to the triggering attack roll. If the attack hits and deals damage, you slide the ally 1 square after the damage is dealt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Astral Step

You create momentary doorways through the Astral Sea, teleporting yourself and your companions a short distance.

Divine, Teleportation

KEYWORDS

Move		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst

Effect: You teleport each target 3 squares.

Covenant of Preservation: The number of squares you teleport each target equals 3 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Shared Endurance

During the ancient war, the gods stood as one against their primordial foes. Your magic can help you and your allies stand as one as well, taking wounds on one another's behalf.

Divine

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally

Trigger: An ally within 10 squares of you takes damage from an attack

Effect: You or an ally within 10 squares of you takes the damage from the triggering attack instead of the target, but the target takes any other effect caused by the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Symbol of Hope

You conjure a glowing symbol of hope, which renews your allies' efforts against the enemy.

Divine, Conjunction

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a symbol of hope in an unoccupied square within range. The symbol lasts until the end of your next turn. Any ally within 5 squares of the symbol gains a +2 power bonus to saving throws, and any ally who starts his or her turn within 5 squares of the symbol gains 5 temporary hit points.

Sustain Minor: The symbol persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Baleful Eye of Judgment

You fix your wrathful glare upon a group of enemies, filling them with awe and terror.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Bolt of the Rising Sun

A soft ray of light dances across your foe. The light increases in radiance until it chars the foe's flesh and impairs its vision.

Divine, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage. Until the end of your next turn, the target doesn't have line of sight to any creature more than 3 squares away from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Invoke Obedience

As you are filled with glory, your enemies know they must either bow before you or suffer your wrath.

Divine, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE

WIS + 5 vs Will	Each creature in burst
ATTACK DEFENSE	TARGET

Effect: Before the attack, each target can fall prone as a free action. The attack automatically misses a prone target.

Covenant of Wrath: Each prone target takes 1d6 psychic damage.

Hit: 2d6 + Wisdom modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Thunderbolt of the Heavens

A crackling bolt of blue energy leaps from your staff, knocking your enemies away from you.

Divine, Implement, Thunder

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE

WIS vs Fort	Each creature in burst
ATTACK DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier thunder damage, and you push the target 1 square.

Covenant of Preservation: The number of squares you push the target equals 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Cerulean Flames

Ancient texts speak of the Cerulean Sign, a powerful sigil used to hold creatures from beyond the cosmos at bay. You invoke this sign, creating a pool of radiance that blinds those that leave its grasp.

Divine, Implement, Radiant, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE

WIS vs Reflex	Each creature in burst
ATTACK DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier radiant damage.

Effect: The burst creates a zone of cerulean light that lasts until the end of your next turn. Any creature that starts its turn within the zone and leaves it is blinded (save ends).

Miss: Half damage.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Fourfold Invocation of Doom

As you speak the four verses of doom, your foes wilt in fear, their enthusiasm for the battle doused.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Close burst 10
ACTION	←	RANGE

WIS vs Will	Each enemy in burst
ATTACK DEFENSE	TARGET

Hit: The target is dazed (save ends).

Effect: Until the end of the encounter, any creature that hits or misses you takes 5 psychic damage.

Miss: The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Summon Blade Angel

You trace a shimmering sigil in the air, and an angelic figure steps from it, bearing the twin swords of vengeance and pain.

Divine, Implement, Summoning

KEYWORDS

Minor		Ranged 5
ACTION	✶	RANGE

vs		
ATTACK DEFENSE		TARGET

Effect: You summon a Medium blade angel in an unoccupied square within range. The angel has speed 6 and fly 6 (hover). It has a +4 bonus to AC. You can give the angel the following special commands.

Minor Action: Melee 1 targets one creature Wisdom vs. Fortitude 1d8 + Wisdom modifier damage.

Opportunity Attack: Melee 1 targets one creature Wisdom vs. Reflex 1d8 + Wisdom modifier damage, and the target is slowed until the end of its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Visions of Paradise

You speak the seven words of peace, sending your foe into a dreamlike state as visions of paradise cloud its mind.

Divine, Charm, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↷	RANGE

WIS vs Will	One creature
ATTACK DEFENSE	TARGET

Hit: The target is unable to make attacks (save ends). Whenever the target is attacked, it can make a saving throw against this effect.

Miss: The target is unable to make attacks until the end of its next turn. If the target is attacked before the end of its next turn, this effect ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 9

DAILY POWER

Angelic Visage

As your foe attacks, you transform into the image of a death angel. Filled with terror, the foe backs away.

Divine, Fear

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE

<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY
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Target: The triggering enemy

Trigger: An enemy within 5 squares of you makes an attack roll against you

Effect: The target takes a -2 penalty to the triggering attack roll. After the attack is resolved, you push the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Covenant of Endurance

You offer your life energy on your friends' behalf.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Effect: Until the end of the encounter, whenever an ally within 10 squares of you has an opportunity to spend a healing surge, you can spend a healing surge on that ally's behalf as a free action. You spend the healing surge but regain no hit points, and the ally regains hit points as if he or she had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Divine Renewal

You fortify your allies with life-sustaining power.

Divine

KEYWORDS

Standard		Ranged 10
ACTION	↷	RANGE

<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
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Target: One or two allies who each have two healing surges or fewer

Effect: Each target regains a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Martyr's Ward

You unleash a shield of divine energy that deflects an attack from your friend to yourself.

Divine
KEYWORDS

Imm. Interrupt		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: An ally within 10 squares of you is hit by an area or a close attack
Effect: The triggering attack hits you instead of the ally.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Compel Attention

You speak with the voice of divine authority, forcing an enemy to pause.

Divine, Implement, Psychic
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.
Effect: You gain a +5 bonus to Diplomacy checks and Intimidate checks against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Pillar of Guardian Flame

You whisper a divine word that rumbles like distant thunder as a pillar of flame erupts around your enemies.

Divine, Fire, Implement, Zone
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier fire damage.
Effect: The burst creates a zone of divine fire that lasts until the end of your next turn. When any enemy within the zone leaves it or hits or misses you or your allies outside it, that enemy takes 5 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Seal of the Heretic

You mark your foes with a divine brand, bringing the wrathful eyes of the gods upon them.

Divine, Implement
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, or 3d8 + Wisdom modifier damage if you target only one creature. The target takes a -5 penalty to a saving throw of your choice before the end of your next turn.
Covenant of Wrath: The target takes the -5 penalty to all saving throws before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Winds of Celestia

You call the winds that buffet the upper reaches of Celestia to scatter your foes.

Divine, Implement
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier damage, and you either slide the target 2 squares or knock it prone.
Covenant of Preservation: Either the number of squares you slide the target equals 1 + your Intelligence modifier, or you slide the target 1 square before knocking it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

God Hammer

A gleaming, spectral warhammer appears above your foes and slams down in their midst, creating a crash of thunder. The hammer is an image of Guldarak, which the gods shaped out of pure thunder to drive primordialists out of the earth's depths.

Divine, Implement, Thunder, Zone
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier thunder damage.
Effect: Each target drops prone. In addition, the burst creates a zone of resounding thunder that lasts until the end of your next turn. At the start of your next turn, any creature within the zone drops prone.
Miss: Half damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Mark of Anathema

You place a mark of anathema on your foe, a shining brand that sears the flesh and harms those who ally with your enemy.

Divine, Implement, Radiant
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage, and ongoing 10 radiant damage (save ends).
First Failed Saving Throw: Ongoing 15 radiant damage (save ends).
Miss: Half damage, and ongoing 5 radiant damage (save ends).
Effect: Whenever the target fails a saving throw against the ongoing damage, each enemy within 5 squares of the target takes 5 radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Three Beacons of Twilight

In the darkest days of the war against the primordialists, the gods used three gleaming beacons to guide them across the Astral Sea. Today, those lights still burn, misleading your enemies while guiding your allies to safety.

Divine, Implement, Radiant, Zone
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier radiant damage.
Effect: The burst creates a zone of glimmering light that lasts until the end of the encounter. As a minor action, you can teleport a creature within the zone 5 squares.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Wall of Blades

You draw shards of astral steel into the world and arrange them into a deadly wall of spinning blades. You then command parts of the wall to fly at your enemies.

Divine, Conjunction, Implement, Radiant
KEYWORDS

Standard		Area wall 8 within 20 squares
ACTION		RANGE
WIS vs Reflex		
ATTACK	DEFENSE	TARGET

Effect: You conjure a wall in unoccupied squares that consists of radiant blades. The wall can be up to 4 squares high, and it lasts until the end of your next turn. The wall provides cover to you and your allies. Any creature that enters the wall or starts its turn there takes 2d10 + your Wisdom modifier radiant damage. While you are within 5 squares of the wall, you can make the following attack.
Standard Action Ranged 10
Effect: Before the attack, remove a square of the wall.
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 2d10 + Wisdom modifier radiant damage.
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Shield of Justice

You invoke the justice of the gods, shielding your ally while calling doom upon your foe.

Divine
KEYWORDS

Imm. Interrupt		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering enemy
Trigger: An enemy within 10 squares of you makes an attack roll against your ally
Effect: The target takes a -4 penalty to the triggering attack roll. Until the end of your next turn, any attacker gains a +2 power bonus to attack rolls against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Covenant of Life

You create a divine pact with one of your allies, offering your strength, and the strength of your friends, if your ally needs it.

Divine
KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally in burst
Effect: Until the end of the encounter, you and your allies can use second wind either to gain the normal benefits or to grant the benefits to the target. A donor character uses his or her second wind but neither regains hit points nor gains a bonus to all defenses, and the target regains hit points as if he or she had spent a healing surge and gains a +2 bonus to all defenses until the start of the donor's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Icon of Life

You invoke the symbol of life, a gleaming icon of gold that pulls your allies' spirits back to their mortal shells, even as death tries to draw them away.

Divine, Zone
KEYWORDS

Minor		Area burst 5 within 20 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of golden light that lasts until the end of the encounter. While within the zone, any ally gains a +5 bonus to death saving throws, and if the ally rolls a natural 20 on a death saving throw, that ally can spend two healing surges rather than one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Walk Between Worlds

The gods built many strange passages through time and space to help them in their battles against the primordial. You know of many such paths.

Divine
KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally
Effect: The target gains phasing until the end of your next turn.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Blood Debt

Each wound your foe deals adds to its mounting debt of blood and invites your allies' retribution.

Divine, Implement, Radiant
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier radiant damage. Until the end of your next turn, each creature that the target attacks gains a +2 bonus to its next attack roll against the target.
Covenant of Wrath: The bonus to the attack roll equals 1 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Curse of Haemnathuun

You invoke a faint echo of the curse that transformed the fearsome primordial Haemnathuun into a statue, partially encasing your foes in stone for a moment.

Divine, Implement
KEYWORDS

Standard		Close blast 5
ACTION		RANGE
WIS vs Fort	Each creature in blast	
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and the target is dazed and immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Glyph of Radiance

You invoke a glyph of radiance, a tool used by the gods both to illuminate the darkest realms and to blind their enemies with the glyph's unyielding light.

Divine, Implement, Radiant
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Will	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Glyph of Three Blades

In ages past, the gods forged three sacred blades that could surround and trap the mightiest primordials. You invoke these weapons to trap your foes in a ring of spectral blades.

Divine, Implement
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage. If the target moves more than 1 square before the end of your next turn, the target takes 5 damage.
Covenant of Preservation: The damage the target takes from moving more than 1 square equals 5 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Astral Tempest

You breach the wall between this world and an astral dominion, causing a storm of divine energy to rip through your foes, scattering them, before it dissipates.

Divine, Implement
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Fort	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 7d6 + Wisdom modifier damage, and you slide the target 5 squares and knock it prone.
Miss: Half damage, and you slide the target 3 squares and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Malediction of Gartak

The exarch Gartak betrayed the gods. He was cursed so that the next killing blow he landed on a foe caused him to die with the same wound.

Divine, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Wisdom modifier damage.
Effect: Whenever the target hits with an attack, the target takes 10 damage. This effect ends at the end of the target's turn if it has not been attacked since the end of its last turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	ATTACK	19

DAILY POWER

Summon Angel of Light

A mote of light appears before you, and an angel clad in glowing silver armor steps forth from it. The angel wields a flail that ends in an orb of pure radiance.

Divine, Implement, Radiant, Summoning

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Medium angel of light in an unoccupied square within range. The angel has speed 6 and fly 8 (hover). It has a +4 bonus to AC and a +2 bonus to its other defenses. Any enemy that starts its turn adjacent to the angel is marked by the angel until the end of your next turn. You can give the angel the following special commands.
Minor Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d10 + Wisdom modifier radiant damage, and until the end of your next turn, the target doesn't have line of sight to creatures more than 5 squares away from it.
Opportunity Attack: Melee 1; targets one creature; Wisdom vs. Reflex; 1d10 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	ATTACK	19

DAILY POWER

Tomb of Magrym

You invoke the name of Magrym—an exarch of stone and darkness who helped build the prison Carceri—to entomb your foes.

Divine, Conjunction, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: The burst conjures a tomb of white stone. The tomb fills the burst and must be on a solid surface. The tomb is a solid obstacle, and it can be attacked as an object: AC 6, Fortitude 10, Reflex 5, and 60 hit points. When the tomb is destroyed, it crumbles into difficult terrain.
As the tomb appears, make the following attack.
Target: Each creature in burst
Attack: Wisdom vs. Reflex
Hit: 3d6 + Wisdom modifier damage, and the target disappears into the tomb. While inside the tomb, the target is dazed and doesn't have line of sight or line of effect to anything other than the tomb. The target can make melee and close attacks only against the tomb. When the tomb is destroyed, the target reappears in the space it last occupied or in the nearest unoccupied space.
Miss: Half damage, and you slide the target to the nearest space outside the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	ATTACK	19

DAILY POWER

Covenant of Vengeance

You forge a covenant with your ally. Anyone foolish enough to attack that ally will suffer your wrath.

Divine

KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally in burst
Effect: All of the target's marks end. Until the end of the encounter or until the target marks a creature, if a creature attacks the target, you and your allies gain a +4 power bonus to attack rolls against that creature until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	UTILITY	22

UTILITY POWER

Invoke Angelic Form

Your ally partially transforms into an angel and can now fly on divine wings.

Divine, Polymorph

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally
Effect: Until the end of the encounter, the target gains a fly speed of 8 and can hover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	UTILITY	22

UTILITY POWER

Invoke Heroism

The greatest heroes of the gods fought with the fury of two. You grant an ally such might.

Divine

KEYWORDS

Minor		Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally
Effect: The target can take an extra standard action during his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	UTILITY	22

UTILITY POWER

Ward of Divine Light

You shroud yourself in a column of blinding light that sustains your life and shields you from harm.

Divine, Healing

KEYWORDS

Standard		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You can spend two healing surges, and you are immune to all damage until the start of your next turn. If you willingly attack before the end of your next turn, you take damage equal to your bloodied value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	UTILITY	22

UTILITY POWER

Cascade of Five Suns

You invoke the power of the five suns—a group of stars the gods used to navigate the Astral Sea when the primordial threatened to extinguish all light—to sear your enemies with radiant energy.

Divine, Implement, Radiant

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Wisdom vs. Reflex. Make a number of attack rolls equal to the number of targets, and then assign each roll to a target.
Hit: 4d8 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	ATTACK	23

ENCOUNTER POWER

Storm of Celestia

You invoke the storms that sometimes rumble over Celestia's slopes, using their winds and thunder to scatter the enemy.

Divine, Implement, Thunder

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Wisdom modifier thunder damage, and you slide the target to any unoccupied space in the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
INVOKER	ATTACK	23

ENCOUNTER POWER

Vindicating Flames

A barrage of fiery orbs fills an area with lingering flames, which surround your foes.

Divine, Fire, Implement

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✦	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier fire damage, and if the target moves before the end of your next turn, it takes 10 fire damage.

Covenant of Wrath: If the target moves before the end of your next turn, the fire damage equals 10 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Word of Rebuke

You speak a word of divine rebuke, disrupting your foe's mind and hindering its attacks.

Divine, Implement

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Wisdom modifier damage, and the target is dazed until the end of your next turn.

Covenant of Preservation: Until the end of your next turn, the target also takes a penalty to attack rolls equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Anthem of the First Dawn

When the gods struck their final blow against those who would destroy the cosmos, the dawning of the first day brought death to their enemies and life to their surviving friends.

Divine, Healing, Implement, Radiant

KEYWORDS

Standard		Close burst 10
ACTION	✦	RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Wisdom modifier radiant damage.

Effect: Each ally in the burst can spend a healing surge.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Invoke the Fallen

In their final battles, the gods used their fallen as terrible weapons. The ashes of dead gods choked, blinded, and killed their enemies. You invoke these remains and turn them against your foes.

Divine, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✦	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and the target takes ongoing 10 damage and is blinded (save ends both).

Effect: The burst creates a zone of lightly obscured terrain until the end of the encounter. While within the zone, you and your allies gain a +2 bonus to attack rolls with divine powers.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Racking Invocation of Pain

You invoke the divine word of pain to send agony coursing through your enemies. The slightest touch causes them to double over in pain.

Divine, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier damage, and the target is dazed and takes 10 extra damage whenever it is hit by a melee attack (save ends both).

Miss: Half damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Rain of Colorless Fire

Ancient legends tell of fire without color that fell from the sky for a year to annihilate a nation of wizards who sought to overthrow the gods.

Divine, Fire, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✦	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier fire damage.

Effect: The burst creates a zone of colorless fire that lasts until the end of your next turn. At the start of your turn, each creature within the zone takes 3d10 + your Wisdom modifier fire damage.

Miss: Half damage.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Invoke Terror

You invoke the words of fear that the gods once cast at the primordial to drive them into the prisons that hold them to this day.

Divine, Fear, Implement, Psychic

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✦	RANGE
WIS vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier psychic damage, and the target moves half its speed away from you, avoiding unsafe squares and difficult terrain if it can.

Covenant of Wrath: Until the start of your next turn, opportunity attacks that hit the target deal extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Offering of Peace

You invoke the word of the gods, offering a foe a moment of respite. If either your foe or your allies break this bond, the gods impose their judgment.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
vs		One enemy
ATTACK	DEFENSE	TARGET

Effect: If the target attacks before the end of your next turn, it takes 4d10 + your Wisdom modifier radiant damage. If you or an ally attacks the target before the end of your next turn, the target gains 10 temporary hit points and a +5 bonus to its next attack roll.

Covenant of Preservation: You and your allies gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Swarm of Astral Steel

You call on the gods to send a swarm of astral blades to attack your foes. The blades follow your command, slicing at enemies that advance or forcing them to disperse.

Divine, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✦	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage.

Effect: The burst creates a zone of blades that lasts until the end of your next turn. Choose the zone's effect: Each target hit by the attack either takes 10 damage if it ends its next turn within the zone or takes 10 damage if it ends its next turn outside the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Word of Annihilation



You whisper a word of annihilation, threatening your enemies with oblivion.

Divine, Implement

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Fires of the Silver Gate



You invoke the power of the Silver Gate, a prison that holds a primordial whose name is long forgotten. The gate's radiance pours forth, consuming your foe and marking it as anathema. Only a fool lingers near it as you consign its soul to the gods.

Divine, Implement, Radiant

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 7d6 + Wisdom modifier radiant damage.
Effect: The target takes ongoing 10 radiant damage (save ends). Until the target saves against this ongoing damage, any enemy takes 10 radiant damage when it ends its turn within 5 squares of the target.
Miss: Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Invoke the Absolute Dark



A sphere of absolute darkness appears amid your foes as you create a gate to the dead space between the planes. The sphere rips at your foes as it draws them near.

Divine, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Wisdom modifier damage.
Effect: The burst creates a zone of darkness that lasts until the end of your next turn. The zone is totally obscured. In addition, any creature that starts its turn within the zone takes 10 damage, slides 1 square toward the zone's center, and is slowed until the end of its turn. You can dismiss the zone as a minor action.
Miss: Half damage.
Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Summon Angel of Victory



With a great shout, you call to the gods for aid against your foes. An angel of victory, a member of the angelic host that defeated the primordials, answers your call.

Divine, Implement, Summoning

KEYWORDS

Minor		Ranged 20
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Medium angel of victory in an unoccupied square within range. The angel has speed 6 and fly 8 (hover). It has a +4 bonus to AC and a +2 bonus to its other defenses. You can give the angel the following special commands.

Minor Action: Melee 1; targets one creature; Wisdom vs. Will; 2d10 + Wisdom modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Standard Action: Close burst 2; targets each enemy in burst; Wisdom vs. Reflex; the angel pulls the target 1 square, and the target is slowed until the end of your next turn.

Opportunity Attack: Melee 1; targets one creature; Wisdom vs. Will; 2d10 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Word of the Gods



Speaking with the authority of the gods, you utter a word of command. Those who hear it must obey or suffer.

Divine, Charm, Implement, Psychic

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).
Aftereffect: 3d6 + Wisdom modifier psychic damage.
Miss: 6d6 + Wisdom modifier psychic damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS INVOKER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Call Spirit Companion

Your soul reaches out to your spirit friend, which faithfully appears at your side.

Primal, Conjunction

KEYWORDS

Minor			Close burst 20
ACTION	←		RANGE
vs			
ATTACK	DEFENSE		TARGET

Effect: You conjure your spirit companion in an unoccupied square in the burst. The spirit lasts until you fall unconscious, until you dismiss it as a minor action, or until you use this power again. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. When you take a move action, you can also move the spirit a number of squares equal to your speed.

The spirit can be targeted by melee or ranged attacks, although it lacks hit points. If a single melee or ranged attack deals damage to the spirit equal to 10 + one-half your level or higher, the spirit disappears, and you take damage equal to 5 + one-half your level. Otherwise, the spirit is unaffected by the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE FEATURE LEVEL

AT-WILL POWER

Spirit's Fangs

When an enemy drops its guard, your spirit companion leaps on it, claws and fangs bared.

Primal, Implement, Spirit

KEYWORDS

Opportunity	↓		Melee spirit 1
ACTION			RANGE
WIS vs Reflex			The triggering enemy
ATTACK	DEFENSE		TARGET

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Hit: 1d10 + Wisdom modifier damage.

Level 21: 2d10 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE FEATURE LEVEL

AT-WILL POWER

Spirit's Shield

Your spirit companion bats at a foe that drops its guard, and a nearby ally draws healing energy from the spirit.

Primal, Healing, Implement, Spirit

KEYWORDS

Opportunity	↓		Melee spirit 1
ACTION			RANGE
WIS vs Reflex			The triggering enemy
ATTACK	DEFENSE		TARGET

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Hit: Wisdom modifier damage.

Effect: One ally within 5 squares of your spirit companion regains hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE FEATURE LEVEL

AT-WILL POWER

Healing Spirit

You call to the spirits on behalf of a wounded ally, closing wounds and filling your ally with vigor.

Primal, Healing

KEYWORDS

Minor			Close burst 5
ACTION	←		RANGE
vs			You or one ally in burst
ATTACK	DEFENSE		TARGET

Effect: The target can spend a healing surge. If the target does so, one ally adjacent to your spirit companion, other than the target, regains 1d6 hit points.

Level 6: 2d6 hit points.
Level 11: 3d6 hit points.
Level 16: 4d6 hit points.
Level 21: 5d6 hit points.
Level 26: 6d6 hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter, but only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Speak with Spirits

You commune with the spirits, letting them guide your words and actions.

Primal

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE		TARGET

Effect: During this turn, you gain a bonus to your next skill check equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

Defending Strike

Your spirit companion strikes a foe, drawing energy from the enemy and turning that energy into a protective shield.

Primal, Implement, Spirit

KEYWORDS

Standard	↓		Melee spirit 1
ACTION			RANGE
WIS vs Reflex			One creature
ATTACK	DEFENSE		TARGET

Hit: 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +1 power bonus to AC while adjacent to your spirit companion.

Level 21: 2d8 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Haunting Spirits

Howling spirits appear around your foe, distracting it from your ally's attack.

Primal, Implement, Psychic

KEYWORDS

Standard		↗	Ranged 5
ACTION			RANGE
WIS vs Will			One creature
ATTACK	DEFENSE		TARGET

Hit: 1d6 + Wisdom modifier psychic damage. Until the end of your next turn, the target grants combat advantage to an ally of your choice.

Level 21: 2d6 + Wisdom modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Protecting Strike

Roaring echoes from ancient caves and hollows accompany your spirit companion's attack, infusing your allies with vitality.

Primal, Implement, Spirit

KEYWORDS

Standard	↓		Melee spirit 1
ACTION			RANGE
WIS vs Will			One creature
ATTACK	DEFENSE		TARGET

Hit: 1d8 + Wisdom modifier damage, and each ally adjacent to your spirit companion gains temporary hit points equal to your Constitution modifier.

Level 21: 2d8 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Stalker's Strike

As your spirit companion claws at your foe, the spirit is filled with predatory fury, becoming a greater threat to your enemies.

Primal, Implement, Spirit

KEYWORDS

Standard	↓		Melee spirit 1
ACTION			RANGE
WIS vs Fort			One creature
ATTACK	DEFENSE		TARGET

Attack: Wisdom vs. Fortitude. If the target is bloodied, you gain a bonus to the attack roll equal to one-half your Intelligence modifier.

Hit: 1d10 + Wisdom modifier damage. Until the end of your next turn, your spirit companion can flank with you and your allies.

Level 21: 2d10 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Watcher's Strike

Your spirit companion harries your enemies, distracting them and giving you openings for your attacks. You and your allies can also draw on the spirit's heightened senses for a moment.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +1 bonus to attack rolls and a +5 bonus to Perception checks while adjacent to your spirit companion.
Level 21: 2d8 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Wrath of Winter

Winter spirits surround your enemy, ripping into it with spectral fangs and claws and calling your spirit companion to join the fray.

Primal, Cold, Implement, Teleportation

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier cold damage. You can teleport your spirit companion to a space adjacent to the target.
Level 21: 2d10 + Wisdom modifier cold damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

Call to the Ancestral Warrior

Your spirit companion channels a mighty ancestor spirit as it attacks your foe and bolsters your allies' defenses.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +2 power bonus to all defenses while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Call to the Ancient Defender

Your spirit companion channels the spirit of an ancestral warrior, which helps your spirit companion cover your allies' retreat.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +5 bonus to all defenses against opportunity attacks while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Thunder Bear's Warding

An ancient bear spirit roars with thunder and channels its strength through your spirit companion to bolster your allies.

Primal, Implement, Thunder

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Wisdom modifier thunder damage. Until the end of your next turn, you and your allies gain resistance to all damage equal to your Constitution modifier while adjacent to your spirit companion.
Protector Spirit: You or an ally within 5 squares of you gains temporary hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Twin Panthers

Two panther spirits leap on your foes, and the panthers channel their predatory instincts through your spirit companion so that it menaces nearby enemies.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Stalker Spirit: If the target is bloodied, you gain a bonus to the attack roll equal to your Intelligence modifier.
Hit: 1d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies have combat advantage when making melee attacks against any enemy adjacent to your spirit companion.
Effect: Make the attack one more time against the same target or a different one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Blessing of the Seven Winds

You call on the spirits of the seven winds. They roar over the battlefield, knocking aside a foe and sending other enemies sprawling.

Primal, Implement, Zone

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and you slide the target 2 squares.
Effect: The attack creates a zone of swirling winds in a burst 1 centered on the target. The zone lasts until the end of the encounter. As a move action, you can move the zone 5 squares. As a minor action, you can slide each creature within the zone 1 square.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Cleansing Wind of the North

You call on the spirits of the frigid north to bite into your enemies and to carry away your allies' ills.

Primal, Cold, Implement

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier cold damage.
Effect: Each ally in the blast makes a saving throw with a +5 power bonus.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Spirit of the Healing Flood

The spirit of the great flood appears, a being of storm-tossed water. Its essence sustains your allies and drowns your foes.

Primal, Healing, Implement

KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier damage.
Effect: Until the end of the encounter, you and each ally in the burst gain regeneration 2 while bloodied. As a minor action, a character can end this effect on himself or herself to regain 10 hit points.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Wrath of the Spirit World

Angry spirits lash out at the minds of your foes all around you and your spirit companion.

Primal, Implement, Psychic

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
WIS vs Will		Each enemy in burst and each enemy adjacent to your spirit companion
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier psychic damage, and you knock the target prone.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

Bonds of the Clan

You take on a portion of your ally's injury.

Primal

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION	↗	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 10 squares of you takes damage
Effect: You and the target each take half of the damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Spirit Call

You whisper words of ancient power, causing your guardian spirits to move as you command.

Primal

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each of your shaman conjurations and zones in burst
Effect: You move each target 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Spirit of Life

The spirit of a golden owl alights on your ally's shoulder and flutters off, carrying with it that friend's aches and wounds.

Primal, Healing

KEYWORDS

Standard		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally in burst
Effect: The target regains hit points as if he or she had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Spirits of Battle

You invoke ancestral spirits of battle. Under their shadow, your allies fight with greater might.

Primal, Zone

KEYWORDS

Minor		Area burst 5 within 10 squares
ACTION	✱	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone filled with ancestral spirits that lasts until the end of the encounter. While within the zone, your allies gain a +1 bonus to attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Call to the Savage Elder

Your spirit companion lashes out in a savage attack, filling your allies with ferocity.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a power bonus to the damage rolls of melee attacks equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Lightning Panther Spirit

With a rumbling growl, a panther spirit appears and strikes your foe with lightning before it vanishes. Your spirit companion channels the panther's swiftness to your allies.

Primal, Implement, Lightning

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier lightning damage. Until the end of your next turn, any ally adjacent to your spirit companion can shift as a minor action.
Stalker Spirit: Until the end of your next turn, any ally ignores difficult terrain in your spirit companion's space and in squares adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Rimefire Spirit

A spirit of ice and flame freezes and burns your foe, and the spirit's energies emanate from your spirit companion, making nearby enemies vulnerable to further attacks.

Primal, Cold, Fire, Implement

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier cold and fire damage. Until the end of your next turn, any enemy adjacent to your spirit companion gains vulnerable 5 cold and vulnerable 5 fire.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Spring Renewal Strike

As your spirit companion attacks your foe, the spirit channels healing power into a nearby ally.

Primal, Healing, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and one ally adjacent to your spirit companion can spend a healing surge.
Protector Spirit: The ally regains additional hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Earthrage Spirit

The spirit of the great earth serpent rages beneath your enemies, knocking them to the ground and sending minor tremors to topple them for the rest of the battle.

Primal, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage, and you knock the target prone.

Effect: Each target drops prone whenever it is hit by an attack (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 5

DAILY POWER

Spirit of the Hawk's Wind

A wind sweeps over the area as a shining hawk spirit swoops down on your foe. As the spirit beats its wings, it creates gusts that lift your allies aloft, allowing them to move in safety.

Primal, Implement, Radiant, Zone

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Effect: The attack creates a zone of uplifting winds in a burst 3 centered on the target. The zone lasts until the end of the encounter. While within the zone, any ally can use a move action to shift 4 squares and ignore difficult terrain during the shift. As a move action, you can move the zone 5 squares.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN

POWER TYPE ATTACK LEVEL 5

DAILY POWER

Spirit of the Shielding Fire

A spirit of flame shields your ally from harm, lashing out at your command when the ally comes under attack.

Primal, Fire, Implement

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Reflex		One ally in burst
ATTACK	DEFENSE	TARGET

Effect: The primary target gains 10 temporary hit points. Until the end of the encounter, the primary target gains resist 5 fire, and you can make the following attack.

Immediate Interrupt Ranged 5

Trigger: An enemy hits the primary target with a melee attack

Secondary Target: The triggering enemy

Secondary Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier fire damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN

POWER TYPE ATTACK LEVEL 5

DAILY POWER

War Chieftain's Blessing

The spirit of a regal warrior clad in a chieftain's robes utters a great battle cry and hews at your foe with an axe. Your allies, heartened by the chieftain's efforts, redouble their attacks.

Primal, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage.

Effect: Until the end of the encounter, you and your allies gain a +2 bonus to attack rolls against the target.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 5

DAILY POWER

Sudden Restoration

Primal energy surges into your allies to drive away harmful effects.

Primal

KEYWORDS

Minor		Ranged 10
ACTION	↗	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One or two allies

Effect: Each target makes a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN

POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Blessing of the Iron Tree

You invoke the spirit of the legendary tree of iron to grant your ally the endurance needed to survive.

Primal

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One bloodied ally in burst

Effect: The target gains resist 5 to all damage until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN

POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Spirit of Dawn

A spirit of the sun appears before you, casting a light on your foes that makes it nearly impossible for them to hide from you.

Primal, Zone

KEYWORDS

Minor		Area burst 5 within 10 squares
ACTION	✳	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of bright light that lasts until the end of your next turn. You and your allies ignore cover, superior cover, concealment, and total concealment when attacking any enemy that is within the zone. While within the zone, any enemy takes a -5 penalty to Stealth checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Spirit of the Keeper

A protective ancestor spirit appears and lays a healing hand on your ally. The spirit's warding power flows into your spirit companion, helping it defend your allies from attack.

Primal, Healing

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature in burst

Effect: The target can spend a healing surge and regain 1d6 additional hit points. Until the end of the encounter, any ally adjacent to your spirit companion doesn't grant combat advantage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN

POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Call to the Blood Dancer

A vicious spirit of blood and wrath infuses your spirit companion, which howls in fury as it slashes your foe with claws and fangs.

Primal, Implement, Spirit

KEYWORDS

Standard		Melee spirit 1
ACTION	↓	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage. Until the end of your next turn, any ally can score a critical hit on a roll of 18-20 while adjacent to your spirit companion.

Stalker Spirit: Until the end of your next turn, any ally gains a bonus to damage rolls equal to your Intelligence modifier while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN

POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Call to the Howling Storm

Your spirit companion takes on an aspect of howling winds and lightning to strike at your enemy while whirling a nearby ally into a better position.

Primal, Implement, Lightning, Spirit, Thunder

KEYWORDS

Standard	⚡	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier lightning and thunder damage, and one ally adjacent to your spirit companion can shift 5 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Thunderstorm Spirit

A storm spirit lashes out at your enemy and then focuses its power around your spirit companion.

Primal, Implement, Lightning, Thunder

KEYWORDS

Standard	⚡	Ranged 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d12 + Wisdom modifier lightning and thunder damage. Until the end of your next turn, when you and your allies hit any enemy adjacent to your spirit companion, that enemy takes 1d6 extra lightning and thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Winter Wind Spirit

A whirling spirit of biting winds and driving snow lashes your enemy. Its power funnels through your spirit companion to shield your ally from harm.

Primal, Cold, Implement

KEYWORDS

Standard	❄️	Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier cold damage. Before the end of your next turn, as an immediate interrupt, you can grant an ally adjacent to your spirit companion a +4 bonus to AC against an attack that hits.
Protector Spirit: The bonus to AC equals 3 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Ancient Warlord's Inspiration

A spectral figure clad in elaborate hide armor appears beside your foe, accompanied by the booming of a distant war horn. The figure swings its club at your enemy and remains to give inspiration to your allies.

Primal, Conjunction, Implement

KEYWORDS

Standard	👤	Ranged 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier damage.
Effect: You conjure an ancient warlord spirit in an unoccupied square adjacent to the target. The spirit lasts until the end of the encounter. If an ally starts his or her turn adjacent to the spirit or in its space, as an immediate reaction you can allow that ally to make a basic attack as a free action. As a move action, you can move the spirit 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Clever Trickster Spirit

An ephemeral creature of stealth, cunning, and deception leaps on your foe, attacking that enemy and keeping it off balance. When your enemy finally shakes the spirit off, the spirit moves on to bedevil another foe.

Primal, Implement, Psychic

KEYWORDS

Standard	👤	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage.
Effect: The target is slowed and grants combat advantage (save ends both).
Aftereffect: The enemy nearest to the target is slowed and grants combat advantage (save ends both).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Raging Storm Spirit

With a peal of thunder, a storm cloud laden with dancing bolts of lightning appears and lashes out at your foe, then lingers to empower the attacks of your allies.

Primal, Implement, Lightning, Thunder, Zone

KEYWORDS

Standard	⚡	Area burst 5 within 10 squares
ACTION		RANGE
WIS vs Reflex		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier lightning damage.
Effect: The burst creates a zone of thunder that lasts until the end of the encounter. Any ally deals 1d6 extra thunder damage when he or she hits an enemy that is within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Spirit of Autumn's Reaping

A spirit of a robed figure swings its scythe to harvest the enemy's life, using that energy to heal you and your allies.

Primal, Healing, Implement, Necrotic

KEYWORDS

Standard	👤	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier necrotic damage, and the target gains vulnerable 5 to all damage (save ends).
Effect: You and each ally within 10 squares of you regain 5 hit points.
Miss: Half damage, and the target gains vulnerable 2 to all damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

Primal Gust

A gust moves an ally or an enemy into position.

Primal

KEYWORDS

Minor	👤	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

Target: One creature
Effect: You slide the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Rock Shield Spirits

Spirits of earth rise up to protect your allies.

Primal, Zone

KEYWORDS

Minor	👤	Area burst 1 within 5 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

Effect: The burst creates a zone filled with rock spirits that lasts until the end of the encounter. While within the zone, any ally gains a +2 power bonus to AC and Fortitude. As a move action, you can move the zone 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Spirit Summons

You send forth a call into the spirit world and summon a second companion to guide your way.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, you can use your call spirit companion power to conjure a second spirit companion. When you attack with a spirit power, you choose which spirit companion to use for the attack. When an effect applies to creatures adjacent to your spirit companion, that effect applies to creatures adjacent to both spirit companions. The second spirit companion disappears at the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Spirits of the Shadowed Moon

A spirit of the moon—a creature of mist and shadow—conceals your allies.

Primal, Zone

KEYWORDS

Minor		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of glimmering lights and shadows that lasts until the end of the encounter. While within the zone, you and your allies gain concealment and can make Stealth checks to become hidden. As a move action, you can move the zone 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Call to the Indomitable Defender

Slamming into your opponent, your spirit companion channels a spirit of iron and earth. That spirit's invulnerability flows through your spirit companion to protect you and your allies.

Primal, Implement, Spirit

KEYWORDS

Standard		Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain resist 5 to all damage while adjacent to your spirit companion.

Protector Spirit: The resistance equals 4 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Call to the Laughing Fortune

Your spirit companion channels a spirit of good fortune as it attacks your foe. For a moment, your spirit companion shares the blessing of that spirit with your nearby allies.

Primal, Implement, Spirit

KEYWORDS

Standard		Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage. Until the start of your next turn, if an ally adjacent to your spirit companion misses with an attack, you can use an immediate interrupt to allow that ally to reroll the attack.

Stalker Spirit: The ally gains a bonus to the new attack roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Howling Gust

A howling spirit of wind appears next to your foe and batters it with a gale, then channels its essence through your spirit companion to whisk a nearby ally across the battlefield.

Primal, Implement, Teleportation

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier damage, and you slide the target 2 squares. You teleport one ally adjacent to your spirit companion 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Spirit of Cleansing Light

A swirling mote of shining light sears your foes, then channels healing power through your spirit companion, driving ill effects from one of your allies.

Primal, Implement, Radiant

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Will		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier radiant damage, and one ally adjacent to your spirit companion makes a saving throw with a +2 bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

Guardian of the Primal Copse

A spirit of the forest smashes your enemy with its mighty branches. For the moment, your foe's defenses are only as strong as the weakest.

Primal, Implement

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier damage.

Effect: After the attack, the target's defenses all equal the lowest of its defenses (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Searing Wind of the South

The first wind of the south blew through a trackless desert, scattering sand and gusting with bone-charring heat. Its spirit still races across the world, and you call it forth to aid you in battle.

Primal, Fire, Implement

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
WIS vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier fire damage.

Effect: You slide each ally in the blast to another space in or adjacent to the blast.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Spirit of the Wolf Pack

A great howl sweeps over the battle as a pack of spectral wolves bound from the spirit world to attack your foes.

Primal, Implement

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
WIS vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier damage.

Effect: The target grants combat advantage, and an attack deals 1d6 extra damage to the target on a hit if the attacker is flanking the target (save ends both).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Storm Guardian Spirit

Thunder crashes over your foe as the storm guardian spirit appears. This spectral creature of dark storm clouds then surrounds your ally and avenges attacks against that ally.

Primal, Implement, Thunder

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier thunder damage.
Effect: Choose an ally within 5 squares of the target. Until the end of the encounter, when any enemy hits that ally, that enemy takes 5 thunder damage and is pushed 1 square from the ally.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

DAILY POWER

Fate Weaver's Shield

You call on the spirit of the great spider known as the Fate Weaver to craft a web of protection around an ally.

Primal

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst
Effect: The target gains a +5 bonus to all defenses until the end of your next turn or until it attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Spirit Binding

You weave primal forces to strengthen the bond between your spirit companion and another spirit it is channeling, allowing the connection to linger for a moment longer.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: If your spirit companion is granting any benefits until the end of this turn to allies adjacent to it, the benefits instead last until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Forge the Chains of Life

As you feel an ally's spirit begin to slip away, you shout a word of command that fills that ally with new life.

Primal, Healing

KEYWORDS

Imm. Interrupt	←	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An ally within 10 squares of you fails a death saving throw
Effect: The target regains hit points equal to his or her bloodied value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Spirits of the Dancing Zephyr

Gentle winds fill the area, giving your allies the agility to spring to a better position after being attacked.

Primal, Zone

KEYWORDS

Minor	✳	Area burst 5 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of wind that lasts until the end of the encounter. Whenever you or an ally is hit or missed while within the zone, that character can shift 1 square as an immediate reaction. As a move action, you can move the zone 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

Call to the Lashing Behemoth

Your spirit companion channels the spirit of a behemoth with a lashing tail and knocks your foe to the ground. The behemoth spirit then empowers your nearby allies.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and the target falls prone. Until the end of your next turn, while adjacent to your spirit companion, any ally can knock a target prone that he or she hits. If the target is already prone, it takes 1d8 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Shackles of the Mountain

Two spirits-humanoid forms of granite-appear and batter your foes. They then channel power through your spirit companion to weaken the defenses of nearby enemies.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage. Until the end of your next turn, any enemy uses the lower of its AC and Reflex as its AC while adjacent to your spirit companion.
Stalker Spirit: The enemy instead uses the lowest of its AC, Fortitude, and Reflex as its AC.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Spirit Bond of Vengeance

Your spirit companion channels a vengeful spirit as it lashes out at a foe. For a short time, the pain of other enemies flows through your companion to wrack that enemy.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage. Until the end of your next turn, the target takes 1d6 damage when any ally hits an enemy, other than the target, that is adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Spirit of Spring's Renewal

A humanoid spirit formed of bark, vines, and roots appears and slams your enemy. Channeling power through your spirit companion, the spirit renews your allies' strength.

Primal, Healing, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier damage, and each ally adjacent to your spirit companion can spend a healing surge.
Protector Spirit: Each of the allies who spends a healing surge regains additional hit points equal to twice your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

Great Bear Guardian



A bear spirit appears amid your foes. It knocks one enemy aside and stands alert, ready to protect you and your allies with its vicious claws.

Primal, Conjunction, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and you push the target 2 squares and knock it prone.
Effect: You conjure a bear spirit in an unoccupied square adjacent to the target. The spirit lasts until the end of the encounter. The spirit occupies 1 square. Enemies cannot move through its space, but allies can. As a move action, you can move the spirit 5 squares.
 The spirit can flank enemies with you and your allies, and it can make opportunity attacks against your enemies: Wisdom vs. Reflex 2d10 + your Wisdom modifier damage.
Miss: Half damage, and you push the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Horns of the Undefeated Khan



Horns sound as the great khan—a champion of the primal forest who has never been defeated in battle—strides from the spirit world to lead your allies into the fray.

Primal, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier damage.
Effect: Until the end of your next turn, you and your allies gain a +2 bonus to attack rolls and a +5 bonus to damage rolls against the target. As a free action before your next turn, each ally within 20 squares of the target can make a saving throw and shift 3 squares as the first action of his or her turn.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Spirit of the Shield Breaker



A howling warrior bearing a greataxe leaps on your foe, shattering its defenses and urging your allies to greater glory.

Primal, Conjunction, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d12 + Wisdom modifier damage, and the target takes a -4 penalty to AC (save ends).
Aftereffect: The target takes a -2 penalty to AC (save ends).
Effect: You conjure the spirit of the shield breaker in a square adjacent to the target. The spirit lasts until the end of the encounter. As a move action, you can move the spirit 5 squares. While adjacent to the spirit or in its space, you and your allies gain a +5 power bonus to damage rolls.
Miss: Half damage, and the target takes a -2 penalty to AC (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Tendrils of the Fate Weaver



You call on the spirit of the Fate Weaver, a great spider said to have created the bindings between the planes, to wrap your foe in rock-hard spiderwebs and to protect your friend.

Primal, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier damage, and the target is slowed and can't gain combat advantage against any target (save ends both). The target takes a -5 penalty to saving throws against this effect.
Effect: Choose an ally within 10 squares of you. Until the end of the encounter, if any enemy hits that ally, that enemy is immobilized until the end of its next turn.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

Bounty of Life



You tap into the flow of primal energy and send vigor into your allies, allowing even the most grievous injury to knit in an instant.

Primal, Healing

KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target gains regeneration 5 until the end of the encounter. The regeneration increases to 10 while a target is bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Call the Dead



You reach into the spirit world and grasp your allies' fleeing souls, returning them to their bodies so that they can fight on.

Primal, Healing

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each dead ally in burst
Effect: Each target returns to life and spends a healing surge. Each target is also considered to have failed no death saving throws during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Doorway to the Spirit World



The boundaries between the spiritual and the physical waver as you open a doorway to the spirit world to protect your allies from harm.

Primal, Zone

KEYWORDS

Minor		Area burst 1 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of primal energy that lasts until the end of the encounter. While within the zone, you and your allies are insubstantial.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Spirit of the World Healer



You call on the spirit of the World Healer—the force that mended the world after the great war between the gods and the primordials—to tend to a wounded comrade.

Primal, Healing

KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One ally in burst
Effect: The target regains all its hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Call to the Primal Protector



Your spirit companion briefly appears as a monstrous bear as it mauls your foe. The spirit's protective power wards your allies from your enemies' attacks.

Primal, Implement, Spirit

KEYWORDS

Standard		Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage. Until the end of your next turn, any ally takes half damage from any source while adjacent to your spirit companion.

Protector Spirit: Each ally adjacent to your spirit companion gains temporary hit points equal to 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Call to the Relentless Hunter

Your spirit companion is filled with the spirit of the relentless hunter as it ferociously rakes your enemy. For a short time, your allies are filled with a similar ferocity.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier damage. Until the end of your next turn, when any ally adjacent to your spirit companion misses with an at-will or an encounter attack power, that attack deals 1d10 damage.

Stalker Spirit: The damage on an ally's miss equals 1d10 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Spirit of the Death Raven

A black bird swoops over your foe—a sign of ill omen, signifying that your enemy's death is at hand.

Primal, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier psychic damage. Before the end of your next turn, you roll a d20 the next time the target is hit by an attack that isn't a critical hit. If you roll 15 or higher, that attack becomes a critical hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Twin Tempest Spirits

Shrieking bird spirits of thunder and lightning descend on your foes, battering them as the planar winds from the spirits' wings flow through your spirit companion, allowing your allies to teleport.

Primal, Implement, Lightning, Teleportation, Thunder

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier lightning and thunder damage. If either attack hits, you can teleport each ally adjacent to your spirit companion 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Ironborn Spirit

A spirit of iron impales your foe with an iron spike, then creates an area where your allies can stand fast.

Primal, Implement, Zone

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier damage, and the target is immobilized (save ends).

Effect: The attack creates a zone that is a burst 5 centered on the target. The zone lasts until the end of the encounter. While within the zone, any ally gains a +2 power bonus to AC and can negate being pulled, pushed, or slid.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Spirit of the Laughing Wanderer

A spirit like a hyena appears and savages your foe's mind, barking its eerie cackle. Its laugh continues to dumbfound your enemy as it moves to a different foe.

Primal, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier psychic damage, and the target is stunned (save ends).

Aftereffect: The enemy nearest to the target is stunned (save ends).

Miss: Half damage, and the target is dazed and slowed (save ends both).

Aftereffect: The enemy nearest to the target is dazed and slowed (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Spirit of the World Serpent

The spirit of the World Serpent emerges from the ground to pierce your foe with its fangs, pinning the foe to the ground. Tremors from the spirit's movement shake the ground.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Wisdom modifier damage, and you knock the target prone. Whenever the target stands up, it takes 15 damage (save ends).

Aftereffect: Whenever the target stands up, it takes 10 damage (save ends).

Aftereffect: Whenever the target stands up, it takes 5 damage (save ends).

Effect: At the start of the target's turn, it and any enemy within 3 squares of it are knocked prone (save ends).

Miss: Half damage. Whenever the target stands up, it takes 10 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Western Wind of Storms

You call on the spirit of the stormy western wind to hurl your enemies away, spinning them through the planar firmament and whisking your allies to safety.

Primal, Implement, Lightning, Teleportation

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier lightning damage, and you teleport the target 10 squares.

Effect: You teleport each ally in the blast 10 squares.

Miss: Half damage, and you teleport the target 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

Blood Reaper Spirits

Shrieking falcons with red feathers circle your foes, slashing at them with knife-like talons. Once the falcons have tasted blood, they channel their strength through your spirit companion to your allies.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Wisdom modifier damage. Until the end of your next turn, any ally gains a +2 bonus to damage rolls while adjacent to your spirit companion.

Effect: Make the attack two more times against the same target or different ones. The bonus to your allies' damage rolls increases to +4 if the attack hits twice and +6 if it hits three times.

Stalker Spirit: Your Intelligence modifier is added to the bonus to damage rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Call to the Cleansing Fire

A mote of white fire emerges from your spirit companion. Its radiance burns an enemy and sweeps away your allies' ills.

Primal, Fire, Implement, Radiant, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier fire and radiant damage. Until the end of your next turn, each ally gains a +5 bonus to saving throws while adjacent to your spirit companion.

Protector Spirit: The bonus to saving throws equals 3 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Call to the Great Hunter

Your spirit companion is filled with the battle wisdom of the great hunter spirit as it rends your foe and then lends that wisdom to a nearby ally.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier damage. One ally adjacent to your spirit companion gains a +5 bonus to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Spirit of Elder Wisdom

A spirit elder clad in robes and bearing a staff appears next to your foe. Lightning arcs from the spirit's hands to shock that foe. The spirit lends counsel to your allies, ensuring that their efforts are not wasted.

Primal, Implement, Lightning

KEYWORDS

Standard	⚡	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier lightning damage, and the target is dazed until the end of your next turn. Any ally adjacent to your spirit companion who doesn't hit with an encounter attack power before the end of your next turn does not expend the use of that power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Death Spirit

Time seems to freeze for a moment as everything goes quiet. Death itself, the ender of all things, has entered the fray, wracking your foe with pain that only intensifies as others fall.

Primal, Implement, Necrotic

KEYWORDS

Standard	☠	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 7d10 + Wisdom modifier necrotic damage.
Miss: Half damage.
Effect: When any creature drops to 0 hit points or fewer within 10 squares of the target, the target takes 3d10 necrotic damage (save ends).
Aftereffect: When any creature drops to 0 hit points or fewer within 10 squares of the target, the target takes 2d10 necrotic damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Sea of Serpents

A wave of snake spirits surges forth to devour your foes and aid your allies in battle. The serpents impart their agility to your allies, allowing them to attack with lightning speed.

Primal, Implement, Zone

KEYWORDS

Standard	↶	Close blast 5
ACTION		RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Wisdom modifier damage.
Effect: The blast creates a zone of serpent spirits that lasts until the end of the encounter. Any ally that starts his or her turn within the zone gains three benefits until the start of his or her next turn: The ally can shift 3 squares as a minor action, gains combat advantage against each enemy, and can use an opportunity action to make a melee basic attack against any enemy adjacent to him or her that shifts.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Spirit of the Unbroken Vow

At the end of the war between the gods and the primordial, the primal forces forged a sacred compact that established the laws of nature. As you call on the power of that compact to ravage your foe, your ally swears an oath to slay your enemy.

Primal, Implement, Psychic

KEYWORDS

Standard	⚡	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 7d6 + Wisdom modifier psychic damage.
Effect: Choose an ally within 10 squares of you. Until the end of the encounter, that ally gains a +2 bonus to attack rolls against the target. Whenever the ally damages the target, this bonus increases by 1 to a maximum of +10. If the ally doesn't attack the target during his or her turn, the bonus decreases by 2 to a minimum of +0.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Spirits of Mist

You call to the spirits that linger at the edge of the world and maintain the barriers of the planes. The spirits heed your call, smiting your enemies and guarding your allies from attack.

Primal, Implement, Zone

KEYWORDS

Standard	☁	Area burst 3 within 10 squares
ACTION		RANGE
WIS vs Fort		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier damage.
Effect: The burst creates a zone of mist that lasts until the end of the encounter. While within the zone, you and your allies are insubstantial. As a move action, you can move the zone 3 squares.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

Acid Orb

You hurl a globe of acid at a distant enemy.

Arcane, Acid, Implement

KEYWORDS

Standard	☹	Ranged 20
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier acid damage.
Level 21: 2d10 + Charisma modifier acid damage.
Special: This power can be used as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Burning Spray

You fling your arm in a wide arc, casting liquid fire at your foes.

Arcane, Fire, Implement

KEYWORDS

Standard	↶	Close blast 3
ACTION		RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier fire damage.
Level 21: 2d8 + Charisma modifier fire damage.
Dragon Magic: The next enemy that hits you with a melee attack before the end of your next turn takes fire damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Chaos Bolt

A bolt of many-colored light leaps from your hand and screams toward an enemy's head.

Arcane, Implement, Psychic

KEYWORDS

Standard	☹	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier psychic damage.
Level 21: 2d10 + Charisma modifier psychic damage.
Wild Magic: If you rolled an even number for the primary attack roll, make a secondary attack.
Secondary Target: One creature within 5 squares of the target last hit by this power.
Secondary Attack: Charisma vs. Will
Hit: 1d6 psychic damage. If you rolled an even number for the secondary attack roll, repeat the secondary attack. You can attack a creature only once with a single use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Dragonfrost

A gust of frost hammers your foe and knocks it back.

Arcane, Cold, Implement

KEYWORDS

Standard	☹	Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier cold damage, and you push the target 1 square.
Level 21: 2d8 + Charisma modifier cold damage.
Special: This power can be used as a ranged basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Storm Walk

The thunder of your steps batters your foe.

Arcane, Implement, Thunder

KEYWORDS

Standard	☹	Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier thunder damage.
Level 21: 2d8 + Charisma modifier thunder damage.
Effect: Before or after the attack, you shift 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Bedeviling Burst

An eruption of psychic energy assaults your enemies' minds, sending them staggering.

Arcane, Implement, Psychic

KEYWORDS

Standard	↶	Close burst 3
ACTION		RANGE
CHA vs Will		One or two creatures in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier psychic damage, and you push the target a number of squares equal to your Dexterity modifier.
Wild Magic: If you rolled an even number on the attack roll, you slide the target instead of pushing it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Explosive Pyre

Your foe stands at the center of a conflagration of your design.

Arcane, Fire, Implement

KEYWORDS

Standard	☹	Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier fire damage. Until the start of your next turn, any enemy that enters a square adjacent to the target or starts its turn there takes 1d6 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Frostbind

Creaking ice envelops and hinders your enemy.

Arcane, Cold, Implement

KEYWORDS

Standard	☹	Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier cold damage, and the target takes a -2 penalty to Reflex until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Tempest Breath

You exhale mist that burns and disorients your foes, and a lingering fog obscures you.

Arcane, Acid, Implement

KEYWORDS

Standard	↶	Close blast 3
ACTION		RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier acid damage, and the target can't gain combat advantage against any creature until the end of your next turn.
Dragon Magic: You gain concealment until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Thunder Slam

A shock wave of sound slams into the enemy.

Arcane, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Charisma modifier thunder damage, and you push the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Chromatic Orb

An orb of arcane energy shifts colors as it hurtles toward your enemy. On impact, it erupts with damaging force, releasing the energy that was dominant at the time of impact.

Arcane, Implement; Varies

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Charisma modifier damage. Roll a d6 to determine the attack's damage type and effect.

1. Yellow: Radiant damage, and the target is dazed (save ends).
2. Red: Fire damage, and each creature adjacent to the target takes fire damage equal to your Dexterity modifier.
3. Green: Poison damage, and ongoing 5 poison damage (save ends).
4. Turquoise: Lightning damage, and you slide the target a number of squares equal to your Dexterity modifier.
5. Blue: Cold damage, and the target is immobilized (save ends).
6. Violet: Psychic damage, and the target takes a -2 penalty to AC (save ends).

Miss: 1d10 damage. Roll a d6 to determine the attack's damage type and effect, as above.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Dazzling Ray

A brilliant beam lances out to strike your foe and befuddle it.

Arcane, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Charisma modifier radiant damage.

Wild Magic: If you rolled an even number on the attack roll, the target takes a penalty to attack rolls against you equal to your Dexterity modifier (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Dragonfang Bolt

Venomous fangs hurtle toward your foes, piercing their flesh and then poisoning them.

Arcane, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier damage, and ongoing 5 poison damage (save ends).

Miss: 2d8 + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Lightning Breath

You exhale a blast of lightning at your foes. The lightning then forms a ring around you, repelling nearby attackers.

Arcane, Implement, Lightning

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier lightning damage.

Effect: Until the end of your next turn, whenever an enemy hits you with a melee attack, you push that enemy 1 square.

Dragon Magic: The enemy also takes 5 lightning damage.

Miss: Half damage.

Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Dragonflame Mantle

You ward yourself with a mantle of flame.

Arcane, Fire

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack

Effect: Until the end of your next turn, you gain a +1 power bonus to all defenses, and any creature that hits you with a melee attack takes 1d6 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Stretch Spell

You bend space to increase the extent of your spell.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your turn, add your Dexterity modifier to the range of your ranged arcane powers.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Unseen Aid

Invisible forces aid you in mysterious ways.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a +2 bonus to a skill check you make this turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Elemental Shift

The alignment of elements within you changes at your command.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You can change the resistance granted by your Dragon Soul or Wild Soul to one of the other damage types for the rest of the encounter. In addition, one ally adjacent to you gains resist 5 to the damage type that you resist until the end of the encounter.

Level 11: Resist 10.
Level 21: Resist 15.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Dancing Lightning

As lightning strikes your foe, thunder batters creatures around it.

Arcane, Implement, Lightning, Thunder

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Charisma modifier lightning damage, and each creature adjacent to the target takes thunder damage equal to your Charisma modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Flame Spiral

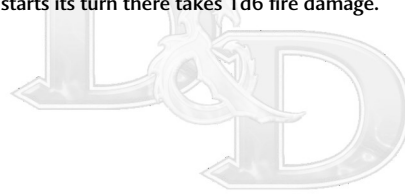
You surround yourself in a vortex of fire, which lashes out at nearby foes.

Arcane, Fire, Implement

KEYWORDS

Standard		Close burst 2
ACTION	↶	RANGE
CHA vs Reflex		One, two, or three creatures in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier fire damage.
Effect: Until the start of your next turn, any enemy that enters a square adjacent to you or starts its turn there takes 1d6 fire damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Ice Dragon's Teeth

Shards of ice like the teeth of a dragon explode among your foes, chilling and slowing them.

Arcane, Cold, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier cold damage, and the target is slowed until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Poisonous Exhalation

A cloud of poisonous vapor billows from your mouth to sap your enemies' endurance.

Arcane, Implement, Poison

KEYWORDS

Standard		Close blast 3
ACTION	↶	RANGE
CHA vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier poison damage, and the target takes a -2 penalty to Fortitude until the end of your next turn.
Dragon Magic: The penalty to Fortitude equals 1 + your Strength modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Spectral Claw

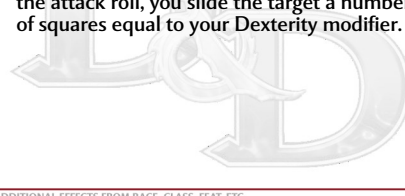
A claw of force crushes your foe in its grip.

Arcane, Force, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier force damage, and the target is immobilized until the end of your next turn.
Wild Magic: If you rolled an even number on the attack roll, you slide the target a number of squares equal to your Dexterity modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Acidic Implantation

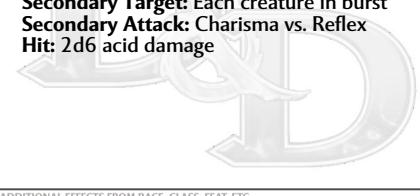
You implant a bubble of acid in a foe and hurl the foe into its allies. The bubble then explodes.

Arcane, Acid, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: You slide the primary target 3 squares.
Effect: The primary target takes 2d6 acid damage. Make a secondary attack that is an area burst 1 centered on the primary target.
Secondary Target: Each creature in burst
Secondary Attack: Charisma vs. Reflex
Hit: 2d6 acid damage



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Palect Flames

The blue flames that engulf your foe make it more susceptible to the ravages of cold.

Arcane, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Charisma modifier fire damage, and the target gains vulnerable 10 cold (save ends).
Miss: Half damage, and the target gains vulnerable 5 cold until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Reeling Torment

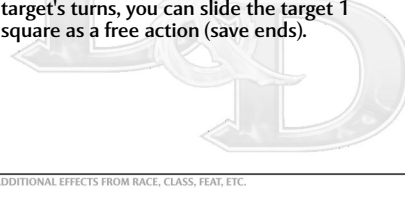
Your hold on your enemy's mind lets you move your foe, tormented by spasms, around the battlefield.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier psychic damage. At the start of each of the target's turns, you can slide the target 3 squares as a free action (save ends).
Miss: Half damage. At the start of each of the target's turns, you can slide the target 1 square as a free action (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Serpentine Blast

A bolt of lightning leaps from your fingers to strike at your foe, twisting past obstacles.

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex. The attack ignores cover and concealment, but not superior cover or total concealment.
Hit: 3d10 + Charisma modifier lightning damage.
Miss: Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Thunder Leap

A thunderclap propels you into the air, and you land with a deafening crack, pushing your foes away.

Arcane, Implement, Thunder

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier thunder damage.
Effect: You jump a number of squares equal to your speed + your Charisma modifier. This movement does not provoke opportunity attacks. Then make a secondary attack.
Secondary Target: Each creature in burst
Secondary Attack: Charisma vs. Fortitude
Hit: 2d6 thunder damage, and you push the secondary target 1 square

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Sudden Scales

Dragon scales cover your form in reaction to an assault, as arcane power shields your mind and body from harm.

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: You gain a +4 bonus to all defenses against the triggering attack.
Dragon Magic: The bonus to all defenses equals 3 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Swift Escape

A quick reaction saves you from the explosion.

Arcane, Teleportation

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an area or a close attack
Effect: You teleport 3 squares.
Wild Magic: The number of squares you teleport equals 2 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Arcane Empowerment

You force additional energy into your spells.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of your turn, increase the size of your arcane powers' blasts and bursts by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Energetic Flight

You hurtle forward on wings shaped from streamers of dancing energy.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

Chaos Storm

A storm of lightning pounds your enemies. When the storm clears, everyone has teleported to new positions by your magic.

Arcane, Implement, Lightning, Teleportation

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	*	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier lightning damage.
Effect: You teleport each target hit by the attack so that it swaps positions with another target hit by the attack.
Wild Magic: You instead teleport each target hit by the attack to any other space within the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Crushing Sphere

A field of force contracts around your enemies, crushing them.

Arcane, Force, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	*	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier force damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Rimestorm

A wintry blast drives your enemies to their knees.

Arcane, Cold, Implement

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier cold damage, and you knock the target prone.
Dragon Magic: The target also takes a -2 penalty to Fortitude until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Shout

A deafening shout leaves your enemies reeling.

Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
CHA vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier thunder damage, and the target is deafened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

Adamantine Echo

You unleash a thunderous roar to batter your enemies, and scales like those of an adamantite dragon cover your skin.

Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CHA vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier thunder damage, and ongoing 5 thunder damage (save ends).
Miss: Ongoing 5 thunder damage (save ends).
Effect: You gain a +2 power bonus to AC until the end of the encounter.
Dragon Magic: The power bonus to AC equals your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Contagious Curse

A cloud of poison gas coils around your foe, warding off help.

Arcane, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Charisma modifier poison damage.
Effect: You slide the target a number of squares equal to your Charisma modifier. The target is poisonous to your enemies (save ends). While the target is poisonous, any enemy that starts its turn adjacent to the target takes 1d10 poison damage.
Wild Magic: If you rolled an even number on the attack roll, any enemy that starts its turn within 2 squares of the poisonous target takes 1d10 poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Prime the Fire

Flames wash over your foe and then subside, but they flare to life again if the enemy acts in hostility.

Arcane, Fire, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier fire damage.
Effect: If the target attacks before the start of your next turn, the target takes 2d8 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Staggering Blast

Your mental assault leaves your foe reeling. With a thought, you can force the foe to the ground if it tries to move.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier psychic damage. If the target moves before the end of your next turn, you can knock the target prone during that movement as an immediate interrupt.
Miss: Half damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

Narrow Escape

You teleport away from your foe and reduce the force of its attack.

Arcane, Teleportation

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: You take half damage from the attack. You then teleport a number of squares equal to your Charisma modifier + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Chaos Link

You bend the fabric of reality to bind an enemy's fate to yours.

Arcane

KEYWORDS

Imm. Reaction		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One creature in burst
Trigger: You are hit by an area or a close attack
Effect: The triggering attack also hits the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Devour Magic

You consume lingering magic to empower your own.

Arcane, Implement

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One conjuration or zone
Attack: Charisma + 2 vs. the Will of the target's creator
Hit: The target is destroyed. All its effects end, including those that a save can end.
Dragon Magic: You gain the bonus from your Scales of the Dragon, whether or not you're bloodied.
Wild Magic: Until the end of the encounter, the first time you attack during each of your turns, you can choose your Chaos Burst benefit, instead of having your attack roll determine it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Invert Resistance

You twist the nature of your foes to turn their protection into a weakness.

Arcane

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each enemy in burst
Effect: Each target loses its resistances and gains vulnerable 5 to the damage types it had resistance against (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

Chains of Fire

Fiery serpents wrap around your foes and drag them together, holding them close.

Arcane, Fire, Implement, Teleportation

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier fire damage. If you hit two targets with this power, you teleport one of them to a space that must be adjacent to the other, and until the end of your next turn, the two targets take 1d10 fire damage the first time they are more than 3 squares apart.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Jaws of the Earth

The earth rises up like the maw of a hungry dragon to clamp around your foe and hold it in place.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier damage, and the target is immobilized until the end of your next turn. While the target is immobilized by this power, you and your allies can move through the target's space and don't provoke opportunity attacks from it by leaving a square adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Mind Hammer

Howling chaos slams into your foe's mind and throws the creature to the ground.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Charisma modifier psychic damage, and you knock the target prone.
Wild Magic: If you rolled an even number on the attack roll, the target can't stand up until the end of your next turn. If you rolled an odd number on the attack roll, you slide the target a number of squares equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Thunder Breath

A blast of thunder like a dragon's roar issues from your mouth, staggering your foes.

Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	↖	RANGE
CHA vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier thunder damage, and the target is dazed until the end of your next turn.
Dragon Magic: The target is also slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

Frost Eddies

Cold slams into your foe, leaving a swirling storm of frost lingering around it.

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Charisma modifier cold damage.
Effect: Until the end of the encounter, wherever the target moves, each square adjacent to it is difficult terrain for your enemies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Hostility Charm

You cloud your foe's senses so that it questions which creatures are its allies.

Arcane, Charm, Psychic, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Charisma modifier psychic damage, and as a free action, the target charges your enemy nearest to it that it can charge and makes a melee basic attack.
Wild Magic: If you rolled an even number on the attack roll, your enemies can provoke opportunity attacks from the target, and the target must make any opportunity attack that they provoke (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Scintillating Starburst

A brilliant mote of magic streaks toward your foe and explodes.

Arcane, Implement, Radiant

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Charisma modifier radiant damage, and the target is blinded (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Spitfire Furnace

After unleashing a blast of flames, you smolder with heat, and no one dares approach you.

Arcane, Fire, Implement

KEYWORDS

Standard		Close blast 3
ACTION	↖	RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Charisma modifier fire damage.
Effect: Until the end of the encounter, any enemy that starts its turn within 2 squares of you takes 3 fire damage.
Dragon Magic: Until the end of the encounter, any enemy that starts its turn within 2 squares of you instead takes fire damage equal to 2 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

Breath of the Desert Dragon

A gust of warm air lifts creatures skyward.

Arcane

KEYWORDS

Move		Area burst 3 within 10 squares
ACTION	✳	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each creature in burst
Effect: Each target can fly a number of squares equal to 6 + your Strength modifier as an immediate reaction. Until the end of your next turn, each target can fly the same distance as a move action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Chaos Sanctuary

You create small pockets of chaos to warp the energy of your next spell around your allies.

Arcane

KEYWORDS

Minor		Close burst 10
ACTION	↖	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Choose a number of squares in the burst equal to your Dexterity modifier. Until the end of your turn, any creature whose space is entirely in those squares is not affected by your area or close arcane powers.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Draconic Majesty

As your foes draw near you, fear steals into their hearts.

Arcane, Fear, Zone

KEYWORDS

Minor		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: The burst creates a zone of fear that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. The zone is difficult terrain for your enemies. While within the zone, any enemy takes a penalty to attack rolls equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Chaos Echoes

You warp the natural laws of cause and effect to make an enemy feel the effects of an attack against you.

Arcane

KEYWORDS

Imm. Reaction		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One enemy in burst
Trigger: You are hit or missed by an attack
Effect: The triggering attack hits the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Comrades' Mantle

You share your resistance with your allies.

Arcane

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each target gains resist 5 to that damage type until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE UTILITY	LEVEL 16
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UTILITY POWER

Breath of Winter

You exhale a blast of freezing wind to slow your enemies' movement.

Arcane, Cold, Implement

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CHA vs Fort	vs	Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier cold damage, and the target is slowed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Dragon Tail Meditation

A lashing tail of lightning protects you from a foe that thinks it has the advantage.

Arcane, Implement, Lightning

KEYWORDS

Imm. Reaction		Melee 1
ACTION	↓	RANGE
CHA vs Reflex	vs	The triggering creature
ATTACK	DEFENSE	TARGET

Trigger: An enemy moves into a space where it flanks you
Hit: 2d10 + Charisma modifier lightning damage.
Dragon Magic: You push the target a number of squares equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Poisonous Evasion

You disappear as your enemy misses, leaving a cloud of poison behind.

Arcane, Implement, Poison, Teleportation

KEYWORDS

Imm. Reaction		Close burst 1
ACTION	←	RANGE
CHA vs Fort	vs	Each creature in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy misses you with an attack
Hit: 3d10 + Charisma modifier poison damage.
Effect: You teleport 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Thunder Summons

Thunderous crashes hurl your enemies around in a storm of chaos.

Arcane, Implement, Teleportation, Thunder

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will	vs	One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier thunder damage, and you teleport the target to a space adjacent to your enemy that is nearest to it.
Wild Magic: If you rolled an even number on the attack roll, you can teleport the target to a space adjacent to your ally, not your enemy, who is nearest to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Baleful Gaze of the Basilisk

You cast a toxic glance at your foe, leaving it paralyzed with fear.

Arcane, Fear, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Fort	vs	One creature
ATTACK	DEFENSE	TARGET

Hit: The target is stunned and takes ongoing 10 poison damage (save ends both).
Miss: Ongoing 10 poison damage (save ends).
Dragon Magic: When the target saves against the ongoing poison damage, you slide the target a number of squares equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Blackfire Serpent

A coiled serpent made of black flames appears among your enemies and unleashes a blast of fire.

Arcane, Conjuration, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
vs	vs	vs
ATTACK	DEFENSE	TARGET

Effect: You conjure a blackfire serpent in an unoccupied square within range. The serpent lasts until the end of your next turn. The serpent occupies 1 square. Enemies cannot move through its space, but allies can.
 When it appears, the serpent makes the following attack, which is a close blast 3. As a move action, you can move the serpent a number of squares equal to your Strength modifier.
Target: Each creature in blast
Attack: Charisma vs. Reflex
Hit: 2d12 + Charisma modifier fire damage.
Sustain Minor: The snake persists, and it can repeat the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 19
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DAILY POWER

Prismatic Explosion

You batter a group of enemies with dazzling colors, each color causing a different effect.

Arcane, Implement; Varies

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	↖	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d12 + Charisma modifier damage. Roll a d6 for each target to determine the attack's damage type and effect.

- Yellow: Radiant damage, and the target is blinded (save ends).
- Red: Fire damage, and the target is knocked prone and takes ongoing 10 fire damage (save ends).
- Green: Poison damage, and the target takes ongoing 15 poison damage (save ends).
- Turquoise: Lightning damage, and you knock the target prone and slide it a number of squares equal to your Dexterity modifier.
- Blue: Cold damage, and the target is stunned (save ends).
- Violet: Psychic damage, and the target takes a penalty to AC equal to your Dexterity modifier (save ends).

Miss: 2d12 damage. Roll a d6 for each target to determine the attack's damage type and effect, as above.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	19

DAILY POWER

Split Strike

A bolt of lightning leaps from each of your hands.

Arcane, Implement, Lightning

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Charisma modifier lightning damage.

Wild Magic: If you rolled an even number on the attack roll, the target is immobilized (save ends). If you rolled an odd number on the attack roll, the target is dazed (save ends).

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	19

DAILY POWER

Dragon Fear

You stop your enemy in its tracks.

Arcane, Fear

KEYWORDS

Imm. Interrupt	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering creature
Trigger: A creature moves closer to you during its turn
Effect: The target can't move closer to you until the end of its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	UTILITY	22

UTILITY POWER

Wind Shape

You become a creature of air and rushing wind.

Arcane, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you become insubstantial, you gain a fly speed equal to your speed, and you can hover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	UTILITY	22

UTILITY POWER

Platinum Scales

You gleam with platinum-tinted dragon scales of energy.

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You are hit by an attack
Effect: Until the end of the encounter, you gain a power bonus to all defenses equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	UTILITY	22

UTILITY POWER

Shared Sorcery

A shimmering emanation of sorcerous energy protects your friends from harm.

Arcane

KEYWORDS

Minor	↖	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each target gains resist 10 to that damage type until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	UTILITY	22

UTILITY POWER

Black Breath

You exhale a blast of acid, drawing on the power of the fearsome black dragon to sear your enemy and limit its vision.

Arcane, Acid, Implement

KEYWORDS

Standard	↖	Close blast 3
ACTION		RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Charisma modifier acid damage.
Dragon Magic: Until the end of your next turn, the target doesn't have line of sight to any creature more than 3 squares away from it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

ENCOUNTER POWER

Chaos Orbs

You hurl two orbs of chaos at your foes.

Arcane, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

ENCOUNTER POWER

Iron Chains

Smoking chains of black iron appear and wrap around your target, then snake outward to bind all nearby creatures.

Arcane, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier damage, and the target and each creature adjacent to it are restrained until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

ENCOUNTER POWER

Plates of Ice

Icy plates form over your enemy's body, draining its strength.

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Charisma modifier cold damage, and the target is weakened until the end of your next turn.

Wild Magic: If you rolled an even number on the attack roll, each creature adjacent to the target takes 1d6 cold damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Draconic Incarnation

Calling on the full power of the arcane forces that flow through you, you stand within a vortex of devastating energy.

Arcane, Implement; Varies

KEYWORDS

Standard		Close blast 5
ACTION	↔	RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 7d6 + Charisma modifier damage. Choose a damage type: acid, cold, fire, lightning, poison, or thunder. The attack deals damage of this type to each target.

Miss: Half damage.

Dragon Magic: Until the end of the encounter, once during each of your turns, you can slide one enemy within 3 squares of you 2 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Force Storm

Bolts of force swirl in the area like a deadly tornado, stealing energy from each enemy to empower themselves.

Arcane, Force, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✳	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier force damage. The attack deals 5 extra force damage for each target it hits.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Words of Chaos

A wave of chaos assaults your enemy's mind. When the enemy attacks, you bend reality to redirect the attack.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d12 + Charisma modifier psychic damage. **Effect:** When the target makes an attack roll for a melee or a ranged attack, you can make a secondary attack against the target if it is within 10 squares of you (save ends).

Immediate Interrupt Close burst 10

Secondary Attack: Charisma vs. Will **Hit:** The target must choose a different creature to target with its attack if it can. Otherwise, its attack is unaffected by this secondary attack.

Wild Magic: If you rolled an even number on the secondary attack roll, you choose the creature that the target attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 25

DAILY POWER

Lightning Eruption

Lightning crackles over your victim and arcs into nearby enemies.

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d12 + Charisma modifier lightning damage, and each enemy adjacent to the target takes 1d12 + your Charisma modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Poison Ward

You lance a foe with poison, which coils in the foe's heart to punish any aggression against you.

Arcane, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Charisma modifier poison damage. If the target moves closer to you or hits or misses you during its next turn, the target takes 2d10 poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Thunder Pulse

You stomp a foot on the ground, and the resulting shock wave hurls your enemies away.

Arcane, Implement, Thunder

KEYWORDS

Standard		Close burst 3
ACTION	↔	RANGE
CHA vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier thunder damage, and you push the target a number of squares equal to your Charisma modifier and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Wildfire Curse

As your foe bursts into flame, a fiery mote flies at another foe nearby.

Arcane, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Charisma modifier fire damage. Make a secondary attack.

Secondary Target: One creature within 5 squares of the target last hit by this power

Secondary Attack: Charisma vs. Reflex **Hit:** 4d6 + Charisma modifier fire damage. Repeat the secondary attack against a creature you haven't already targeted with this power during this encounter

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Endless Acid

Acid bubbles up from inside your foe, searing its flesh and resisting attempts to scrape it off.

Arcane, Acid, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Charisma modifier acid damage, and ongoing 15 acid damage (save ends).

Aftereffect: Ongoing 10 acid damage (save ends).

Aftereffect: Ongoing 5 acid damage (save ends).

Miss: Ongoing 15 acid damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 29

DAILY POWER

Entropic Whirlwind



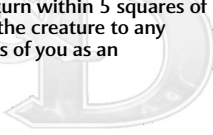
Chaos swirls around you, opening and sealing holes in the fabric of reality to move your foes and allies as you wish.

Arcane, Implement, Teleportation

KEYWORDS

Standard		Close burst 5
ACTION	↔	RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Charisma modifier damage, and you teleport the target a number of squares equal to your Dexterity modifier. The target again takes 3d8 + your Charisma modifier damage whenever it teleports (save ends).
Effect: Until the end of the encounter, when any creature ends its turn within 5 squares of you, you can teleport the creature to any space within 5 squares of you as an immediate reaction.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Prismatic Storm



The sky rains down a rainbow of destruction.

Arcane, Implement; Varies

KEYWORDS

Standard		Area burst 3 within 20 squares
ACTION	✦	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Charisma modifier damage. Roll a d6 for each target to determine the attack's damage type and effect.
 1. Yellow: Radiant damage, and the target is blinded and takes a -2 penalty to saving throws (save ends both).
 2. Red: Fire damage, and the target is knocked prone and takes ongoing 15 fire damage (save ends).
 3. Green: Poison damage, and the target takes ongoing 20 poison damage (save ends).
 4. Turquoise: Lightning damage, and you knock the target prone and slide it a number of squares equal to your Dexterity modifier. In addition, the target is dazed (save ends).
 5. Blue: Cold damage, and the target is stunned (save ends).
 6. Violet: Psychic damage, and the target takes a penalty to AC and Reflex equal to your Dexterity modifier (save ends).
Miss: 3d8 damage. Roll a d6 for each target to determine the attack's damage type and effect, as above.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Warden's Fury

You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.

Primal, Weapon
KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
STR vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy marked by you makes an attack that does not include you as a target
Hit: 1[W] + Strength modifier damage, and the target grants combat advantage to you and your allies until the end of your next turn.
 Level 21: 2[W] + Strength modifier damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE FEATURE	LEVEL 1
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AT-WILL POWER

Warden's Grasp

Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.

Primal
KEYWORDS

Imm. Reaction	←	Close burst 5
ACTION		RANGE
STR vs Fort		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target
Effect: You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE FEATURE	LEVEL 1
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AT-WILL POWER

Earth Shield Strike

Primal power flows from the ground to give the weight of stone to your strike and to your skin, shielding you from attack for a moment.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you gain a +1 power bonus to AC until the end of your next turn.
 Level 21: 2[W] + Strength modifier damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Strength of Stone

Drawing power from the earth, you smash your weapon into your foe and bolster yourself against attack.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier.
 Level 21: 2[W] + Strength modifier damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Thorn Strike

Spectral thorns sprout from your weapon and grasp at your foe, pulling it closer.

Primal, Weapon
KEYWORDS

Standard	↓	Melee 2
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you pull the target 1 square.
 Level 21: 2[W] + Strength modifier damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Weight of Earth

Your attack sends the primal energy of earth flowing into your enemy, slowing its movement.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the target is slowed until the end of your next turn.
 Level 21: 2[W] + Strength modifier damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Earth Spikes

The earth rises in concert with your attack, driving sharp spikes of wood and stone up toward your foe even as your weapon slams down.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. Until the end of your next turn, the target's space and each square adjacent to it are filled with spikes. Any enemy that enters this spike-filled area or starts its turn there takes 5 damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Hungry Earth

You slam your weapon against the ground, bringing forth primal energy that causes the earth to batter your foes and churn beneath their feet.

Primal, Weapon
KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage.
Effect: Until the end of your next turn, each square in the burst is difficult terrain for your enemies.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Thunder Ram Assault

As your attack hits, you channel the spirit of the thunder ram to knock your foe and its companions away from you.

Primal, Thunder, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier thunder damage. Make a secondary attack that is a close blast 3.
Earthstrength: You also push the primary target a number of squares equal to your Constitution modifier.
Secondary Target: Each creature in blast
Secondary Attack: Strength vs. Fortitude
Hit: 1d6 thunder damage, and you push the secondary target 1 square.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Wildblood Frenzy

Primal power boils in your blood, and you surge into a frenzy, making two powerful attacks.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage.

Wildblood: The attack deals extra damage equal to your Wisdom modifier.

Effect: Make the attack one more time against the same target or a different one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Form of the Fearsome Ram

You become mightier and faster, manifesting the horns and hooves of a ram. Your attacks push your foes around the battlefield, and you can make another attack to push a foe and knock it prone.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the fearsome ram until the end of the encounter. While you are in this form, you gain a +2 power bonus to speed and a +2 bonus to charge attack rolls. In addition, when you hit a target with an at-will attack, you push the target 1 square. If the attack already pushes the target, the distance of the push increases by 1 square. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and you push the target 3 squares and knock it prone. You then shift into a space that must be adjacent to the target.

Miss: Half damage, and you push the target 1 square. You then shift into a square the target vacated.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Form of the Relentless Panther

You take on the bestial fangs, sleek fur, and hunting grace of a panther. At the time you choose, you can make a nimble attack, darting across the battlefield to deal a bleeding wound to one of your foes.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the relentless panther until the end of the encounter. While you are in this form, you gain a +2 bonus to Reflex and a +1 bonus to attack rolls against enemies marked by you. In addition, you can shift 2 squares as a move action. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Effect: Before the attack, you shift your speed.

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage, and ongoing 2 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Form of the Willow Sentinel

Your skin takes on the appearance of smooth bark, and you draw strength from the earth. Your presence heightens your allies' endurance, and your viny branches help protect your nearby friends.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the willow sentinel until the end of the encounter. While you are in this form, you can negate being pulled, pushed, or slid. In addition, any ally gains a +2 power bonus to Fortitude while adjacent to you.

Once during this encounter, you can make the following weapon attack while you are in this form.

Immediate Interrupt Melee 1

Trigger: An enemy adjacent to you makes an attack roll against your ally

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target takes a -4 penalty to the triggering attack roll.

Miss: Half damage, and the target takes a -2 penalty to the triggering attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Form of Winter's Herald

Ice as strong as steel forms over your armor, while frost on the ground around you hinders your enemies' movement. At the time you choose, you can swing your weapon in a freezing whirlwind that holds your enemies in place.

Primal, Cold, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of winter's herald until the end of the encounter. While you are in this form, you gain a +1 bonus to AC and resist 5 cold. In addition, each square within 2 squares of you, wherever you move, is difficult terrain for your enemies. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier cold damage, and the target is immobilized (save ends).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Eyes of the Hawk

You call on the primal energy in your blood, allowing you to find your foes like a keen-eyed hawk.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You make a Perception check with a +10 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Mountain Lion Step

Like an agile mountain lion, you leap across difficult terrain with ease.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You ignore difficult terrain until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Nature's Abundance

Plants burst into life around you. They sway back and forth to shield your allies, parting to allow attacks against your foes.

Primal, Zone

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of plants that lasts until the end of the encounter. You and your allies have cover while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Triumphant Vigor

One victory gives you strength to achieve the next.

Primal, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Requirement: You must have reduced an enemy to 0 hit points during this turn.

Effect: You regain hit points equal to 1d6 + your Wisdom modifier + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Burst of Earth's Fury

You slam your weapon into the ground, causing the earth to toss and churn as if from an earthquake.

Primal, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and the target cannot shift until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Earthgrasp Strike

The primal power of earth courses through your weapon and slams your foe to the ground, where rocks and roots hold it firm.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage, and you knock the target prone. The first time the target stands up before the end of your next turn, it takes 1d10 + your Strength modifier damage.

Earthstrength: The target can't stand up until the end of your next turn, and the first time it stands up before the end of the encounter, it takes 1d10 + your Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Predatory Guardian

You press the attack, slicing into your foe and standing ready to pursue if it attempts to flee.

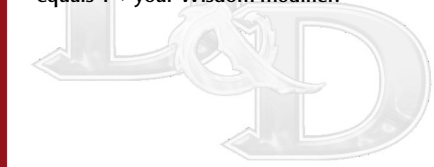
Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target shifts before the start of your next turn, you shift 2 squares as an immediate reaction.

Wildblood: The number of squares you shift equals 1 + your Wisdom modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Thundering Strike

You channel the essence of a storm into your weapon. As your strike hammers home, a peal of thunder crashes over your enemy.

Primal, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier thunder damage, and the target is dazed and deafened until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 3

ENCOUNTER POWER

Hail of Thorns

You sweep your weapon in a wide arc, drawing on primal energy to cast a hail of poisonous thorns at your foes.

Primal, Poison, Weapon

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
STR vs Reflex		Each creature in blast you can see
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).
Miss: Half damage, and the target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Storm Strike

Whirling your weapon overhead, you create a storm of wind and lightning that you hurl at your enemies.

Primal, Lightning, Weapon

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
STR vs AC		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier lightning damage, and you slide the target 3 squares.
Miss: Half damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Thunder Step

With a clap of thunder, you teleport next to an enemy and slam it with a thunderous blow.

Primal, Teleportation, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you teleport 5 squares.

Hit: 2[W] + Strength modifier thunder damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Winter's Grip

With a sweep of your weapon, a gale spawned from a blizzard blasts over your foes.

Primal, Cold, Weapon, Zone

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
STR vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier cold damage, and the target is slowed (save ends).

Effect: The blast creates a zone of frost that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 5 cold damage.
Miss: Half damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

Sea Stride

You draw on the strength of flowing water to glide through the waves with ease.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain a swim speed equal to your speed until the end of your turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER


Windborne Step

A sudden gust of wind whips around you, lifting you into the fray.

Primal
KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You shift 2 squares. You ignore difficult terrain during the shift.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER


Bear's Endurance

Drawing on the boundless endurance of a bear, you regain a measure of your vitality.

Primal, Healing
KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: You drop to 0 hit points or fewer
Effect: You regain hit points as if you had spent a healing surge.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER


Earthguard

Primal power from the earth fortifies your body and mind.

Primal, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +1 power bonus to all defenses.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

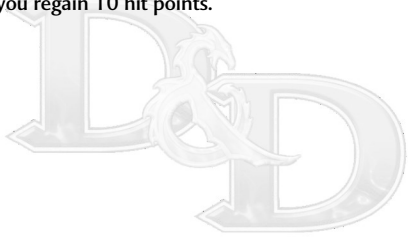
Earth Gift

The spirits of earth reward your attack with a gift of health.

Primal, Healing, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you regain 10 hit points.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Mountain Hammer

You strike with the strength of a mountain: brutal and unforgettable.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target takes a -2 penalty to melee attack rolls until the end of your next turn.
Earthstrength: The penalty to melee attack rolls equals 1 + your Constitution modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Stalker's Positioning

Predatory instincts guide your attack as you position your prey exactly where you want it.

Primal, Fear, Psychic, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you slide the target 1 square. You can slide the target into a second creature's space and then slide the second creature 1 square.
Wildblood: Both the target and the second creature take psychic damage equal to your Wisdom modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

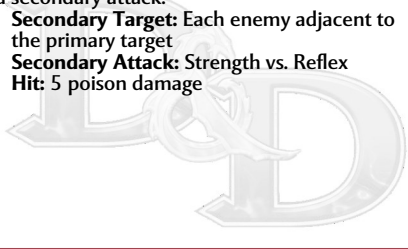
Thorn Burst

As you strike your foe, poisoned thorns burst from your weapon and lodge in your target's allies.

Primal, Poison, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Strength vs. Reflex
Hit: 5 poison damage



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

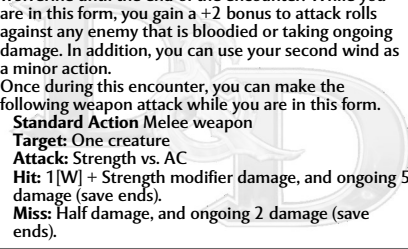
Form of the Frenzied Wolverine

You strike wounded foes with particular ferocity. When the time is right, you make a brutal attack against your chosen foe, opening a bleeding wound.

Primal, Polymorph
KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the frenzied wolverine until the end of the encounter. While you are in this form, you gain a +2 bonus to attack rolls against any enemy that is bloodied or taking ongoing damage. In addition, you can use your second wind as a minor action.
Once during this encounter, you can make the following weapon attack while you are in this form.
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).
Miss: Half damage, and ongoing 2 damage (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

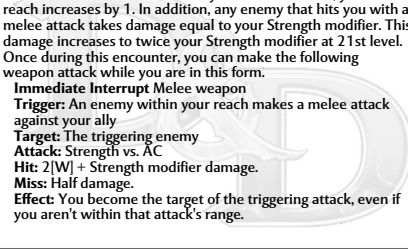
Form of the Oak Sentinel

Your skin thickens into rough bark, and your hair becomes a mane of leaves. Your arms lengthen so that you can attack your foes and protect your allies from a distance.

Primal, Polymorph
KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the oak sentinel until the end of the encounter. While you are in this form, your melee reach increases by 1. In addition, any enemy that hits you with a melee attack takes damage equal to your Strength modifier. This damage increases to twice your Strength modifier at 21st level. Once during this encounter, you can make the following weapon attack while you are in this form.
Immediate Interrupt Melee weapon
Trigger: An enemy within your reach makes a melee attack against your ally
Target: The triggering enemy
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: You become the target of the triggering attack, even if you aren't within that attack's range.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Form of the Stone Sentinel

Your body becomes a fusion of flesh and rough stone, invigorated by your connection to the earth.

Primal, Healing, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You regain hit points as if you had spent a healing surge. You also assume the guardian form of the stone sentinel until the end of the encounter. While you are in this form, you gain regeneration equal to your Constitution modifier. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: You can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	9

DAILY POWER

Form of the Storm Eagle

Majestic feathered wings sprout from your back, and lightning crackles around your talonlike hands, as you leap into the air.

Primal, Lightning, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the storm eagle until the end of the encounter. While you are in this form, you gain resist 5 lightning. You can fly your speed as a move action and must land at the end of the action. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Effect: Before the attack, you move your speed.
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier lightning damage, and the target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	9

DAILY POWER

Earthstride

You meld into the ground and then emerge a short distance away.

Primal, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER DAILY

Effect: You teleport a number of squares equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	10

UTILITY POWER

Returning Strength

Just as primal energy grants life to the world, it lends strength and endurance to you.

Primal, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain additional hit points equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	10

UTILITY POWER

Shield of Stone

Earth carries your ally to safety while stone forms a protective barrier around him or her.

Primal

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER DAILY

Target: One ally in burst
Effect: You slide the target 5 squares. Until the end of your next turn, the target gains resist 5 to all damage and a +2 power bonus to all defenses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	10

UTILITY POWER

Warding Vines

Spectral vines bloom around you to shield you and your allies.

Primal, Zone

KEYWORDS

Minor		Close burst 2
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

AT-WILL ENCOUNTER DAILY

Effect: The burst creates a zone of protective vines that lasts until the end of the encounter. While within the zone, you and your allies gain resistance to all damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	10

UTILITY POWER

Creeper's Grasp

Tendrils cover the enemy you hit, stopping its movement.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	13

ENCOUNTER POWER

Icy Shards

Ice crystals spread from your weapon to hinder your foe, then erupt to cut other nearby enemies.

Primal, Cold, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier cold damage, and the primary target is slowed until the end of your next turn. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Strength vs. Fortitude
Hit: 5 cold damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	13

ENCOUNTER POWER

Ponderous Strike

Your weapon takes on the weight of stone as it smashes into your foe, knocking it off balance.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target provokes an opportunity attack from you if it shifts before the end of your next turn.
Earthstrength: On a miss, the target provokes an opportunity attack from you if it shifts before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	13

ENCOUNTER POWER

Sunburst Strike

The light of the sun erupts around your enemy as you strike, blinding it for a moment.

Primal, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK		DEFENSE
One creature		
ATTACK		TARGET

Hit: 1[W] + Strength modifier radiant damage, and the target is blinded until the end of your next turn.

Wildblood: If the target is bloodied, you shift 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Form of Summer Fire

A crown of flames on your head, a burst of fire around your weapon, and a smoldering inferno in your eyes mark your transformation, protecting you from fire as you later erupt in flames to sear your foes.

Primal, Fire, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Effect: You assume the guardian form of summer fire until the end of the encounter. While you are in this form, you gain resist 10 fire and a +3 bonus to damage rolls. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier fire damage.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Form of the Charging Boar

Your features twist and contort as tusks push out from your jaw. The fury of the boar fills you when you choose to crash into your foe, knocking it across the battlefield.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Effect: You assume the guardian form of the charging boar until the end of the encounter. While you are in this form, you gain resist 5 to all damage and a +2 power bonus to Fortitude and Will. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Effect: Before the attack, you move your speed.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you slide the target 2 squares.

Miss: Half damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Form of the Rowan Sentinel

Your skin becomes smooth bark that crackles with lightning. Your arms lengthen to complete your transformation. At the moment you choose, your attack delivers a barrage of lightning that staggers your foe.

Primal, Lightning, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Effect: You assume the guardian form of the rowan sentinel until the end of the encounter. While you are in this form, you gain resist 10 lightning, and your melee reach increases by 1. In addition, if any enemy starts its turn within 3 squares of you and you are able to take actions, that enemy is marked until the end of your next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier lightning damage, and the target is dazed and takes ongoing 5 lightning damage (save ends both).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Form of the Stonecrusher

Stony plating spreads to armor your body and root you to the ground. When the time is right, you can swing your weapon in a great burst and smash your foes to the ground.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Effect: You assume the guardian form of the stonecrusher until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. If you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 2 squares. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: You knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Monkey's Grip

Your grip is sure, allowing you to scramble up nearly any surface.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Effect: Until the end of your turn, you gain a climb speed equal to half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Cleansing Earth

Even as harm befalls you, you draw on the earth for the strength to shrug it off.

Primal

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Trigger: You are subjected to an effect that a save can end

Effect: You make a saving throw against the triggering effect, with a power bonus to the saving throw equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Primal Leap

You spring into the air, making a prodigious leap over the heads of your enemies.

Primal

KEYWORDS

Move		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Effect: You jump a number of squares equal to your speed + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Verdant Life

You tap into the essence of primal power, causing even your most horrid wounds to mend in an instant.

Primal, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK		DEFENSE
TARGET		

Effect: You can spend two healing surges.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Call Forth the Harvest

A vicious swing causes the ground around you to erupt in entangling growth, interfering with your enemies' movement.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage. Make a secondary attack that is a close burst 2.
Secondary Target: Each enemy in burst
Secondary Attack: Strength vs. Reflex
Hit: The secondary target is marked and slowed until the end of your next turn

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

Eager Vine Strike

Bright green tendrils wrap around your foe and hold it fast.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.
Earthstrength: Until the end of your next turn, the target also takes a penalty to AC and Reflex equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

Earth Hold's Rebuke

Emerald light swirls around you as primal spirits lend their strength to your attack.

Primal, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

Razorleaf Cut

Coils of vines adorned with razor-sharp leaves tear the flesh of your enemy and drain its strength.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is weakened until the end of your next turn.
Wildblood: The attack deals extra damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

Blizzard Strike

The bitter cold of the frozen wastes spreads over your foe, encasing it in ice, and wintry winds whip around you to slow your other enemies.

Primal, Cold, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier cold damage, and the target is slowed (save ends).
First Failed Saving Throw: The target is immobilized instead of slowed (save ends).
Second Failed Saving Throw: The target is restrained instead of immobilized (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: Each enemy within 3 squares of you, other than the target, is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Dire Beast Assault

Like a great dire bear or tiger, you relentlessly pursue your foes and inflict bleeding wounds on them.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends).
Effect: Before and after the attack, you shift 1 square.
Miss: Half damage, and ongoing 5 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Lightning Barrage

As you whirl your weapon, it draws lightning from the air and sends it cascading over the enemies around you.

Primal, Lightning, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier lightning damage, and the target is blinded and dazed (save ends both).
Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Thundering Bolts

You smash your weapon into the earth, unleashing a wave of thunder that knocks your foes to the ground.

Primal, Thunder, Weapon

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
STR vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier thunder damage.
Effect: You knock each target prone.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Eagle's Wings

Black wings with white tips extend from your back, letting you catch the wind and fly.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You sprout wings that last until the end of the encounter. While you have the wings, you have a fly speed equal to your speed, and you can hover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Panacea

You channel the protection of primal forces, warding yourself against harmful effects.

Primal
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You make a saving throw with a +4 power bonus. You also gain a +4 power bonus to saving throws until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Renewal

You draw nourishing energy from the earth and awaken reserves of power within yourself.

Primal, Healing
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You spend a healing surge. In addition, you regain the use of an encounter attack power you have already used during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Wellspring of Life

Your connection to the primal spirits sustains you.

Primal, Healing
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You spend a healing surge. In addition, you gain regeneration equal to 5 + your Strength modifier until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

Guardian's Wrath

With a furious blow, you give your foe a painful reminder of the threat you pose, singling it out for wrath if it disregards you.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage. Until the end of your next turn, the target is marked, and it provokes an opportunity attack from you if it makes an attack that does not include you as a target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Nature's Ally

The ground beneath your enemy's feet comes to life, shoving the foe into your vicious attack.

Primal, Weapon
KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
STR vs Reflex		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: You pull the target 2 squares to a space that must be adjacent to you. Make a secondary attack that is a melee attack against the target.
Secondary Attack: Strength + 2 vs. AC
Hit: 3[W] + Strength modifier damage.
Earthstrength: If either attack hits, the target is also slowed until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Startling Savagery

Your savage attack leaves your foe staggering, while power courses through your blood to enhance your next assault.

Primal, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
Wildblood: Until the end of your next turn, you gain a power bonus to attack rolls equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Whirlwind Assault

As you swing your weapon, it stirs up an encircling wind that lingers around you, protecting you from attacks.

Primal, Weapon
KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.
Effect: You gain a +2 power bonus to AC and Reflex until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

Form of the Autumn Reaper

Your body becomes like the dry form of a tree in late autumn, and death clings to you. Your attacks drain the life from your foes, and in one great blow, you can sap the strength from an enemy.

Primal, Necrotic, Polymorph
KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the autumn reaper until the end of the encounter. While you are in this form, you gain resist 10 necrotic, and your melee reach increases by 1. In addition, your melee attacks deal extra necrotic damage equal to your Strength modifier.
Once during this encounter, you can make the following weapon attack while you are in this form.
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. Fortitude
Hit: 2[W] + Strength modifier necrotic damage, and the target is weakened (save ends).
Miss: Half damage, and the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Form of the Blood Wolf

Your body hunches forward and your legs grow longer as you take on the aspect of a wolf. You can make a single savage assault to throw your foe off balance, setting it up for you to knock it down with your next attack.

Primal, Polymorph
KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the blood wolf until the end of the encounter. While you are in this form, you gain a +2 bonus to speed and a +4 bonus to damage rolls for melee attacks against bloodied targets. In addition, if you have combat advantage against a target that you hit with a melee attack, you can knock that target prone. Once during this encounter, you can make the following weapon attack while you are in this form.
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 5[W] + Strength modifier damage, and the target grants combat advantage to you (save ends).
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

Form of the Displacer Beast

Your appearance shimmers as light warps around you, and you take on a feline aspect. At the time you choose, you can make a double attack.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the displacer beast until the end of the encounter. While you are in this form, roll a d20 whenever a melee attack hits you. On a roll of 10 or higher, you take half damage from the attack. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Miss: Half damage.
Effect: Make the attack one more time against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	25

DAILY POWER

Form of the Jungle Lord

Your chest grows broader, your arms lengthen, and your legs shorten as you take on the aspect of a great ape. As you climb with ease, your powerful attacks position your enemies exactly where you want them.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the jungle lord until the end of the encounter. While you are in this form, you gain a climb speed equal to your speed and a +2 bonus to Reflex. In addition, whenever you hit a target with a melee attack, you slide the target 2 squares. If that attack already pulls, pushes, or slides the target, you slide the target 2 squares after that forced movement. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage, and you slide the target 1 square.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	25

DAILY POWER

Earth Tomb

Such is the force of your attack that the ground opens beneath your enemy and holds it down.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the target is knocked prone and can't stand up until the end of your next turn.
Earthstrength: You also slide the target a number of squares equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	27

ENCOUNTER POWER

Guardian's Storm

As you strike your foe, you call on storm spirits to surround it in a cage of lightning.

Primal, Lightning, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage, and the target takes 15 lightning damage if it moves before the end of your next turn.
Wildblood: The lightning damage equals 15 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	27

ENCOUNTER POWER

Screaming Wind Strike

Howling winds swirl around your foe and trap it in a whirling prison.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	Reflex
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	27

ENCOUNTER POWER

Weight of the Mountain

Your weapon crashes onto your foe like an avalanche, and the earth shudders in response.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. Make a secondary attack that is a close burst 5.
Secondary Target: Each enemy in burst
Secondary Attack: Strength vs. Fortitude
Hit: 2d6 damage.
Effect: Each secondary target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	27

ENCOUNTER POWER

Form of Spring Renewal

Brilliant light surrounds you, lifting you up and filling you with vitality. You can gather this energy and unleash it in a burst of searing light, but doing so leaves you momentarily disoriented.

Primal, Healing, Polymorph, Radiant

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of spring renewal until the end of the encounter. While you are in this form, you gain resist 10 necrotic. In addition, you gain a fly speed of 8, and you can hover. Once during this encounter, you can make the following attack while you are in this form.

Standard Action Close burst 2
Target: Each enemy in burst
Attack: Strength + 6 vs. Reflex
Hit: 4d10 radiant damage.
Miss: Half damage.
Effect: You regain all your hit points, but you are stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	29

DAILY POWER

Form of the Chimera

As your head takes on a leonine aspect, two additional heads sprout from your shoulders: a ram's and a dragon's.

Primal, Fire, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the chimera until the end of the encounter. While you are in this form, flanking enemies don't gain combat advantage against you. In addition, whenever you hit a target with a charge attack, you can either push the target 1 square or knock it prone. Once during this encounter, you can make the following attack while you are in this form.

Standard Action Close blast 5
Target: Each creature in blast
Attack: Strength + 6 vs. Reflex
Hit: 2d10 fire damage, and ongoing 5 fire damage (save ends).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	29

DAILY POWER

Form of the Soul Serpent

You take on the aspect of the soul serpent, keeper of the gate of dreams. The world becomes a ghostly landscape in which you feel your foes as much as see them. Your eyes flash, and when you choose, you can dazzle nearby foes with a glance.

Primal, Polymorph, Psychic

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the soul serpent until the end of the encounter. While you are in this form, you gain a +2 bonus to AC and Fortitude. You also gain tremorsense 5. Once during this encounter, you can make the following attack while you are in this form.

Standard Action Close blast 5
Target: Each enemy in blast
Attack: Strength + 6 vs. Will
Hit: 2d10 psychic damage, and you slide the target 5 squares.
Miss: Half damage.
Effect: Each target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	29

DAILY POWER

Form of the Starmetal Warrior

Your skin hardens into gleaming dark metal, and the ground shudders beneath your heavy tread. Cosmic winds swirl around you, hindering airborne foes. When you lash out in fury, you make a devastating attack against nearby enemies.

Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of the starmetal warrior until the end of the encounter. While you are in this form, you gain a +3 bonus to AC. In addition, while any flying enemy is within 10 squares of you, its fly speed is 1. Once during this encounter, you can make the following weapon attack while you are in this form.
Standard Action Close burst 2
Target: Each enemy in burst
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. This damage ignores any of the target's resistances.
Miss: Half damage. This damage ignores any of the target's resistances.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Angelic Blades

The metallic wings of an angel of battle sprout from your back and shower your foes with razor-sharp blades.

Divine, Implement

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.
Effect: You gain a fly speed of 8 until the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ANGELIC ASPECT	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Anyspell

Drawing on the raw arcane power around you, you shape your spell to the form and purpose you need. As a side effect, you grant momentary protection or a surge of aggressive inspiration to a nearby ally.

Arcane, Implement

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
CHA vs Fort		One creature in burst
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Fortitude, Reflex, or Will (choose one)
Hit: 3d8 + Charisma modifier damage.
Effect: Until the end of your next turn, one ally in the burst gains a +2 power bonus to all defenses or a +1 power bonus to attack rolls.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STUDENT OF THE SEVEN	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Bear Fang Defense

Your spirit companion lets out the terrible roar of the Great Bear and smashes its heavy paw into your foe. The presence of the bear spirit is impossible to ignore.

Primal, Implement, Spirit

KEYWORDS

Standard		Melee spirit 1
ACTION	↓	RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier damage, and the target is marked until the end of your next turn. Until the mark ends, whenever the target makes an attack while adjacent to your spirit companion, the target takes 1d10 damage and is knocked prone after the attack is resolved.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GREAT BEAR SHAMAN	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Bedazzling Orb

As you disappear from view, an orb of bright fey light streaks toward your opponent, then erupts in a dazzling flash that leaves that foe dazed.

Arcane, Illusion, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
INT or CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Intelligence or Charisma modifier radiant damage, and the target is dazed until the end of your next turn.
Effect: Before the attack, you become invisible until the end of your turn.
Special: When you gain this power, choose Intelligence or Charisma as the ability you use when making attack rolls and damage rolls with this power.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FEY BEGUILER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Blinding Talons

Changing into a flying raptor's form, you swoop at your enemy's eyes.

Primal, Beast Form, Implement

KEYWORDS

Standard		Personal
ACTION	↖	RANGE
vs		TARGET
ATTACK	DEFENSE	TARGET

Effect: You assume the form of an eagle that is your size, fly twice your speed, and make the following melee touch attack at any point during the movement. You don't provoke an opportunity attack for moving away from the attack's target. After the attack, you return to your normal beast form.
Target: One creature
Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier damage, and the target is blinded until the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SKY HUNTER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Blood Moon Frenzy

With a fearsome roar, you claw at the enemies around you, dealing harsher wounds to those near death.

Primal, Beast Form, Implement

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
WIS vs Reflex		Each enemy in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage. The attack deals 1d6 extra damage against a target that is already bloodied.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLOOD MOON STALKER	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Bloodwrath Strike

Primal fury wells within you as you slam your weapon into your foe.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLOODWRATH GUARDIAN	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Bolts of Bedevilment

Twin bolts of black fire leap from your hands to swirl about your enemy, tricking the foe into attacking one of its allies.

Arcane, Charm, Fire

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA, CON, or INT + 4 vs Will#Level		One creature
ATTACK	DEFENSE	TARGET

Hit: The target makes a basic attack against a creature of your choice as a free action. The target gains a +2 power bonus to the attack roll, and on a hit, its attack deals 2d6 extra fire damage.
Special: When you gain this power, choose Charisma, Constitution, or Intelligence as the ability you use when making attack rolls with this power.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TURATHI Highborn	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Bonds of Life

Tendrils erupt from your target's body, entwining it and holding it fast.

Arcane

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
INT, WIS, or CHA + 4 vs Reflex#Level		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier damage, and the target is restrained until the end of your next turn.
Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TWILIGHT GUARDIAN	POWER TYPE ATTACK	LEVEL 11
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ENCOUNTER POWER

Breath of the Dragon Soul

You exhale a mighty blast of elemental essence.

Arcane, Implement; Varies

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier damage. The damage is the type you resist with your Dragon Soul class feature.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRAGONSOUL HEIR POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Call to the Moon

A bloodcurdling howl escapes from your throat, announcing that the hunt has begun.

Arcane, Fear, Psychic

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
WIS + 4 vs Will#Level		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Wisdom modifier psychic damage, and the target grants combat advantage until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MOONSTALKER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Chains of Death

Deadly necrotic energy binds your foe where it stands.

Divine, Implement, Necrotic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier necrotic damage, and the target is restrained until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLIGHTSPEAKER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Demon-Soul Bolts

You unleash a volley of howling, demonic souls torn from the Abyss to batter your foes.

Arcane, Implement, Thunder

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Charisma modifier thunder damage, and you slide the target 1 square.
Effect: Make the attack two more times against the same target or different ones.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DEMONSKIN ADEPT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Dragon's Wrath

You exhale draconic energy that detonates at a distance.

Arcane, Varies

KEYWORDS

Standard	*	Area burst 2 within 10 squares
ACTION		RANGE
STR, CON, or DEX + 4 vs Reflex#Level		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Constitution modifier damage.
Special: This power uses the same ability as your dragon breath racial power, and it uses the same damage type you initially chose for that power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SCION OF ARKHOSIA POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Ensorcelled Mind

You fill your foe's mind with haunting images of the Feywild's wonder and beauty, with the result that the enemy cannot bear to see you harmed.

Arcane, Charm

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
INT, WIS, or CHA + 4 vs Will#Level		One creature
ATTACK	DEFENSE	TARGET

Hit: Until the end of your next turn, the target can't attack you. In addition, when any creature within the target's reach hits or misses you, the target makes a melee basic attack against that creature as a free action, with a +2 bonus to the attack roll.
Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHIERE KNIGHT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Falling Tree Strike

As the tree falls and crushes all beneath it, your weapon smashes down to knock your foe off its feet.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you knock the target prone.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VERDANT LORD POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

First Ward of the Living Gate

You evoke a curse that wracks your foe with pain and marks it and its companions as enemies of the primal spirits.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier damage. Until the end of your next turn, you gain a +2 bonus to the attack rolls of any primal attack powers you use against the target and any enemy within 5 squares of it.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GUARDIAN OF THE LIVING GATE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Mark of Castigation

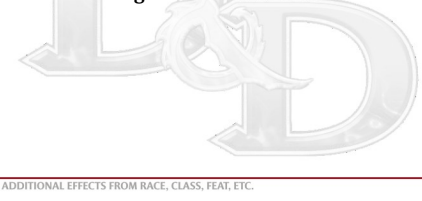
You batter your foe with thunder and promise it explosive retribution if it attacks.

Divine, Implement, Thunder

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier thunder damage. If the target hits or misses you or your ally before the end of your next turn, the target takes 3d10 + your Wisdom modifier thunder damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HAMMER OF VENGEANCE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Mauling Bear

You channel the bear's strength into a powerful blow that knocks your opponent to the ground. Like an angry bear, you stand over your foe, waiting for its next move.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you knock the target prone.
Effect: Until the end of your next turn, if you are adjacent to the target when it stands up, you can make a melee basic attack against it as an immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BEAR WARRIOR	ATTACK	11

ENCOUNTER POWER

Mountain Sweep

You sweep your weapon in a terrible arc, slicing through your foes as if they were wheat before the scythe.

Arcane

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier + Constitution modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
STONEBLESSED	ATTACK	11

ENCOUNTER POWER

Numinous Cascade

Brilliant fire streams from you to burn your foe, and cascades past that foe to sear another. Radiance dances across both targets, guiding the attacks of your allies against them.

Divine, Fire, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier fire and radiant damage. Until the end of your next turn, your allies gain a +2 bonus to attack rolls against the primary target.
Effect: Make a secondary attack.
Secondary Target: One creature within 5 squares of the primary target
Secondary Attack: Wisdom vs. Reflex
Hit: 1d10 + Wisdom modifier fire and radiant damage. Until the end of your next turn, your allies gain a +2 bonus to attack rolls against the secondary target

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FLAME OF HOPE	ATTACK	11

ENCOUNTER POWER

Oath of Weakness

As you strike your sworn foe, the power of your oath saps its strength and will.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		Your oath of enmity target
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier damage, and the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
OATHSWORN	ATTACK	11

ENCOUNTER POWER

Past-Life Guardian

A translucent deva spirit steps out of your body and interposes itself between you and an enemy.

Arcane, Conjunction, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a spectral guardian that occupies 1 square within range. The guardian lasts until the end of your next turn. The guardian makes the following attack when it appears, and it can repeat the attack as an opportunity attack.
Target: One creature adjacent to the guardian
Attack: Wisdom vs. Reflex
Hit: 3d8 + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ANCESTRAL INCARNATE	ATTACK	11

ENCOUNTER POWER

Persistent Frenzy

Caught up in the madness of your wrath, you swing your weapon again and again.

Primal, Weapon

KEYWORDS

Standard	↖	Close burst 1
ACTION		RANGE
STR vs AC		Each creature in burst you can see
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage.
Special: If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FRENZIED BERSERKER	ATTACK	11

ENCOUNTER POWER

Predator Spirit

A panther spirit appears and rends your foe; then its bloodthirstiness flows through your spirit companion to weaken your enemies.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage. Until the end of your next turn, bloodied enemies are weakened while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
GHOST PANTHER	ATTACK	11

ENCOUNTER POWER

Radiant Visage

The light of your god's presence shines from your face, searing your foes.

Divine, Implement, Radiant

KEYWORDS

Standard	↖	Close blast 5
ACTION		RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Wisdom modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
UNVEILED VISAGE	ATTACK	11

ENCOUNTER POWER

Receive the Charge

You ready yourself for an approaching enemy, deftly maneuvering to a better position and striking before your foe strikes you.

Arcane, Weapon

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
STR vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

Trigger: An enemy enters a square adjacent to you
Effect: Before the attack, you shift 1 square.
Hit: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
FIRSTBORN OF MORADIN	ATTACK	11

ENCOUNTER POWER

Rolling Echo

You send two successive waves of thunder rolling from you.

Arcane, Implement, Thunder

Standard		Close burst 2
ACTION		RANGE
CHA vs Fort	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Charisma modifier thunder damage, and you push the target 1 square. Before you take any actions during your next turn, you can repeat the attack as a free action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VOICE OF THUNDER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

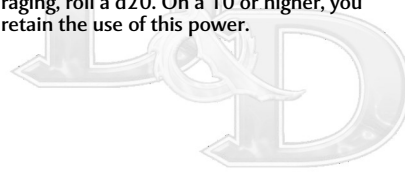
Screaming Hawk Strike

Your terrifying attack leaves your foe hesitant, diminishing its defenses.

Primal, Fear, Weapon

Standard		Melee weapon
ACTION		RANGE
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target takes a -2 penalty to AC until the end of your next turn.
Special: If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FEARBRINGER THANE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

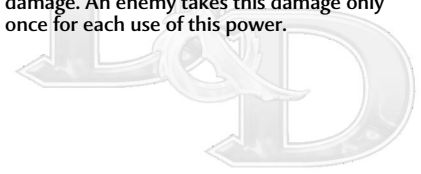
Serpent's Rebuke

The jaws of the World Serpent bite at your foe, stabbing through its mind and rooting it in place. Enemies that draw too close to the transfigured foe feel the echoes of its pain.

Primal, Implement, Psychic

Standard		Ranged 10
ACTION		RANGE
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier psychic damage. Until the end of your next turn, the target is immobilized, and any enemy that enters a square adjacent to the target takes 5 psychic damage. An enemy takes this damage only once for each use of this power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DISCIPLE OF THE WORLD SERPENT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

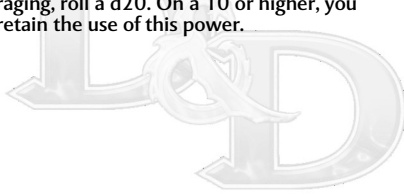
Shifting Wilds Strike

Like a predator in the wild, you shift to a better position after your attack.

Primal, Weapon

Standard		Melee weapon
ACTION		RANGE
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you shift 3 squares.
Special: If you use this power while you are raging, roll a d20. On a 10 or higher, you retain the use of this power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDRUNNER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

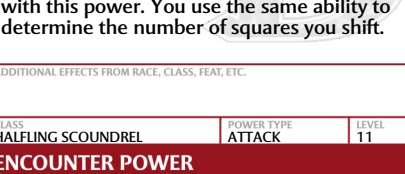
Sly Offensive

Your weapon ends up exactly where the enemy didn't expect, leaving that foe off balance.

Arcane

Standard		Melee weapon
ACTION		RANGE
DEX or CHA vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Dexterity or Charisma modifier damage, and the target takes a -2 penalty to attack rolls against you until the end of its next turn. If the target misses with any attack during its next turn, you can shift a number of squares equal to your Dexterity or Charisma modifier as an opportunity action.
Special: When you gain this power, choose Dexterity or Charisma as the ability you use when making attack rolls and damage rolls with this power. You use the same ability to determine the number of squares you shift.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HALFING SCOUNDREL POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

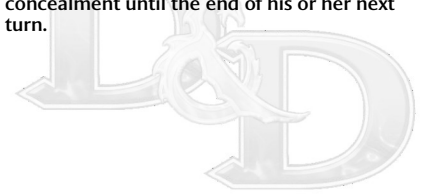
Song of the Queen's Protection

You sing a melody of eldritch quality that assaults your foe's senses while causing wisps of light to blur the outlines of your allies.

Arcane, Implement, Psychic

Standard		Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Charisma modifier psychic damage, and until the end of your next turn, any ally within 10 squares of you gains concealment until the end of his or her next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SUMMER RHYMER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

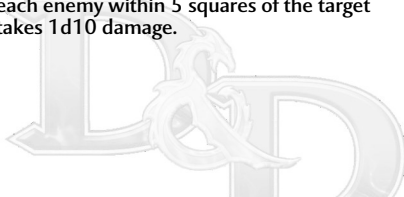
Spirit Tide

Your spirit companion lashes out at an enemy, sending a swirling storm of spirits to batter other nearby foes.

Primal, Implement, Spirit

Standard		Melee spirit 1
ACTION		RANGE
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and each enemy within 5 squares of the target takes 1d10 damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPIRIT TEMPEST POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

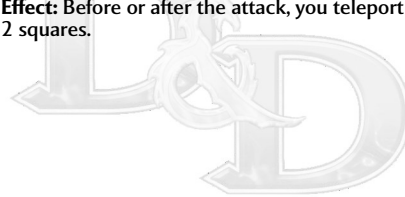
Strike from Empty Air

You teleport to the perfect position to deliver a deadly strike against your foe.

Divine, Teleportation, Weapon

Standard		Melee weapon
ACTION		RANGE
WIS vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage. If you have combat advantage against the target, the attack deals 1[W] extra damage.
Effect: Before or after the attack, you teleport 2 squares.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ZEALOUS ASSASSIN POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

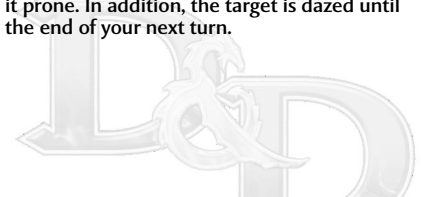
Summon the Beast

Your foe howls with bestial rage, throwing itself into the fight and right into your trap.

Primal, Implement

Standard		Ranged 5
ACTION		RANGE
WIS vs Will	One creature	
ATTACK	DEFENSE	TARGET

Hit: You pull the target 5 squares and knock it prone. In addition, the target is dazed until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KEEPER OF THE HIDDEN FLAME POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Tempest Surge

Raw energy erupts from your outstretched palm, then curls into a whirling tempest.

Arcane, Implement

KEYWORDS

Standard		Area burst 1d4 within 20 squares
ACTION		RANGE
CHA vs Reflex		Each creature in burst. Roll a d4, and you can exclude a number of targets equal to the result.
ATTACK	DEFENSE	TARGET

Special: Pick the burst's origin square before rolling to determine the burst's size.
Hit: 3d8 + Charisma modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILD MAGE POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Thunder Hammer

You slam your weapon into the ground, and the earth itself transmits your god's wrath, bludgeoning your enemies with the force of thunder and either knocking them to the ground or driving them back.

Divine, Thunder, Weapon

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Wisdom modifier thunder damage, and you either knock the target prone or push it 2 squares.
Weapon: If you are wielding a hammer, the number of squares you can push the target equals 1 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HAMMER OF JUDGMENT POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Thunder Smash

Your weapon rumbles with thunder as you swing it toward the earth in a tremendous smash that knocks your foes down.

Primal, Thunder, Weapon

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
STR vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier thunder damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STORM SENTINEL POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Twin Bolt

Summoning internal reserves, you hurl a bolt of magic that reflects the two forces that infuse you.

Arcane, Implement; Varies

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Charisma modifier damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.
Special: You can choose to lose both of the resistances provided by your Dragon Soul or Wild Soul class feature and by your Double Resistance path feature for the rest of the encounter. If you do so, you can make two attacks with this power, each against a different target. Each target the attack hits takes 3d12 + your Charisma modifier damage, instead of 3d10 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCANE WELLSPRING POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Unbound Assault

You tear across the battlefield, eager to feed fresh kills to your weapon.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR or DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength or Dexterity modifier damage, and you gain a +4 bonus to damage rolls against the target until the end of your next turn.
Effect: Before the attack, you shift 3 squares.
Special: When you gain this power, choose Strength or Dexterity as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOODFURY SAVAGE POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Victorious Smite

Striking your foe, you call an ally to your side to attack the same target.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage.
Effect: As a free action, an ally within 5 squares of you can shift 3 squares and make a basic attack against the target with a bonus to the attack roll and the damage roll equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WAR CHANTER POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Zealous Strike

With a roar, you charge at your enemies to deliver an overwhelming attack.

Primal, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC. If the target is bloodied, you gain a +2 bonus to the attack roll.
Hit: 1[W] + Strength modifier damage, and you knock the target prone.
Effect: Make the attack one more time against the same target or a different one.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HORNED CHAMPION POWER TYPE: ATTACK LEVEL: 11

ENCOUNTER POWER

Dragon Wings

Fully formed dragon wings protrude from your back, giving you the ability to fly.

Arcane

KEYWORDS

Move		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You fly a number of squares equal to your speed. You must land at the end of this movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SCION OF ARKHOSIA POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Battle Chant

You inspire your allies with visions of glory, focusing their attacks on a particular foe.

Arcane

KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Choose an enemy in the burst. Each target gains a +2 power bonus to attack rolls against that enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WAR CHANTER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Destined for Greatness

Despair is never an option.

Arcane, Healing

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You fail a saving throw and you are not dying
Effect: You reroll the saving throw with a +4 power bonus. In addition, you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ADRIFT EXPLORER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Divine Vigilance

With senses heightened by your god's presence, you dash past your foes and deny them any opening to attack you.

Divine

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You shift your speed. You don't grant combat advantage to any enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNVEILED VISAGE POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Galvanizing Bellow

The roar of your spirit companion spurs your allies to move.

Primal

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Each target can shift 2 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GREAT BEAR SHAMAN POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Great Cat's Dodge

Your eyes shine yellow like those of a great cat as you leap away from an enemy attack.

Primal

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An attack misses you
Effect: You shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GHOST PANTHER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Impetuous Stride

Primal energy surrounds you as you push through the enemies' ranks. Only a fool would dare strike you.

Primal

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You move your speed. If any creature makes an opportunity attack against you during this movement, that creature takes damage equal to 5 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HORNED CHAMPION POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Press the Kill

As one foe drops, you turn with lightning speed and prepare to attack your next target.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You reduce an enemy to 0 hit points
Effect: You shift a number of squares equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDRUNNER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Problem Solver

You find solutions to the thorniest problems.

Arcane

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally
Trigger: An ally within 10 squares of you fails a check with a skill in which you're trained
Effect: The target can reroll the skill check with a +2 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HALFLING SCOUNDREL POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Resolve of Steel

Like steel forged and tempered by a master smith, you resist the worst of your enemies' attacks.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You gain resist 10 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HAMMER OF JUDGMENT POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Seal of the Serpent

A twisting mark like a glowing green serpent appears on your enemy's skin, drawing the attacks of your ally to unerringly strike the foe.

Primal

KEYWORDS

Minor	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature
Effect: Choose yourself or one ally within 5 squares of you. Until the end of your next turn, that character ignores cover, superior cover, concealment, and total concealment when attacking the target. In addition, the character can make ranged attacks against the target without having line of sight or line of effect to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DISCIPLE OF THE WORLD SERPENT POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Sorcerous Wings

Arcane power surrounds you and spreads out behind you to form wings.

Arcane, ; Varies

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you gain a fly speed of 6, and you can hover, and whenever an enemy makes an opportunity attack against you, that enemy takes 2d10 + your Charisma modifier damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARCANE WELLSPRING	UTILITY	12

UTILITY POWER

Spark of Fury

You call on the wellspring of wrath that burns within you and your allies. For a critical moment, all of you fight with the ferocity of cornered beasts.

Primal

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains a +1 power bonus to attack rolls and a +2 power bonus to damage rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
KEEPER OF THE HIDDEN FLAME	UTILITY	12

UTILITY POWER

Spirit Flow

Spirits swirl around your ally and your spirit companion as the two disappear, and then each reappears where the other just stood.

Primal, Teleportation

KEYWORDS

Minor		Close burst 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One ally in burst
Effect: You teleport the target and your spirit companion, swapping their positions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SPIRIT TEMPEST	UTILITY	12

UTILITY POWER

Storm Step

For a brief moment, you transform into wind and rain.

Primal

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You become insubstantial until the end of your next turn. In addition, you fly your speed at the end of this movement, you must land in a space adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
STORM SENTINEL	UTILITY	12

UTILITY POWER

Summit Advantage

Focusing your awareness, you ready yourself to lash out at any enemy in reach that gives you an opening.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: Until the end of your next turn, you have threatening reach.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
STONEBLESSSED	UTILITY	12

UTILITY POWER

Thundering Summons

With a thundering word, you call your allies to your side. They arrive like echoes rolling across the sky.

Divine, Teleportation

KEYWORDS

Move		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One or two allies in burst
Effect: You teleport each target to a space adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HAMMER OF VENGEANCE	UTILITY	12

UTILITY POWER

Avenging Shadow

You call upon your god to blot your image from your foe's mind.

Divine, Illusion

KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One enemy in burst
Effect: You become invisible to the target until the end of your next turn. If the target is your oath of enmity target, you become invisible to it (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ZEALOUS ASSASSIN	UTILITY	12

UTILITY POWER

Awaken the Forest

Vines burst from the ground around you to hinder your foes.

Primal, Zone

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of thick vines that lasts until the end of your next turn. The zone is difficult terrain for your enemies. In addition, your allies have cover while within the zone. As a move action, you can move the zone 5 squares.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
VERDANT LORD	UTILITY	12

UTILITY POWER

Bestial Vigor

Primal might wells within you, allowing you to shake off wounds and see the fight to its end.

Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You gain temporary hit points equal to your healing surge value and can make a saving throw against each effect on you that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BEAR WARRIOR	UTILITY	12

UTILITY POWER

Fey Escape

As your foe draws near, a swirling storm of leaves spins around you and whisks you to safety.

Arcane, Teleportation

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Trigger: An enemy enters a square adjacent to you
Effect: You teleport 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHIERE KNIGHT | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Frothing Madness

Something erupts inside you, turning you into a relentless force of destruction.

Arcane, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +2 bonus to damage rolls and a +5 bonus to saving throws.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOODFURY SAVAGE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Infernal Nova

You are wreathed in red and black flames that erupt to sear your foes when you are hit in melee.

Arcane, Fire, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, whenever you take damage from a melee attack, each enemy adjacent to you takes 5 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TURATHI Highborn | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Past-Life Servant

A spirit resembling one of your past incarnations steps out of your body, bows briefly, and moves as you direct.

Arcane, Conjuration

KEYWORDS

Minor	↻	Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a spectral servant in an unoccupied square within range. The servant can perform one of these tasks when it appears:
 ✦ Move 6 squares.
 ✦ Pick up an unattended object adjacent to it that weighs up to 20 pounds.
 ✦ Manipulate an unattended object adjacent to it.
Sustain Minor: The servant persists, and it can perform another task from the list above. You can spend multiple minor actions in a round to have the servant perform multiple tasks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANCESTRAL INCARNATE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Second Ward of the Living Gate

You expunge the corrupting influence of your enemy from the world.

Primal

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: One enemy in burst
Effect: Until the end of the encounter, you and your allies gain a +4 bonus to saving throws against effects caused by the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GUARDIAN OF THE LIVING GATE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Shielding Nimbus

Divine power surges through you, giving you an angelic visage and shielding you from damage.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain resist 10 to that damage type until the end of the encounter. If you already have resistance to that damage type, the resistance increases by 5 until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANGELIC ASPECT | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Soaring Falcon

You can take the form of a swift bird of prey to soar above your foes.

Primal

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Prerequisite: You must have the wild shape power.
Effect: Until the end of the encounter, you can use wild shape to assume the form of a tiny falcon. In this form, you gain a fly speed equal to your speed. You also gain a +5 bonus to Perception checks and a +4 bonus to AC against opportunity attacks. You can't attack, pick up anything, or manipulate objects. Until this power ends, you can use wild shape to change among this form, another beast form, and your humanoid form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SKY HUNTER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Song of Spiral Paths

This song weaves qualities of the Feywild into the air, causing space to bend around you and your allies.

Arcane, Teleportation, Zone

KEYWORDS

Minor	←	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of fey magic that lasts until the end of your next turn. While within the zone, you and any ally can teleport 2 squares as a move action.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SUMMER RHYMER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Sworn Crusade

The holy nimbus representing your oath against an enemy surrounds your allies too, endowing them with deadly accuracy.

Divine

KEYWORDS

Minor	←	Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: Each ally in burst
Effect: Until the end of your next turn, each target makes two attack rolls and uses the result he or she prefers when making a melee attack against your oath of enmity target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: OATHSWORN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Torrent of Power

You open a conduit to the Elemental Chaos. Its surging energy erupts uncontrollably.

Arcane
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, whenever you roll the highest number on any damage die, roll that die again and add its result to the damage total.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILD MAGE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Twilight Stealth

With a thought, you vanish into your surroundings.

Arcane, Illusion
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of your next turn, you are invisible to any creature against which you have any cover or concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TWILIGHT GUARDIAN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Unleash the Silent Predator

Your body contorts as you transform into the creature lurking inside you.

Arcane, Polymorph
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You assume the form of a gray wolf or a tiger of your size until the end of the encounter, until you fall unconscious, or until you drop to 0 hit points or fewer. In this form, you add your Wisdom modifier to your speed. In addition, whenever you walk as a move action, you can shift 1 square as a free action before doing so.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MOONSTALKER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Versatile Glamor

You have the perfect spell for any situation.

Arcane
KEYWORDS

Minor	?	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally
Effect: The target gains one of the following benefits until the end of the encounter:
 ♦ +2 power bonus to speed
 ♦ +2 power bonus to attack rolls and damage rolls with opportunity attacks
 ♦ +4 bonus, instead of +2, to attack rolls with combat advantage
 ♦ Concealment
 ♦ Resist 10 to a damage type of your choice

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STUDENT OF THE SEVEN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Warding Frenzy

Your senses heightened by the primal spirits around you, you present a constant threat to enemies nearby and are ready to strike if they ignore you.

Primal, Stance
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, any enemy that starts or ends its turn adjacent to you is marked until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOODWRATH GUARDIAN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Avalanche Assault

With the power of an avalanche, you rain blows on your enemy. The strength of the mountains lingers in your limbs while you remain in this stance.

Arcane, Stance, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier damage.
Effect: You assume the stance of the avalanche. Until the stance ends, you can move through an enemy's space if that enemy is your size or smaller, and you gain a bonus to the damage rolls of your at-will attacks equal to your Constitution modifier.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STONEBLESSED | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Beguiling Bolt

Your mental assault leaves your foe bewildered and vulnerable to attack, as you draw on Fey power to regain your ability to vanish.

Arcane, Implement, Psychic
KEYWORDS

Standard	?	Ranged 10
ACTION		RANGE
INT or CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Intelligence or Charisma modifier psychic damage, and the target grants combat advantage (save ends).
Effect: You regain the use of your fade away racial power if you have already used it during this encounter.
Miss: Half damage, and the target grants combat advantage until the end of its next turn.
Special: When you gain this power, choose Intelligence or Charisma as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FEY BEGUILER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Blade of the Zealot

Your weapon sears your foe with radiant energy and leaves it vulnerable to your attacks.

Divine, Radiant, Weapon
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Wisdom modifier radiant damage. The target takes ongoing 10 radiant damage and grants combat advantage to you (save ends both).
Miss: Half damage. The target takes ongoing 5 radiant damage and grants combat advantage to you (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ZEALOUS ASSASSIN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Bloodied Greatness

Your enemies' attacks push you over a threshold, and you tap into a fresh reserve of strength. You unleash one of your mightiest attacks, fueled by your pain.

Arcane
KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: An enemy bloodies you
Effect: You use one of your encounter attack powers against the triggering enemy. That power can already be expended, and if it is not, using it through this power doesn't expend it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ADROIT EXPLORER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Call to the Great Bear

Your spirit companion mauls your enemy with its claws and teeth. The spirit of the Great Bear lingers around your foe, punishing it for harming your allies.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier damage.
Effect: The target takes a -2 penalty to attack rolls, and whenever it hits with an attack, the target takes 1d10 + your Wisdom modifier damage (save ends both).
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GREAT BEAR SHAMAN POWER TYPE ATTACK LEVEL 20

DAILY POWER

Circle the Prey

You stalk around your enemy, searching for an opening to make a killing blow.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength or Dexterity modifier damage, and ongoing 10 damage (save ends). In addition, you knock the target prone.
Effect: Before or after the attack, you shift a number of squares equal to your Wisdom modifier. After the attack, the target grants combat advantage to you until the end of your next turn.
Miss: Half damage.
Special: When you gain this power, choose Strength or Dexterity as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MOONSTALKER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Clinging Breath

Your breath weapon clings to creatures before you, eating them alive.

Arcane, Varies

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
STR, CON, or DEX + 6 vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Constitution modifier damage, and ongoing 10 damage (save ends).
Miss: Half damage, and ongoing 5 damage (save ends).
Special: This power uses the same ability as your dragon breath racial power, and it uses the same damage type you initially chose for that power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SCION OF ARKHOSIA POWER TYPE ATTACK LEVEL 20

DAILY POWER

Coldfire Pillar

You bond with an angel of vengeance, transforming yourself into a raging pillar of cold fire.

Divine, Cold, Fire, Implement

KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier cold and fire damage.
Effect: You are immune to cold damage and fire damage until the start of your next turn.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ANGELIC ASPECT POWER TYPE ATTACK LEVEL 20

DAILY POWER

Crush of the Serpent

You call on the spirit of the World Serpent to crush your enemy in its emerald coils.

Primal, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is immobilized and takes ongoing 15 damage (save ends both).
Aftereffect: The target is immobilized and takes ongoing 5 damage (save ends both).
Miss: The target is slowed and takes ongoing 5 damage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DISCIPLE OF THE WORLD SERPENT POWER TYPE ATTACK LEVEL 20

DAILY POWER

Divine Aspect

You become a more perfect expression of your god's presence, blistering your enemies with the light of your spirit and sprouting radiant wings to finish the battle.

Divine, Implement, Polymorph, Radiant

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Wisdom modifier radiant damage.
Effect: Until the end of the encounter, you gain a +2 power bonus to AC. In addition, you gain a fly speed equal to your speed, and you can hover.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS UNVEILED VISAGE POWER TYPE ATTACK LEVEL 20

DAILY POWER

Endbringer

Writhing dark energy, the precursor of an apocalypse, tears at your foe.

Divine, Implement, Necrotic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Wisdom modifier damage, and the target takes ongoing 15 necrotic damage and is blinded (save ends both).
Miss: Half damage, and the target takes ongoing 10 necrotic damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLIGHTSPEAKER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Final Confrontation

Your fury spills over to your foe, locking the two of you in a lethal duel.

Primal, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 7[W] + Strength modifier damage.
Effect: Before the attack, if the target is marked, that condition ends on it. It can then make a melee basic attack against you as a free action.
Miss: Half damage.
Effect: After the attack, you can allow the target to make a melee basic attack against you as a free action. If the target makes that attack, you can make a melee basic attack against it as a free action. You can repeat this effect until the target chooses not to make the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FRENZIED BERSERKER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Form of Storm's Wrath

Thunder crashes around you as your skin becomes the dark blue-gray of thunderclouds and your eyes flash with lightning.

Primal, Lightning, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the guardian form of storm's wrath until the end of the encounter. While you are in this form, any enemy that starts its turn adjacent to you is marked until the end of your next turn and takes lightning damage equal to your Constitution modifier if you are able to take actions. In addition, at the start of each of your turns, choose one enemy that you can see within 3 squares of you. That enemy takes lightning damage equal to 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STORM SENTINEL POWER TYPE ATTACK LEVEL 20

DAILY POWER

Form of the Leaping Stag

Great horns sprout from your head as primal power quickens your step. Your charging assault can leave an enemy senseless.

Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

Effect: You assume the guardian form of the leaping stag until the end of the encounter. While you are in this form, you gain a +4 bonus to speed. In addition, as a move action, you can move your speed and gain a +2 power bonus to AC against opportunity attacks until the end of your turn. During this movement, you can move through any enemy's space, marking that enemy until the end of your next turn. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Effect: Before the attack, you move your speed.
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the target is stunned until the end of your next turn.
Miss: Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HORNED CHAMPION POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Form of the Primal Beast

Your body becomes a hunched thing of fur and shadow, an echo of the archetypal predator, the Primal Beast. When you muster your strength for a great attack, you deal a grievous wound to your foe.

Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

Effect: You assume the guardian form of the Primal Beast until the end of the encounter. While you are in this form, your melee reach increases by 1, and you gain threatening reach. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOODWRATH GUARDIAN POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Form of the Verdant Lord

You transform into a treant, sprouting roots that draw strength from the earth and growing branches that sap life from your foes.

Primal, Healing, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
STR vs Fort			
ATTACK	DEFENSE	TARGET	

Effect: You assume the guardian form of the verdant lord. While you are in this form, your melee reach increases by 1, you gain a +5 bonus to Strength checks to break objects, and your attacks deal triple damage to objects. In addition, at the start of each of your turns, each ally within 2 squares of you regains 5 hit points. Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon
Target: One creature
Attack: Strength vs. Fortitude
Hit: 3[W] + Strength modifier damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VERDANT LORD POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Ghost Panther Spiral

A stream of frenzied panther spirits flows around you, savaging your enemies. The wind of the spirits' passage lets you and your allies slip through the spirit world to attack your foes.

Primal, Implement, Teleportation, Zone

KEYWORDS

Standard			Close burst 5
ACTION			RANGE
WIS vs Will			
ATTACK	DEFENSE	TARGET	

Hit: 5d6 + Wisdom modifier damage.
Effect: The burst creates a zone of rushing spirits that lasts until the end of the encounter. You or any ally who is within the zone can use a minor action to teleport to a space adjacent to an enemy that is within the zone.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GHOST PANTHER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Halfling's Taunt

You enrage your foe with a chuckle and a taunt. That foe's fury swells as its attacks miss you and you whack it in response.

Arcane, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
DEX or CHA vs AC			
ATTACK	DEFENSE	TARGET	

Hit: 5[W] + Dexterity or Charisma modifier damage.
Effect: Until the end of the encounter, if the target attacks, it must include you as a target if none of your allies are nearer to it than you are. You gain a +2 bonus to all defenses against the target's attacks. If the target misses you with an attack, you can make a basic attack against it as an opportunity action.
Miss: Half damage.
Special: When you gain this power, choose Dexterity or Charisma as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HALFLING SCOUNDREL POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Hammer of the Final Pronouncement

Your god's judgment drives your foe back and roots it to the ground.

Divine, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
WIS vs AC			
ATTACK	DEFENSE	TARGET	

Hit: 4[W] + Wisdom modifier damage. You push the target 3 squares, and it is immobilized (save ends).
Miss: Half damage. You push the target 3 squares, and it is immobilized until the end of your next turn.
Weapon: If you are wielding a hammer, the number of squares you can push the target equals 3 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HAMMER OF JUDGMENT POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Imperious Presence

Filled with the power of the Feywild, you drive your enemies away in fear, sapping them of their strength.

Arcane, Fear

KEYWORDS

Standard			Close burst 2
ACTION			RANGE
INT, WIS, or CHA vs Will			
ATTACK	DEFENSE	TARGET	

Hit: The target is weakened (save ends). The target then moves away from you at its speed as a free action.
Miss: The target is weakened until the end of your next turn, and you push the target 3 squares.
Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHIERE KNIGHT POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Mountain Stance

Strike You call on the weight of the mountains to crash down on your foes and to ground yourself against your enemies' attacks.

Arcane, Stance, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
STR vs Fort			
ATTACK	DEFENSE	TARGET	

Hit: 2[W] + Strength modifier damage, and you knock the target prone. If the target stands up before the end of your next turn, you can make a melee basic attack against it as an immediate interrupt if you are adjacent to it.
Effect: You assume the mountain stance. Until the stance ends, you gain a +2 bonus to AC, and you can ignore being pulled, pushed, slid, or knocked prone.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIRSBORN OF MORADIN POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Murderous Rage

You swear that your foe will not survive this battle, as you focus your steadily growing fury on it.

Arcane, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
STR or DEX vs AC			
ATTACK	DEFENSE	TARGET	

Hit: 4[W] + Strength or Dexterity modifier damage.
Effect: Until the end of the encounter, you gain a +1 bonus to damage rolls against the target. Whenever you hit the target with a melee attack, this bonus increases by 1.
Miss: Half damage.
Special: When you gain this power, choose Strength or Dexterity as the ability you use when making attack rolls and damage rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOODFURY SAVAGE POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Nature's Grave

You leap at the enemy in a furious attack. One of you will not walk away from this fight.

Primal, Beast Form, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Requirement: You or the target must be bloodied.
Hit: 6d10 + Wisdom modifier damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLOOD MOON STALKER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Nature's Rage

The world reflects your outrage, coming to life with sudden and entangling ferocity.

Arcane, Zone

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
INT, WIS, or CHA + 6 vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier damage, and the target is restrained (save ends).
Effect: The blast creates a zone of writhing plants that lasts until the end of the encounter. Any enemy that enters the zone is restrained (save ends).
Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability you use when making attack rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TWILIGHT GUARDIAN POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Oath Bond

You bind a foe with your oath, consigning it to your god's punishment.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
WIS vs AC		Your oath of enmity target
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Wisdom modifier damage.
Effect: The target gains vulnerable 5 to your attacks (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: OATHSWORN POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Past-Life Vanguard

Spirit after sword-wielding spirit leaps out of your body. Each stabs a nearby enemy; then they all leap back inside you, invigorating you as they return.

Arcane, Healing, Implement

KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier damage.
Effect: You regain 5 hit points for each target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANCESTRAL INCARNATE POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Primal Eagle

You transform into a dire eagle, swooping from the air to batter your foes with the thunder of your wings.

Primal, Beast Form, Implement, Thunder

KEYWORDS

Standard		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You assume the form of an eagle that is your size, fly your speed, and then make the following attack, which is a close burst 5. You then return to your normal beast form. Until the end of the encounter, while you are in beast form you can assume this eagle form and fly your speed as a move action. At the end of that action, you must land, and you return to your normal beast form.
Target: Each enemy in burst
Attack: Wisdom vs. Fortitude
Hit: 4d6 + Wisdom modifier thunder damage, and the target is slowed (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SKY HUNTER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Prismatic Bolt

A beam of colorful light leaps from your hand to cause a debilitating effect.

Arcane, Implement; Varies

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Charisma modifier damage. Roll a d6 to determine the attack's damage type and effect.
1. Yellow: Radiant damage, and your ally nearest to the target can spend a healing surge.
2. Black: Necrotic damage, and the target is weakened (save ends).
3. Green: Poison damage, and the target takes ongoing 15 poison damage (save ends).
4. White: Force damage, and the target is restrained (save ends).
5. Blue: Cold damage, and the target is stunned (save ends).
6. Violet: Psychic damage, and the target is dominated (save ends).
Miss: 3d8 damage. Roll a d6 to determine the attack's damage type and effect, as above.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILY MAGE POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Rampaging Bear

With a mighty roar, you crash through the battle lines of your enemies.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you push the target 1 square and knock it prone.
Effect: You shift a number of squares equal to your Strength modifier and then make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you push the secondary target 1 square and knock it prone.
Effect: You shift a number of squares equal to your Strength modifier. You then enter the bear warrior's rage. Until the rage ends, you gain regeneration 5, and whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BEAR WARRIOR POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Song of the High Court

Bright leaves of radiant power flare around you and your allies as you sing an ode lauding the durability of nature.

Arcane, Implement, Radiant, Zone

KEYWORDS

Standard	←	Close burst 5
ACTION		RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Charisma modifier radiant damage.
Effect: The burst creates a zone of song that lasts until the end of your next turn. While within the zone, you and any ally gain resist 5 to all damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SUMMER RHYMER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Song of Thunder

You initiate a song of pealing thunder that echoes between you and your allies, battering your enemies into submission.

Arcane, Implement, Thunder

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier thunder damage, and you knock the target prone.
Effect: At the start of the next turn of each ally in the blast, the ally deals 5 thunder damage to each enemy within 2 squares of him or her.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: VOICE OF THUNDER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Sorcerous Metamorphosis

Your body becomes the energy that courses through you.

Arcane, Implement; Varies

KEYWORDS

Standard		Personal
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, you become insubstantial, and you gain phasing. In addition, when any creature makes a melee attack against you or when you first enter a creature's space on your turn, the creature takes 3d6 + your Charisma modifier damage. The damage is the two types you resist with your Dragon Soul or Wild Soul class feature and with your Double Resistance path feature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCANIC WELLSPRING | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Spirit of the Beast

The spirit of the beast overwhelms your foe, driving it into a reckless rampage.

Primal, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is overwhelmed by a beast spirit (save ends). While overwhelmed by the spirit, the target grants combat advantage, can make melee attacks only, and must target your ally nearest to it when it attacks. In addition, it must make any opportunity attack it can. The target cannot make a saving throw against this effect if the target has hit with a melee attack since the end of its last turn.

Miss: The target grants combat advantage and must target your ally nearest to it when it attacks (save ends both). The target cannot make a saving throw against this effect if the target has hit with a melee attack since the end of its last turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KEEPER OF THE HIDDEN FLAME | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Spirit Storm

A wind howls around your enemy as dozens of minor storm spirits appear and attack it. Your allies can trade positions inside the storm with a thought.

Primal, Implement, Teleportation, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Will		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Wisdom modifier damage.

Effect: The burst creates a zone of storm spirits that lasts until the end of the encounter. While within the zone, any ally gains a +1 bonus to attack rolls and damage rolls against the target. In addition, any ally within the zone can teleport as a move action, swapping positions with another ally within the zone.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPIRIT TEMPEST | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Sunburst Bulwark

Radiant fire erupts from you, bringing respite to your allies and searing your foes, rooting your enemies in place.

Divine, Fire, Healing, Implement, Radiant

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier fire and radiant damage, and the target is immobilized until the end of your next turn.

Effect: Each ally in the burst can spend a healing surge and regains additional hit points equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FLAME OF HOPE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Swords of the Marilith

With a gesture, you fill the air about you with a marilith's slashing swords.

Arcane, Implement, Zone

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
CHA vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d6 + Charisma modifier damage

Effect: The burst creates a zone of whirling blades that lasts until the end of your next turn. When the zone appears, choose its effect:

- Any enemy takes 3d6 + your Charisma modifier damage if it starts its turn within the zone.
- Any enemy takes 1d6 + your Charisma modifier damage if it starts its turn within the zone. While within the zone, you and your allies gain a +4 power bonus to AC.

Sustain Minor: The zone persists, and you can change its effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEMONSKIN ADEPT | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Third Ward of the Living Gate

Your foe begins to dissipate as the primal spirits tear it apart.

Primal, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 4d10 + Wisdom modifier damage, and ongoing 10 damage (save ends). Whenever the target takes the ongoing damage, it is knocked prone and each enemy within 5 squares of it takes 5 damage.

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GUARDIAN OF THE LIVING GATE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Thrall of Turath

You wrap your foe's mind with hellfire, burning the enemy even as it follows your commands.

Arcane, Charm, Fire

KEYWORDS

Standard		Melee 1
ACTION		RANGE
CHA, CON, or INT +5 vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Constitution modifier fire damage, and the target is dominated and takes ongoing 5 fire damage (save ends both).

Miss: Half damage, and the target makes a basic attack against a creature of your choice as a free action.

Special: When you gain this power, choose Charisma, Constitution, or Intelligence as the ability you use when making attack rolls with this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TURATHI HIGHBORN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Tide of Battle

Your allies take heart as you slam your weapon into your foes.

Primal, Healing, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage.

Effect: An ally within 5 squares of you can spend a healing surge.

Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FEARBRINGER THANE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Veil of the Dragon

Elemental forces in the form of a dragon hover around you as you slash your foes with claws of magic.

Arcane, Implement; Varies

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
CHA vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 6d6 + Charisma modifier damage.

Effect: Until the end of your next turn, any creature that makes a melee attack against you takes 2d6 + your Charisma modifier damage. In addition, you can make the following attack, which can be used as a melee basic attack.

Standard Action Melee 1

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d6 + Charisma modifier damage.

Sustain Minor: The effect persists.

Special: The damage dealt by this power is the type you resist with your Dragon Soul class feature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRAGONSOULE HEIR | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Visions of Victory



Inspired by visions of a glorious victory, your ally unleashes a powerful attack on the foe that you just hit.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Charisma modifier damage. As a free action, an ally of yours adjacent to the target can use an encounter melee attack power against the target, hitting it automatically.
Miss: As a free action, an ally of yours adjacent to the target can use an at-will melee attack power against the target, hitting it automatically.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WAR CHANTER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Voice of the Seven



You speak one word with seven supernatural voices, and your target is driven back and rooted to the ground.

Arcane, Implement

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Fortitude, Reflex, or Will (choose one)
Hit: 3d10 + Charisma modifier damage. Either the target is dazed (save ends), or you push the target 3 squares and it is immobilized (save ends).
Miss: Half damage, and the target is either dazed or immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STUDENT OF THE SEVEN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Warding Thunder



You surround yourself and your allies with a ward of thunder, which batters your enemies. One of your allies carries your mark of protection, so if your foes attack that ally, the ward erupts in thunder again.

Divine, Implement, Thunder, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 5d6 + Wisdom modifier thunder damage.
Effect: The burst creates a zone of warding thunder that lasts until the end of your next turn. Choose an ally when the zone is created. If any enemy attacks that ally, you can make the following attack against each enemy within the zone as a free action:
Attack: Wisdom vs. Fortitude
Hit: 5d6 + Wisdom modifier thunder damage.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HAMMER OF VENGEANCE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Wildrunner's Rage



You dart among your enemies, hampering their movement with each well-placed attack.

Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and the primary target is immobilized until the end of your next turn.
Miss: Half damage.
Effect: You shift a number of squares equal to your Strength modifier and then make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and the secondary target is immobilized until the end of your next turn.
Miss: Half damage.
Effect: You enter the wildrunner's rage. Until the rage ends, you gain a +2 bonus to AC and Reflex, and you ignore difficult terrain. In addition, you can shift 2 squares as a move action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDRUNNER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Spirit Steed

Appearing from nowhere, a winged spirit steed carries you beside your foe.

Arcane
KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: The enemy designated by your Worthy Foe feature ends its movement within 6 squares of you
Effect: You fly and land in a space adjacent to the triggering enemy. This movement doesn't provoke opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GLORIOUS SPIRIT	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

True Name

You speak your foe's true name, revealing its weaknesses to your allies.

Arcane
KEYWORDS

Standard		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: One creature in burst
Effect: Until the end of your next turn, you and your allies gain a bonus to damage rolls against the target equal to your Intelligence or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LOREKEEPER	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Cloak of Doom

A storm of disaster surrounds you, bringing doom to your foes.

Arcane
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the end of the encounter, any enemy within 3 squares of you grants combat advantage to your allies, cannot teleport, and takes 5 damage whenever it misses with an attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HARBINGER OF DOOM	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Fragment of the Song

You sing a verse of the Song of Heroes, honoring champions past, present, and yet to come. Surrounded by its melodies, you and your allies are spurred to incredible heroism.

Arcane, Zone
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of emboldening music that lasts until the end of your next turn. While within the zone, you and each ally can spend an action point to take two extra actions, instead of one. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FATESINGER	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Serene Protection

Once you understand a thing, it becomes a simple matter to ignore it. Sharing your understanding with your allies, you ward yourself and them from harm.

Divine
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: Choose a damage type: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Each target gains resist 30 to that damage type until the end of your next turn.
Sustain Minor: The resistance persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS REVERED ONE	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Walk with the Spirits

Your spirit slips free from your body, revealing your true nature.

Primal
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Your body disappears, and you appear in spirit form in an adjacent space. While you are in this form, you are insubstantial and gain phasing. You also gain a fly speed equal to your speed, and you can hover. You can use at-will powers and encounter powers, but you cannot use daily powers, magic item powers, or rituals. You can remain in this form until you end it as a standard action, until you drop to 0 hit points or fewer, or until you take a short rest or an extended rest. When you leave this form, your body reappears, rejoined by your spirit, in your current space.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRIMAL AVATAR	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Fade Away

You turn invisible in response to harm.

Arcane, Illusion
KEYWORDS

Imm. Reaction		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Trigger: You take damage
Effect: You are invisible until you attack or until the end of your next turn.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GNOME	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Furious Assault

Your monstrous wrath burns inside you, giving strength to your attack.

Arcane
KEYWORDS

Free		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy
Effect: The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HALF-ORC	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Ghost Sound

With a wink, you create an illusory sound that emanates from somewhere close by.

Arcane, Illusion
KEYWORDS

Standard		Ranged 10
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GNOME	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Longtooth Shifting

You unleash the beast within and take on a savage countenance.

Healing
KEYWORDS

Minor		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Requirement: You must be bloodied.
Effect: Until the end of the encounter, you gain a +2 bonus to damage rolls. In addition, while you are bloodied, you gain regeneration 2.
Level 11: Regeneration 4.
Level 21: Regeneration 6.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHIFTER (LONGTOOTH)	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Memory of a Thousand Lifetimes

The dreamlike memories of your previous lives lend insight to aid you.

Arcane
KEYWORDS

No Action		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and dislike the result
Effect: You add 1d6 to the triggering roll.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DEVA	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Razorclaw Shifting

You unleash the beast within and take on a savage countenance.

Arcane
KEYWORDS

Minor		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Requirement: You must be bloodied.
Effect: Until the end of the encounter, your speed increases by 2, and you gain a +1 bonus to AC and Reflex.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHIFTER (RAZORCLAW)	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Stone's Endurance

Your foes' attacks bounce off your stony hide.

Arcane
KEYWORDS

Minor		Personal
ACTION	RANGE	
VS		
ATTACK	DEFENSE	TARGET

Effect: You gain resist 5 to all damage until the end of your next turn.
Level 11: Resist 10 to all damage.
Level 21: Resist 15 to all damage.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GOLIATH	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Channel Divinity: Abjure Undead

You send a brilliant ray of radiant power at an undead foe, compelling it to stagger toward you.

Divine, Implement, Radiant

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
WIS vs Will		One undead creature in burst
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Wisdom modifier radiant damage, and you pull the target a number of squares equal to 1 + your Wisdom modifier. The target is also immobilized until the end of your next turn.
 Level 5: 4d10 + Wisdom modifier damage.
 Level 11: 5d10 + Wisdom modifier damage.
 Level 15: 6d10 + Wisdom modifier damage.
 Level 21: 7d10 + Wisdom modifier damage.
 Level 25: 8d10 + Wisdom modifier damage.
Miss: Half damage, and you pull the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL
FEAT

ENCOUNTER POWER

Channel Divinity: Armor of Wrath

As your foe strikes, you invoke the gods' power to encase yourself in a burning aura of radiant energy.

Divine, Radiant

KEYWORDS

Imm. Reaction		Close burst 5
ACTION	←	RANGE
vs		The triggering enemy in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 5 squares of you hits you
Effect: The target takes radiant damage equal to your Constitution modifier, and you push the target 2 squares.
 Level 11: 1d6 + Constitution modifier radiant damage.
 Level 21: 2d6 + Constitution modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL
FEAT

ENCOUNTER POWER

Channel Divinity: Divine Guidance

You lend your deity's guidance to an ally's attack against your foe.

Divine

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION	←	RANGE
vs		The triggering ally
ATTACK	DEFENSE	TARGET

Trigger: An ally within 10 squares of you makes an attack roll against your oath of enmity target.
Effect: The target makes a second attack roll and uses either result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL
FEAT

ENCOUNTER POWER

Channel Divinity: Preserver's Rebuke

You call upon the gods to punish the enemy that dares harm those entrusted to your care.

Divine

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: An enemy within 10 squares of you hits your ally
Effect: Before the end of your next turn, you gain a bonus to your next attack roll against the triggering enemy equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL
FEAT

ENCOUNTER POWER

Channel Divinity: Rebuke Undead

Undead flee and then cower in your presence, their bodies seared by divine light.

Divine, Implement, Radiant

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		Each undead creature in blast
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Wisdom modifier radiant damage. You push the target 2 squares, and it is dazed until the end of your next turn.
 Level 5: 2d10 + Wisdom modifier radiant damage.
 Level 11: 3d10 + Wisdom modifier radiant damage.
 Level 15: 4d10 + Wisdom modifier radiant damage.
 Level 21: 5d10 + Wisdom modifier radiant damage.
 Level 25: 6d10 + Wisdom modifier radiant damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE LEVEL
FEAT

ENCOUNTER POWER

Create Campsite

A crackling fire, a hot meal, and a warm bedroll await you after a long day of adventuring.

10 minutes		8 hours
TIME		DURATION
15 gp	50 gp	Nature
COMP. COST	PRICE	KEY SKILL

You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp.

The spirits utilize your and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite. At the end of the ritual's duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.

CATEGORY
EXPLORATION
RITUAL

LEVEL
1

Bloom

Grass grows, trees bear fruit, and the land's bounty is available to all.

10 minutes		Instantaneous
TIME		DURATION
20 gp	100 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

Upon completion of the ritual, you cause all outdoor terrain within 20 squares of you to bloom with new growth and foliage. The entire area becomes difficult terrain. Alternatively, the ritual causes crops and fruit-bearing plants within 20 squares of you to yield food. The plants produce enough food to feed five people for a week.

CATEGORY
EXPLORATION
RITUAL

LEVEL
2

Pyrotechnics

A flare soars into the night sky and explodes with brilliant color.

1 minute		10 minutes
TIME		DURATION
20 gp	50 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You send a barrage of small, colorful explosions into the sky. The explosions blossom into whatever color or shape you choose for 1 minute. At the end of each minute of the ritual's duration, you can choose a new color and shape. At night, the lights are visible within a 10-mile radius. During the day, the lights are visible within a 1-mile radius.

CATEGORY
CREATION
RITUAL

LEVEL
2

Tree Shape

You assume the form of a tree, blending into the forest around you.

10 minutes		6 hours
TIME		DURATION
20 gp	100 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

You transform into a large tree or shrub. While you are in this state, you perceive everything around you as normal. You retain all of your statistics, though you cannot use powers or perform rituals. All your clothing and gear transforms along with you. The ritual ends and you revert to your normal form if you take any damage or take an action, or at the end of the ritual's duration.

CATEGORY
EXPLORATION
RITUAL

LEVEL
2

Affect Normal Fire

Fire leaps and dances at your command, brightening or dimming.

1 minute		8 hours
TIME		DURATION
25 gp	125 gp	Arcana or Nature (no check)
COMP. COST	PRICE	KEY SKILL

You gain mastery over nonmagical fire. For the ritual's duration, or until you take an extended rest, you can manipulate nonmagical flames within 10 squares of you as a minor action. You can make a fire that normally provides dim light produce an equal amount of bright light, or you can double the radius of bright light a fire produces. Alternatively, you can diminish a fire's light, reducing its area of bright light to an equal amount of dim light, or reducing its area of dim light to darkness. Reducing a fire's light to produce no light does not extinguish the flame. You can extinguish 1 square of nonmagical fire as a minor action.

CATEGORY
EXPLORATION
RITUAL

LEVEL
3

Snare

A barely visible circle appears on the ground, ready to entrap any enemies that enter the area.

10 min.		8 hours/until discharged
TIME		DURATION
25 gp	150 gp	Nature
COMP. COST	PRICE	KEY SKILL

You create a magical snare in a 2-square-by-2-square area adjacent to you. When you complete the ritual, make a Nature check. The check result is the Perception DC to detect the snare and the Thievery DC to disable it. As part of the ritual, you can name creatures that can pass freely through the snare's area, and you can set conditions that allow a creature to bypass the snare. Any other creature that enters the snare's area is subject to an attack equal to your level + 4 vs. Reflex. On a hit, the target is immobilized (save ends). When the snare is triggered, you become aware that it has been triggered regardless of your distance from it. The ritual is also discharged.

CATEGORY
WARDING
RITUAL

LEVEL
4

Animal Friendship

The animal nuzzles your hand, returning the friendship you offer.

1 minute		Special
TIME		DURATION
50 gp	250 gp	Nature
COMP. COST	PRICE	KEY SKILL

When you perform this ritual, choose a nonhostile Tiny natural beast, such as a cat, a fox, a fish, a mouse, or a sparrow. This animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, the animal regards you as a friend and performs simple tasks on your behalf. The tasks are limited to the options below, and assigning a task requires a standard action.

Fetch: The animal retrieves a Tiny object of 10 pounds or less that you and it can see. If the animal is unable to carry the object due to the item's size or weight, the animal enlists the aid of other creatures of its kind to fulfill the task.

Perform: The animal performs a simple trick, such as rolling over or playing dead.

Search: The animal scouts ahead and examines an area for anything that's alive or animate. The animal can travel up to 20 squares away from you and uses your passive Perception check to determine if it notices hidden creatures in the area. When the animal returns, you learn from it whether a creature occupies the area. The animal cannot communicate any other information aside from the presence or absence of a creature.

Watch: The animal remains in its current location and watches that area. When you assign the animal the task, you designate creatures that are allowed to enter the location. If a creature that you have not designated enters the location, the watching animal informs you by coming to you and making a noise. If you move more than 20 squares away from the area, the animal leaves its post and rejoins you.

Unless otherwise commanded, the animal accompanies you for the ritual's duration, perching on your shoulder, hiding in your pocket, or walking alongside you. The animal has AC 14, Fortitude 12, Reflex 12, and Will 12. The animal has 1 hit point, and a missed attack never damages the animal. Your Nature check determines the length of time the animal remains in your service, but you can release an animal from your service as a minor action.

19 or lower: 1 hour
20-29: 8 hours
30-39: 1 day
40 or higher: 1 week

At the heroic tier, you can have one animal at a time bound to your service using the ritual. At the paragon tier, you can have two animals bound using the ritual. At the epic tier, you can have three animals bound using the ritual. You must complete a separate ritual for each animal you bind.

CATEGORY
BINDING
RITUAL

LEVEL
5

Speak with Nature

Animals and plants respond to your queries, revealing what they have seen and what they know.

10 minutes		10 minutes
TIME		DURATION
80 gp	250 gp	Nature
COMP. COST	PRICE	KEY SKILL

For the ritual's duration, you can communicate with natural beasts and mundane plants (but not plant creatures). The ritual does not make animals friendly, and the animals or plants are limited in their knowledge by their experiences and mobility. For example, a plant knows only about its immediate surroundings, and a fish can describe only what it has seen or experienced underwater. Your Nature check result determines the number of questions you can ask.

9 or lower: Zero
10-19: One
20-29: Two
30 or higher: Three

CATEGORY
DIVINATION
RITUAL

LEVEL
5

Call Wilderness Guide

An animal native to the local wilderness answers your call, approaching you and then walking away. A moment later it pauses, looking over its shoulder as if to make sure you are following.

30 minutes		Special
TIME		DURATION
144 gp	360 gp	Nature
COMP. COST	PRICE	KEY SKILL

You call a nature spirit into your service to act as a guide. The guide takes the form of a Medium or smaller natural beast, with defenses equal to yours at the time you perform the ritual. The guide has 1 hit point, and a missed attack never damages it. It has a speed of 8, but it measures its pace so that you and your party can keep up with it.

The guide leads you to a location you name as you perform the ritual. The destination must be a specific place, such as Shathrax's Lair or the Tower of Ketterton. The guide cannot lead you to a general location, such as 'a cave full of treasure,' or to an unknown place, such as 'the secret lair of the dragon Arhythis.' For the ritual's duration, the guide leads you to the destination by the shortest (although not necessarily the safest) route.

Your Nature check determines how long the guide serves you. If you can't reach the specified destination within the allotted time, the guide leads you as far as it can along the way and then vanishes.

19 or lower: 1 hour
20-29: 4 hours
30-39: 8 hours
40 or higher: 16 hours

CATEGORY
EXPLORATION
RITUAL

LEVEL
6

Ironwood



The wood beneath your hand hardens, assuming an almost metallic sheen.

1 hour		Permanent
TIME		DURATION
75 gp	360 gp	Nature
COMP. COST	PRICE	KEY SKILL

You alter a quantity of wood to have the strength and consistency of steel. The DC to burst or break the wood increases by 5. The wood also gains resist 10 to all damage. Your Nature check determines the amount of wood you can affect with this ritual.

19 or lower: Medium object
20-29: Large object
30-39: Huge object
40 or higher: Gargantuan object

CATEGORY CREATION LEVEL 6

RITUAL

Tree Stride



Stepping into one plant, you instantly emerge from another some distance away.

30 minutes		Special
TIME		DURATION
50 gp	360 gp	Nature
COMP. COST	PRICE	KEY SKILL

You open a magical portal in a tree adjacent to you, connecting it to a second tree that you can see. You and up to eight allies can move through the portal and emerge instantly from the second tree, and return by stepping into the second tree. The portal remains in place for a duration determined by your Nature check result, but only you and the designated allies can pass through the portal in either direction.

19 or lower: 1 hour
20-29: 4 hours
30-39: 12 hours
40 or higher: 24 hours

CATEGORY TRAVEL LEVEL 6

RITUAL

Wyvern Watch



A wyvern-shaped presence formed from mist fills the area, promising doom to those who stumble into its demesne.

1 hr.		8 hours or until discharged
TIME		DURATION
100 gp	360 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You place a ward in a 4-square-by-4-square area. The ghostly form of a wyvern appears in that area. Your Arcana check determines the Perception DC to notice the wyvern's presence.

As part of the ritual, you can name creatures that can pass freely through the warded area, and you can set conditions that allow a creature to bypass the ward. Any other creature that enters the area is subject to an attack equal to your level + 4 vs. Will. On a hit, the target is immobilized (save ends). When the attack is triggered, you become aware that it has been triggered regardless of your distance from the ritual's area. The ritual is also discharged.

CATEGORY WARDING LEVEL 6

RITUAL

Reverse Portal



You open a portal not from here to there, but from there to here.

10 minutes		Special
TIME		DURATION
500 gp	2,600 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle elsewhere on the same plane (see the Linked Portal ritual, Player's Handbook, page 307). As part of performing this ritual, you sketch out a 10-foot-diameter circle in rare chalks and inks. Alternatively, you can use a permanent teleportation circle, which reduces the component cost to 150 gp and grants you a +5 bonus to your Arcana check. At the ritual's completion, make an Arcana check. The result determines the duration that the portal remains open.

19 or lower: 1 round
20-39: 3 rounds
40 or higher: 5 rounds

The portal displays views of the other location in the same way as that created by the Linked Portal ritual, but creatures cannot enter the origin point and appear at the other location. Instead, creatures can only step into the distant end of the portal to appear at the origin point with you.

CATEGORY TRAVEL LEVEL 12

RITUAL

Control Weather



Thunderheads form on the horizon and race across the sky, bringing with them curtains of rain and slashing lightning.

1 hour		Special
TIME		DURATION
1,800 gp	4,500 gp	Nature
COMP. COST	PRICE	KEY SKILL

You change the weather outside in a 2-mile radius centered on you. The change is limited by the current season. Choose from the options below based on the season.

Spring: Heat wave, sleet storm, or thunderstorm
Summer: Hailstorm, heat wave, or rainstorm
Autumn: Cold snap, fog, sleet, or windstorm
Winter: Blizzard, windstorm, or thaw

You control the weather's general tendencies, such as the direction and intensity of the wind or the degree of obscurity from fog, hail, rain, and snow. You cannot control specific applications of the weather, such as where lightning strikes. You can alter the weather among the available options as a standard action for the duration of the ritual, which is determined by your Nature check. Each time you choose to change the weather result, the new weather conditions take 10 minutes to manifest.

19 or lower: 2 hours
20-29: 4 hours
30-39: 16 hours
40 or higher: 24 hours

CATEGORY EXPLORATION LEVEL 14

RITUAL