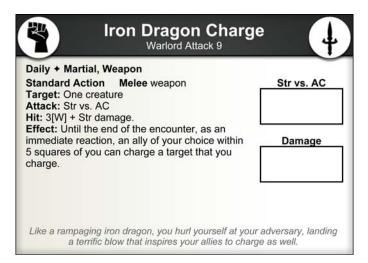
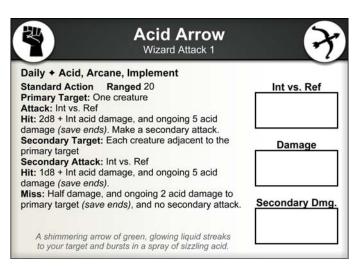
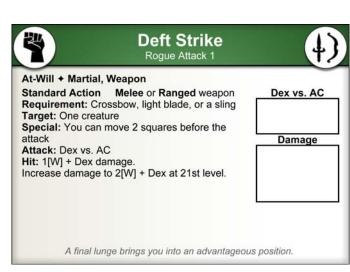
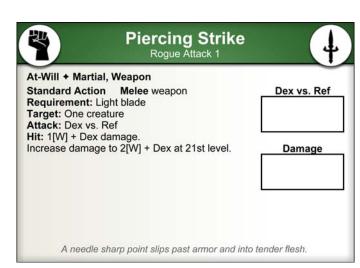


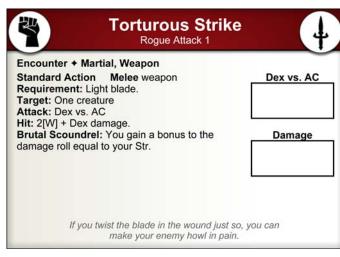
on your example and begins to display true teamwork.

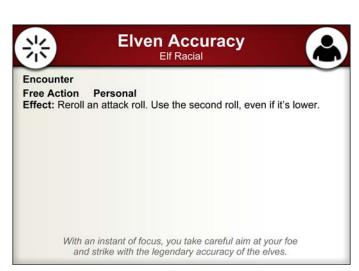




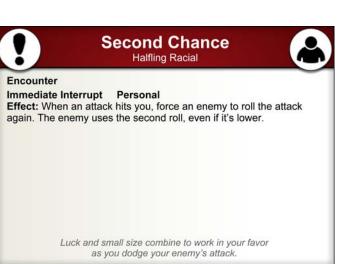


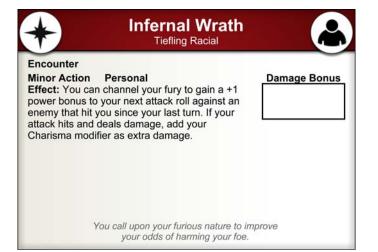


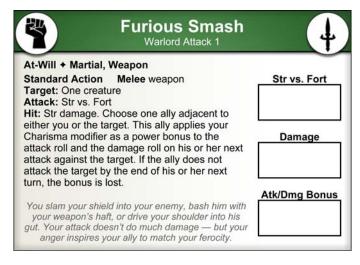


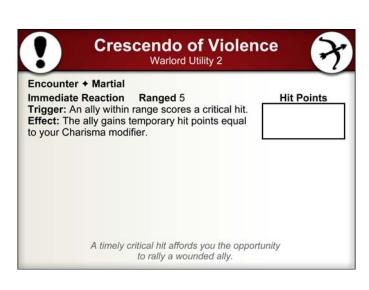


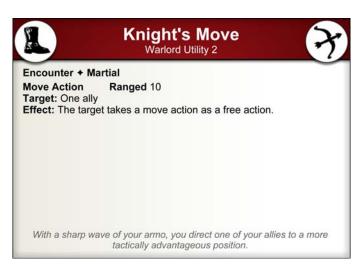


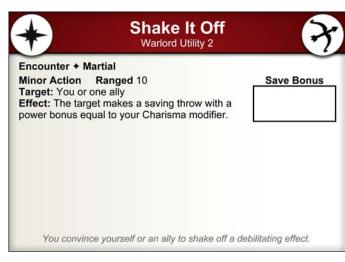


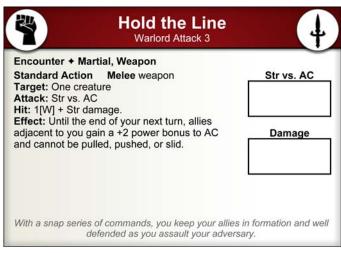


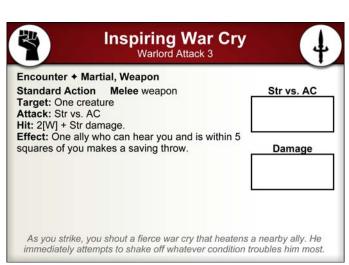


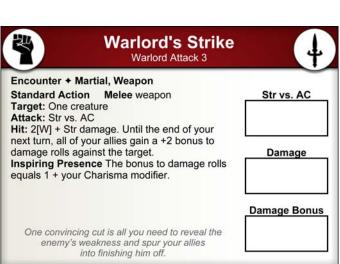




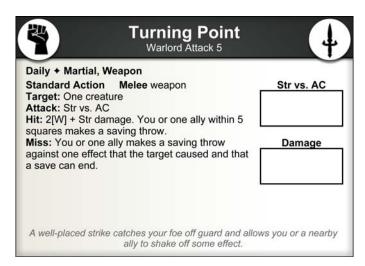


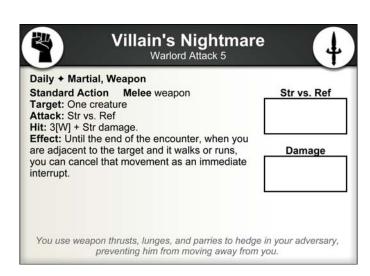


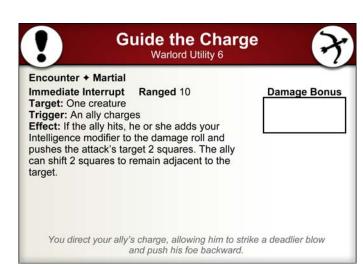


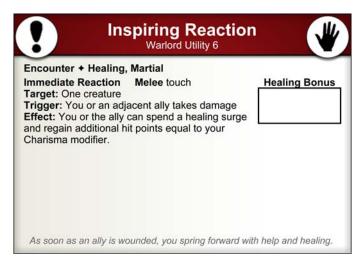


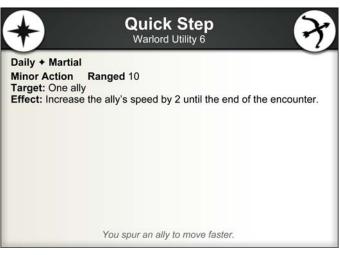
	Stand the Falle Warlord Attack 5	n 🚯
Daily + Heali	ng, Martial, Weapon	
Target: One of Attack: Str vs Hit: 3[W] + Str	. AC r damage.	Str vs. AC
healing surge	ally within 10 aquares can spend a and regains additional hit points Charisma modifier.	Damage
		Bonus Healing
lifts the s	e denied victory! A determined strike spirits of your beleaguered allies restores their fighting spirit.	

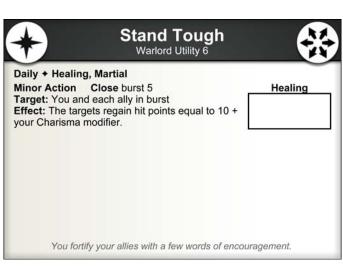




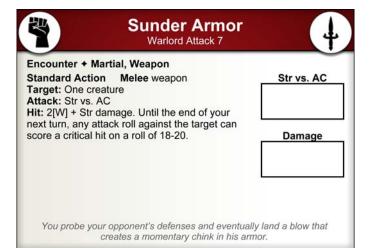




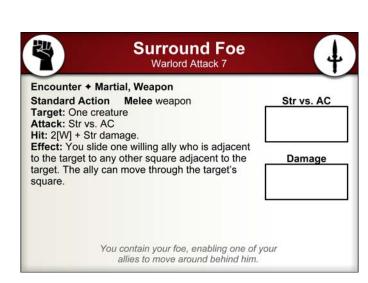


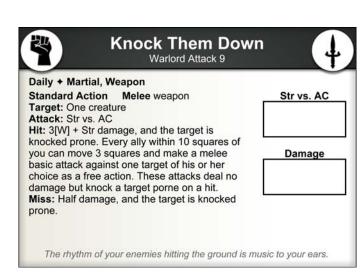


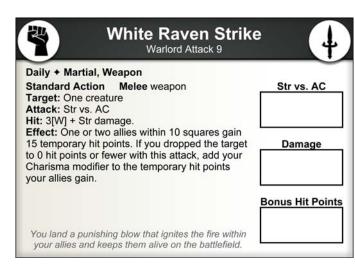


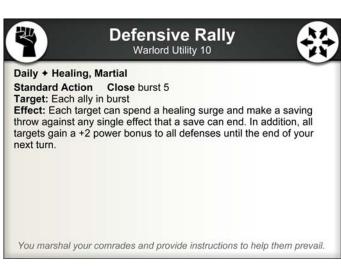


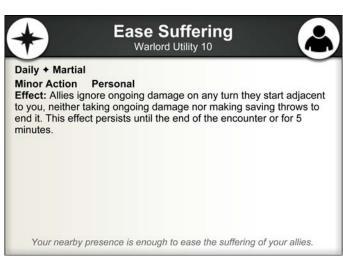


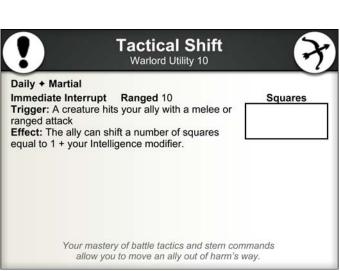














Encounter + Martial, Weapon Standard Action Melee weapon

Target: One creature Attack: Str vs. Fort

Hit: 2[W] + Str damage, and the target is knocked prone. Every ally within 5 squares of you makes a basic attack on one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit. Tactical Presence: Your allies gain a bonus to the attack rolls granted by this power equal to your Intelligence modifier.

You sweep the legs from under your adversary and knock him to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.

Str vs. Fort
Damage
,
Attack Bonus

Denying Smite Warlord Attack 13



Encounter + Martial, Weapon

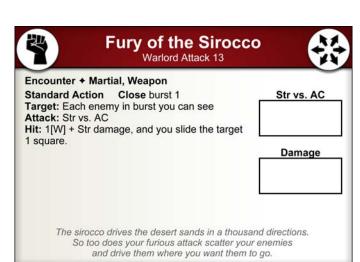
Standard Action Melee weapon

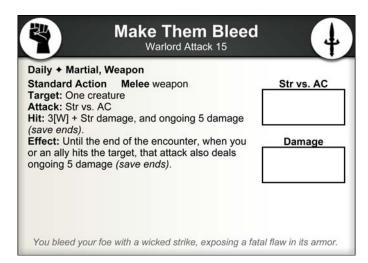
Target: One creature Attack: Str vs. AC Hit: 3[W] + Str damage.

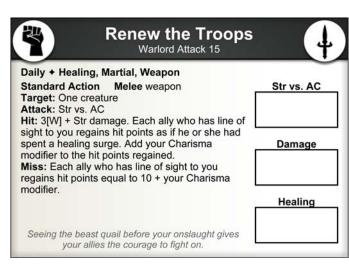
Effect: Choose one ally within 5 squares of you. The target cannot attack that ally with melee attacks or ranged attacks until the end of your next turn.

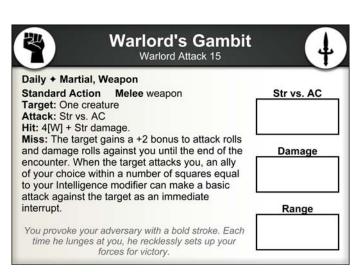
Str vs. AC	_
	┙
Damage	
	_

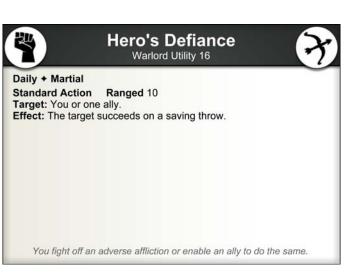
No matter how he maneuvers, something comes between the villain and his guarry — and that something is you!













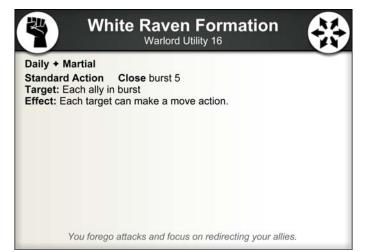


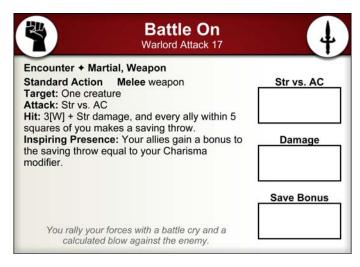
Standard Action Close burst 5

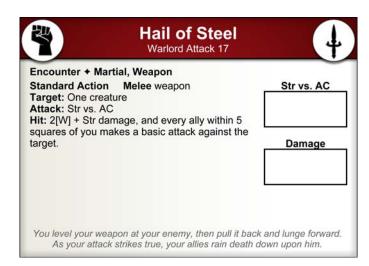
Target: Each ally in burst

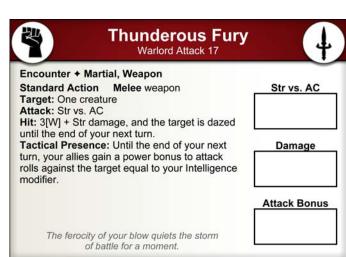
Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

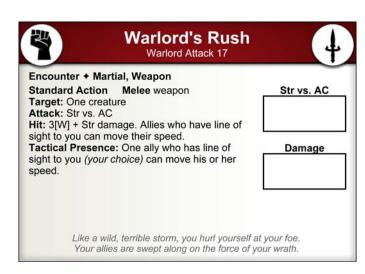
You rally your closest troops before sending them into battle.

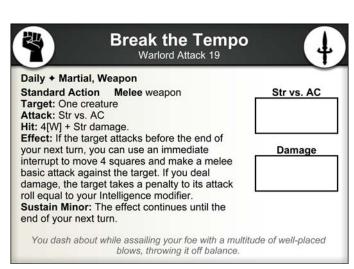


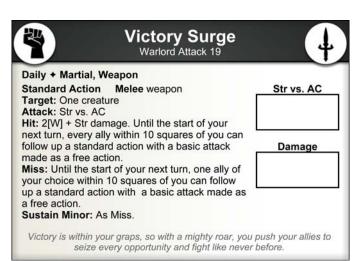


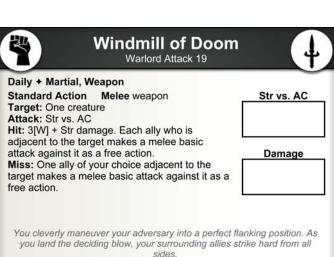


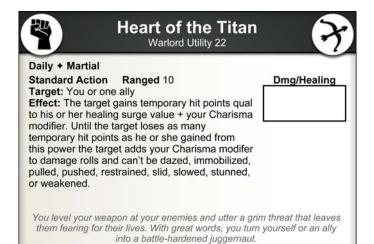


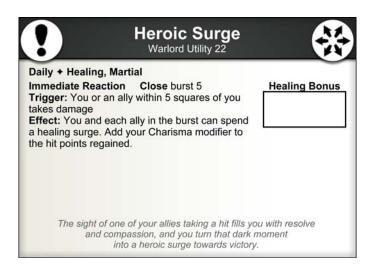


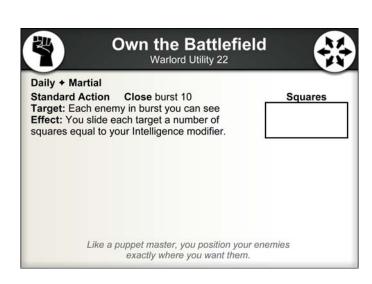


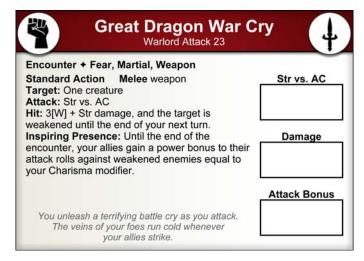


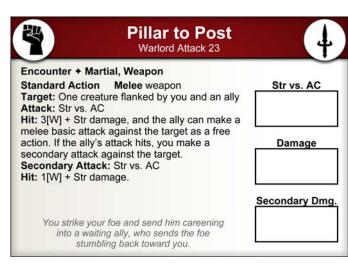


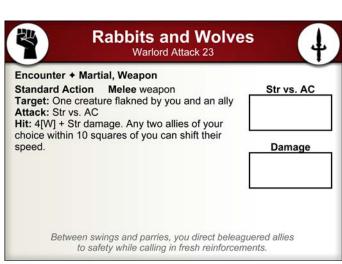


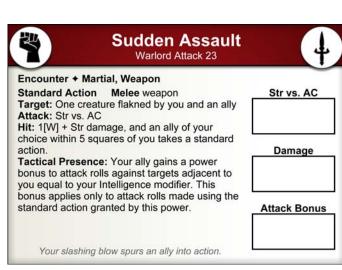


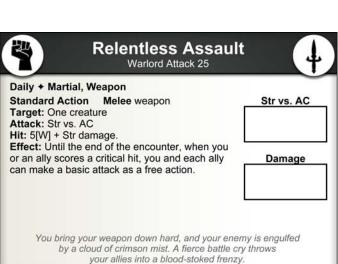


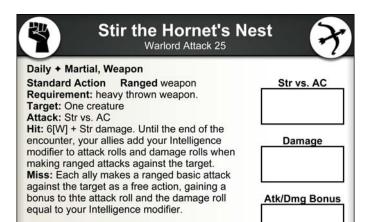




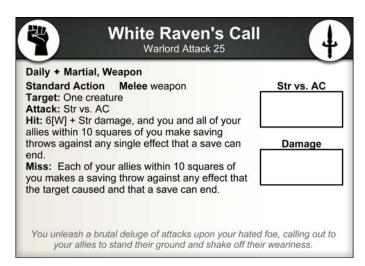


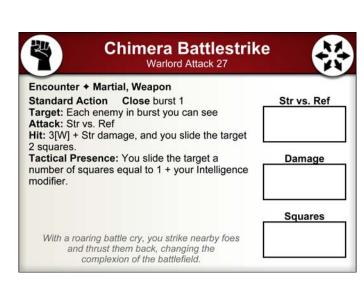


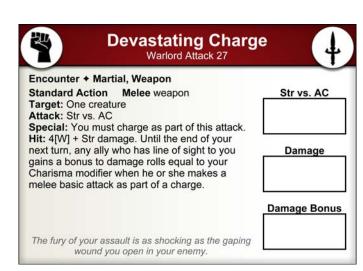


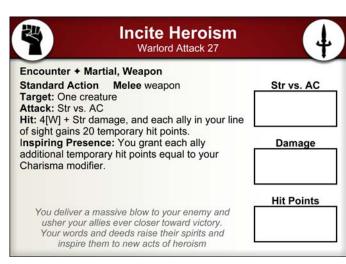


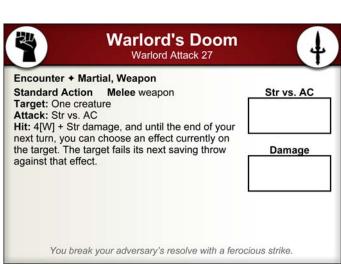
"Have at thee, villain! Feel the sting of a thousand angry hornets."

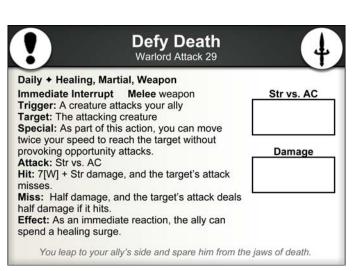


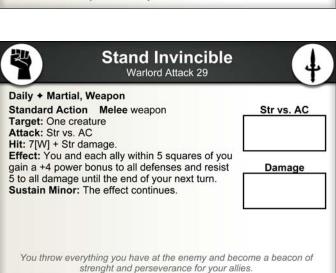


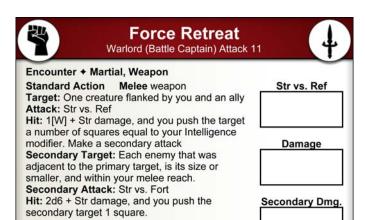




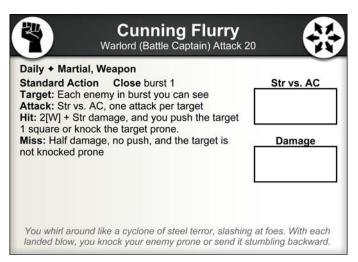


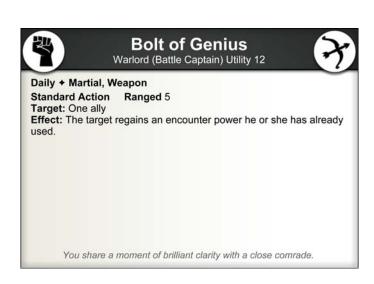






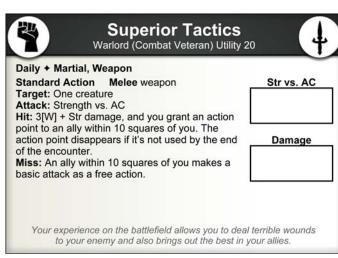
You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble.

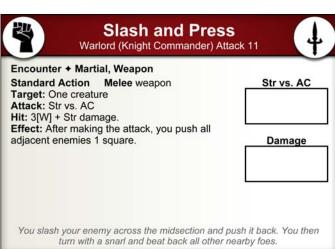


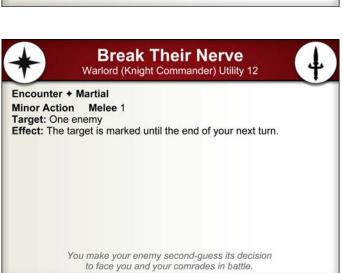






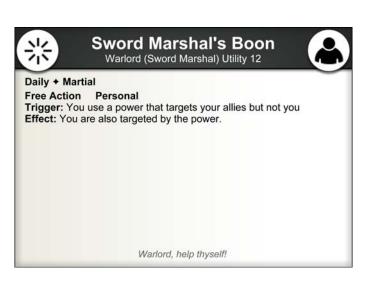


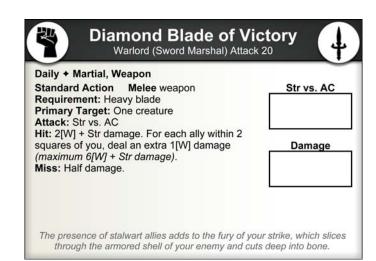


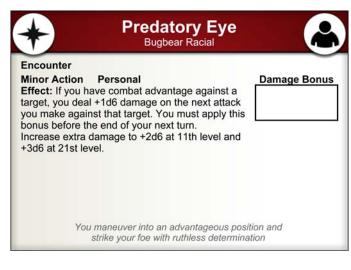


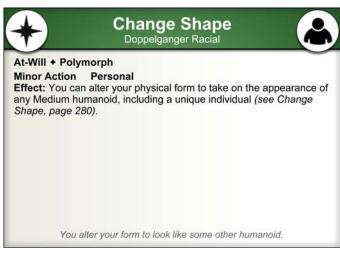


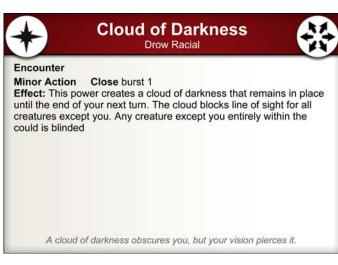


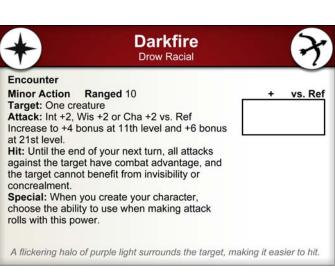




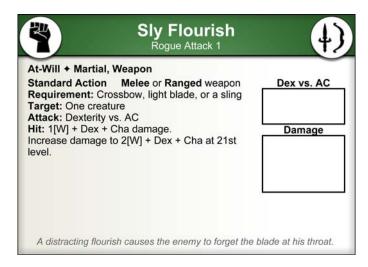


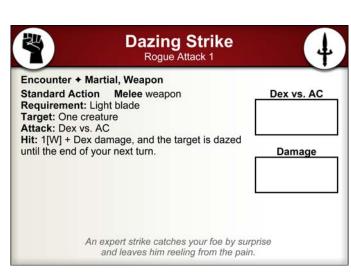


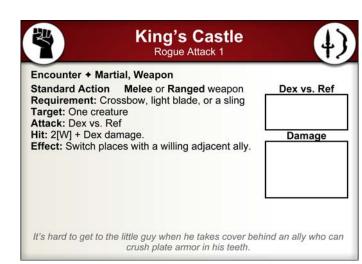


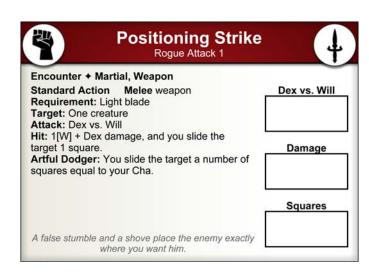


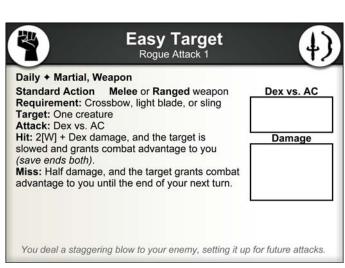
P	Riposte Strike Rogue Attack 1	4
At-Will + Martial	, Weapon	
Standard Action Requirement: Lig Target: One crea		Dex vs. AC
Attack: Dex vs. A	C amage. If the target attacks you	
before the start of riposte against the	your next turn, you make your e target as an immediate AC attack that deals 1[W] + Str	Damage
	to 2[W] + Dex and riposte to level.	Riposte
vulnerable	ated strike, you leave your foe to an adroit riposte should e dare attack you.	

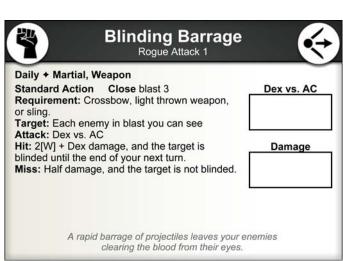


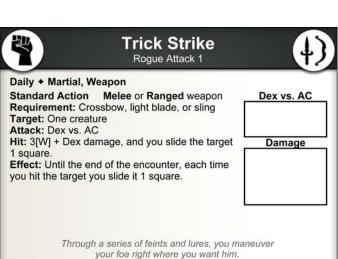


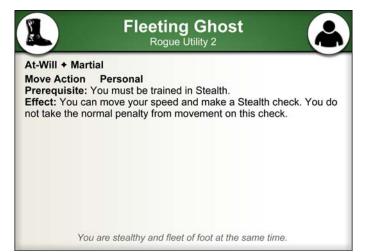






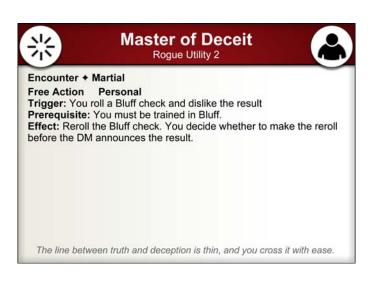


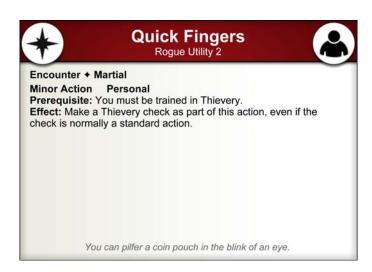


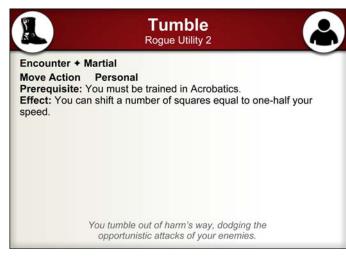


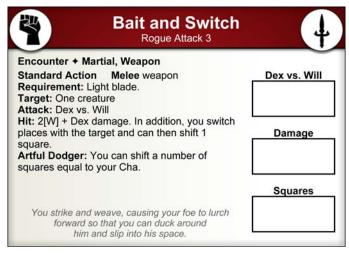


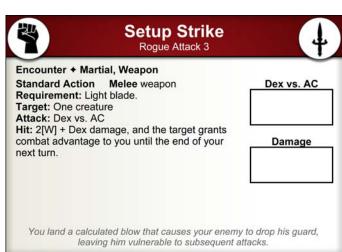
You leap a great distance without a running start.

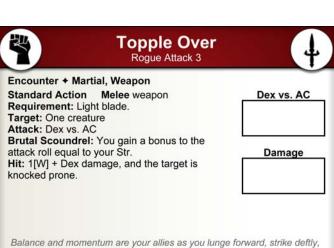




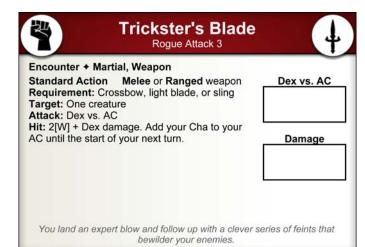


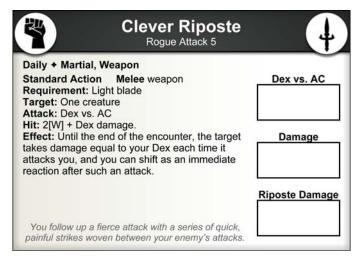


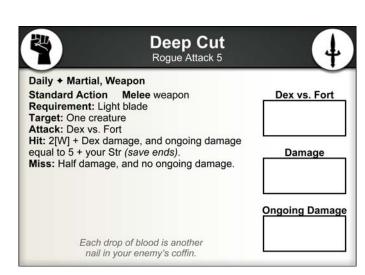


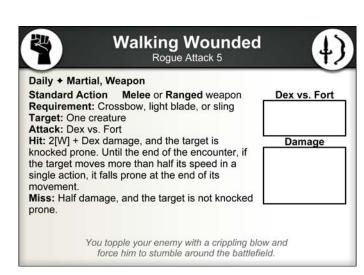


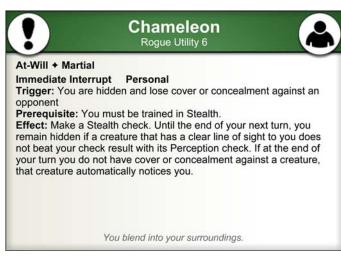
and knock your opponent to the ground.

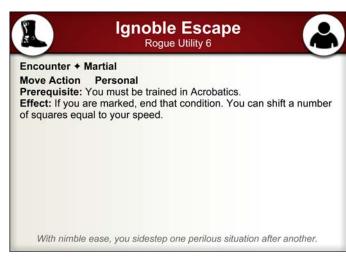


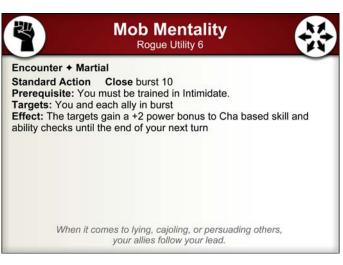


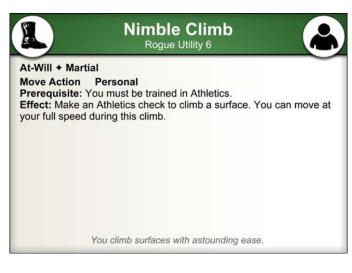


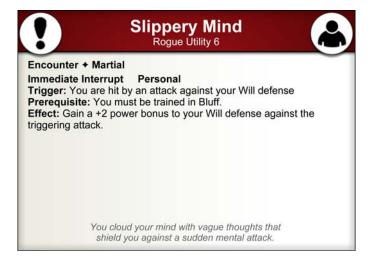


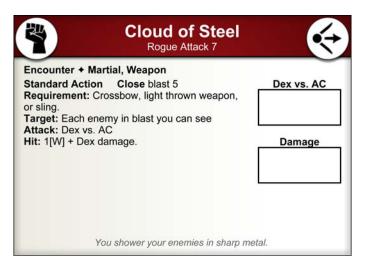


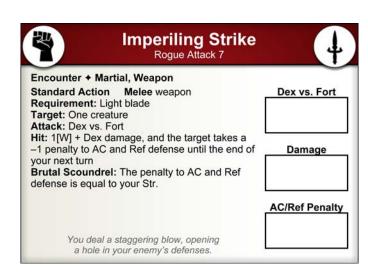


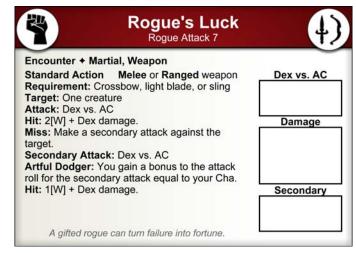


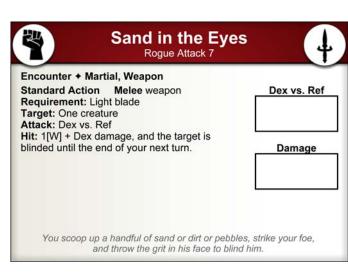


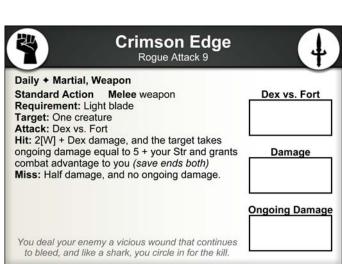


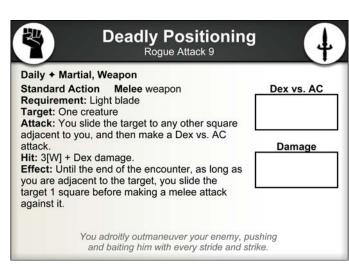


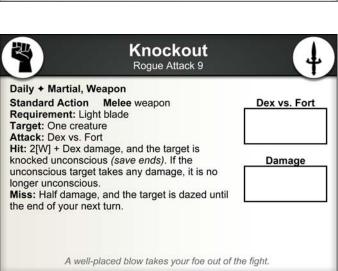


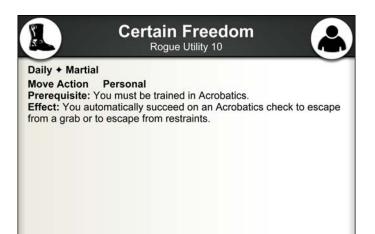












You are as slippery as an eel.



Close Quarters

Rogue Utility 10



Daily + Martial

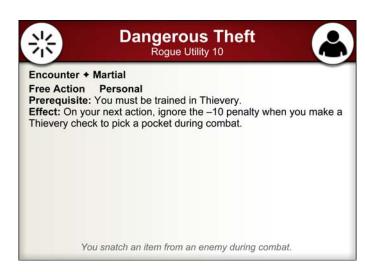
Move Action Personal

Prerequisite: You must be trained in Acrobatics.

Effect: Move into the space of an adjacent creature larger than you and at least Large in size. (It gets its usual opportunity attack against you as you leave an adjacent square.) You gain combat advantage against the creature, and it takes a -4 penalty to attack rolls against you. When the creature moves, you move along with it, staying in the same portion of the creature's space. The creature can make a Str or Dex vs. Ref attack (as a standard action with no penalty) to slide you into an adjacent square and end this effect.

Special: Allies of the target creature can attack you without penalty.

You take cover beneath a much larger creature, making it harder for the creature to hit you.





Shadow Stride

Rogue Utility 10



At-Will + Martial

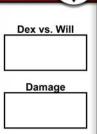
Move Action Personal

Prerequisite: You must be trained in Stealth.

Effect: You must be hiding to use this power. You can move your speed. At the end of that movement, if you have cover, you can make a Stealth check with no penalty for moving. If you make the Stealth check, you stay hidden during your movement.

> You silently step from shadow to shadow, slipping past your foes unseen and unheard.





You bait your foe into attacking you, and then turn his blow straight back at him.



Stunning Strike

Rogue Attack 13



Encounter + Martial, Weapon Standard Action Melee weapon Requirement: Light blade Target: One creature Attack: Dex vs. AC

Hit: 1[W] + Dex damage, and the target is stunned until the end of your next turn.

De	<u>x v</u>	S.	AC	_

Damage

A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.

Unbalancing Attack Rogue Attack 13



Tornado Strike

Rogue Attack 13

Encounter + Martial, Weapon

Standard Action Melee or Ranged weapon Requirement: Crossbow, light blade, or sling Targets: One or two creatures

Attack: Dex vs. AC, one attack per target Hit: 2[W] + Dex damage, and you slide the target 2 squares.

Artful Dodger: You slide the target a number of squares equal to 1 + your Cha.

Effect: You can move 3 squares after making the attack.

Your weapon becomes a blur as you make swift, sweeping attacks against two foes, then hastily slip away



Damage

Squares

Encounter + Martial, Weapon

Standard Action Melee weapon Requirement: Light blade

Target: One creature Attack: Dex vs. AC

Hit: 3[W] + Dex damage, and the target cannot shift until the end of your next turn. If the target provokes an opportunity attack from you before the start of your next turn, you gain a bonus to the attack roll and damage roll with the opportunity attack equal to your Str, and you knock the target prone on a hit.

Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.



Dex	vs.	AC

Damage

OA Bonus



Bloody Path

Rogue Attack 15



Daily + Martial, Weapon

Standard Action Personal

Effect: You can move your speed. Every enemy that can make an opportunity attack against you as a result of this movement attacks itself with its opportunity attack, rather than you. Any enemy that can make an opportunity attack against you during this movement must do so. It cannot refrain from making the attack to avoid harming itself.

> You dash across the battlefield, leaving bewildered and bleeding enemies in your wake



Garrote Grip

Rogue Attack 15



Daily + Martial, Reliable, Weapon

Standard Action (Special) Melee weapon

Special: You can use this power as a minor action if you have already grabbed a creature. Doing so requires no attack roll.

Requirement: Light blade

Target: One creature Attack: Dex vs. Ref

Hit: 2[W] + Dex damage, and you grab the target. Until the target escapes, you have cover, and any melee attack or ranged attack that misses you hits the target instead.

Sustain Minor: Sustain the grab for another round. The third time you sustain the grab after using this power, the target falls unconscious. If an unconscious target takes any damage, it is no longer unconscious.

The more your enemy struggles, the less you want to let him go.



Slaying Strike Rogue Attack 15



Daily + Martial, Weapon

Standard Action Melee or Ranged weapon Requirement: Crossbow, light blade, or sling

Target: One creature Attack: Dex vs. AC Hit: 3[W] + Dex damage. Miss: Half damage.

Special: If the target is bloodied, this attack does 5[W] + Dex + Str damage on a hit (half damage on a miss) and can score a critical hit on a roll of

17 - 20

A ruthless strike yields great rewards, for after death comes the looting.



Damage

vs. Bloodied



Foil the Lock

Rogue Utility 16



Daily + Martial

Minor Action Personal

Prerequisite: You must be trained in Thievery.

Effect: On your next action, gain a +10 power bonus when you make a Thievery check to open a lock. If the check succeeds, the lock opens at once

You tug on a lock a certain way, and just like that, it snaps open.



Hide in Plain Sight

Rogue Utility 16



Encounter + Martial

Minor Action Personal

Prerequisite: You must be trained in Stealth.

Effect: You must already be hidden to use this power. You are invisible until you leave your current square. No other action that you perform makes you visible.

> You stand unseen in the midst of the battle, striking from your place of hiding.



Leaping Dodge

Rogue Utility 16



Encounter + Martial

Immediate Interrupt Personal

Trigger: An enemy targets you with an attack Prerequisite: You must be trained in Athletics.

Effect: Make an Athletics check to jump with a +5 power bonus and

move the appropriate distance.

You leap out of harm's way just in time to avoid an attack.



Raise the Stakes

Rogue Utility 16



Daily + Martial

Personal Minor Action

Prerequisite: You must be trained in Bluff.

Effect: Until the end of your next turn, any of your attacks can score a critical hit on a roll of 17-20, and any attack against you can score a critical hit on a roll of 19-20.

> You focus on the precision of your attacks, at the expense of hiding the chinks in your own armor.



Dragon Tail Strike

Rogue Attack 17



Encounter + Martial, Weapon

Standard Action Melee or Ranged weapon Requirement: Crossbow, light blade, or sling

Targets: One creature Attack: Dex vs. Fort

Hit: 3[W] + Dex damage. If the target attacks you before the start of your next turn, you can attack it again as an immediate interrupt and deal 2[W] + Dex damage if you hit.

Brutal Scoundrel: The attack you make as an immediate interrupt gains a bonus to the attack roll equal to your Str.

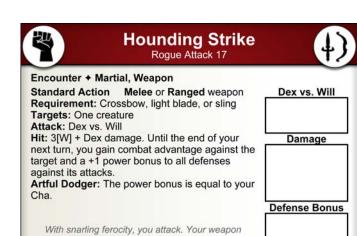
you knock them down.

Dex vs. Fort

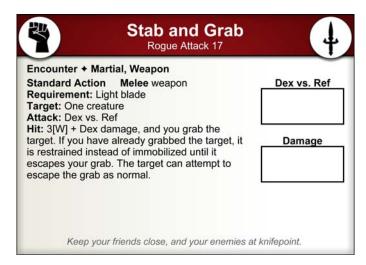
Damage

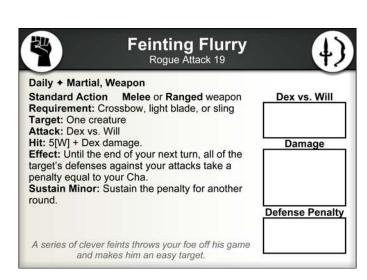
Interrupt Dmg

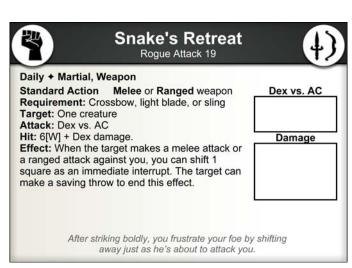
First you set them up, and then

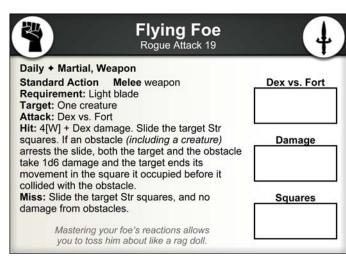


bites deep into your enemy's flesh, filling his heart with doubt.

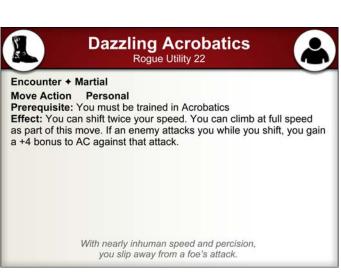


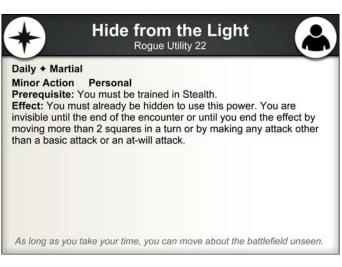


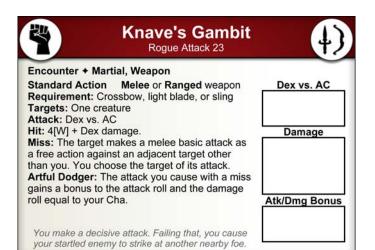






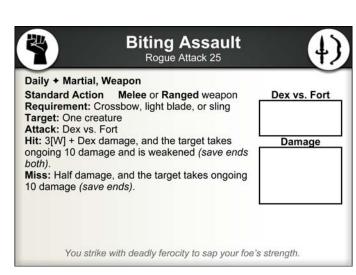


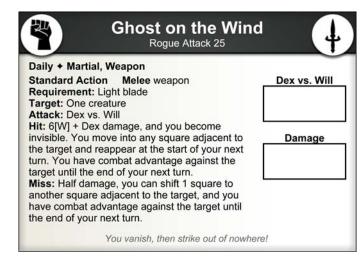


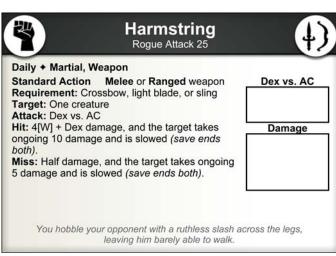


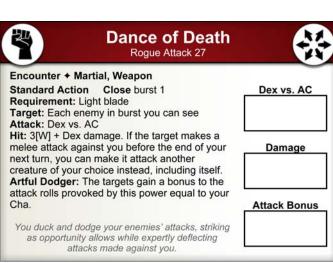


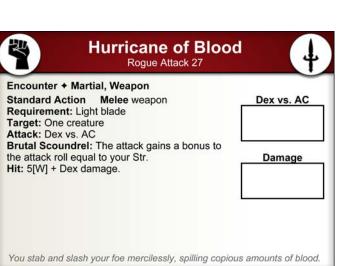


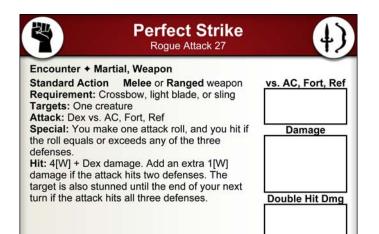




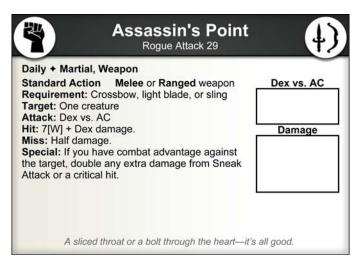


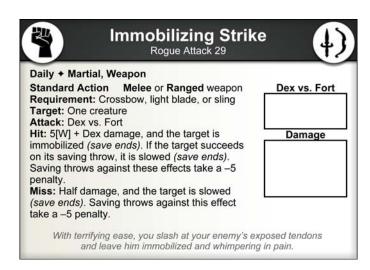


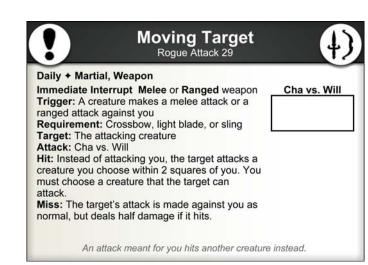


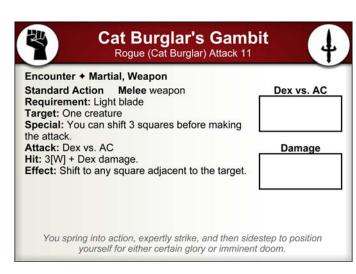


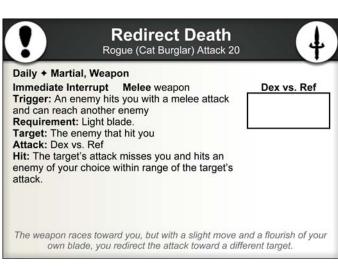
Your enemy doesn't know what hit it.

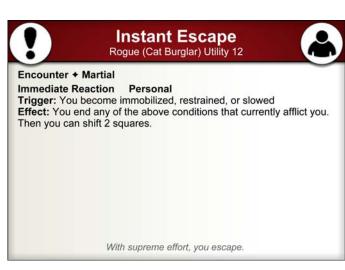


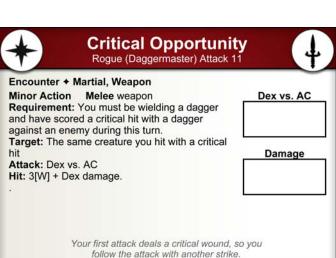


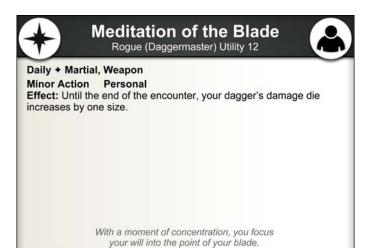


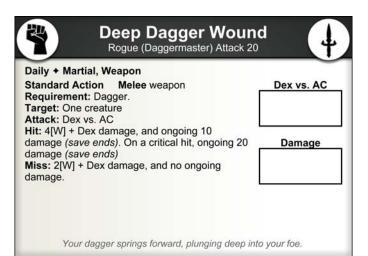


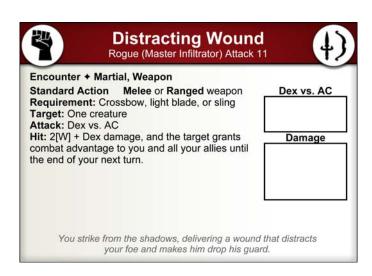


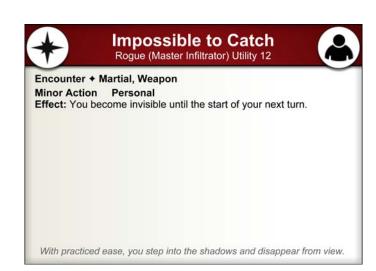


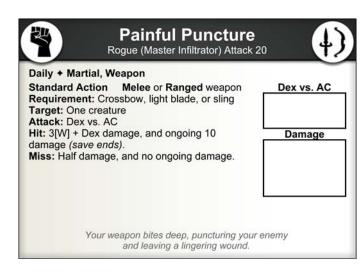


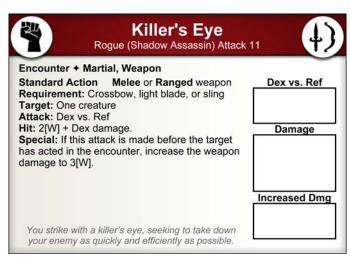




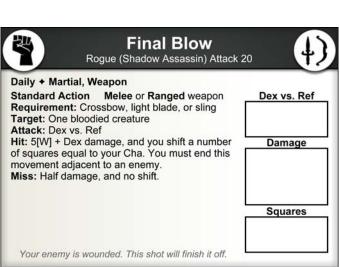




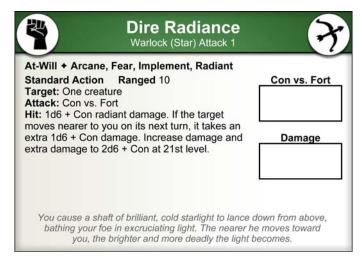


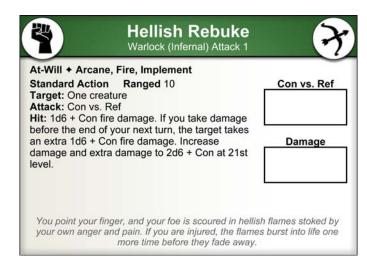


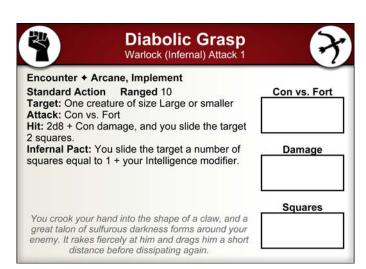


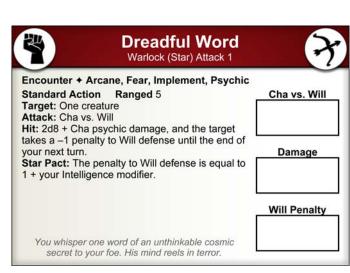


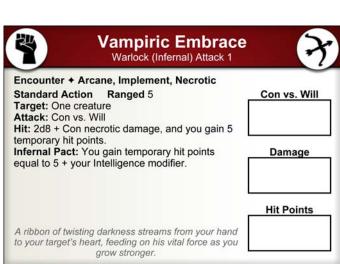
At-Will + Arcane,	Implement	
	ure n vs. Ref Con damage. Increase	vs. Ref
Special: At 1st levuse Cha or Con to you make that choir This power counts When a power allo	Cha or Con at 21st level. el. you determine whether you attack with this power. Once ice, you can't change it later. as a ranged basic attack. ws you to make a ranged an use this power.	Damage

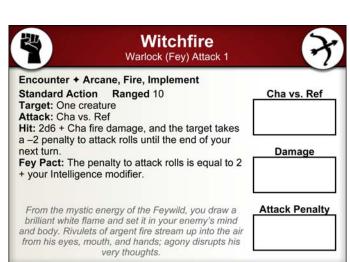


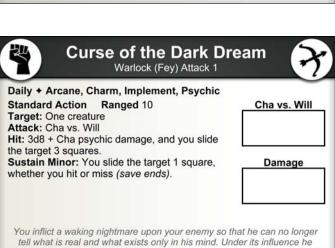






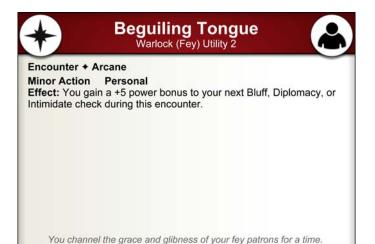


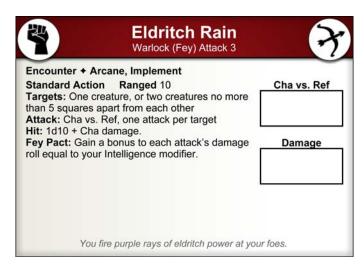


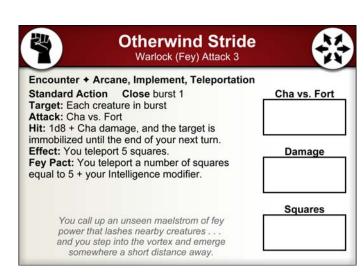


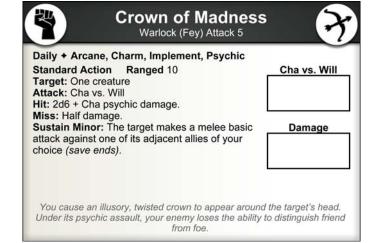
staggers about, trying to avoid falling from imaginary heights or stepping on

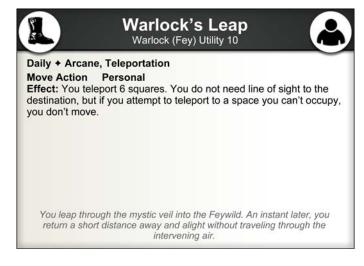
unreal serpents.

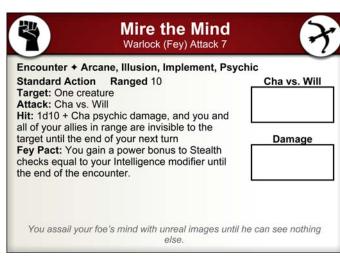


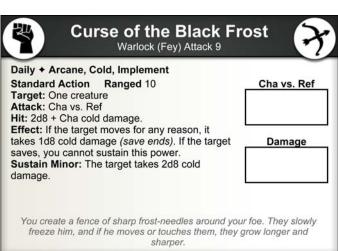




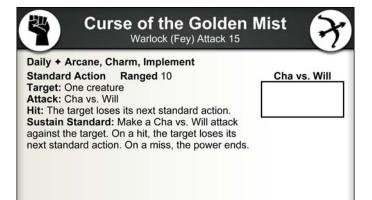






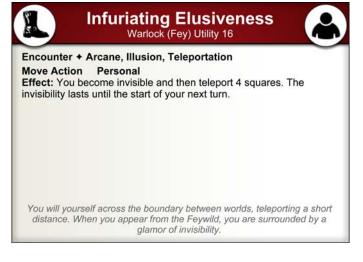


Bewitching Whisper Warlock (Fey) Attack 13	rs 🥱
Encounter + Arcane, Charm, Implement	
Standard Action Ranged 10	Cha vs. Will
Target: One creature Attack: Cha vs. Will	
Hit: Until the end of your next turn, the target	
treats all creatures as enemies for the purpose of	
opportunity attacks and must take every opportunity attack possible.	
Fey Pact: The target gains a power bonus to	
these attack rolls equal to your Intelligence modifier.	
modiller.	Attack Bonus
You whisper words of fey power, words that drive	
mortals to madness.	L

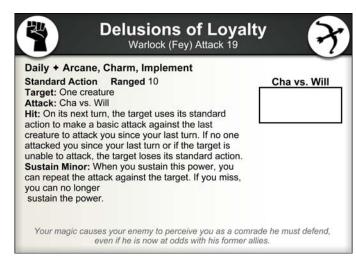


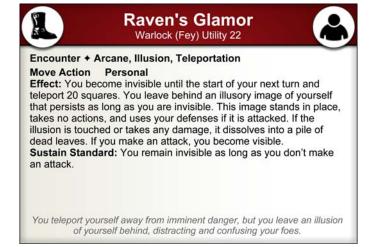
You lull your enemy into a waking dream. He sees himself in a realm of

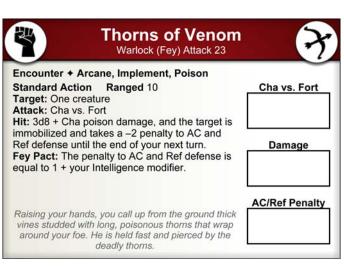
eldritch beauty, and perceives the real world as a ghostly shadow of itself.

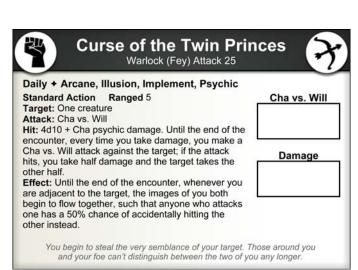




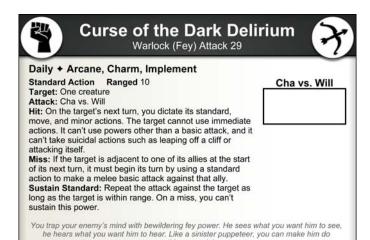




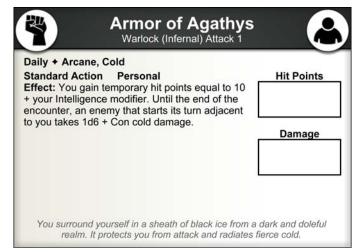


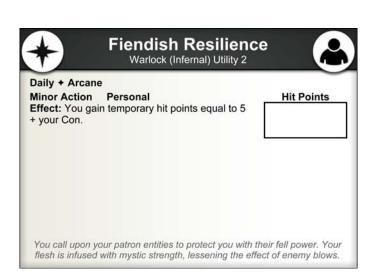


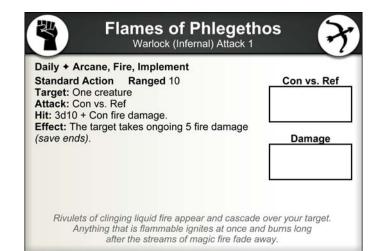
Curse of the Fey Kir Warlock (Fey) Attack 27	ng 🔐
Encounter + Arcane, Implement Standard Action Ranged 10 Target: One creature Attack: Cha vs. Will Litt 2d10 + Che demons In addition the first	Cha vs. Will
Hit: 3d10 + Cha damage. In addition, the first time the target rolls a d20 on its next turn, you can steal that result. The target rerolls, and you use the stolen result for your next d20 roll. Fey Pact: You gain a bonus to the stolen result equal to your Intelligence modifier.	Damage
You invoke the power of a mighty fey spirit. A shimmering emerald coil of eldritch power disrupts your foe and steals from him the luck of his next few moments. It's yours if you want it.	Roll Bonus



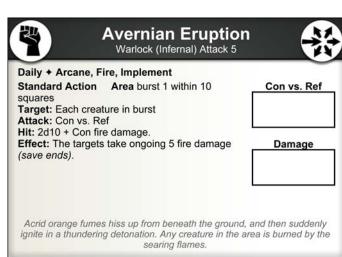
anything you wish.

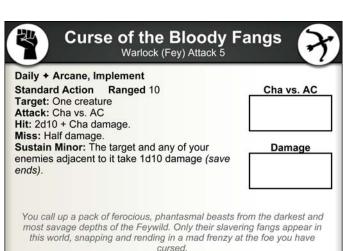


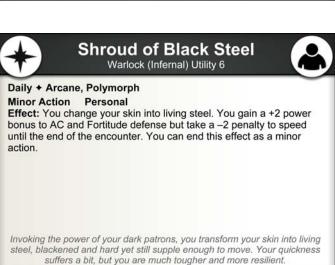


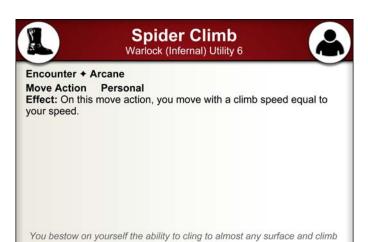




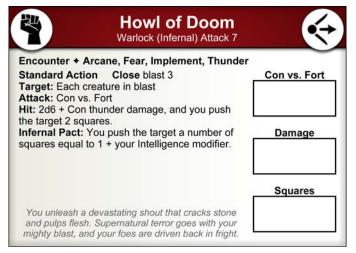


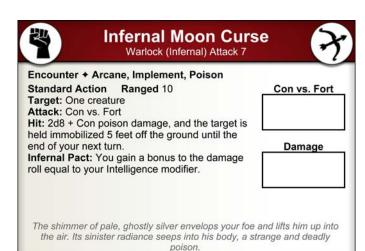


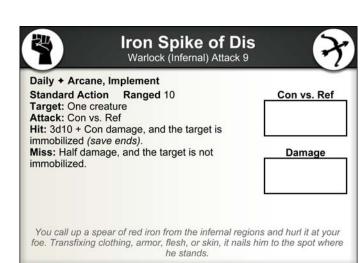


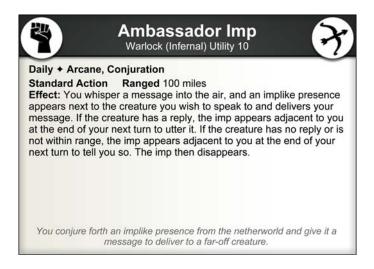


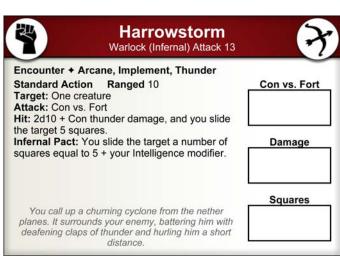
as easily as an insect.

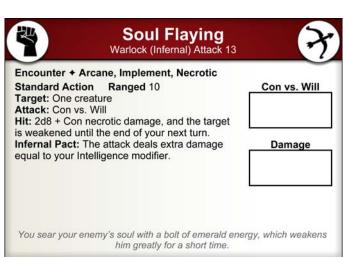




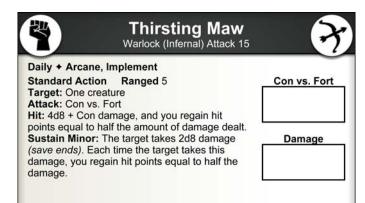




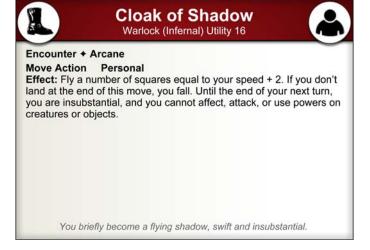


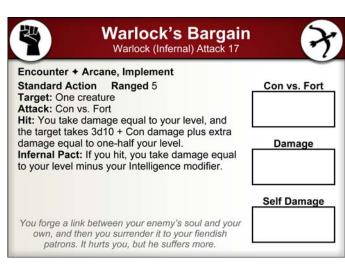


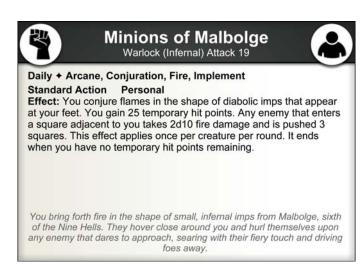
	Fireswarm Warlock (Infernal) Attack 19	· ?
Daily + Arcane,	Fire, Implement, Poison	$\overline{}$
Standard Action		Con vs. Ref
Target: One create Attack: Con vs.		
	fire and poison damage.	
Sustain Standa	d: Make a Con vs. Fort attack	1 2
	 t. On a hit, the target and each t to it takes 2d10 + Con fire and 	Damage
	On a miss, you deal half	¹
damage and the		
		Sustain Attack
		Sustain Attack
Fiery scornions cu	awl out of cracks in the ground an	d
	y, stinging madly and spreading of	



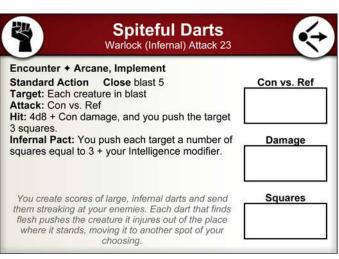
With a flick of your wrist, you create a phantasmal eellike creature from your palm and hurl it at your foe. It latches itself to him and begins to drink his blood . . . and you grow stronger.

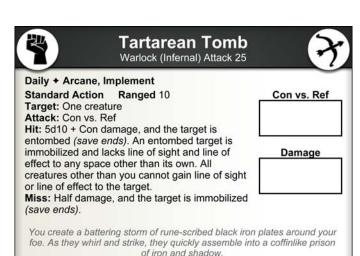








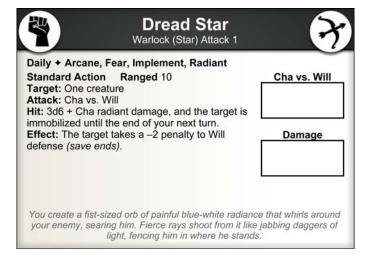


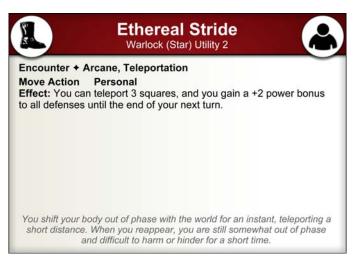


	Hellfire Curse Warlock (Infernal) Attack 27	3
Encounter + Ar	cane, Fire, Implement	
	ature Fort	Damage
You level your cle	enched fist toward your foe and unlea	sh a terrific blast of

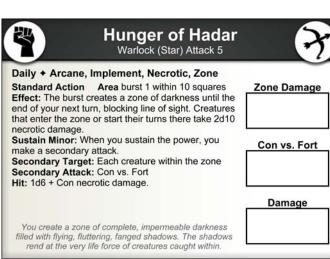
	Hurl through Hell Warlock (Infernal) Attack 29	3
Daily + Arcane, F	ear, Fire, Implement, Teleporta	tion
Standard Action Target: One creatur		Con vs. Will
Attack: Con vs. Will		
	damage, and the target Nine Hells until the end of your	
left, or the nearest u	returns to the same square it noccupied square, and is prone	Damage
and stunned (save a	ends). ou spend a minor action to sustain	
the power, the targe	t's return is delayed until the end	
of your next turn. Yo than three times.	u can sustain the power no more	
	and the target does not	

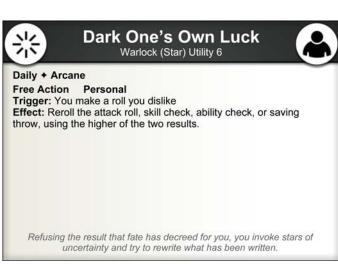
You create a battering storm of rune-scribed black iron plates around your foe. As they whirl and strike, they quickly assemble into a coffinlike prison of iron and shadow.

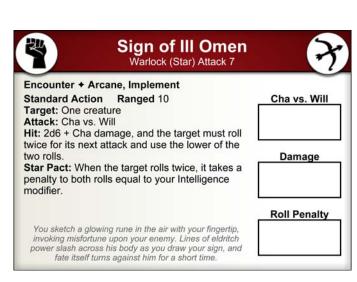


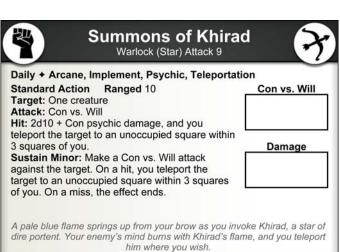


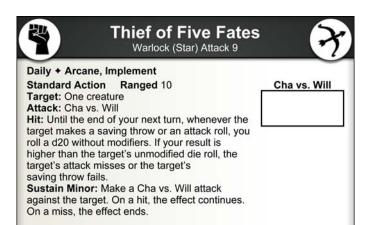




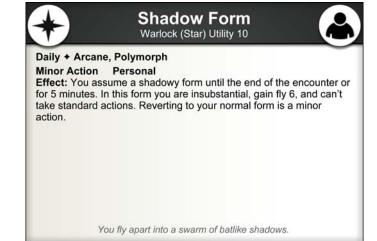


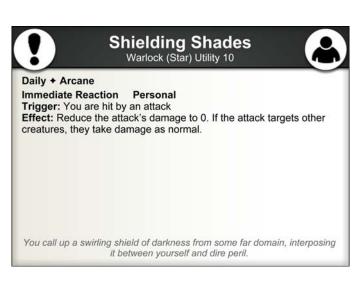


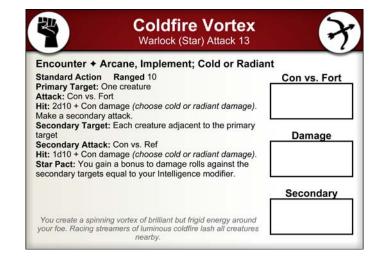


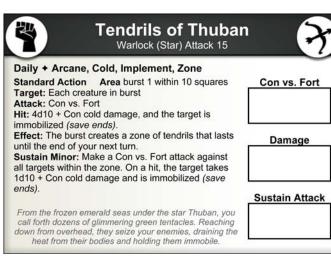


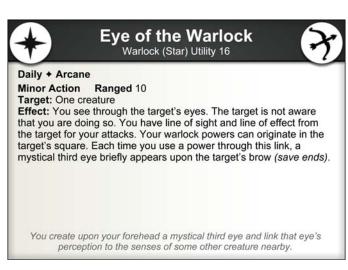
You bind your target's fortunes to five ill-omened stars. Under their dire influence, all sorts of mischance and bad luck befall your enemy.

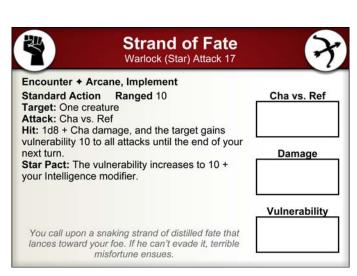












	Wrath of Acamar Warlock (Star) Attack 19	•
Daily + Arcane,	Implement, Necrotic, Teleportat	ion
	ature	Cha vs. Ref
Special: While in cannot take action takes 1d10 necroturn. On a save, in. If that space i	n the starry realm, the target ons, cannot be targeted, and otic damage at the start of its it returns to the space it was last s occupied, the target returns to scupied space of its choice.	Damage

and distant star.



Entropic Ward

Warlock (Star) Utility 22



Encounter + Arcane

Minor Action Personal

Effect: Until the end of your next turn, anyone who attacks you must roll two dice and take the lower result. Each time an attack misses due to this effect, you gain a cumulative +1 power bonus to your next attack roll.

Fortune favors you; stars portending uncertainty lean in your favor and frown upon your foes.



Dark Transport

Warlock (Star) Attack 23



Encounter + Arcane, Implement, Teleportation

Standard Action Ranged 10

Target: One creature Attack: Cha vs. Will

Hit: 4d10 + Cha damage, and you can swap

places with the target.

Star Pact: After swapping places with the target, you can teleport a number of squares equal to

your Intelligence modifier.

You forge a short-lived dimensional gate that slices through your opponent. If you wish, you can leap through the gate and take his place while banishing him to the spot you were just in.

_	Cha vs. Will	_
_	Damage	_
Γ]
L	Squares	7
Γ	2444100	1



Thirteen Baleful Stars

Warlock (Star) Attack 25



Daily + Arcane, Fear, Fire, Implement, Psychic

Standard Action Ranged 10

Target: One creature Attack: Con vs. Will

Hit: 5d10 + Con fire and psychic damage, and the target is stunned until the end of your next

Miss: Half damage, and the target is dazed until

the end of your next turn.



Damage

You create thirteen tiny crimson stars that dart and whirl around your enemy, blasting him with countless pinpricks of fire and lashing him with waves of supernatural terror.



Banish to the Void

Warlock (Star) Attack 27



Encounter + Arcane, Fear, Implement, Teleportation

Standard Action Ranged 10

Target: One creature Attack: Con vs. Will

Hitt: 2d10 + Con damage. The target disappears into a starry realm. At the start of its next turn, the target reappears in its original space. If that space is occupied, the target returns to the original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice). The target makes a melee basic attack against the nearest target on its next turn. Until the end of your next turn, all creatures treat the target as an enemy with respect to provoking opportunity attacks, and the target must take every opportunity attack possible.

Star Pact: The target gains a power bonus to attack rolls equal to your int. This bonus applies only to attack rolls it makes due to this power.

You hurl your foe screaming into the skies, and he disappears to some remote and terrible corner of the cosmos. When he returns, madness overwhelms him.



Damage

Attack Bonus



Doom of Delban

Warlock (Star) Attack 29



Daily + Arcane, Cold, Fear, Implement

Standard Action Ranged 10

Target: One creature Attack: Con vs. Fort Hit: 5d10 + Con cold damage.

Miss: Half damage.

Sustain Standard: You can attack the same target or switch to a new target within range. Make an attack (as above) and increase the cold damage by 1d10 each time this power hits. Each time you sustain this power, you take 2d10 damage.

Con vs. Fort

Damage

A single slanting shaft of frigid starlight strikes your enemy from above and clings to him. Under its unbearable touch, flesh becomes white ice and steel shatters like glass, but you must pay a price to keep Delban's deadly light focused on your foes.



Fates Entwined

Warlock (Star-Doomsayer) Attack 11



Encounter + Arcane, Fear, Implement, Psychic

Standard Action Ranged 5

Target: One creature Attack: Cha vs. Will

Hit: 2d8 + Cha psychic damage. Until the end of your next turn, when you take damage, the target takes half that amount of psychic damage.



Damage

You lodge a painful psychic shard in your enemy's brain that resonates whenever you take damage.



Accursed Shroud

Warlock (Star-Doomsayer) Utility 12



Daily + Arcane

Standard Action Ranged 5

Target: One creature

Effect: You place your Warlock's Curse upon the target. In addition, it must reroll any successful attack it makes while affected by your curse and take the new result.

You envelop your enemy in an inky cloak of shadow that writhes and coils around him, twisting her attacks against you.



Long Fall into Darkness

Warlock (Star-Doomsayer) Attack 20



Daily + Arcane, Fear, Implement, Psychic

Standard Action Ranged 20

Target: One creature Attack: Cha vs. Will

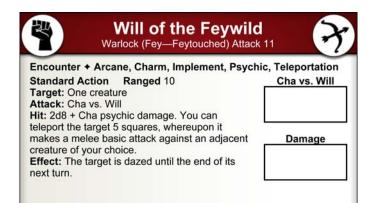
Hit: 4d8 + Cha psychic damage, and the target is stunned until the end of its next turn and knocked

Miss: Half damage, and the target is dazed until the end of its next turn.

Cha vs. Will

Damage

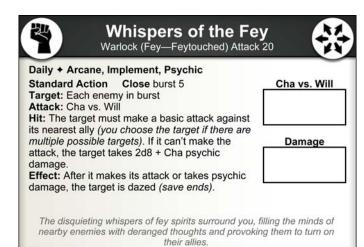
You point a finger at your foe, and a gaping pit opens beneath him. The pit is merely a figment of his imagination, but he plunges into the darkness nonetheless until, at last, he hits the bottom



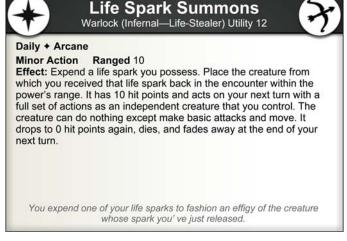
You bend your enemy's will to your whim. In a blinding flash of golden light, the creature teleports to a location you designate and, in its madness, attacks one of its allies.

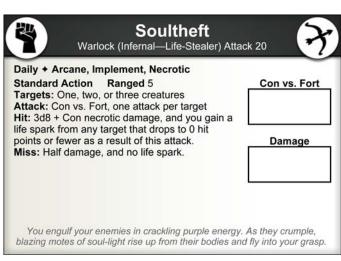
Twilight Teleport Warlock (Fey—Feytouched) Utility 12 Daily + Arcane, Teleportation Free Action Ranged 20 Trigger: A creature within range and affected by your Warlock's Curse drops to 0 hit points or fewer Effect: You teleport yourself or another creature into the triggering creature's space.

An enemy falls to your curse, and another creature appears in its place, surrounded by motes of twilight.

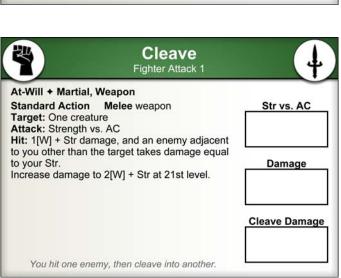


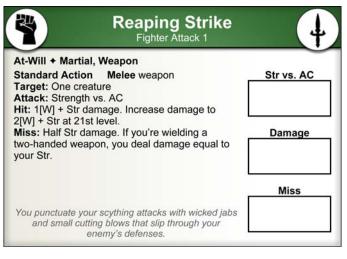


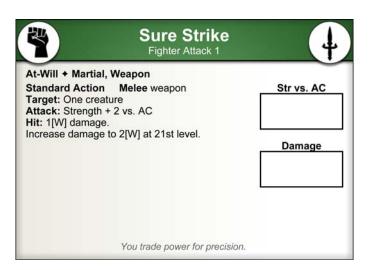


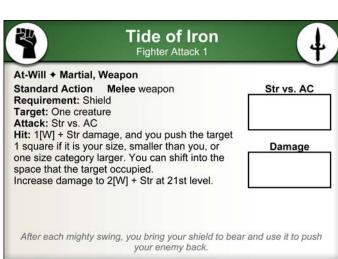


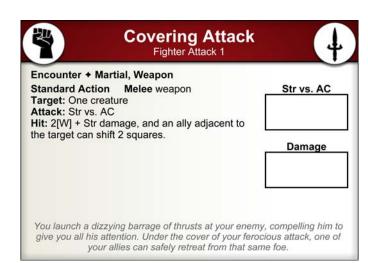


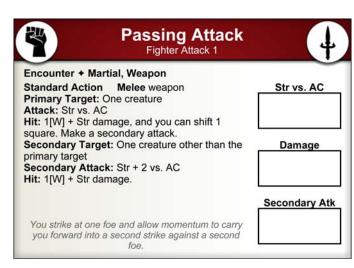


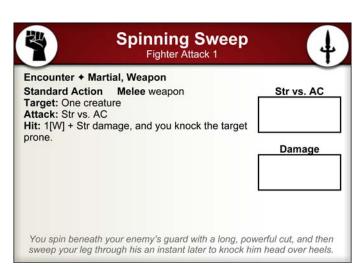


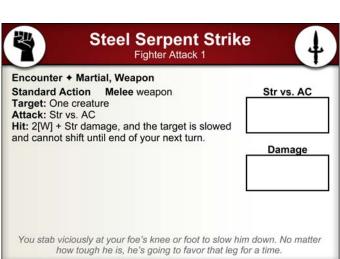


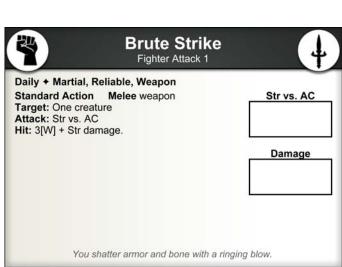


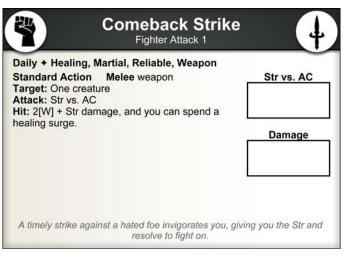


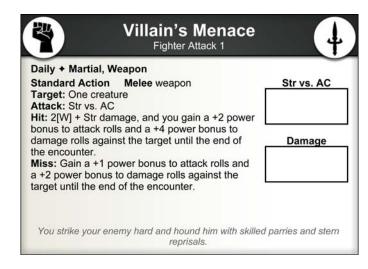


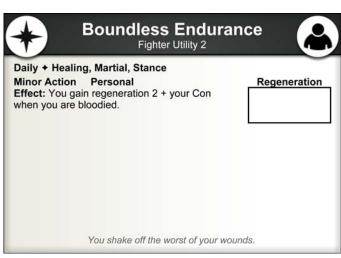


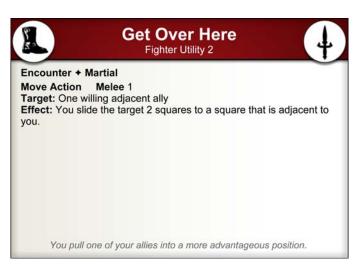


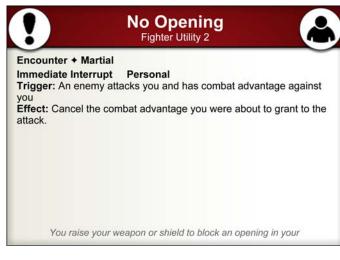


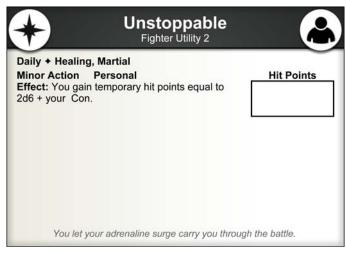


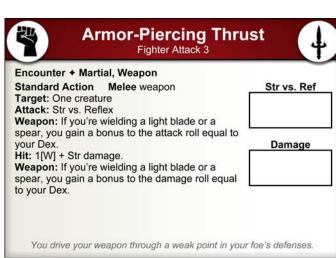




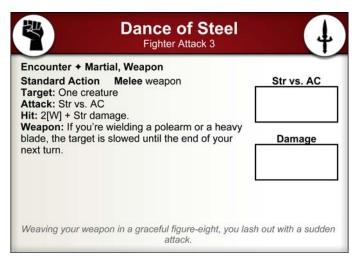


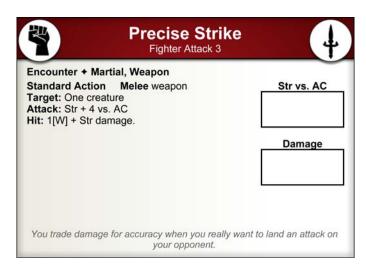


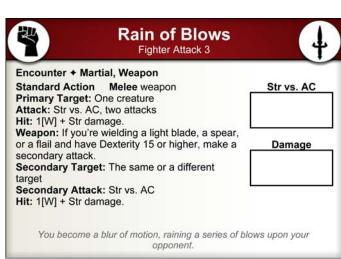


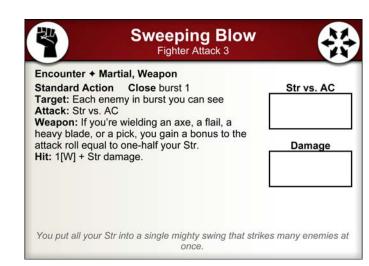


	Crushing Blow Fighter Attack 3	4
	Melee weapon re	Str vs. AC Damage
You wind up a	nd deliver a devastating blow with	your weapon.

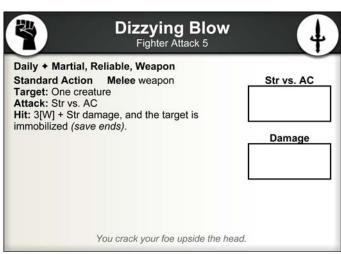


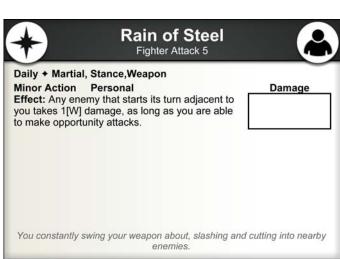


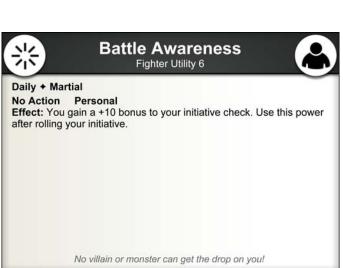


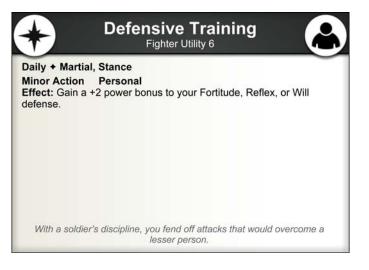


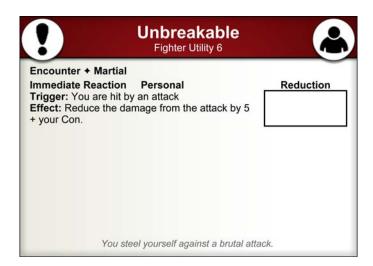


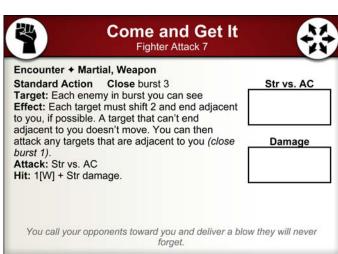


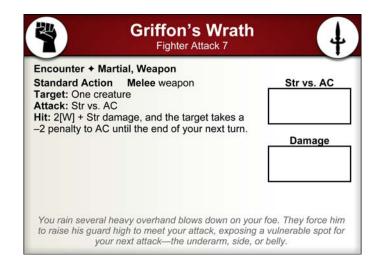


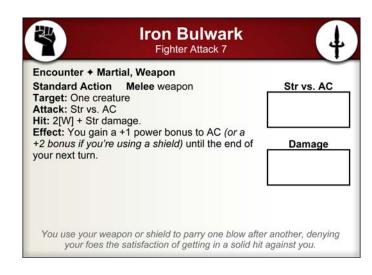


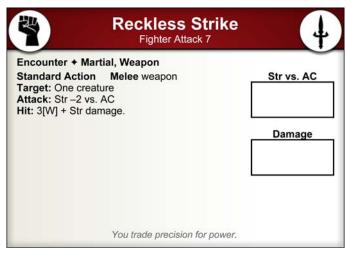


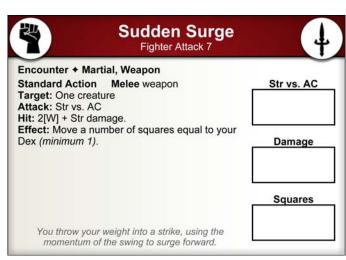


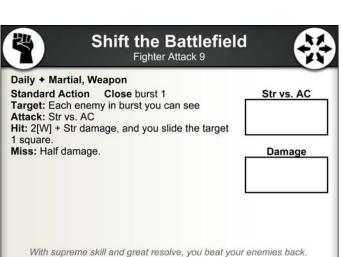




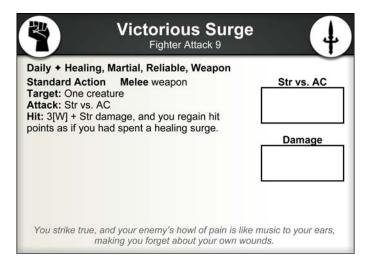


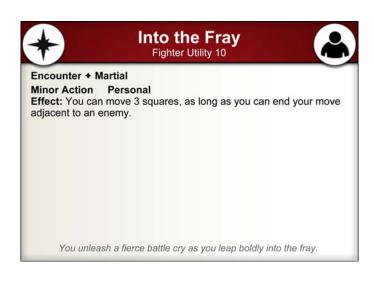


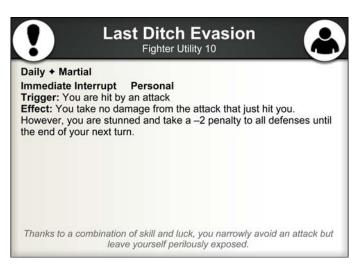


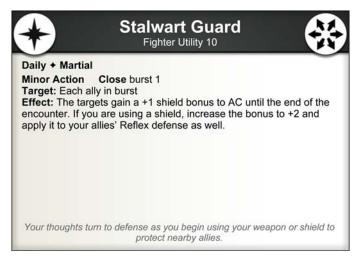


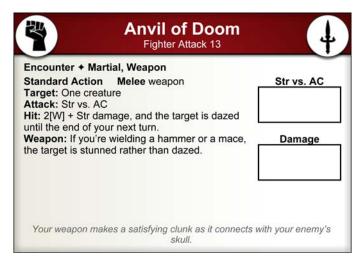
	Thicket of Blades Fighter Attack 9	
Daily + Martial, R	eliable, Weapon	
Attack: Str vs. AC	my in burst you can see	Str vs. AC
touve ondo).		Damage
Yous	ting and hinder nearby foes with a s flurry of strikes aimed at their legs.	

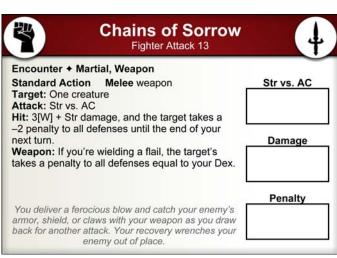


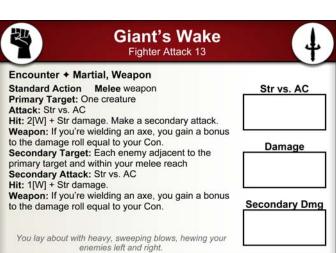




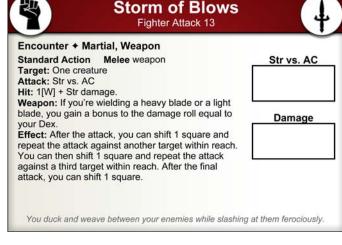


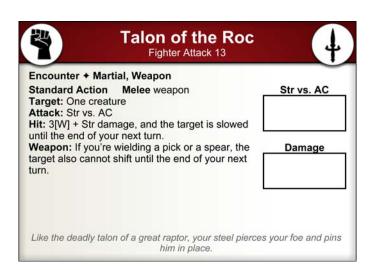


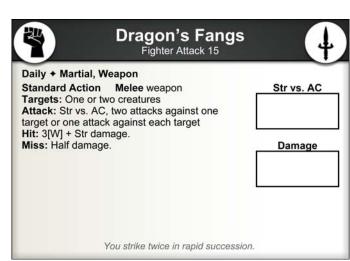


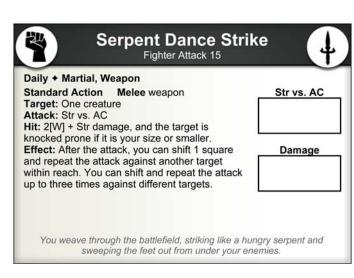


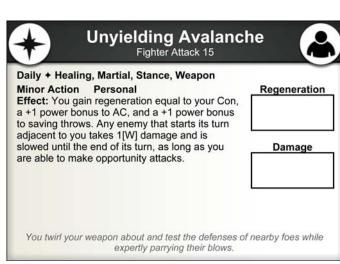
	Silverstep Fighter Attack 13	•	
Encounter + Ma	rtial, Weapon	\sim	Encounter + Mar
Targets: One or Attack: Str vs. A	Melee weapon two creatures C, one attack per target amage, and you push the target	Str vs. AC	Standard Action Target: One creatur Attack: Str vs. AC Hit: 1[W] + Str dama Weapon: If you're w
Weapon: If you'r you push the targ your Dex. Effect: You shift		Damage	blade, you gain a bo your Dex. Effect: After the atta repeat the attack ag You can then shift 1
you can shift a no Dex.	e wielding a spear or a polearm, umber of squares equal to your	Squares	against a third targe attack, you can shift
	mies, knocking them back. As they to a more advantageous position.		You duck and weav

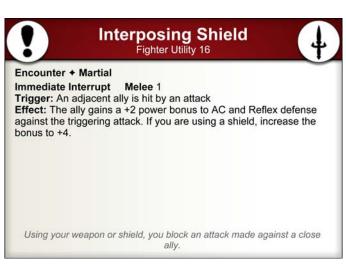


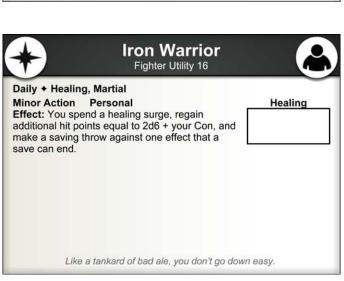


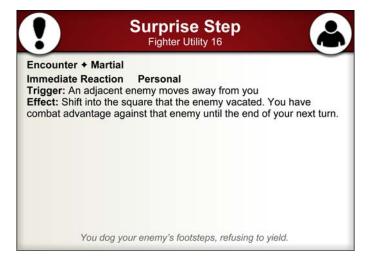


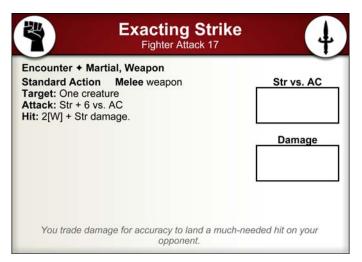


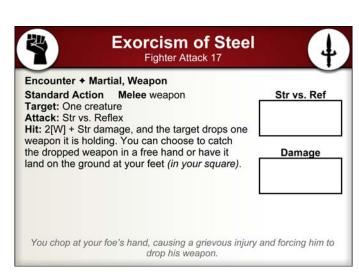


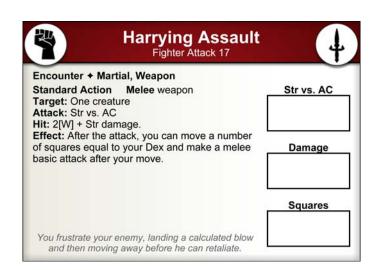


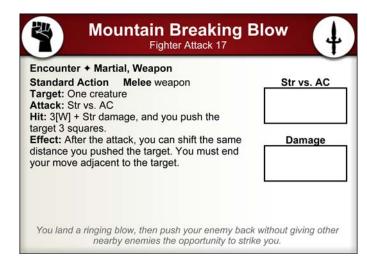


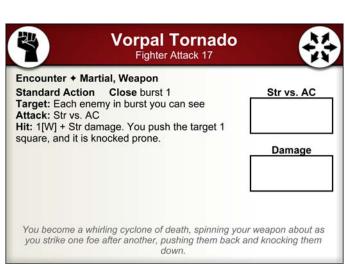


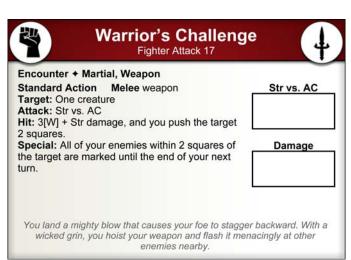


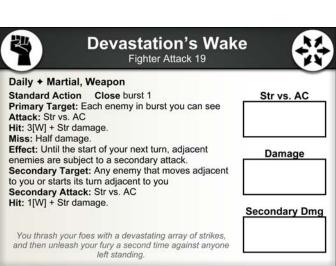


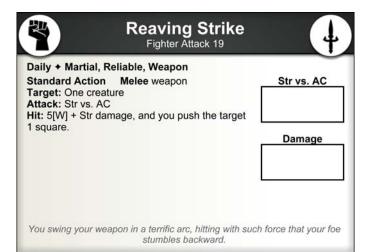


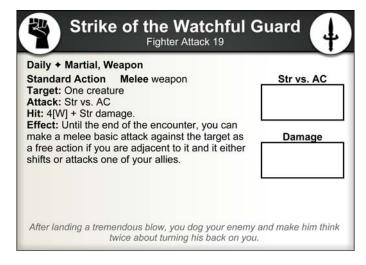


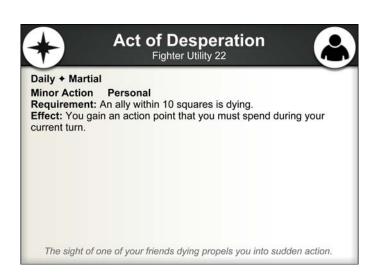


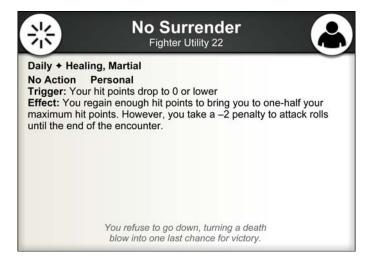


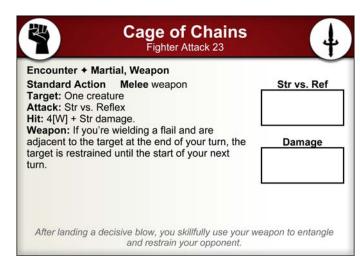


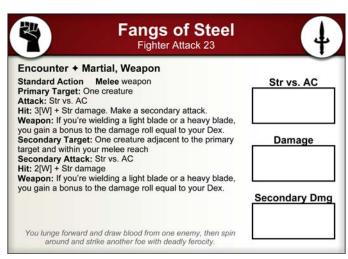


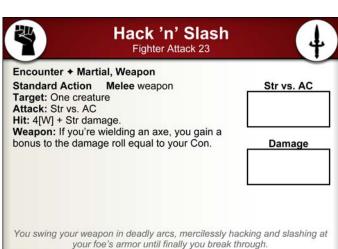


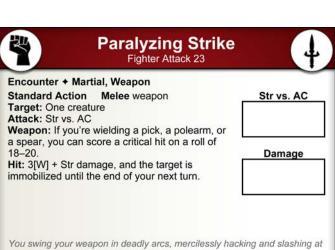






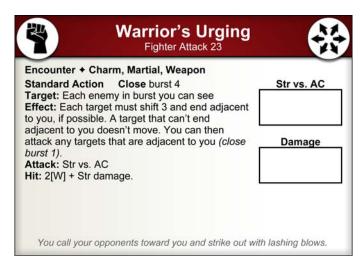


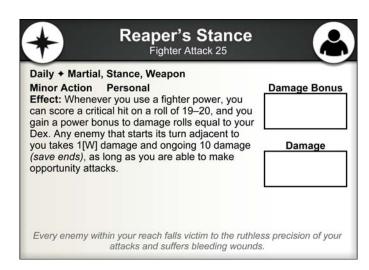




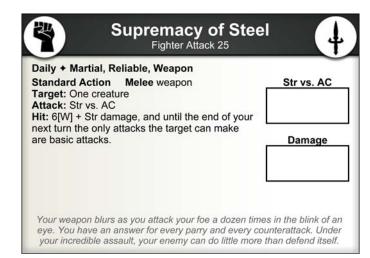
your foe's armor until finally you break through

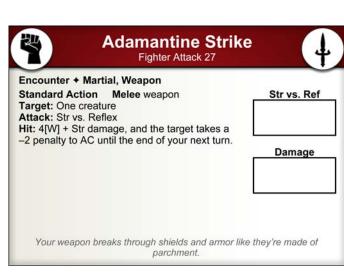
	Skullcrusher Fighter Attack 23	4
Encounter + N	Martial, Weapon	$\overline{}$
Target: One cr Attack: Str vs.	AC damage, and the target is dazed	Str vs. AC
Weapon: If you you gain a bon	u're wielding a hammer or a mace, us to the damage roll equal to your enemy is blinded until the	Damage
You bring you	r weapon down upon your enemy's sku that leaves him dazed and reeling	ll with a loud crack

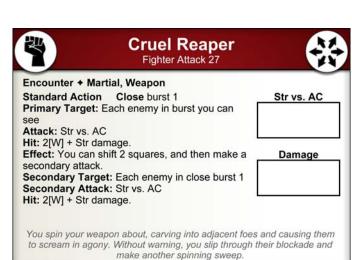


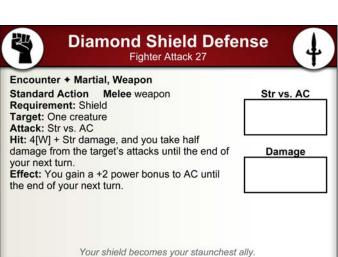




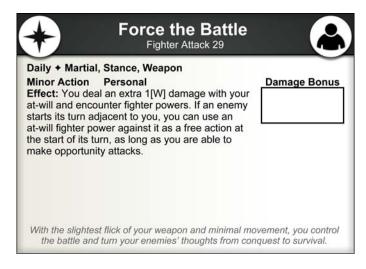


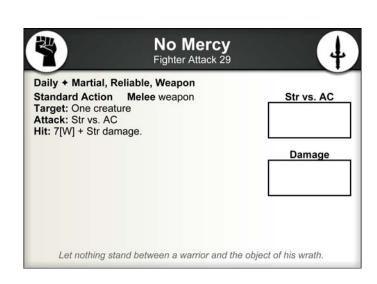


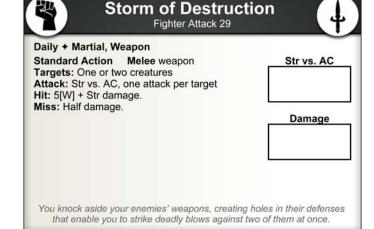


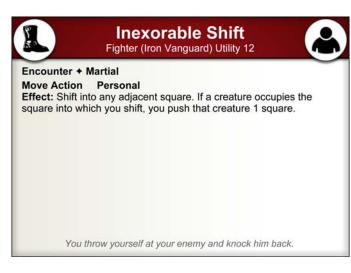


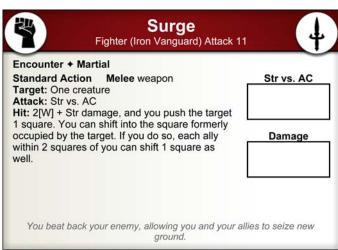
Indomitable Battle St Fighter Attack 27	rike 4
Encounter + Martial, Weapon Standard Action Melee weapon Target: One creature Attack: Str vs. AC Hit: 4[W] + Str damage. Effect: All of your enemies within 10 squares of	Str vs. AC
you are marked until the end of your next turn.	Damage
You will not be denied your enemy's blood, and othe your savage attack know the ill fate that awa	

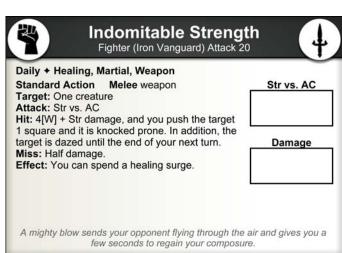


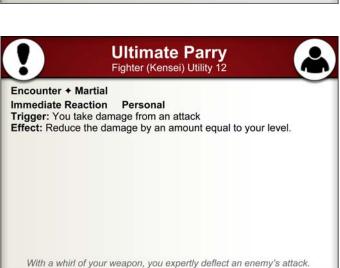




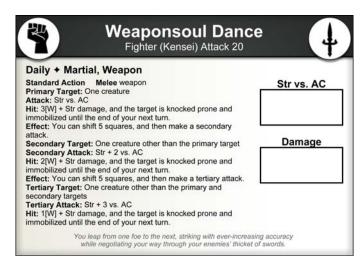




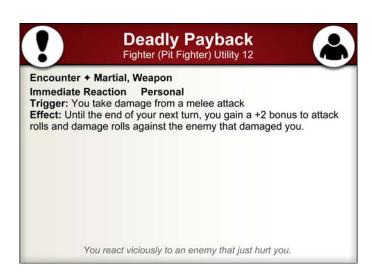


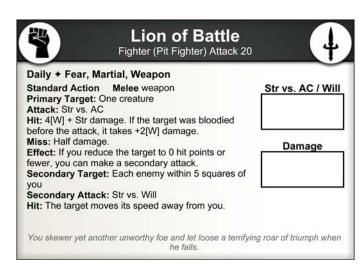




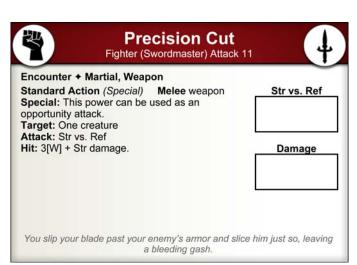


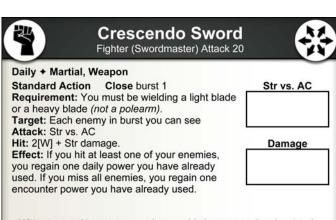




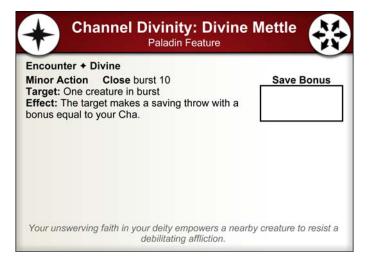


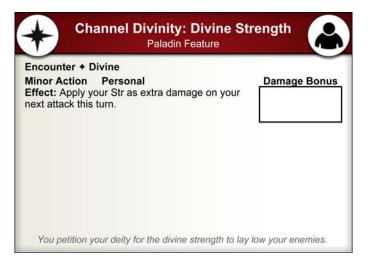






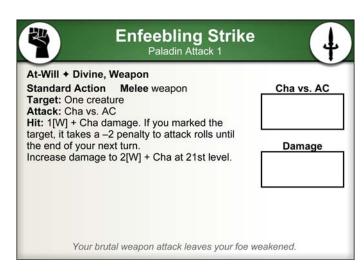
With a tremendous roar, you swing your blade over your head and make lunging strikes at all nearby enemies. At the end of the flurry, you regain some of your power.

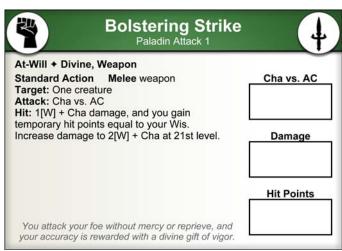


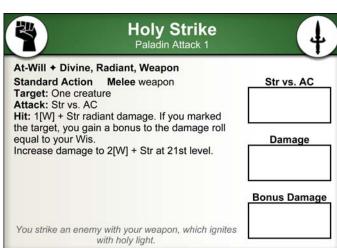






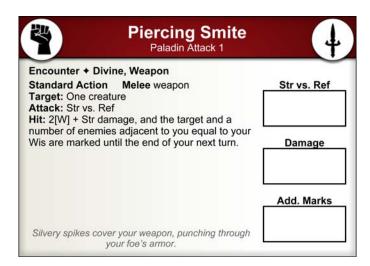


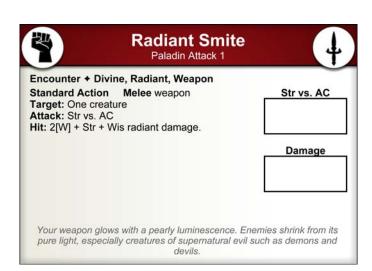


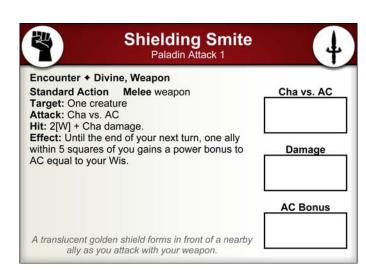


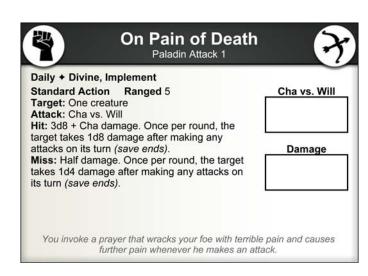


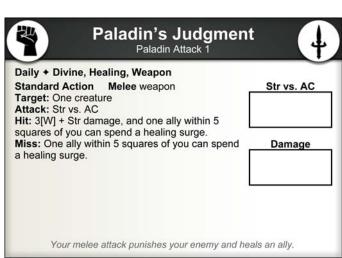
F	earsome Strike Paladin Attack 1	•
Encounter + Divine,	Fear, Weapon	$\overline{}$
	ge. Until the end of your	Cha vs. AC
equal to your Wis.	kes a penalty to attack rolls	Damage
		Attack Penalty
the blow causes him to	with your weapon, the force of a shudder and second-guess	

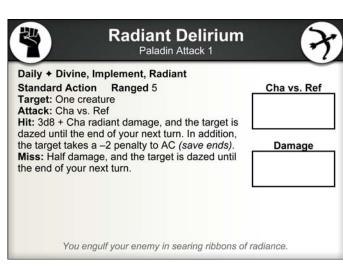


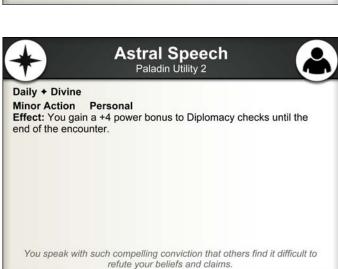


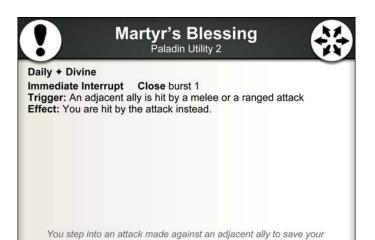












comrade



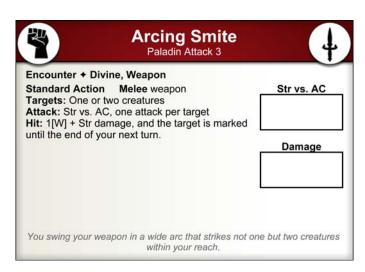
Sacred Circle
Paladin Utility 2

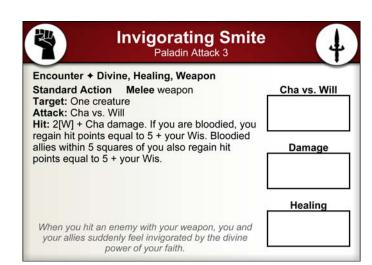


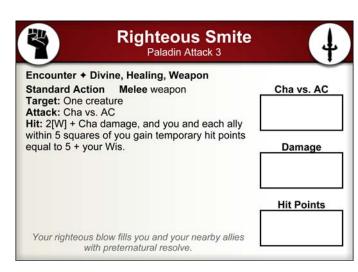
Daily + Divine, Implement, Zone Standard Action Close burst 3

Effect: The burst creates a zone that, until the end of the encounter, gives you and allies within it a +1 power bonus to AC.

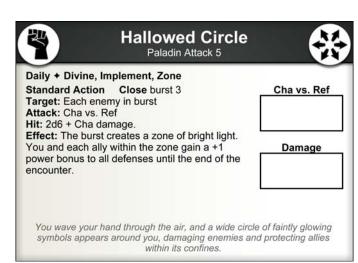
You trace a circle around you with your hand, and it quickly expands into a wide circle of faintly glowing runes that glows brightly and protects you and your close allies.







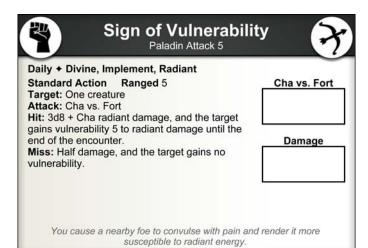


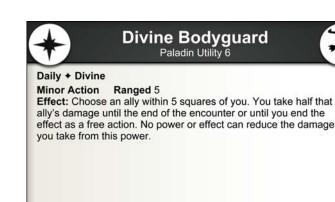


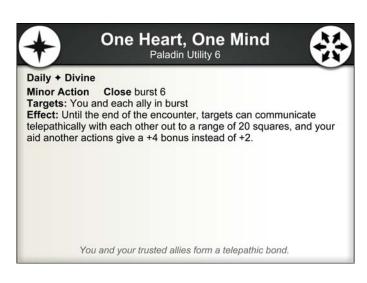
4
Str vs. AC

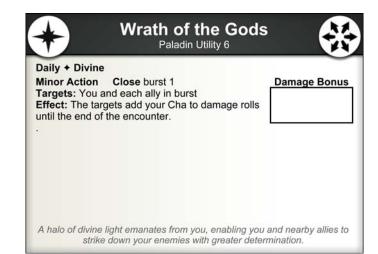
Divine light engulfs your weapon as you sacrifice your ability to heal in

order to strike down your enemy.

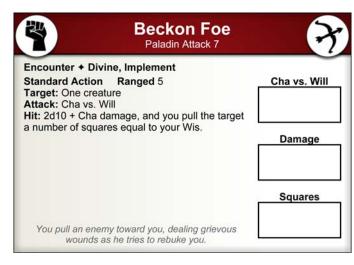






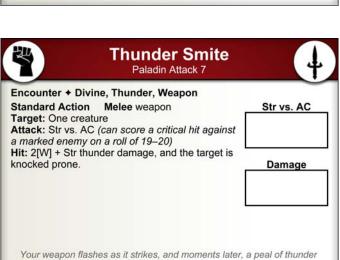


As your weapon connects with your enemies, so too does the magic of your god connect you to your allies.

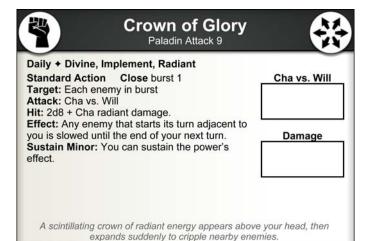


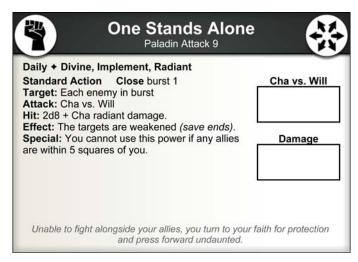


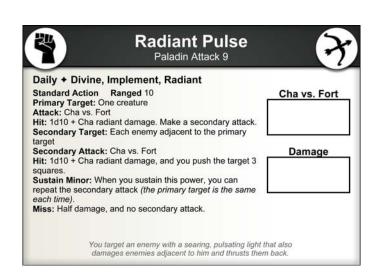


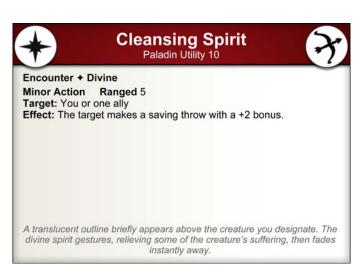


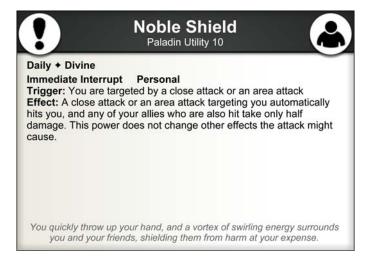
slams into your foe.

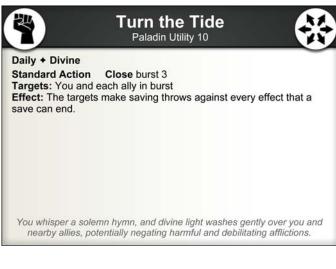


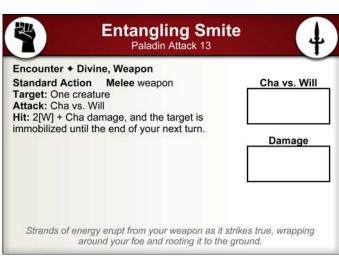






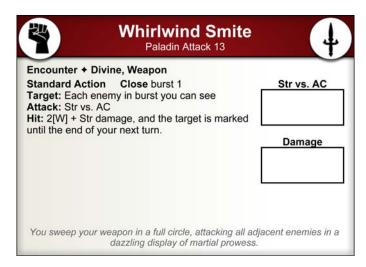


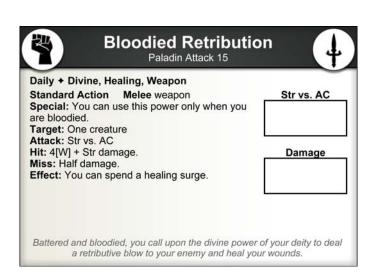


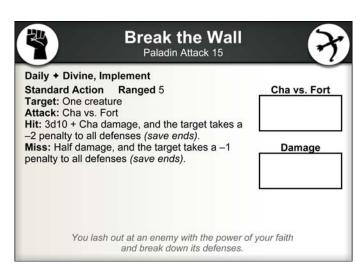


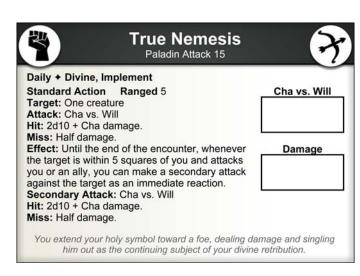
Radiant Charge Paladin Attack 13	4
Standard Action Melee weapon Effect: You can fly a number of squares equal to your Wis and make an attack. Target: One creature within your melee reach	Str vs. AC
Attack: Str vs. AC Special: You must charge as part of this attack. Hit: 3[W] + Str radiant damage, and the target is marked until the end of your next turn.	Damage
You propel yourself through the air toward a nearby	Squares
foe as brilliant rays of light stream from your weapon.	

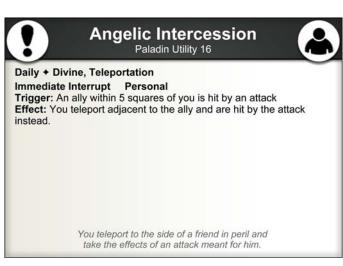


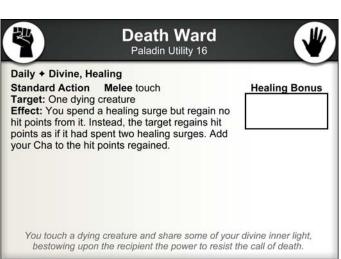




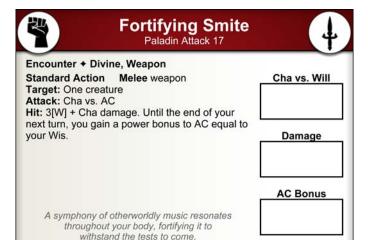


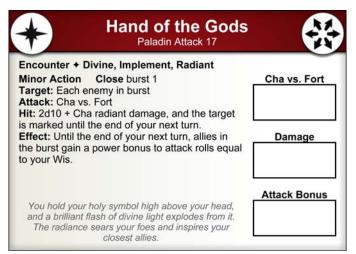


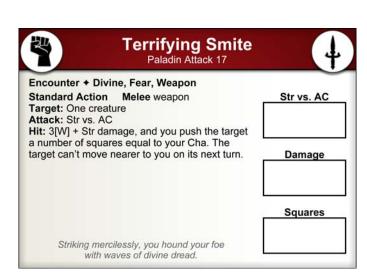


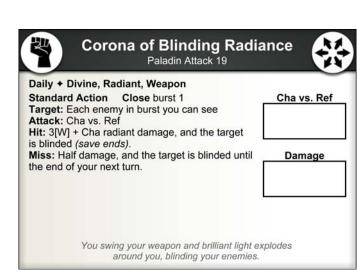


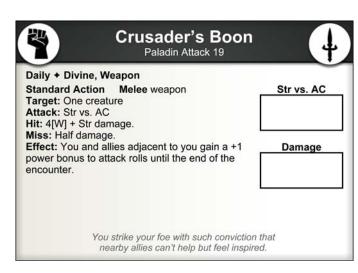


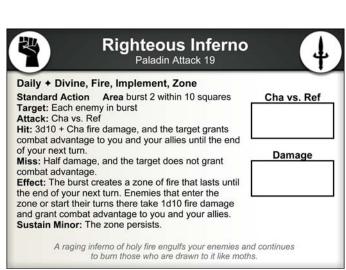


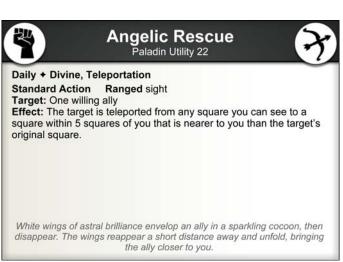


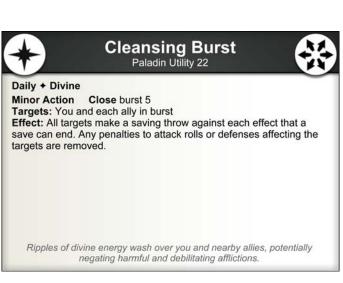














Gift of Life Paladin Utility 22



Daily + Divine, Healing

Standard Action Melee touch

Target: One creature

Effect: If the target is alive, it regains hit points no greater than one-half your maximum hit points (your choice), and you take an equal amount of damage. If the target died since the end of your last turn, it returns to life at 0 hit points, and you take damage equal to one-half your maximum hit points.

You can't avoid or reduce this damage in any way.

You invoke the greatest of all prayers and touch a wounded or recently slain creature, bestowing upon it the gift of life at the expense of your own health.



United in Faith

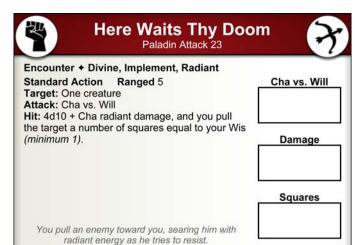
Paladin Utility 22

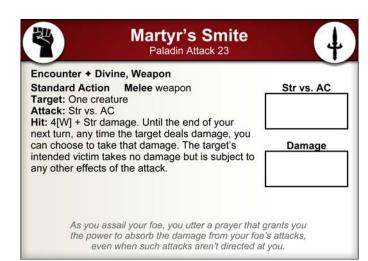


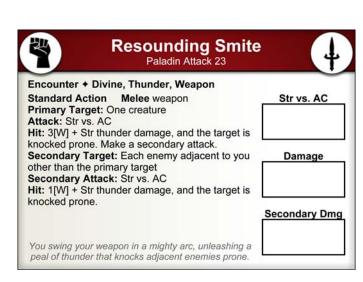
Daily + Divine, Healing Minor Action Close burst 5 Targets: You and each ally in burst

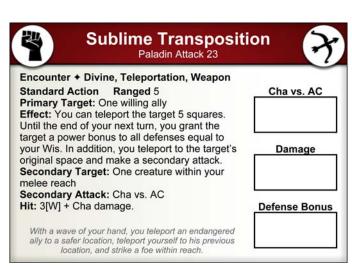
Effect: Each target can spend a healing surge.

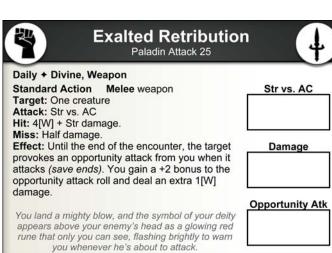
You utter words of faith, instantly healing yourself and nearby allies.



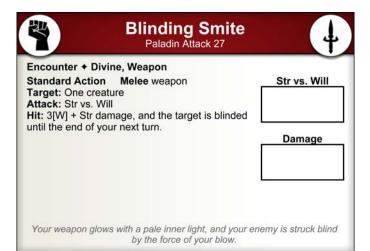


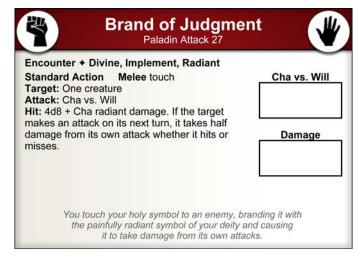


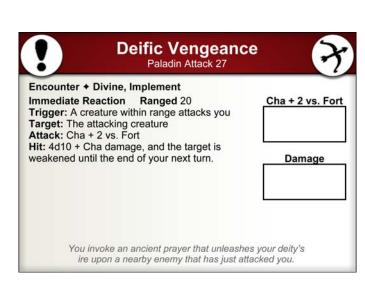


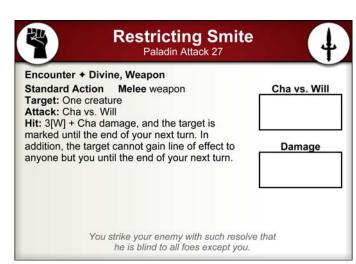


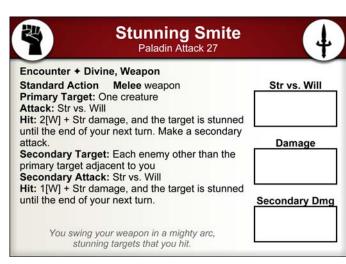
To the	Nine Hells Paladin Attack 2	
Daily + Divine, Fire, I	mplement	
Standard Action CI Target: Each enemy ir Attack: Cha vs. Will	burst	Cha vs. Will
Hit: 6d6 + Cha damage damage <i>(save ends)</i> . T the end of your next tu	he target is marked	
Miss: Half damage, an (save ends). The targe your next turn.		amage
	explodes out from young and igniting enemi	

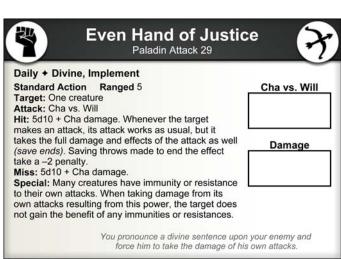


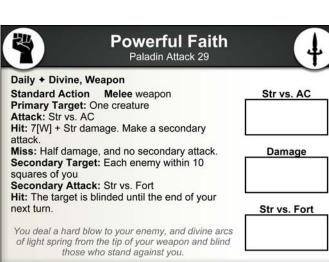


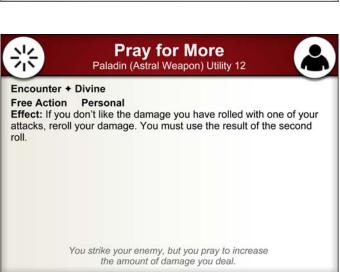


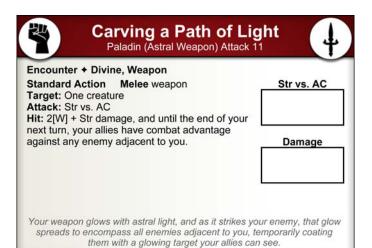


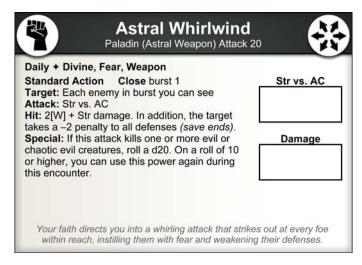


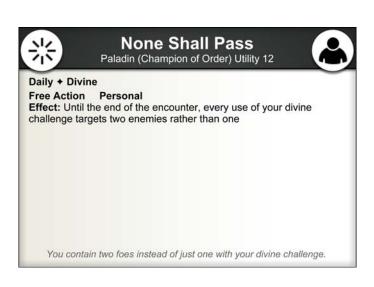


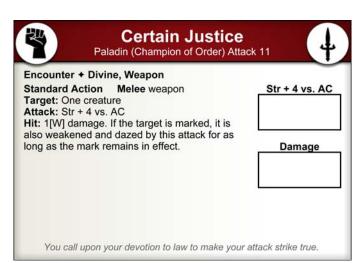


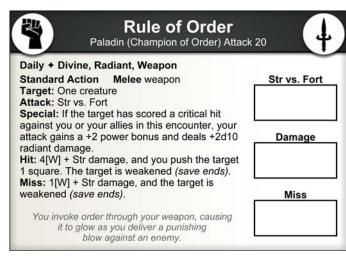


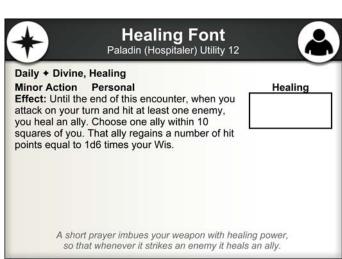


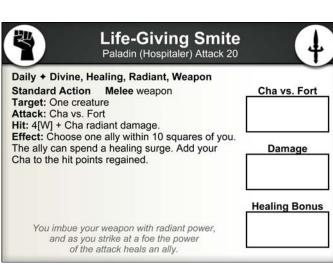




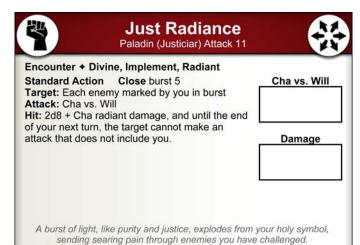


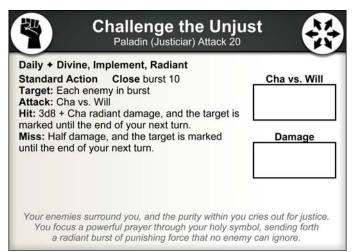


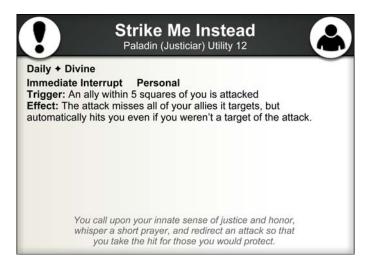




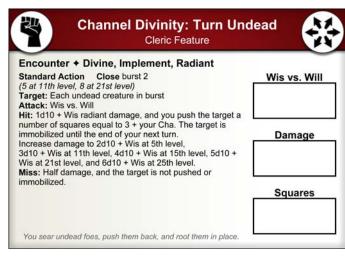
	Warding Blow Paladin (Hospitaler) Attack 11	4
Encounter + D	ivine, Weapon	
Attack: Cha vs. Hit: 2[W] + Cha	eature that is marked by you	Damage
	u strike a foe you have challenged, bn nope and encouragement to nearby ali	

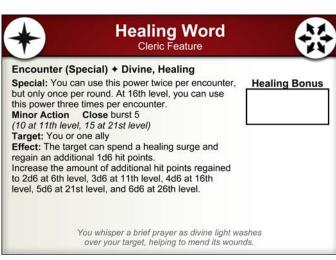












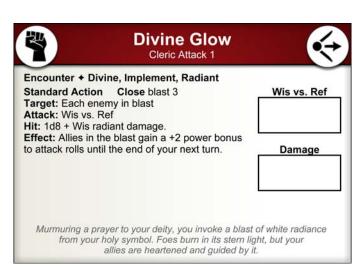


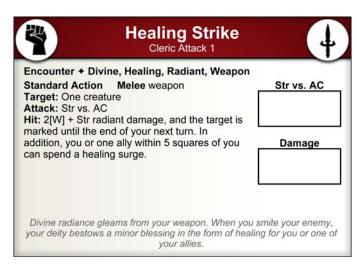
vs. AC
amage
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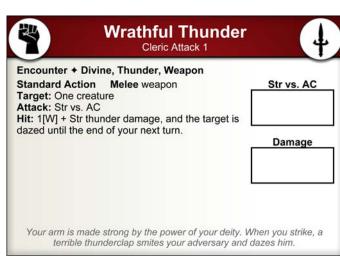
Righteous Brand Cleric Attack 1	•
At-Will + Divine, Weapon	
Standard Action Melee weapon Target: One creature Attack: Str vs. AC Hit: 1[W] + Str damage, and one ally within 5	Str vs. AC
squares of you gains a power bonus to melee attack rolls against the target equal to your Str until the end of your next turn. Increase damage to 2[W] + Str at 21st level.	Damage
You smite your foe with your weapon and brand it with a ghostly, glowing symbol of your deity's anger. By naming one of your allies when the symbol appears, you add divine power to that ally's attacks against the branded foe.	Melee Atk Bonus

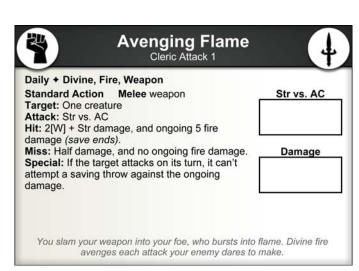


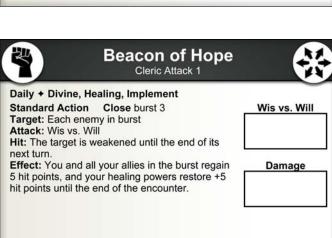






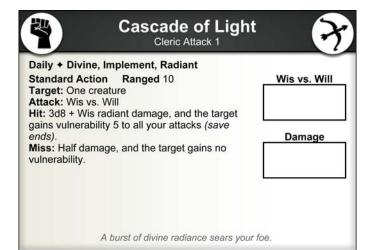


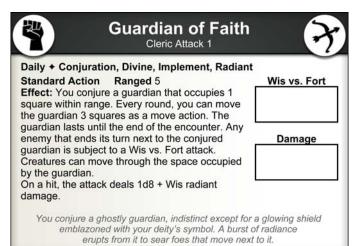


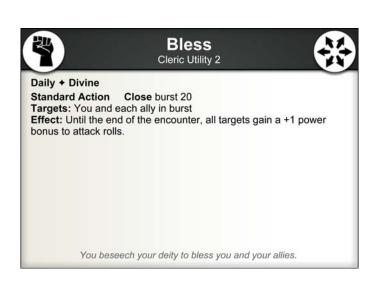


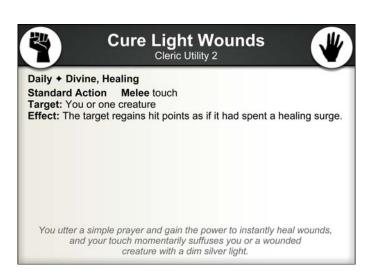
A burst of divine energy harms your foes and heals your allies.

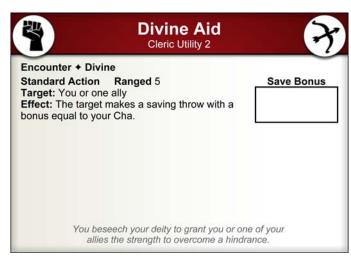
The radiant energy lingers around your holy symbol and improves your healing powers for the rest of the battle.



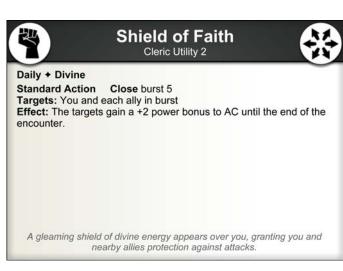


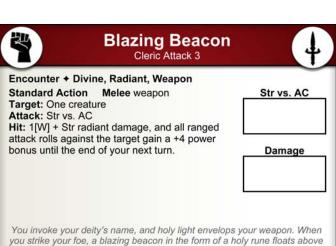








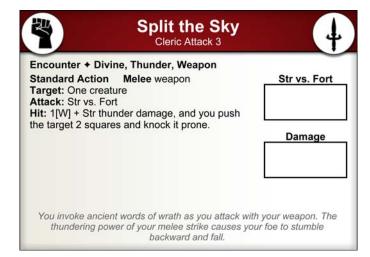


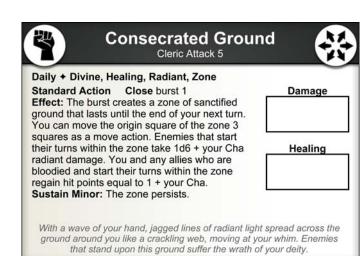


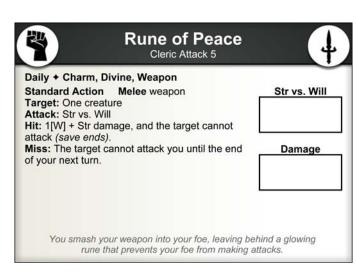
its head to guide your allies' ranged attacks as well.

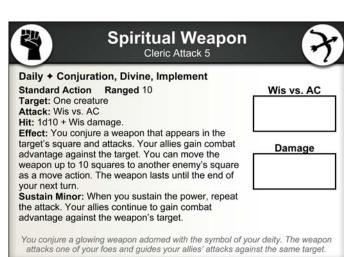
	Command Cleric Attack 3	3
Encounter + Charm,	Divine, Implement	$\overline{}$
	ed until the end of your next	Wis vs. Will
turn. In addition, you of target prone or slide the squares equal to 3 + y		Squares
You can cho	ord to your foe, a word that dem ose to drive the foe back, order the foe to throw itself to the gro	it closer,





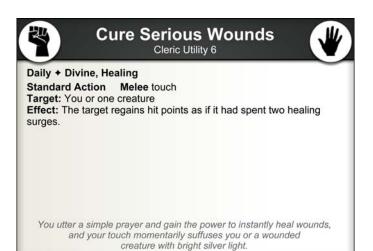


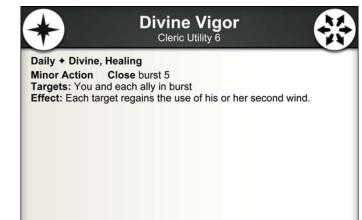






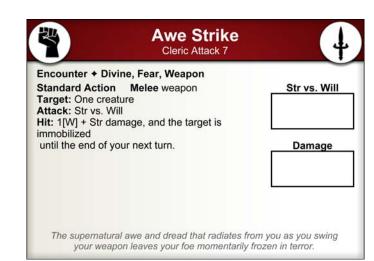


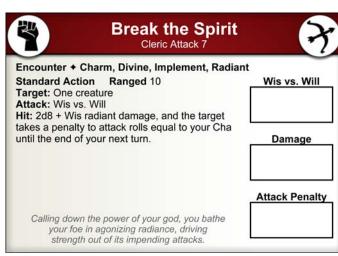


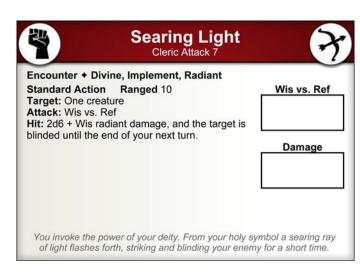


You call upon your deity to invigorate you and your battle-weary allies.









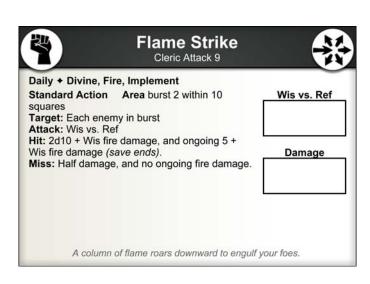


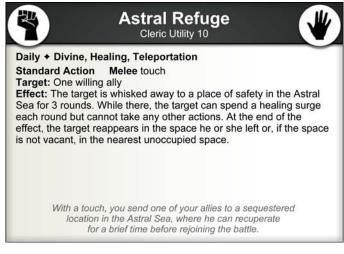
Astral Defenders Cleric Attack 9	7
Daily + Conjuration, Divine, Implement, Radian Standard Action Ranged 10 Effect: You conjure two soldiers, each occupying 1 square within range. The conjured soldiers don't attack normally, but whenever an	Wis vs. Ref
opportunity attack would be provoked from a conjured soldier, the soldier makes a Wis vs. Ref attack. On a hit, the attack deals 1d10 + Wis radiant damage. You can move one soldier or both a total of 3 squares as a move action. Creatures can move through the spaces occupied by the soldiers. The	Damage

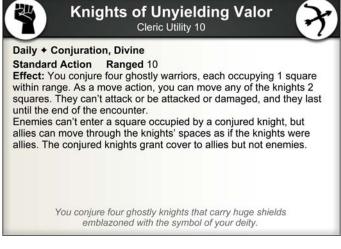
	Blade Barrier Cleric Attack 9	*
Daily + Conjura	tion, Divine, Implement	
squares Effect: You conji filled with spinnir lasts until the end be up to 5 square high. The spaces are difficult terrai If a creature ente its turn there, it te ongoing 5 damage	ers the barrier's space or starts akes 3d6 + Wis damage plus	Damage

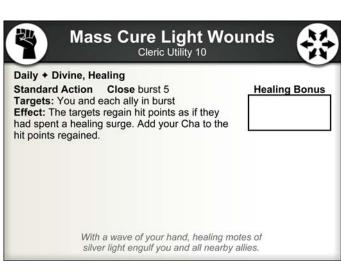
A barrier of whirling blades appears, slashing at those who come too close or try to pass through.

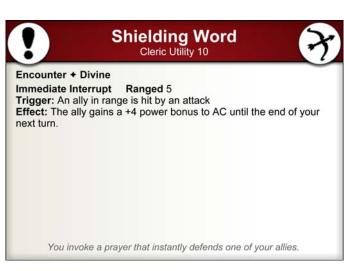


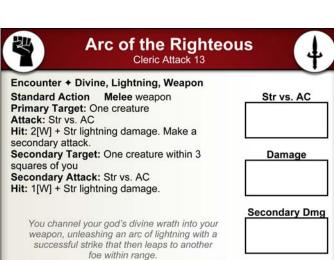


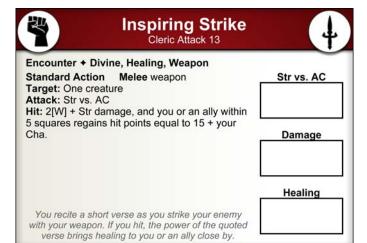


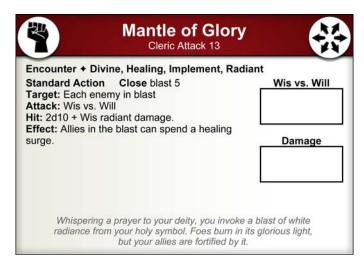


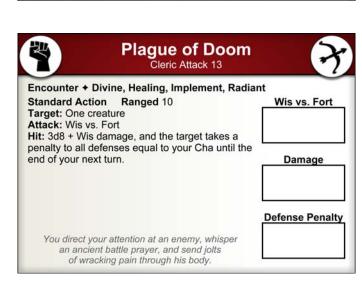


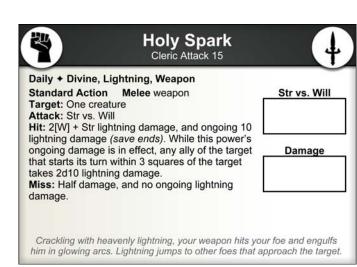


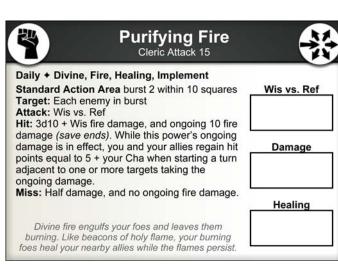


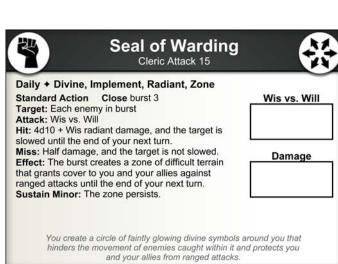




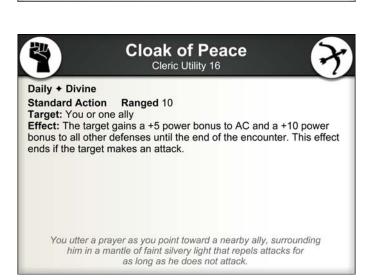


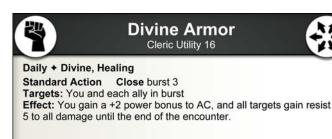












As you mutter a fervent prayer, the power of your god encases you and healing motes of silver light surround you and all nearby allies.





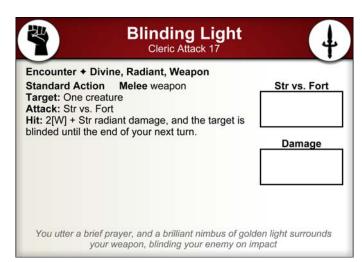
Daily + Divine, Zone

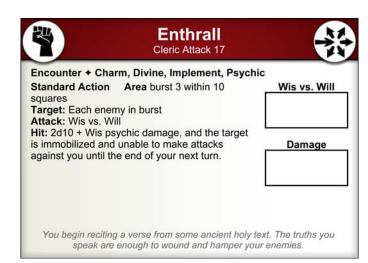
Standard Action Close burst 5

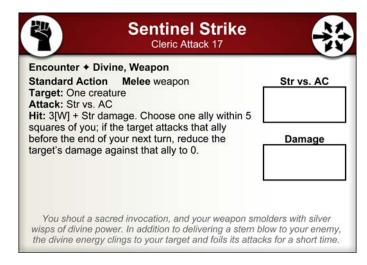
Effect: The burst creates a zone of hallowed ground. You and any allies gain the following benefits while within the zone: a +2 power bonus to saving throws, a +2 power bonus to all defenses, and a +2 power bonus to attack rolls.

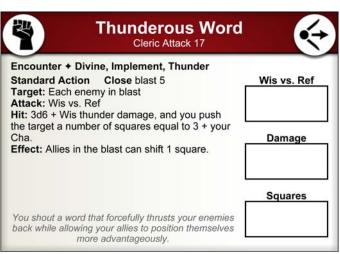
The area remains hallowed until the end of the encounter.

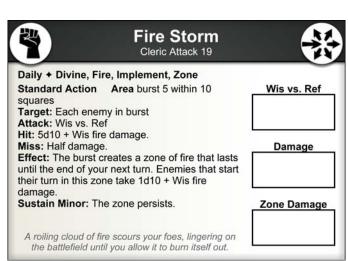
You speak a prayer, and the ground around you becomes hallowed, granting you and your allies divine protection.



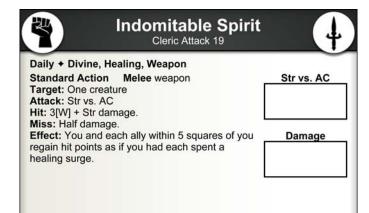


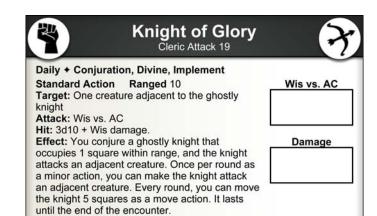














Angel of the Eleven Winds

The divine power of your mighty attack fortifies your allies.

Cleric Utility 22



Daily + Conjuration, Divine

Standard Action Ranged 10

Effect: You conjure the likeness of an angel that occupies 1 square within range. The angel grants any target you can see a speed of fly 8 and a +4 power bonus to AC against opportunity attacks. Changing the target is a minor action. A creature that no longer benefits from the effect lands on the ground safely. The angel can't move or be attacked or damaged, and it lasts until the end of the encounter.

You conjure a luminous winged angel with indistinct features. It hovers 1 foot above the ground and grants others the power of flight.



Clarion Call of the Astral Sea

You conjure a ghostly warrior clad in the ceremonial armor of your faith. With sword in hand, it attacks your enemies.

Cleric Utility 22



Daily + Divine, Healing, Teleportation

Standard Action Ranged 10 Target: You or one willing ally

Effect: The target teleports away to a safe location in the Astral Sea and regains hit points up to its maximum. While it is away, the target can perceive the surroundings of its previous location, but it can't take any actions. At the start of its next turn, it returns to an unoccupied space chosen by you within 5 squares of its previous location.

You beseech your deity for aid. A heavenly trumpet sounds, and you or a nearby ally is instantly whisked away to a fortress on the Astral Sea, restored to full health, and returned safely to the battlefield in short order.



Cloud Chariot

Cleric Utility 22



Daily + Conjuration, Divine

Standard Action Ranged 2

Effect: You conjure a chariot of cloudstuff that occupies a 2-by-2 space within range, and a winged horse of cloudstuff that occupies a 2-by-2 space adjacent to the chariot. The horse and chariot have a speed of fly 8. The chariot can carry up to four Small or Medium creatures, and the horse can hold one Small or Medium rider. The chariot grants cover to its occupants. The chariot and the horse can't attack or be separated, and they can't be attacked or damaged. They remain until you take an extended rest unless you dismiss them (a free action).

> You conjure a white cloud that coalesces into a chariot pulled by a winged horse, both made of solid cloudstuff.



Purify Cleric Utility 22



Daily + Divine

Standard Action Close burst 5

Targets: You and each ally in burst

Effect: Every effect that a save can end is removed from the targets.

You wave a hand, releasing golden motes of light that strike nearby allies, ridding them of all lingering afflictions.



Spirit of Health

Cleric Utility 22



Daily + Conjuration, Divine, Healing

Standard Action Ranged 10

Effect: You conjure a spirit that appears in 1 square within range. You or any ally adjacent to or in the same square as the spirit can spend a healing surge as a minor action. The spirit can heal one target per round and regains its healing ability at the start of each of your turns. Creatures can move through the spirit's space without impediment. The spirit can't move or be attacked or damaged, and it lasts until the end of the encounter.

> You conjure an insubstantial spirit that hovers in the air nearby and heals your wounded comrades



Astral Blades of Death

Cleric Attack 23



Encounter + Divine, Implement, Radiant Standard Action Ranged 10

Target: One creature Attack: Wis vs. Ref

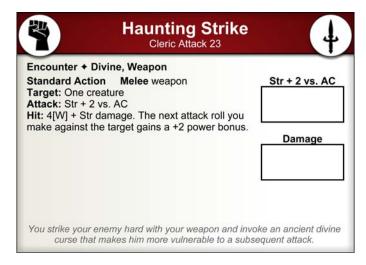
Hit: 6d6 + Wis radiant damage.

Wis	vs.	Ref	
			_

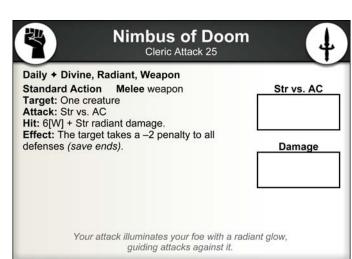
Damage

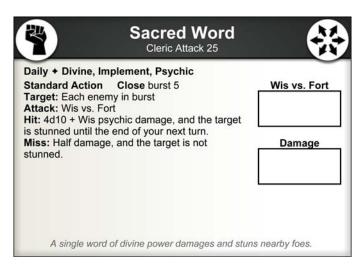
You invoke a holy phrase. Merciless blades of silvery light suddenly appear around your enemy and begin hacking at it.

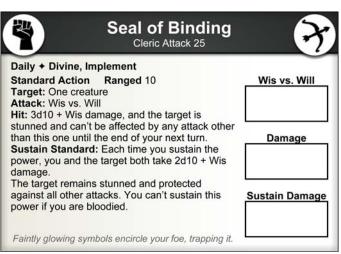
	Divine Censure Cleric Attack 23	4
Encounter + Divi	ne, Weapon	$\overline{}$
	ure .	Str vs. AC
next turn.		Damage
	er, you imbue your weapon with the	

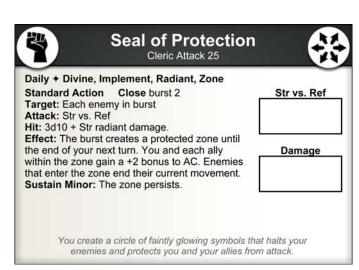






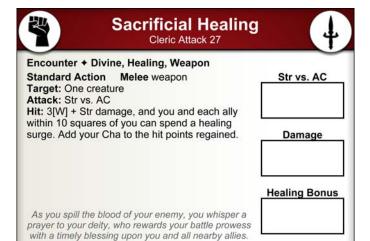


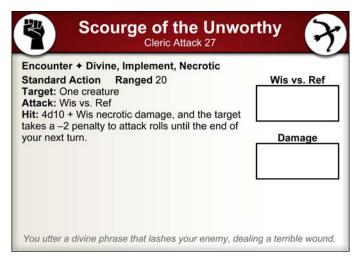


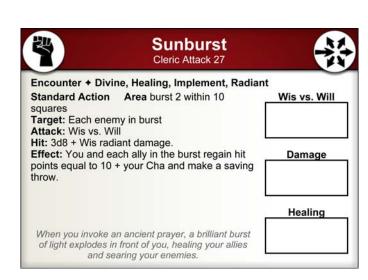


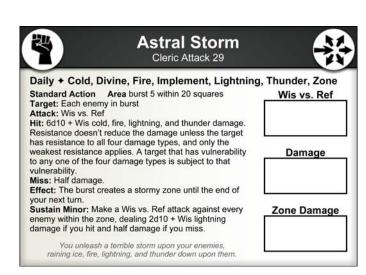


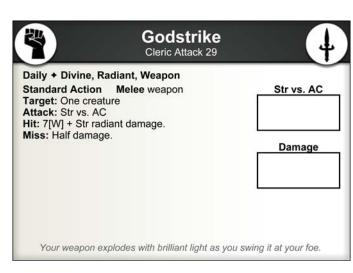
empower your weapon with the indomitable might of your deity.

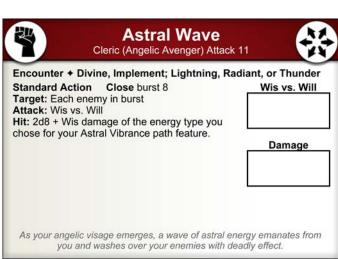


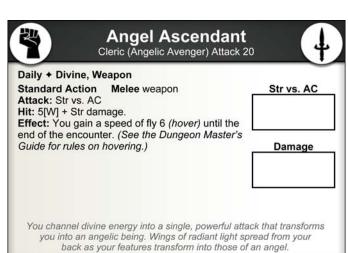


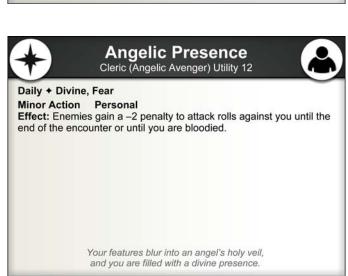


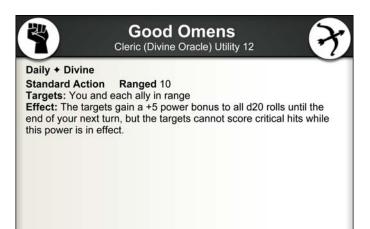




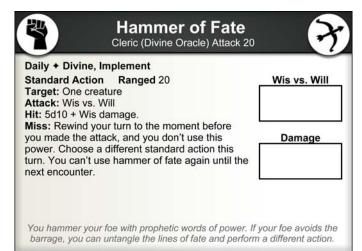


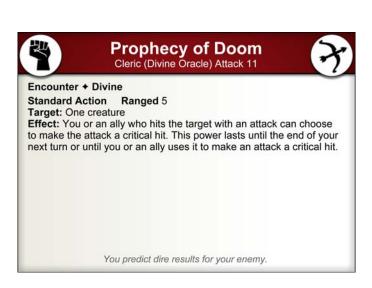


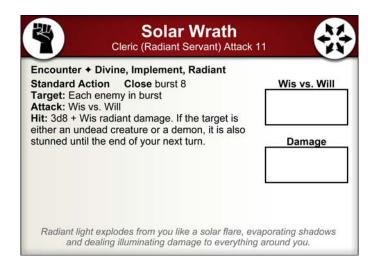


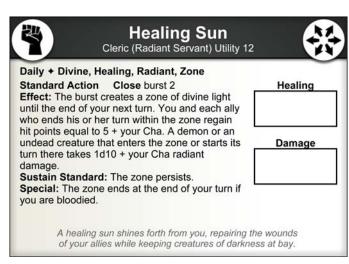


You peer into the future and predict good fortune for you and your allies.

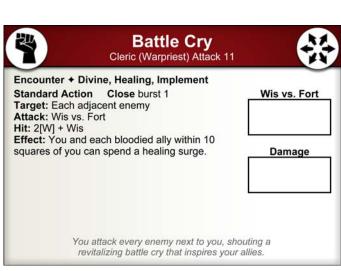


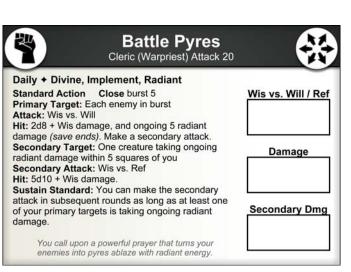




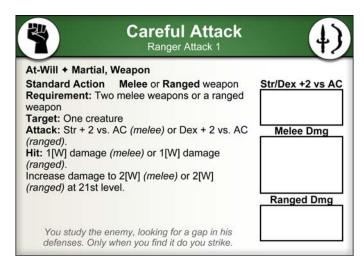


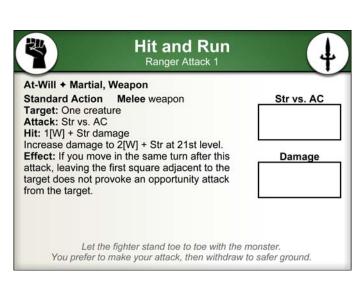


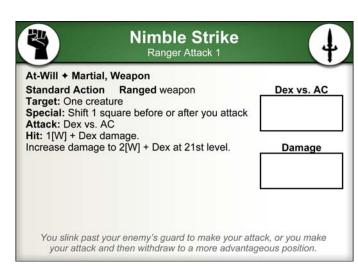


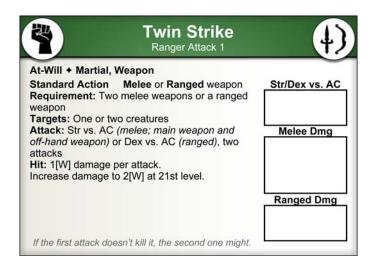


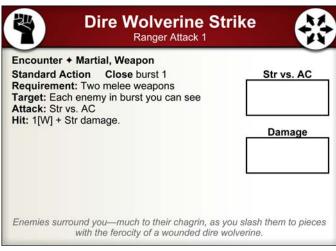
*	Battle Favor Cleric (Warpriest) Utility 12	8
Daily + Divine, He Free Action Pe Trigger: You roll a melee attack		Wis vs. Fort
Effect: Regain hit healing surges, or have already used	points as if you had spent two recover one daily power you . Once you use this power, you xcept by taking an extended	Damage
	score a critical hit against an enemy, vith healing or by renewing one of yo	

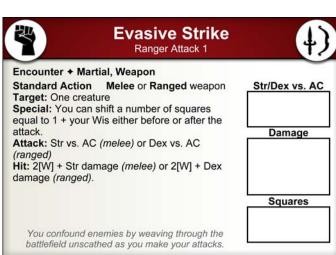


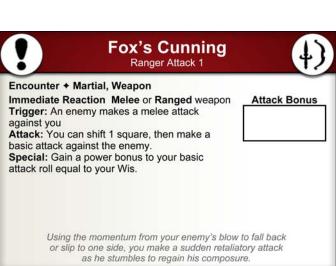






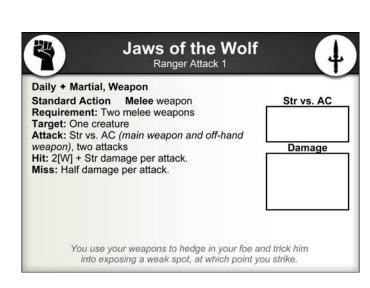


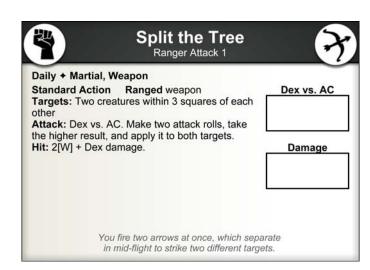


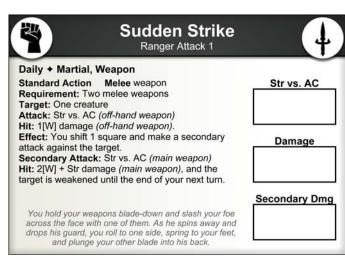


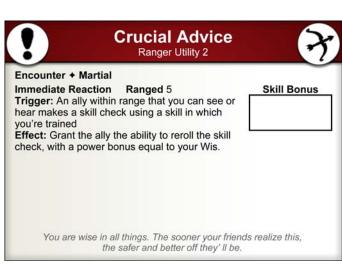




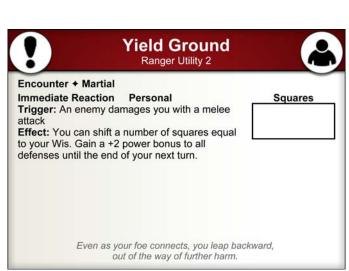


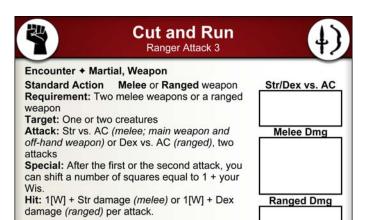




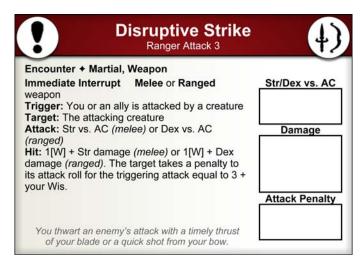


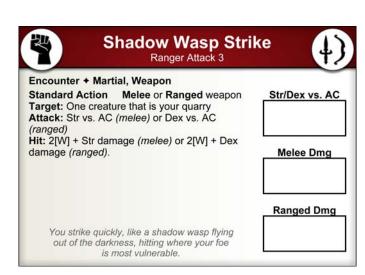


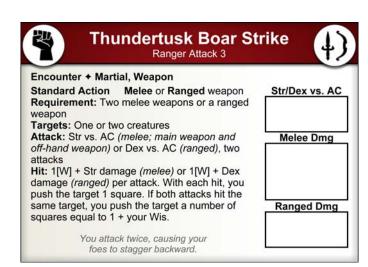


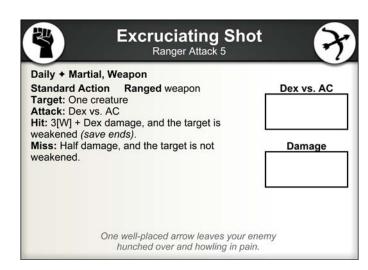


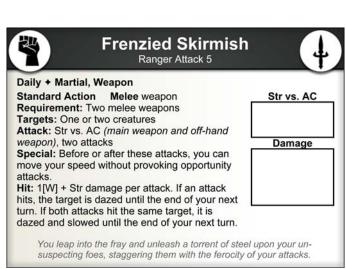
You attack twice while maneuvering yourself into the most advantageous position possible.

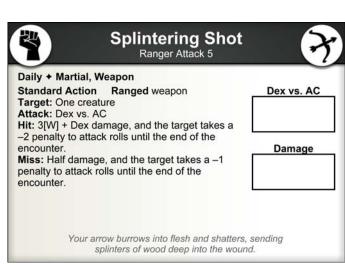


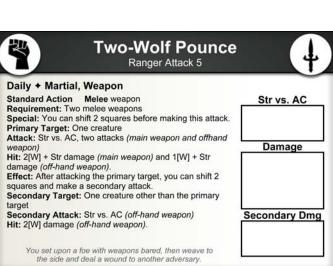




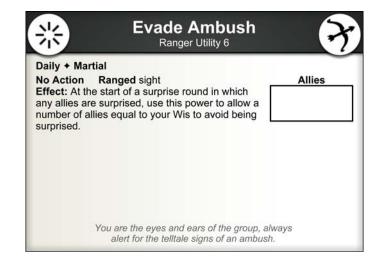


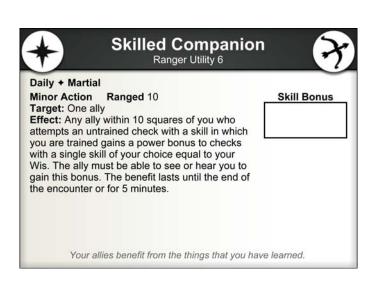




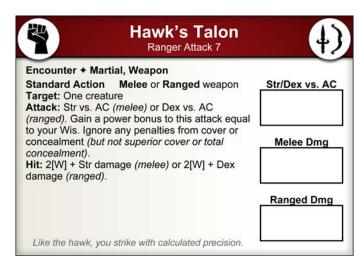


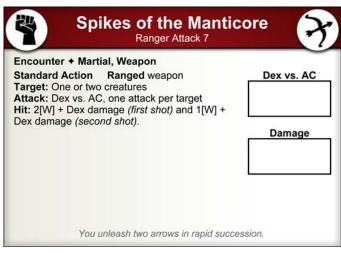
Weave through the Fray Ranger Utility 6		
Encounter + Martial Immediate Interrupt Personal Trigger: An enemy moves adjacent to you Effect: You can shift a number of squares equal to your Wis.	Squares	
You dodge through the thick of the fight, d your foes a chance to pin you down in one		

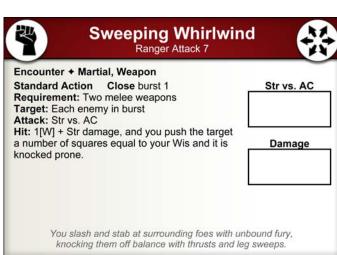




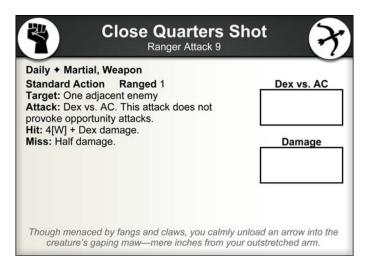


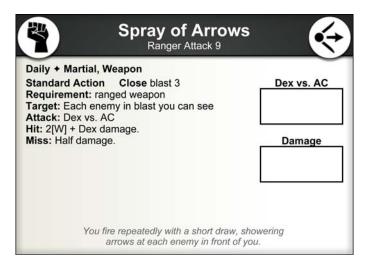


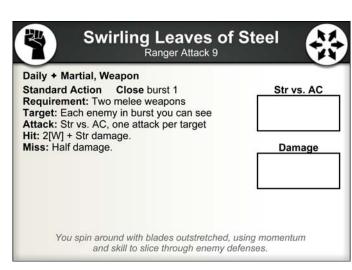


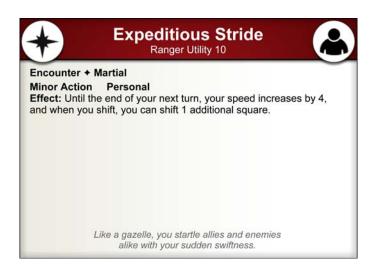


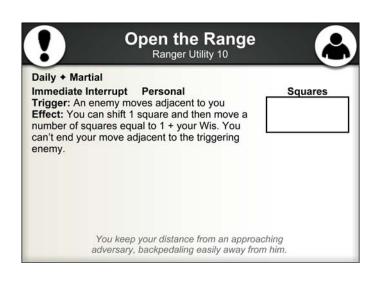
Attacks on the Ru Ranger Attack 9	n ()
Daily + Martial, Weapon Standard Action Melee or Ranged weapon Target: One or two creatures Attack: You can move your speed. At any point during your move, you can make two Str vs. AC attacks with a melee weapon or two Dex vs. AC attacks with a ranged weapon. Hit: 3[W] + Str damage (melee) or 3[W] + Dex damage (ranged) per attack. Miss: Half damage per attack.	Str/Dex vs. AC Melee Dmg
Without breaking stride, you make two attacks against a single foe or two different targets.	Ranged Dmg

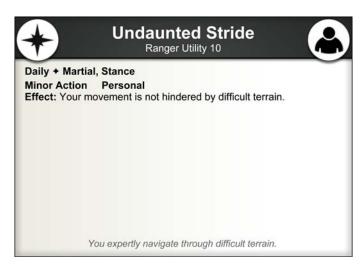


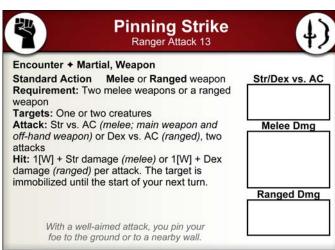


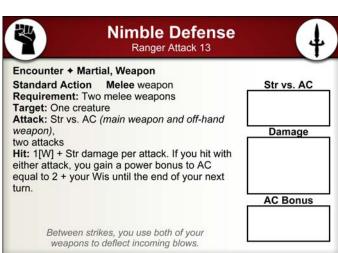


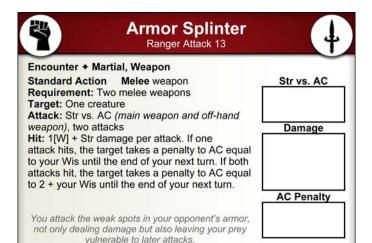




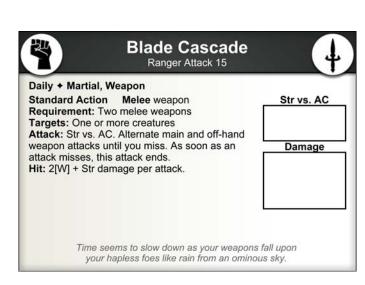


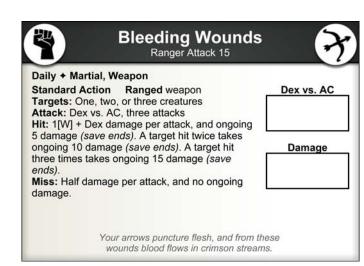


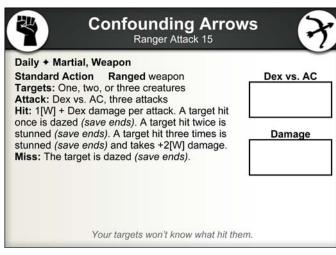


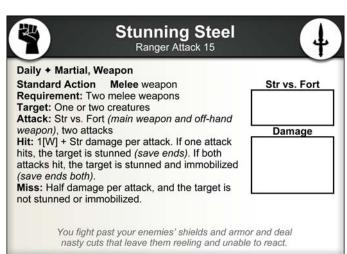


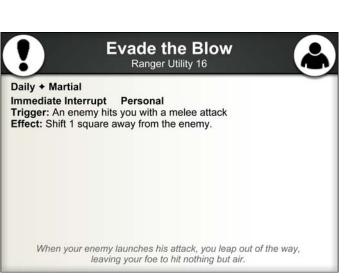


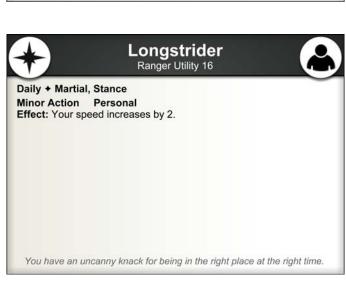


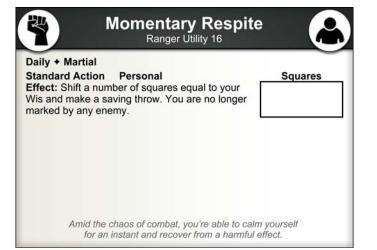


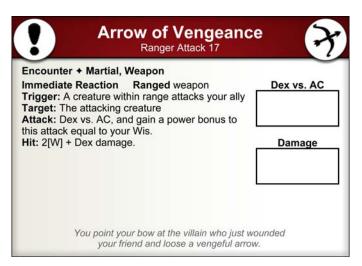


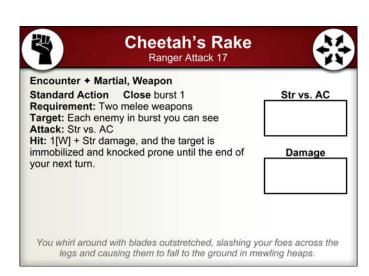


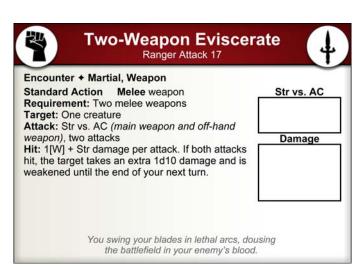


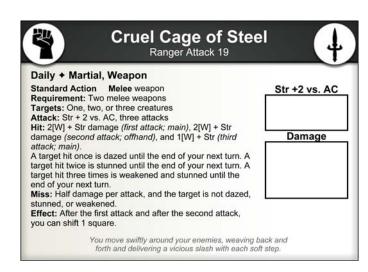


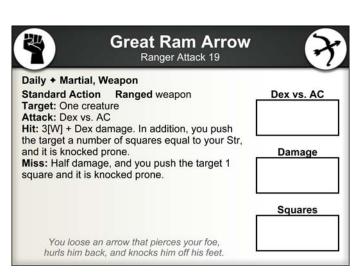


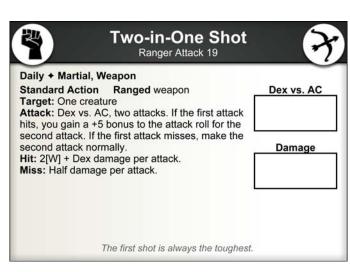


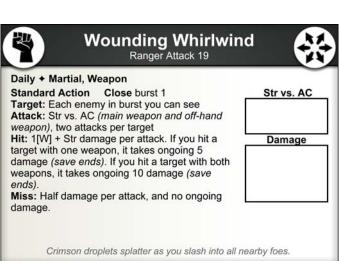


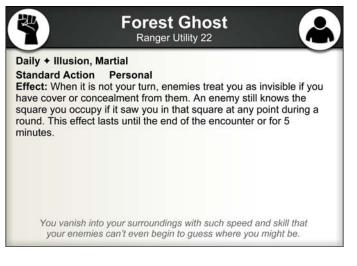


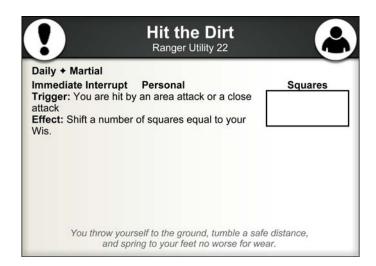


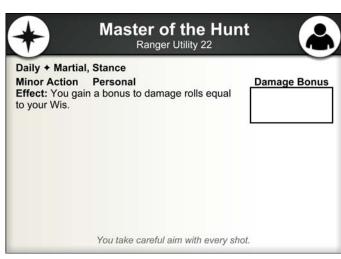


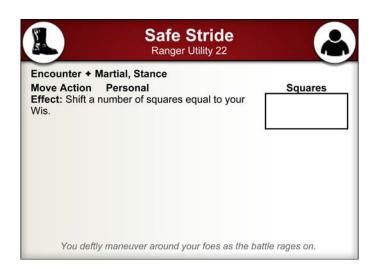


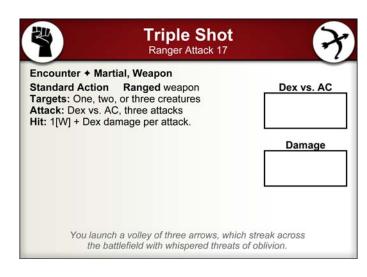


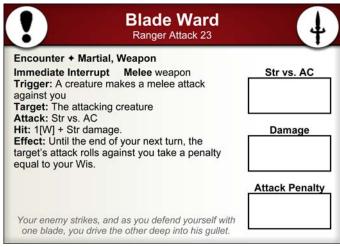


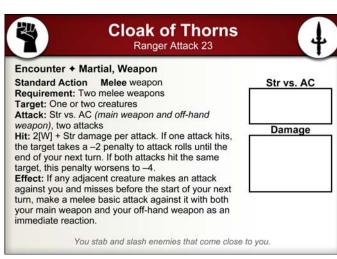






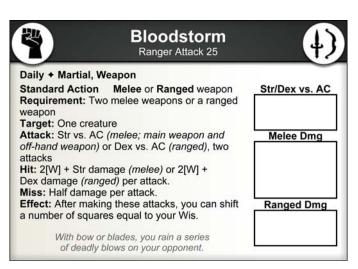




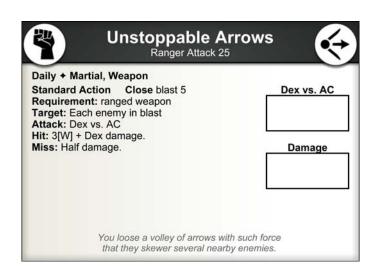


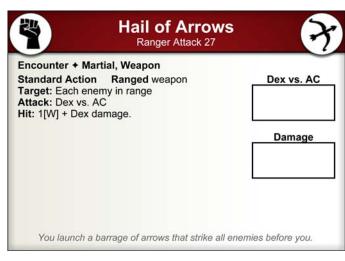


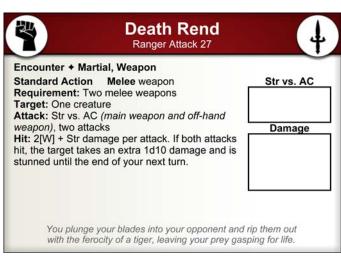
3	Manticore's Volley Ranger Attack 23	3
Encounter + Mart	tial, Weapon	
Target: One create Attack: Dex vs. AC	87 C 7 C 7 C 7 C 7 C 7 C 7 C 7 C 7 C 7 C	Dex vs. AC
	[W] damage. If all three extra 2[W] damage.	Damage
	You pepper your foe with arrows.	

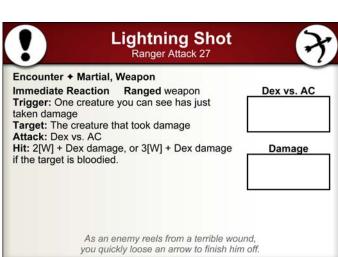


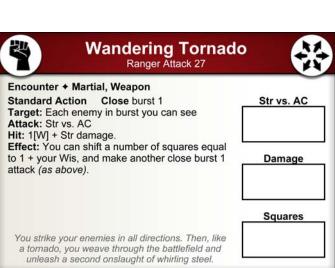


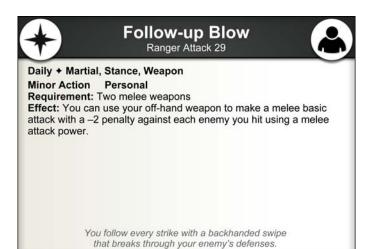


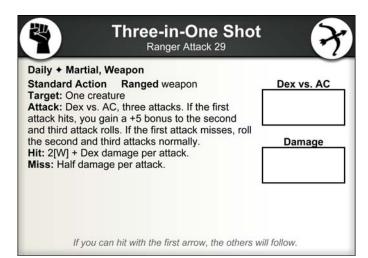


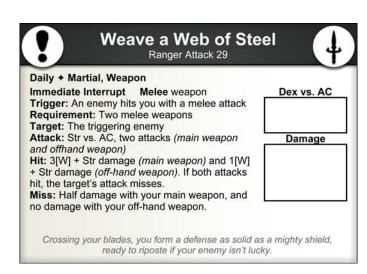




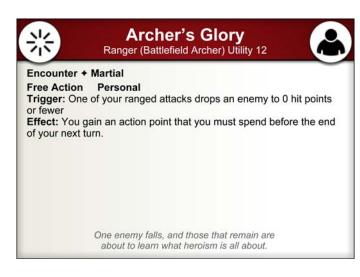


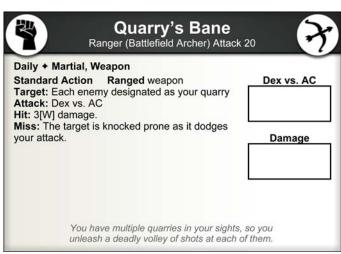


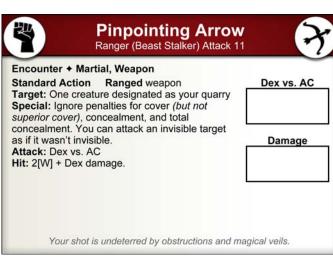








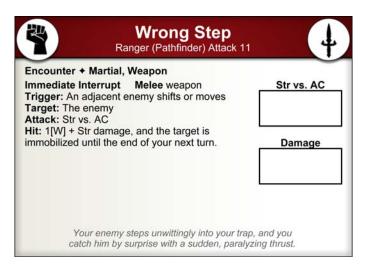


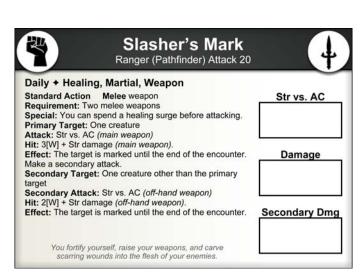


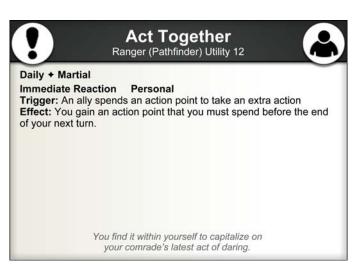


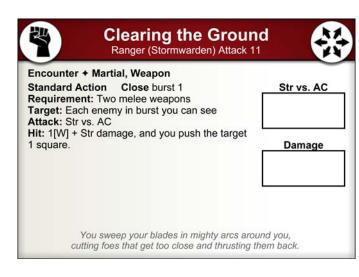
them, you move into position and set your plans into motion.

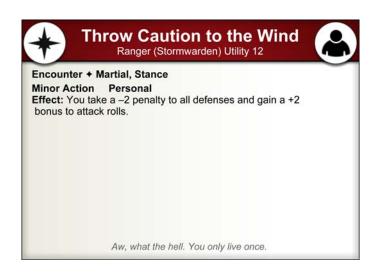


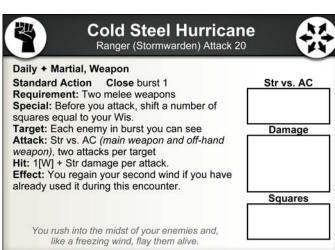


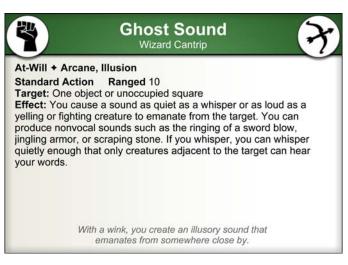














Liaht Wizard Cantrip



At-Will + Arcane

Minor Action Ranged 5

Target: One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one light cantrip active at a time. If you

create a new light, your previously cast light winks out.

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.



Mage Hand Wizard Cantrip



At-Will + Arcane, Conjuration

Minor Action Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different

Sustain Minor: You can sustain the hand indefinitely. Special: You can create only one hand at a time.

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.



Prestidigitation

Wizard Cantrip



At-Will + Arcane

Standard Action Ranged 2

- Effect: Use this cantrip to accomplish one of the effects given below.

 ♦ Move up to 1 pound of material.

 ♦ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, a strong odor.

 Color, clean, or soil items in 1 cubic foot for up to 1 hour

- Instantly light (or snuff out) a candle, a torch, or a small campfire.
 Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
 Make a small mark or symbol appear on a surface for up to 1 hour.
 Produce out of nothingness a small item or image that exists until the end of your next

Make a small, handheld item invisible until the end of your next turn.
Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power. Special: You can have as many as three prestidigitation effects active at one time.

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.



Cloud of Daggers

Wizard Attack



At-Will + Arcane, Force, Implement

Standard Action Area 1 square within 10

Target: Each creature in square

Attack: Int vs. Ref

Hit: 1d6 + Int force damage.

Increase damage to 2d6 + Int at 21st level. Effect: The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wis (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Ir	nt v	/S.	Ref	

Damage

Area Damage

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.



Magic Missile

Wizard Attack 1



At-Will + Arcane, Force, Implement Standard Action Ranged 20

Target: One creature

Attack: Int vs. Ref Hit: 2d4 + Int force damage. Increase damage to 4d4 + Int at 21st level. Special: This power counts as a ranged basic attack. When a power allows you to make a

ranged basic attack, you can use this power.

Int vs. Ref

Damage

You launch a silvery bolt of force at an enemy



Ray of Frost

Wizard Attack 1



At-Will + Arcane, Cold, Implement

Standard Action Ranged 10

Target: One creature

Attack: Int vs. Fort

Hit: 1d6 + Int cold damage, and the target is slowed until the end of your next turn. Increase damage to 2d6 + Int at 21st level. Int vs. Fort

Damage

A blisteringly cold ray of white frost streaks to your target.



Scorching Burst

Wizard Attack 1



At-Will + Arcane, Fire, Implement

Standard Action Area burst 1 within 10

Target: Each creature in burst Attack: Int vs. Ref

Hit: 1d6 + Int fire damage. Increase damage to 2d6 + Int at 21st level.

Int vs. Ref

Damage

A vertical column of golden flames burns all within.



Thunderwave

Wizard Attack 1



At-Will + Arcane, Implement, Thunder

Standard Action Close blast 3 Target: Each creature in blast

Attack: Int vs. Fort

Hit: 1d6 + Int thunder damage, and you push the target a number of squares equal to your Wis. Increase damage to 2d6 + Int at 21st level.

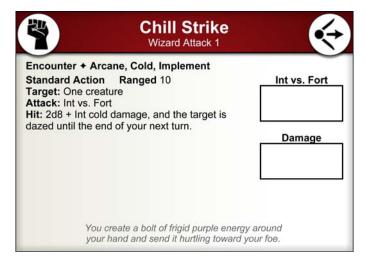
Int	vs.	Fort	

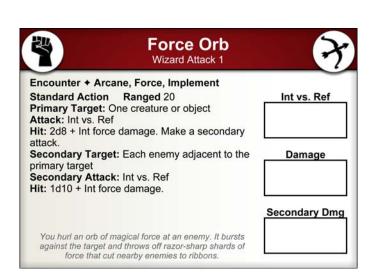
Damage

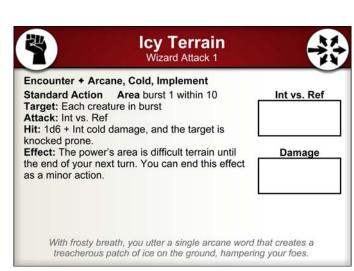
Squares

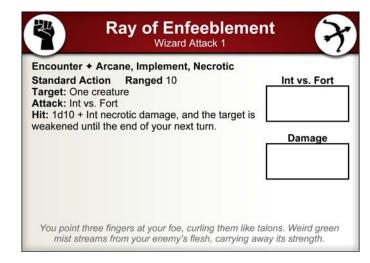
You create a whip-crack of sonic power that lashes up from the ground.

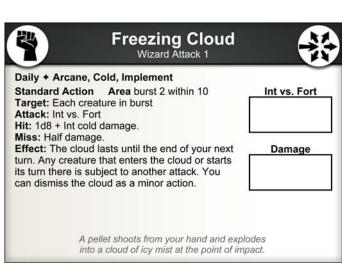
3	Burning Hands Wizard Attack 1	
Encounter + Arcan	e, Fire, Implement	
Standard Action Target: Each creatu Attack: Int vs. Ref Hit: 2d6 + Int fire da	re in blast	Int vs. Ref
		Damage
A fierce burst of flam	e erupts from your hands and sco	rches nearby foes.

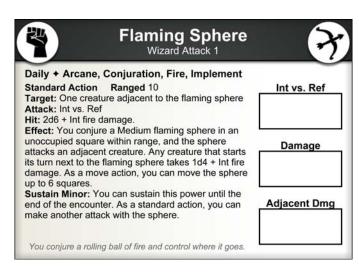


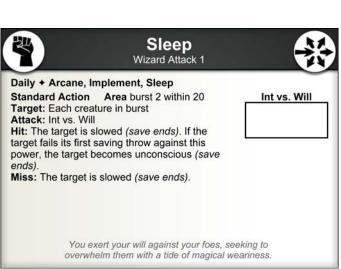


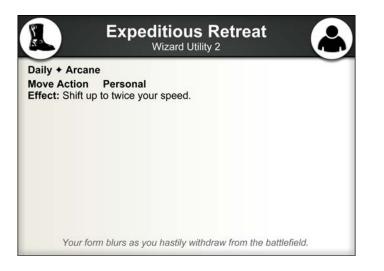


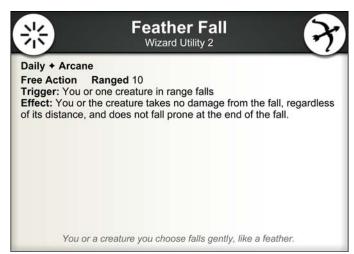


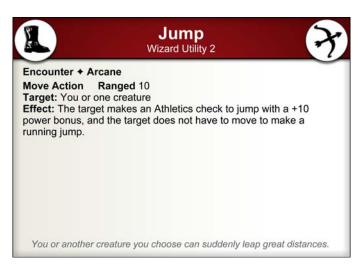


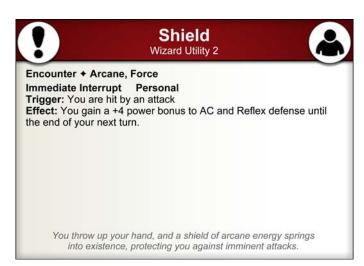


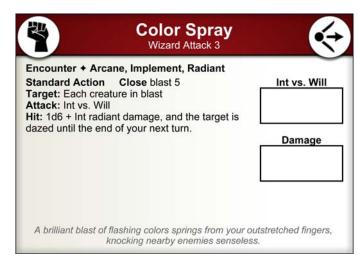


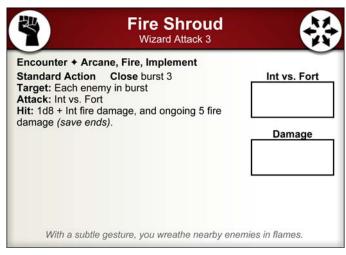


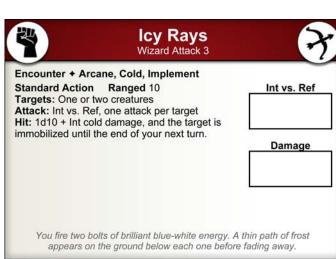


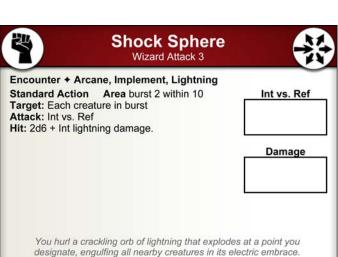




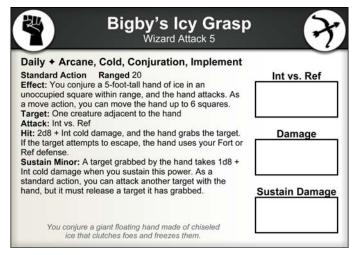


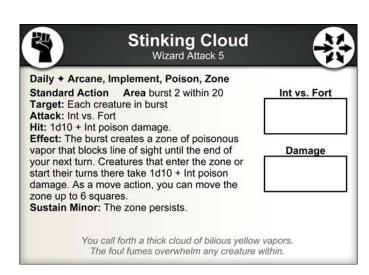


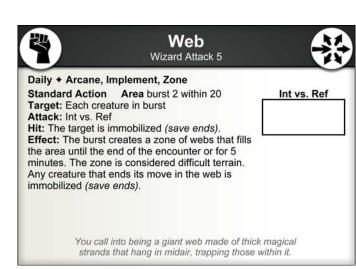


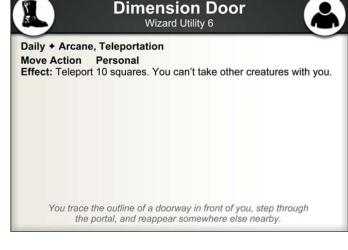


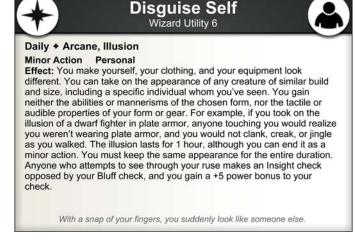
	Fireball Wizard Attack 5	*
Daily + Arcane, Fir	e, Implement	$\overline{}$
Standard Action Target: Each creatu Attack: Int vs. Ref Hit: 3d6 + Int fire da Miss: Half damage.		Int vs. Ref
miss. Hall damage.		Damage
	of orange flame coalesces in ye	

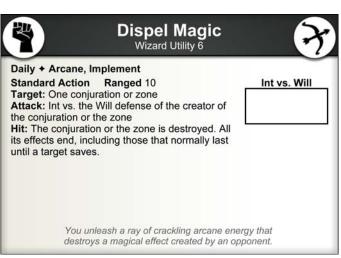


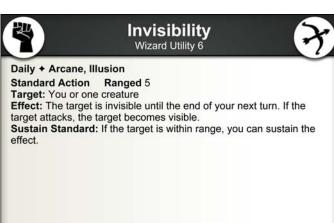












A creature you choose vanishes from sight.



Levitate Wizard Utility 6



Daily + Arcane

Personal **Move Action**

Effect: You can move 4 squares vertically and remain there, hovering above the ground. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex defense. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you drop down to 4 squares above the ground. You do not take damage from such a fall.

Sustain Move: You can sustain this power until the end of the encounter or for 5 minutes. When you sustain this power, you can move 3 squares up or down or 1 square horizontally. You cannot go higher than 4 squares above the ground. If you don't sustain the power, you descend to the ground without taking falling damage.

You hold out your hands, and suddenly you feel air beneath your feet.



Wall of Fog Wizard Utility 6



Daily + Arcane, Conjuration

Standard Action Area wall 8 within 10

Effect: You conjure a wall that consists of contiguous squares filled with arcane fog. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high. The fog grants concealment to creatures in its space and blocks line of sight. Sustain Minor: The wall persists.

You create a billowing wall of gray fog that obscures vision.



Fire Burst

Wizard Attack 7



Encounter + Arcane, Fire, Implement

Standard Action Area burst 2 within 20 Target: Each creature in burst

Attack: Int vs. Ref Hit: 3d6 + Int fire damage.

Int	vs.	Ref	

Damage



A fiery red bead streaks from your finger to the spot you indicate, where it bursts into a great ball of magical flame.



Lightning Bolt

Wizard Attack 7



Encounter + Arcane, Implement, Lightning

Standard Action Ranged 10 Primary Target: One creature

Attack: Int vs. Ref

Hit: 2d6 + Int lightning damage.

Secondary Targets: Two creatures within 10

squares of the primary target

Secondary Attack: Int vs. Ref Hit: 1d6 + Int lightning damage.

Int	vs.	Ref	

Damage					

Secondary Dmg

From your outstretched hand erupt brilliant strokes of blue-white lightning.



Spectral Ram

Wizard Attack



Encounter + Arcane, Force, Implement

Standard Action Ranged 10 Target: One creature

Attack: Int vs. Fort

Hit: 2d10 + Int force damage, and you push the

target 3 squares and it is knocked prone.





You seize your foe with unseen magical force and bash him against the ceiling and walls before dropping him to the ground and hurling him back.



Winter's Wrath

Wizard Attack 7



Encounter + Arcane, Cold, Implement

Standard Action Area burst 2 within 10

Target: Each creature in burst

Attack: Int vs. Fort Hit: 2d8 + Int cold damage.

Effect: A blizzard erupts in the designated area and continues until the end of your next turn. It grants concealment, and any creature that starts its turn in the storm takes cold damage equal to your Int. You can end this effect as a minor action.



Damage

Ar	ea	Da	ma	ge	

You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.



Ice Storm

Wizard Attack 9



Daily + Arcane, Cold, Implement, Zone

Standard Action Area burst 3 within 20 Target: Each creature in burst

Attack: Int vs. Fort

Hit: 2d8 + Int cold damage, and the target is

immobilized (save ends). Miss: Half damage, and the target is slowed

(save ends) Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

Damage

Int vs. Fort

A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.



Lightning Serpent

Wizard Attack 9



Daily + Arcane, Implement, Lightning, Poison

Standard Action Ranged 10

Target: One creature Attack: Int vs. Ref

Hit: 2d12 + Int lightning damage, and the target takes ongoing 5 poison damage and is slowed

(save ends both).

Miss: Half damage, and the target is slowed

(save ends).

Int vs. Ref

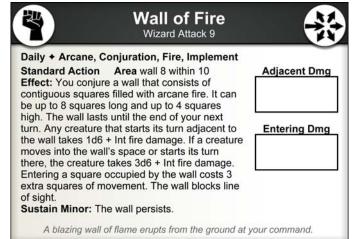
Damage

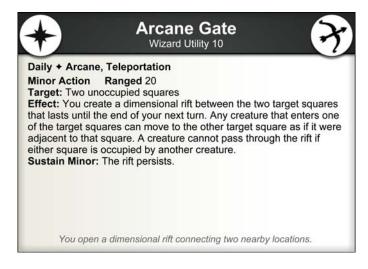
A crackling bolt of lightning springs from your hand and leaps at a foe, taking serpentine form as it strikes.

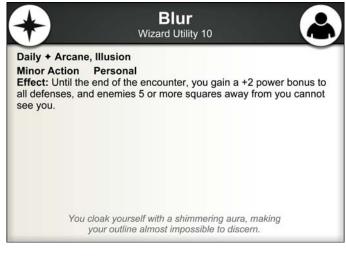
Mordenkainen's Swo Wizard Attack 9	rd
Daily + Arcane, Conjuration, Force, Implement	
Standard Action Ranged 10	Int vs. Ref
Effect: You conjure a sword of force in an	
unoccupied square within range, and it attacks. As a move action, you can move the sword to a	
new target within range. The sword lasts until the	
end of your next turn.	Damage
Target: One creature adjacent to the sword	
Attack: Int vs. Ref	
Hit: 1d10 + Int force damage.	
Sustain Minor: When you sustain the sword, it attacks again.	

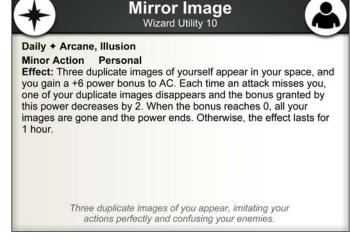
You invoke a sword of crackling golden force that slashes

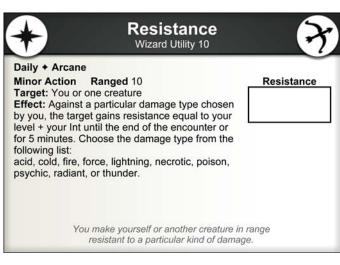
and stabs furiously at the creature you indicate

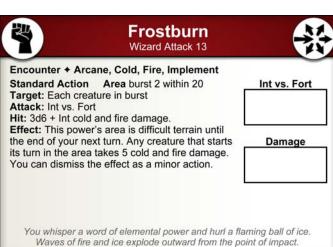




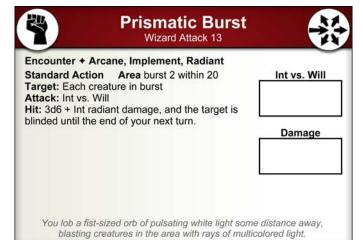


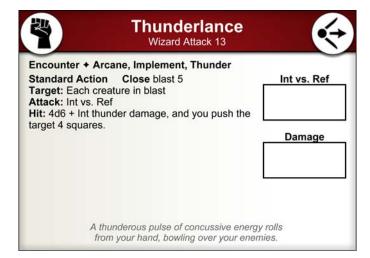


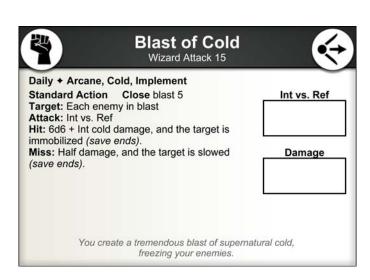


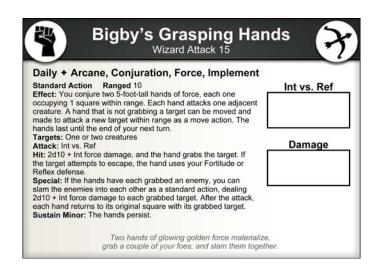


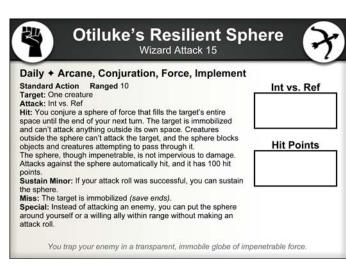
Mesmeric Hold Wizard Attack 13	•
Encounter + Arcane, Charm, Implement, Psych Standard Action Ranged 10 Targets: One, two, or three creatures Attack: Int vs. Will, one attack per target Special: If you target only one creature with this	ic Int vs. Will
power, you gain a +4 power bonus to the attack roll. Hit: 2d6 + Int psychic damage, and the target is immobilized until the end of your next turn.	Damage
You immobilize your foes by commanding them	to remain still.

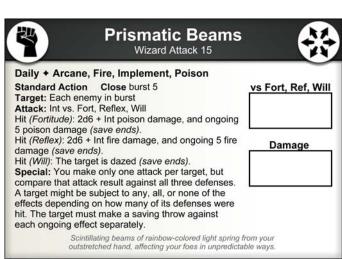


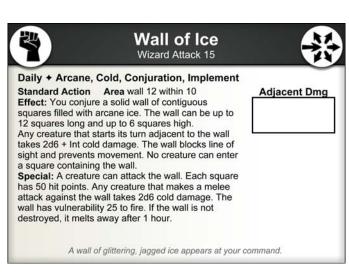


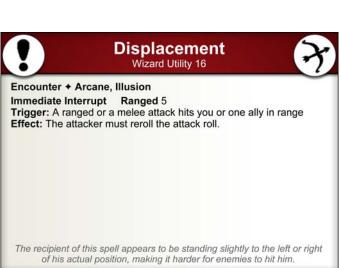


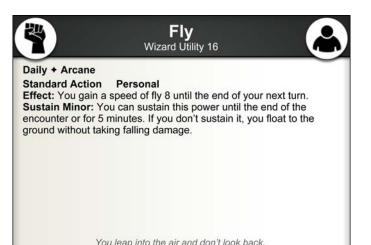


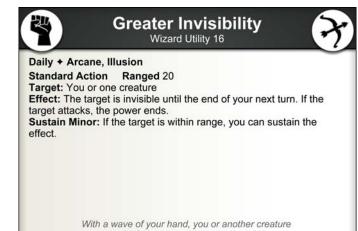




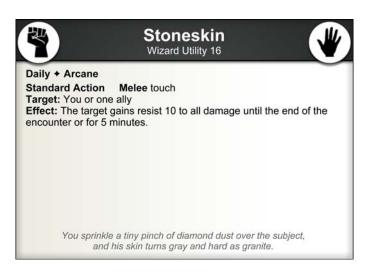


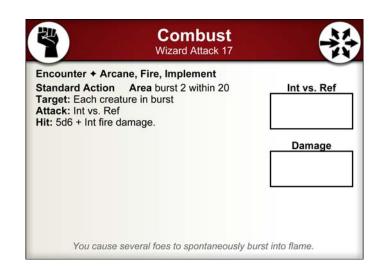


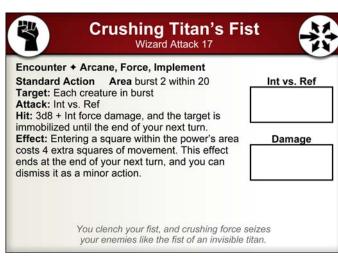


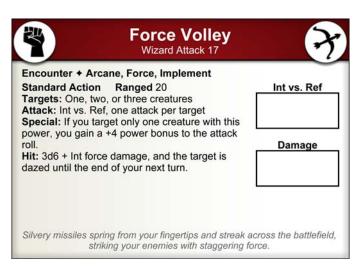


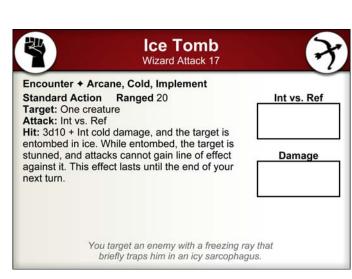
nearby fades away, becoming invisible

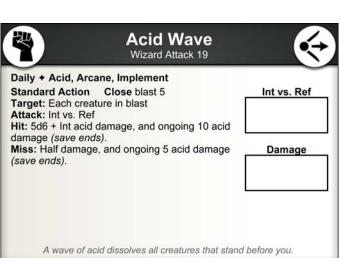




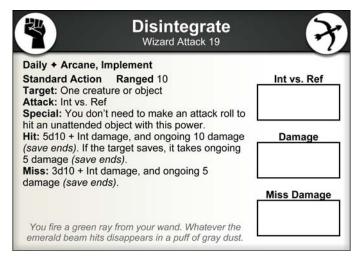


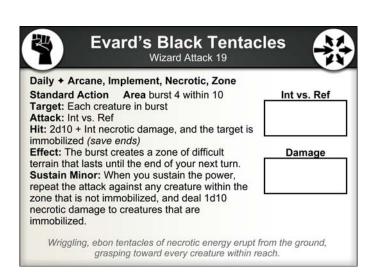


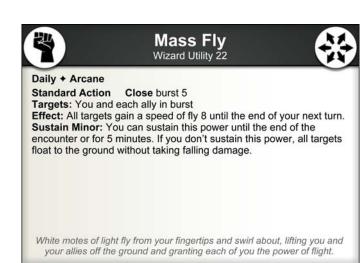


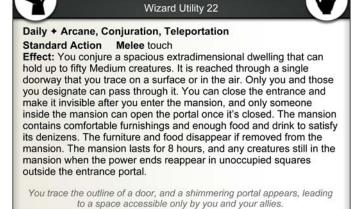


	Cloudkill Wizard Attack 19	
Daily + Arcane	, Implement, Poison, Zone	$\overline{}$
	n Area burst 5 within 20	Int vs. Fort
Target: Each cr Attack: Int vs. F		
Hit: 1d10 + Int p		
vapors that lasts creature that en there takes 1d1	st creates a zone of poisonous s until the end of your next turn. A ters the zone or starts its turn 0 + Int poison damage. As a u can move the zone 3 squares.	Damage
	The zone persists.	
Yellow-g	reen vapors emerge from the ground w	vith a hiss,

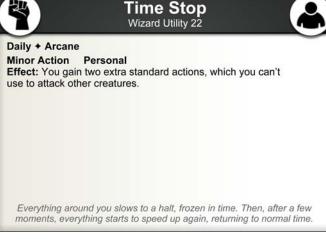


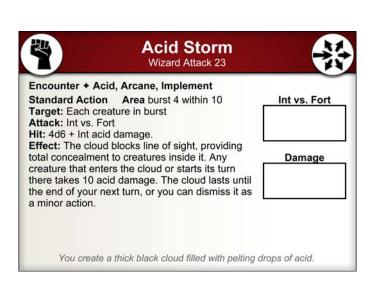


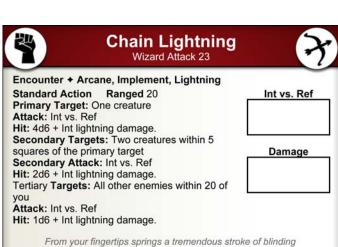




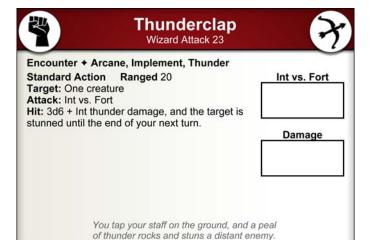
Mordenkainen's Mansion

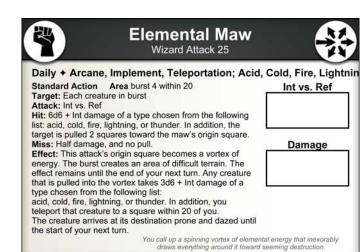


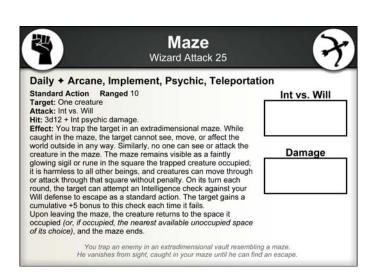


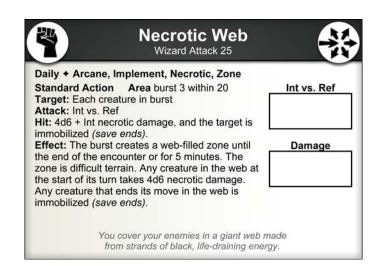


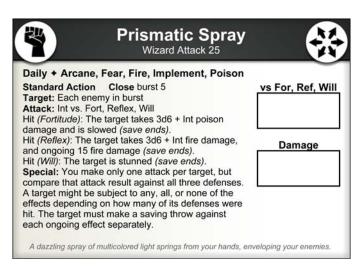
purple-white lightning that leaps from one enemy to another

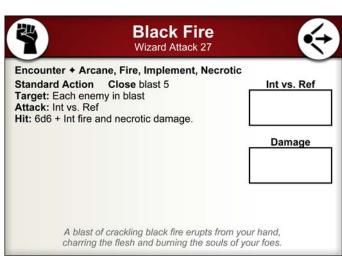


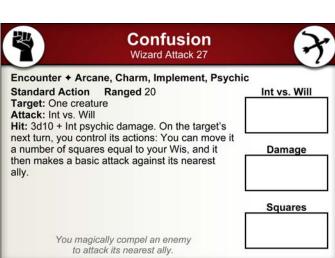






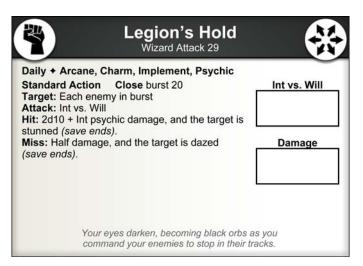


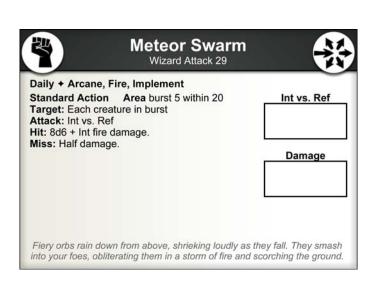


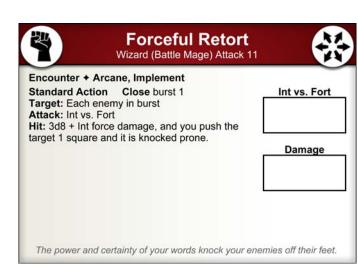


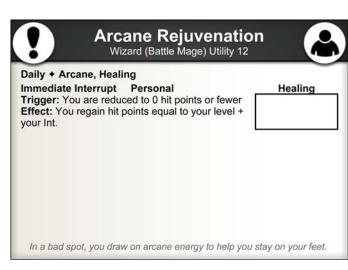
署	Forcecage Wizard Attack 27	7
Encounter + Arcar	ne, Force, Implement	
Standard Action		Int vs. Ref
Target: One creatur Attack: Int vs. Ref	re	
	damage. The target is	
	ecage until the end of your	2
	fined, it is immobilized, ntage, and cannot gain line of	Damage
effect against nonad		
Around yo	our foe you erect an invisible cage i	

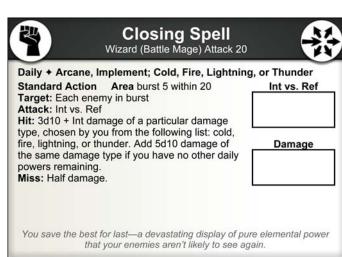
3	Greater Ice Storm Wizard Attack 29	*
Daily + Arcane, Co	old, Implement, Zone	$\overline{}$
	Area burst 5 within 20	Int vs. Fort
Target: Each creat	ure in burst	
Attack: Int vs. Fort	damage, and the target is	
immobilized (save		
	, and the target is slowed	Damage
(save ends).	reates a zone of ice. The zone	
	til the end of the encounter or	
for 5 minutes.		
	of bitterly cold hailstones pummels of a ground and covers the area in i	

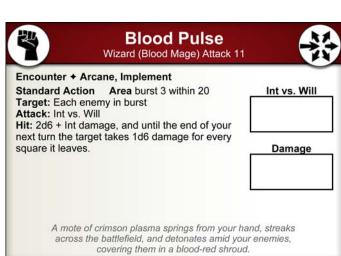


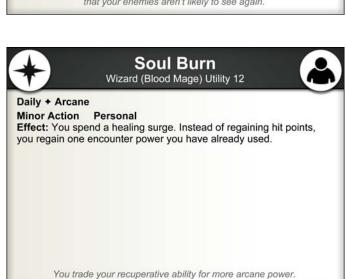


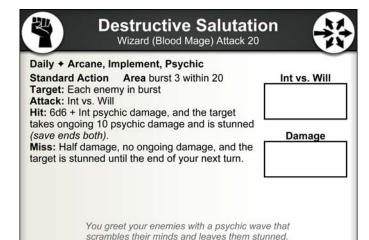


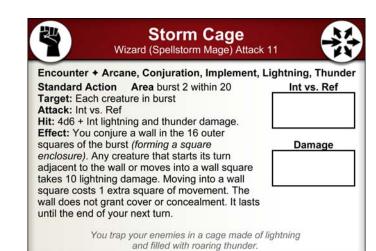


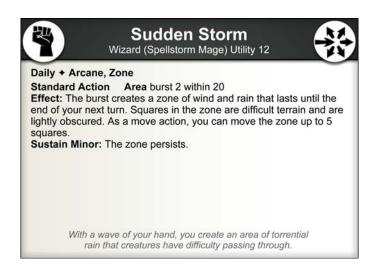


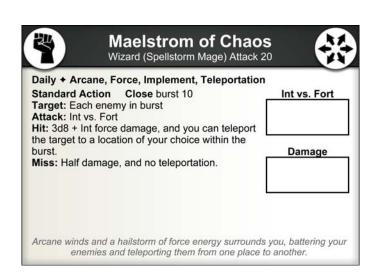


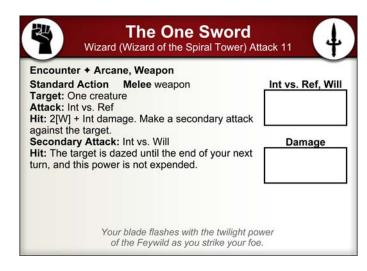


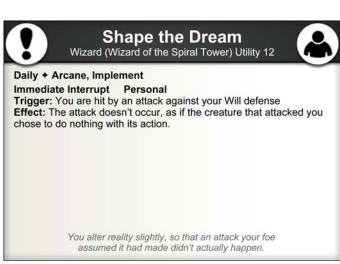


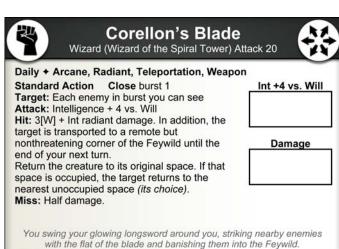


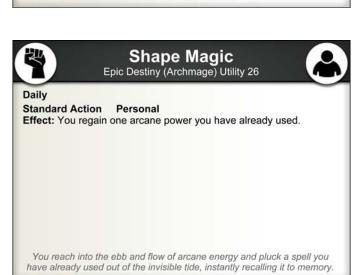














Epic Trick

Epic Destiny (Deadly Trickster) Utility 26



Daily + Healing

Minor Action Personal

Effect: Regain all of your hit points and healing surges, automatically save against all effects on you, recover all expended encounter powers, or recover all expended daily powers except this one. Once you use this power, you cannot recover it except by taking an extended rest.

When the need is great, you pull an amazing trick out of thin air.



Divine Regeneration Epic Destiny (Demigod) Utility 26

Daily + Healing

Minor Action Personal

Effect: You gain regeneration equal to your highest ability score until the end of the encounter.

Regeneration

You ignite the divine spark that glows within you, unleashing a wave of regenerating energy for a short time



Telekinetic Leap

Githyanki Racial



Encounter

Move Action Ranged 10 Target: You or one ally

Effect: The target can fly up to 5 squares. If this power is used on an ally, that ally must remain in your line of sight at all times during the

You hurl yourself or one of your allies safely through the air using your mind.



Iron Mind

Githzerai Racial



Encounter

Immediate Interrupt Personal Trigger: You are hit by an attack.

Effect: You gain a +2 bonus to all defenses until the end of your next

After withstanding an attack, you use the power of your mind to fortify yourself against further harm.



Ferocious Charge

Gnoll Racial



Encounter

Standard Action Personal

Effect: You charge and deal an extra 2 damage on a sucessful attack. Increase the extra damage to 4 at 11th level and to 6 at 21st level.

> After withstanding an attack, you use the power of your mind to fortify yourself against further harm.



Fade Away

Gnome Racial



Encounter + Illusion

Immediate Reaction Personal

Trigger: You take damage.

Effect: You are invisible until you attack or until the end of your next

You turn invisible in response to an enemy's attack.



Goblin Tactics

Goblin Racial



At-Will

Immediate Reaction Personal

Trigger: You are missed by a melee attack.

Effect: You shift 1 square.



Hobgoblin Resilience

Hobgoblin Racial



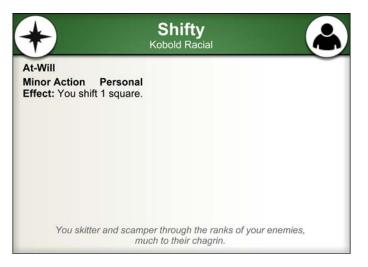
Encounter

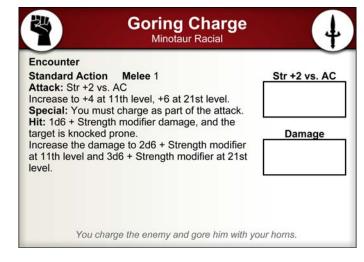
Immediate Reaction Personal

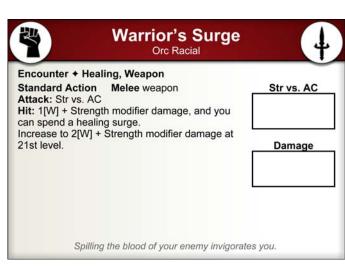
Trigger: You suffer an effect that a save can end Effect: You make a saving throw against the effect.

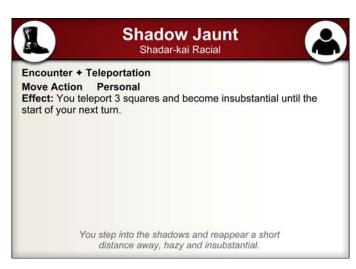
You shake off an effect that would cripple a lesser warrior.

You avoid your enemy's blow and cleverly slink past his defenses.

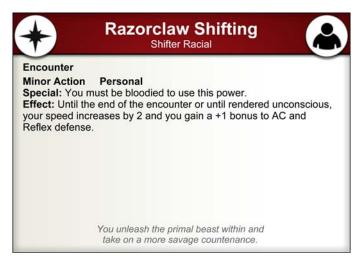


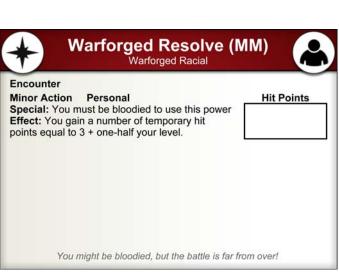


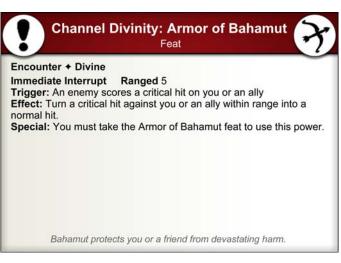














Channel Divinity: Avandra's Rescue

Feat



Encounter + Divine **Move Action** Melee 1

Target: One ally Effect: Shift into the space of an adjacent ally; that ally

simultaneously shifts into your space. Your space and your ally's

space must be the same size.

Special: You must take the Avandra's Rescue feat to use this power.

Avandra smiles upon you and helps you rescue a friend in need.



Channel Divinity: Corellon's Grace

Feat



Encounter + Divine

Immediate Interrupt Ranged 10

Trigger: Another creature within range spends an action point to take

an extra action

Effect: You take a move action.

Special: You must take the Corellon's Grace feat to use this power.

Corellon's grace allows you to move when others take action.



Channel Divinity: Harmony of Erathis



Encounter + Divine

Minor Action Ranged 10

Target: One ally

Effect: If you have at least three allies within range, grant one of those allies a +2 power bonus to the first attack roll he or she makes before the start of your next turn.

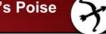
Special: You must take the Harmony of Erathis feat to use this

power.

Erathis brings harmony of purpose to like-minded allies.



Channel Divinity: Ioun's Poise



Encounter + Divine Minor Action Target: You or one ally

Effect: The target gains a +5 power bonus to Will defense until the

start of your next turn.

Special: You must take the loun's Poise feat to use this power.

loun grants strength of will to those she favors.



Channel Divinity: Kord's Favor



Encounter + Divine, Healing

Free Action Ranged 5

Trigger: You or an ally within range scores a critical hit with a melee

attack

Effect: You or the ally can spend a healing surge.

Special: You must take the Kord's Favor feat to use this power.

Kord favors a strong hit in combat with healing.



Channel Divinity: Melora's Tide



Encounter + Divine, Healing

Minor Action Ranged 5

Target: You or one ally; bloodied target only

Effect: The target gains regeneration 2 until the end of the encounter or until he or she is no longer bloodied. If you are 11th level or higher, this power grants regeneration 4 instead. If you are 21st level or

higher, this power grants regeneration 6 instead.

Special: You must take the Melora's Tide feat to use this power.

Melora sends a tide of healing energy to aid you or a bloodied friend.



Channel Divinity: Moradin's Resolve



Encounter + Divine

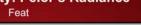
Minor Action Personal

Effect: Until the end of your next turn, you gain a +2 bonus to attack rolls against Large or larger creatures.

Special: You must take the Moradin's Resolve feat to use this power.



Channel Divinity: Pelor's Radiance





Encounter + Divine, Implement, Radiant

Standard Action Close burst 1 (3 at 11th level, 5 at 21st level)

Target: Each undead creature in burst

Attack: Wis vs. Will

Hit: 1d12 + Wis radiant damage, and the target is stunned until the end of your next turn. Increase damage to 2d12 at 5th level, 3d12 at 11th, 4d12 at 15th, 5d12 at 21st, and 6d12 at

Special: You must take the Pelor's Radiance

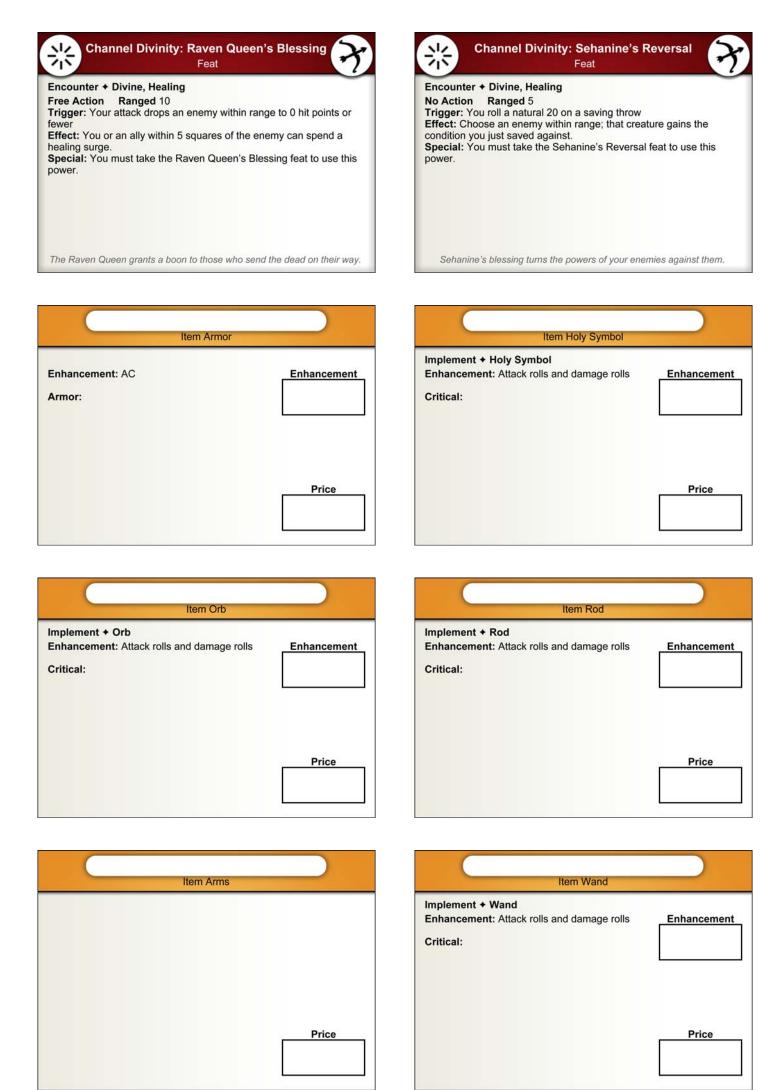
feat to use this power.

Wis vs. Will

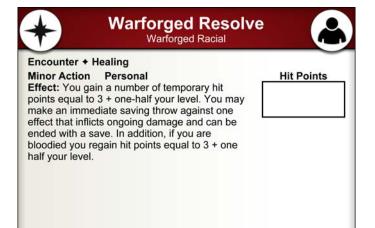
Damage

When undead creatures abound, Pelor's radiance shines to aid the faithful.

Moradin's blessing puts the small on more equal footing with the large.



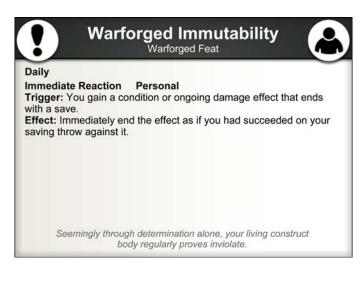
Item Feet	Item Hands
Price	Price
Item Head	Item Neck
	Enhancement: Fortitude, Reflex, and Will Enhancement
Price	Price
Property: Power: Price	Item Waist Price
Property: Power:	
Property: Power: Price	Price

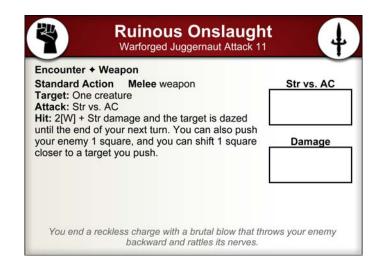


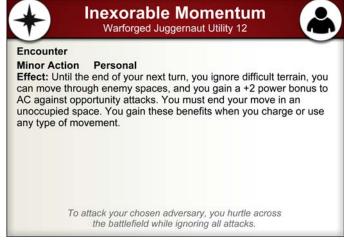
It's difficult to take you down, even when you're faltering.

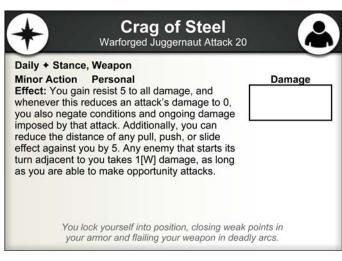


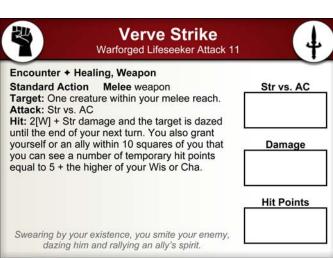
You're so tough, sometimes critical hits just don't phase you.











	Unleashed Vigor Warforged Lifeseeker Attack 20	
Target: One crea	Melee weapon ature	Str vs. AC
(save ends). Afte (save ends). Miss: Half damage	C amage and ongoing 10 damage reffect: Ongoing 5 damage ge and ongoing 5 damage (save	Damage
damage from this	e your target takes ongoing s power, you or one ally of your quares of the target regains 5 hit	
You sunder the tie	es of your foe's life force, invigorating	you and your allies.



Empathic Resonance

Warforged Lifeseeker Utility 12



Minor Action Personal

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

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