

## War Cry

Your potent victory cry sends nearby enemies reeling in terror.

**Primal, Fear**  
KEYWORDS

Free		Close blast 3
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

Each enemy in blast

**Trigger:** Your attack reduces an enemy to 0 hit points  
**Effect:** You push each target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

## Whirling Lunge

Striking down one foe, you whirl deeper into enemy ranks.

**Primal, Weapon**  
KEYWORDS

Free	↓	Melee 1
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

**Trigger:** Your attack reduces an enemy to 0 hit points  
**Effect:** You shift 2 squares and then deal 1[W] damage (off-hand weapon) to an enemy adjacent to you that you can see.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE FEATURE LEVEL

ENCOUNTER POWER

## Howl of Fury

You strike a hearty blow, then unleash an ear-splitting battle cry.

**Primal, Thunder, Weapon**  
KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, takes thunder damage equal to your Constitution modifier. If you are raging, the thunder damage equals 3 + your Constitution modifier.  
Level 21 : 2[W] + Strength modifier damage, and add 5 to the thunder damage, whether or not you are raging.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Whirling Rend

You strike out in two directions, drawing blood from different enemies.

**Primal, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 1[W] + Strength modifier damage, and an enemy adjacent to you other than the target takes 1[W] damage (off-hand weapon). If you are raging, add your Dexterity modifier to both damage rolls.  
Level 21 : 2[W] + Strength modifier damage, and 2[W] damage (off-hand weapon).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Desperate Fury

Even if it kills you, you'll accept nothing less than a solid hit.

**Primal, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Rageblood Vigor:** The attack deals extra damage equal to your Constitution modifier.  
**Miss:** You can take 5 damage to reroll the attack. If the reroll hits, use the hit effect above. If the reroll misses, you take 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Escalating Violence

You hack at your enemy, daring it and its companions to incur your greater fury.

**Primal, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. If you take damage before the start of your next turn, you gain a +2 bonus to the attack rolls and the damage rolls of your next attack.  
**Thaneborn Triumph:** Until the end of your next turn, an ally within 5 squares of you gains a bonus to damage rolls against the target equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Resurgent Strike

You slash, you are rejuvenated, and your enemy's blood wells.

**Primal, Weapon**  
KEYWORDS

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

**Hit:** You either gain 3 + your Constitution modifier temporary hit points or end one dazing or weakening effect on yourself. The target then takes 2[W] + your Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Shout of Terror

The primal storm that rages within you manifests as a terrifying battle scream that causes your enemies to hesitate.

**Primal, Fear, Weapon**  
KEYWORDS

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

**Hit:** 1 [W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is slowed until the end of your next turn.  
**Thunderborn Wrath:** Until the end of your next turn, you gain a bonus to damage rolls against slowed creatures equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Whirling Frenzy

Someone will bleed after every strike of this frenzy. You prefer to see your enemy's blood but are prepared to see your own.

**Primal, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Whirling Slayer:** The attack can target Reflex instead of AC.  
**Hit:** 1[W] + 1[W] (off-hand weapon) + Strength modifier damage.  
**Miss:** You take 1d6 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Blood Bear Rage

You strike, then call on the spirit of the blood bear, drawing on its great strength and crushing grip to destroy your foes.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and you grab the target.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the blood bear. Until the rage ends, you gain a +4 bonus to grab attacks. If an enemy starts its turn grabbed by you, it takes 5 + your Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Life Thane Rage

As you strike, raging energy boils out of you as life-giving mist, healing you and invigorating your allies.

**Primal, Healing, Rage, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You can spend a healing surge. You enter the rage of the life thane. Until the rage ends, any ally who starts his or her turn within 3 squares of you gains temporary hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Savage Juggernaut Rage

Your blow triggers all inner wrath that grows more and more unstoppable with each enemy you fell.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the savage juggernaut. Until the rage ends, you gain a power bonus to attack rolls equal to the number of non-minion creatures you have reduced to 0 hit points since you entered the rage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Thunder Hooves Rage

You hammer the enemy with a heavy blow, and the spirits of stampeding beasts fill you with strength.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the thunder hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1 [W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Tyrant's Rage

Your blow is a prelude to a furious shriek. Your visage reveals a berserker fury which causes your foes to recoil.

**Primal, Fear, Rage, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and the target is dazed (save ends).  
**Miss:** Half damage, and the target is dazed until the end of your next turn.  
**Effect:** You enter the rage of the tyrant. Until the rage ends, you can push every enemy adjacent to you 1 square as a minor action once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Bounding Stride

You lope across the battlefield, your wounds fueling your stride.

**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 + 2, or your speed + 6 if you are bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Savage Growl

If the blow you just delivered wasn't enough to get your foe's attention, your menacing growl cannot be ignored.

**Primal**

KEYWORDS

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

**Target:** The enemy you hit  
**Trigger:** You hit an enemy and don't reduce it to 0 hit points  
**Effect:** You mark the target until the end of your next turn. Until the mark ends, you and the target deal 1d8 extra damage against each other.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Shrug It Off

With a brutal shake of your head, you slough off a hindrance before it can affect you.

**Primal**

KEYWORDS

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

**Trigger:** You are subjected to an effect that a save can end  
**Effect:** You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Feral Rejuvenation

You call on the spirits to stitch your wounds, proudly displaying the blood you have spilled in their names.

**Primal, Healing**

KEYWORDS

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

**Trigger:** Your attack damages an enemy  
**Effect:** You spend a healing surge. If the triggering attack reduced an enemy to 0 hit points, you regain additional hit points equal to one-half your level + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Savage Comeback

An enemy tried to hinder you, but you break free, ignoring the injury you suffer in the process.

**Primal**  
KEYWORDS

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

**Trigger:** You are conscious and fail a saving throw  
**Effect:** You take 2d6 damage and succeed on the saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

## Brutal Slam

Your forceful blow pushes your foe into one of its companions.

**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 2 squares and knock it prone. Then one enemy adjacent to the target takes 1d8 + your Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

## Reckless Rampage

As you advance, enemy attacks fuel a wrath that spills over with undeniable force against your chosen target.

**Primal, Weapon**  
KEYWORDS

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

**Effect:** Before the attack, you move your speed. If an enemy makes an opportunity attack against you as a result of this movement, you gain combat advantage against the target of this attack.  
**Rageblood Vigor:** Add your Constitution modifier to the distance you can move.  
**Hit:** 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

## Rippling Blades

If your foe avoids your attack, you accept a glancing blow to maneuver that foe into a weak position, ready for your friend's attack.

**Primal, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Miss:** You can take 5 damage to enable an ally adjacent to the target to make a melee basic attack against it as a free action.  
**Thaneborn Triumph:** The ally gains a bonus to the damage roll equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

## Thundering Howl

You strike and then let out a thunderous battle cry, which knocks your foes back.

**Primal, Thunder, Weapon**  
KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes 1d6 thunder damage and is pushed 1 square.  
**Thunderborn Wrath:** The number of squares you push each enemy equals your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

## Whirling Step

You strike out and keep moving. As you pass, many enemies bleed.

**Primal, Weapon**  
KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 1[W] + Strength modifier damage.  
**Effect:** You shift 2 squares. If the attack hit, you deal 1[W] damage (off-hand weapon) to one or two enemies that are adjacent to you at some point during the shift.  
**Whirling Slayer:** The number of squares you shift equals your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

## Ancient Berserkers' Rage

You lash out and the spirits of ancestral berserkers roar their approval. As always, they are anxious to fight beside a member of the clan.

**Primal, Rage, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the ancient berserkers. At the start of each of your turns until the rage ends, you gain combat advantage against each enemy adjacent to you and a power bonus to damage rolls against them equal to your Charisma modifier. These benefits last until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

## Rage of the Crimson Hurricane

Your swing arcs around you, and rage transforms you into a swirling storm of death, dangerous to any enemy near you.

**Primal, Rage, Weapon**  
KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage.  
**Effect:** Each target takes ongoing 5 damage (save ends). You enter the rage of the crimson hurricane. Until the rage ends, when you hit any enemy with a primal melee power, each enemy adjacent to you takes damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

## Razor Wind Rage

Your strike batters the crowding enemies, unleashing your rage. From then on, after each devastating blow, primal winds speed you.

**Primal, Rage, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the razor wind. Until the rage ends, whenever your Rampage class feature is triggered, you can shift a number of squares equal to your Dexterity modifier and then make a melee basic attack against each enemy adjacent to you as a free action, instead of making a single melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

### Tiger's Claw Rage

Your attack awakens the tiger spirit within you. Its raking claws punish any enemies that avoid your blows.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the tiger's claw. Until the rage ends, when you miss any creature with an at-will melee attack, that creature takes 1[W] damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

### Climber's Claws

Thick claws spring from your hands, allowing you to scale surfaces quickly.

**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 climb speed equal to your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

### Primal Charge

You thunder across the battlefield in a blur of steel and speed.

**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 +4 power bonus to speed when charging.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

### Relentless Surge

With a deep breath, you draw vigor from within yourself.

**Primal**

KEYWORDS

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

**Effect:** You gain 5 + your Constitution modifier temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

### Run Rampant

With bestial might, you break free and step forward, eager for battle again.

**Primal**

KEYWORDS

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

**Effect:** You make either an escape attempt or a saving throw against an effect that immobilizes, restrains, or slows you. You gain a bonus to the roll equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

### Snarling Defiance

Your blood flows, and your response is a feral snarl as you prepare to make the offender pay.

**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 and damaged by an attack  
**Effect:** You take half damage from the attack and gain a +1 power bonus to attack rolls against the attacker until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

### Blood Sacrifice

You wound yourself, offering your pain to the spirits in exchange for a more telling strike.

**Primal, Weapon**

KEYWORDS

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

**Effect:** Before the attack, you can take 1d10 damage. If you do so, you gain a bonus to the damage roll equal to the damage you take + your Constitution modifier.  
**Hit:** 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

### Fearsome Smash

Smashing your weapon through your foe's defenses injures both body and will.

**Primal, Fear, 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 -1 penalty to attack rolls until the end of your next turn.  
**Thaneborn Triumph:** The penalty to attack rolls equals 1 + your Charisma modifier.  
**Special:** You can use this power against an adjacent enemy as an immediate reaction that triggers when that enemy hits you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

### Harbinger of Doom

You hack through one foe, and your battle cry heralds doom for the enemies before you.

**Primal, Fear, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast gains vulnerable 5 to all damage until the end of your next turn.  
**Thunderborn Wrath:** The vulnerability equals 3 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

## Looming Threat

An ally might have raised a foe's ire, but once you strike, that enemy must pay attention to you.

**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 is marked by an ally, the attack deals 1[W] extra damage. You then mark the target until the end of your next turn.

**Rageblood Vigor:** Until the mark ends, you gain a power bonus to damage rolls against the target equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

## Slash and Slash Again

You strike hard and then lay into enemies all around you.

**Primal, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, you can use a free action to deal 1[W] damage (off-hand weapon) to any enemy that starts its turn adjacent to you.

**Whirling Slayer:** Add your Dexterity modifier to the offhand weapon damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

## Flying Serpent Rage

Coiling, spitting, and darting, you react to the enemy's charge with brutal swiftness.

**Primal, Rage, Weapon**

KEYWORDS

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

**Trigger:** An enemy charges you or an ally

**Effect:** Before the attack, you shift 6 squares.

**Hit:** 3[W] + Strength modifier damage.

**Miss:** Half damage.

**Effect:** You enter the rage of the flying serpent. Until the rage ends, you can shift 2 squares as a move action. In addition, after making a charge attack on your turn, you can take further actions during that turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

**DAILY POWER**

## Rage of the Battle Tyrant

Your strike awakens a rage within you that urges your allies to move about the battlefield with impunity whenever you hit.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and the target gains vulnerable 5 to all damage (save ends).

**Miss:** Half damage.

**Effect:** You enter the rage of the battle tyrant. Until the rage ends, when you hit any enemy with a primal attack power, one ally within 2 squares of that enemy can shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

**DAILY POWER**

## Rage of the Death Spirit

As you strike, robbing your foe of its strength, you awaken a spirit that commands your enemies' attention.

**Primal, Rage, 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 weakened (save ends).

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

**Effect:** You enter the rage of the death spirit. Until the rage ends, as the first action of each of your turns, you can use a free action to mark each enemy within 2 squares of you until the end of your next turn. In addition, you gain a +2 bonus to attack rolls against enemies marked by you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

**DAILY POWER**

## Rage of the Primal Banshee

You manifest shrieking spirits as you strike your enemy. While the spirits remain, your foes can't bring themselves to rush your allies.

**Primal, Fear, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and you push the target 3 squares.

**Miss:** Half damage, and you push the target 1 square.

**Effect:** You enter the rage of the primal banshee. Until the rage ends, enemies cannot charge any ally who is within a number of squares of you equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

**DAILY POWER**

## Serpent Fang Rage

Scale-shaped tattoos form on your arms, and you strike with a suddenly venomous weapon. From then on, your rage-flashed markings distract those you damage.

**Primal, Poison, Rage, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier poison damage, and ongoing 5 poison damage (save ends).

**Miss:** Half damage.

**Effect:** You enter the rage of the serpent fang. Until the rage ends, any enemy you hit grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 9

**DAILY POWER**

## Barbaric Offering

You ruin your foe, and the spirit of triumph steels you against a hindrance.

**Primal**

KEYWORDS

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

**Trigger:** You bloody an enemy or reduce it to 0 hit points

**Effect:** You make a saving throw against one effect that a save can end, with a bonus equal to your Charisma modifier (minimum +1).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

**UTILITY POWER**

## Enraged Surge

Your errant blow fuels your anger, empowering your strikes for a few moments.

**Primal**

KEYWORDS

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

**Trigger:** You miss with an attack while raging

**Effect:** You gain a +2 power bonus to melee attack rolls and melee damage rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

**UTILITY POWER**

## Howl of the Alpha Wolf

You snarl nearly incomprehensible orders to your allies, and they hasten to obey.

### Primal

KEYWORDS

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

**Target:** One ally in burst, or each ally in burst if you have reduced an enemy to 0 hit points during this turn

**Effect:** You slide each target 2 squares. You then shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Barbaric Instinct

Submerging conscious thought, you cut through the fog that threatens to envelop your mind.

### Primal

KEYWORDS

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

**Trigger:** You are subjected to a dazing or a stunning effect

**Effect:** If the effect would have dazed you, you aren't dazed. If the effect would have stunned you, you are dazed instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Totemic Scarification

As you set aside caution for relentlessness, glowing totemic symbols begin carving themselves across your skin.

### 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 take a -2 penalty to all defenses but gain a +1 bonus to attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Unexpected Clarity

An astonishing strike opens up new opportunities for you.

### Primal

KEYWORDS

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

**Trigger:** You score a critical hit with a barbarian attack power and haven't used Rampage during this round

**Effect:** In place of making a melee basic attack as a result of Rampage, you can take an additional standard action on your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 12

UTILITY POWER

## Ancient Clan Strike

Your tattoos, scars, and markings burn with primal energy, guiding and empowering a deadly blow.

### Primal, Weapon

KEYWORDS

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

**Effect:** Before the attack, you can take 3d6 damage. If you do so, you gain a +1 bonus to the attack roll and do not expend this power if you miss.

**Rageblood Vigor:** If you take the damage, you also gain a bonus to the damage roll equal to your Constitution modifier.

**Hit:** 4[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Blood-Frenzy Strike

Your heavy blow draws blood and undermines the enemy's resolve in the face of greater damage.

### 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 gains vulnerable 5 to all damage until the end of your next turn.

**Thaneborn Triumph:** The vulnerability equals 3 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Fortune's Favor

You strike at an odd angle, gambling that your enemy will react by maneuvering into the force of your blow.

### Primal, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage. You can reroll the attack. If the reroll hits, the attack deals 1[W] extra damage. If the reroll misses, the attack deals 1[W] less damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Iron Breaker's Shout

You deliver a telling blow, then issue a battle cry so ferocious that it causes your foes' defenses to weaken.

### Primal, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes a penalty to all defenses equal to your Constitution modifier until the end of your next turn.

**Thunderborn Wrath:** The penalty to all defenses equals 1 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Rolling Boulder

You barrel through your enemies, knocking them aside as you bear down on your chosen foe.

### Primal, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Effect:** You knock the primary target prone. You then shift 3 squares and can move through prone enemies' spaces during the shift. Make a secondary attack.

**Whirling Slayer:** The number of squares you shift equals 1 + your Dexterity modifier.

**Secondary Target:** One enemy other than the primary target

**Secondary Attack:** Strength vs. AC (main weapon)

**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

### Ancestral War Band Rage

You hew at your enemy, and the spirits of ancestral warriors rise up to aid you.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the ancestral war band. Until the rage ends, you gain combat advantage against any enemy when making primal melee attacks against it. In addition, whenever you roll a 1 on a damage die for a primal attack, the roll changes to the die's maximum value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

### Frost Hide Rage

Your weapon becomes icy as you strike. Afterward, the ice spreads over you, shielding you from harm.

**Primal, Cold, Rage, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier cold damage, and the target is slowed (save ends).  
**Miss:** Half damage.  
**Effect:** You enter the rage of the frost hide. Until the rage ends, you gain resistance to all damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

### Rage of the War Bringer

Your strike rings out, and your wrath boils over. You inspire your allies to strike true.

**Primal, Weapon**

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the war bringer. Until the rage ends, any ally who has line of sight to you gains a bonus to melee damage rolls equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

### Scytheclaw Rage

You batter a foe to the ground, and you channel the spirit of the scytheclaw drake. Even as you swing your weapon, you kick and punch to keep your foes back.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You knock the target prone. You enter the rage of the scytheclaw drake. Until the rage ends, you can push an enemy adjacent to you 2 squares as a minor action once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

### Tidal Rage

You swing your weapon in an arc, and waves of fury issue forth. You then overpower your foes, moving them around the battlefield.

**Primal, Rage, Weapon**

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
STR vs AC		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Strength modifier damage, and you slide the target 4 squares.  
**Miss:** Half damage, and you slide the target 1 square.  
**Effect:** You enter the tidal rage. Until the rage ends, once per round, when you hit an adjacent enemy with a primal power, you slide each enemy adjacent to you 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

### Bounding Advance

You bound past your foes.

**Primal**

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 can move through enemies' spaces during the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

### Rampant Malice

While your foe's attention is drawn to your comrade, you maneuver for a telling blow.

**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 turn, you gain combat advantage against any enemy that is marked by an ally of yours.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

### Scent of Blood

As your lifeblood drains from you, the scent of it awakens primal power, strengthening your blows and aiding your recuperation.

**Primal**

KEYWORDS

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

**Trigger:** An enemy bloodies you  
**Effect:** Until the end of your next turn, you gain a bonus equal to your Constitution modifier to damage rolls and your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

### Strength of Enduring Pain

The wound burns, but that pain merely adds to the devastation of your blows.

**Primal**

KEYWORDS

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

**Trigger:** You take ongoing damage  
**Effect:** Until the end of your turn, you gain a bonus to damage rolls equal to the ongoing damage (if you are taking multiple types of ongoing damage, the bonus equals the highest of them).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Battle Lust

Your bloodlust pulls you from the brink of death.

**Primal, Healing**

KEYWORDS

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

**Trigger:** You are dying at the start of your turn  
**Effect:** You spend a healing surge, and you can stand up as a free action. Until the end of your next turn, you gain a +2 bonus to attack rolls and a +4 bonus to damage rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 16

UTILITY POWER

## Blood-Spattered Frenzy

You whirl around, bathing your enemies in their own blood.

**Primal, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.  
**Whirling Slayer:** The attack can target Reflex instead of AC.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Frightening Strike

Your savage strike and maddened gaze wither the resolve of the enemies around you.

**Primal, Fear, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and each enemy adjacent to you takes a -1 penalty to attack rolls until the end of your next turn.  
**Thaneborn Triumph:** The penalty to attack rolls equals 1 + your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Lines of Rage

Straining your muscles to the point of agony, you channel the pain into a devastating blow.

**Primal, Weapon**

KEYWORDS

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

**Effect:** Before the attack, you can take 2d8 damage. If you do so, the attack deals 2d8 extra damage.  
**Rageblood Vigor:** You can take 1d8 damage instead of 2d8.  
**Hit:** 4[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Stone-Splitting Roar

Your strike draws on the strength of the earth and is followed by a thunderous battle cry that rattles your enemies.

**Primal, Thunder, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes 2d6 thunder damage and grants combat advantage until the end of your next turn.  
**Thunderborn Wrath:** Add your Constitution modifier to the thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Whirling Skirmish

Using the momentum of your strike, you cut across the battlefield, eluding blows and then imperiling your foes.

**Primal, Weapon**

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 2[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage (off-hand weapon) to each enemy adjacent to you.  
**Whirling Slayer:** The number of squares you shift equals 1 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Desert Wind Rage

A desert wind rises in the wake of your strike, blinding your foe. The sirocco then expands and settles in, scouring even distant enemies.

**Primal, Fire, Rage, 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 blinded until the end of your next turn.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the desert wind. Until the rage ends, at the start of each of your turns, you deal 5 + your Strength modifier fire damage to each enemy within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Elder Tuskbrother Rage

Hurling at an enemy, you make an inescapable attack. The spirit of the tuskbrother boar inspires you, adding to the force of your charges.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 5[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the elder tuskbrother. Until the rage ends, whenever you charge an enemy and hit, you push that enemy a number of squares equal to your Constitution modifier.  
**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 19

DAILY POWER

## Primal War Band Rage

The spirits of an ancient war band spiral around you, distracting your foes.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 5[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the primal war band. Until the rage ends, each enemy within 5 squares of you grants combat advantage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 19

DAILY POWER



## Rock Tree Rage

Your overwhelming strike calls the spirit of the great rock tree, rooting you and allowing you to lash out at approaching enemies.

### Primal, Rage, 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.  
**Hit:** 5[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the rock tree. Until the rage ends, when any enemy enters a square adjacent to you, you can make an opportunity attack against that enemy. In addition, if you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Voracious Predator Rage

You swing mightily, and spirit predators arise, empowering your blows whenever you leave an enemy's body in your wake.

### Primal, Rage, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage. If the target is already bloodied, the attack deals 1[W] extra damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the voracious predator. Until the rage ends, when you reduce any enemy to 0 hit points with an attack, you gain a +2 power bonus to your next weapon attack roll, and that next attack deals 1[W] extra damage if it hits.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Blood Seeker's Pursuit

You are drawn to foes closer to death, and their wounds fortify you.

### Primal

KEYWORDS

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

**Requirement:** No enemies are adjacent to you.  
**Effect:** You shift your speed. You gain 1d8 + your Constitution modifier temporary hit points, plus 1d8 temporary hit points for each bloodied enemy adjacent to you at the end of the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Brutal Payback

Absorbing a mighty blow, you turn your pain into power for a short time.

### Primal

KEYWORDS

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

**Trigger:** An enemy scores a critical hit against you.  
**Effect:** You gain a +4 power bonus to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Emboldening Courage

Your allies are heartened by your relentlessness and move to assist you.

### Primal

KEYWORDS

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

**Target:** Each ally in burst  
**Trigger:** You hit or miss an enemy with a charge attack  
**Effect:** As a free action, each target can shift 3 squares to a square closer to the enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Raging Resurgence

The spirits rejoice in your enemy's errant blow, and their exultation invigorates you.

### Primal, Healing

KEYWORDS

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

**Trigger:** An enemy misses you with an attack  
**Effect:** You spend a healing surge and regain additional hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Berserker's Flurry

You strike deeply, then extend your weapons in a whirl of rage, striking foes that venture too close.

### Primal, Weapon

KEYWORDS

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

**Requirement:** You must be Wielding two melee weapons.  
**Hit:** 3[W] + Strength modifier damage. Until the end of your next turn, you deal 1[W] damage (off-hand weapon) to any enemy that starts its turn adjacent to you.  
**Whirling Slayer:** Add your Dexterity modifier to the off-hand weapon damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Cutting the Path

You knock away nearby enemies, then dash across the battlefield to attack a single foe.

### Primal, Weapon

KEYWORDS

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

**Hit:** You push the primary target 2 squares and knock it prone.  
**Effect:** You move your speed. Then make a secondary attack.  
**Secondary Target:** One creature other than the primary targets  
**Secondary Attack:** Strength vs. AC  
**Hit:** 4[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Leaves Before the Wind

The battle cry that follows your strike scatters your foes.

### Primal, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. You slide each enemy in the blast 3 squares.  
**Thunderborn Wrath:** The number of squares you slide each enemy equals 2 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Rabid Beast



You recklessly stalk a distant enemy and are emboldened by attacks on the way.

### Primal, Weapon

KEYWORDS

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

**Effect:** You grant combat advantage until the start of your next turn. You then move your speed and make the following attack. If an enemy makes an opportunity attack against you as a result of this movement, your attack deals 1[W] extra damage.  
**Hit:** 5[W] + Strength modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## This One Is Mine!



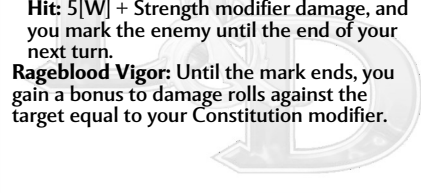
Taking advantage of an enemy focused on one of your allies, you deliver a mighty strike, which turns that enemy's focus to you.

### Primal, Weapon

KEYWORDS

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

**Effect:** Until the end of your next turn, you gain a +2 power bonus to attack rolls against any enemy marked by any of your allies. Then make the following attack.  
**Hit:** 5[W] + Strength modifier damage, and you mark the enemy until the end of your next turn.  
**Rageblood Vigor:** Until the mark ends, you gain a bonus to damage rolls against the target equal to your Constitution modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Circle of Blood Rage



You spin, hacking at your enemies. The image of the circle of blood used in your initiation rites grips your mind, empowering your later attacks.

### Primal, Rage, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the circle of blood. Until the rage ends, you gain a power bonus to attack rolls with barbarian at-will attack powers and *rage strike* equal to the number of creatures you targeted with this power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Clawed Ancestor Rage



You strike a mighty blow, then draw the enemy close. The shadowy presence of the Great Bear grows within you, roaring into full frenzy as you clench a foe.

### Primal, Rage, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 4[W] + Strength modifier damage, and you grab the target.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the clawed ancestor. Until the rage ends, you can make a grab attempt as a minor action once per round. You add your weapon's enhancement bonus to this grab attempt. In addition, if an enemy begins its turn grabbed by you, it takes 10 + your Strength modifier damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Rage of the Unbridled Beast



Your strike savages your foe's defenses and looses your inner beast, quickening your reflexes and causing pain to any foe that draws near.

### 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 takes a penalty to AC equal to your Constitution modifier (save ends).  
**Miss:** Half damage, and the target takes a penalty to AC equal to your Constitution modifier until the end of your next turn.  
**Effect:** You enter the rage of the unbridled beast. Until the rage ends, when any enemy enters a square adjacent to you, you can make a melee basic attack against that enemy as an opportunity action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Raptor's Eye Rage



With the vision of a bird of prey, you strike with deadly accuracy.

### Primal, Rage, Weapon

KEYWORDS

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

**Attack:** Strength vs. AC. You make two attack rolls and use either result.  
**Hit:** 5[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the raptor's eye. Until the rage ends, you can reroll a single damage die each time you roll damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Crippling Assault



Your strike demoralizes your enemy, leaving it more vulnerable to ensuing blows.

### 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 gains vulnerable 5 to all damage until the start of your next turn.

**Thaneborn Triumph:** The vulnerability equals 3 + your Charisma modifier.  
**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 27

ENCOUNTER POWER

## Frenzied Scramble



You slam your enemy with your weapon and then whirl toward other foes to give them a taste of the pain.

### Primal, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.

**Hit:** 4[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage (off-hand weapon) to each enemy adjacent to you.

**Whirling Slayer:** Add your Dexterity modifier to the off-hand weapon damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Menacing Blow



Your ferocious swing chills your foe, leaving it ripe for further punishment.

### Primal, Fear, Weapon

KEYWORDS

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

**Hit:** 5[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Savage Ancestors Strike

You feel the pain of your own fury, causing your strike to be even more life-threatening to your foe.

### Primal, Weapon

KEYWORDS

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

**Effect:** Before the attack, you can take 5d6 damage to gain a +2 bonus to the attack roll. If you do so, you do not expend this power if you miss.

**Rageblood Vigor:** You can take 3d6 damage instead of 5d6.

**Hit:** 5[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Terrifying Howl

You engage the enemy, and your thunderous battle cry crashes over your enemies, rattling them so much that they can't move.

### Primal, Thunder, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier thunder damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is immobilized until the end of your next turn.

**Thunderborn Wrath:** Until the end of your next turn, you gain a bonus to attack rolls against immobilized enemies equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Ancient Forebears' Rage

You inflict a devastating blow, and the spirits of your forebears empower your other attacks.

### Primal, Rage, Weapon

KEYWORDS

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

**Hit:** 6[W] + Strength modifier damage.

**Miss:** Half damage.

**Effect:** You enter the rage of the ancient forebears. Until the rage ends, whenever you roll 1 or 2 on a damage die for a primal attack, the roll changes to the die's maximum value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Rage of Retribution

Waves of force issue from your blow, injuring surrounding enemies. Your rage erupts, immediately punishing enemies that wound you.

### Primal, Force, Rage, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage, and each enemy, other than the target, within 5 squares of you takes 2[W] force damage.

**Miss:** Half damage.

**Effect:** You enter the rage of retribution. Until the rage ends, whenever a single attack deals 20 damage or more to you, you can deal 10 damage to each enemy within 5 squares of you as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Rage of the Thundering Rhino

You channel your attack to awaken the rage of the thundering rhino. When you hit a foe, you send it flying.

### Primal, Rage, Thunder, Weapon

KEYWORDS

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

**Effect:** Before the attack, you move your speed to a square adjacent to an enemy.

**Hit:** 5[W] + Strength modifier thunder damage, and you push the target a number of squares equal to your Constitution modifier. The target and each creature adjacent to it are then knocked prone.

**Miss:** Half damage, and you push the target 1 square.

**Effect:** You enter the rage of the thundering rhino. Until the rage ends, whenever you hit an enemy with a basic attack, that attack deals 1[W] extra thunder damage, and you push that enemy 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Thunderstorm Rage

You hit your foe with a shocking strike, sparking a rage that causes thunder to boom over your enemies.

### Primal, lightning, Rage, Thunder, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and ongoing 15 lightning damage (save ends).

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

**Effect:** You enter the rage of the thunderstorm. Until the rage ends, once per round when you make an attack roll against an enemy and hit, you can make the attack roll a second time against that enemy. If the second attack roll hits, the attack deals 2[W] extra thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARBARIAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Fire Hawk

A hawk of flame swoops on your foe, burning it. The hawk hovers for a moment, ready to swoop in for another attack should that foe's defenses falter.

**Primal, Fire, Implement**

KEYWORDS

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

**Hit:** 1d8 + Wisdom modifier fire damage. Until the start of your next turn, you can make the following secondary attack against the target.  
**Level 21:** 2d8 + Wisdom modifier fire damage.  
**Opportunity Action Ranged 10**  
**Trigger:** The target takes any action that can provoke opportunity attacks  
**Secondary Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Swarming Locusts

Insects launch from you to vex your enemies.

**Primal, Beast Form, Implement, Zone**

KEYWORDS

Standard	↖	Close blast 3
ACTION		RANGE
WIS vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Wisdom modifier damage.  
**Level 21:** 2d8 + Wisdom modifier damage.  
**Effect:** The blast creates a zone of swarming locusts that lasts until the end of your next turn. While within the zone, enemies grant combat advantage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Call Forth the Spirit Pack

Spectral wolves leap forth to knock your enemies down.

**Primal, Implement**

KEYWORDS

Standard	↖	Close burst 5
ACTION		RANGE
WIS vs Reflex		One or two creatures in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d6 + Wisdom modifier damage, and the target is knocked prone. If the target is marked by one of your allies, the target takes 1d6 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Close to the Kill

This close to the kill, your instincts take over.

**Primal, Beast Form, Implement**

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
WIS vs Reflex		One enemy
ATTACK	DEFENSE	TARGET

**Hit:** 1d12 + Wisdom modifier damage. If the target is bloodied or reduced to 0 hit points by this attack, you gain temporary hit points equal to one-half your level.  
**Primal Guardian:** Add your Constitution modifier to the temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Scattered Form

Your form scatters into a horde of insects to attack nearby creatures.

**Primal, Beast Form, Implement**

KEYWORDS

Standard	↖	Close burst 1
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage. You take half damage from the next melee or ranged attack that damages you before the end of your next turn.  
**Primal Swarm:** You take half damage from all melee attacks and ranged attacks until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Stinging Cloud

You call forth a cloud of insects to sting and poison your foes.

**Primal, Implement, Poison, Zone**

KEYWORDS

Standard	✱	Area burst 1 within 5 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier poison damage.  
**Effect:** The burst creates a zone of stinging insects that lasts until the end of your next turn. Any creature that ends its turn within the zone takes 5 poison damage.  
**Primal Swarm:** Add your Constitution modifier to the poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Thorn Spray

You release a blast of thorns that puncture your foes.

**Primal, Implement**

KEYWORDS

Standard	↖	Close blast 5
ACTION		RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 1d6 + Wisdom modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.  
**Primal Predator:** The penalty to all defenses equals 1 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Earth Roots

Roots erupt at your command, lashing and grasping at your enemies.

**Primal, Implement, Zone**

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier damage.  
**Effect:** The burst creates a zone of writhing roots that lasts until the end of your next turn. Any enemy that starts its turn within the zone is slowed until the end of its next turn.  
**Sustain Minor:** The zone persists, and you can slide one enemy within 1 squares of the zone 1 squares to a square within it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Fog of Insects

A swarm of insects surges from you, stinging creatures all around before swirling about you protectively.

**Primal, Implement**

KEYWORDS

Standard	↖	Close burst 3
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier damage.  
**Miss:** Half damage.  
**Effect:** You gain a +1 power bonus to all defenses until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Lightning Arc

*Twin bolts of lightning strike your foes and knock over creatures near them.*

Primal, Implement, Lightning

KEYWORDS

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

**Hit:** 1d10 + Wisdom modifier lightning damage, and the primary target is dazed until the end of your next turn.  
**Miss:** Half damage.  
**Effect:** Make a secondary attack that is an area burst 1, one burst centered on each primary target.  
**Secondary Target:** Each creature in bursts  
**Secondary Attack:** Wisdom vs. Fortitude  
**Hit:** The secondary target is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

DAILY POWER

## Summon Fierce Boar

*With a piercing squeal, a spirit takes form as a ferocious boar and slams its tusks into your enemies.*

Primal, Implement, Summoning

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium boar in an unoccupied square within range. The boar has speed 6. You can give the boar the following special command. On the turn you summon the boar, you give that command as part of using this power. When the boar is reduced to 0 hit points, you can give the command as an immediate interrupt.  
**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is pushed 1 square.  
**Instinctive Effect:** If you haven't given the boar any commands by the end of your turn, it charges the nearest bloodied creature it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

DAILY POWER

## Summon Giant Toad

*You summon a spiril ally, a great toad that flicks its tongue to pluck a meal from among your enemies.*

Primal, Implement, Summoning

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium giant toad in an unoccupied square within range. The toad has speed 5 and swim 6, and it gains a +10 bonus to Athletics checks to jump. You can give the toad the following special command. On the turn you summon the toad, you give that command as part of using this power.  
**Standard Action:** Melee 3; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is pulled 1 square.  
**Instinctive Effect:** If you haven't given the toad any commands by the end of your turn, it attacks the same creature that it attacked during your previous turn. If it can't do that, it attacks an enemy within 3 squares of it if it can. Otherwise, it moves its speed to a square within 3 squares of the nearest enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

DAILY POWER

## Summon Pack Wolf

*You reach out into the spirit world and find an ally, an ancient wolf spirit made solid by your magic for these few minutes of the hunt.*

Primal, Implement, Summoning

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium wolf in an unoccupied square within range. The wolf has speed 6. You can give the wolf the following special command. On the turn you summon the wolf, you give that command as part of using this power.  
**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d6 + Wisdom modifier damage, and if the wolf has combat advantage against the target, the target is knocked prone.  
**Instinctive Effect:** If you haven't given the wolf any commands by the end of your turn, it attacks an adjacent prone creature. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	1

DAILY POWER

## Ferocious Transformation

*In response to an enemy's attack, you transform into a beast and pounce.*

Primal

KEYWORDS

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

**Trigger:** An enemy hits you while you aren't in beast form  
**Effect:** You use wild shape to change into beast form and then shift 1 square. You gain combat advantage against the triggering enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	2

UTILITY POWER

## Resist Energy

*Magical energy washes around you, but your primal magic protects you and your allies.*

Primal

KEYWORDS

Imm. Interrupt		Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You and each ally in burst  
**Trigger:** You take cold, fire, lightning, or thunder damage  
**Effect:** Each target gains resist 5 to the triggering damage type until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	2

UTILITY POWER

## Sudden Bite

*When your foe drops its guard, you change into a beast to strike.*

Primal

KEYWORDS

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

**Trigger:** An enemy provokes an opportunity attack from you  
**Effect:** You use wild shape to change into beast form. You then make the opportunity attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	2

UTILITY POWER

## Verdant Bounty

*Plants erupt to hide your allies.*

Primal, Zone

KEYWORDS

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

**Effect:** The burst creates a plant-filled zone that lasts until the end of your next turn. The zone is heavily obscured, and you and your allies gain a +5 bonus to Stealth checks while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	2

UTILITY POWER

## Warding Wind

*Winds howl around you, shielding you from harm and hurling your attacker away.*

Primal

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 a melee attack  
**Effect:** You gain a +1 power bonus to all defenses until the end of your next turn. If the triggering attack misses you, you slide the attacker 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	2

UTILITY POWER

## Feral Harrier

You launch yourself at your prey to tear it limb from limb.

Primal, Beast Form, Implement

KEYWORDS

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

**Effect:** Before the attack, you shift 3 squares.  
**Hit:** 2d8 + Wisdom modifier damage.  
**Primal Predator:** After the attack, you shift 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Flowing Swarm

You disperse into a cloud of insects, swarm over your enemies, and then coalesce in a different place.

Primal, Beast Form, Implement

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage.  
**Effect:** If you hit at least one target, you shift 4 squares to a square in the blast or adjacent to it.  
**Primal Swarm:** During the shift, you can move through enemies' spaces. If you move through the space of a target hit by the attack, that target takes damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Ironbreaker's Claws

The spirit of a great wolverine pounces on your foes. As it draws blood, it lends you its ferocity.

Primal, Implement

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, any enemy that hits or misses you while you are in beast form takes 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Roar of the Unbowed Beast

You sound a thunderous challenge to your foes. The thunder echoes around them, causing them to reel if they don't stand and fight.

Primal, Beast Form, Implement, Thunder

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Wisdom modifier thunder damage, and you mark the target until the end of your next turn. Until the mark ends, if the target makes an attack on its turn that doesn't include you as a target, you can slide it 3 squares as a free action at the end of its turn.  
**Primal Guardian:** The number of squares you slide the target equals 2 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Thorn Castle

You cause thorny vines to weave around your foes, tearing into them and forming a defensive barrier.

Primal, Implement, Zone

KEYWORDS

Standard	✱	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage, and the target is slowed until the end of your next turn.  
**Effect:** The burst creates a thorny zone that lasts until the end of your next turn. The zone grants cover to creatures within it and creatures attacked through it. Any creature that enters the zone takes 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Clinging Drones

Immense insects cling to anyone who gets near you, making it difficult for them to move carefully.

Primal, Beast Form, 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 slowed and can't shift (save ends both).  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, enemies can't shift while adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Summon Fire Beetle

You hurl a fiery spark to the ground, where it blossoms into a fire-spewing beetle.

Primal, Fire, Implement, Summoning

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Small fire beetle in an unoccupied square within range. The beetle has speed 6 and resist 5 fire. You can give the beetle the following special command. On the turn you summon the beetle, you give that command as part of using this power.  
**Standard Action:** Close blast 3; targets each creature in blast; Wisdom vs. Reflex; 1d8 + Wisdom modifier fire damage.  
**Instinctive Effect:** If you haven't given the beetle any commands by the end of your turn, it makes its attack against at least one enemy, targeting as many enemies as possible. If it can't target any enemies, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Summon Guard Drake

You utter an age-old evocation that summons a drake to defend you or your friend.

Primal, Implement, Summoning

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Small guard drake in an unoccupied square within range. Choose yourself or an ally as the character the drake guards. The drake has speed 6. You can give the drake the following special commands. On the turn you summon the drake, you give the first command as part of using this power.  
**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is marked by the drake until the end of your next turn.  
**Immediate Interrupt:** Triggered when an enemy adjacent to the drake makes an attack roll against the character guarded by the drake; melee 1; targets the triggering enemy; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target takes a penalty to the interrupted attack roll equal to your Wisdom modifier.  
**Instinctive Effect:** If you haven't given the drake any commands by the end of your turn, it moves its speed to a square adjacent to the character it guards. If it ends adjacent to any enemies, those enemies are marked by the drake until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Summon Shadow Ape

Darkness gathers around your implement as you summon a ferocious, shadowy ape.

Primal, Implement, Summoning

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium shadow ape in an unoccupied square within range. The ape has speed 6 and climb 4. You can give the ape the following special command. On the turn you summon the ape, you give that command as part of using this power.  
**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and all creatures have concealment from the target until the end of your next turn.  
**Instinctive Effect:** If you haven't given the ape any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Summon Stalking Panther

*With a growl, a panther coalesces where you point, and it pounces on your enemy.*

**Primal, Implement, Summoning**

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium panther in an unoccupied square within range. The panther has speed 7. You can give the panther the folloWing special command. On the turn you summon the panther, you give that command as part of using this power.

**Standard Action:** The panther shifts 3 squares and then attacks: melee 1; targets one creature; Wisdom vs. Reflex: 1d10 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the panther any commands by the end of your turn, it charges the nearest enemy that has no creatures within 1 square of it, using its attack (without the shift) as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

## Vine Serpents

*You call forth serpentine vines to entangle your foes. The vines strike at any creature within their grasp that drops its guard.*

**Primal, Implement, Zone**

KEYWORDS

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

**Hit:** 2d6 + Wisdom modifier damage, and the target is restrained (save ends).

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

**Effect:** The burst creates a viny zone that lasts until the end of the encounter. Any creature within the zone that leaves it or attacks a creature outside it takes 5 + your Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 5

**DAILY POWER**

## Creeping Vines

*Vines erupt along a vertical surface, creating handholds and footholds for you and your allies.*

**Primal, Zone**

KEYWORDS

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

**Effect:** The wall creates a zone of creeping vines that lasts until the end of your next turn. Each square of the zone must be adjacent to a vertical surface. While within the zone, you and your allies can climb that vertical surface with a climb speed of 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Rodent's Agility

*In the blink of an eye, you transform into a mouse, dart away from your foe, and then transform back.*

**Primal**

KEYWORDS

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

**Prerequisite:** You must have the wild shape power.

**Effect:** You move 5 squares. This movement doesn't provoke opportunity attacks, and you can move through enemies' spaces during it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Swarm Dispersal

*Your body bursts into a swarm and scatters, making an attack ineffective against you.*

**Primal**

KEYWORDS

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

**Trigger:** You take damage from a melee or a ranged attack

**Prerequisite:** You must have the wild shape power.

**Effect:** You gain resist 10 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Rebuking Thorns

*You utter an evocation of protection, which launches thorns at your attackers.*

**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, when any enemy hits you with a melee attack, that enemy takes damage equal to your Constitution or Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 6

**UTILITY POWER**

## Blood-Spray Bite

*As you tear into your foe, the hideous wounds you inflict cause your other foes to back away in terror.*

**Primal, Beast Form, Fear, Implement**

KEYWORDS

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

**Hit:** 2d10 + Wisdom modifier damage, and you push each enemy adjacent to you, other than the target, 2 squares.

**Primal Predator:** The push instead affects each enemy, other than the target, within a number of squares of you equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

## Plague of Locusts

*With a gesture, you cause locusts to descend on your foes.*

**Primal, Implement, Poison**

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
WIS vs Fort		One, two, or three creatures
ATTACK	DEFENSE	TARGET

**Hit:** 1d6 + Wisdom modifier poison damage, and the target grants combat advantage until the end of your next turn.

**Primal Swarm:** The attack deals extra poison damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

## Poison Sting

*The insects of your swarm form gain poisonous stingers and use them against creatures all around.*

**Primal, Beast Form, Implement, Poison**

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier poison damage. The next time the target moves before the start of your next turn, it takes 1d10 poison damage.

**Primal Swarm:** Add your Constitution modifier to the poison damage the target takes when it moves.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 7

**ENCOUNTER POWER**

## Wind of Blades

You call on a wind that has blown over countless battlefield. It batters your foes, infecting them with battle madness.

**Primal, Charm, Implement**

KEYWORDS

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

**Hit:** 1d6 + Wisdom modifier damage. The next time the target makes an attack roll before the end of your next turn, it deals 5 damage to each of your enemies adjacent to it.

**Primal Guardian:** Add your Constitution modifier to the damage the target deals.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: ATTACK    LEVEL: 7

**ENCOUNTER POWER**

## Death's Bounty

You strike at your enemy with the fury of winter's hunter, and the place of that enemy's death becomes a patch of greenery.

**Primal, Cold, Implement, Necrotic, Zone**

KEYWORDS

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

**Hit:** 2d10 + Wisdom modifier cold and necrotic damage.

**Miss:** Half damage.

**Effect:** When the target drops to 0 hit points, a zone of greenery appears in a burst 2 centered on the target. The zone lasts until the end of the encounter. The zone is difficult terrain, and any creature that ends its turn there is immobilized until it escapes (the zone uses your defenses when the creature tries to escape).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Flurry of Stingers

Viciolls, stinging insects dart around you, stinging anyone who comes near.

**Primal, Beast Form, Implement, Poison**

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier poison damage.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, any enemy that enters a square adjacent to you or starts its turn there takes poison damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Summon Crocodile

Chomping its jaws, a great crocodile appears at your command.

**Primal, Implement, Summoning**

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large crocodile in an unoccupied space within range. The crocodile has speed 6 and swim 8. You can give the crocodile the following special command. On the turn you summon the crocodile, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the crocodile grabs the target. The target takes a -3 penalty to escape checks against the crocodile.

**Instinctive Effect:** If you haven't given the crocodile any commands by the end of your turn, it sustains the grab and attacks the creature it's grabbing. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Summon Great Eagle

You call to the sky, and a second later an eagle swoops at your foes.

**Primal, Implement, Summoning**

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium eagle in an unoccupied square within range. The eagle has fly 8 (hover), and it has a +4 bonus to AC against opportunity attacks. You can give the eagle the following special command. On the turn you summon the eagle, you give that command as part of using this power.

**Standard Action:** The eagle moves its speed and attacks at one point during that movement: melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage, and the target grants combat advantage until the end of your next turn.

**Instinctive Effect:** If you haven't given the eagle any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy, and that enemy grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Summon Proud Bear

You stomp as you summon your bear ally, which appears and looks for something big to maul.

**Primal, Implement, Summoning**

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large bear in an unoccupied space within range. The bear has speed 6 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the bear the following special command. On the turn you summon the bear, you give that command as part of using this power.

**Standard Action:** Melee 2; targets one creature; Wisdom vs. Fortitude; 2d6 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the bear any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: ATTACK    LEVEL: 9

**DAILY POWER**

## Swarm Swap

As an attack sweeps toward you, you burst into a swarm that swoops over an enemy, forcing it into your space.

**Primal, Beast Form**

KEYWORDS

Imm. Interrupt		Melee 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** One creature

**Trigger:** You are targeted by an area or a close attack

**Effect:** You swap places with the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

## Animal Clan

You form a deep bond with your summoned animals, drawing out their thirst for battle.

**Primal**

KEYWORDS

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

**Effect:** Once per round until the end of the encounter, you can use a minor action to command one of your summoned creatures to use its instinctive effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**

## Animal Shapes

You transform yourself and your allies into mice, beetles, or other seemingly innocuous animals.

**Primal, Polymorph**

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, the targets assume the forms of Tiny creatures, such as mice, cats, beetles, or spiders. While in these forms, the targets can't attack, pick up anything, or manipulate objects. The targets gain a +5 power bonus to Stealth checks and a +2 power bonus to AC and Reflex. Each target can end this effect on himself or herself as a minor action.

**Sustain Minor:** The effect persists on yourself and any target within 5 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID    POWER TYPE: UTILITY    LEVEL: 10

**UTILITY POWER**



## Cleansing Rain

*A gentle rain falls over the area around you, soothing burning wounds.*

**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 rainy zone that lasts until the end of the encounter. While within the zone, you and any allies gain resist 10 fire and resist 10 acid and a +2 power bonus to saving throws against ongoing fire damage and ongoing acid damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

**UTILITY POWER**

## Goodberry

*You infuse several berries with primal power. Those who consume them receive a brief resurgence of energy.*

**Primal, Healing**

KEYWORDS

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

**Effect:** You create four goodberries that last until the end of your next extended rest if they aren't consumed. A creature can use a minor action to consume a goodberry either to regain 5 hit points, to make a saving throw, or to gain 5 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

**UTILITY POWER**

## Floating Death

*After swarming over your foes, you move to another group of enemies and attack them as well.*

**Primal, Beast Form, Implement**

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage.  
**Effect:** You shift your speed. If you end this movement at least 4 squares from where you started, you can make a secondary attack.  
**Secondary Target:** Each creature in burst  
**Secondary Attack:** Wisdom vs. Reflex  
**Hit:** 2d6 + Wisdom modifier damage.  
**Primal Swarm:** If you hit at least one target with the primary attack, the secondary 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**

## Oak Skewer

*You conjure a massive spear of oak and skewer your foe with it.*

**Primal, Implement**

KEYWORDS

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

**Hit:** 2d6 + Wisdom modifier damage, and you push the target 3 squares. If the target ends this movement adjacent to a solid obstacle (such as a wall), the target is immobilized until the end of your next turn.  
**Primal Guardian:** Add your Constitution modifier to the number of squares you push the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

**ENCOUNTER POWER**

## Rending Claws

*A slash with your claws reveals your foe's weaknesses.*

**Primal, Beast Form, Implement**

KEYWORDS

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

**Hit:** 2d8 + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.  
**Primal Predator:** The vulnerability equals 3 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

**ENCOUNTER POWER**

## Twin-Horned Bolt

*A spectral bull appears before you and knocks your foe to the ground.*

**Primal, Implement**

KEYWORDS

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

**Hit:** 2d8 + Wisdom modifier damage, and the target is knocked prone. If any enemies provide cover against this attack, they are also knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

**ENCOUNTER POWER**

## Devouring Flies

*You conjure a horde of ravenous horseflies, which bite your foes and transfer vitality to you.*

**Primal, Healing, Implement, Zone**

KEYWORDS

Standard	✖	Area burst 2 within 10 squares
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage.  
**Miss:** Half damage.  
**Effect:** The burst creates a zone of horseflies that lasts until the end of the encounter. When any enemy starts its turn within the zone, you or an ally of your choice within 5 squares of you regains 6 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID | POWER TYPE: ATTACK | LEVEL: 15

**DAILY POWER**

## Summon Lightning Drake

*Lightning crackles as you summon a drake to do your bidding.*

**Primal, Implement, Lightning, Summoning**

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium lightning drake in an unoccupied square within range. The drake has speed 6 and resist 10 lightning. You can give the drake the following special commands. On the turn you summon the drake, you give the first command as part of using this power.  
**Standard Action:** Ranged 10; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier lightning damage.  
**Standard Action:** Area burst 1 within 10 squares; targets each creature in burst; Wisdom vs. Reflex; 2d6 + Wisdom modifier lightning damage.  
**Instinctive Effect:** If you haven't given the drake any commands by the end of your turn, it shifts 1 square and uses its area burst attack, targeting as many creatures as possible (including you and your allies).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID | POWER TYPE: ATTACK | LEVEL: 15

**DAILY POWER**

## Summon Razordaw Bat

*Stealthy and deadly, a razorclaw bat responds to your summons and dives on your foe.*

**Primal, Implement, Summoning**

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium razorclaw bat in an unoccupied square within range. The bat has fly 7 (hover) and blindsight 5. The bat gains a +5 bonus to Stealth checks, and it deals 1d10 extra damage to a target when it has combat advantage against that target. You can give the bat the following special commands. On the turn you summon the bat, you give the first command as part of using this power.  
**Standard Action:** The bat shifts 5 squares and attacks: melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage.  
**Standard Action:** Close burst 2; targets each creature in burst; the targets lose all concealment against you and your allies until the end of your next turn.  
**Instinctive Effect:** If you haven't given the bat any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves twice its speed to a square outside every enemy's line of sight. It then makes a Stealth check with no penalty for movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRUID | POWER TYPE: ATTACK | LEVEL: 15

**DAILY POWER**

## Summon Savage Tiger

*Speaking an ancient oath, you summon a great tiger to its feast.*

**Primal, Implement, Summoning**

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a large tiger in an unoccupied space within range. The tiger has speed 7. You can give the tiger the following special command. On the turn you summon the tiger, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the tiger any commands by the end of your turn, it charges the nearest bloodied creature it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	15

**DAILY POWER**

## Wrath of the Storm Chaser

*Wind and lightning lash around your foe. Later, when you transform into a beast, the wind blows that foe around the battlefield.*

**Primal, Implement, lightning**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
WIS vs Reflex		
ATTACK	DEFENSE	TARGET

**Hit:** 4d8 + Wisdom modifier lightning damage, and you slide the target 3 squares.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, whenever you use wild shape to change into beast form, you slide the target 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	15

**DAILY POWER**

## Darting Viper

*You transform into a viper and slip away from your foes. You then return to your normal form BUT retain some aspects of the viper for a moment.*

**Primal**

KEYWORDS

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

**Prerequisite:** You must have the wild shape power.

**Effect:** You shift your speed. During this movement, you ignore difficult terrain and can shift through enemies' spaces. You then gain a +4 power bonus to speed and can move through enemies' spaces until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	16

**UTILITY POWER**

## Elusive Wind

*You catch the wind and soar away to safety.*

**Primal**

KEYWORDS

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

**Effect:** If you are marked, that condition ends on you. You then fly 8 squares. This movement doesn't provoke opportunity attacks, and if you don't land at the end of the movement, you descend to the ground without taking falling damage. In addition, until the end of your next turn, you can shift 1 square as a free action whenever you are hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	16

**UTILITY POWER**

## Phantom Beast

*You can briefly adopt the form of a beast spirit, allowing you to pass through barriers.*

**Primal, Beast Form**

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 phasing while you are in beast form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	16

**UTILITY POWER**

## Dryad's Trees

*Two ancient trees spring up. You and your allies can move from one tree to the other with a single step.*

**Primal, Conjunction, Teleportation**

KEYWORDS

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

**Effect:** You conjure two trees in two unoccupied squares in the burst. Each tree occupies 1 square and must be on a solid surface. The trees last until the end of the encounter. When adjacent to either tree, you and your allies can each use a move action to teleport to a square adjacent to the other tree.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	16

**UTILITY POWER**

## Feral Recovery

*You call on the feral heart that lurks within all creatures to allow yourself and your friends to shake off an effect.*

**Primal**

KEYWORDS

Minor		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 make a saving throw against an effect that a save can end, with a +5 power bonus to the saving throw if the effect has the charm, the fear, or the illusion keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	UTILITY	16

**UTILITY POWER**

## Cloud of Sparrows

*Sparrows swirl around you, a storm of tiny talons and beaks that rends your foes and then whisks you away.*

**Primal, Implement, Teleportation**

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
WIS vs Fort		
ATTACK	DEFENSE	TARGET

**Hit:** 3d6 + Wisdom modifier damage.

**Effect:** You teleport 5 squares, and you gain concealment until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	17

**ENCOUNTER POWER**

## Devouring Swarm

*You dispatch pieces of your swarm form to drain blood from your foes to give yourself resilience.*

**Primal, Beast Form, Implement**

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
WIS vs Fort		
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier damage.

**Effect:** If you hit at least one target, you gain 10 temporary hit points.

**Primal Swarm:** Add your Constitution modifier to the temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DRUID	ATTACK	17

**ENCOUNTER POWER**

## Hungry for the Kill

As you shake your enemy's life loose, you avoid a doom waiting for you.

Primal, Beast Form, Healing, Implement

KEYWORDS

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

**Effect:** Before the attack, you shift 2 squares.

**Primal Predator:** The number of squares you shift equals your Dexterity modifier.

**Hit:** 2d12 + Wisdom modifier damage. If either you or the target is bloodied or at 0 hit points or fewer, you can spend a healing surge, make a saving throw, or both.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Inexorable Smash

You bash your foe, staggering it for a moment.

Primal, Beast Form, Implement

KEYWORDS

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

**Hit:** 2d10 + Wisdom modifier damage, and you slide the target 1 square. The target is dazed until the end of your next turn.

**Primal Guardian:** The number of squares you slide the target equals your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Torrential Storm

Dark clouds gather at your command. Lightning and rain fall to damage your foes and keep them away from you.

Primal, Implement, Lightning, Zone

KEYWORDS

Standard	↔	Close blast 5
ACTION		RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 3d6 + Wisdom modifier lightning damage, and you slide the target 3 squares.

**Effect:** The blast creates a stormy zone that lasts until the end of your next turn. A creature hit by this attack that enters the zone on its turn takes 10 lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Pummeling Hail

Chunks of ice fall from the sky, battering your foes.

Primal, Cold, Implement

KEYWORDS

Standard	⚡	Area burst 2 within 20 squares
ACTION		RANGE
WIS vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 5d6 + Wisdom modifier cold damage. **Effect:** The burst creates a zone of hail that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 5 + your Constitution modifier cold damage.

**Primal Swarm:** You aren't affected by the zone while you are in beast form.

**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Summon Guardian Briar

You summon spirits that coalesce into a mighty creature of thorns and brambles that protects you and your friends.

Primal, Implement, Summoning

KEYWORDS

Standard	☁	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large guardian briar in an unoccupied space within range. The guardian briar has speed 5 and ignores difficult terrain. You and your allies gain a +2 power bonus to AC while within 2 squares of the guardian briar. You can give the guardian briar the following special command. On the turn you summon the guardian briar, you give that command as part of using this power.

**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage. **Instinctive Effect:** If you haven't given the guardian briar any commands by the end of your turn, it attacks an enemy within 2 squares of it if it can. Otherwise, it moves its speed to a square where it is within 2 squares of as many allies as possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Summon Swamp Behemoth

A primeval swamp spirit assumes solid form at your summons and thrashes over the battlefield.

Primal, Implement, Summoning

KEYWORDS

Standard	☁	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large behemoth in an unoccupied space within range. The behemoth has speed 8 and ignores difficult terrain. You can give the behemoth the following special commands. On the turn you summon the behemoth, you give the first command as part of using this power.

**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage. **Standard Action:** The behemoth moves its speed. During this movement, it can move through enemies' spaces. When it enters an enemy's space, it attacks that enemy: Wisdom vs. Reflex; 1d8 + Wisdom modifier damage. It can't attack a creature in this way more than once per round.

**Instinctive Effect:** If you haven't given the behemoth any commands by the end of your turn, it uses its second attack against as many enemies as possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Summon Thunder Bison

Thunder rumbles in the distance, drawing closer and closer until a bison trundles out of the spirit world to appear by your side.

Primal, Implement, Summoning

KEYWORDS

Standard	☁	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large bison in an unoccupied space within range. The bison has speed 7 and a +2 bonus to AC. You can give the bison the following special command. On the turn you summon the bison, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier thunder damage.

**Instinctive Effect:** If you haven't given the bison any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Tremors

You command the earth, causing tremors to topple your 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:** 4d6 + Wisdom modifier damage, and the primary target is knocked prone.

**Miss:** Half damage.

**Effect:** The burst creates a quaking zone that lasts until the end of the encounter. The zone is difficult terrain. While the zone persists, you can make the following secondary attack as a minor action once per round.

**Secondary Target:** Each creature within the zone

**Secondary Attack:** Wisdom vs. Reflex

**Hit:** 1d10 damage, and the secondary target is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Stonebones

Drawing strength from the earth, your body becomes nearly impervious to damage and immovable.

Primal

KEYWORDS

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

**Effect:** Until the start of your next turn, you gain resist 15 to all damage, and when you are pulled, pushed, or slid, you can make a saving throw. If you save, you ignore the forced movement.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Fey Circles

Toadstool rings appear at your command, carrying with them the magic to whisk a creature from one ring to the next.

**Primal, Conjunction, Teleportation**

KEYWORDS

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

**Effect:** You conjure eight fey circles in eight unoccupied squares in the burst. You and your allies can use the fey circles to teleport. When a character enters a fey circle's square, he or she can teleport to another fey circle's square, as long as the destination square is unoccupied. Then both fey circles disappear. The fey circles last until the end of the encounter if they aren't used.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

## Protective Whirlwind

Howling wind swirls around you, strong enough to deflect attacks.

**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 windy zone that lasts until the end of your next turn. Area attacks and ranged attacks against creatures within the zone take a -4 penalty to the attack rolls against them. In addition, the zone is difficult terrain. When a creature other than you ends its movement within the zone, you can slide that creature 3 squares as a free action.  
**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 22
----------------	-----------------------	-------------

UTILITY POWER

## Tortoise Shell

Your or your friend's skin hardens into a tortoise shell, perfect for deflecting enemy attacks.

**Primal**

KEYWORDS

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

**Target:** You or one ally in burst  
**Effect:** The target gains a +4 power bonus to all defenses until the end of your next turn. If the target moves, the power bonus decreases to +2.  
**Sustain Minor:** The effect persists.  
**Special:** When you are hit by a melee attack, you can use this power on yourself as an immediate interrupt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

## Tree of life

You draw on primal energy to cause vines and plants to sprout for a moment, creating a useful tool for you and your allies

**Primal, Conjunction, Healing**

KEYWORDS

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

**Effect:** You conjure a life-giving tree in an unoccupied square within range. The tree must be on a solid surface, and it lasts until the end of the encounter. The tree occupies 1 square and provides cover. You and your allies gain regeneration 5 while within 2 squares of the tree.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE UTILITY	LEVEL 22
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UTILITY POWER

## Blinding Swarm

You become a cloud of insects that obscures your enemies' vision.

**Primal, Beast Form, Implement**

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
WIS vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier damage, and the target is blinded until the end of your next turn.  
**Primal Swarm:** If the attack hits at least once, you shift to a square in the blast or adjacent to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Fearsome Fangs

Lunging to ravage your enemy with a vicious bite, you create an opportunity for allies to aid you or flee to safety.

**Primal, Beast Form, Implement**

KEYWORDS

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

**Effect:** Before the attack, each ally adjacent to the target can shift 1 square as a free action.  
**Hit:** 4d8 + Wisdom modifier damage, and you slide the target 1 square. The target grants combat advantage until the end of your next turn.  
**Primal Guardian:** The number of squares you slide the target equals your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Rain of Fire Needles

Your evocation causes pine needles to rain down and explode shortly after impact.

**Primal, Fire, Implement, Zone**

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Wisdom modifier damage.  
**Effect:** The burst creates a zone of pine needles that lasts until the end of your next turn. At the start of your next turn, each creature within the zone takes 2d8 + Wisdom modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Razor Snare

Razor vines erupt where you point and snake around your enemies. The vines tighten if those enemies dare move.

**Primal, Implement**

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage. If the target moves before the end of your next turn, it takes 2d6 damage.  
**Primal Predator:** The target also grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 23
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ENCOUNTER POWER

## Avian Cloud

You create a cloud of angry birds that scratch at the eyes of your foes.

**Primal, Implement, Zone**

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage, and the target is blinded (save ends).  
**Miss:** Half damage, and the target is blinded until the end of your next turn.  
**Effect:** The burst creates a zone of birds that lasts until the end of the encounter. Creatures outside the zone have total concealment against creatures within the zone. Any enemy that starts its turn within the zone takes 10 + your Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 25
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DAILY POWER

## Creeping Doom

At your command, biting and stinging vermin spill forth to consume your enemies.

Primal, Implement, Zone

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** The burst creates a zone of vermin that lasts until the end of your next turn. Any creature but you that starts its turn within the zone takes 10 damage and grants combat advantage until the start of its next turn. As a move action, you can move the zone 3 squares. When the zone appears, make the following attack. As a standard action, you can repeat the attack.

**Target:** Each creature within the zone or adjacent to it

**Attack:** Wisdom vs. Reflex

**Hit:** 2d8 + Wisdom modifier damage, and the target is dazed 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 ATTACK LEVEL 25

DAILY POWER

## Primal Ape

Loosing a thunderous roar, you swell in size to assume the form of a primal ape.

Primal, Beast Form, Implement, Thunder

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
WIS vs Fort		
ATTACK	DEFENSE	TARGET

**Hit:** 6d6 + Wisdom modifier thunder damage, and you push the target 3 squares.

**Miss:** Half damage, and you push the target 2 squares.

**Effect:** Until you leave your current beast form or until the end of the encounter, your size increases to Large, you gain a climb speed of 6 and a +2 bonus to AC and Fortitude, and your melee attacks deal 2d6 extra damage. In addition, you gain a +2 bonus to speed when you charge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Summon Proud Mastodon

Your call is answered by a mastodon, ready to trample your enemies.

Primal, Implement, Summoning

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large mastodon in an unoccupied space within range. The mastodon has speed 7 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the mastodon the following special command. On the turn you summon the mastodon, you give that command as part of using this power.

**Standard Action:** Melee 2; targets one creature;

Wisdom vs. Fortitude; 3d6 + Wisdom modifier damage, and the target is knocked prone.

**Instinctive Effect:** If you haven't given the mastodon any commands by the end of your turn, it charges the nearest unbloodied enemy it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an enemy within 2 squares of it if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Summon Razorclaw Behemoth

With a primcl hiss, you summon a reptilian predator that runs on two legs and cuts with all four.

Primal, Implement, Summoning

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Medium behemoth in an unoccupied square within range. The behemoth has speed 7. You can give the behemoth the following special command. On the turn you summon the behemoth, you give that command as part of using this power.

**Standard Action:** Melee 1; targets one creature;

Wisdom vs. Reflex; 2d6 + Wisdom modifier damage, and ongoing 5 damage (save ends).

**Instinctive Effect:** If you haven't given the behemoth any commands by the end of your turn, it charges the nearest creature taking ongoing damage that it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Behemoth Stampede

You gesture, and a behemoth stampede tramples your enemies and then vanishes.

Primal, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Reflex		
ATTACK	DEFENSE	TARGET

**Hit:** 3d6 + Wisdom modifier damage, and the target is pushed 5 squares and knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Death Fangs

Your eyes glow red with feral fire as you are overcome with the death spirit, a primal force that lays low living things.

Primal, Beast Form, Implement

KEYWORDS

Standard		Melee touch
ACTION	↓	RANGE
WIS vs Reflex		
ATTACK	DEFENSE	TARGET

**Hit:** 5d10 + Wisdom modifier damage.

**Primal Predator:** The attack deals extra damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Disorienting Drone

Insects appear around you and emit an eerie drone, disorienting your foes.

Primal, Charm, Implement

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
WIS vs Will		
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier damage, and the target is dazed and deafened until the end of your next turn.

**Primal Swarm:** The size of the burst increases by 1.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Howling Doom

You unleash a mighty roar, leaving your foes frozen in terror as you prepare to move in for the kill.

Primal, Beast Form, Fear, Implement, Psychic

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
WIS vs Will		
ATTACK	DEFENSE	TARGET

**Hit:** 3d6 + Wisdom modifier psychic 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 DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Thunder Claw

Thunder rumbles around you as you rear back to attack. As your claws rip into your foe, the thunder crashes over it.

Primal, Beast Form, Implement, Thunder

KEYWORDS

Standard		Melee touch
ACTION	↓	RANGE
WIS vs Fort		
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier thunder damage, and the target is stunned until the end of your next turn.

**Primal Guardian:** You also slide the target a number of squares equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Earth Maw



You call forth a maw of earth and stone, which seeks to swallow your foe.

Primal, Conjunction, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You conjure a Large maw of earth in an unoccupied space within range. The maw occupies its space, and it lasts until the end of your next turn. As a move action, you can move the maw a number of squares equal to your Wisdom modifier. When the maw appears, it makes the following attack.

**Target:** One enemy adjacent to the maw

**Attack:** Wisdom vs. Fortitude

**Hit:** 3d8 + Wisdom modifier damage, and the target is restrained (save ends). Until this effect ends, the maw cannot attack another creature or move.

**Sustain Minor:** The maw persists. It repeats its attack against the creature it is restraining, or it attacks an adjacent enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Hunter's Heart



Your magic lashes out at your foe, creating a bond between the two of you, defining you as the hunter and it as your prey.

Primal, Implement

KEYWORDS

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

**Hit:** The target is immobilized (save ends).

**Aftereffect:** 6d10 + Wisdom modifier damage.

**Miss:** The target is immobilized until the end of your next turn.

**Aftereffect:** 2d10 + Wisdom modifier damage.

**Effect:** Whenever you use wild shape to change into beast form before the end of the encounter, you gain a +2 bonus to attack rolls and a +5 bonus to damage rolls against the target until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Summon Elder Pack Wolf



With a mighty howl, an ancient wolf spirit manifests to hunt beside you and your allies.

Primal, Implement, Summoning

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large wolf in an unoccupied space within range. The wolf has speed 8. You can give the wolf the following special commands. On the turn you summon the wolf, you give the first command as part of using this power.

**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier damage, and the target is knocked prone.

**Opportunity Action:** Triggered when an adjacent creature stands up; melee 1; targets the triggering creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier damage, and the target can't stand up until the start of its next turn.

**Instinctive Effect:** If you haven't given the wolf any commands by the end of your turn, it attacks an adjacent prone creature. If can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Summon Storm Behemoth



Lightning and thunder herald the ground-shaking tread of a primeval spirit returned in the flesh.

Primal, Implement, Lightning, Summoning

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large storm behemoth in an unoccupied space within range. The behemoth has speed 8. You can give the behemoth the following special commands. On the turn you summon the behemoth, you give the first command as part of using this power.

**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 3d10 + Wisdom modifier damage.

**Standard Action:** Area burst 2 within 20 squares; targets each creature in the burst; Wisdom vs. Reflex; 2d8 + Wisdom modifier lightning damage.

**Instinctive Effect:** If you haven't given the behemoth any commands by the end of your turn, it makes its melee attack against an adjacent enemy if it can. Otherwise, it makes its area attack, targeting as many creatures as possible (including you and your allies).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Whirling Firestorm



Your words of primal might unleash a firestorm to consume your enemies.

Primal, Fire, Implement, Zone

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 4d6 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).

**Miss:** Half damage.

**Effect:** The burst creates a zone of fire that lasts until the end of your next turn. Any creature other than you that starts its turn within the zone takes 10 fire damage.

**Sustain Minor:** The zone persists. You can either increase its size by 1 to a maximum of burst 5 or decrease its size by 1 to make the following ranged secondary attack. If you reduce the size to 0, the zone ends.

**Secondary Target:** One creature within 10 squares of the zone

**Secondary Attack:** Wisdom vs. Reflex

**Hit:** 2d10 + Wisdom modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DRUID	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Spirit's Prey



Your spirit companion lashes out at a moving foe, and an ally uses the distraction to fire on that enemy.

### Primal, Spirit

KEYWORDS

Opportunity	↓	Melee spirit 1
ACTION		RANGE
vs		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting  
**Effect:** One ally within 10 squares of your spirit companion can make a ranged basic attack against the target as a free action with combat advantage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE FEATURE LEVEL

AT-WILL POWER

## World Speaker's Command



The voices and growls of primal spirits cascade on your foe, stopping it in its tracks.

### Primal, Implement, Spirit

KEYWORDS

Opportunity	↓	Melee spirit 1
ACTION		RANGE
WIS vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy leaves a square adjacent to your spirit companion without shifting  
**Hit:** The target stops moving and must use a different action to resume moving.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE FEATURE LEVEL

AT-WILL POWER

## Claws of the Eagle



Your spirit companion swoops down on your foe, causing it to neglect its defenses for a short time.

### Primal, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

**Effect:** One ally adjacent to your spirit companion or within 3 squares of you can make a basic attack against the target. If the ally's attack hits, the target grants combat advantage until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Spirit of the Tempest



You draw on the strength of your spirit companion, channeling a storm of primal power to attack your foe and aid an ally.

### Primal, Implement, Thunder

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Wisdom modifier thunder damage.  
 Level 21: 2d8 + Wisdom modifier thunder damage.  
**Effect:** One ally within 2 squares of either you or your spirit companion can make a saving throw.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Voice of Battle



You voice a battle cry through your spirit companion, which hammers into your enemy and spurs an ally into motion.

### Primal, Implement, Psychic, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1d6 + Wisdom modifier psychic damage.  
 Level 21: 2d6 + Wisdom modifier psychic damage.  
**Effect:** One ally within 1 squares of your spirit companion can shift 2 squares as a free action.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Bramble Ally



You hurl brambles from the spirit world at your enemy and then cause them to sprout from your spirit companion, limiting the movement of nearby enemies.

### Primal, Implement

KEYWORDS

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

**Hit:** 2d6 + Wisdom modifier damage. Until the end of your next turn, any enemy that starts its turn adjacent to your spirit companion is slowed during that turn.  
**World Speaker Spirit:** Any enemy that starts its turn adjacent to your spirit companion is instead immobilized during that turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Certain Threat



With a snarl and a savage lunge, your spirit companion draws and holds the attention of a foe.

### Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears.

**Protector Spirit:** The penalty to attack rolls that the target takes from being marked by this power equals 1 + your Constitution modifier instead of -2.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Ironbreaker Claws



Your spirit companion sinks its claws into your foe, twisting the enemy off balance and leaving it open to an ally's attack.

### Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier damage. An ally adjacent to the target can make a melee basic attack against it as a free action.  
**Stalker Spirit:** The ally gains a bonus to the attack roll equal to your Intelligence modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Spirits of Mountain Mist



A chilling mist streams from your spirit companion, coalescing around your enemies and allowing your allies to attack them more easily.

### Primal, Cold, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier cold damage. Until the end of your next turn, any ally who makes an area or a close attack that includes your spirit companion in the area of effect gains a +1 power bonus to the attack rolls of that attack.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Stormhawk's Fury

Your spirit companion dives on your enemy and unleashes a bolt of lightning which lingers momentarily.

**Primal, Implement, lightning, Spirit**

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Effect:** Before the attack, you can move your spirit companion 3 squares.  
**Watcher Spirit:** The number of squares you can move your spirit companion equals 2 + your Dexterity modifier.  
**Hit:** 1d8 + Wisdom modifier lightning damage. Until the end of your next turn, when any ally hits an enemy adjacent to your spirit companion, that enemy takes extra lightning damage equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

**ENCOUNTER POWER**

## Great Watcher Spirit

The spirit of the Great Watcher shows the path to victory, pointing out flaws in your enemy's defenses while shoring up your comrades' weaknesses.

**Primal**

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
vs		One or two allies in burst
ATTACK	DEFENSE	TARGET

**Effect:** Each target can make a basic attack as a free action. 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 ATTACK LEVEL 1

**DAILY POWER**

## Spirit Cascade

You summon the spirit of mountain headwaters to repeatedly cascade against enemies that approach your spirit companion.

**Primal, Implement**

KEYWORDS

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

**Hit:** 2d10 + Wisdom modifier damage.  
**Effect:** The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d6 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d6 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d6 extra damage to that enemy. This effect ends after the third attack hits or at the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

**DAILY POWER**

## Spirit of Grief's Shadow

You unleash a spirit of death, misery, and famine on your foe, leaving it weak and listless.

**Primal, Implement, Psychic**

KEYWORDS

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

**Hit:** The target is dazed and slowed and takes ongoing 5 psychic damage (save ends all).  
**Miss:** The target is dazed until the end of your next turn, and it is slowed (save ends).  
**Effect:** Until the end of the encounter, the target takes a -5 penalty to saving throws while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

**DAILY POWER**

## Spray of Quills

You shoot a barrage of poisonous quills at your foes.

**Primal, Implement, Poison**

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier damage, and ongoing 5 poison damage (save ends). Until this ongoing damage ends, your allies gain a +2 power bonus to attack rolls against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

**DAILY POWER**

## Stone Root Spirit

The earth rises at your command, scattering your enemies and creating a bastion for you and your allies.

**Primal, Implement, Zone**

KEYWORDS

Standard	✱	Area burst 1 within 5 squares
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** You slide the target 2 squares to a square outside the burst and knock the target prone.  
**Miss:** You slide the target 1 square.  
**Effect:** The burst creates a zone of protective earth that lasts until the end of the encounter. The zone is difficult terrain for your enemies. You and your allies gain cover while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 1

**DAILY POWER**

## Engaging Pursuit

Your spirit companion follows your enemies closely, preventing them from escaping your wrath.

**Primal, Spirit**

KEYWORDS

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

**Trigger:** An enemy that started its turn adjacent to your spirit companion ends its movement no longer adjacent to your spirit companion  
**Effect:** You move your spirit companion to a square adjacent to the triggering enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 2

**UTILITY POWER**

## Protective Roots

Thin roots extend from your spirit companion to clothe you and your friends in a protective layer.

**Primal, Spirit**

KEYWORDS

Minor	←	Close burst spirit 1
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 gains resistance to all damage equal to your Constitution modifier until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 2

**UTILITY POWER**

## Spirit of the Great Cat

The spirit of a magnificent cat overshadows you, lending you and your allies its grace.

**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, allies within 3 squares of you can stand up as a minor action, and when any ally within 3 squares of you shifts, that ally can shift 1 extra square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 2

**UTILITY POWER**



## Spirit Zephyr

*A great wind blows around your spirit companion and enhances your allies' ranged attacks.*

**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, you and your allies gain a +1 power bonus to ranged attack rolls against enemies adjacent to your spirit companion. In addition, as a free action you can end this power's effect to grant one ally within 10 squares of you a +2 bonus to ranged attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE UTILITY	LEVEL 2
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**UTILITY POWER**

## Stormhawk Vigilance

*As your foes leap to attack, the spirit of Stormhawk lends quickness to your allies as they prepare for the assault.*

**Primal**  
KEYWORDS

No Action		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  
**Trigger:** You roll initiative at the beginning of an encounter  
**Effect:** You slide each target 3 squares. Each target can draw a weapon or an implement as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE UTILITY	LEVEL 2
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**UTILITY POWER**

## Capturing Jaws

*Your spirit companion catches your enemy in its jaws, holding it steady for your allies' strikes.*

**Primal, Implement, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.  
**Protector Spirit:** Until the end of your next turn, your allies can flank enemies with your spirit companion, and any ally flanking an enemy with your spirit companion gains a bonus to attack rolls against that enemy equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 3
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**ENCOUNTER POWER**

## Sly Fox Spirit

*Your spirit companion transforms into a cunning fox spirit and distracts your enemies, allowing your friends to attack.*

**Primal, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
vs		One ally
ATTACK	DEFENSE	TARGET

**Effect:** The target can make a basic attack as a free action. If that attack hits, a second ally adjacent to your spirit companion can make a basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 3
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**ENCOUNTER POWER**

## Spirit Hunt

*Your spirit companion goes on the hunt, focusing entirely on its prey.*

**Primal, Implement, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Stalker Spirit:** You gain a +2 power bonus to the attack roll if no creatures are within 3 squares of the target.  
**Hit:** 2d10 + Wisdom modifier damage, or 3d10 + Wisdom modifier damage if no creatures are adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 3
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**ENCOUNTER POWER**

## Spirit of Slaving Bloodlust

*Your spirit companion slavers at the scent of blood, and its feral frenzy spreads to your allies.*

**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 +2 bonus to the attack roll.  
**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a +2 power bonus to attack rolls and damage rolls against bloodied creatures.  
**Watcher Spirit:** The bonus to attack rolls and damage rolls equals your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 3
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**ENCOUNTER POWER**

## Steadfast Mountain Guardian

*Your spirit companion becomes a creature of rock and earth, providing you and your allies with a protective barrier.*

**Primal, Implement, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier damage, and the target is pushed 2 squares.  
**Effect:** Until the end of your next turn, you and your allies gain a +1 power bonus to all defenses while adjacent to your spirit companion.  
**World Speaker Spirit:** The power bonus to all defenses equals your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 3
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**ENCOUNTER POWER**

## Coils of the World Serpent

*The earth trembles, and a distant roar rumbles across the battlefield as the World Serpent manifests.*

**Primal, Implement, Zone**  
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage.  
**Miss:** Half damage.  
**Effect:** The burst creates a zone of spectral coils that lasts until the end of the encounter. When any enemy hits an ally who is within the zone, that enemy takes damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 5
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**DAILY POWER**

## Spirit of Battle's End

*Your spirit companion tears into your enemy, promising a swift end.*

**Primal, Implement, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier damage.  
**Miss:** Half damage.  
**Effect:** When any ally misses the target with a melee attack, the target takes 5 damage and makes a saving throw. If that saving throw is successful, this effect ends. Otherwise, it lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN	POWER TYPE ATTACK	LEVEL 5
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**DAILY POWER**

### Vengeful Blood Spirits

You fill your allies with the power of the blood spirits - primal entities that thirst for violence, blood, and vengeance.

**Primal**  
KEYWORDS

Standard		Ranged 5
ACTION		RANGE
vs		One or two allies
ATTACK	DEFENSE	TARGET

**Effect:** Each target can charge as a free action and deals 1d10 extra damage if the charge attack hits. In addition, until the end of the encounter, each target gains a +2 bonus to attack rolls and damage rolls when charging.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 5

DAILY POWER

### Wind of Pain and Succor

A wind spirit twines around your spirit companion, allowing it to deliver a chilling strike against your foe or a restorative embrace to an ally.

**Primal, Cold, Healing, Implement, Spirit**  
KEYWORDS

Standard		Melee spirit 1
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier cold damage.  
**Miss:** Half damage.  
**Effect:** The first ally to regain hit points while adjacent to your spirit companion regains 1d8 additional hit points. The second ally to do so regains 2d8 additional hit points, and the third ally to do so regains 3d8 additional hit points. This effect ends after the third ally regains these additional hit points or at the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 5

DAILY POWER

### Winds of the Scorching Desert

Hot winds sear and scatter your enemies, while you or your spirit companion ride those currents across the battlefield.

**Primal, Fire, Implement**  
KEYWORDS

Standard		Close blast 3
ACTION		RANGE
WIS vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier fire damage, and you slide the target a number of squares equal to your Wisdom modifier.  
**Miss:** Half damage, and you slide the target 1 square.  
**Effect:** Before or after the attack, you slide yourself or your spirit companion a number of squares equal to your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 5

DAILY POWER

### Spirit Companion's Shelter

You create a shield of primal energy to protect your spirit companion.

**Primal, Spirit**  
KEYWORDS

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

**Trigger:** An enemy hits your spirit companion  
**Effect:** Your spirit companion gains a +4 bonus to the defense targeted by the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Everlasting Flame's Strength

You lend your ally the aid of a fire spirit, which burns more brightly as that ally defeats your enemies.

**Primal, Fire, Healing**  
KEYWORDS

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

**Target:** One ally  
**Effect:** Until the end of the encounter, whenever the target reduces an enemy to 0 hit points, he or she regains 5 hit points, and each enemy adjacent to him or her takes 2 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Hearth Spirit

A comforting hearth spirit settles over you, soothing you and your allies.

**Primal, Healing**  
KEYWORDS

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

**Target:** Each ally in burst  
**Effect:** Each target regains 1d6 hit points. Until the end of your next turn, you and your allies can use your second winds as a minor action while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Spirit of Vengeance

As your foe strikes you down, you unleash your reserve of spiritual energy to invigorate your allies.

**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:** Each ally in burst  
**Trigger:** An enemy reduces you to 0 hit points or fewer  
**Effect:** Each target can spend a healing surge. In addition, until the end of your next turn, each target gains a +2 bonus to attack rolls against the triggering enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Spur the Pack

Your spirit companion nips at the heels of your allies, motivating them to move in for the kill.

**Primal, Spirit**  
KEYWORDS

Minor		Close burst spirit 1
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 a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Blood-Red Mist

As your spirit companion slashes your foe, tendrils of mist pour from the wound, encircling nearby enemies and hampering their attacks.

**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, enemies take a -2 penalty to all defenses while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Flashing Spirit

Your spirit companion darts around the battlefield, looking for opportunities to help your allies deliver deadly attacks.

Primal, Implement, Spirit

KEYWORDS

Standard		Close burst spirit 1
ACTION	←	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier damage.

**Effect:** While any ally is adjacent to your spirit companion, he or she gains a +2 bonus to damage rolls for each enemy you hit with this attack. This effect lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Guardian Eagle Flock

Your spirit companion changes into a flock of hunting eagles that swoop overhead, using their talons to create openings for your allies and to drive your enemies away.

Primal, Implement, Spirit

KEYWORDS

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

**Hit:** 1d10 + Wisdom modifier damage.

**Watcher Spirit:** You slide the target 3 squares.

**Effect:** If you hit at least one target, you slide each ally in the burst 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Hammer of the Grasping Tides

Your spirit companion transforms into a thrashing tide - a tidal wave to your foes and a guiding current to your allies.

Primal, Implement, Spirit

KEYWORDS

Standard		Close burst spirit 2
ACTION	←	RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

**Effect:** Each ally in the burst gains a +3 bonus to speed until the end of your next turn.

**World Speaker Spirit:** Until the end of your next turn, each ally in the burst gains a bonus to all defenses against opportunity attacks equal to 2 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Spirit of Weakness

Your spirit companion carves a crimson rune in the flesh of your enemy, weakening that foe and leaving it vulnerable to an ally's strike.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** The target is weakened until the end of your next turn. An ally adjacent to the target can make a melee basic attack against it as a free action with combat advantage.

**Stalker Spirit:** The ally gains a bonus to the damage roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Call Discordant Spirit

You force a disagreeable spirit to bind itself to your enemy briefly, creating such discordance within the enemy that its companions lose their concentration.

Primal, Implement, Psychic, Reliable

KEYWORDS

Standard	✈	Ranged 5
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier psychic damage. Until the end of the encounter, each enemy other than the target takes a -2 penalty to attack rolls and saving throws while within 5 squares of it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Explosive Sacrifice

Your spirit companion sacrifices itself in an explosion of energy, which tears into nearby creatures.

Primal, Implement, Spirit

KEYWORDS

Standard	←	Close burst spirit 2
ACTION		RANGE
WIS vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage, and the target is dazed (save ends).

**Miss:** Half damage.

**Effect:** Your spirit companion disappears, and you can't call it back until after the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Spirit Control

You open a rift of flaring spiritual energy that blasts your enemies, strengthens your spirit companion, and enhances your ability to call on the spirits.

Primal, Implement, Psychic, Zone

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier damage. Your spirit companion gains a +2 power bonus to attack rolls against the target until the end of the encounter.

**Miss:** Half damage.

**Effect:** The blast creates a zone of flaring energy that lasts until the end of the encounter. While your spirit companion is within the zone, your spirit powers gain a bonus to damage rolls equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Spirit of Earth Arisen

A spirit of soil and rock erupts from the ground under your foe. Its presence rallies your allies, who are invigorated by the spirit with each strike.

Primal, Conjuration, Healing, Implement

KEYWORDS

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

**Effect:** You conjure a spirit of the land in an unoccupied square adjacent to the target. The spirit lasts until the end of your next turn. The spirit occupies 1 square. Each square within 2 squares of the spirit is difficult terrain for your enemies. When any ally in those squares hits an enemy, that ally regains 5 hit points. An ally can regain hit points in this way once per round. As a move action, you can move the spirit 5 squares.

When the spirit appears, it makes the following attack against the target.

**Attack:** Wisdom vs. Fortitude.

**Hit:** 3d6 + Wisdom modifier damage.

**Miss:** Half damage.

**Sustain Minor:** The spirit persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Twilight's Veil

You reach into the spirit world, weaving together strands of primal night to cloak yourself and your allies in a veil of invisibility.

Primal

KEYWORDS

Minor	←	Close burst 1
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 he or she attacks or until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Quickening Breeze

You call a gentle wind that surrounds your spirit companion and extends outward to your allies, helping them overcome harmful effects.

**Primal**  
KEYWORDS

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

**Effect:** The first time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw. The second time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw with a +1 bonus. The third time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw with a +2 bonus. This effect ends after the third rerolled saving throw or at the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Shield of the Immortal Forest

You awaken the slumbering spirits of the forest to protect your allies from harm.

**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, you and your allies gain a +2 power bonus to all defenses while within 5 squares of your spirit companion. In addition, when an enemy hits an ally within 10 squares of you, you can use an immediate interrupt to end this effect and grant that ally a +6 bonus to all defenses against the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Stone Root's Resilience

You grant an ally the resilience of the mountain to sustain blows that would cripple another creature.

**Primal**  
KEYWORDS

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

**Target:** One ally  
**Effect:** Until the end of the encounter, the target gains temporary hit points equal to your Wisdom modifier at the start of each of his or her turns.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Drawing All Eyes

Your spirit companion's vicious attack forces your enemy to take notice of it.

**Primal, Implement, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 4d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears.  
**Protector Spirit:** The penalty to attack rolls that the target takes from being marked by this power equals your Constitution modifier instead of -2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Hungry Spirit

Food for the spirits is sustenance for your friends.

**Primal, Healing, Implement**  
KEYWORDS

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

**Hit:** 3d10 + Wisdom modifier damage. If this attack reduces the target to 0 hit points, an ally adjacent to your spirit companion regains hit points equal to one-half your level + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Spirit of the Killing Shot

Your spirit companion briefly melds with your ally, lending your comrade the eye of an accomplished hunter.

**Primal, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
vs		One ally
ATTACK	DEFENSE	TARGET

**Effect:** The target makes a basic attack as a free action. If the attack hits, it deals maximum damage.  
**Stalker Spirit:** The target gains a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Spirit of the Ram

Your spirit companion transforms into a cluster of leaping ram spirits, which empower your allies to charge your foes.

**Primal, Spirit**  
KEYWORDS

Standard	←	Close burst spirit 2
ACTION		RANGE
vs		Each ally in burst
ATTACK	DEFENSE	TARGET

**Effect:** Each target can charge an enemy as a free action, with a +4 power bonus to the attack roll and a +5 bonus to the damage roll. If the charge attack hits, the target pushes the enemy 3 squares.  
**Protector Spirit:** The number of squares the target pushes the enemy equals 2 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Spirits of the Forsaken Vale

As your spirit companion attacks, spirits that look like wisps of bluish gray smoke spew from it, disorienting nearby foes.

**Primal, Implement, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, any ally who makes an area or a close attack that includes your spirit companion in the area of effect gains combat advantage against each target of that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Storm of War

You summon a windstorm created from the war cries of a thousand ancient battlefields to batter and distract your foe.

**Primal, Implement, Spirit**  
KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier damage. Each enemy adjacent to your spirit companion grants combat advantage until the end of your next turn.  
**World Speaker Spirit:** Until the end of your next turn, your allies gain a bonus to damage rolls against any enemy adjacent to your spirit companion equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 13

ENCOUNTER POWER

## Reparative Spirit

*Working with your allies, your spirit companion lunges in for a vicious attack against your enemy and then lends vigor to a nearby ally.*

**Primal, Implement, Spirit**

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier damage, or 5d8 + Wisdom modifier damage if at least one ally is adjacent to your spirit companion.  
**Miss:** Half damage.  
**Effect:** At the end of each of your turns until the end of the encounter, one ally adjacent to your spirit companion gains 5 + your Wisdom modifier temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

## Spirit Ocean

*You call the powerful spirit of the Primal Ocean, which crashes into your enemy before flowing into your spirit companion to yield its strength to your allies.*

**Primal, Implement**

KEYWORDS

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

**Hit:** 3d10 + Wisdom modifier damage.  
**Effect:** Half damage.  
**Effect:** The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d10 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d10 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d10 extra damage to that enemy. This effect ends after the third attack hits an enemy adjacent to your spirit companion or at the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

## Spirit Pin

*You command your spirit companion to pin your foe in place.*

**Primal, Implement, Spirit**

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier damage, and the target is immobilized (save ends).  
**First Failed Saving Throw:** The target is restrained instead of immobilized (save ends).  
**Miss:** Half damage, and the target is immobilized (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

## Tree Father's Bounty

*Trees erupt from the ground, battering your enemies and allowing your allies to skirt around the trunks to reach superior positions.*

**Primal, Implement, Zone**

KEYWORDS

Standard	✳	Area burst 1 within 10 squares
ACTION		RANGE
WIS vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 4d6 + Wisdom modifier damage.  
**Miss:** Half damage.  
**Effect:** The burst creates a zone of trees that lasts until the end of the encounter. The zone is difficult terrain for your enemies. You and your allies gain cover while within the zone. When any ally starts his or her turn within the zone, you can use a free action to slide that ally 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 15

**DAILY POWER**

## Guiding Snarl

*Your spirit companion feints to put your foe in a better position for your ally's strike.*

**Primal, Spirit**

KEYWORDS

Imm. Interrupt	↓	Melee spirit 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** The triggering ally  
**Trigger:** An ally adjacent to your spirit companion misses an enemy with an attack  
**Effect:** The target can reroll the attack and gains a power bonus to the attack roll equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Healing Howl

*Your spirit companion unleashes a howl of courage that bolsters allies near it.*

**Primal, Healing, Spirit**

KEYWORDS

Minor	←	Close burst spirit 3
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 regains hit points as if he or she had spent a healing surge. If the burst includes at least three enemies, each target regains additional hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Presence of the Ancestor Spirit

*You call the spirit of one of your warrior ancestors to merge with an ally, lending its battle knowledge and spiritual protection to your friend.*

**Primal**

KEYWORDS

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

**Target:** One ally in burst  
**Effect:** Until the end of the encounter, the target gains a power bonus to damage rolls equal to your Intelligence modifier. While the target is adjacent to your spirit companion, the power bonus increases by 2. In addition, when any enemy hits the target and deals damage, you can use an immediate interrupt to end this effect and make the attack deal half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Screening Branches

*A tangled mass of branches, vines, and leaves provides defense against your enemies' attacks and soothes your allies' wounds.*

**Primal, Conjunction**

KEYWORDS

Minor	✳	Area wall 4 within 20 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You conjure a wall of branches and vines. The wall can be up to 2 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides superior cover, but creatures adjacent to it can make ranged attacks through it without taking the -5 penalty to attack rolls.  
 Entering a wall square costs 2 extra squares of movement. Any ally adjacent to the wall at the start of his or her turn gains 5 + your Constitution modifier temporary hit points.  
**Sustain Minor:** The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Spirit's Regeneration

*A glow of regenerative light surrounds your allies and increases in intensity while they are next to your spirit companion.*

**Primal, Healing**

KEYWORDS

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

**Target:** One or two creatures in burst  
**Effect:** Until the end of the encounter, each target gains regeneration 5 while bloodied. The regeneration increases to 10 while the target is adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 16

**UTILITY POWER**

## Boar's Toss

Your spirit companion slams your enemy through the air, leaving it open for your allies' ranged attacks.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Wisdom modifier damage, and you slide the target 2 squares. Then move your spirit companion to a square adjacent to it, and each ally within 10 squares of the target can make a ranged basic attack against it as a free action.

**Watcher Spirit:** The allies gain a power bonus to the damage rolls of the ranged basic attacks equal to your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Flesh Ripper's Claws

Your spirit companion slashes your foe, leaving it unbalanced and vulnerable to your ally's attack.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier damage, and an ally adjacent to the target can make a melee basic attack against it as a free action. If that attack hits, the target is knocked prone.

**Protector Spirit:** If the target stands up on its next turn, an ally adjacent to it can make a melee basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Hunt and Return

Your spirit companion ranges ahead a moment, attacking an enemy before retreating toward your allies.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Stalker Spirit:** You gain a +2 bonus to the attack roll if no creatures are within 3 squares of the target.

**Hit:** 3d8 + Wisdom modifier damage, or 4d8 + Wisdom modifier damage if no creatures are adjacent to the target.

**Effect:** After the attack, you can move your spirit companion 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Spirit Lance

Your spirit companion's form wavers momentarily as a spear of brilliant energy lances from it toward your enemy.

Primal, Force, Implement, Spirit

KEYWORDS

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

**Hit:** 3d10 + Wisdom modifier force damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Thorn Ally

Thorny branches from thickets in the spirit realm erupt from your spirit companion to pierce and entangle your enemy.

Primal, Implement

KEYWORDS

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

**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, any enemy that starts its turn adjacent to your spirit companion is restrained until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Ancestors' Drum

A spectral drum created by your ancestors manifests in your hands, thundering until you put it aside or until its power reaches a crescendo.

Primal, Healing, Implement, Thunder

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier thunder damage. **Effect:** One ally in the burst can spend a healing surge.

**Sustain Standard:** The size of the burst increases by 1, and you make the attack again. After you use the power as a close burst 3, it can't be sustained.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Spirit of the Hunter's Soul

The spirit of a great hunter appears and strikes at your foe with a mighty attack. It then bonds with an ally to continue the onslaught.

Primal, Implement

KEYWORDS

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

**Hit:** 5d8 + Wisdom modifier damage.

**Miss:** Half damage.

**Effect:** Choose an ally within range. That ally gains a +5 power bonus to damage rolls against the target until the end of the encounter. While that ally is adjacent to your spirit companion, add your Intelligence modifier to the power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Tree Father's Ward

You call on Tree Father to punish your enemies for attacking and to reward your allies for fighting bravely.

Primal, Healing, Implement

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
WIS vs Fort		One or two enemies in blast
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier damage, and the target takes a -4 penalty to attack rolls (save ends).

**Miss:** Half damage.

**Effect:** Each bloodied ally in the blast regains hit points as if he or she had spent a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Wind of Death and Mercy

Your spirit companion joins with a wind spirit to entwine your enemy in chilly currents. Your allies are then invigorated by this union.

Primal, Cold, Healing, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 5d10 + Wisdom modifier cold damage. **Miss:** Half damage.

**Effect:** The first ally to regain hit points while adjacent to your spirit companion regains 1d12 additional hit points. The second ally to do so regains 2d12 additional hit points, and the third ally to do so regains 3d12 additional hit points. This effect ends after the third ally regains these additional hit points or at the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Medicines of Many Forms

You scatter medicinal herbs among your allies, healing body, mind, and spirit.

**Primal, Healing**

KEYWORDS

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

Close blast 5  
**Target:** Each ally in blast  
**Effect:** Each target can choose to either make a saving throw, spend a healing surge, or gain 20 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Natural Rebirth

Sensing an ally about to cross through death's veil, you call on earth spirits to keep the soul from departing. The spirits restore the ally to health, imbued with primal power.

**Primal, Healing**

KEYWORDS

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

**Target:** One dying ally in burst  
**Effect:** The target regains hit points as if he or she had spent a healing surge. Until the end of the encounter, the target is immune to effects that immobilize, restrain, or slow.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Spirits of Recovery

Luminous spirits of ancestral tribal healers appear around your allies, tending their wounds.

**Primal**

KEYWORDS

Minor				Close burst 2
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 make a saving throw against an effect that a save can end. A target who saves gains 1d10 + your Wisdom modifier temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Spirit of the Cunning General

The spirit of a legendary war leader settles on your form, inspiring your allies to mighty deeds.

**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, when any ally within 3 squares of your spirit companion spends an action point to make an attack and misses all targets with it, that ally regains the action point and can spend it again during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Spirit Realm

You dissolve your connection to your spirit companion for a short time so that it can infuse itself into the spirits of the area, expanding its influence on the world.

**Primal, Spirit, Zone**

KEYWORDS

Minor				Area burst 3 within 10 squares
ACTION				RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY		

**Special:** Your spirit companion must be in the burst.  
**Effect:** Your spirit companion disappears (if you have multiple spirit companions, they all disappear). The burst creates a zone of spirits that lasts until the end of your next turn. Any effect that refers to being adjacent to or within a certain number of squares of your spirit companion instead applies to targets within the zone. You can't use *call spirit companion* while the zone persists.  
**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Blood-Red Bonds

Your spirit companion wounds your foe and then ruthlessly pursues your enemies.

**Primal, Implement, Spirit**

KEYWORDS

Standard				Melee spirit 1
ACTION				RANGE
WIS vs Reflex				One creature
ATTACK				TARGET

**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, enemies take a -4 penalty to all defenses while adjacent to your spirit companion. In addition, if an enemy starts its turn adjacent to your spirit companion but does not end that turn adjacent to it, you can use a free action at the end of that turn to move your spirit companion a number of squares equal to your speed to a square that is nearer to that enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Eagle's Aerie

Your spirit companion launches into the sky, diving on your enemies and herding them toward your allies.

**Primal, Implement, Spirit**

KEYWORDS

Standard				Close burst spirit 3
ACTION				RANGE
WIS vs Fort				Each enemy in burst
ATTACK				TARGET

**Hit:** 2d6 + Wisdom modifier damage, and you slide the target 2 squares. The target grants combat advantage to your allies until the end of your next turn.  
**Watcher Spirit:** Until the end of your next turn, the target can't gain the benefits of cover against your allies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Mighty Spirit Leap

Your spirit companion leaps among your enemies and makes furious attacks, which inspire your allies to strike just as viciously.

**Primal, Implement, Spirit**

KEYWORDS

Standard				Melee spirit 1
ACTION				RANGE
WIS vs Reflex				One, two, or three creatures
ATTACK				TARGET

**Hit:** 2d10 + Wisdom modifier damage.  
**Effect:** After each attack roll, you can move your spirit companion a number of squares equal to your speed. Roll a d6 for each target you hit and total the rolls. Until the end of your next turn, your allies gain a bonus to damage rolls equal to the result while adjacent to your spirit companion.  
**Stalker Spirit:** Add your Intelligence modifier to the bonus to damage rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Spirit of the Vengeful Mountain

Your spirit companion manifests the essence of the impassable mountain, forming an impenetrable barrier against your foes.

**Primal, Implement, Spirit**

KEYWORDS

Standard				Close burst spirit 3
ACTION				RANGE
WIS vs Reflex				Each enemy in burst
ATTACK				TARGET

**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, the target is restrained and can't teleport.  
**World Speaker Spirit:** Until the end of your next turn, your allies gain a bonus to attack rolls against the target equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Huntmaster's Horn

The towering spirit of a master of the wild hunt appears above you and blows a horn, shaking your foes' resolve and calling your allies to battle.

Primal, Fear, Implement, Psychic

KEYWORDS

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

**Hit:** 5d6 + Wisdom modifier psychic damage, and the target is immobilized (save ends).  
**Miss:** Half damage, and the target is slowed (save ends).  
**Effect:** Each ally in the blast gains a power bonus to damage rolls equal to your Intelligence modifier, and creatures that are slowed or immobilized grant combat advantage to them. These effects last until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Peacemaker's Lodge

A ring of stone spirits forms in front of you, and a calming haze washes over those inside it.

Primal, Implement, Psychic, Zone

KEYWORDS

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

**Hit:** 4d10 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.  
**Effect:** The blast creates a zone of tranquility until the end of your next turn. Creatures within the zone take a penalty to attack rolls equal to your Constitution modifier. Your allies don't take this penalty while adjacent to your spirit companion.  
**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Stormhawk's Gambit

You call on the generosity of Stormhawk, sending your enemies crashing down with a blast of power and lifting you and your allies into the sky with primal grace.

Primal, Implement

KEYWORDS

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

**Hit:** 5d6 + Wisdom modifier damage, and the target is slowed (save ends). A flying target crashes.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, when you or any ally starts his or her turn within 5 squares of your spirit companion, that character gains a fly speed equal to his or her speed and can hover until the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Sunder Spirit

You drag your foe's soul from its body and sever the connection, forcing your enemy to reestablish the link or perish. Your spirit companion then uses the foe's life force to heal your allies.

Primal, Healing, Implement, Necrotic

KEYWORDS

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

**Hit:** 3d10 + Wisdom modifier necrotic damage, and the target is knocked unconscious (save ends).  
**Each Failed Saving Throw:** Each ally adjacent to your spirit companion regains 5 hit points.  
**Third Failed Saving Throw:** The target drops to 0 hit points.  
**Miss:** Half damage, and the target is dazed (save ends).  
**Each Failed Saving Throw:** Each ally adjacent to your spirit companion regains 5 hit points.  
**Effect:** Until the end of the encounter, any bloodied ally who starts his or her turn adjacent to your spirit companion regains 5 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Conquering Storm Spirit

Your spirit companion becomes a cyclone, which distracts your enemies and gives your allies more chances to strike.

Primal, Implement, Spirit

KEYWORDS

Standard		Close burst spirit 3
ACTION	←	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack.  
**World Speaker Spirit:** Until the end of your next turn, the target takes a penalty to attack rolls equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Forcing the Threat

Your spirit companion launches a deadly attack, forcing your enemy to pay attention to it or suffer more wounds.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 4d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears. Until the mark ends, whenever the target makes an attack that doesn't include your spirit companion as a target, the target takes 2d6 damage.  
**Protector Spirit:** The penalty to attack rolls that the target takes from being marked by this power equals your Constitution modifier instead of -2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Hunter in the Sky

You call on the spirit of the great sky hunter to slay your foe. As the spirit's shadow moves across the battlefield, your foe's attention is drawn to the danger lurking above.

Primal, Implement, Spirit

KEYWORDS

Standard	↗	Ranged spirit 5
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 4d10 + Wisdom modifier damage. Until the end of your next turn, your allies gain a +2 bonus to ranged attack rolls against the target while they are adjacent to your spirit companion.  
**Watcher Spirit:** The bonus to ranged attack rolls equals 1 + your Dexterity modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Ravenous Spirit

Your spirit companion feasts on the enemy, gaining health for your friends.

Primal, Healing, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 4d10 + Wisdom modifier damage. If the attack reduces the target to 0 hit points, you and your allies regain hit points equal to one-half your level + your Wisdom modifier if adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Warthane Ally

An ancient leader of your people emerges from the spirit realm to strike your enemy, imparting knowledge of your foes' weaknesses to your spirit companion before returning to its honored place.

Primal, Implement

KEYWORDS

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

**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, your allies gain a +5 power bonus to attack rolls and damage rolls with at-will attack powers while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER



## Heart of Bedlam



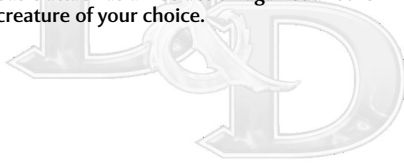
All around you, confusion reigns as you redirect creatures' instinctual urges of violence toward opponents of your choosing.

### Primal

KEYWORDS

Standard		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** As the first action of each of your turns until the end of the encounter, you can use a free action to cause one creature within 2 squares of your spirit companion to make a basic attack as a free action against another creature of your choice.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Spirit of Fiery Hatred



A spirit of burning hatred enters your foe and consumes it from the inside. When your enemy falls, your allies rejoice.

### Primal, Fire, Healing, Implement

KEYWORDS

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

**Hit:** 2d10 + Wisdom modifier fire damage, and ongoing 15 fire damage (save ends). If this power reduces the target to 0 hit points, each ally adjacent to your spirit companion can spend a healing surge.

**Miss:** Half damage, and ongoing 10 fire damage (save ends).

**Effect:** Until the end of the encounter, when any ally adjacent to your spirit companion hits an enemy, that enemy takes ongoing 5 fire damage (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Spirit Torrent



With the sound of crashing waves, a great spirit rains blows on your enemy, then recedes within your spirit companion, where it waits to help your allies batter your foes again.

### Primal, Implement

KEYWORDS

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

**Hit:** 7d10 + Wisdom modifier damage.

**Effect:** The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d12 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d12 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d12 extra damage to that enemy. This effect ends after the third attack hits or at the end of the encounter.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Spiritblood Vines



Patches of red and green vines spring up from the ground, tangling your enemies. You can destroy a vine to release the primal energy it holds, healing a nearby ally.

### Primal, Conjunction, Healing, Implement

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You conjure vines in four unoccupied squares in the burst. The vines last until the end of your next turn. When the vines appear, each vine makes the following attack. As a standard action, you can cause each vine to make the attack again. A creature can be hit by this power only once per round.

**Target:** One creature adjacent to the vine

**Attack:** Wisdom vs. Reflex

**Hit:** 3d8 + Wisdom modifier damage, and the target is restrained (save ends).

**Sustain Minor:** The vines persist, and you can destroy a vine. If you do so, one ally in that square or adjacent to it can either spend a healing surge or regain 20 hit points.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Spring's Laughter



A fresh breeze swirls around your enemy, confounding its attacks.

### Primal, Implement

KEYWORDS

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

**Hit:** The target takes a -2 penalty to saving throws, and the damage from its damage rolls is reduced to 0 (save ends both).

**Miss:** The target is weakened (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SHAMAN POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Resilience of Life

The might of your attack boosts the vigor of an ally fighting at your side.

**Primal, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage, and an ally adjacent to you gains temporary hit points equal to your Wisdom modifier.  
Level 11: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**AT-WILL POWER**

## Tempest Assault

When you strike with lightning, a pulse of thunder pounds your target's companion.

**Primal, Lightning, Thunder, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier lightning damage, and one enemy within 2 squares of you that is marked by you, other than the target, takes thunder damage equal to your Constitution modifier.  
Level 21: 2[W] + Strength modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**AT-WILL POWER**

## Gale Strike

Your attack unleashes a primal wind that batters foes driven to engage 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 marked by you, other than the target, takes damage equal to your Constitution modifier.  
**Stormheart:** You also slide each enemy marked by you 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**ENCOUNTER POWER**

## Grasping Winds

You draw on the spirit of the storm to drag foes closer for your next 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 pull each enemy within 3 squares of you 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**ENCOUNTER POWER**

## Rending Fury

You tear into the target with two fast strikes, crippling its ability to respond to any foe but you.

**Primal, Weapon**

KEYWORDS

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

**Attack:** Strength vs. AC. Make the attack roll twice and use either result.  
**Hit:** 1[W] + Strength modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls for attacks that don't include you as a target. If both of your attack rolls would hit, the penalty equals -5.  
**Wildblood:** The penalty to attack rolls equals your Wisdom modifier, or 1 + your Wisdom modifier if both of your attack rolls would hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**ENCOUNTER POWER**

## Roots of Stone

The burst of primal energy you unleash ripples through the world around you and limits your foe's movement.

**Primal, Weapon, Zone**

KEYWORDS

Standard	↔	Close burst 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** The burst creates a zone of rippling earth that lasts until the end of your next turn. Make the following attack.  
**Target:** Each enemy in burst  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier damage. The target is knocked prone when it leaves the zone.  
**Earthstrength:** The target also takes damage equal to your Constitution modifier when it leaves the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**ENCOUNTER POWER**

## Warden's Sacrifice

In the aftermath of your attack, foes that hit you grant vigor to your allies.

**Primal, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, an ally within 3 squares of you gains 5 temporary hit points.  
**Lifespirit:** Add your Wisdom modifier to the temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**ENCOUNTER POWER**

## Form of Mountain's Thunder

You transform to take on a protective shell of rock and earth, shielding you and allowing you to call thunder and lightning to strike your foes.

**Primal, Lightning, Polymorph, Thunder**

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of mountain's thunder until the end of the encounter. While you are in this form, you gain resist 3 to all damage and a +1 bonus to AC. Once per round when you hit an enemy with a melee attack, each enemy marked by you takes thunder 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** Close burst 1  
**Target:** Each enemy you can see in burst  
**Attack:** Strength vs. Reflex  
**Hit:** 1[W] + Strength modifier thunder damage, and you knock the target prone.  
**Miss:** Half damage.  
**Effect:** Each enemy marked by you takes lightning damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**DAILY POWER**

## Form of the Dread Serpent

Dark scales coat your skin, allowing you to move with the subtlety of a snake and to venom your attack at the time you choose.

**Primal, Poison, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the dread serpent until the end of the encounter. While you are in this form, you gain resist 5 poison and a +2 bonus to Reflex. In addition, you can shift 1 square 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 or two creatures  
**Attack:** Strength vs. AC  
**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 takes ongoing 2 poison damage and is slowed (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 1

**DAILY POWER**

## Form of the Faultless Tracker

You gain the keen senses of a relentless hunter, ignoring your foes' attempts to conceal themselves and denying them advantage against you and your allies.

### Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

**Effect:** You assume the guardian form of the faultless tracker until the end of the encounter. While you are in this form, you gain a +5 power bonus to Perception checks, and you ignore the penalty to attack rolls from concealment (but not total concealment). In addition, you and any allies within 2 squares of you do not grant combat advantage for being flanked.

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 damage.

**Miss:** Half damage.

**Effect:** The target can't gain concealment or total concealment (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
ATTACK

LEVEL  
1

DAILY POWER

## Form of the Swamp Hunter

You take on the rough skin of a crocodile, granting you its relentless nature and letting you pass easily through water.

### Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

**Effect:** You assume the guardian form of the swamp hunter until the end of the encounter. While you are in this form, you gain swamp walk, a swim speed equal to your speed, and a +2 bonus to attack rolls against immobilized creatures. In addition, when you reduce any enemy marked by you to 0 hit points with an attack, you mark one enemy within 5 squares of you 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. Reflex

**Hit:** 2[W] + Strength modifier damage, and you grab the target. If the target is dazed, immobilized, slowed, or stunned, the attack deals 1[W] extra damage.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
ATTACK

LEVEL  
1

DAILY POWER

## Form of the Laughing Killer

Your mind guarded against assault, you take on characteristics of a hyena, your lips curling into a cackling sneer as you harry adjacent foes.

### Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
VS			
ATTACK	DEFENSE	TARGET	

**Effect:** You assume the guardian form of the laughing killer until the end of the encounter. While you are in this form, you gain a +2 bonus to Will and to saving throws against charm effects and fear effects. In addition, your allies have combat advantage when making melee attacks against any enemy adjacent to you.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** Melee weapon

**Target:** One bloodied creature

**Attack:** Strength vs. Reflex

**Hit:** 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
ATTACK

LEVEL  
1

DAILY POWER

## Erupting Font

As you shake off a debilitating condition, your primal might raises your foes' ire.

### Primal

KEYWORDS

No Action			Close burst 5
ACTION			RANGE
VS			
AT-WILL	ENCOUNTER	DAILY	

**Target:** Each enemy in burst

**Trigger:** You succeed on the saving throw granted by your Font of Life class feature

**Effect:** You mark each target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
UTILITY

LEVEL  
2

UTILITY POWER

## Guardian Thorns

You surround your friend with ghostly thorns that impale any enemy that attacks him or her.

### Primal

KEYWORDS

Minor			Close burst 5
ACTION			RANGE
VS			
AT-WILL	ENCOUNTER	DAILY	

**Target:** One ally in burst

**Effect:** Until the end of your next turn, when any enemy marked by you hits or misses the target, that enemy takes 5 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
UTILITY

LEVEL  
2

UTILITY POWER

## Warden's Tempest

Your wrath is a storm, and an enemy that feels it is moved against its will.

### Primal

KEYWORDS

Minor	↓		Melee 1
ACTION			RANGE
VS			
AT-WILL	ENCOUNTER	DAILY	

**Target:** One enemy marked by you

**Effect:** You slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
UTILITY

LEVEL  
2

UTILITY POWER

## Warding Touch

You increase your vulnerability in combat to shore up an ally's defense.

### Primal

KEYWORDS

Minor	↓		Melee 1
ACTION			RANGE
VS			
AT-WILL	ENCOUNTER	DAILY	

**Target:** One ally

**Effect:** Until the end of your next turn, you take a penalty to AC equal to your Constitution modifier, and the target gains a power bonus to AC equal to your Constitution modifier. If the target has any creatures marked, those marks end, and if the target marks a creature, this effect ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
UTILITY

LEVEL  
2

UTILITY POWER

## Guardian Shock Wave

As you hit with a brutal attack, a wave of primal energy ripples through the wound around the target.

### Primal, Weapon, Zone

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage, and the squares adjacent to the target become a zone of shifting ground until the end of your next turn. Any enemy marked by you that enters the zone is knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
ATTACK

LEVEL  
3

ENCOUNTER POWER

## Pressing Attack

You quickly close the distance to a foe, striking with a furious attack.

### Primal, Weapon

KEYWORDS

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

**Effect:** Before the attack, you move 4 squares.

**Wildblood:** Add your Wisdom modifier to the number of squares you can move.

**Hit:** 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
WARDEN

POWER TYPE  
ATTACK

LEVEL  
3

ENCOUNTER POWER

## Rough Strike

Your attack hinders your foe's movement as much as the roughest terrain.

### 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 slowed until the end of your next turn.

**Earthstrength:** The attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Strongskin Clash

A burst of spiritual energy fuels a flurry of attacks against your foes and grants your allies the toughened hide of a primal beast.

### Primal, Weapon

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage, and each ally in the burst gains resist 3 to all damage until the end of your next turn.

**Lifespirt:** The resistance equals 2 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Violent Bolt

Lightning summoned by your attack arcs from the target to strike a second foe.

### Primal, Lightning, Weapon

KEYWORDS

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

**Hit:** 1[W] + Strength modifier lightning damage, and one enemy marked by you, other than the target, must choose either to fall prone or to take 5 lightning damage.

**Stormheart:** Whatever its choice, the marked enemy takes lightning damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

## Clutching Mire

A sweep of your weapon blasts your foes and turns the ground before you into a shallow bog, which hinders creatures' movement.

### Primal, Weapon, Zone

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
STR vs AC		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Strength modifier damage, and the target is slowed (save ends).

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

**Effect:** The blast creates a swampy zone that lasts until the end of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone is slowed (save ends).

**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Earth-Shaking Rend

The ground before you shakes when you strike with your weapon, blasting creatures and knocking them off their feet.

### Primal, Weapon, Zone

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
STR vs AC		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Strength modifier damage.

**Miss:** Half damage.

**Effect:** Each target is knocked prone. The blast creates a zone of shifting earth that lasts until the end of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone is knocked prone.

**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Lifebind Attack

Your attack binds the target to you, further hindering its attacks if it does not engage you.

### Primal, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage.

**Miss:** Half damage.

**Effect:** While the target is marked by you, its penalty to attack rolls for the marked condition is -5 instead of -2. This effect lasts until you end your turn more than 5 squares away from the target or until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Rampant Forest

The spectral essence of a primeval forest erupts around the target, impeding your foes' movement.

### Primal, Weapon, Zone

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. The target's space and each square adjacent to it become a zone of difficult terrain for your enemies until the end of the encounter.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, when you first hit any enemy after using this power, that enemy's current space and each square adjacent to it become a zone of difficult terrain for your enemies until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Wellspring Strike

Your attack saps life from your enemies and unlocks a wellspring of healing energy, which revitalizes you and those who fight at your side.

### Primal, Healing, Weapon

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you gain regeneration 5 while bloodied. At the start of each of your turns, you can forgo regaining the 5 hit points to allow a bloodied ally adjacent to you to regain them instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 5

DAILY POWER

## Returning the Gift

You draw on your strength to return the aid given to you by an ally.

### Primal

KEYWORDS

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

**Trigger:** An ally targets you with a power that does not include that ally as a target

**Effect:** The ally also becomes a target of the power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 6

UTILITY POWER

## Soothing Wind

Your primal might allows you to regain additional vigor in the heat of combat.

**Primal, Healing**

KEYWORDS

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

**Effect:** You use your second wind and regain 2d6 additional hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Treacherous Ice

Ice forms on the ground around you as you fight, limiting your foes' movement.

**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, enemies can't shift into or out of squares adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Wilding Strength

Your devastating attacks are fueled by a surge of primal fury.

**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 your next turn, whenever you make an attack roll or a damage roll with a weapon attack, roll a d6 and add it as a power bonus to the roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Wrathful Mastery

The pain you endure increases the strength of your later attack.

**Primal**

KEYWORDS

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

**Trigger:** An enemy's attack hits you and damages you

**Effect:** You take extra damage from the triggering attack equal to one-half your level. The next time you attack any enemy marked by you before the end of the encounter, you gain a bonus equal to your Constitution modifier to the attack roll and the damage roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Angry Spirits

As you swing your weapon around you, you draw forth spiritual energy to damage your foes.

**Primal, Weapon**

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
STR vs Will		Each enemy marked by you in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Guardian's Pounce

In a blur of movement, you attack an enemy that closes with your ally.

**Primal, Weapon**

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
vs		TARGET
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy enters a square adjacent to an ally within 3 squares of you on its turn

**Wildblood:** Add your Wisdom modifier to the number of squares away from you the ally can be.

**Effect:** You shift your speed to a square adjacent to the triggering enemy and then make the following attack.

**Target:** The triggering enemy

**Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier damage, and the target takes a -5 penalty to attack rolls until the end of its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Mountain's Stature

The fury of your attack extends its reach, drawing your foes close or knocking them to the ground.

**Primal, Weapon**

KEYWORDS

Standard	↓	Melee weapon + 1 reach
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Strength modifier damage, and you can either pull the target 1 square or knock it prone.

**Earthstrength:** The number of squares you can pull the target equals 2.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Sheltering Storm

A primal storm wind sweeps you and your allies into each other's positions as you take attacks meant for them.

**Primal, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage.

**Effect:** Until the end of your next turn, when any ally adjacent to you is targeted by an attack that does not include you as a target, you can swap places with that ally as an immediate interrupt. You become the target of the attack instead of the ally.

**Lifespirit:** The attack that targets you takes a penalty to the attack roll equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Winter's Claws

Your attack bites deep with a pulse of cold, hindering the target's movement even as it ripples out to strike other foes.

**Primal, Cold, 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 slowed until the end of your next turn.

**Stormheart:** Until the end of your next turn, if the target makes an attack that does not include you as a target, the target and each enemy marked by you take cold damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Form of Paradise's Bounty

A protective layer of earth and vines wraps you tight, lashing out with your attack to hinder a foe.

### Primal, Healing, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of paradise's bounty until the end of the encounter. While you are in this form, you gain resist 5 necrotic and a +2 bonus to Fortitude. In addition, whenever you spend a healing surge, 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:** 1[W] + Strength modifier damage, and the target is dazed and slowed (save ends both).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Form of the Flame Snake

A supple layer of protective scales covers your skin and bestows the strike of the flame snake on your weapon.

### Primal, Fire, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the flame snake until the end of the encounter. While you are in this form, you gain resist 10 fire, a +1 bonus to AC, and a +5 bonus to Athletics checks. 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. Reflex

**Hit:** 1[W] + Strength modifier fire damage.

**Effect:** The target takes ongoing 10 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Form of the Hunting Shark

Your skin takes all the texture of a great shark's, granting you mobility in water and the driven attack of an ocean predator.

### Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the hunting shark until the end of the encounter. While you are in this form, you gain a swim speed equal to your speed. In addition, while any ally flanks an enemy with you, he or she gains a +4 bonus to attack rolls against that enemy because of combat advantage, instead of +2.

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. If the target is bloodied, it takes ongoing damage equal to 5 + your Wisdom modifier (save ends).

**Miss:** Half damage. If the target is bloodied, it takes ongoing damage equal to your Wisdom modifier (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Form of the Sirocco

A haze of sand surrounds you, protecting you from harm and letting you move like a blinding desert wind.

### Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the sirocco until the end of the encounter. While you are in this form, you gain resist 5 to all damage, and you can shift 2 squares as a move action. In addition, whenever you shift, you can move through enemies' spaces.

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:** 1[W] + Strength modifier damage, and the target is blinded (save ends).

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Form of the Stalwart Mastodon

Your body transforms to give you the thick hide and determined pace of the mighty mastodon, allowing you to knock creatures across the battlefield.

### Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the stalwart mastodon until the end of the encounter. While you are in this form, you gain a +2 bonus to all defenses while bloodied. In addition, when you push or slide an enemy, you can increase the distance of the forced movement by 1 square.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** Melee 1

**Target:** One creature

**Attack:** Strength + 2 vs. Fortitude

**Hit:** 2[W] + Strength modifier damage, and you slide the target 2 squares and knock it prone. You must shift to a square the target vacated.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Bond of Shared Pain

The bond you share with your companions lets you take the injury meant for an ally.

### Primal

KEYWORDS

Imm. Interrupt		Close burst 2
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

AT-WILL  ENCOUNTER  DAILY

**Target:** The triggering ally in burst  
**Trigger:** An ally within 2 squares of you takes damage from an attack  
**Effect:** You take the damage from the attack, instead of the target, but the target takes any other effect caused by the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

## Elemental Warding

You summon primal spirits to protect you and your allies from elemental power.

### Primal

KEYWORDS

Minor		Close burst 1
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

AT-WILL  ENCOUNTER  DAILY

**Target:** You and each ally in burst  
**Effect:** Choose cold, fire, lightning, or thunder. Until the end of your next turn, each target gains resistance to that damage type equal to one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

## Shared Font of Life

Primal bonds connect you and an ally, allowing you to share your own resilience.

### Primal

KEYWORDS

No Action		Close burst 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

AT-WILL  ENCOUNTER  DAILY

**Target:** One ally in burst  
**Trigger:** You start your turn  
**Effect:** The target can make a saving throw, and you can't use your Font of Life class feature during this turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

## Guardian's Attack

Your guardian form grants you even greater potency in combat.

### Primal

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

AT-WILL  ENCOUNTER  DAILY

**Requirement:** You must be in a guardian form and must have used that form's attack during this encounter.  
**Effect:** You regain the use of the guardian form's attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

## Spiritual Rejuvenation

By drawing on your primal strength, you tap additional reserves of vitality.

**Primal**  
KEYWORDS

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

**Requirement:** You must have used your second wind during this encounter.  
**Effect:** You regain the use of your second wind.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Erupting Vines

Your attack summons a clutching mass of spectral vines that holds your enemies fast.

**Primal, Weapon**  
KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage. The target and each enemy adjacent to it are immobilized until the end of your next turn.  
**Earthstrength:** An additional enemy within 2 squares of the target is immobilized.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Healing Harvest

The savagery of your attack invigorates your allies when they target the same foe.

**Primal, Healing, Weapon**  
KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. Until the start of your next turn, when any ally hits the target, that ally regains 1 + your Wisdom modifier hit points.  
**Lifespirit:** The target grants combat advantage to your allies until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Mark of Talons

Your weapon attack summons up a shroud of spectral claws that follow as you slip away from the target, drawing the ire of other foes.

**Primal, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage. You shift 2 squares and then mark each enemy adjacent to you until the end of your next turn.  
**Wildblood:** The distance you shift equals your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Rumbling Doom

Your strike cracks with a pulse of thunder, which knocks your target across the battlefield, and then summons lightning against other foes.

**Primal, Lightning, Thunder, Weapon**  
KEYWORDS

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

**Hit:** 2[W] + Strength modifier thunder damage, and you slide the target 2 squares. The target is deafened and marked until the end of your next turn. At the start of your next turn, each enemy marked by you that is not adjacent to you takes 5 lightning damage.  
**Stormheart:** The lightning damage equals 3 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Sacrificial Strike

Your attack shrouds you in primal energy, strengthening your allies with each strike made against you.

**Primal, Weapon**  
KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, an ally within 3 squares of you gains 10 temporary hit points.  
**Lifespirit:** Add your Wisdom modifier to the temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Stormhowler's Strike

Your attack summons up a storm of primal fury that draws in those that try to escape it.

**Primal, Teleportation, Weapon, Zone**  
KEYWORDS

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

**Hit:** 1[W] + Strength modifier damage.  
**Effect:** The blast creates a zone of howling wind that lasts until the end of your next turn. Any enemy that starts its turn within the zone and ends its turn outside the zone is teleported at the end of its turn to a square within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Form of the Avalanche Unleashed

You take on a resilient shell of rock and ice even as your presence on the battlefield slows your foes.

**Primal, Polymorph**  
KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the avalanche unleashed until the end of the encounter. While you are in this form, you gain resist 5 to all damage. In addition, each enemy that starts its turn within 2 squares of you is slowed until the start of its 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:** 1[W] + Strength modifier damage, and you knock the target prone. The target is stunned (save ends).  
**Miss:** Half damage, and the target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 15
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**DAILY POWER**

## Form of the Crushing Mountain

Your body takes on the form of unworked stone, toughening it as your forbidding presence hinders the movement of foes around you. When the time is right, you magically pull enemies to your side.

**Primal, Polymorph**  
KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the crushing mountain until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. In addition, enemies adjacent to you cannot shift, and enemies must spend 1 extra square of movement to leave squares adjacent to you. Once during this encounter, you can make the following weapon attack while you are in this form.  
**Standard Action** Close burst 3  
**Target:** Each enemy you can see in burst  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier damage, and you pull the target 2 squares.  
**Miss:** Half damage, and you pull the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARDEN	POWER TYPE ATTACK	LEVEL 15
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**DAILY POWER**

### Form of the Hunting Tiger

You assume the aspect of a tiger, boosting your speed and agility, especially when your allies are under attack.

**Primal, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the hunting tiger until the end of the encounter. While you are in this form, you gain a +2 bonus to speed and Reflex. In addition, when any enemy marked by you makes an attack roll against any of your allies, you can shift 2 squares toward that enemy as a free 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. Make the attack roll twice and use either result.  
**Hit:** 1[W] + Strength modifier damage. If both of your attack rolls would hit, the attack deals 10 extra damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	15

**DAILY POWER**

### Form of the Sand Sentinel

A vortex of burning desert sand surrounds you, boosting your resilience and allowing you to swing your weapon to create a blast of fire.

**Primal, Fire, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You gain 10 temporary hit points, and you assume the guardian form of the sand sentinel until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude. In addition, when you hit any enemy, an ally within 5 squares of you gains 5 temporary hit points. Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** Close blast 3  
**Target:** Each creature in blast  
**Attack:** Strength vs. AC  
**Hit:** 2[W] + Strength modifier fire damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	15

**DAILY POWER**

### Form of the Windstorm's Wrath

You are girded by wind and rain, which protect you and nearby allies and drive your foes across the battlefield.

**Primal, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the windstorm's wrath until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude and Reflex. In addition, allies adjacent to you take half damage from melee attacks and ranged attacks. Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** Close blast 3  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier damage, and you slide the target 3 squares and knock it prone.  
**Effect:** You slide each enemy marked by you 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	15

**DAILY POWER**

### Fortress of Stone

The earth rumbles at your ally's feet, as protective stone rises.

**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:** Until the end of your next turn or until the target moves, the target gains cover, and no enemy can enter a square adjacent to him or her.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	16

**UTILITY POWER**

### Sun Fire Guardian

Enemies that try to strike your ally are blinded by golden light.

**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:** Until the end of your next turn, when any enemy marked by you makes an attack roll against the target, that enemy is blinded until the end of the turn during which it makes the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	16

**UTILITY POWER**

### Warden's Refusal

The spiritual energy you wield knocks back a foe attempting to gain the advantage on your ally.

**Primal**

KEYWORDS

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

**Target:** The triggering enemy in burst  
**Trigger:** An enemy marked by you ends its movement within 5 squares of you and is flanking your ally  
**Effect:** You slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	16

**UTILITY POWER**

### Invigorating Presence

You summon the spirits of the land to grant you and your allies increased vigor.

**Primal**

KEYWORDS

Minor		Close burst 3
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 gains 15 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	16

**UTILITY POWER**

### Masking Fog

You exhale a clinging mist that obscures your allies.

**Primal**

KEYWORDS

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

**Target:** Each ally in blast  
**Effect:** Each target gains concealment until the end of your next turn.  
**Sustain Minor:** The effect persists, but it ends on one target of your choice.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	UTILITY	16

**UTILITY POWER**

### Flames of Life

With your weapon wreathed in primal flame, your attack channels healing energy to an ally.

**Primal, Fire, Healing, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier fire damage, and an ally within 5 squares of you regains 5 hit points.  
**Lifespirit:** Add your Wisdom modifier to the hit points the ally regains.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARDEN	ATTACK	17

**ENCOUNTER POWER**



### Leap of the Relentless Hunter

When a foe moves too close to your ally, you cross the battlefield in the blink of an eye to make a savage attack.

**Primal, Weapon**

KEYWORDS

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

**Trigger:** An enemy marked by you enters a square adjacent to your ally within 5 squares of you Effect; You shift your speed to a square adjacent to the triggering enemy. Then make the following attack.

**Target:** The triggering enemy

**Attack:** Strength vs. AC

**Wildblood:** You gain a bonus to the attack roll equal to your Wisdom modifier.

**Hit:** 2[W] + Strength modifier damage, and you slide the target 1 square to another square adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

### Rough Advantage

Your attack causes the ground to rise up, holding the target fast.

**Primal, Weapon**

KEYWORDS

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

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

**Earthstrength:** The attack deals extra damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

### Warden's Lure

A burst of primal fire surrounds your foes and draws them close for a blistering attack.

**Primal, Fire, Weapon**

KEYWORDS

Standard	↔	Close burst 4
ACTION		RANGE
STR	vs	AC
ATTACK	DEFENSE	TARGET

**Effect:** You pull each target 3 squares to a square adjacent to you. Then make the following attack.

**Target:** Each enemy adjacent to you

**Attack:** Strength vs. AC

**Hit:** 2[W] + Strength modifier fire damage, and you slide the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

### Windy Assault

Wind topples your foe and then blows others toward you.

**Primal, Weapon**

KEYWORDS

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

**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. You then pull each enemy within 5 squares of you that is marked by you 2 squares.

**Stormheart:** Each enemy within 5 squares of you that is marked by you grants combat advantage until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

### Creeping Brambles

Brambles thrust up from the ground, lashing at your enemies while hindering attacks against you and your allies.

**Primal, Weapon, Zone**

KEYWORDS

Standard	↔	Close blast 3
ACTION		RANGE
STR	vs	Reflex
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Strength modifier damage, and the target is slowed (save ends).

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

**Effect:** The blast creates a zone of brambles that lasts until the end of your next turn. While within the zone, you and your allies gain cover. When any enemy enters the zone or starts its turn there, it takes 5 damage. As a move action, you can move the zone 3 squares.

**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

### Howl of Wrath

With your devastating strike, you unleash a wail that makes your enemies freeze in terror.

**Primal, Fear, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and the target and each enemy within 5 squares of you are immobilized (save ends).

**Miss:** Half damage, and the target and each enemy within 5 squares of you are slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

### Sparking Strike

Lightning arcs from your weapon as you strike, surrounding the target to lash out at nearby foes.

**Primal, Lightning, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	Reflex
ATTACK	DEFENSE	TARGET

**Hit:** 4[W] + Strength modifier lightning damage. Until the start of your next turn, any enemy that enters a square within 2 squares of the target takes 10 lightning damage. If no enemy enters a square within 2 squares of the target, the target takes 10 lightning damage at the start of your next turn.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

### Warding Smash

A furious strike sends your target to the ground.

**Primal, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR	vs	Reflex
ATTACK	DEFENSE	TARGET

**Hit:** 5[W] + Strength modifier damage, and you knock the target prone.

**Miss:** Half damage.

**Special:** When your warden's fury power is triggered, you can use this power in its place as an immediate interrupt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

### A Scattering of Ashes

You move your allies across the battlefield, then summon an ash haze.

**Primal, Zone**

KEYWORDS

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

**Target:** Each ally in burst

**Effect:** You slide each target 2 squares. The burst creates a zone of swirling ash that lasts until the end of your next turn. Creatures have concealment while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

## Debilitating Ward

An enervating haze of primal energy lashes out at foes that attack your 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:** When any enemy marked by you hits or misses the target before the end of your next turn, that enemy takes 10 damage and gains vulnerable 10 to all damage until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Strength from Death

You gain renewed vigor when an enemy falls.

**Primal, Healing**  
KEYWORDS

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

**Trigger:** A nonminion enemy within 10 squares of you drops to 0 hit points  
**Effect:** You regain 10 + your Constitution modifier hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Channeled Vitality

Spiritual energy surrounds you, granting increased vigor and allowing you to channel primal fury into your attacks.

**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. In addition, once per round when you hit with a weapon attack, that attack deals 2[W] extra damage. This effect ends when you have no temporary hit points remaining.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

## Darkforest Vines

Shadowy vines wrap the target, holding it fast as they lash nearby foes with venomous thorns.

**Primal, Poison, 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 restrained until the end of your next turn. Each enemy adjacent to the target takes 5 poison damage and is slowed until the end of your next turn.  
**Earthstrength:** Each enemy adjacent to the target takes extra poison damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Desert Winds

With a sweep of your weapon, you summon a fiery wind that clouds your enemies' sight and sears all who try to escape it.

**Primal, Fire, Weapon, Zone**  
KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
STR vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Strength modifier fire damage. The blast creates a zone of fiery haze until the end of your next turn. The zone blocks enemies' line of sight, and any enemy entirely within the zone is blinded. Any enemy that starts its turn within the zone takes 2d10 fire damage when it leaves the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Primal Rebuke

The lingering strength of your attack drives the target to the ground unless it keeps its distance from you and your allies.

**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, if the target enters a square adjacent to you or any of your allies, it falls prone.  
**Lifespirit:** Each ally within 3 squares of you can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Sky's Reach

Spirits of the air aid your attack, allowing your weapon to strike out at targets normally beyond your reach.

**Primal, Weapon**  
KEYWORDS

Standard	↓	Melee weapon + 2 reach
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Strength modifier damage.  
**Wildblood:** You slide the target 5 squares. If the target ends this movement adjacent to you, it takes damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Snowy Grasp

As you strike, snow and ice hold the target fast and blow around your foes to hinder their movement.

**Primal, Cold, 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 until the start of your next turn. Each enemy marked by you is slowed until the start of your next turn.  
**Stormheart:** Until the start of your next turn, when any enemy marked by you moves on its turn, that enemy takes cold damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

## Form of Earth's Beneficence

Your flesh becomes darker, taking on the resilience and fertility of earth and granting you some control when you are forced to move.

**Primal, Healing, Polymorph**  
KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of earth's beneficence until the end of the encounter. While you are in this form, you gain regeneration 5, and you can shift 1 square as a minor action. In addition, whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square. 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 you slide the target 5 squares and mark it until the end of your next turn.  
**Effect:** You slide one ally within 5 squares of you 5 squares. That ally can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

## Form of the Entangling Spider

You gain the climbing ability of a spider, your body shrouded in webs that peel off to hinder your foes.

### Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

**Effect:** You assume the guardian form of the entangling spider 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 Fortitude. In addition, each square within 3 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 blast 3  
**Target:** One creature in blast  
**Attack:** Strength vs. AC  
**Hit:** 4[W] + Strength modifier damage, and the target is restrained (save ends).  
**Miss:** Half damage, and the target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Form of the Night Hunter

Your eyes enlarge, enabling you to see even in total darkness, and you gain the power of flight and the formidable attack of the hunting owl.

### Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

**Effect:** You assume the guardian form of the night hunter until the end of the encounter. While you are in this form, you gain darkvision and a fly speed equal to your speed. In addition, you gain a +2 bonus to your first attack roll each round.

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).  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Form of the Shifting Ancestor

Your form becomes indistinct as you take on the attributes of the Primal Beast, from which all beasts are descended. At the time you choose, you make a vicious attack that saps your foe's strength.

### Primal, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

**Effect:** You assume the guardian form of the shifting ancestor until the end of the encounter. At the start of each of your turns while you are in this form, choose one of the following benefits: a +2 bonus to Fortitude, Reflex, and Will; a +2 bonus to AC; a +2 bonus to attack rolls; or a +4 bonus to saving throws. The benefit you choose lasts until the start of your next turn.

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:** 2[W] + Strength modifier damage, and the target is weakened until the end of your next turn.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Form of the World Forger

A shroud of molten rock surrounds you, protecting you and your allies even as it sears those who attack you.

### Primal, Fire, Polymorph

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

**Effect:** You assume the guardian form of the world forger until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. In addition, any ally gains a +2 bonus to AC while within 5 squares of you. Any enemy that hits you with a melee attack takes 5 fire damage, and any enemy that hits an ally within 5 squares of you with a melee attack takes 10 fire damage.

Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** Close burst 3  
**Target:** Each enemy in burst  
**Attack:** Strength vs. Reflex  
**Hit:** Ongoing 20 fire damage (save ends).  
**Aftereffect:** Ongoing 10 fire damage (save ends).  
**Miss:** Ongoing 10 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Blood of Nature's Foes

A blood-red haze erupts around your weapon when you strike, drawing the attention of your foes as you slip past them.

### Primal, Weapon

KEYWORDS

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

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

**Effect:** You shift 3 squares and then mark each enemy adjacent to you until the end of your next turn.

**Wildblood:** The distance you shift equals your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Glacial Hammer

Your icy attack freezes the target and its nearby companions in place.

### Primal, Cold, Weapon

KEYWORDS

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

**Hit:** 2[W] + Strength modifier cold damage. Until the end of your next turn, the target and each enemy adjacent to it are restrained.

**Earthstrength:** Until the end of your next turn, the target and each enemy adjacent to it gain vulnerability to all damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Lightning Explosion

Your weapon channels a bolt of lightning, which leaps from the target to other foes.

### Primal, Lightning, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier lightning damage. Choose three enemies within 10 squares of the target that are marked by you. You slide each of those enemies 3 squares, and you mark them until the end of your next turn. In addition, they each take lightning damage equal to your Constitution modifier.

**Stormheart:** Add 3 to the lightning damage taken by each of the three enemies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Ravenous Earth

The ground around your target begins to shake, smashing enemies that approach too close.

### Primal, Weapon, Zone

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and the squares adjacent to the target become a zone of shifting ground until the end of your next turn. Any enemy that enters the zone takes 2d10 damage and is immobilized until the zone ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Sacrificial Assault

Your devastating attack cloaks you in primal energy, allowing subsequent attacks against you to grant vitality to your allies.

### Primal, Weapon

KEYWORDS

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

**Hit:** 5[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, one ally within 3 squares of you gains 20 temporary hit points and a +2 bonus to all defenses until the end of his or her next turn.

**Lifespirit:** Add your Wisdom modifier to the temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Strengthening Gift



Your attack sends the target careening across the battlefield to crash into your other foes.

### Primal, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. You push the target 3 squares and then slide each enemy adjacent to the target 1 square.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

## Form of the Grim Harvester



You take on the shrouded guise of the reaper of life, strengthening your attacks against badly wounded creatures and letting you strike when your enemies fall.

### Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the grim harvester until the end of the encounter. While you are in this form, you gain a +2 power bonus to attack rolls against bloodied creatures. In addition, when any nonminion enemy within 5 squares of you drops to 0 hit points, you can make a melee basic attack as a free action. Once during this encounter, you can make the following weapon attack while you are in this form.

**Standard Action** Melee weapon

**Target:** One bloodied creature

**Attack:** Strength vs. Fortitude

**Hit:** 4[W] + Strength modifier damage, and the target gains vulnerable 10 to all damage (save ends).

**Miss:** Half damage, and the target gains vulnerable 5 to all damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Form of the Imperious Phoenix



Your body is suffused with the protective radiance of the phoenix, allowing you to escape an enemy's attack in a restorative burst of primal fire.

### Primal, Fire, Polymorph, Radiant, Teleportation

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the imperious phoenix until the end of the encounter. While you are in this form, you gain a fly speed equal to your speed, and you can hover. In addition, you gain resist 15 fire and resist 15 radiant. Once during this encounter, you can make the following weapon attack while you are in this form.

**Immediate Interrupt** Close burst 3

**Trigger:** An enemy attack damages you

**Effect:** Before the attack, you teleport your speed.

**Target:** Each creature in burst and each enemy marked by you

**Attack:** Strength + 6 vs. Reflex

**Hit:** 2[W] + Strength modifier fire and radiant damage, and ongoing 15 fire and radiant damage (save ends).

**Miss:** Half damage.

**Effect:** Your current hit point value changes to your bloodied value, and you remove from yourself every effect that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Form of the Thunderstorm



Thunder booms around you as storm spirits whisk you across the battlefield. When the time is right, you unleash a thunderous attack, which your enemies cannot ignore.

### Primal, Polymorph, Teleportation, Thunder

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the thunderstorm until the end of the encounter. While you are in this form, you gain resist 20 lightning and resist 20 thunder, and you can teleport your speed as a move action. In addition, whenever you teleport using this power, each enemy adjacent to your destination space takes 10 thunder damage.

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. Reflex

**Hit:** 3[W] + Strength modifier thunder damage, and you push the target 5 squares. Until the end of your next turn, the target is stunned, and the target and each enemy adjacent to it are marked.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Form of the Unruly Earth



A shell of stone and moss protects you from harm and lets you move freely over any terrain, even as earth spirits grasp at your chosen foes.

### Primal, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the unruly earth until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude, and you ignore difficult terrain. Each enemy marked by you is slowed and takes a -4 penalty to AC until the mark ends.

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. You knock the target prone, and it can't stand up (save ends).

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Form of Verdant Growth



Lush growth covers you and exudes life-giving power.

### Primal, Healing, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of verdant growth until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude. In addition, at the start of each of your turns, each ally within 5 squares of you regains hit points equal to your Constitution modifier. If you are in this form the first time you drop to 0 hit points or fewer in the encounter, you return to life at the start of your next turn if you died and regain hit points as if you had spent a healing surge. 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.

**Miss:** Half damage.

**Effect:** You or an ally within 10 squares of you can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARDEN | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Alpha's Command

You don't even have to snarl a command: your pack member takes your meaning from your bloody fangs.

**Primal, Beast Form, Implement**

KEYWORDS

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

**Hit:** 2d8 + Wisdom modifier damage, and you command one of your summoned creatures to make one of its standard action attacks. If you don't have a summoned creature present, roll a d20. If you roll 10 or higher, one ally within 5 squares of you can charge or make a basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PACK LORD      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Balance of Life

Your spirit companion restores balance by taking from a foe what that foe took from an ally.

**Primal, Implement, Spirit**

KEYWORDS

Imm. Reaction	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy adjacent to your spirit companion deals damage to your ally  
**Hit:** The target takes damage equal to the damage it dealt to your ally.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SEASONS' HERALD      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Blood-Spattered Fury

You explode in violence, striking out and drawing your enemies' wrath.

**Primal, Weapon**

KEYWORDS

Standard	↔	Close burst 2
ACTION		RANGE
STR vs AC		Each enemy you can see in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Strength modifier damage, and you mark the target until the end of your next turn. Until the mark ends, you and the target deal 1[W] extra damage against each other.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANCESTRAL WEAPON      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Call to the Wind

A driving wind adds to the strength of your attack, pushing an enemy back and drawing the ire of that enemy and its companions.

**Primal, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage, and you push the target 2 squares. The target and each enemy adjacent to it are then marked until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CHILD OF THE NORTH WIND      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Clutch of Winter

You swing your frosty weapon in a deadly arc, freezing your foe in place.

**Primal, Cold, 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 until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WINTER FURY      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Constricting Coils

You wrap your enemy in your coils, slowly crushing it.

**Primal, Beast Form, Implement**

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage, and the target is grabbed. Until the end of your next turn, while you are grabbing the target, you gain a +5 power bonus to all defenses, and any attack that misses you hits the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: COILED SERPENT      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Death Cry

You strike and let out a macabre howl, sapping the strength of enemies before you.

**Primal, Necrotic, Weapon**

KEYWORDS

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

**Hit:** 1[W] + Strength modifier necrotic damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEATH'S THANE      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Defiler's Doom

A target that flees from your first attack is drawn back to face a second.

**Primal, Teleportation, Weapon**

KEYWORDS

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

**Hit:** 3[W] + Strength modifier damage. If the target is not adjacent to you at the end of its next turn, you teleport it to a square adjacent to you and make a melee basic attack against it as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EMERALD GUARDIAN      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Fell the Mighty

Taking on a foe more powerful than you only increases the fury of your attack.

**Primal, Weapon**

KEYWORDS

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

**Attack:** Strength vs. AC. If the target's current hit point total is higher than yours, you can score a critical hit on a roll of 19-20.  
**Hit:** 2[W] + Strength modifier damage. If this damage makes the target's current hit point total lower than yours, you also knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TRIBAL CHAMPION      POWER TYPE: ATTACK      LEVEL: 11

ENCOUNTER POWER

## Finishing Thunder

You attack, then release a thundering shout that blasts injured enemies.

### Primal, Thunder, Weapon

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

**Hit:** 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each bloodied enemy in the blast takes 5 + your Constitution modifier thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BUILDING THUNDER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## First Hunter's Spear

You throw your weapon at your foe, hitting it so hard that it's distracted when your ally attacks.

### Primal, Weapon

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

**Requirement:** You must be wielding a thrown weapon.

**Hit:** 3[W] + Strength modifier damage, and one of your allies gains combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FIRST HUNTER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Furious Calm

With a heavy strike, you settle into your fury, allowing you to tap reserves of endurance.

### Primal, Healing, Weapon

Standard		Melee weapon
ACTION		RANGE
STR	vs Reflex	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 CALM FURY POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Great Reaching Spirit

Your spirit companion reaches out to its full length and slams your enemies, catching them off guard and forcing them to hesitate for a moment.

### Primal, Implement, Spirit

Standard		Melee spirit 1 (or 2 if your spirit companion is Large)
ACTION		RANGE
WIS	vs Reflex	One or two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +2 bonus to all defenses while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GREAT ELDER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Mystifying Lights

You become a whirl of insects, glowing with a supernatural light that mesmerizes creatures before you.

### Primal, Beast Form, 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 you slide the target 1 square. The target is dazed until the end of your next turn.  
**Effect:** You shift 1 square for each target you hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LUMINESCENT SWARM POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Protective Spiral

The whirling wings of your swarm form extend out, cutting your enemies before spiraling protectively around your friend.

### Primal, Beast Form, Implement

Standard		Melee 2
ACTION		RANGE
WIS	vs Reflex	One or two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Wisdom modifier damage. An ally within 2 squares of you gains temporary hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WHIRLING SAMARA POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Pyroclastic Tide

You swing your weapon mightily, channeling a primal fire that washes over your enemies.

### Primal, Fire, Weapon

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

**Hit:** 3[W] + Strength modifier damage, and each enemy within 2 squares of you takes fire damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STONEFIRE RAGER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Radiant Coils

Coils of light wrap around your target and burn it with radiant energy if it moves.

### Primal, Radiant, Weapon

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

**Hit:** 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. If the target moves before the end of your next turn, it takes 2d8 radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RADIANT SERPENT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Redfang Prophecy

You cause your enemy to feel teeth crunching through bone. Your summoned creature then heightens that enemy's pain.

### Primal, Implement, Psychic

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

**Hit:** 2d8 + Wisdom modifier psychic damage. Until the end of your next turn, your summoned creatures deal extra damage against the target equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PRIMAL SUMMONER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Rime Shackles

Your weapon strikes with bitter cold that freezes the target in its tracks.

Primal, Cold, Weapon

KEYWORDS

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

**Hit:** 1[W] + Strength modifier cold damage, and the target is immobilized until the end of your next turn. On your next turn, if you hit the target with a primal cold power, the target is immobilized until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ICEWROUGHT SENTINEL POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Shake the Earth

Your attack emits a pulse of thunder that strikes around obstacles and can wrench burrowing creatures from the ground.

Primal, Thunder, Weapon

KEYWORDS

Standard		Close burst 4
ACTION	←	RANGE
STR vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Special:** Solid obstacles do not block line of effect for the burst.  
**Hit:** 2[W] + Strength modifier thunder damage. If the target is burrowing, you slide it 4 squares to the square nearest to it that is within your line of effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EARTH SHAKER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Sharing the Kill

Your spirit companion tears into your foe, sharing its elation of the hunt with your allies.

Primal, Healing, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier damage. Each ally adjacent to your spirit companion regains 1d6 + your Wisdom modifier hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SCARRED HEALER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Snatching Winds

Your spirit companion turns into a whirlwind, battering your enemies and lifting them into the air.

Primal, Implement, Spirit

KEYWORDS

Standard	↓	Melee spirit 1
ACTION		RANGE
WIS vs Fort		One or two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier damage. Until the end of your next turn, your allies can move through the target's space, and the target can't use opportunity actions.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DISCIPLE OF WINDS POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Spark of Life

Flames erupt around your enemies, charring their flesh while comforting 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:** 3d6 + Wisdom modifier fire damage.  
**Effect:** Each bloodied ally in the burst regains 5 + your Wisdom modifier hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EVERFLAME GUARDIAN POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Spiral Gust

Your wind blasts in crisscrossing funnels, whipping into your enemies and granting your allies renewed breath.

Primal, Healing, Implement

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier damage, and an ally adjacent to the target regains hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPIRAL WIND'S ALLY POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Spring's Dawning

The light of spring erupts from the spiral world, searing your foes and providing a beacon of hope to your allies.

Primal, Implement, Radiant, Spirit

KEYWORDS

Standard	←	Close burst spirit 1
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 3d6 + Wisdom modifier radiant damage.  
**Effect:** The first time you hit a target when you use this power, each ally can make a saving throw with a +2 power bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARRIOR OF SPRING POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Storm Beast

With a great roar, you channel the fury of a primal storm. Lightning dances around you and strikes your enemies.

Primal, Beast Form, Implement, Lightning

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Wisdom modifier lightning damage, and you gain a +2 power bonus to attack rolls against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STORM SPEAKER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

## Twinclaw Rend

Both your weapons bite deep, and the scent of fresh blood guides your subsequent blows.

Primal, Weapon

KEYWORDS

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

**Requirement:** You must be wielding two melee weapons.  
**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage. You gain a +2 power bonus to melee attack rolls until the end of your next turn.  
**Special:** You can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS TWINCLAW SLAYER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

### Winged Spirit Strike

The spirit of a bird of prey dives on your enemy, leaving your foe vulnerable to your allies' attacks.

**Primal, Implement**

KEYWORDS

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

**Hit:** Wisdom modifier damage. Until the end of your next turn, any ally can score a critical hit against the target on a roll of 16-20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KEEN EAGLE    POWER TYPE: ATTACK    LEVEL: 11

**ENCOUNTER POWER**

### Dangerous Blur

You whirl your weapons closer to a foe, swearing retribution.

**Primal**

KEYWORDS

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

**Trigger:** An adjacent enemy hits you  
**Effect:** The next attack you make against the triggering enemy before the end of your next turn deals 1[W] extra damage (off-hand weapon).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TWINCLAW SLAYER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

### Dark Wings

Pieces of your beast form cling heavily to any who dare slash at you.

**Primal, Beast Form**

KEYWORDS

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

**Trigger:** You use wild shape to change into beast form  
**Effect:** Until the end of your next turn, you become insubstantial and can move through enemies' spaces while you are in beast form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WHIRLING SAMARA    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

### Deliberate Rampage

Your previous devastating blow grants you an opening to strike again, and a chance to use your rage for invigoration.

**Primal**

KEYWORDS

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

**Trigger:** You score a critical hit with a barbarian attack power and haven't used Rampage this round  
**Effect:** In place of making a melee basic attack as a result of Rampage, you can use furious calm, even if you have already used that power during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CALM FURY    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

### Guardian's Shield

You draw forth a tiny shard of Everflame. Under its halo, life flourishes.

**Primal, Fire**

KEYWORDS

Minor		Close burst 2
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 gains resist 5 to all damage until the end of your next turn. The first time any enemy deals damage to the target before the end of your next turn, that enemy takes 5 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EVERFLAME GUARDIAN    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

### Hunting Eagle

You send your spirit companion to your ally's aid. It flies around your ally's target, making that foe easier for your ally to attack.

**Primal, Spirit**

KEYWORDS

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

**Trigger:** An ally adjacent to your spirit companion makes an attack roll for a ranged or an area attack  
**Effect:** You move your spirit companion to a square adjacent to a target of the attack. The triggering ally gains a +2 power bonus to the attack roll against each target adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KEEN EAGLE    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

### Icewrought Armor

A shell of ice spreads across your ally, offering protection even as it freezes a foe that dares to strike.

**Primal**

KEYWORDS

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

**Target:** You or one ally in burst  
**Effect:** The target gains a +2 bonus to all defenses until the end of your next turn. If the target is hit by a melee attack before the bonus ends, the attacker is immobilized until the end of its next turn, and the bonus ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ICEWROUGHT SENTINEL    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

### Marked Prey

When an enemy tries to slip away, you and a companion hunter close in for the kill.

**Primal**

KEYWORDS

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

**Trigger:** An enemy marked by you ends its turn farther from you than where it started its turn  
**Effect:** You and one ally can each shift half your speed as a free action to squares closer to the triggering enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIRST HUNTER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

### Read the Omens

You scan the area, mindful of any omen that might prove useful in charting your next action.

**Primal**

KEYWORDS

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

**Trigger:** You make an attack roll, a saving throw, a skill check, or an ability check and don't roll a 20  
**Effect:** The next time you would roll a d20 before the end of your next turn, use the result of the triggering die roll instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SEASONS' HERALD    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**



## Releasing Breath

*As your friend catches his or her breath, wind gusts past, making you and your allies harder to see.*

**Primal**  
KEYWORDS

Imm. Reaction	↗	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 uses his or her second wind  
**Effect:** The target and each ally within 5 squares of him or her gain concealment until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPIRAL WIND'S ALLY	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Serpent's Dash

*You slither off, causing your enemies to lose track of you as you mask yourself in shadow.*

**Primal, Beast Form**  
KEYWORDS

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

**Effect:** You shift 3 squares and gain concealment until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS COILED SERPENT	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Shielding Winds

*Wind spirits push your ally out of danger.*

**Primal**  
KEYWORDS

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

**Target:** One ally  
**Effect:** Until the end of your next turn, when any enemy ends its movement adjacent to the target, you can slide the target 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DISCIPLE OF WINDS	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Spirit's Touch

*Your spirit companion reaches out to your ally, lending some of its vitality to ward that ally from harm.*

**Primal, Spirit**  
KEYWORDS

Imm. Reaction	↓	Melee spirit 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The triggering ally  
**Trigger:** An ally adjacent to your spirit companion takes damage from an attack  
**Effect:** The target gains temporary hit points equal to your Constitution modifier. In addition, the target gains a +2 power bonus to saving throws until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SCARRED HEALER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Storm Gathering

*Through sheer force of will, you turn the fatigue of the day's battles to your advantage.*

**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, your attacks deal extra thunder damage equal to the number of healing surges you have spent since your last extended rest.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BUILDING THUNDER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Tread the Earth

*You dive within the earth and move through it quickly, gaining advantage over unsuspecting enemies.*

**Primal**  
KEYWORDS

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

**Effect:** You burrow twice your speed. Each enemy adjacent to you at the end of your move grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EARTH SHAKER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Ancestor's Presence

*Calling on the spirit of an honored ancestor for aid, you focus all the destruction of a chosen foe.*

**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:** You mark the target until the end of the encounter. Whenever the target makes an attack before this mark ends, you gain a power bonus to damage rolls against it equal to your Charisma modifier. The power bonus lasts until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ANCESTRAL WEAPON	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Armor of Glaciers

*A layer of primal frost covers you, deflecting your foes' attacks until it is chipped away.*

**Primal**  
KEYWORDS

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

**Effect:** You gain resist 20 to all damage until the end of the encounter. Whenever this resistance reduces damage, the resistance decreases by 5, and it ends when it reaches 0. If you take fire damage, the resistance ends after reducing that damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WINTER FURY	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Full Pack

*You and your summoned creature howl in unison.*

**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, you can use a minor action once per round to command one of your summoned creatures to make one of its standard action attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PACK LORD	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Great Hymn of Nature

*In the spirit world, the song is many-layered and hours long. In the natural world, you hum three bars and the spirits do the rest.*

**Primal**  
KEYWORDS

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

**Effect:** You make a Nature check. Until the end of your next turn, your allies can use the result of that check in place of their defenses while adjacent to your spirit companion.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GREAT ELDER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Hope Beyond Death

*Although winter might empty fields, cast leaves from trees, and freeze rivers, the world blooms anew at spring's return.*

**Primal**  
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 fails a death saving throw  
**Effect:** The target is considered to have rolled a 20 for the death saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARRIOR OF SPRING    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Killing Ground

*After you send a foe to its afterlife, you issue a yell that infuses all area with the might of primal death.*

**Primal, Zone**  
KEYWORDS

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

**Trigger:** Your attack reduces an enemy to 0 hit points  
**Effect:** The blast creates a zone of death that lasts until the end of the encounter. You gain a +1 bonus to attack rolls and a +4 bonus to damage rolls against any enemy within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEATH'S THANE    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Light of Clarity

*Primal light fills the air around you, revealing hidden creatures.*

**Primal, Zone**  
KEYWORDS

Minor		Close burst 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input 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. Any creature within the zone can't gain concealment or total concealment, and any creature that starts its turn within the zone can't gain concealment or total concealment until the end of its next turn.  
**Sustain Minor:** The zone persists.  
**Special:** You can use this power while you are in beast form.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LUMINESCENT SWARM    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## North Wind's Embrace

*You call down a primal gale that protects you or an ally.*

**Primal, Conjunction**  
KEYWORDS

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

**Effect:** You conjure a protective whirlwind in 1 square in the burst. The whirlwind lasts until the end of your next turn. While within the whirlwind's square, you or an ally gains resist 10 to all damage and a +2 power bonus to all defenses.  
**Sustain Minor:** The whirlwind persists, and you can move it your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CHILD OF THE NORTH WIND    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Preservation of the Wild

*The spirits of nature destroy lingering magic at your command.*

**Primal**  
KEYWORDS

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

**Effect:** All conjunctions and zones in the burst are destroyed. In addition, ongoing necrotic damage ends on each creature in the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EMERALD GUARDIAN    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Pure Power

*You draw on the power of the heroes who watch over you, increasing the potency of your guardian form's attack.*

**Primal**  
KEYWORDS

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

**Trigger:** You hit with a weapon attack granted by your guardian form  
**Effect:** The attack deals 2[W] extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TRIBAL CHAMPION    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Serenity of Stone

*Your skin becomes hard as stone, allowing you to shrug off even the most potent attacks.*

**Primal**  
KEYWORDS

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

**Requirement:** You must not be raging.  
**Effect:** You gain resist 10 to all damage until you use a rage power or until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STONEFIRE RAGER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Shield of Gales

*A funnel cloud forms around you, knocking aside your enemies and shielding you from harm.*

**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, you gain a +2 power bonus to all defenses. When any enemy ends its turn adjacent to you, you can slide that enemy 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STORM SPEAKER    POWER TYPE: UTILITY    LEVEL: 12

**UTILITY POWER**

## Shining Pass

Each ally you pass by is cloaked in a radiant glow, which allows you to share your own resilience.

**Primal, Healing**

KEYWORDS

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

**Effect:** When you pass through an ally's space before the end of your turn, 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. No ally can benefit more than once from a single use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RADIANT SERPENT | POWER TYPE: UTILITY | LEVEL: 12

**UTILITY POWER**

## Tightened Control

The bond between you and your summoned beasts grows stronger, strengthening them.

**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, your summoned creatures gain a +2 power bonus to attack rolls and damage rolls, except when such rolls are part of an instinctive effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRIMAL SUMMONER | POWER TYPE: UTILITY | LEVEL: 12

**UTILITY POWER**

## An End to Tolerance

Moved to anger, the World Spirit allows none to escape.

**Primal, Implement, Psychic**

KEYWORDS

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

**Hit:** 4d6 + Wisdom modifier psychic damage, and the target is dazed (save ends).  
**Effect:** Until the end of the encounter, any enemy that starts its turn adjacent to your spirit companion chooses either to be dazed until the end of its turn or to take psychic damage equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GREAT ELDER | POWER TYPE: ATTACK | LEVEL: 20

**DAILY POWER**

## Ancestral Weapon's Rage

You strike hard, and the awesome power of the ancestors flows through you. To protect your allies, you then draw your enemies' ire to yourself.

**Primal, Rage, Weapon**

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You mark the target until the end of your next turn. You enter the rage of the ancestral weapon. Until the rage ends, you mark each enemy you attack until the end of your next turn. In addition, you deal 1[W] extra damage against enemies marked by you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANCESTRAL WEAPON | POWER TYPE: ATTACK | LEVEL: 20

**DAILY POWER**

## Brilliant Swarm

Blinding light flashes around you as glowing insects swarm over your foes.

**Primal, Beast Form, Implement, Radiant**

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Attack:** Wisdom vs. Fortitude, Reflex, Will. You make one attack roll per target, comparing the result against all three defenses. A target suffers the effects associated with each defense that the attack hits.  
**Hit (Fortitude):** The target takes ongoing 10 radiant damage (save ends).  
**Hit (Reflex):** You slide the target 5 squares.  
**Hit (Will):** The target is blinded (save ends).  
**Hit (Any):** The target takes 1d8 + your Wisdom modifier radiant damage for each of its defenses that the attack hits.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LUMINESCENT SWARM | POWER TYPE: ATTACK | LEVEL: 20

**DAILY POWER**

## Elder Flame

You call forth a living piece of Everflame and set it against your enemies.

**Primal, Conjunction, Fire, Implement**

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
vs		TARGET
ATTACK	DEFENSE	TARGET

**Effect:** You conjure a shard of Everflame in an unoccupied square within range. The shard lasts until the end of the encounter. When any ally within 2 squares of the shard hits an enemy, the attack deals 1d10 extra fire damage to that enemy. As a move action, you can move the shard 5 squares. You can make the following attack, centered on the shard. Doing so destroys the shard.  
**Minor Action Close burst 2**  
**Target:** Each enemy in burst  
**Attack:** Wisdom vs. Will  
**Hit:** 4d8 + Wisdom modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EVERFLAME GUARDIAN | POWER TYPE: ATTACK | LEVEL: 20

**DAILY POWER**

## Fazing Fangs

You call serpent spirits that sink their fangs deep and deliver a poison that stupefies your foes and punishes them for their attacks.

**Primal, Implement, Poison**

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
WIS vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 poison damage, and the target is dazed (save ends). Until this effect ends, the target takes 10 poison damage whenever it attacks.  
**Miss:** Half damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: COILED SERPENT | POWER TYPE: ATTACK | LEVEL: 20

**DAILY POWER**

## Flurry of Spirit Talons

In a burst of supernatural speed, your spirit companion flashes among your enemies, leaving them gashed, staggered, and vulnerable to attack.

**Primal, Implement, Spirit**

KEYWORDS

Standard		Close burst spirit 1
ACTION		RANGE
vs		TARGET
ATTACK	DEFENSE	TARGET

**Effect:** Until the end of the encounter or until your spirit companion disappears, you and your allies can score critical hits on a roll of 18-20 against any creature that is adjacent to your spirit companion. Then make the following attack.  
**Target:** Each enemy in burst  
**Attack:** Wisdom vs. Reflex  
**Hit:** 5d6 + Wisdom modifier damage. If you score a critical hit with the attack, the target is also dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KEEN EAGLE | POWER TYPE: ATTACK | LEVEL: 20

**DAILY POWER**

## Form of the First Hunter

You transform to resemble an ancient predator. You then hinder your foes and make a target vulnerable to your allies' attacks.

**Primal, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		TARGET
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the first hunter until the end of the encounter. While you are in this form, you gain a +2 power bonus to saving throws. In addition, each enemy marked by you is slowed until the mark ends. Once during this encounter, you can make the following weapon attack while you are in this form.  
**Standard Action Melee or Ranged weapon**  
**Requirement:** You must be wielding a thrown weapon if you make a ranged attack.  
**Target:** One creature  
**Attack:** Strength vs. Reflex  
**Hit:** 3[W] + Strength modifier damage. Until the end of your next turn, your allies gain combat advantage against the target, and they gain a bonus to damage rolls against it equal to your Constitution modifier.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FIRST HUNTER | POWER TYPE: ATTACK | LEVEL: 20

**DAILY POWER**

### Form of the Icewrought Sentinel

*A protective sheath of ice covers you and spreads to hinder your foes' movement, coating your weapon to blind a foe when you strike.*

**Primal, Cold, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the icewrought sentinel until the end of the encounter. While you are in this form, you gain a +2 bonus to AC and Fortitude. In addition, your enemies cannot charge or run if they start that movement within 2 squares of you, and 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** Melee weapon  
**Target:** One creature  
**Attack:** Strength vs. Reflex  
**Hit:** 3[W] + Strength modifier cold damage, and the target is blinded (save ends).  
**Miss:** Half damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ICEWROUGHT SENTINEL	ATTACK	20

**DAILY POWER**

### Form of the Life-Giver

*You appear to increase in size as you take on the form of the legendary life-giver, granting vitality to your allies.*

**Primal, Healing, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the life-giver until the end of the encounter. While you are in this form, your size is Large. In addition, you gain resist 20 necrotic. Any ally that starts his or her turn within 3 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 + 1 reach  
**Target:** One creature  
**Attack:** Strength vs. Fortitude  
**Hit:** 2[W] + Strength modifier damage, and you knock the target prone. The target is stunned (save ends).  
**Each Failed Saving Throw:** One ally within 3 squares of the target can spend a healing surge.  
**Miss:** Half damage, and the target is dazed (save ends).  
**Each Failed Saving Throw:** One ally within 3 squares of the target can spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
EMERALD GUARDIAN	ATTACK	20

**DAILY POWER**

### Form of the Northern Whirlwind

*Your body takes on the form of the wind that howls around you, protecting you as it buffets your foes.*

**Primal, Polymorph, Teleportation**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the northern whirlwind until the end of the encounter. While you are in this form, you gain resist 10 to all damage. In addition, when you pull, push, or slide an enemy, you can increase the distance of the forced movement by 1 square. When you use your Nature's Wrath class feature, you can mark each enemy within 2 squares of you instead of each adjacent enemy. Once during this encounter, you can make the following weapon attack while you are in this form.  
**Standard Action** Close burst 5  
**Target:** Each enemy marked by you in burst  
**Attack:** Strength vs. Fortitude  
**Hit:** 2[W] + Strength modifier damage.  
**Miss:** Half damage.  
**Effect:** You slide each target 1 square and then teleport to a square adjacent to one of them.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CHILD OF THE NORTH WIND	ATTACK	20

**DAILY POWER**

### Form of the Primeval Bulette

*You take on the armored form of the monstrous bulette, granting you increased vitality and allowing you to burrow through the earth.*

**Primal, Healing, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the primeval bulette until the end of the encounter. While you are in this form, you gain a burrow speed equal to your speed and a +3 bonus to Fortitude. In addition, whenever you spend a healing surge, you regain 20 additional hit points. Once during this encounter, you can make the following attack while you are in this form.  
**Standard Action** Close burst 2  
**Effect:** Before the attack, you burrow your speed. You must burrow at least 2 squares.  
**Target:** Each creature in burst  
**Attack:** Strength + 4 vs. Fortitude  
 Level 16: Strength + 6 vs. Fortitude  
**Hit:** 3d8 + Strength modifier damage, and you knock the target prone. If the target is already prone, it takes ongoing 5 damage (save ends).  
**Miss:** Half damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
EARTH SHAKER	ATTACK	20

**DAILY POWER**

### Form of the Radiant Couatl

*You take on a serpentine appearance as radiance surrounds you, granting you the movement and resilience of the great couatl.*

**Primal, Healing, Lightning, Polymorph, Radiant**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the radiant couatl until the end of the encounter. While you are in this form, you gain a fly speed equal to your speed, and you can hover. You gain a +5 bonus to saving throws against ongoing damage and against effects that immobilize, restrain, or slow you. Once during this encounter, you can make the following attack while you are in this form.  
**Standard Action** Area burst 2 within 20 squares  
**Target:** Each enemy in burst  
**Attack:** Strength + 4 vs. Reflex  
 Level 26: Strength + 6 vs. Reflex  
**Hit:** 2d10 + Strength modifier lightning and radiant damage. One ally in the burst can spend a healing surge.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
RADIANT SERPENT	ATTACK	20

**DAILY POWER**

### Form of the Tribal Champion

*The shades of countless ancestors flow through you as you fight, defending you from harm and debilitating your foes.*

**Primal, Polymorph**

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**Effect:** You assume the guardian form of the tribal champion until the end of the encounter. While you are in this form, you gain a +1 power bonus to all defenses. In addition, each enemy marked by you takes a -4 penalty to attack rolls (instead of -2) for any attack that does not include you as a target. 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.  
**Miss:** Half damage.  
**Effect:** Until the end of your next turn, each enemy marked by you takes a -8 penalty to attack rolls (instead of -4) for any attack that does not include you as a target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
TRIBAL CHAMPION	ATTACK	20

**DAILY POWER**

### Great Winged Samara

*Seeds erupt around you, blinding your enemies and then whirling around you, ready to blind again.*

**Primal, Implement**

KEYWORDS

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

**Hit:** 3d10 + Wisdom modifier damage, and the target is blinded (save ends).  
**Effect:** Until the end of the encounter, you gain two benefits while you are in beast form. You can shift 2 squares as a minor action, and whenever you score a critical hit against an enemy, that enemy is blinded (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WHIRLING SAMARA	ATTACK	20

**DAILY POWER**

### Hurricane's Fury

*You call on the fury of Stormhawk, summoning storm winds that push your allies about the battlefield and scatter your enemies like rag dolls.*

**Primal, Implement**

KEYWORDS

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

**Hit:** 4d6 + Wisdom modifier damage, and you slide the target 2 squares. The target is dazed (save ends).  
**Miss:** Half damage, and you slide the target 1 square. The target is dazed until the end of your next turn.  
**Effect:** You slide each ally in the blast 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DISCIPLE OF WINDS	ATTACK	20

**DAILY POWER**

### Inevitable Winter

*You call spirits of death and winter, commanding them to surround a foe to sap its vitality.*

**Primal, Implement**

KEYWORDS

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

**Hit:** 3d10 + Wisdom modifier damage.  
**Miss:** Half damage.  
**Effect:** When the target saves against any effect, you can roll a d20. If your roll is higher than the target's save, the target instead fails the saving throw (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SEASONS' HERALD	ATTACK	20

**DAILY POWER**

## Lethal Ancestor Rage

An ancestor wreathes you in power, strengthening your attacks and invigorating you.

### Primal, Rage, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier damage.

**Miss:** Half damage.

**Effect:** You enter the rage of the lethal ancestor. Until the rage ends, you gain a +2 power bonus to attack rolls with at-will attack powers and *rage strike*. In addition, when you hit any enemy with an at-will attack power or *rage strike*, you gain temporary hit points equal to one-half your level + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CALM FURY      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Reaper's Rage

You strike with deadly intent and bellow, rooting your enemies in despair. From then on, you personally relentless death.

### Primal, Necrotic, Rage, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier necrotic damage.

**Miss:** Half damage.

**Effect:** You howl in a blast 3 that includes the target. Each enemy in the blast is immobilized (save ends). You enter the rage of the reaper. Until the rage ends, when any enemy ends its turn within 3 squares of you, you can shift 3 squares to a square adjacent to that enemy as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DEATH'S THANE      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Spring Resurgence

You call forth the power of spring's resurgence, lending strength to your allies with the demise of each enemy.

### Primal, Healing, Implement, Zone

KEYWORDS

Free		Area burst 2 within 10 squares
ACTION	✱	RANGE
WIS vs Will		Each enemy in burst centered on the triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy within 10 squares of you drops to 0 hit points

**Hit:** 5d6 + Wisdom modifier damage.

**Miss:** Half damage.

**Effect:** The burst creates a zone of verdure that lasts until the end of the encounter. Any bloodied ally who starts his or her turn within the zone regains 10 hit points. When any enemy within the zone drops to 0 hit points, each ally within the zone regains 10 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARRIOR OF SPRING      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Storm Child

For a short time, you become a child of storms. Thunder booms as lightning crackles around you, launching at your enemies.

### Primal, Implement, Lightning, Thunder

KEYWORDS

Standard		Close burst 3
ACTION	↙	RANGE
WIS vs Reflex		One, two, or three enemies in burst
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Wisdom modifier lightning and thunder damage.

**Miss:** Half damage.

**Effect:** Until the end of the encounter, you can make the following attack once per round, either in your humanoid form or in your beast form.

**Minor Action** Close burst 5

**Target:** One creature in burst

**Attack:** Wisdom vs. Reflex

**Hit:** 1d8 + Wisdom modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STORM SPEAKER      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Storm Dragon Rage

Lightning arcs from your weapon as you fly against those that defy the storm.

### Primal, Lightning, Rage, Thunder, Weapon

KEYWORDS

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

**Hit:** 3[W] + Strength modifier lightning and thunder damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, is dazed until the end of your next turn.

**Miss:** Half damage.

**Effect:** You enter the rage of the storm dragon.

Until the rage ends, once per round when you hit with an at-will attack power, you deal 1[W] lightning and thunder damage to each enemy within 3 squares of you. In addition, you gain a fly speed equal to your speed, and you must land at the end of your turn when you fly using this rage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BUILDING THUNDER      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Summon Primal Slayer

Fast, lethal, and capable of changing its shape, the primal slayer is an extension of your deadly will.

### Primal, Implement, Summoning

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You summon a Large primal slayer in an unoccupied space within range. The primal slayer has speed 8. You can give the primal slayer the following special commands. On the turn you summon the primal slayer, you give either command as part of using this power.

**Standard Action:** The primal slayer changes size to Large if it was Medium and gains a burrow speed of 6, and it then shifts 2 squares and attacks: melee 2; targets one or two creatures; Wisdom vs. AC; 2d12 + Wisdom modifier damage.

**Standard Action:** The primal slayer changes size to Medium if it was Large and gains a fly speed of 8 and can hover, and it then shifts 2 squares and attacks: melee 1; targets one creature; Wisdom vs. Reflex; 3d10 + Wisdom modifier damage.

**Instinctive Effect:** If you haven't given the primal slayer any commands by the end of your turn, it attacks a bloodied enemy if it can. Otherwise, it attacks an adjacent enemy. It makes the first attack if it is Medium and the second if it is Large.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRIMAL SUMMONER      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## The Burning Dance

As your scars flare with light, your spirit companion pulses with the radiance of the sun, moon, and stars. When that radiance deflects off your burning foes, it heals your allies.

### Primal, Fire, Healing, Implement, Radiant, Spirit

KEYWORDS

Standard		Close burst spirit 2
ACTION	↙	RANGE
WIS vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Wisdom modifier fire and radiant damage.

**Effect:** Each target takes ongoing 10 fire and radiant damage (save ends). When any target takes this ongoing damage, one ally within 5 squares of you or your spirit companion regains 10 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SCARRED HEALER      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Three Shifting Winds

The Spiral Wind calls on its cold or thunderous cousins to help you or takes its spiral path one twist further and explodes into radiance.

### Primal, Healing, Implement, ; Varies

KEYWORDS

Standard		Close blast 5
ACTION	↙	RANGE
WIS vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**Special:** Choose cold, radiant, or thunder whenever you use this power. Your choice determines both the power's damage type and an effect.

**Hit:** 4d10 + Wisdom modifier damage of the type you chose.

**Miss:** Half damage.

**Effect (Cold):** Each target is slowed (save ends).

**Effect (Radiant):** Each ally in the blast regains hit points equal to your Wisdom modifier + one-half your level.

**Effect (Thunder):** One target of your choice is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPIRAL WIND'S ALLY      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Twinclaw Berserker Rage

You strike at enemies far and wide. Your rage then transforms you into a frenzy of steel.

### Primal, Rage, Weapon

KEYWORDS

Standard		Close burst 2
ACTION	↙	RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Requirement:** You must be wielding two melee weapons.

**Hit:** 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.

**Effect:** You enter the rage of the twinclaw berserker. Until the rage ends, as the first action of each of your turns, you can deal 2[W] damage (off-hand weapon) to each enemy adjacent to you as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: TWINCLAW SLAYER      POWER TYPE: ATTACK      LEVEL: 20

DAILY POWER

## Volcanic Rage



Your weapon is sheathed in flame as you strike. Your wrath boils over, radiating from your molten skin and scorching nearby foes.

### Primal, Fire, Rage, Weapon

KEYWORDS

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

**Hit:** 4[W] + Strength modifier fire damage.  
**Miss:** Half damage.  
**Effect:** You enter the rage of the volcano. Until the rage ends, as the first action of each of your turns, you can deal 5 + your Constitution modifier fire damage to each enemy within 3 squares of you as a free action. In addition, if an adjacent enemy hits you, you gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STONEFIRE RAGER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## World's End Rage



Your strike encases your foe in ice. Snow then swirls around you and freezes your enemies as you rage across the battlefield.

### Primal, Cold, Rage, 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 restrained (save ends).  
**Miss:** Half damage. **Effect:** You enter the rage of the world's end. Until the rage ends, when you hit any enemy with an at-will attack power, that enemy is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WINTER FURY	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Resplendent Beast

Your sudden transformation casts your enemies aside and fills them with terror at what you have become.

**Primal, Fear**

KEYWORDS

Free		Close burst 1
ACTION	←	RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Each creature in burst  
**Trigger:** You use wild shape to change into beast form and increase your size to Large  
**Effect:** You push each target 1 square. In addition, enemies that have line of sight to you grant combat advantage to you and take a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SOVEREIGN BEAST	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Fury's Form

Your blood is nature's blood, and when you are harmed, you become a spirit of fury bent on avenging nature's pain.

**Primal**

KEYWORDS

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

**Trigger:** An enemy bloodies you  
**Effect:** You gain temporary hit points equal to your level. Until the end of your next turn, you gain a +2 power bonus to attack rolls, all defenses, and speed. In addition, you gain a bonus to damage rolls against unbloodied creatures equal to your Strength or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FURY OF THE WILD	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Guardian's Pounce

You leap forward to absorb an attack meant for your friend.

**Primal**

KEYWORDS

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

**Trigger:** A melee or a ranged attack hits an ally within 5 squares of you  
**Effect:** You shift a number of squares equal to twice your speed to a square adjacent to the creature that made the triggering attack. The attack hits you instead, and you mark the creature that made it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PERFECT GUARDIAN	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Spirit Warning

The spirits that guide you warn you of impending doom.

**Primal**

KEYWORDS

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

**Target:** The triggering enemy  
**Trigger:** An enemy hits you  
**Effect:** The target rerolls the attack with a -5 penalty and must use the new result. The target can't score a critical hit with the rerolled attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HONORED ANCESTOR	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Boughs of the World Tree

Gnarled branches burst from the battlefield, granting benefits to your allies and hindering your foes with twisting vines.

**Primal, Conjunction**

KEYWORDS

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

**Effect:** You conjure boughs of the World Tree in five unoccupied squares in the burst that aren't adjacent to one another. The boughs last until the end of your next turn. The boughs are solid obstacles, and each square adjacent to them is difficult terrain for your enemies. The boughs can be attacked. Each has resist 20 to all damage, and a bough is destroyed if it takes any damage. When you use this power, choose one of the following benefits:  
 ♦ Your allies gain a +1 bonus to attack rolls while adjacent to a bough.  
 ♦ Your allies gain a +1 bonus to all defenses while adjacent to a bough.  
 ♦ Any ally who begins his or her turn adjacent to a bough gains temporary hit points equal to your Strength or Wisdom modifier.  
**Sustain Minor:** The boughs persist.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WORLD TREE GUARDIAN	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Fate Averted

You alter fate, rewriting your people's myths to serve your purpose.

**Primal, Healing, Teleportation**

KEYWORDS

Imm. Interrupt		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 ally within 20 squares of you is reduced to 0 hit points or fewer by an attack  
**Effect:** You teleport the target to a square adjacent to you. The target regains hit points equal to 1 + his or her bloodied value and can make a basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MYTHIC SPIRIT	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Serpent's Retaliation

Your enemies' strikes fuel the fury of your counterattacks.

**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 an enemy hits you, you gain a +2 power bonus to speed and a +2 bonus to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS FANG OF THE WORLD SERPENT	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Swift Reincarnation

In an instant, you move from death to new life in a different form, hastening the natural cycle.

**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 equal to your bloodied value. Choose a race other than your own. You appear as a member of that race. If the race is not one of your Past Spirit races, you gain one of that race's racial encounter powers, if any, until the end of your next extended rest. If the race is one of your Past Spirit races, you can choose to replace your current race with that race at the end of your next extended rest, but only if your current race is not a prerequisite for any of your attributes, such as feats. If you do so, your previous race becomes one of your Past Spirit races.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS REINCARNATE CHAMPION	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

## Dowsing Rod



You find a gnarled branch, and it turns as you hold it, pointing the way to a natural feature.

1 minute		12 hours or until discharged
TIME		DURATION
10 gp	50 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

You transform a stick or other natural object into a dowsing rod. When you do so, name a natural feature of the environment, such as mountains, rivers, forests, or caves. The dowsing rod points the way to the nearest place that fits the description. You can't name a specific place, such as Mount Baneflame, and the rod can't find magically concealed locations. When you reach the destination, the ritual is discharged.

CATEGORY  
DIVINATION

LEVEL  
1

RITUAL

## Portend Weather



You see what the weather will be in the near future.

5 minutes		Instantaneous
TIME		DURATION
10 gp	50 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

You determine what the weather will be like for the next 24 hours within a 50-mile radius of you. You and any allies present for the ritual gain a +5 bonus to Endurance checks to endure extreme weather you have foreseen.

CATEGORY  
DIVINATION

LEVEL  
1

RITUAL

## Traveler's Camouflage



You and your allies take on the textures and colors of the world around you.

10 minutes		10 hours
TIME		DURATION
10 gp	50 gp	Nature
COMP. COST	PRICE	KEY SKILL

You cloak yourself and any allies present for the ritual in a camouflaging shroud. The subjects of this ritual gain a bonus to Stealth checks while traveling, and other creatures take a penalty when using Perception to find your tracks.

Your Nature check determines the bonus you and your allies gain and the penalty others take.

19 or lower: +2 to Stealth, -2 to find tracks  
20-29: +5 to Stealth, -5 to find tracks  
30 or higher: +10 to Stealth, -10 to find tracks

This camouflage protects you and your allies as you travel, but not during battle. Any subject who rolls initiative or makes an attack roll loses the benefit of this ritual until the end of the encounter. If a subject is hidden when he or she makes an attack, that subject loses the bonus before making the attack roll, which could cause him or her to lose the benefit of being hidden for that attack.

CATEGORY  
DECEPTION

LEVEL  
1

RITUAL

## Starshine



The blue glow from your fey lamps might not be bright, but it reveals those who stalk in shadows.

10 minutes		8 hours
TIME		DURATION
40 gp	250 gp	Nature
COMP. COST	PRICE	KEY SKILL

When you complete the ritual, you create motes of blue light within 10 squares of you. Each mote hovers in a square of your choice and sheds dim light in a 2-square radius. The motes are intangible and cannot be interacted with. While within the radius of a mote's light, a creature takes a -5 penalty to Stealth checks. Your Nature check determines the number of motes you create.

19 or lower: One  
20-29: Three  
30-39: Six  
40 or higher: Nine

CATEGORY  
WARDING

LEVEL  
5

RITUAL

## Eagles' Flight



Great eagle spirits thunder through the sky, carrying you and your allies to a far-off location.

10 minutes		12 hours
TIME		DURATION
400 gp	1,000 gp	Nature
COMP. COST	PRICE	KEY SKILL

Up to eight giant eagle spirits appear to carry you and your allies. Each eagle can carry one Medium creature. The eagles have a fly speed and an overlaid flight speed determined by your Nature check.

24 or lower: speed 8, overlaid 10  
25-29: speed 10, overlaid 15  
30-39: speed 12, overlaid 20  
40 or higher: speed 15, overlaid 30

Creatures take a -4 penalty to attack rolls and defenses while carried by the eagles. The eagles can't attack or affect other creatures in any way. The eagles' defenses are equal to yours, and if an eagle is hit by an attack, it descends to a solid surface to drop off the creature it carries, then flies away. Eagles who have flown away during combat can be called back as a standard action outside combat.

CATEGORY  
EXPLORATION

LEVEL  
10

RITUAL

## Water's Gift



You and your allies take on the traits of aquatic creatures.

10 minutes		Special
TIME		DURATION
400 gp	1,000 gp	Nature
COMP. COST	PRICE	KEY SKILL

You and up to seven other creatures present for the ritual take on certain aquatic abilities: the ability to breathe water as easily as air, to speak underwater normally, and to fight underwater without penalty. Each subject also gains a +5 power bonus to Athletics checks to swim.

Your Nature check result determines the duration of the effect.

14 or lower: 3 hours  
15-24: 6 hours  
25 or higher: 12 hours

CATEGORY  
EXPLORATION

LEVEL  
10

RITUAL

## Primal Prison



Your foe is swallowed up by the land, to be entrapped and taunted by spirits.

1 hour		Permanent (special)
TIME		DURATION
1,600 gp	4,200 gp	Nature
COMP. COST	PRICE	KEY SKILL

You imprison an adjacent creature in a tree, a boulder, or another solid natural object. The subject must be helpless or willing, and the object you imprison it inside must be larger than it. Your Nature check determines the maximum level of the subject.

14 or lower: Your level -5  
15-24: Your level  
25 or higher: Your level +2

The subject remains imprisoned until you choose to discharge the ritual or until you die. In addition, you must take a personal effect from the subject and hide it or carry it with you. If the personal effect is brought to the subject's location, the subject can be released.

You choose whether the subject ages while imprisoned, and the subject is unaware of its surroundings. Destroying the imprisoning object releases the subject, who appears in the object's space, bloodied and unconscious. You know if the object is destroyed, regardless of your distance from it.

The imprisoning object you takes on a faint resemblance to the subject. Knots in the shape of the subject's face might form on a tree, or a stone might take on coloration faintly depicting the subject's silhouette.

CATEGORY  
BINDING

LEVEL  
14

RITUAL

## Primal Grove



You create a hidden grove, concealed by primal spirits, which grows lush and peaceful and awaits your return.

10 minutes		Permanent (Special)
TIME		DURATION
Special	21,000 gp	Nature
COMP. COST	PRICE	KEY SKILL

A primal grove is a haven that is magically hidden by primal spirits. You use this ritual either to create a grove and an entrance to it or to create an entrance to a grove that you or someone else created.

**Creating a Grove:** When you create a grove, it appears in a hidden location in the world or the Feywild, and you determine its password. You also create an entrance to it (see "Creating an Entrance" below). A grove generates enough food and drink to sustain its occupants and has a moderate, unchanging climate. If you move objects into a grove, they remain there when you leave, but food and other resources created by the grove disappear when removed.

Creating a grove and an entrance costs 12,000 gp.

Your Nature check determines the grove's size in squares and how many creatures it can accommodate.

24 or lower: 5 x 5 squares, 25 Medium creatures  
25-34: 7 x 7 squares, 50 Medium creatures  
35-44: 10 x 10 squares, 100 Medium creatures  
45 or higher: 14 x 14 squares, 200 Medium creatures

**Creating an Entrance:** A primal grove is inaccessible, except to those who know its password and pass through an entrance to it. You use this ritual to create an entrance to a primal grove, the password of which you must know.

When you create an entrance to a grove, the entrance appears in a square adjacent to you. If a creature that knows the grove's password enters that square, the creature can teleport to a square in the grove. Anyone inside the grove can exit it as part of a move action, teleporting either to an active entrance or to the most recent entrance if none are active.

Creating an entrance costs 4,000 gp.

Your Nature check determines the duration of the entrance. When you create a grove, you use a single check to create both the grove and an entrance to it. As a minor action, you can close an entrance you created.

24 or lower: 1 hour  
25-34: 24 hours  
35-44: 1 month  
45 or higher: 1 year

Extraordinary magic might allow someone to enter a grove against the creator's will.

CATEGORY  
TRAVEL

LEVEL  
19

RITUAL