



## Hammer and Anvil

Warlord Attack 1




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. Ref  
**Hit:** 1[W] + Str damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier to the damage.

Str vs. Ref

Damage


Damage Bonus

*You land a ringing blow against your foe, inspiring a nearby ally to strike a blow of his own.*



## Eyebite

Warlock (Fey) Attack 1




**At-Will ♦ Arcane, Charm, Implement, Psychic**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 1d6 + Cha psychic damage, and you are invisible to the target until the start of your next turn.  
 Increase damage to 2d6 + Cha at 21st level.

Cha vs. Will


Damage

*You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.*




## Aid the Injured

Warlord Utility 2




**Encounter ♦ Healing, Martial**  
**Standard Action** Melee touch  
**Target:** You or one adjacent ally  
**Effect:** The target can spend a healing surge.

*Your presence is both a comfort and an inspiration.*



## Dragon Breath

Dragonborn Racial




**Encounter ♦ Acid, Cold, Fire Lightning, or Poison**  
**Minor Action** Close blast 3  
**Target:** All creatures in the area  
**Attack:** Str, Dex, or Con +2 vs. Ref  
**Hit:** 1d6 + Con damage.  
 Increase to +4 bonus and 2d6 + Constitution modifier damage at 11th level, and to +6 bonus and 3d6 + Constitution modifier damage at 21st level.  
**Special:** When you create your character, choose the damage type and the ability score to use for attacks.

+ vs. Ref

Damage


Type

*As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.*



## Inspiring Word


Warlord Feature



**Encounter ♦ Martial, Healing**  
**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.  
**Minor Action** Close burst 5 (10 at 11th level, 15 at 21st level)  
**Target:** You or one ally in burst  
**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points.  
 The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level and 6d6 at 26th level.


Add. Hit Points

*You call out to a wounded ally and offer inspiring words of courage and determination that help that ally heal.*



## Wolf Pack Tactics

Warlord Attack 1



**At-Will ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Special:** Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.  
 Increase to 2[W] + Str at 21st level.

Str vs. AC

Damage

*Step by step, you and your friends surround the enemy.*



## Commander's Strike


Warlord Attack 1



**At-Will ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** An ally of your choice makes a melee basic attack against the target.  
**Hit:** Ally's basic damage + your Intelligence modifier.


Bonus Damage

*With a shout, you command an ally to attack.*



## Bastion of Defense

Warlord Attack 1



**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.  
**Effect:** Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier.

Str vs. AC

Damage

Hit Points

*Honorable warriors never fall!*

## Lead the Attack

Warlord Attack 1

**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 3[W] + Str damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.

**Miss:** Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Str vs. AC

Damage

Attack Bonus

*Under your direction, arrows hit their marks and blades drive home.*

## Warlord's Favor

Warlord Attack 1

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

**Tactical Presence:** The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

Str vs. AC

Damage

Attack Bonus

*With a calculated blow, you leave your adversary exposed to an imminent attack from one of your closest allies.*

## Guarding Attack

Warlord Attack 1

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.

**Inspiring Presence:** The power bonus to AC equals 1 + your Charisma modifier.

Str vs. AC

Damage

AC Bonus

*With a calculated strike, you knock your adversary off balance and grant your comrade-in-arms some protection against the villain's attacks.*

## Viper's Strike

Warlord Attack 1

**At-Will ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 1[W] + Str damage. Increase to 2[W] + Str at 21st level.

**Effect:** If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Str vs. AC

Damage

*You trick your adversary into making a tactical error that gives your comrade a chance to strike.*

## Leaf on the Wind

Warlord Attack 1

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage. You or an ally adjacent to the target swaps places with the target.

Str vs. AC

Damage

*Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.*

## Steel Monsoon

Warlord Attack 3

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage, and one ally within 5 squares of you can shift a number of squares equal to 1 + your Intelligence modifier.

Str vs. AC

Damage

Squares

*You leap into the fray with a wild, whirling attack — but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.*

## Pin the Foe

Warlord Attack 1

**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 3[W] + Str damage.

**Effect:** Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

Str vs. AC

Damage

*No matter where your foe turns, one of your allies is waiting for him.*

## White Raven Onslaught

Warlord Attack 1

**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 3[W] + Str damage, and you slide an adjacent ally 1 square. Until the end of the encounter, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.


**Miss:** Choose one ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after a successful attack.

Str vs. AC

Damage


*You lead the way with a powerful attack, using your success to create an opportunity for one of your allies. Each of your comrades in turn seizes on your example and begins to display true teamwork.*





## Iron Dragon Charge

Warlord Attack 9



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 3[W] + Str damage.

**Effect:** Until the end of the encounter, as an immediate reaction, an ally of your choice within 5 squares of you can charge a target that you charge.

Str vs. AC


Damage

*Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.*



## Acid Arrow

Wizard Attack 1



**Daily ♦ Acid, Arcane, Implement**

**Standard Action**    **Ranged 20**

**Primary Target:** One creature

**Attack:** Int vs. Ref

**Hit:** 2d8 + Int acid damage, and ongoing 5 acid damage (*save ends*). Make a secondary attack.

**Secondary Target:** Each creature adjacent to the primary target

**Secondary Attack:** Int vs. Ref

**Hit:** 1d8 + Int acid damage, and ongoing 5 acid damage (*save ends*).


**Miss:** Half damage, and ongoing 2 acid damage to primary target (*save ends*), and no secondary attack.

Int vs. Ref

Damage


Secondary Dmg.

*A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.*



## Deft Strike

Rogue Attack 1



**At-Will ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged weapon**

**Requirement:** Crossbow, light blade, or a sling

**Target:** One creature

**Special:** You can move 2 squares before the attack

**Attack:** Dex vs. AC


**Hit:** 1[W] + Dex damage.

Increase damage to 2[W] + Dex at 21st level.

Dex vs. AC


Damage

*A final lunge brings you into an advantageous position.*



## Piercing Strike

Rogue Attack 1



**At-Will ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** Light blade

**Target:** One creature

**Attack:** Dex vs. Ref


**Hit:** 1[W] + Dex damage.

Increase damage to 2[W] + Dex at 21st level.

Dex vs. Ref


Damage

*A needle sharp point slips past armor and into tender flesh.*



## Torturous Strike

Rogue Attack 1



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** Light blade.

**Target:** One creature

**Attack:** Dex vs. AC


**Hit:** 2[W] + Dex damage.

**Brutal Scoundrel:** You gain a bonus to the damage roll equal to your Str.

Dex vs. AC


Damage

*If you twist the blade in the wound just so, you can make your enemy howl in pain.*



## Elven Accuracy

Elf Racial




**Encounter**

**Free Action**    **Personal**


**Effect:** Reroll an attack roll. Use the second roll, even if it's lower.

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*



## Fey Step

Eladrin Racial




**Encounter ♦ Teleportation**

**Move Action**    **Personal**


**Effect:** Teleport up to 5 squares (*see "Teleportation", page 286*).

*With a step, you vanish from one place and appear in another.*



## Second Chance

Halfling Racial




**Encounter**

**Immediate Interrupt**    **Personal**

**Effect:** When an attack hits you, force an enemy to roll the attack again. The enemy uses the second roll, even if it's lower.

*Luck and small size combine to work in your favor as you dodge your enemy's attack.*



## Infernal Wrath

Tiefling Racial




**Encounter**

**Minor Action Personal**

**Effect:** You can channel your fury to gain a +1 power bonus to your next attack roll against an enemy that hit you since your last turn. If your attack hits and deals damage, add your Charisma modifier as extra damage.


**Damage Bonus**

*You call upon your furious nature to improve your odds of harming your foe.*



## Furious Smash

Warlord Attack 1



**At-Will ♦ Martial, Weapon**

**Standard Action Melee weapon**

**Target:** One creature

**Attack:** Str vs. Fort


**Hit:** Str damage. Choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

**Str vs. Fort**

**Damage**


**Atk/Dmg Bonus**

*You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage — but your anger inspires your ally to match your ferocity.*



## Crescendo of Violence

Warlord Utility 2



**Encounter ♦ Martial**


**Immediate Reaction Ranged 5**

**Trigger:** An ally within range scores a critical hit.

**Effect:** The ally gains temporary hit points equal to your Charisma modifier.


**Hit Points**

*A timely critical hit affords you the opportunity to rally a wounded ally.*



## Knight's Move

Warlord Utility 2




**Encounter ♦ Martial**

**Move Action Ranged 10**

**Target:** One ally


**Effect:** The target takes a move action as a free action.

*With a sharp wave of your armo, you direct one of your allies to a more tactically advantageous position.*



## Shake It Off

Warlord Utility 2



**Encounter ♦ Martial**


**Minor Action Ranged 10**

**Target:** You or one ally

**Effect:** The target makes a saving throw with a power bonus equal to your Charisma modifier.


**Save Bonus**

*You convince yourself or an ally to shake off a debilitating effect.*



## Hold the Line

Warlord Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 1[W] + Str damage.

**Effect:** Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

**Str vs. AC**


**Damage**

*With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.*



## Inspiring War Cry

Warlord Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 2[W] + Str damage.

**Effect:** One ally who can hear you and is within 5 squares of you makes a saving throw.

**Str vs. AC**


**Damage**

*As you strike, you shout a fierce war cry that heatens a nearby ally. He immediately attempts to shake off whatever condition troubles him most.*



## Warlord's Strike

Warlord Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage. Until the end of your next turn, all of your allies gain a +2 bonus to damage rolls against the target.

**Inspiring Presence** The bonus to damage rolls equals 1 + your Charisma modifier.

**Str vs. AC**

**Damage**

**Damage Bonus**

*One convincing cut is all you need to reveal the enemy's weakness and spur your allies into finishing him off.*



## Stand the Fallen

Warlord Attack 5

**Daily ♦ Healing, Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage.  
**Effect:** Each ally within 10 squares can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Str vs. AC

Damage

Bonus Healing

*You will not be denied victory! A determined strike lifts the spirits of your beleaguered allies and restores their fighting spirit.*

## Turning Point

Warlord Attack 5

**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage. You or one ally within 5 squares makes a saving throw.  
**Miss:** You or one ally makes a saving throw against one effect that the target caused and that a save can end.

Str vs. AC

Damage

*A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off some effect.*

## Villain's Nightmare

Warlord Attack 5

**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. Ref  
**Hit:** 3[W] + Str damage.  
**Effect:** Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

Str vs. Ref

Damage

*You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing him from moving away from you.*

## Guide the Charge

Warlord Utility 6

**Encounter ♦ Martial**  
**Immediate Interrupt** Ranged 10  
**Target:** One creature  
**Trigger:** An ally charges  
**Effect:** If the ally hits, he or she adds your Intelligence modifier to the damage roll and pushes the attack's target 2 squares. The ally can shift 2 squares to remain adjacent to the target.

Damage Bonus

*You direct your ally's charge, allowing him to strike a deadlier blow and push his foe backward.*

## Inspiring Reaction

Warlord Utility 6

**Encounter ♦ Healing, Martial**  
**Immediate Reaction** Melee touch  
**Target:** One creature  
**Trigger:** You or an adjacent ally takes damage  
**Effect:** You or the ally can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Healing Bonus

*As soon as an ally is wounded, you spring forward with help and healing.*

## Quick Step

Warlord Utility 6

**Daily ♦ Martial**  
**Minor Action** Ranged 10  
**Target:** One ally  
**Effect:** Increase the ally's speed by 2 until the end of the encounter.

*You spur an ally to move faster.*

## Stand Tough

Warlord Utility 6

**Daily ♦ Healing, Martial**  
**Minor Action** Close burst 5  
**Target:** You and each ally in burst  
**Effect:** The targets regain hit points equal to 10 + your Charisma modifier.

Healing

*You fortify your allies with a few words of encouragement.*

## Lion's Roar

Warlord Attack 7


**Encounter ♦ Healing, Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage.  
**Effect:** You or one ally within 5 squares of you can spend a healing surge.  
**Inspiring Presence:** Your ally (*but not you*) gains additional hit points equal to your Charisma modifier.

Str vs. AC

Damage


Healing Bonus

*With a bloodcurdling roar, you swing your weapon in a wide, sweeping arc that breaks through your enemy's defenses. The blow reinvigorates you or one of your allies in need.*



## Sunder Armor

Warlord Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage. Until the end of your next turn, any attack roll against the target can score a critical hit on a roll of 18-20.

Str vs. AC


Damage

*You probe your opponent's defenses and eventually land a blow that creates a momentary chink in his armor.*



## Surprise Attack

Warlord Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.  
**Tactical Presence:** The ally gains a bonus to the attack roll equal to your Intelligence modifier.

Str vs. AC

Damage


Attack Bonus

*Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.*



## Surround Foe

Warlord Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage.  
**Effect:** You slide one willing ally who is adjacent to the target to any other square adjacent to the target. The ally can move through the target's square.

Str vs. AC


Damage

*You contain your foe, enabling one of your allies to move around behind him.*



## Knock Them Down

Warlord Attack 9




**Daily ♦ Martial, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.  
**Miss:** Half damage, and the target is knocked prone.

Str vs. AC


Damage

*The rhythm of your enemies hitting the ground is music to your ears.*



## White Raven Strike

Warlord Attack 9




**Daily ♦ Martial, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage.  
**Effect:** One or two allies within 10 squares gain 15 temporary hit points. If you dropped the target to 0 hit points or fewer with this attack, add your Charisma modifier to the temporary hit points your allies gain.

Str vs. AC

Damage


Bonus Hit Points

*You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.*




## Defensive Rally

Warlord Utility 10




**Daily ♦ Healing, Martial**  
**Standard Action**    **Close burst 5**  
**Target:** Each ally in burst  
**Effect:** Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of your next turn.

*You marshal your comrades and provide instructions to help them prevail.*




## Ease Suffering

Warlord Utility 10




**Daily ♦ Martial**  
**Minor Action**    **Personal**  
**Effect:** Allies ignore ongoing damage on any turn they start adjacent to you, neither taking ongoing damage nor making saving throws to end it. This effect persists until the end of the encounter or for 5 minutes.

*Your nearby presence is enough to ease the suffering of your allies.*



## Tactical Shift

Warlord Utility 10



**Daily ♦ Martial**  
**Immediate Interrupt**    **Ranged 10**  
**Trigger:** A creature hits your ally with a melee or ranged attack  
**Effect:** The ally can shift a number of squares equal to 1 + your Intelligence modifier.

Squares

*Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.*



## Beat Them into the Ground

Warlord Attack 13

**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.

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

Str vs. AC	
Damage	

## Fury of the Sirocco

Warlord Attack 13

**Encounter ♦ Martial, Weapon**  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and you slide the target 1 square.

*The sirocco drives the desert sands in a thousand directions. So too does your furious attack scatter your enemies and drive them where you want them to go.*

Str vs. AC	
Damage	

## Make Them Bleed

Warlord Attack 15

**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and ongoing 5 damage (save ends).  
**Effect:** Until the end of the encounter, when you or an ally hits the target, that attack also deals ongoing 5 damage (save ends).

*You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.*

Str vs. AC	
Damage	

## Renew the Troops

Warlord Attack 15

**Daily ♦ Healing, Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage. Each ally who has line of sight to you regains hit points as if he or she had spent a healing surge. Add your Charisma modifier to the hit points regained.  
**Miss:** Each ally who has line of sight to you regains hit points equal to 10 + your Charisma modifier.

*Seeing the beast quail before your onslaught gives your allies the courage to fight on.*

Str vs. AC	
Damage	
Healing	

## Warlord's Gambit

Warlord Attack 15

**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage.  
**Miss:** The target gains a +2 bonus to attack rolls and damage rolls against you until the end of the encounter. When the target attacks you, an ally of your choice within a number of squares equal to your Intelligence modifier can make a basic attack against the target as an immediate interrupt.

*You provoke your adversary with a bold stroke. Each time he lunges at you, he recklessly sets up your forces for victory.*

Str vs. AC	
Damage	
Range	

## Hero's Defiance

Warlord Utility 16

**Daily ♦ Martial**  
**Standard Action** Ranged 10  
**Target:** You or one ally.  
**Effect:** The target succeeds on a saving throw.

*You fight off an adverse affliction or enable an ally to do the same.*

## Warlord's Banner

Warlord Utility 16

**Encounter ♦ Healing, Martial**  
**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.*




## White Raven Formation

Warlord Utility 16




**Daily ♦ Martial**  
**Standard Action** Close burst 5  
**Target:** Each ally in burst  
**Effect:** Each target can make a move action.

*You forego attacks and focus on redirecting your allies.*



## Battle On

Warlord Attack 17




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and every ally within 5 squares of you makes a saving throw.  
**Inspiring Presence:** Your allies gain a bonus to the saving throw equal to your Charisma modifier.

**Str vs. AC**

**Damage**


**Save Bonus**

*You rally your forces with a battle cry and a calculated blow against the enemy.*



## Hail of Steel

Warlord Attack 17




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and every ally within 5 squares of you makes a basic attack against the target.

**Str vs. AC**

**Damage**

*You level your weapon at your enemy, then pull it back and lunge forward. As your attack strikes true, your allies rain death down upon him.*



## Thunderous Fury

Warlord Attack 17




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and the target is dazed until the end of your next turn.  
**Tactical Presence:** Until the end of your next turn, your allies gain a power bonus to attack rolls against the target equal to your Intelligence modifier.

**Str vs. AC**

**Damage**


**Attack Bonus**

*The ferocity of your blow quiets the storm of battle for a moment.*



## Warlord's Rush

Warlord Attack 17




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage. Allies who have line of sight to you can move their speed.  
**Tactical Presence:** One ally who has line of sight to you (*your choice*) can move his or her speed.

**Str vs. AC**


**Damage**

*Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along on the force of your wrath.*



## Break the Tempo

Warlord Attack 19




**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage.  
**Effect:** If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.  
**Sustain Minor:** The effect continues until the end of your next turn.

**Str vs. AC**


**Damage**

*You dash about while assailing your foe with a multitude of well-placed blows, throwing it off balance.*



## Victory Surge

Warlord Attack 19




**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage. Until the start of your next turn, every ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.  
**Miss:** Until the start of your next turn, one ally of your choice within 10 squares of you can follow up a standard action with a basic attack made as a free action.  
**Sustain Minor:** As Miss.

**Str vs. AC**


**Damage**

*Victory is within your grasp, so with a mighty roar, you push your allies to seize every opportunity and fight like never before.*



## Windmill of Doom

Warlord Attack 19




**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage. Each ally who is adjacent to the target makes a melee basic attack against it as a free action.  
**Miss:** One ally of your choice adjacent to the target makes a melee basic attack against it as a free action.

**Str vs. AC**

**Damage**


*You cleverly maneuver your adversary into a perfect flanking position. As you land the deciding blow, your surrounding allies strike hard from all sides.*





## Heart of the Titan


Warlord Utility 22



**Daily ♦ Martial**  
**Standard Action** Ranged 10  
**Target:** You or one ally  
**Effect:** The target gains temporary hit points equal to his or her healing surge value + your Charisma modifier. Until the target loses as many temporary hit points as he or she gained from this power the target adds your Charisma modifier to damage rolls and can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened.


**Dmg/Healing**

*You level your weapon at your enemies and utter a grim threat that leaves them fearing for their lives. With great words, you turn yourself or an ally into a battle-hardened juggernaut.*



## Heroic Surge


Warlord Utility 22



**Daily ♦ Healing, Martial**  
**Immediate Reaction** Close burst 5  
**Trigger:** You or an ally within 5 squares of you takes damage  
**Effect:** You and each ally in the burst can spend a healing surge. Add your Charisma modifier to the hit points regained.


**Healing Bonus**

*The sight of one of your allies taking a hit fills you with resolve and compassion, and you turn that dark moment into a heroic surge towards victory.*



## Own the Battlefield


Warlord Utility 22



**Daily ♦ Martial**  
**Standard Action** Close burst 10  
**Target:** Each enemy in burst you can see  
**Effect:** You slide each target a number of squares equal to your Intelligence modifier.


**Squares**

*Like a puppet master, you position your enemies exactly where you want them.*



## Great Dragon War Cry

Warlord Attack 23




**Encounter ♦ Fear, Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and the target is weakened until the end of your next turn.  
**Inspiring Presence:** Until the end of the encounter, your allies gain a power bonus to their attack rolls against weakened enemies equal to your Charisma modifier.

**Str vs. AC**

**Damage**


**Attack Bonus**

*You unleash a terrifying battle cry as you attack. The veins of your foes run cold whenever your allies strike.*



## Pillar to Post

Warlord Attack 23




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature flanked by you and an ally  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and the ally can make a melee basic attack against the target as a free action. If the ally's attack hits, you make a secondary attack against the target.  
**Secondary Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.

**Str vs. AC**

**Damage**


**Secondary Dmg.**

*You strike your foe and send him careening into a waiting ally, who sends the foe stumbling back toward you.*



## Rabbits and Wolves

Warlord Attack 23




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature flanked by you and an ally  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage. Any two allies of your choice within 10 squares of you can shift their speed.

**Str vs. AC**


**Damage**

*Between swings and parries, you direct beleaguered allies to safety while calling in fresh reinforcements.*



## Sudden Assault

Warlord Attack 23




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature flanked by you and an ally  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and an ally of your choice within 5 squares of you takes a standard action.  
**Tactical Presence:** Your ally gains a power bonus to attack rolls against targets adjacent to you equal to your Intelligence modifier. This bonus applies only to attack rolls made using the standard action granted by this power.

**Str vs. AC**

**Damage**


**Attack Bonus**

*Your slashing blow spurs an ally into action.*



## Relentless Assault

Warlord Attack 25



**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 5[W] + Str damage.  
**Effect:** Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as a free action.

**Str vs. AC**

**Damage**

*You bring your weapon down hard, and your enemy is engulfed by a cloud of crimson mist. A fierce battle cry throws your allies into a blood-stoked frenzy.*

## Stir the Hornet's Nest

Warlord Attack 25

**Daily ♦ Martial, Weapon**

**Standard Action** Ranged weapon  
**Requirement:** heavy thrown weapon.  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 6[W] + Str damage. Until the end of the encounter, your allies add your Intelligence modifier to attack rolls and damage rolls when making ranged attacks against the target.  
**Miss:** Each ally makes a ranged basic attack against the target as a free action, gaining a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

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

Str vs. AC	
Damage	
Atk/Dmg Bonus	

## White Raven's Call

Warlord Attack 25

**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 6[W] + Str damage, and you and all of your allies within 10 squares of you make saving throws against any single effect that a save can end.  
**Miss:** Each of your allies within 10 squares of you makes a saving throw against any effect that the target caused and that a save can end.

*You unleash a brutal deluge of attacks upon your hated foe, calling out to your allies to stand their ground and shake off their weariness.*

Str vs. AC	
Damage	

## Chimera Battlestrike

Warlord Attack 27

**Encounter ♦ Martial, Weapon**

**Standard Action** Close burst 1  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. Ref  
**Hit:** 3[W] + Str damage, and you slide the target 2 squares.  
**Tactical Presence:** You slide the target a number of squares equal to 1 + your Intelligence modifier.

*With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.*

Str vs. Ref	
Damage	
Squares	

## Devastating Charge

Warlord Attack 27

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Special:** You must charge as part of this attack.  
**Hit:** 4[W] + Str damage. Until the end of your next turn, any ally who has line of sight to you gains a bonus to damage rolls equal to your Charisma modifier when he or she makes a melee basic attack as part of a charge.

*The fury of your assault is as shocking as the gaping wound you open in your enemy.*

Str vs. AC	
Damage	
Damage Bonus	

## Incite Heroism

Warlord Attack 27

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage, and each ally in your line of sight gains 20 temporary hit points.  
**Inspiring Presence:** You grant each ally additional temporary hit points equal to your Charisma modifier.

*You deliver a massive blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism*

Str vs. AC	
Damage	
Hit Points	

## Warlord's Doom

Warlord Attack 27

**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage, and until the end of your next turn, you can choose an effect currently on the target. The target fails its next saving throw against that effect.

*You break your adversary's resolve with a ferocious strike.*

Str vs. AC	
Damage	

## Defy Death

Warlord Attack 29

**Daily ♦ Healing, Martial, Weapon**

**Immediate Interrupt** Melee weapon  
**Trigger:** A creature attacks your ally  
**Target:** The attacking creature  
**Special:** As part of this action, you can move twice your speed to reach the target without provoking opportunity attacks.  
**Attack:** Str vs. AC  
**Hit:** 7[W] + Str damage, and the target's attack misses.  
**Miss:** Half damage, and the target's attack deals half damage if it hits.  
**Effect:** As an immediate reaction, the ally can spend a healing surge.

*You leap to your ally's side and spare him from the jaws of death.*

Str vs. AC	
Damage	

## Stand Invincible

Warlord Attack 29


**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 7[W] + Str damage.  
**Effect:** You and each ally within 5 squares of you gain a +4 power bonus to all defenses and resist 5 to all damage until the end of your next turn.  
**Sustain Minor:** The effect continues.

*You throw everything you have at the enemy and become a beacon of strength and perseverance for your allies.*


Str vs. AC	
Damage	





## Force Retreat

Warlord (Battle Captain) Attack 11



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature flanked by you and an ally

**Attack:** Str vs. Ref

**Hit:** 1[W] + Str damage, and you push the target a number of squares equal to your Intelligence modifier. Make a secondary attack

**Secondary Target:** Each enemy that was adjacent to the primary target, is its size or smaller, and within your melee reach.

**Secondary Attack:** Str vs. Fort


**Hit:** 2d6 + Str damage, and you push the secondary target 1 square.

Str vs. Ref

Damage


Secondary Dmg.

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



## Cunning Flurry

Warlord (Battle Captain) Attack 20



**Daily ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Target:** Each enemy in burst you can see

**Attack:** Str vs. AC, one attack per target


**Hit:** 2[W] + Str damage, and you push the target 1 square or knock the target prone.

**Miss:** Half damage, no push, and the target is not knocked prone

Str vs. AC


Damage

*You whirl around like a cyclone of steel terror, slashing at foes. With each landed blow, you knock your enemy prone or send it stumbling backward.*



## Bolt of Genius

Warlord (Battle Captain) Utility 12




**Daily ♦ Martial, Weapon**

**Standard Action** Ranged 5

**Target:** One ally


**Effect:** The target regains an encounter power he or she has already used.

*You share a moment of brilliant clarity with a close comrade.*



## Skirmish Play

Warlord (Combat Veteran) Attack 11



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature


**Attack:** Str vs. Ref

**Hit:** 1[W] + Str damage, and you the target is dazed until the end of your next turn. In addition, you slide the target 2 squares, and an ally within 2 squares of you shifts 1 square nearer to the target.

Str vs. Ref


Damage

*You score a glancing blow, which you turn into an opportunity to thrust your enemy out of position and into the path of a nearby ally.*



## Miss Me Once

Warlord (Combat Veteran) Utility 12




**Encounter ♦ Martial**

**Immediate Interrupt** Ranged 10

**Trigger:** An enemy within range and in your line of sight misses you with an attack


**Effect:** The enemy grants combat advantage to each ally who has line of sight to it until the start of its next turn.

*You dodge an enemy's attack, then look at him as though he were already dead.*



## Superior Tactics

Warlord (Combat Veteran) Utility 20



**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC


**Hit:** 3[W] + Str damage, and you grant an action point to an ally within 10 squares of you. The action point disappears if it's not used by the end of the encounter.

**Miss:** An ally within 10 squares of you makes a basic attack as a free action.

Str vs. AC


Damage

*Your experience on the battlefield allows you to deal terrible wounds to your enemy and also brings out the best in your allies.*



## Slash and Press

Warlord (Knight Commander) Attack 11



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 3[W] + Str damage.

**Effect:** After making the attack, you push all adjacent enemies 1 square.

Str vs. AC


Damage

*You slash your enemy across the midsection and push it back. You then turn with a snarl and beat back all other nearby foes.*



## Break Their Nerve

Warlord (Knight Commander) Utility 12




**Encounter ♦ Martial**

**Minor Action** Melee 1

**Target:** One enemy


**Effect:** The target is marked until the end of your next turn.

*You make your enemy second-guess its decision to face you and your comrades in battle.*



## Control the Field

Warlord (Knight Commander) Attack 20



**Daily + Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage.  
**Effect:** All of your enemies within 5 squares of you are marked until the end of your next turn. All enemies take ongoing damage equal to your Charisma modifier while the mark lasts.

Str vs. AC

Damage

Ongoing Damage

*You dominate the field of battle to the extent that enemies find your mere presence overwhelming.*



## Blade Flurry

Warlord (Sword Marshal) Attack 11




**Encounter + Martial, Weapon**  
**Standard Action** Melee weapon  
**Requirement:** Heavy blade  
**Primary Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you can shift 1 square. Make a secondary attack.  
**Secondary Target:** One creature  
**Secondary Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.

Str vs. AC

Damage


Secondary Dmg.

*You slash a foe, swoop to one side, and swing your blade against the same foe for or another enemy within your reach.*




## Sword Marshal's Boon

Warlord (Sword Marshal) Utility 12




**Daily + Martial**  
**Free Action** Personal  
**Trigger:** You use a power that targets your allies but not you  
**Effect:** You are also targeted by the power.

*Warlord, help thyself!*



## Diamond Blade of Victory

Warlord (Sword Marshal) Attack 20




**Daily + Martial, Weapon**  
**Standard Action** Melee weapon  
**Requirement:** Heavy blade  
**Primary Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage. For each ally within 2 squares of you, deal an extra 1[W] damage (maximum 6[W] + Str damage).  
**Miss:** Half damage.

Str vs. AC


Damage

*The presence of stalwart allies adds to the fury of your strike, which slices through the armored shell of your enemy and cuts deep into bone.*



## Predatory Eye


Bugbear Racial



**Encounter**  
**Minor Action** Personal  
**Effect:** If you have combat advantage against a target, you deal +1d6 damage on the next attack you make against that target. You must apply this bonus before the end of your next turn.  
 Increase extra damage to +2d6 at 11th level and +3d6 at 21st level.


Damage Bonus

*You maneuver into an advantageous position and strike your foe with ruthless determination*




## Change Shape

Doppelganger Racial




**At-Will + Polymorph**  
**Minor Action** Personal  
**Effect:** You can alter your physical form to take on the appearance of any Medium humanoid, including a unique individual (see *Change Shape*, page 280).

*You alter your form to look like some other humanoid.*




## Cloud of Darkness

Drow Racial




**Encounter**  
**Minor Action** Close burst 1  
**Effect:** This power creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight for all creatures except you. Any creature except you entirely within the cloud is blinded

*A cloud of darkness obscures you, but your vision pierces it.*



## Darkfire

Drow Racial




**Encounter**  
**Minor Action** Ranged 10  
**Target:** One creature  
**Attack:** Int +2, Wis +2 or Cha +2 vs. Ref  
 Increase to +4 bonus at 11th level and +6 bonus at 21st level.  
**Hit:** Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.  
**Special:** When you create your character, choose the ability to use when making attack rolls with this power.

+ vs. Ref


*A flickering halo of purple light surrounds the target, making it easier to hit.*





## Riposte Strike

Rogue Attack 1



**At-Will ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Requirement:** Light blade

**Target:** One creature


**Attack:** Dex vs. AC

**Hit:** 1[W] + Dex damage. If the target attacks you before the start of your next turn, you make your riposte against the target as an immediate interrupt: a Str vs. AC attack that deals 1[W] + Str damage.

Increase damage to 2[W] + Dex and riposte to 2[W] + Str at 21st level.


*With a calculated strike, you leave your foe vulnerable to an adroit riposte should he dare attack you.*

Dex vs. AC
Damage
Riposte



## Sly Flourish

Rogue Attack 1



**At-Will ♦ Martial, Weapon**

**Standard Action** Melee or Ranged weapon

**Requirement:** Crossbow, light blade, or a sling

**Target:** One creature


**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex + Cha damage.

Increase damage to 2[W] + Dex + Cha at 21st level.


*A distracting flourish causes the enemy to forget the blade at his throat.*

Dex vs. AC
Damage



## Dazing Strike

Rogue Attack 1



**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 dazed until the end of your next turn.


*An expert strike catches your foe by surprise and leaves him reeling from the pain.*

Dex vs. AC
Damage



## King's Castle

Rogue Attack 1



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee or Ranged weapon

**Requirement:** Crossbow, light blade, or a sling

**Target:** One creature


**Attack:** Dex vs. Ref

**Hit:** 2[W] + Dex damage.

**Effect:** Switch places with a willing adjacent ally.


*It's hard to get to the little guy when he takes cover behind an ally who can crush plate armor in his teeth.*

Dex vs. Ref
Damage



## Positioning Strike

Rogue Attack 1



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Requirement:** Light blade

**Target:** One creature


**Attack:** Dex vs. Will

**Hit:** 1[W] + Dex damage, and you slide the target 1 square.

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


*A false stumble and a shove place the enemy exactly where you want him.*

Dex vs. Will
Damage
Squares



## Easy Target

Rogue Attack 1



**Daily ♦ Martial, Weapon**

**Standard Action** Melee or Ranged weapon

**Requirement:** Crossbow, light blade, or sling

**Target:** One creature


**Attack:** Dex vs. AC

**Hit:** 2[W] + Dex damage, and the target is slowed and grants combat advantage to you (save ends both).

**Miss:** Half damage, and the target grants combat advantage to you until the end of your next turn.


*You deal a staggering blow to your enemy, setting it up for future attacks.*

Dex vs. AC
Damage



## Blinding Barrage

Rogue Attack 1



**Daily ♦ Martial, Weapon**

**Standard Action** Close blast 3

**Requirement:** Crossbow, light thrown weapon, or sling.

**Target:** Each enemy in blast you can see


**Attack:** Dex vs. AC

**Hit:** 2[W] + Dex damage, and the target is blinded until the end of your next turn.

**Miss:** Half damage, and the target is not blinded.


*A rapid barrage of projectiles leaves your enemies clearing the blood from their eyes.*

Dex vs. AC
Damage



## Trick Strike

Rogue Attack 1



**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, and you slide the target 1 square.

**Effect:** Until the end of the encounter, each time you hit the target you slide it 1 square.


*Through a series of feints and lures, you maneuver your foe right where you want him.*

Dex vs. AC
Damage




## Fleeting Ghost

Rogue Utility 2




**At-Will ♦ Martial**  
**Move Action Personal**  
**Prerequisite:** You must be trained in Stealth.  
**Effect:** You can move your speed and make a Stealth check. You do not take the normal penalty from movement on this check.

*You are stealthy and fleet of foot at the same time.*




## Great Leap

Rogue Utility 2




**At-Will ♦ Martial**  
**Move Action Personal**  
**Prerequisite:** You must be trained in Athletics.  
**Effect:** Make a high jump or a long jump. Determine the DC of the Athletics check as though you had a running start. The distance you jump can exceed your speed.

*You leap a great distance without a running start.*




## Master of Deceit

Rogue Utility 2




**Encounter ♦ Martial**  
**Free Action Personal**  
**Trigger:** You roll a Bluff check and dislike the result  
**Prerequisite:** You must be trained in Bluff.  
**Effect:** Reroll the Bluff check. You decide whether to make the reroll before the DM announces the result.

*The line between truth and deception is thin, and you cross it with ease.*




## Quick Fingers

Rogue Utility 2




**Encounter ♦ Martial**  
**Minor Action Personal**  
**Prerequisite:** You must be trained in Thievery.  
**Effect:** Make a Thievery check as part of this action, even if the check is normally a standard action.

*You can pilfer a coin pouch in the blink of an eye.*




## Tumble

Rogue Utility 2




**Encounter ♦ Martial**  
**Move Action Personal**  
**Prerequisite:** You must be trained in Acrobatics.  
**Effect:** You can shift a number of squares equal to one-half your speed.

*You tumble out of harm's way, dodging the opportunistic attacks of your enemies.*



## Bait and Switch


Rogue Attack 3



**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade.  
**Target:** One creature  
**Attack:** Dex vs. Will  
**Hit:** 2[W] + Dex damage. In addition, you switch places with the target and can then shift 1 square.  
**Artful Dodger:** You can shift a number of squares equal to your Cha.


<b>Dex vs. Will</b>	<input type="text"/>
<b>Damage</b>	<input type="text"/>
<b>Squares</b>	<input type="text"/>

*You strike and weave, causing your foe to lurch forward so that you can duck around him and slip into his space.*



## Setup Strike


Rogue Attack 3



**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade.  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 2[W] + Dex damage, and the target grants combat advantage to you until the end of your next turn.


<b>Dex vs. AC</b>	<input type="text"/>
<b>Damage</b>	<input type="text"/>

*You land a calculated blow that causes your enemy to drop his guard, leaving him vulnerable to subsequent attacks.*



## Topple Over

Rogue Attack 3



**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade.  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Brutal Scoundrel:** You gain a bonus to the attack roll equal to your Str.  
**Hit:** 1[W] + Dex damage, and the target is knocked prone.

<b>Dex vs. AC</b>	<input type="text"/>
<b>Damage</b>	<input type="text"/>

*Balance and momentum are your allies as you lunge forward, strike deftly, and knock your opponent to the ground.*





## Trickster's Blade

Rogue Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged** weapon  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 2[W] + Dex damage. Add your Cha to your AC until the start of your next turn.

**Dex vs. AC**


**Damage**

*You land an expert blow and follow up with a clever series of feints that bewilder your enemies.*



## Clever Riposte

Rogue Attack 5



**Daily ♦ Martial, Weapon**


**Standard Action**    **Melee** weapon  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 2[W] + Dex damage.  
**Effect:** Until the end of the encounter, the target takes damage equal to your Dex each time it attacks you, and you can shift as an immediate reaction after such an attack.

**Dex vs. AC**

**Damage**


**Riposte Damage**

*You follow up a fierce attack with a series of quick, painful strikes woven between your enemy's attacks.*



## Deep Cut

Rogue Attack 5



**Daily ♦ Martial, Weapon**


**Standard Action**    **Melee** weapon  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 2[W] + Dex damage, and ongoing damage equal to 5 + your Str (save ends).  
**Miss:** Half damage, and no ongoing damage.

**Dex vs. Fort**

**Damage**


**Ongoing Damage**

*Each drop of blood is another nail in your enemy's coffin.*



## Walking Wounded

Rogue Attack 5




**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged** weapon  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 2[W] + Dex damage, and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.  
**Miss:** Half damage, and the target is not knocked prone.

**Dex vs. Fort**


**Damage**

*You topple your enemy with a crippling blow and force him to stumble around the battlefield.*



## Chameleon


Rogue Utility 6



**At-Will ♦ Martial**


**Immediate Interrupt**    **Personal**  
**Trigger:** You are hidden and lose cover or concealment against an opponent  
**Prerequisite:** You must be trained in Stealth.  
**Effect:** Make a Stealth check. Until the end of your next turn, you remain hidden if a creature that has a clear line of sight to you does not beat your check result with its Perception check. If at the end of your turn you do not have cover or concealment against a creature, that creature automatically notices you.

*You blend into your surroundings.*



## Ignoble Escape


Rogue Utility 6



**Encounter ♦ Martial**


**Move Action**    **Personal**  
**Prerequisite:** You must be trained in Acrobatics.  
**Effect:** If you are marked, end that condition. You can shift a number of squares equal to your speed.

*With nimble ease, you sidestep one perilous situation after another.*



## Mob Mentality


Rogue Utility 6



**Encounter ♦ Martial**


**Standard Action**    **Close** burst 10  
**Prerequisite:** You must be trained in Intimidate.  
**Targets:** You and each ally in burst  
**Effect:** The targets gain a +2 power bonus to Cha based skill and ability checks until the end of your next turn

*When it comes to lying, cajoling, or persuading others, your allies follow your lead.*



## Nimble Climb

Rogue Utility 6



**At-Will ♦ Martial**

**Move Action**    **Personal**  
**Prerequisite:** You must be trained in Athletics.  
**Effect:** Make an Athletics check to climb a surface. You can move at your full speed during this climb.

*You climb surfaces with astounding ease.*

## Slippery Mind

Rogue Utility 6

**Encounter ♦ Martial**  
**Immediate Interrupt Personal**  
**Trigger:** You are hit by an attack against your Will defense  
**Prerequisite:** You must be trained in Bluff.  
**Effect:** Gain a +2 power bonus to your Will defense against the triggering attack.

*You cloud your mind with vague thoughts that shield you against a sudden mental attack.*

## Cloud of Steel

Rogue Attack 7

**Encounter ♦ Martial, Weapon**  
**Standard Action Close blast 5**  
**Requirement:** Crossbow, light thrown weapon, or sling.  
**Target:** Each enemy in blast you can see  
**Attack:** Dex vs. AC  
**Hit:** 1[W] + Dex damage.

**Dex vs. AC**

**Damage**

*You shower your enemies in sharp metal.*

## Imperiling Strike

Rogue Attack 7

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 1[W] + Dex damage, and the target takes a –1 penalty to AC and Ref defense until the end of your next turn  
**Brutal Scoundrel:** The penalty to AC and Ref defense is equal to your Str.

**Dex vs. Fort**

**Damage**

**AC/Ref Penalty**

*You deal a staggering blow, opening a hole in your enemy's defenses.*

## Rogue's Luck

Rogue Attack 7

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee or Ranged weapon**  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 2[W] + Dex damage.  
**Miss:** Make a secondary attack against the target.  
**Secondary Attack:** Dex vs. AC  
**Artful Dodger:** You gain a bonus to the attack roll for the secondary attack equal to your Cha.  
**Hit:** 1[W] + Dex damage.

**Dex vs. AC**

**Damage**

**Secondary**

*A gifted rogue can turn failure into fortune.*

## Sand in the Eyes

Rogue Attack 7

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Ref  
**Hit:** 1[W] + Dex damage, and the target is blinded until the end of your next turn.

**Dex vs. Ref**

**Damage**

*You scoop up a handful of sand or dirt or pebbles, strike your foe, and throw the grit in his face to blind him.*

## Crimson Edge

Rogue Attack 9

**Daily ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 2[W] + Dex damage, and the target takes ongoing damage equal to 5 + your Str and grants combat advantage to you (*save ends both*)  
**Miss:** Half damage, and no ongoing damage.

**Dex vs. Fort**

**Damage**

**Ongoing Damage**

*You deal your enemy a vicious wound that continues to bleed, and like a shark, you circle in for the kill.*

## Deadly Positioning

Rogue Attack 9

**Daily ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** You slide the target to any other square adjacent to you, and then make a Dex vs. AC attack.  
**Hit:** 3[W] + Dex damage.  
**Effect:** Until the end of the encounter, as long as you are adjacent to the target, you slide the target 1 square before making a melee attack against it.

**Dex vs. AC**

**Damage**

*You adroitly outmaneuver your enemy, pushing and baiting him with every stride and strike.*

## Knockout

Rogue Attack 9


**Daily ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 2[W] + Dex damage, and the target is knocked unconscious (*save ends*). If the unconscious target takes any damage, it is no longer unconscious.  
**Miss:** Half damage, and the target is dazed until the end of your next turn.

**Dex vs. Fort**

**Damage**


*A well-placed blow takes your foe out of the fight.*






## Certain Freedom

Rogue Utility 10




**Daily ♦ Martial**  
**Move Action Personal**  
**Prerequisite:** You must be trained in Acrobatics.  
**Effect:** You automatically succeed on an Acrobatics check to escape from a grab or to escape from restraints.

*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.*




## Dangerous Theft

Rogue Utility 10




**Encounter ♦ Martial**  
**Free Action Personal**  
**Prerequisite:** You must be trained in Thievery.  
**Effect:** On your next action, ignore the –10 penalty when you make a Thievery check to pick a pocket during combat.

*You snatch an item from an enemy during combat.*



## 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.*



## Fool's Opportunity


Rogue Attack 13



**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Will  
**Hit:** The target takes damage as if it were hit by its own melee basic attack. If you have combat advantage against the target, you can add your Sneak Attack damage.


Dex vs. Will
Damage

*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.


Dex vs. AC
Damage

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



## 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.


Dex vs. AC
Damage
Squares

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



## Unbalancing Attack

Rogue Attack 13



**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.

Dex vs. AC
Damage
OA Bonus

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

## 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.

Dex vs. AC
Damage
vs. Bloodied

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

## 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**  
**Minor Action** **Personal**  
**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.

Dex vs. Fort
Damage
Interrupt Dmg


*First you set them up, and then you knock them down.*





## Hounding 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. Will  
**Hit:** 3[W] + Dex damage. Until the end of your next turn, you gain combat advantage against the target and a +1 power bonus to all defenses against its attacks.  
**Artful Dodger:** The power bonus is equal to your Cha.


	Dex vs. Will
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
	Defense Bonus
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>

*With snarling ferocity, you attack. Your weapon bites deep into your enemy's flesh, filling his heart with doubt.*



## Stab and Grab

Rogue Attack 17




**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee** weapon  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Ref  
**Hit:** 3[W] + Dex damage, and you grab the target. If you have already grabbed the target, it is restrained instead of immobilized until it escapes your grab. The target can attempt to escape the grab as normal.


	Dex vs. Ref
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

*Keep your friends close, and your enemies at knifepoint.*



## Feinting Flurry

Rogue Attack 19




**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged** weapon  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. Will  
**Hit:** 5[W] + Dex damage.  
**Effect:** Until the end of your next turn, all of the target's defenses against your attacks take a penalty equal to your Cha.  
**Sustain Minor:** Sustain the penalty for another round.


	Dex vs. Will
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
	Defense Penalty
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>

*A series of clever feints throws your foe off his game and makes him an easy target.*



## Snake's Retreat

Rogue Attack 19




**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged** weapon  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 6[W] + Dex damage.  
**Effect:** When the target makes a melee attack or a ranged attack against you, you can shift 1 square as an immediate interrupt. The target can make a saving throw to end this effect.


	Dex vs. AC
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

*After striking boldly, you frustrate your foe by shifting away just as he's about to attack you.*



## Flying Foe

Rogue Attack 19




**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee** weapon  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 4[W] + Dex damage. Slide the target Str squares. If an obstacle (including a creature) arrests the slide, both the target and the obstacle take 1d6 damage and the target ends its movement in the square it occupied before it collided with the obstacle.  
**Miss:** Slide the target Str squares, and no damage from obstacles.


	Dex vs. Fort
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
	Squares
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>

*Mastering your foe's reactions allows you to toss him about like a rag doll.*



## Cloud Jump


Rogue Utility 22



**Encounter ♦ Martial**


**Move Action**    **Personal**  
**Prerequisite:** You must be trained in Athletics.  
**Effect:** Make two consecutive Athletics checks to jump, with a +5 power bonus to each. You don't have to land between the jumps and can exceed your normal movement.

*You leap a phenomenal distance.*



## Dazzling Acrobatics


Rogue Utility 22



**Encounter ♦ Martial**


**Move Action**    **Personal**  
**Prerequisite:** You must be trained in Acrobatics  
**Effect:** You can shift twice your speed. You can climb at full speed as part of this move. If an enemy attacks you while you shift, you gain a +4 bonus to AC against that attack.

*With nearly inhuman speed and precision, you slip away from a foe's attack.*



## Hide from the Light


Rogue Utility 22



**Daily ♦ 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 the end of the encounter or until you end the effect by moving more than 2 squares in a turn or by making any attack other than a basic attack or an at-will attack.

*As long as you take your time, you can move about the battlefield unseen.*



## Knave's Gambit

Rogue Attack 23




**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged** weapon  
**Requirement:** Crossbow, light blade, or sling  
**Targets:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 4[W] + Dex damage.  
**Miss:** The target makes a melee basic attack as a free action against an adjacent target other than you. You choose the target of its attack.  
**Artful Dodger:** The attack you cause with a miss gains a bonus to the attack roll and the damage roll equal to your Cha.

	Dex vs. AC
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
	Atk/Dmg Bonus
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>

You make a decisive attack. Failing that, you cause your startled enemy to strike at another nearby foe.



## Scorpion Strike

Rogue Attack 23




**Encounter ♦ Martial, Weapon**

**Immediate Reaction**    **Melee** 1  
**Trigger:** An ally damages a creature adjacent to you  
**Requirement:** Light blade  
**Target:** The creature your ally damaged  
**Attack:** Dex vs. AC  
**Hit:** 2[W] + Dex damage.  
**Brutal Scoundrel:** Shift a number of squares equal to your Str after this attack, whether or not you hit.


	Dex vs. AC
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
	Squares
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>

One of your allies deals a timely blow to your enemy, and like a scorpion, you strike.



## Steel Entrapment

Rogue Attack 23




**Encounter ♦ Martial, Weapon**

**Standard Action**    **Close** blast 5  
**Requirement:** Crossbow, light thrown weapon, or sling.  
**Target:** Each enemy in blast you can see  
**Attack:** Dex vs. Fort  
**Hit:** 3[W] + Dex damage, and the target is immobilized until the end of your next turn.


	Dex vs. Fort
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

Glittering blades pin your foes in place before any of them have a chance to blink, let alone run away.



## Biting Assault

Rogue Attack 25




**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged** weapon  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 3[W] + Dex damage, and the target takes ongoing 10 damage and is weakened (*save ends both*).  
**Miss:** Half damage, and the target takes ongoing 10 damage (*save ends*).


	Dex vs. Fort
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

You strike with deadly ferocity to sap your foe's strength.



## Ghost on the Wind

Rogue Attack 25




**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee** weapon  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. Will  
**Hit:** 6[W] + Dex damage, and you become invisible. You move into any square adjacent to the target and reappear at the start of your next turn. You have combat advantage against the target until the end of your next turn.  
**Miss:** Half damage, you can shift 1 square to another square adjacent to the target, and you have combat advantage against the target until the end of your next turn.


	Dex vs. Will
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

You vanish, then strike out of nowhere!



## Harmstring

Rogue Attack 25




**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee or Ranged** weapon  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 4[W] + Dex damage, and the target takes ongoing 10 damage and is slowed (*save ends both*).  
**Miss:** Half damage, and the target takes ongoing 5 damage and is slowed (*save ends both*).


	Dex vs. AC
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

You hobble your opponent with a ruthless slash across the legs, leaving him barely able to walk.



## Dance of Death

Rogue Attack 27




**Encounter ♦ Martial, Weapon**

**Standard Action**    **Close** burst 1  
**Requirement:** Light blade  
**Target:** Each enemy in burst you can see  
**Attack:** Dex vs. AC  
**Hit:** 3[W] + Dex damage. If the target makes a melee attack against you before the end of your next turn, you can make it attack another creature of your choice instead, including itself.  
**Artful Dodger:** The targets gain a bonus to the attack rolls provoked by this power equal to your Cha.


	Dex vs. AC
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>
	Attack Bonus
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>

You duck and dodge your enemies' attacks, striking as opportunity allows while expertly deflecting attacks made against you.



## Hurricane of Blood

Rogue Attack 27



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee** weapon  
**Requirement:** Light blade  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Brutal Scoundrel:** The attack gains a bonus to the attack roll equal to your Str.  
**Hit:** 5[W] + Dex damage.

	Dex vs. AC
	<div style="border: 1px solid black; height: 30px; width: 100%;"></div>
	Damage
	<div style="border: 1px solid black; height: 40px; width: 100%;"></div>

You stab and slash your foe mercilessly, spilling copious amounts of blood.



## Perfect Strike

Rogue Attack 27

**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged weapon**  
**Requirement:** Crossbow, light blade, or sling  
**Targets:** One creature  
**Attack:** Dex vs. AC, Fort, Ref  
**Special:** You make one attack roll, and you hit if the roll equals or exceeds any of the three defenses.  
**Hit:** 4[W] + Dex damage. Add an extra 1[W] damage if the attack hits two defenses. The target is also stunned until the end of your next turn if the attack hits all three defenses.

vs. AC, Fort, Ref	
Damage	
Double Hit Dmg	

*Your enemy doesn't know what hit it.*

## Assassin's Point

Rogue Attack 29

**Daily ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged weapon**  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 7[W] + Dex damage.  
**Miss:** Half damage.  
**Special:** If you have combat advantage against the target, double any extra damage from Sneak Attack or a critical hit.

Dex vs. AC	
Damage	

*A sliced throat or a bolt through the heart—it's all good.*

## Immobilizing Strike

Rogue Attack 29

**Daily ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged weapon**  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 5[W] + Dex damage, and the target is immobilized (*save ends*). If the target succeeds on its saving throw, it is slowed (*save ends*). Saving throws against these effects take a –5 penalty.  
**Miss:** Half damage, and the target is slowed (*save ends*). Saving throws against this effect take a –5 penalty.

Dex vs. Fort	
Damage	

*With terrifying ease, you slash at your enemy's exposed tendons and leave him immobilized and whimpering in pain.*

## Moving Target

Rogue Attack 29

**Daily ♦ Martial, Weapon**

**Immediate Interrupt** **Melee or Ranged weapon**  
**Trigger:** A creature makes a melee attack or a ranged attack against you  
**Requirement:** Crossbow, light blade, or sling  
**Target:** The attacking creature  
**Attack:** Cha vs. Will  
**Hit:** Instead of attacking you, the target attacks a creature you choose within 2 squares of you. You must choose a creature that the target can attack.  
**Miss:** The target's attack is made against you as normal, but deals half damage if it hits.

Cha vs. Will	
--------------	--

*An attack meant for you hits another creature instead.*

## Cat Burglar's Gambit

Rogue (Cat Burglar) Attack 11

**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee weapon**  
**Requirement:** Light blade  
**Target:** One creature  
**Special:** You can shift 3 squares before making the attack.  
**Attack:** Dex vs. AC  
**Hit:** 3[W] + Dex damage.  
**Effect:** Shift to any square adjacent to the target.

Dex vs. AC	
Damage	

*You spring into action, expertly strike, and then sidestep to position yourself for either certain glory or imminent doom.*

## Redirect Death

Rogue (Cat Burglar) Attack 20

**Daily ♦ Martial, Weapon**

**Immediate Interrupt** **Melee weapon**  
**Trigger:** An enemy hits you with a melee attack and can reach another enemy  
**Requirement:** Light blade.  
**Target:** The enemy that hit you  
**Attack:** Dex vs. Ref  
**Hit:** The target's attack misses you and hits an enemy of your choice within range of the target's attack.

Dex vs. Ref	
-------------	--

*The weapon races toward you, but with a slight move and a flourish of your own blade, you redirect the attack toward a different target.*

## Instant Escape

Rogue (Cat Burglar) Utility 12

**Encounter ♦ Martial**

**Immediate Reaction** **Personal**  
**Trigger:** You become immobilized, restrained, or slowed  
**Effect:** You end any of the above conditions that currently afflict you. Then you can shift 2 squares.

*With supreme effort, you escape.*

## Critical Opportunity


Rogue (Daggermaster) Attack 11

**Encounter ♦ Martial, Weapon**

**Minor Action** **Melee weapon**  
**Requirement:** You must be wielding a dagger and have scored a critical hit with a dagger against an enemy during this turn.  
**Target:** The same creature you hit with a critical hit  
**Attack:** Dex vs. AC  
**Hit:** 3[W] + Dex damage.


Dex vs. AC	
Damage	

*Your first attack deals a critical wound, so you follow the attack with another strike.*




## Meditation of the Blade

Rogue (Daggermaster) Utility 12



**Daily ♦ Martial, Weapon**  
**Minor Action Personal**  
**Effect:** Until the end of the encounter, your dagger's damage die increases by one size.

*With a moment of concentration, you focus your will into the point of your blade.*



## Deep Dagger Wound

Rogue (Daggermaster) Attack 20




**Daily ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Dagger.  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 4[W] + Dex damage, and ongoing 10 damage (*save ends*). On a critical hit, ongoing 20 damage (*save ends*)  
**Miss:** 2[W] + Dex damage, and no ongoing damage.

Dex vs. AC


Damage

*Your dagger springs forward, plunging deep into your foe.*



## Distracting Wound

Rogue (Master Infiltrator) Attack 11



**Encounter ♦ Martial, Weapon**  
**Standard Action Melee or Ranged weapon**  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 2[W] + Dex damage, and the target grants combat advantage to you and all your allies until the end of your next turn.

Dex vs. AC

Damage

*You strike from the shadows, delivering a wound that distracts your foe and makes him drop his guard.*




## Impossible to Catch

Rogue (Master Infiltrator) Utility 12




**Encounter ♦ Martial, Weapon**  
**Minor Action Personal**  
**Effect:** You become invisible until the start of your next turn.

*With practiced ease, you step into the shadows and disappear from view.*



## Painful Puncture

Rogue (Master Infiltrator) Attack 20




**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, and ongoing 10 damage (*save ends*).  
**Miss:** Half damage, and no ongoing damage.

Dex vs. AC


Damage

*Your weapon bites deep, puncturing your enemy and leaving a lingering wound.*



## Killer's Eye

Rogue (Shadow Assassin) Attack 11




**Encounter ♦ Martial, Weapon**  
**Standard Action Melee or Ranged weapon**  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One creature  
**Attack:** Dex vs. Ref  
**Hit:** 2[W] + Dex damage.  
**Special:** If this attack is made before the target has acted in the encounter, increase the weapon damage to 3[W].

Dex vs. Ref

Damage


Increased Dmg

*You strike with a killer's eye, seeking to take down your enemy as quickly and efficiently as possible.*




## Bad Idea, Friend

Rogue (Shadow Assassin) Utility 12




**Daily ♦ Martial**  
**Immediate Interrupt Personal**  
**Trigger:** An adjacent enemy makes a melee attack against you for the first time during this encounter  
**Special:** If you are granting combat advantage, you cannot use this power.  
**Effect:** Gain a +10 power bonus to all defenses against the enemy's attack. If the attack misses, the enemy takes double your Shadow Assassin's Riposte damage.

*The first time an enemy attacks you, that opponent discovers just how bad an idea that is.*



## Final Blow

Rogue (Shadow Assassin) Attack 20



**Daily ♦ Martial, Weapon**  
**Standard Action Melee or Ranged weapon**  
**Requirement:** Crossbow, light blade, or sling  
**Target:** One bloodied creature  
**Attack:** Dex vs. Ref  
**Hit:** 5[W] + Dex damage, and you shift a number of squares equal to your Cha. You must end this movement adjacent to an enemy.  
**Miss:** Half damage, and no shift.


Dex vs. Ref

Damage

Squares


*Your enemy is wounded. This shot will finish it off.*





## Eldritch Blast

Warlock (All) Attack 1




**At-Will ♦ Arcane, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha or Con vs. Ref  
**Hit:** 1d10 + Cha or Con damage. Increase damage to 2d10 + Cha or Con at 21st level.  
**Special:** At 1st level, you determine whether you use Cha or Con to attack with this power. Once you make that choice, you can't change it later. This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

vs. Ref


Damage

*You fire a bolt of dark, crackling eldritch energy at your foe.*



## Dire Radiance

Warlock (Star) Attack 1




**At-Will ♦ Arcane, Fear, Implement, Radiant**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Fort  
**Hit:** 1d6 + Con radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Con damage. Increase damage and extra damage to 2d6 + Con at 21st level.

Con vs. Fort

Damage

*You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.*



## Hellish Rebuke

Warlock (Infernal) Attack 1




**At-Will ♦ Arcane, Fire, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Ref  
**Hit:** 1d6 + Con fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Con fire damage. Increase damage and extra damage to 2d6 + Con at 21st level.

Con vs. Ref


Damage

*You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.*



## Diabolic Grasp

Warlock (Infernal) Attack 1




**Encounter ♦ Arcane, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature of size Large or smaller  
**Attack:** Con vs. Fort  
**Hit:** 2d8 + Con damage, and you slide the target 2 squares.  
**Infernal Pact:** You slide the target a number of squares equal to 1 + your Intelligence modifier.

Con vs. Fort

Damage


Squares

*You crook your hand into the shape of a claw, and a great talon of sulfurous darkness forms around your enemy. It rakes fiercely at him and drags him a short distance before dissipating again.*



## Dreadful Word

Warlock (Star) Attack 1




**Encounter ♦ Arcane, Fear, Implement, Psychic**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2d8 + Cha psychic damage, and the target takes a -1 penalty to Will defense until the end of your next turn.  
**Star Pact:** The penalty to Will defense is equal to 1 + your Intelligence modifier.

Cha vs. Will

Damage


Will Penalty

*You whisper one word of an unthinkable cosmic secret to your foe. His mind reels in terror.*



## Vampiric Embrace

Warlock (Infernal) Attack 1




**Encounter ♦ Arcane, Implement, Necrotic**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Con vs. Will  
**Hit:** 2d8 + Con necrotic damage, and you gain 5 temporary hit points.  
**Infernal Pact:** You gain temporary hit points equal to 5 + your Intelligence modifier.

Con vs. Will

Damage


Hit Points

*A ribbon of twisting darkness streams from your hand to your target's heart, feeding on his vital force as you grow stronger.*



## Witchfire

Warlock (Fey) Attack 1




**Encounter ♦ Arcane, Fire, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Ref  
**Hit:** 2d6 + Cha fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.  
**Fey Pact:** The penalty to attack rolls is equal to 2 + your Intelligence modifier.

Cha vs. Ref

Damage


Attack Penalty

*From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.*



## Curse of the Dark Dream

Warlock (Fey) Attack 1




**Daily ♦ Arcane, Charm, Implement, Psychic**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 3d8 + Cha psychic damage, and you slide the target 3 squares.  
**Sustain Minor:** You slide the target 1 square, whether you hit or miss (save ends).

Cha vs. Will


Damage

*You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.*




## Beguiling Tongue

Warlock (Fey) Utility 2




**Encounter ♦ Arcane**  
**Minor Action Personal**  
**Effect:** You gain a +5 power bonus to your next Bluff, Diplomacy, or Intimidate check during this encounter.

*You channel the grace and glibness of your fey patrons for a time.*



## Eldritch Rain

Warlock (Fey) Attack 3




**Encounter ♦ Arcane, Implement**  
**Standard Action Ranged 10**  
**Targets:** One creature, or two creatures no more than 5 squares apart from each other  
**Attack:** Cha vs. Ref, one attack per target  
**Hit:** 1d10 + Cha damage.  
**Fey Pact:** Gain a bonus to each attack's damage roll equal to your Intelligence modifier.

**Cha vs. Ref**


**Damage**

*You fire purple rays of eldritch power at your foes.*



## Otherwind Stride

Warlock (Fey) Attack 3




**Encounter ♦ Arcane, Implement, Teleportation**  
**Standard Action Close burst 1**  
**Target:** Each creature in burst  
**Attack:** Cha vs. Fort  
**Hit:** 1d8 + Cha damage, and the target is immobilized until the end of your next turn.  
**Effect:** You teleport 5 squares.  
**Fey Pact:** You teleport a number of squares equal to 5 + your Intelligence modifier.

**Cha vs. Fort**

**Damage**


**Squares**

*You call up an unseen maelstrom of fey power that lashes nearby creatures . . . and you step into the vortex and emerge somewhere a short distance away.*



## Crown of Madness

Warlock (Fey) Attack 5




**Daily ♦ Arcane, Charm, Implement, Psychic**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2d6 + Cha psychic damage.  
**Miss:** Half damage.  
**Sustain Minor:** The target makes a melee basic attack against one of its adjacent allies of your choice (*save ends*).

**Cha vs. Will**


**Damage**

*You cause an illusory, twisted crown to appear around the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.*




## Warlock's Leap

Warlock (Fey) Utility 10




**Daily ♦ Arcane, Teleportation**  
**Move Action Personal**  
**Effect:** You teleport 6 squares. You do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move.

*You leap through the mystic veil into the Feywild. An instant later, you return a short distance away and alight without traveling through the intervening air.*



## Mire the Mind

Warlock (Fey) Attack 7




**Encounter ♦ Arcane, Illusion, Implement, Psychic**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 1d10 + Cha psychic damage, and you and all of your allies in range are invisible to the target until the end of your next turn  
**Fey Pact:** You gain a power bonus to Stealth checks equal to your Intelligence modifier until the end of the encounter.

**Cha vs. Will**


**Damage**

*You assail your foe's mind with unreal images until he can see nothing else.*



## Curse of the Black Frost

Warlock (Fey) Attack 9




**Daily ♦ Arcane, Cold, Implement**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Cha vs. Ref  
**Hit:** 2d8 + Cha cold damage.  
**Effect:** If the target moves for any reason, it takes 1d8 cold damage (*save ends*). If the target saves, you cannot sustain this power.  
**Sustain Minor:** The target takes 2d8 cold damage.

**Cha vs. Ref**


**Damage**

*You create a fence of sharp frost-needles around your foe. They slowly freeze him, and if he moves or touches them, they grow longer and sharper.*



## Bewitching Whispers

Warlock (Fey) Attack 13




**Encounter ♦ Arcane, Charm, Implement**  
**Standard Action Ranged 10**  
**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.

**Cha vs. Will**

**Attack Bonus**


*You whisper words of fey power, words that drive mortals to madness.*





## Curse of the Golden Mist


Warlock (Fey) Attack 15



**Daily ♦ Arcane, Charm, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** The target loses its next standard action.  
**Sustain Standard:** Make a Cha vs. Will attack against the target. On a hit, the target loses its next standard action. On a miss, the power ends.


Cha vs. Will

*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.*




## Infuriating Elusiveness

Warlock (Fey) Utility 16




**Encounter ♦ Arcane, Illusion, Teleportation**  
**Move Action** Personal  
**Effect:** You become invisible and then teleport 4 squares. The invisibility lasts until the start of your next turn.

*You will yourself across the boundary between worlds, teleporting a short distance. When you appear from the Feywild, you are surrounded by a glamor of invisibility.*



## Thirsting Tendrils

Warlock (Fey) Attack 17




**Encounter ♦ Arcane, Healing, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Fort  
**Hit:** 3d6 + Cha damage, and you can spend a healing surge.  
**Fey Pact:** You regain additional hit points equal to twice your Intelligence modifier.

Cha vs. Fort

Damage


Healing Bonus

*You lower your hand, and rootlike tendrils shoot from your palm into the ground. An instant later they erupt from the earth beneath your enemy's feet and bore into his flesh, replenishing you with his vital force.*



## Delusions of Loyalty


Warlock (Fey) Attack 19



**Daily ♦ Arcane, Charm, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** On its next turn, the target uses its standard action to make a basic attack against the last creature to attack you since your last turn. If no one attacked you since your last turn or if the target is unable to attack, the target loses its standard action.  
**Sustain Minor:** When you sustain this power, you can repeat the attack against the target. If you miss, you can no longer sustain the power.


Cha vs. Will

*Your magic causes your enemy to perceive you as a comrade he must defend, even if he is now at odds with his former allies.*




## Raven's Glamor

Warlock (Fey) Utility 22




**Encounter ♦ Arcane, Illusion, Teleportation**  
**Move Action** Personal  
**Effect:** You become invisible until the start of your next turn and teleport 20 squares. You leave behind an illusory image of yourself that persists as long as you are invisible. This image stands in place, takes no actions, and uses your defenses if it is attacked. If the illusion is touched or takes any damage, it dissolves into a pile of dead leaves. If you make an attack, you become visible.  
**Sustain Standard:** You remain invisible as long as you don't make an attack.

*You teleport yourself away from imminent danger, but you leave an illusion of yourself behind, distracting and confusing your foes.*



## Thorns of Venom

Warlock (Fey) Attack 23




**Encounter ♦ Arcane, Implement, Poison**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Fort  
**Hit:** 3d8 + Cha poison damage, and the target is immobilized and takes a -2 penalty to AC and Ref defense until the end of your next turn.  
**Fey Pact:** The penalty to AC and Ref defense is equal to 1 + your Intelligence modifier.

Cha vs. Fort

Damage


AC/Ref Penalty

*Raising your hands, you call up from the ground thick vines studded with long, poisonous thorns that wrap around your foe. He is held fast and pierced by the deadly thorns.*



## Curse of the Twin Princes

Warlock (Fey) Attack 25




**Daily ♦ Arcane, Illusion, Implement, Psychic**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 4d10 + Cha psychic damage. Until the end of the encounter, every time you take damage, you make a Cha vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.  
**Effect:** Until the end of the encounter, whenever you are adjacent to the target, the images of you both begin to flow together, such that anyone who attacks one has a 50% chance of accidentally hitting the other instead.

Cha vs. Will


Damage

*You begin to steal the very semblance of your target. Those around you and your foe can't distinguish between the two of you any longer.*



## Curse of the Fey King

Warlock (Fey) Attack 27




**Encounter ♦ Arcane, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** 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.

Cha vs. Will

Damage


Roll Bonus

*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.*



## Curse of the Dark Delirium


Warlock (Fey) Attack 29



**Daily ♦ Arcane, Charm, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** On the target's next turn, you dictate its standard, move, and minor actions. The target cannot use immediate actions. It can't use powers other than a basic attack, and it can't take suicidal actions such as leaping off a cliff or attacking itself.  
**Miss:** If the target is adjacent to one of its allies at the start of its next turn, it must begin its turn by using a standard action to make a melee basic attack against that ally.  
**Sustain Standard:** Repeat the attack against the target as long as the target is within range. On a miss, you can't sustain this power.


*You trap your enemy's mind with bewildering fey power. He sees what you want him to see, he hears what you want him to hear. Like a sinister puppeteer, you can make him do anything you wish.*

Cha vs. Will



## Armor of Agathys

Warlock (Infernal) Attack 1




**Daily ♦ Arcane, Cold**  
**Standard Action** Personal  
**Effect:** You gain temporary hit points equal to 10 + your Intelligence modifier. Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Con cold damage.

Hit Points


Damage

*You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.*



## Fiendish Resilience


Warlock (Infernal) Utility 2



**Daily ♦ Arcane**  
**Minor Action** Personal  
**Effect:** You gain temporary hit points equal to 5 + your Con.


Hit Points

*You call upon your patron entities to protect you with their fell power. Your flesh is infused with mystic strength, lessening the effect of enemy blows.*



## Flames of Phlegethos

Warlock (Infernal) Attack 1




**Daily ♦ Arcane, Fire, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Ref  
**Hit:** 3d10 + Con fire damage.  
**Effect:** The target takes ongoing 5 fire damage (save ends).

Con vs. Ref


Damage

*Rivulets of clinging liquid fire appear and cascade over your target. Anything that is flammable ignites at once and burns long after the streams of magic fire fade away.*



## Fiery Bolt

Warlock (Infernal) Attack 3




**Encounter ♦ Arcane, Fire, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Ref  
**Hit:** 3d6 + Con fire damage, and creatures adjacent to the target take 1d6 + Con fire damage.  
**Infernal Pact:** Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier.

Con vs. Ref

Damage


Splash Damage

*You call up a bolt of golden flame and hurl it at your foe. Anyone standing close to him is burned as well.*



## Avernian Eruption

Warlock (Infernal) Attack 5




**Daily ♦ Arcane, Fire, Implement**  
**Standard Action** Area burst 1 within 10 squares  
**Target:** Each creature in burst  
**Attack:** Con vs. Ref  
**Hit:** 2d10 + Con fire damage.  
**Effect:** The targets take ongoing 5 fire damage (save ends).

Con vs. Ref


Damage

*Acrid orange fumes hiss up from beneath the ground, and then suddenly ignite in a thundering detonation. Any creature in the area is burned by the searing flames.*



## Curse of the Bloody Fangs

Warlock (Fey) Attack 5




**Daily ♦ Arcane, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 2d10 + Cha damage.  
**Miss:** Half damage.  
**Sustain Minor:** The target and any of your enemies adjacent to it take 1d10 damage (save ends).

Cha vs. AC


Damage

*You call up a pack of ferocious, phantasmal beasts from the darkest and most savage depths of the Feywild. Only their slaving fangs appear in this world, snapping and rending in a mad frenzy at the foe you have cursed.*



## Shroud of Black Steel


Warlock (Infernal) Utility 6



**Daily ♦ Arcane, Polymorph**  
**Minor Action** Personal  
**Effect:** You change your skin into living steel. You gain a +2 power bonus to AC and Fortitude defense but take a -2 penalty to speed until the end of the encounter. You can end this effect as a minor action.


*Invoking the power of your dark patrons, you transform your skin into living steel, blackened and hard yet still supple enough to move. Your quickness suffers a bit, but you are much tougher and more resilient.*






## Spider Climb

Warlock (Infernal) Utility 6




**Encounter ♦ Arcane**  
**Move Action Personal**  
**Effect:** On this move action, you move with a climb speed equal to your speed.

*You bestow on yourself the ability to cling to almost any surface and climb as easily as an insect.*



## Howl of Doom


Warlock (Infernal) Attack 7



**Encounter ♦ Arcane, Fear, Implement, Thunder**  
**Standard Action Close blast 3**  
**Target:** Each creature in blast  
**Attack:** Con vs. Fort  
**Hit:** 2d6 + Con thunder damage, and you push the target 2 squares.  
**Infernal Pact:** You push the target a number of squares equal to 1 + your Intelligence modifier.


Con vs. Fort  
 Damage  
 Squares

*You unleash a devastating shout that cracks stone and pulps flesh. Supernatural terror goes with your mighty blast, and your foes are driven back in fright.*



## Infernal Moon Curse


Warlock (Infernal) Attack 7



**Encounter ♦ Arcane, Implement, Poison**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Con vs. Fort  
**Hit:** 2d8 + Con poison damage, and the target is held immobilized 5 feet off the ground until the end of your next turn.  
**Infernal Pact:** You gain a bonus to the damage roll equal to your Intelligence modifier.


Con vs. Fort  
 Damage

*The shimmer of pale, ghostly silver envelops your foe and lifts him up into the air. Its sinister radiance seeps into his body, a strange and deadly poison.*



## Iron Spike of Dis


Warlock (Infernal) Attack 9



**Daily ♦ Arcane, Implement**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Con vs. Ref  
**Hit:** 3d10 + Con damage, and the target is immobilized (save ends).  
**Miss:** Half damage, and the target is not immobilized.


Con vs. Ref  
 Damage

*You call up a spear of red iron from the infernal regions and hurl it at your foe. Transfixing clothing, armor, flesh, or skin, it nails him to the spot where he stands.*




## Ambassador Imp

Warlock (Infernal) Utility 10




**Daily ♦ Arcane, Conjunction**  
**Standard Action Ranged 100 miles**  
**Effect:** You whisper a message into the air, and an implike presence appears next to the creature you wish to speak to and delivers your message. If the creature has a reply, the imp appears adjacent to you at the end of your next turn to utter it. If the creature has no reply or is not within range, the imp appears adjacent to you at the end of your next turn to tell you so. The imp then disappears.

*You conjure forth an implike presence from the netherworld and give it a message to deliver to a far-off creature.*



## Harrowstorm


Warlock (Infernal) Attack 13



**Encounter ♦ Arcane, Implement, Thunder**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Con vs. Fort  
**Hit:** 2d10 + Con thunder damage, and you slide the target 5 squares.  
**Infernal Pact:** You slide the target a number of squares equal to 5 + your Intelligence modifier.


Con vs. Fort  
 Damage  
 Squares

*You call up a churning cyclone from the nether planes. It surrounds your enemy, battering him with deafening claps of thunder and hurling him a short distance.*



## Soul Flaying


Warlock (Infernal) Attack 13



**Encounter ♦ Arcane, Implement, Necrotic**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Con vs. Will  
**Hit:** 2d8 + Con necrotic damage, and the target is weakened until the end of your next turn.  
**Infernal Pact:** The attack deals extra damage equal to your Intelligence modifier.


Con vs. Will  
 Damage

*You sear your enemy's soul with a bolt of emerald energy, which weakens him greatly for a short time.*



## Fireswarm


Warlock (Infernal) Attack 15



**Daily ♦ Arcane, Fire, Implement, Poison**  
**Standard Action Ranged 10**  
**Target:** One creature  
**Attack:** Con vs. Ref  
**Hit:** 4d10 + Con fire and poison damage.  
**Sustain Standard:** Make a Con vs. Fort attack against the target. On a hit, the target and each creature adjacent to it takes 2d10 + Con fire and poison damage. On a miss, you deal half damage and the power ends.


Con vs. Ref  
 Damage  
 Sustain Attack

*Fiery scorpions crawl out of cracks in the ground and swarm your enemy, stinging madly and spreading out to engulf other nearby creatures.*



## Thirsting Maw

Warlock (Infernal) Attack 15




**Daily ♦ Arcane, Implement**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Con vs. Fort  
**Hit:** 4d8 + Con damage, and you regain hit points equal to half the amount of damage dealt.  
**Sustain Minor:** The target takes 2d8 damage (save ends). Each time the target takes this damage, you regain hit points equal to half the damage.

Con vs. Fort


Damage

*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.*




## Cloak of Shadow

Warlock (Infernal) Utility 16




**Encounter ♦ Arcane**  
**Move Action** Personal  
**Effect:** Fly a number of squares equal to your speed + 2. If you don't land at the end of this move, you fall. Until the end of your next turn, you are insubstantial, and you cannot affect, attack, or use powers on creatures or objects.

*You briefly become a flying shadow, swift and insubstantial.*



## Warlock's Bargain

Warlock (Infernal) Attack 17




**Encounter ♦ Arcane, Implement**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Con vs. Fort  
**Hit:** You take damage equal to your level, and the target takes 3d10 + Con damage plus extra damage equal to one-half your level.  
**Infernal Pact:** If you hit, you take damage equal to your level minus your Intelligence modifier.

Con vs. Fort

Damage


Self Damage

*You forge a link between your enemy's soul and your own, and then you surrender it to your fiendish patrons. It hurts you, but he suffers more.*



## Minions of Malbolge

Warlock (Infernal) Attack 19



**Daily ♦ Arcane, Conjuration, Fire, Implement**  
**Standard Action** Personal  
**Effect:** You conjure flames in the shape of diabolic imps that appear at your feet. You gain 25 temporary hit points. Any enemy that enters a square adjacent to you takes 2d10 fire damage and is pushed 3 squares. This effect applies once per creature per round. It ends when you have no temporary hit points remaining.

*You bring forth fire in the shape of small, infernal imps from Malbolge, sixth of the Nine Hells. They hover close around you and hurl themselves upon any enemy that dares to approach, searing with their fiery touch and driving foes away.*




## Wings of the Fiend

Warlock (Infernal) Utility 22




**Daily ♦ Arcane, Polymorph**  
**Minor Action** Personal  
**Effect:** You grow wings and gain a fly speed equal to your speed until the end of the encounter or for 5 minutes.

*You sprout a large pair of leathery wings from your back.*



## Spiteful Darts

Warlock (Infernal) Attack 23




**Encounter ♦ Arcane, Implement**  
**Standard Action** Close blast 5  
**Target:** Each creature in blast  
**Attack:** Con vs. Ref  
**Hit:** 4d8 + Con damage, and you push the target 3 squares.  
**Infernal Pact:** You push each target a number of squares equal to 3 + your Intelligence modifier.

Con vs. Ref

Damage


Squares

*You create scores of large, infernal darts and send them streaking at your enemies. Each dart that finds flesh pushes the creature it injures out of the place where it stands, moving it to another spot of your choosing.*



## Tartarean Tomb

Warlock (Infernal) Attack 25




**Daily ♦ Arcane, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Ref  
**Hit:** 5d10 + Con damage, and the target is entombed (save ends). An entombed target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures other than you cannot gain line of sight or line of effect to the target.  
**Miss:** Half damage, and the target is immobilized (save ends).

Con vs. Ref


Damage

*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.*



## Hellfire Curse

Warlock (Infernal) Attack 27




**Encounter ♦ Arcane, Fire, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Fort  
**Hit:** 5d10 + Con fire damage.  
**Infernal Pact:** You gain a bonus to the damage roll equal to your Intelligence modifier.

Con vs. Fort

Damage


*You level your clenched fist toward your foe and unleash a terrific blast of black flames.*





## Hurl through Hell


Warlock (Infernal) Attack 29



**Daily ♦ Arcane, Fear, Fire, Implement, Teleportation**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Will  
**Hit:** 7d10 + Con fire damage, and the target disappears into the Nine Hells until the end of your next turn. The target returns to the same square it left, or the nearest unoccupied square, and is prone and stunned (*save ends*).  
**Sustain Minor:** If you spend a minor action to sustain the power, the target's return is delayed until the end of your next turn. You can sustain the power no more than three times.  
**Miss:** Half damage, and the target does not disappear.  
*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.*


Con vs. Will

Damage



## Dread Star


Warlock (Star) Attack 1



**Daily ♦ Arcane, Fear, Implement, Radiant**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 3d6 + Cha radiant damage, and the target is immobilized until the end of your next turn.  
**Effect:** The target takes a -2 penalty to Will defense (*save ends*).  
*You create a fist-sized orb of painful blue-white radiance that whirls around your enemy, searing him. Fierce rays shoot from it like jabbing daggers of light, fencing him in where he stands.*


Cha vs. Will

Damage




## Ethereal Stride

Warlock (Star) Utility 2




**Encounter ♦ Arcane, Teleportation**  
**Move Action** Personal  
**Effect:** You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.  
*You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.*



## Frigid Darkness

Warlock (Star) Attack 3




**Encounter ♦ Arcane, Cold, Fear, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Fort  
**Hit:** 2d8 + Con cold damage, and the target grants combat advantage to you and your allies until the end of your next turn.  
**Star Pact:** The target takes a penalty to AC equal to your Intelligence modifier until the end of your next turn.  
*You create a freezing black shadow around your foe, a small taste of the icy darkness in the depths of the night sky. He is unable to see well enough to defend himself while the shadows cling to him.*

Con vs. Fort


Damage

AC Penalty



## Hunger of Hadar

Warlock (Star) Attack 5




**Daily ♦ Arcane, Implement, Necrotic, Zone**  
**Standard Action** Area burst 1 within 10 squares  
**Effect:** The burst creates a zone of darkness until the end of your next turn, blocking line of sight. Creatures that enter the zone or start their turns there take 2d10 necrotic damage.  
**Sustain Minor:** When you sustain the power, you make a secondary attack.  
**Secondary Target:** Each creature within the zone  
**Secondary Attack:** Con vs. Fort  
**Hit:** 1d6 + Con necrotic damage.  
*You create a zone of complete, impermeable darkness filled with flying, fluttering, fanged shadows. The shadows rend at the very life force of creatures caught within.*

Zone Damage


Con vs. Fort

Damage




## Dark One's Own Luck

Warlock (Star) Utility 6




**Daily ♦ Arcane**  
**Free Action** Personal  
**Trigger:** You make a roll you dislike  
**Effect:** Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.  
*Refusing the result that fate has decreed for you, you invoke stars of uncertainty and try to rewrite what has been written.*



## Sign of Ill Omen

Warlock (Star) Attack 7




**Encounter ♦ Arcane, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2d6 + Cha damage, and the target must roll twice for its next attack and use the lower of the two rolls.  
**Star Pact:** When the target rolls twice, it takes a penalty to both rolls equal to your Intelligence modifier.  
*You sketch a glowing rune in the air with your fingertip, invoking misfortune upon your enemy. Lines of eldritch power slash across his body as you draw your sign, and fate itself turns against him for a short time.*

Cha vs. Will


Damage

Roll Penalty



## Summons of Khirad


Warlock (Star) Attack 9



**Daily ♦ Arcane, Implement, Psychic, Teleportation**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Will  
**Hit:** 2d10 + Con psychic damage, and you teleport the target to an unoccupied square within 3 squares of you.  
**Sustain Minor:** Make a Con vs. Will attack against the target. On a hit, you teleport the target to an unoccupied square within 3 squares of you. On a miss, the effect ends.  
*A pale blue flame springs up from your brow as you invoke Khirad, a star of dire portent. Your enemy's mind burns with Khirad's flame, and you teleport him where you wish.*


Con vs. Will

Damage



## Thief of Five Fates

Warlock (Star) Attack 9



**Daily ♦ Arcane, Implement**

**Standard Action** Ranged 10

**Target:** One creature


**Attack:** Cha vs. Will

**Hit:** Until the end of your next turn, whenever the target makes a saving throw or an attack roll, you roll a d20 without modifiers. If your result is higher than the target's unmodified die roll, the target's attack misses or the target's saving throw fails.

**Sustain Minor:** Make a Cha vs. Will attack against the target. On a hit, the effect continues. On a miss, the effect ends.


*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.*

Cha vs. Will



## Shadow Form

Warlock (Star) Utility 10




**Daily ♦ Arcane, Polymorph**

**Minor Action** Personal


**Effect:** You assume a shadowy form until the end of the encounter or for 5 minutes. In this form you are insubstantial, gain fly 6, and can't take standard actions. Reverting to your normal form is a minor action.

*You fly apart into a swarm of batlike shadows.*



## Shielding Shades

Warlock (Star) Utility 10




**Daily ♦ Arcane**

**Immediate Reaction** Personal

**Trigger:** You are hit by an attack


**Effect:** Reduce the attack's damage to 0. If the attack targets other creatures, they take damage as normal.

*You call up a swirling shield of darkness from some far domain, interposing it between yourself and dire peril.*



## Coldfire Vortex

Warlock (Star) Attack 13



**Encounter ♦ Arcane, Implement; Cold or Radiant**

**Standard Action** Ranged 10

**Primary Target:** One creature

**Attack:** Con vs. Fort

**Hit:** 2d10 + Con damage (choose cold or radiant damage). Make a secondary attack.

**Secondary Target:** Each creature adjacent to the primary target

**Secondary Attack:** Con vs. Ref

**Hit:** 1d10 + Con damage (choose cold or radiant damage).


**Star Pact:** You gain a bonus to damage rolls against the secondary targets equal to your Intelligence modifier.

*You create a spinning vortex of brilliant but frigid energy around your foe. Racing streamers of luminous coldfire lash all creatures nearby.*

Con vs. Fort


Damage

Secondary



## Tendrils of Thuban

Warlock (Star) Attack 15



**Daily ♦ Arcane, Cold, Implement, Zone**

**Standard Action** Area burst 1 within 10 squares

**Target:** Each creature in burst

**Attack:** Con vs. Fort

**Hit:** 4d10 + Con cold damage, and the target is immobilized (save ends).

**Effect:** The burst creates a zone of tendrils that lasts until the end of your next turn.


**Sustain Minor:** Make a Con vs. Fort attack against all targets within the zone. On a hit, the target takes 1d10 + Con cold damage and is immobilized (save ends).

*From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.*

Con vs. Fort


Damage

Sustain Attack



## Eye of the Warlock

Warlock (Star) Utility 16




**Daily ♦ Arcane**

**Minor Action** Ranged 10

**Target:** One creature


**Effect:** You see through the target's eyes. The target is not aware that you are doing so. You have line of sight and line of effect from the target for your attacks. Your warlock powers can originate in the target's square. Each time you use a power through this link, a mystical third eye briefly appears upon the target's brow (save ends).

*You create upon your forehead a mystical third eye and link that eye's perception to the senses of some other creature nearby.*



## Strand of Fate

Warlock (Star) Attack 17



**Encounter ♦ Arcane, Implement**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Cha vs. Ref

**Hit:** 1d8 + Cha damage, and the target gains vulnerability 10 to all attacks until the end of your next turn.


**Star Pact:** The vulnerability increases to 10 + your Intelligence modifier.

*You call upon a snaking strand of distilled fate that lances toward your foe. If he can't evade it, terrible misfortune ensues.*

Cha vs. Ref


Damage

Vulnerability



## Wrath of Acamar

Warlock (Star) Attack 19



**Daily ♦ Arcane, Implement, Necrotic, Teleportation**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Cha vs. Ref

**Hit:** 4d10 + Cha necrotic damage, and the target disappears into a starry realm (save ends).


**Special:** While in the starry realm, the target cannot take actions, cannot be targeted, and takes 1d10 necrotic damage at the start of its turn. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice.

*You fire a ray of crackling black energy at your enemy. At its touch, he is instantly hurled headlong into the soul-draining depths of Acamar, a dark and distant star.*

Cha vs. Ref


Damage






## 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.

**Cha vs. Will**

**Damage**


**Squares**

*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.*



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

**Con vs. Will**


**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  
**Hit:** 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 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.

**Con vs. Will**

**Damage**


**Attack Bonus**

*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.*



## 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.

**Cha vs. Will**


**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 prone.  
**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.*



## Will of the Feywild

Warlock (Fey—Feytouched) Attack 11



**Encounter ♦ Arcane, Charm, Implement, Psychic, Teleportation**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2d8 + Cha psychic damage. You can teleport the target 5 squares, whereupon it makes a melee basic attack against an adjacent creature of your choice.  
**Effect:** The target is dazed until the end of its next turn.

Cha vs. Will

Damage

*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.*



## Whispers of the Fey

Warlock (Fey—Feytouched) Attack 20




**Daily ♦ Arcane, Implement, Psychic**  
**Standard Action** Close burst 5  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Will  
**Hit:** The target must make a basic attack against its nearest ally (you choose the target if there are multiple possible targets). If it can't make the attack, the target takes 2d8 + Cha psychic damage.  
**Effect:** After it makes its attack or takes psychic damage, the target is dazed (save ends).

Cha vs. Will


Damage

*The disquieting whispers of fey spirits surround you, filling the minds of nearby enemies with deranged thoughts and provoking them to turn on their allies.*



## Soul Scorch

Warlock (Infernal—Life-Stealer) Attack 11




**Encounter ♦ Arcane, Fire, Implement, Necrotic**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Con vs. Will  
**Hit:** 3d8 + Con fire and necrotic damage.  
**Effect:** If the target creature has the same origin as a life spark you possess, you can expend that life spark to deal an extra 10 damage to the target.

Con vs. Will


Damage

*As black fire immolates your adversary, you release one of your life sparks. Your foe cries out in pain as he feels the life ebb from his body.*




## Life Spark Summons

Warlock (Infernal—Life-Stealer) Utility 12




**Daily ♦ Arcane**  
**Minor Action** Ranged 10  
**Effect:** Expend a life spark you possess. Place the creature from which you received that life spark back in the encounter within the power's range. It has 10 hit points and acts on your next turn with a full set of actions as an independent creature that you control. The creature can do nothing except make basic attacks and move. It drops to 0 hit points again, dies, and fades away at the end of your next turn.

*You expend one of your life sparks to fashion an effigy of the creature whose spark you've just released.*



## Soultheft

Warlock (Infernal—Life-Stealer) Attack 20




**Daily ♦ Arcane, Implement, Necrotic**  
**Standard Action** Ranged 5  
**Targets:** One, two, or three creatures  
**Attack:** Con vs. Fort, one attack per target  
**Hit:** 3d8 + Con necrotic damage, and you gain a life spark from any target that drops to 0 hit points or fewer as a result of this attack.  
**Miss:** Half damage, and no life spark.

Con vs. Fort


Damage

*You engulf your enemies in crackling purple energy. As they crumple, blazing motes of soul-light rise up from their bodies and fly into your grasp.*




## Fey Switch

Warlock (Fey) Utility 6




**Encounter ♦ Arcane, Teleportation**  
**Move Action** Ranged 10  
**Targets:** You and one willing ally  
**Effect:** You and your ally trade spaces.

*You step through the veils of the Feywild to the place where an ally stands and return to the world in that spot. Your ally is instantly whisked back to the place you started from.*



## Cleave

Fighter Attack 1



**At-Will ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Str damage, and an enemy adjacent to you other than the target takes damage equal to your Str.  
 Increase damage to 2[W] + Str at 21st level.


Str vs. AC

Damage

Cleave Damage


*You hit one enemy, then cleave into another.*





## Reaping Strike

Fighter Attack 1




**At-Will ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Strength vs. AC  
**Hit:** 1[W] + Str damage. Increase damage to 2[W] + Str at 21st level.  
**Miss:** Half Str damage. If you're wielding a two-handed weapon, you deal damage equal to your Str.

Str vs. AC

Damage


Miss

*You punctuate your scything attacks with wicked jabs and small cutting blows that slip through your enemy's defenses.*



## Sure Strike

Fighter Attack 1




**At-Will ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Strength + 2 vs. AC  
**Hit:** 1[W] damage.  
 Increase damage to 2[W] at 21st level.

Str vs. AC


Damage

*You trade power for precision.*



## Tide of Iron

Fighter Attack 1




**At-Will ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Requirement:** Shield  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and you push the target 1 square if it is your size, smaller than you, or one size category larger. You can shift into the space that the target occupied.  
 Increase damage to 2[W] + Str at 21st level.

Str vs. AC


Damage

*After each mighty swing, you bring your shield to bear and use it to push your enemy back.*



## Covering Attack

Fighter Attack 1




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and an ally adjacent to the target can shift 2 squares.

Str vs. AC


Damage

*You launch a dizzying barrage of thrusts at your enemy, compelling him to give you all his attention. Under the cover of your ferocious attack, one of your allies can safely retreat from that same foe.*



## Passing Attack

Fighter Attack 1




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Primary Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and you can shift 1 square. Make a secondary attack.  
**Secondary Target:** One creature other than the primary target  
**Secondary Attack:** Str + 2 vs. AC  
**Hit:** 1[W] + Str damage.

Str vs. AC

Damage


Secondary Atk

*You strike at one foe and allow momentum to carry you forward into a second strike against a second foe.*



## Spinning Sweep

Fighter Attack 1




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and you knock the target prone.

Str vs. AC


Damage

*You spin beneath your enemy's guard with a long, powerful cut, and then sweep your leg through his an instant later to knock him head over heels.*



## Steel Serpent Strike

Fighter Attack 1




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and the target is slowed and cannot shift until end of your next turn.

Str vs. AC


Damage

*You stab viciously at your foe's knee or foot to slow him down. No matter how tough he is, he's going to favor that leg for a time.*



## Brute Strike

Fighter Attack 1



**Daily ♦ Martial, Reliable, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage.

Str vs. AC

Damage

*You shatter armor and bone with a ringing blow.*



## Comeback Strike

Fighter Attack 1




**Daily** ♦ **Healing, Martial, Reliable, Weapon**  
**Standard Action**   **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you can spend a healing surge.

**Str vs. AC**


**Damage**

*A timely strike against a hated foe invigorates you, giving you the Str and resolve to fight on.*



## Villain's Menace

Fighter Attack 1




**Daily** ♦ **Martial, Weapon**  
**Standard Action**   **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you gain a +2 power bonus to attack rolls and a +4 power bonus to damage rolls against the target until the end of the encounter.  
**Miss:** Gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls against the target until the end of the encounter.

**Str vs. AC**


**Damage**

*You strike your enemy hard and hound him with skilled parries and stern reprisals.*



## Boundless Endurance


Fighter Utility 2



**Daily** ♦ **Healing, Martial, Stance**  
**Minor Action**   **Personal**  
**Effect:** You gain regeneration 2 + your Con when you are bloodied.


**Regeneration**

*You shake off the worst of your wounds.*




## Get Over Here

Fighter Utility 2




**Encounter** ♦ **Martial**  
**Move Action**   **Melee 1**  
**Target:** One willing adjacent ally  
**Effect:** You slide the target 2 squares to a square that is adjacent to you.

*You pull one of your allies into a more advantageous position.*




## No Opening

Fighter Utility 2




**Encounter** ♦ **Martial**  
**Immediate Interrupt**   **Personal**  
**Trigger:** An enemy attacks you and has combat advantage against you  
**Effect:** Cancel the combat advantage you were about to grant to the attack.

*You raise your weapon or shield to block an opening in your*



## Unstoppable


Fighter Utility 2



**Daily** ♦ **Healing, Martial**  
**Minor Action**   **Personal**  
**Effect:** You gain temporary hit points equal to 2d6 + your Con.


**Hit Points**

*You let your adrenaline surge carry you through the battle.*



## Armor-Piercing Thrust

Fighter Attack 3




**Encounter** ♦ **Martial, Weapon**  
**Standard Action**   **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. Reflex  
**Weapon:** If you're wielding a light blade or a spear, you gain a bonus to the attack roll equal to your Dex.  
**Hit:** 1[W] + Str damage.  
**Weapon:** If you're wielding a light blade or a spear, you gain a bonus to the damage roll equal to your Dex.

**Str vs. Ref**


**Damage**

*You drive your weapon through a weak point in your foe's defenses.*



## Crushing Blow

Fighter Attack 3




**Encounter** ♦ **Martial, Weapon**  
**Standard Action**   **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage.  
**Weapon:** If you're wielding an axe, a hammer, or a mace, you gain a bonus to the damage roll equal to your Con.

**Str vs. AC**

**Damage**


*You wind up and deliver a devastating blow with your weapon.*





## Dance of Steel

Fighter Attack 3




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage.  
**Weapon:** If you're wielding a polearm or a heavy blade, the target is slowed until the end of your next turn.

Str vs. AC


Damage

*Weaving your weapon in a graceful figure-eight, you lash out with a sudden attack.*



## Precise Strike

Fighter Attack 3




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str + 4 vs. AC  
**Hit:** 1[W] + Str damage.

Str vs. AC


Damage

*You trade damage for accuracy when you really want to land an attack on your opponent.*



## Rain of Blows

Fighter Attack 3




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Primary Target:** One creature  
**Attack:** Str vs. AC, two attacks  
**Hit:** 1[W] + Str damage.  
**Weapon:** If you're wielding a light blade, a spear, or a flail and have Dexterity 15 or higher, make a secondary attack.  
**Secondary Target:** The same or a different target  
**Secondary Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.

Str vs. AC


Damage

*You become a blur of motion, raining a series of blows upon your opponent.*



## Sweeping Blow

Fighter Attack 3




**Encounter ♦ Martial, Weapon**  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Weapon:** If you're wielding an axe, a flail, a heavy blade, or a pick, you gain a bonus to the attack roll equal to one-half your Str.  
**Hit:** 1[W] + Str damage.

Str vs. AC


Damage

*You put all your Str into a single mighty swing that strikes many enemies at once.*



## Crack the Shell

Fighter Attack 5




**Daily ♦ Martial, Reliable, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and the target takes ongoing 5 damage and a -2 penalty to AC (save ends both).

Str vs. AC


Damage

*You break through your enemy's armor and deal a painful bleeding wound.*



## Dizzying Blow

Fighter Attack 5




**Daily ♦ Martial, Reliable, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and the target is immobilized (save ends).

Str vs. AC


Damage

*You crack your foe upside the head.*



## Rain of Steel


Fighter Attack 5



**Daily ♦ Martial, Stance, Weapon**  
**Minor Action** Personal  
**Effect:** Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.


Damage

*You constantly swing your weapon about, slashing and cutting into nearby enemies.*




## Battle Awareness

Fighter Utility 6




**Daily ♦ Martial**  
**No Action** Personal  
**Effect:** You gain a +10 bonus to your initiative check. Use this power after rolling your initiative.

*No villain or monster can get the drop on you!*



## Defensive Training

Fighter Utility 6



**Daily ♦ Martial, Stance**  
**Minor Action Personal**  
**Effect:** Gain a +2 power bonus to your Fortitude, Reflex, or Will defense.

*With a soldier's discipline, you fend off attacks that would overcome a lesser person.*



## Unbreakable


Fighter Utility 6



**Encounter ♦ Martial**  
**Immediate Reaction Personal**  
**Trigger:** You are hit by an attack  
**Effect:** Reduce the damage from the attack by 5 + your Con.


Reduction

*You steel yourself against a brutal attack.*



## Come and Get It

Fighter Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action Close burst 3**  
**Target:** Each enemy in burst you can see  
**Effect:** Each target must shift 2 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (*close burst 1*).  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.

Str vs. AC


Damage

*You call your opponents toward you and deliver a blow they will never forget.*



## Griffon's Wrath

Fighter Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and the target takes a –2 penalty to AC until the end of your next turn.

Str vs. AC


Damage

*You rain several heavy overhand blows down on your foe. They force him to raise his guard high to meet your attack, exposing a vulnerable spot for your next attack—the underarm, side, or belly.*



## Iron Bulwark

Fighter Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage.  
**Effect:** You gain a +1 power bonus to AC (*or a +2 bonus if you're using a shield*) until the end of your next turn.

Str vs. AC


Damage

*You use your weapon or shield to parry one blow after another, denying your foes the satisfaction of getting in a solid hit against you.*



## Reckless Strike

Fighter Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str –2 vs. AC  
**Hit:** 3[W] + Str damage.

Str vs. AC


Damage

*You trade precision for power.*



## Sudden Surge

Fighter Attack 7



**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage.  
**Effect:** Move a number of squares equal to your Dex (*minimum 1*).

Str vs. AC

Damage

Squares

*You throw your weight into a strike, using the momentum of the swing to surge forward.*



## Shift the Battlefield

Fighter Attack 9




**Daily ♦ Martial, Weapon**  
**Standard Action Close burst 1**  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you slide the target 1 square.  
**Miss:** Half damage.

Str vs. AC

Damage


*With supreme skill and great resolve, you beat your enemies back.*





## Thicket of Blades

Fighter Attack 9




**Daily ♦ Martial, Reliable, Weapon**  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and the target is slowed (save ends).

Str vs. AC


Damage

*You sting and hinder nearby foes with a savage flurry of strikes aimed at their legs.*



## Victorious Surge

Fighter Attack 9




**Daily ♦ Healing, Martial, Reliable, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and you regain hit points as if you had spent a healing surge.

Str vs. AC


Damage

*You strike true, and your enemy's howl of pain is like music to your ears, making you forget about your own wounds.*




## Into the Fray

Fighter Utility 10




**Encounter ♦ Martial**  
**Minor Action** Personal  
**Effect:** You can move 3 squares, as long as you can end your move adjacent to an enemy.

*You unleash a fierce battle cry as you leap boldly into the fray.*




## Last Ditch Evasion

Fighter Utility 10




**Daily ♦ Martial**  
**Immediate Interrupt** Personal  
**Trigger:** You are hit by an attack  
**Effect:** You take no damage from the attack that just hit you. However, you are stunned and take a –2 penalty to all defenses until the end of your next turn.

*Thanks to a combination of skill and luck, you narrowly avoid an attack but leave yourself perilously exposed.*




## Stalwart Guard

Fighter Utility 10




**Daily ♦ Martial**  
**Minor Action** Close burst 1  
**Target:** Each ally in burst  
**Effect:** The targets gain a +1 shield bonus to AC until the end of the encounter. If you are using a shield, increase the bonus to +2 and apply it to your allies' Reflex defense as well.

*Your thoughts turn to defense as you begin using your weapon or shield to protect nearby allies.*



## Anvil of Doom

Fighter Attack 13




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and the target is dazed until the end of your next turn.  
**Weapon:** If you're wielding a hammer or a mace, the target is stunned rather than dazed.

Str vs. AC


Damage

*Your weapon makes a satisfying clunk as it connects with your enemy's skull.*



## Chains of Sorrow

Fighter Attack 13




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and the target takes a –2 penalty to all defenses until the end of your next turn.  
**Weapon:** If you're wielding a flail, the target's takes a penalty to all defenses equal to your Dex.

Str vs. AC

Damage


Penalty

*You deliver a ferocious blow and catch your enemy's armor, shield, or claws with your weapon as you draw back for another attack. Your recovery wrenches your enemy out of place.*



## Giant's Wake

Fighter Attack 13




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Primary Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage. Make a secondary attack.  
**Weapon:** If you're wielding an axe, you gain a bonus to the damage roll equal to your Con.  
**Secondary Target:** Each enemy adjacent to the primary target and within your melee reach  
**Secondary Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.  
**Weapon:** If you're wielding an axe, you gain a bonus to the damage roll equal to your Con.

Str vs. AC

Damage


Secondary Dmg

*You lay about with heavy, sweeping blows, hewing your enemies left and right.*



## Silverstep

Fighter Attack 13



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Targets:** One or two creatures

**Attack:** Str vs. AC, one attack per target

**Hit:** 2[W] + Str damage, and you push the target 1 square.

**Weapon:** If you're wielding a spear or a polearm, you push the target a number of squares equal to your Dex.

**Effect:** You shift 1 square.


**Weapon:** If you're wielding a spear or a polearm, you can shift a number of squares equal to your Dex.

Str vs. AC

Damage


Squares

*You trip your enemies, knocking them back. As they recover, you shift to a more advantageous position.*



## Storm of Blows

Fighter Attack 13



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 1[W] + Str damage.


**Weapon:** If you're wielding a heavy blade or a light blade, you gain a bonus to the damage roll equal to your Dex.

**Effect:** After the attack, you can shift 1 square and repeat the attack against another target within reach. You can then shift 1 square and repeat the attack against a third target within reach. After the final attack, you can shift 1 square.

Str vs. AC


Damage

*You duck and weave between your enemies while slashing at them ferociously.*



## Talon of the Roc

Fighter Attack 13



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 3[W] + Str damage, and the target is slowed until the end of your next turn.

**Weapon:** If you're wielding a pick or a spear, the target also cannot shift until the end of your next turn.

Str vs. AC

Damage

*Like the deadly talon of a great raptor, your steel pierces your foe and pins him in place.*



## Dragon's Fangs

Fighter Attack 15



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Targets:** One or two creatures

**Attack:** Str vs. AC, two attacks against one target or one attack against each target


**Hit:** 3[W] + Str damage.

**Miss:** Half damage.

Str vs. AC


Damage

*You strike twice in rapid succession.*



## Serpent Dance Strike

Fighter Attack 15



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 2[W] + Str damage, and the target is knocked prone if it is your size or smaller.

**Effect:** After the attack, you can shift 1 square and repeat the attack against another target within reach. You can shift and repeat the attack up to three times against different targets.

Str vs. AC


Damage

*You weave through the battlefield, striking like a hungry serpent and sweeping the feet out from under your enemies.*



## Unyielding Avalanche

Fighter Attack 15



**Daily ♦ Healing, Martial, Stance, Weapon**


**Minor Action**    **Personal**

**Effect:** You gain regeneration equal to your Con, a +1 power bonus to AC, and a +1 power bonus to saving throws. Any enemy that starts its turn adjacent to you takes 1[W] damage and is slowed until the end of its turn, as long as you are able to make opportunity attacks.

Regeneration


Damage

*You twirl your weapon about and test the defenses of nearby foes while expertly parrying their blows.*



## Interposing Shield

Fighter Utility 16




**Encounter ♦ Martial**

**Immediate Interrupt**    **Melee 1**

**Trigger:** An adjacent ally is hit by an attack


**Effect:** The ally gains a +2 power bonus to AC and Reflex defense against the triggering attack. If you are using a shield, increase the bonus to +4.

*Using your weapon or shield, you block an attack made against a close ally.*



## Iron Warrior

Fighter Utility 16



**Daily ♦ Healing, Martial**

**Minor Action**    **Personal**

**Effect:** You spend a healing surge, regain additional hit points equal to 2d6 + your Con, and make a saving throw against one effect that a save can end.

Healing

*Like a tankard of bad ale, you don't go down easy.*



## Surprise Step

Fighter Utility 16

**Encounter ♦ Martial**  
**Immediate Reaction Personal**  
**Trigger:** An adjacent enemy moves away from you  
**Effect:** Shift into the square that the enemy vacated. You have combat advantage against that enemy until the end of your next turn.

*You dog your enemy's footsteps, refusing to yield.*

## Exacting Strike

Fighter Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str + 6 vs. AC  
**Hit:** 2[W] + Str damage.

**Str vs. AC**

**Damage**

*You trade damage for accuracy to land a much-needed hit on your opponent.*

## Exorcism of Steel

Fighter Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. Reflex  
**Hit:** 2[W] + Str damage, and the target drops one weapon it is holding. You can choose to catch the dropped weapon in a free hand or have it land on the ground at your feet (*in your square*).

**Str vs. Ref**

**Damage**

*You chop at your foe's hand, causing a grievous injury and forcing him to drop his weapon.*

## Harrying Assault

Fighter Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage.  
**Effect:** After the attack, you can move a number of squares equal to your Dex and make a melee basic attack after your move.

**Str vs. AC**

**Damage**

**Squares**

*You frustrate your enemy, landing a calculated blow and then moving away before he can retaliate.*

## Mountain Breaking Blow

Fighter Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and you push the target 3 squares.  
**Effect:** After the attack, you can shift the same distance you pushed the target. You must end your move adjacent to the target.

**Str vs. AC**

**Damage**

*You land a ringing blow, then push your enemy back without giving other nearby enemies the opportunity to strike you.*

## Vorpal Tornado

Fighter Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action Close burst 1**  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage. You push the target 1 square, and it is knocked prone.

**Str vs. AC**

**Damage**

*You become a whirling cyclone of death, spinning your weapon about as you strike one foe after another, pushing them back and knocking them down.*

## Warrior's Challenge

Fighter Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and you push the target 2 squares.  
**Special:** All of your enemies within 2 squares of the target are marked until the end of your next turn.

**Str vs. AC**

**Damage**

*You land a mighty blow that causes your foe to stagger backward. With a wicked grin, you hoist your weapon and flash it menacingly at other enemies nearby.*

## Devastation's Wake

Fighter Attack 19


**Daily ♦ Martial, Weapon**  
**Standard Action Close burst 1**  
**Primary Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage.  
**Miss:** Half damage.  
**Effect:** Until the start of your next turn, adjacent enemies are subject to a secondary attack.  
**Secondary Target:** Any enemy that moves adjacent to you or starts its turn adjacent to you  
**Secondary Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.

**Str vs. AC**

**Damage**


**Secondary Dmg**

*You thrash your foes with a devastating array of strikes, and then unleash your fury a second time against anyone left standing.*



## Reaving Strike


Fighter Attack 19



**Daily ♦ Martial, Reliable, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 5[W] + Str damage, and you push the target 1 square.


Str vs. AC
Damage

*You swing your weapon in a terrific arc, hitting with such force that your foe stumbles backward.*



## Strike of the Watchful Guard


Fighter Attack 19



**Daily ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage.  
**Effect:** Until the end of the encounter, you can make a melee basic attack against the target as a free action if you are adjacent to it and it either shifts or attacks one of your allies.


Str vs. AC
Damage

*After landing a tremendous blow, you dog your enemy and make him think twice about turning his back on you.*




## Act of Desperation

Fighter Utility 22




**Daily ♦ Martial**  
**Minor Action** Personal  
**Requirement:** An ally within 10 squares is dying.  
**Effect:** You gain an action point that you must spend during your current turn.

*The sight of one of your friends dying propels you into sudden action.*




## No Surrender

Fighter Utility 22




**Daily ♦ Healing, Martial**  
**No Action** Personal  
**Trigger:** Your hit points drop to 0 or lower  
**Effect:** You regain enough hit points to bring you to one-half your maximum hit points. However, you take a –2 penalty to attack rolls until the end of the encounter.

*You refuse to go down, turning a death blow into one last chance for victory.*



## Cage of Chains


Fighter Attack 23



**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. Reflex  
**Hit:** 4[W] + Str damage.  
**Weapon:** If you're wielding a flail and are adjacent to the target at the end of your turn, the target is restrained until the start of your next turn.


Str vs. Ref
Damage

*After landing a decisive blow, you skillfully use your weapon to entangle and restrain your opponent.*



## Fangs of Steel


Fighter Attack 23



**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Primary Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage. Make a secondary attack.  
**Weapon:** If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dex.  
**Secondary Target:** One creature adjacent to the primary target and within your melee reach  
**Secondary Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage  
**Weapon:** If you're wielding a light blade or a heavy blade, you gain a bonus to the damage roll equal to your Dex.


Str vs. AC
Damage
Secondary Dmg

*You lunge forward and draw blood from one enemy, then spin around and strike another foe with deadly ferocity.*



## Hack 'n' Slash


Fighter Attack 23



**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage.  
**Weapon:** If you're wielding an axe, you gain a bonus to the damage roll equal to your Con.


Str vs. AC
Damage

*You swing your weapon in deadly arcs, mercilessly hacking and slashing at your foe's armor until finally you break through.*



## Paralyzing Strike

Fighter Attack 23




**Encounter ♦ Martial, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Weapon:** If you're wielding a pick, a polearm, or a spear, you can score a critical hit on a roll of 18–20.  
**Hit:** 3[W] + Str damage, and the target is immobilized until the end of your next turn.

Str vs. AC
Damage


*You swing your weapon in deadly arcs, mercilessly hacking and slashing at your foe's armor until finally you break through.*





## Skullcrusher

Fighter Attack 23



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 4[W] + Str damage, and the target is dazed until the end of your next turn.

**Weapon:** If you're wielding a hammer or a mace, you gain a bonus to the damage roll equal to your Con, and your enemy is blinded until the end of your next turn.

**Str vs. AC**


**Damage**

You bring your weapon down upon your enemy's skull with a loud crack that leaves him dazed and reeling.



## Warrior's Urging

Fighter Attack 23



**Encounter ♦ Charm, Martial, Weapon**

**Standard Action**    **Close burst 4**

**Target:** Each enemy in burst you can see

**Effect:** Each target must shift 3 and end adjacent to you, if possible. A target that can't end adjacent to you doesn't move. You can then attack any targets that are adjacent to you (*close burst 1*).


**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage.

**Str vs. AC**


**Damage**

You call your opponents toward you and strike out with lashing blows.



## Reaper's Stance

Fighter Attack 25



**Daily ♦ Martial, Stance, Weapon**

**Minor Action**    **Personal**

**Effect:** Whenever you use a fighter power, you can score a critical hit on a roll of 19–20, and you gain a power bonus to damage rolls equal to your Dex. Any enemy that starts its turn adjacent to you takes 1[W] damage and ongoing 10 damage (*save ends*), as long as you are able to make opportunity attacks.

**Damage Bonus**

**Damage**

Every enemy within your reach falls victim to the ruthless precision of your attacks and suffers bleeding wounds.



## Reign of Terror

Fighter Attack 25



**Daily ♦ Martial, Reliable, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str vs. AC

**Hit:** 6[W] + Str damage, and all of your enemies you can see are marked until the end of your next turn.

**Str vs. AC**


**Damage**

After smashing your weapon into a foe with amazing force, you cast your baleful glare upon the enemies that still stand before you.



## Supremacy of Steel

Fighter Attack 25



**Daily ♦ Martial, Reliable, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str vs. AC

**Hit:** 6[W] + Str damage, and until the end of your next turn the only attacks the target can make are basic attacks.

**Str vs. AC**


**Damage**

Your weapon blurs as you attack your foe a dozen times in the blink of an eye. You have an answer for every parry and every counterattack. Under your incredible assault, your enemy can do little more than defend itself.



## Adamantine Strike

Fighter Attack 27



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str vs. Reflex

**Hit:** 4[W] + Str damage, and the target takes a –2 penalty to AC until the end of your next turn.

**Str vs. Ref**


**Damage**

Your weapon breaks through shields and armor like they're made of parchment.



## Cruel Reaper

Fighter Attack 27



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Close burst 1**

**Primary Target:** Each enemy in burst you can see

**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage.

**Effect:** You can shift 2 squares, and then make a secondary attack.

**Secondary Target:** Each enemy in close burst 1


**Secondary Attack:** Str vs. AC

**Hit:** 2[W] + Str damage.

**Str vs. AC**


**Damage**

You spin your weapon about, carving into adjacent foes and causing them to scream in agony. Without warning, you slip through their blockade and make another spinning sweep.



## Diamond Shield Defense

Fighter Attack 27



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** Shield

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 4[W] + Str damage, and you take half damage from the target's attacks until the end of your next turn.

**Effect:** You gain a +2 power bonus to AC until the end of your next turn.

**Str vs. AC**


**Damage**

Your shield becomes your staunchest ally.



## Indomitable Battle Strike


Fighter Attack 27



**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 you are marked until the end of your next turn.


Str vs. AC
Damage

*You will not be denied your enemy's blood, and other foes that witness your savage attack know the ill fate that awaits them.*



## Force the Battle


Fighter Attack 29



**Daily ♦ Martial, Stance, Weapon**  
**Minor Action**    **Personal**  
**Effect:** You deal an extra 1[W] damage with your at-will and encounter fighter powers. If an enemy starts its turn adjacent to you, you can use an at-will fighter power against it as a free action at the start of its turn, as long as you are able to make opportunity attacks.


Damage Bonus
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*With the slightest flick of your weapon and minimal movement, you control the battle and turn your enemies' thoughts from conquest to survival.*



## No Mercy


Fighter Attack 29



**Daily ♦ Martial, Reliable, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 7[W] + Str damage.


Str vs. AC
Damage

*Let nothing stand between a warrior and the object of his wrath.*



## Storm of Destruction


Fighter Attack 29



**Daily ♦ Martial, Weapon**  
**Standard Action**    **Melee weapon**  
**Targets:** One or two creatures  
**Attack:** Str vs. AC, one attack per target  
**Hit:** 5[W] + Str damage.  
**Miss:** Half damage.


Str vs. AC
Damage

*You knock aside your enemies' weapons, creating holes in their defenses that enable you to strike deadly blows against two of them at once.*




## Inexorable Shift

Fighter (Iron Vanguard) Utility 12




**Encounter ♦ Martial**  
**Move Action**    **Personal**  
**Effect:** Shift into any adjacent square. If a creature occupies the square into which you shift, you push that creature 1 square.

*You throw yourself at your enemy and knock him back.*



## Surge


Fighter (Iron Vanguard) Attack 11



**Encounter ♦ Martial**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you push the target 1 square. You can shift into the square formerly occupied by the target. If you do so, each ally within 2 squares of you can shift 1 square as well.


Str vs. AC
Damage

*You beat back your enemy, allowing you and your allies to seize new ground.*



## Indomitable Strength


Fighter (Iron Vanguard) Attack 20



**Daily ♦ Healing, Martial, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage, and you push the target 1 square and it is knocked prone. In addition, the target is dazed until the end of your next turn.  
**Miss:** Half damage.  
**Effect:** You can spend a healing surge.


Str vs. AC
Damage

*A mighty blow sends your opponent flying through the air and gives you a few seconds to regain your composure.*



## Ultimate Parry


Fighter (Kensei) Utility 12



**Encounter ♦ Martial**  
**Immediate Reaction**    **Personal**  
**Trigger:** You take damage from an attack  
**Effect:** Reduce the damage by an amount equal to your level.


*With a whirl of your weapon, you expertly deflect an enemy's attack.*





## Masterstroke

Fighter (Kensei) Attack 11



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature


**Attack:** Str + 2 vs. AC

**Hit:** 2[W] + Str damage.

Str + 2 vs. AC


Damage

*An unerring strike foretells your enemy's demise.*



## Weaponsoul Dance

Fighter (Kensei) Attack 20



**Daily ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Primary Target:** One creature

**Attack:** Str vs. AC

**Hit:** 3[W] + Str damage, and the target is knocked prone and immobilized until the end of your next turn.

**Effect:** You can shift 5 squares, and then make a secondary attack.

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

**Secondary Attack:** Str + 2 vs. AC

**Hit:** 2[W] + Str damage, and the target is knocked prone and immobilized until the end of your next turn.

**Effect:** You can shift 5 squares, and then make a tertiary attack.

**Tertiary Target:** One creature other than the primary and secondary targets

**Tertiary Attack:** Str + 3 vs. AC

**Hit:** 1[W] + Str damage, and the target is knocked prone and immobilized until the end of your next turn.

Str vs. AC

Damage

*You leap from one foe to the next, striking with ever-increasing accuracy while negotiating your way through your enemies' thicket of swords.*



## All Bets Are Off

Fighter (Pit Fighter) Attack 11



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage. Make a secondary attack against the same target.

**Secondary Attack:** Str + 2 vs. AC


**Hit:** 1d6 + Str damage, and the target is dazed until the end of your next turn.

Str vs. AC

Damage


Secondary Atk

*After landing a solid blow, you belt your enemy in the face with your fist.*



## Deadly Payback

Fighter (Pit Fighter) Utility 12




**Encounter ♦ Martial, Weapon**

**Immediate Reaction** Personal

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


**Effect:** Until the end of your next turn, you gain a +2 bonus to attack rolls and damage rolls against the enemy that damaged you.

*You react viciously to an enemy that just hurt you.*



## Lion of Battle

Fighter (Pit Fighter) Attack 20



**Daily ♦ Fear, Martial, Weapon**

**Standard Action** Melee weapon

**Primary Target:** One creature

**Attack:** Str vs. AC

**Hit:** 4[W] + Str damage. If the target was bloodied before the attack, it takes +2[W] damage.

**Miss:** Half damage.

**Effect:** If you reduce the target to 0 hit points or fewer, you can make a secondary attack.

**Secondary Target:** Each enemy within 5 squares of you


**Secondary Attack:** Str vs. Will

**Hit:** The target moves its speed away from you.

Str vs. AC / Will


Damage

*You skewer yet another unworthy foe and let loose a terrifying roar of triumph when he falls.*



## Fantastic Flourish

Fighter (Swordmaster) Utility 12



**Encounter ♦ Martial**


**Minor Action** Ranged 5

**Requirement:** You make a successful melee attack with a light blade or heavy blade (*not a polearm*)

**Target:** One enemy other than the one you just hit


**Effect:** The target is marked until the end of your next turn.

*With perfect timing, you flick one enemy's blood into the eyes of another.*



## Precision Cut

Fighter (Swordmaster) Attack 11



**Encounter ♦ Martial, Weapon**

**Standard Action (Special)** Melee weapon

**Special:** This power can be used as an opportunity attack.

**Target:** One creature


**Attack:** Str vs. Ref

**Hit:** 3[W] + Str damage.

Str vs. Ref


Damage

*You slip your blade past your enemy's armor and slice him just so, leaving a bleeding gash.*



## Crescendo Sword

Fighter (Swordmaster) Attack 20



**Daily ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Requirement:** You must be wielding a light blade or a heavy blade (*not a polearm*).

**Target:** Each enemy in burst you can see

**Attack:** Str vs. AC


**Hit:** 2[W] + Str damage.

**Effect:** If you hit at least one of your enemies, you regain one daily power you have already used. If you miss all enemies, you regain one encounter power you have already used.

Str vs. AC


Damage

*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.*



## Channel Divinity: Divine Mettle


Paladin Feature



**Encounter ♦ Divine**  
**Minor Action** Close burst 10  
**Target:** One creature in burst  
**Effect:** The target makes a saving throw with a bonus equal to your Cha.


**Save Bonus**

*Your unswerving faith in your deity empowers a nearby creature to resist a debilitating affliction.*



## Channel Divinity: Divine Strength

Paladin Feature



**Encounter ♦ Divine**  
**Minor Action** Personal  
**Effect:** Apply your Str as extra damage on your next attack this turn.

**Damage Bonus**

*You petition your deity for the divine strength to lay low your enemies.*



## Divine Challenge


Paladin Feature



**At-Will ♦ Divine, Radiant**  
**Minor Action** Close burst 5  
**Target:** One creature in burst  
**Effect:** You mark the target. The target remains marked until you use this power against another target, or if you fail to engage the target (see below). A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.  
 While a target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. Also, it takes radiant damage equal to 3 + your Cha the first time it makes an attack that doesn't include you as a target before the start of your next turn. The damage increases to 6 + your Cha at 11th level, and to 9 + your Cha at 21st level.  
 On your turn, you must engage the target you challenged or challenge a different target. To engage the target, you must either attack it or end your turn adjacent to it. If none of these events occur by the end of your turn, the marked condition ends and you can't use divine challenge on your next turn.  
 You can use divine challenge once per turn.  
**Special:** Even though this ability is called a challenge, it doesn't rely on the intelligence or language ability of the target. It's a magical compulsion that affects the creature's behavior, regardless of the creature's nature. You can't place a divine challenge on a creature that is already affected by your or another character's divine challenge.

**Uses/day**

*You boldly confront a nearby enemy, searing it with divine light if it ignores your challenge.*



## Lay on Hands

Paladin Feature



**At-Will (Special) ♦ Divine, Healing**  
**Special:** You can use this power a number of times per day equal to your Wis (*minimum 1*), but only once per round.  
**Minor Action** Melee touch  
**Target:** One creature  
**Effect:** You spend a healing surge but regain no hit points. Instead, the target regains hit points as if it had spent a healing surge. You must have at least one healing surge remaining to use this power.

**Uses/day**

*Your divine touch instantly heals wounds.*



## Enfeebling Strike


Paladin Attack 1



**At-Will ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 1[W] + Cha damage. If you marked the target, it takes a –2 penalty to attack rolls until the end of your next turn.  
 Increase damage to 2[W] + Cha at 21st level.


**Cha vs. AC**  
  
**Damage**

*Your brutal weapon attack leaves your foe weakened.*



## Bolstering Strike


Paladin Attack 1



**At-Will ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 1[W] + Cha damage, and you gain temporary hit points equal to your Wis.  
 Increase damage to 2[W] + Cha at 21st level.


**Cha vs. AC**  
  
**Damage**  
  
**Hit Points**

*You attack your foe without mercy or reprieve, and your accuracy is rewarded with a divine gift of vigor.*



## Holy Strike


Paladin Attack 1



**At-Will ♦ Divine, Radiant, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str radiant damage. If you marked the target, you gain a bonus to the damage roll equal to your Wis.  
 Increase damage to 2[W] + Str at 21st level.


**Str vs. AC**  
  
**Damage**  
  
**Bonus Damage**

*You strike an enemy with your weapon, which ignites with holy light.*



## Valiant Strike

Paladin Attack 1




**At-Will ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str + 1 per enemy adjacent to you vs. AC  
**Hit:** 1[W] + Str damage.  
 Increase damage to 2[W] + Str at 21st level.

**Str vs. AC**  
  
**Damage**

*As you bring your weapon to bear, the odds against you add Str to your attack.*





## Fearsome Strike

Paladin Attack 1




**Encounter ♦ Divine, Fear, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 2[W] + Cha damage. Until the end of your next turn, the target takes a penalty to attack rolls equal to your Wis.

Cha vs. AC

Damage


Attack Penalty

*When you strike a foe with your weapon, the force of the blow causes him to shudder and second-guess his tactics.*



## Piercing Smite

Paladin Attack 1




**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. Ref  
**Hit:** 2[W] + Str damage, and the target and a number of enemies adjacent to you equal to your Wis are marked until the end of your next turn.

Str vs. Ref

Damage


Add. Marks

*Silvery spikes cover your weapon, punching through your foe's armor.*



## Radiant Smite

Paladin Attack 1




**Encounter ♦ Divine, Radiant, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str + Wis radiant damage.

Str vs. AC


Damage

*Your weapon glows with a pearly luminescence. Enemies shrink from its pure light, especially creatures of supernatural evil such as demons and devils.*



## Shielding Smite

Paladin Attack 1




**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 2[W] + Cha damage.  
**Effect:** Until the end of your next turn, one ally within 5 squares of you gains a power bonus to AC equal to your Wis.

Cha vs. AC

Damage


AC Bonus

*A translucent golden shield forms in front of a nearby ally as you attack with your weapon.*



## On Pain of Death

Paladin Attack 1




**Daily ♦ Divine, Implement**  
**Standard Action**    **Ranged 5**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 3d8 + Cha damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (*save ends*).  
**Miss:** Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (*save ends*).

Cha vs. Will


Damage

*You invoke a prayer that wracks your foe with terrible pain and causes further pain whenever he makes an attack.*



## Paladin's Judgment

Paladin Attack 1




**Daily ♦ Divine, Healing, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and one ally within 5 squares of you can spend a healing surge.  
**Miss:** One ally within 5 squares of you can spend a healing surge.

Str vs. AC


Damage

*Your melee attack punishes your enemy and heals an ally.*



## Radiant Delirium

Paladin Attack 1




**Daily ♦ Divine, Implement, Radiant**  
**Standard Action**    **Ranged 5**  
**Target:** One creature  
**Attack:** Cha vs. Ref  
**Hit:** 3d8 + Cha radiant damage, and the target is dazed until the end of your next turn. In addition, the target takes a -2 penalty to AC (*save ends*).  
**Miss:** Half damage, and the target is dazed until the end of your next turn.

Cha vs. Ref


Damage

*You engulf your enemy in searing ribbons of radiance.*




## Astral Speech

Paladin Utility 2




**Daily ♦ Divine**  
**Minor Action**    **Personal**  
**Effect:** You gain a +4 power bonus to Diplomacy checks until the end of the encounter.

*You speak with such compelling conviction that others find it difficult to refute your beliefs and claims.*




## Martyr's Blessing

Paladin Utility 2




**Daily ♦ Divine**  
**Immediate Interrupt** Close burst 1  
**Trigger:** An adjacent ally is hit by a melee or a ranged attack  
**Effect:** You are hit by the attack instead.

*You step into an attack made against an adjacent ally to save your 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.*



## Arcing Smite

Paladin Attack 3



**Encounter ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Targets:** One or two creatures  
**Attack:** Str vs. AC, one attack per target  
**Hit:** 1[W] + Str damage, and the target is marked until the end of your next turn.

Str vs. AC
Damage

*You swing your weapon in a wide arc that strikes not one but two creatures within your reach.*



## Invigorating Smite

Paladin Attack 3



**Encounter ♦ Divine, Healing, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2[W] + Cha damage. If you are bloodied, you regain hit points equal to 5 + your Wis. Bloodied allies within 5 squares of you also regain hit points equal to 5 + your Wis.

Cha vs. Will
Damage
Healing

*When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by the divine power of your faith.*



## Righteous Smite

Paladin Attack 3



**Encounter ♦ Divine, Healing, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 2[W] + Cha damage, and you and each ally within 5 squares of you gain temporary hit points equal to 5 + your Wis.

Cha vs. AC
Damage
Hit Points

*Your righteous blow fills you and your nearby allies with preternatural resolve.*



## Staggering Smite


Paladin Attack 3



**Encounter ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you push the target a number of squares equal to your Wis.


Str vs. AC
Damage
Squares

*With a mighty swing of your weapon, you knock your enemy back.*



## Hallowed Circle


Paladin Attack 5



**Daily ♦ Divine, Implement, Zone**  
**Standard Action** Close burst 3  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Ref  
**Hit:** 2d6 + Cha damage.  
**Effect:** The burst creates a zone of bright light. You and each ally within the zone gain a +1 power bonus to all defenses until the end of the encounter.


Cha vs. Ref
Damage

*You wave your hand through the air, and a wide circle of faintly glowing symbols appears around you, damaging enemies and protecting allies within its confines.*



## Martyr's Retribution

Paladin Attack 5



**Daily ♦ Divine, Radiant, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC, and you must spend a healing surge without regaining any hit points  
**Hit:** 4[W] + Str radiant damage.  
**Miss:** Half damage.

Str vs. AC
Damage

*Divine light engulfs your weapon as you sacrifice your ability to heal in order to strike down your enemy.*



## Sign of Vulnerability

Paladin Attack 5

**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Cha vs. Fort  
**Hit:** 3d8 + Cha radiant damage, and the target gains vulnerability 5 to radiant damage until the end of the encounter.  
**Miss:** Half damage, and the target gains no vulnerability.

Cha vs. Fort

Damage

*You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.*

## Divine Bodyguard

Paladin Utility 6

**Daily ♦ Divine**  
**Minor Action** Ranged 5  
**Effect:** Choose an ally within 5 squares of you. You take half that ally's damage until the end of the encounter or until you end the effect as a free action. No power or effect can reduce the damage you take from this power.

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

## One Heart, One Mind

Paladin Utility 6

**Daily ♦ Divine**  
**Minor Action** Close burst 6  
**Targets:** You and each ally in burst  
**Effect:** Until the end of the encounter, targets can communicate telepathically with each other out to a range of 20 squares, and your aid another actions give a +4 bonus instead of +2.

*You and your trusted allies form a telepathic bond.*

## Wrath of the Gods

Paladin Utility 6

**Daily ♦ Divine**  
**Minor Action** Close burst 1  
**Targets:** You and each ally in burst  
**Effect:** The targets add your Cha to damage rolls until the end of the encounter.

Damage Bonus

*A halo of divine light emanates from you, enabling you and nearby allies to strike down your enemies with greater determination.*

## Beckon Foe

Paladin Attack 7

**Encounter ♦ Divine, Implement**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2d10 + Cha damage, and you pull the target a number of squares equal to your Wis.

Cha vs. Will

Damage

Squares

*You pull an enemy toward you, dealing grievous wounds as he tries to rebuke you.*

## Benign Transposition

Paladin Attack 7

**Encounter ♦ Divine, Teleportation, Weapon**  
**Standard Action** Melee weapon  
**Primary Target:** One ally within a number of squares equal to your Wis  
**Effect:** You and the target swap places. If an enemy is now within your melee reach, you can make a secondary attack against it.  
**Secondary Target:** One enemy  
**Secondary Attack:** Cha vs. AC  
**Hit:** 2[W] + Cha damage.

Cha vs. AC

Damage

Range

*You call upon the power of your deity to switch places with an ally and strike a foe within reach of your new position.*

## Divine Reverence

Paladin Attack 7

**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Will  
**Hit:** 1d8 + Cha radiant damage, and the target is dazed until the end of your next turn.

Cha vs. Will

Damage

*You present yourself with such conviction that your enemies cannot help but be awestruck by the power of your faith.*

## Thunder Smite


Paladin Attack 7

**Encounter ♦ Divine, Thunder, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC (can score a critical hit against a marked enemy on a roll of 19–20)  
**Hit:** 2[W] + Str thunder damage, and the target is knocked prone.

Str vs. AC


Damage

*Your weapon flashes as it strikes, and moments later, a peal of thunder slams into your foe.*



## Crown of Glory

Paladin Attack 9




**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Will  
**Hit:** 2d8 + Cha radiant damage.  
**Effect:** Any enemy that starts its turn adjacent to you is slowed until the end of your next turn.  
**Sustain Minor:** You can sustain the power's effect.

Cha vs. Will


Damage

*A scintillating crown of radiant energy appears above your head, then expands suddenly to cripple nearby enemies.*



## One Stands Alone

Paladin Attack 9




**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Will  
**Hit:** 2d8 + Cha radiant damage.  
**Effect:** The targets are weakened (*save ends*).  
**Special:** You cannot use this power if any allies are within 5 squares of you.

Cha vs. Will


Damage

*Unable to fight alongside your allies, you turn to your faith for protection and press forward undaunted.*



## Radiant Pulse

Paladin Attack 9




**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Ranged 10  
**Primary Target:** One creature  
**Attack:** Cha vs. Fort  
**Hit:** 1d10 + Cha radiant damage. Make a secondary attack.  
**Secondary Target:** Each enemy adjacent to the primary target  
**Secondary Attack:** Cha vs. Fort  
**Hit:** 1d10 + Cha radiant damage, and you push the target 3 squares.  
**Sustain Minor:** When you sustain this power, you can repeat the secondary attack (*the primary target is the same each time*).  
**Miss:** Half damage, and no secondary attack.

Cha vs. Fort


Damage

*You target an enemy with a searing, pulsating light that also damages enemies adjacent to him and thrusts them back.*




## Cleansing Spirit

Paladin Utility 10




**Encounter ♦ Divine**  
**Minor Action** Ranged 5  
**Target:** You or one ally  
**Effect:** The target makes a saving throw with a +2 bonus.

*A translucent outline briefly appears above the creature you designate. The divine spirit gestures, relieving some of the creature's suffering, then fades instantly away.*




## Noble Shield

Paladin Utility 10




**Daily ♦ Divine**  
**Immediate Interrupt** Personal  
**Trigger:** You are targeted by a close attack or an area attack  
**Effect:** A close attack or an area attack targeting you automatically hits you, and any of your allies who are also hit take only half damage. This power does not change other effects the attack might cause.

*You quickly throw up your hand, and a vortex of swirling energy surrounds you and your friends, shielding them from harm at your expense.*




## Turn the Tide

Paladin Utility 10




**Daily ♦ Divine**  
**Standard Action** Close burst 3  
**Targets:** You and each ally in burst  
**Effect:** The targets make saving throws against every effect that a save can end.

*You whisper a solemn hymn, and divine light washes gently over you and nearby allies, potentially negating harmful and debilitating afflictions.*



## Entangling Smite

Paladin Attack 13




**Encounter ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2[W] + Cha damage, and the target is immobilized until the end of your next turn.

Cha vs. Will


Damage

*Strands of energy erupt from your weapon as it strikes true, wrapping around your foe and rooting it to the ground.*



## Radiant Charge

Paladin Attack 13



**Encounter ♦ Divine, Radiant, Weapon**  
**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  
**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.

Str vs. AC

Damage

Squares

*You propel yourself through the air toward a nearby foe as brilliant rays of light stream from your weapon.*





## Renewing Smite

Paladin Attack 13




**Encounter ♦ Divine, Healing, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 2[W] + Cha damage, and one ally within 5 squares of you regains hit points equal to 10 + your Wis.  
**Healing**

*As you strike a foe with your weapon, you murmur a prayer of renewal, causing a momentary nimbus of light to engulf and heal a nearby ally.*




## Whirlwind Smite

Paladin Attack 13




**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Close burst 1**  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and the target is marked until the end of your next turn.  
**Damage**

*You sweep your weapon in a full circle, attacking all adjacent enemies in a dazzling display of martial prowess.*




## Bloodied Retribution

Paladin Attack 15




**Daily ♦ Divine, Healing, Weapon**  
**Standard Action**    **Melee weapon**  
**Special:** You can use this power only when you are bloodied.  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage.  
**Miss:** Half damage.  
**Effect:** You can spend a healing surge.  
**Damage**

*Battered and bloodied, you call upon the divine power of your deity to deal a retributive blow to your enemy and heal your wounds.*




## Break the Wall

Paladin Attack 15




**Daily ♦ Divine, Implement**  
**Standard Action**    **Ranged 5**  
**Target:** One creature  
**Attack:** Cha vs. Fort  
**Hit:** 3d10 + Cha damage, and the target takes a -2 penalty to all defenses (save ends).  
**Miss:** Half damage, and the target takes a -1 penalty to all defenses (save ends).  
**Damage**

*You lash out at an enemy with the power of your faith and break down its defenses.*




## True Nemesis

Paladin Attack 15




**Daily ♦ Divine, Implement**  
**Standard Action**    **Ranged 5**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2d10 + Cha damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, whenever the target is within 5 squares of you and attacks you or an ally, you can make a secondary attack against the target as an immediate reaction.  
**Secondary Attack:** Cha vs. Will  
**Hit:** 2d10 + Cha damage.  
**Miss:** Half damage.  
**Damage**

*You extend your holy symbol toward a foe, dealing damage and singling him out as the continuing subject of your divine retribution.*




## Angelic Intercession

Paladin Utility 16




**Daily ♦ Divine, Teleportation**  
**Immediate Interrupt**    **Personal**  
**Trigger:** An ally within 5 squares of you is hit by an attack  
**Effect:** You teleport adjacent to the ally and are hit by the attack instead.  
**Damage**

*You teleport to the side of a friend in peril and take the effects of an attack meant for him.*



## Death Ward

Paladin Utility 16



**Daily ♦ Divine, Healing**  
**Standard Action**    **Melee touch**  
**Target:** One dying creature  
**Effect:** You spend a healing surge but regain no hit points from it. Instead, the target regains hit points as if it had spent two healing surges. Add your Cha to the hit points regained.  
**Healing Bonus**

*You touch a dying creature and share some of your divine inner light, bestowing upon the recipient the power to resist the call of death.*



## Enervating Smite

Paladin Attack 17



**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 2[W] + Cha damage, and the target is weakened until the end of your next turn.  
**Damage**

*With a mighty blow, you leave your foe horribly weakened.*



## Fortifying Smite

Paladin Attack 17



**Encounter ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Cha vs. AC  
**Hit:** 3[W] + Cha damage. Until the end of your next turn, you gain a power bonus to AC equal to your Wis.


Cha vs. Will	
Damage	
AC Bonus	

*A symphony of otherworldly music resonates throughout your body, fortifying it to withstand the tests to come.*



## Hand of the Gods

Paladin Attack 17



**Encounter ♦ Divine, Implement, Radiant**  
**Minor Action** Close burst 1  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Fort  
**Hit:** 2d10 + Cha radiant damage, and the target is marked until the end of your next turn.  
**Effect:** Until the end of your next turn, allies in the burst gain a power bonus to attack rolls equal to your Wis.

Cha vs. Fort	
Damage	
Attack Bonus	

*You hold your holy symbol high above your head, and a brilliant flash of divine light explodes from it. The radiance sears your foes and inspires your closest allies.*



## Terrifying Smite


Paladin Attack 17



**Encounter ♦ Divine, Fear, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and you push the target a number of squares equal to your Cha. The target can't move nearer to you on its next turn.


Str vs. AC	
Damage	
Squares	

*Striking mercilessly, you hound your foe with waves of divine dread.*



## Corona of Blinding Radiance


Paladin Attack 19



**Daily ♦ Divine, Radiant, Weapon**  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst you can see  
**Attack:** Cha vs. Ref  
**Hit:** 3[W] + Cha radiant damage, and the target is blinded (save ends).  
**Miss:** Half damage, and the target is blinded until the end of your next turn.


Cha vs. Ref	
Damage	

*You swing your weapon and brilliant light explodes around you, blinding your enemies.*



## Crusader's Boon


Paladin Attack 19



**Daily ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage.  
**Miss:** Half damage.  
**Effect:** You and allies adjacent to you gain a +1 power bonus to attack rolls until the end of the encounter.


Str vs. AC	
Damage	

*You strike your foe with such conviction that nearby allies can't help but feel inspired.*



## Righteous Inferno


Paladin Attack 19



**Daily ♦ Divine, Fire, Implement, Zone**  
**Standard Action** Area burst 2 within 10 squares  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Ref  
**Hit:** 3d10 + Cha fire damage, and the target grants combat advantage to you and your allies until the end of your next turn.  
**Miss:** Half damage, and the target does not grant combat advantage.  
**Effect:** The burst creates a zone of fire that lasts until the end of your next turn. Enemies that enter the zone or start their turns there take 1d10 fire damage and grant combat advantage to you and your allies.  
**Sustain Minor:** The zone persists.


Cha vs. Ref	
Damage	

*A raging inferno of holy fire engulfs your enemies and continues to burn those who are drawn to it like moths.*




## Angelic Rescue

Paladin Utility 22




**Daily ♦ Divine, Teleportation**  
**Standard Action** Ranged sight  
**Target:** One willing ally  
**Effect:** The target is teleported from any square you can see to a square within 5 squares of you that is nearer to you than the target's original square.

*White wings of astral brilliance envelop an ally in a sparkling cocoon, then disappear. The wings reappear a short distance away and unfold, bringing the ally closer to you.*



## Cleansing Burst


Paladin Utility 22



**Daily ♦ Divine**  
**Minor Action** Close burst 5  
**Targets:** You and each ally in burst  
**Effect:** All targets make a saving throw against each effect that a save can end. Any penalties to attack rolls or defenses affecting the targets are removed.


*Ripples of divine energy wash over you and nearby allies, potentially negating harmful and debilitating afflictions.*






## 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.*



## Here Waits Thy Doom


Paladin Attack 23



**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action**    **Ranged 5**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 4d10 + Cha radiant damage, and you pull the target a number of squares equal to your Wis (minimum 1).


Cha vs. Will
Damage
Squares

*You pull an enemy toward you, searing him with radiant energy as he tries to resist.*



## Martyr's Smite

Paladin Attack 23



**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage. Until the end of your next turn, any time the target deals damage, you can choose to take that damage. The target's intended victim takes no damage but is subject to any other effects of the attack.

Str vs. AC
Damage

*As you assail your foe, you utter a prayer that grants you the power to absorb the damage from your foe's attacks, even when such attacks aren't directed at you.*



## Resounding Smite


Paladin Attack 23



**Encounter ♦ Divine, Thunder, Weapon**  
**Standard Action**    **Melee weapon**  
**Primary Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str thunder damage, and the target is knocked prone. Make a secondary attack.  
**Secondary Target:** Each enemy adjacent to you other than the primary target  
**Secondary Attack:** Str vs. AC  
**Hit:** 1[W] + Str thunder damage, and the target is knocked prone.


Str vs. AC
Damage
Secondary Dmg

*You swing your weapon in a mighty arc, unleashing a peal of thunder that knocks adjacent enemies prone.*



## Sublime Transposition


Paladin Attack 23



**Encounter ♦ Divine, Teleportation, Weapon**  
**Standard Action**    **Ranged 5**  
**Primary Target:** One willing ally  
**Effect:** You can teleport the target 5 squares. Until the end of your next turn, you grant the target a power bonus to all defenses equal to your Wis. In addition, you teleport to the target's original space and make a secondary attack.  
**Secondary Target:** One creature within your melee reach  
**Secondary Attack:** Cha vs. AC  
**Hit:** 3[W] + Cha damage.


Cha vs. AC
Damage
Defense Bonus

*With a wave of your hand, you teleport an endangered ally to a safer location, teleport yourself to his previous location, and strike a foe within reach.*



## Exalted Retribution

Paladin Attack 25



**Daily ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 4[W] + Str damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, the target provokes an opportunity attack from you when it attacks (*save ends*). You gain a +2 bonus to the opportunity attack roll and deal an extra 1[W] damage.


Str vs. AC
Damage
Opportunity Atk

*You land a mighty blow, and the symbol of your deity appears above your enemy's head as a glowing red rune that only you can see, flashing brightly to warn you whenever he's about to attack.*



## To the Nine Hells with You


Paladin Attack 25



**Daily ♦ Divine, Fire, Implement**  
**Standard Action**    **Close burst 5**  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Will  
**Hit:** 6d6 + Cha damage, and ongoing 10 fire damage (*save ends*). The target is marked until the end of your next turn.  
**Miss:** Half damage, and ongoing 10 fire damage (*save ends*). The target is marked until the end of your next turn.


Cha vs. Will
Damage

*Divine light explodes out from your holy symbol, blasting and igniting enemies nearby.*



## Blinding Smite

Paladin Attack 27




**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. Will  
**Hit:** 3[W] + Str damage, and the target is blinded until the end of your next turn.

**Str vs. Will**


**Damage**

*Your weapon glows with a pale inner light, and your enemy is struck blind by the force of your blow.*



## Brand of Judgment

Paladin Attack 27




**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action**    **Melee touch**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 4d8 + Cha radiant damage. If the target makes an attack on its next turn, it takes half damage from its own attack whether it hits or misses.

**Cha vs. Will**


**Damage**

*You touch your holy symbol to an enemy, branding it with the painfully radiant symbol of your deity and causing it to take damage from its own attacks.*



## Deific Vengeance

Paladin Attack 27



**Encounter ♦ Divine, Implement**  
**Immediate Reaction**    **Ranged 20**  
**Trigger:** A creature within range attacks you  
**Target:** The attacking creature  
**Attack:** Cha + 2 vs. Fort  
**Hit:** 4d10 + Cha damage, and the target is weakened until the end of your next turn.

**Cha + 2 vs. Fort**


**Damage**

*You invoke an ancient prayer that unleashes your deity's ire upon a nearby enemy that has just attacked you.*



## Restricting Smite

Paladin Attack 27




**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 3[W] + Cha damage, and the target is marked until the end of your next turn. In addition, the target cannot gain line of effect to anyone but you until the end of your next turn.

**Cha vs. Will**


**Damage**

*You strike your enemy with such resolve that he is blind to all foes except you.*



## Stunning Smite

Paladin Attack 27




**Encounter ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Primary Target:** One creature  
**Attack:** Str vs. Will  
**Hit:** 2[W] + Str damage, and the target is stunned until the end of your next turn. Make a secondary attack.  
**Secondary Target:** Each enemy other than the primary target adjacent to you  
**Secondary Attack:** Str vs. Will  
**Hit:** 1[W] + Str damage, and the target is stunned until the end of your next turn.

**Str vs. Will**

**Damage**


**Secondary Dmg**

*You swing your weapon in a mighty arc, stunning targets that you hit.*



## Even Hand of Justice

Paladin Attack 29




**Daily ♦ Divine, Implement**  
**Standard Action**    **Ranged 5**  
**Target:** One creature  
**Attack:** Cha vs. Will  
**Hit:** 5d10 + Cha damage. Whenever the target makes an attack, its attack works as usual, but it takes the full damage and effects of the attack as well (save ends). Saving throws made to end the effect take a -2 penalty.  
**Miss:** 5d10 + Cha damage.  
**Special:** Many creatures have immunity or resistance to their own attacks. When taking damage from its own attacks resulting from this power, the target does not gain the benefit of any immunities or resistances.

**Cha vs. Will**


**Damage**

*You pronounce a divine sentence upon your enemy and force him to take the damage of his own attacks.*



## Powerful Faith

Paladin Attack 29




**Daily ♦ Divine, Weapon**  
**Standard Action**    **Melee weapon**  
**Primary Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 7[W] + Str damage. Make a secondary attack.  
**Miss:** Half damage, and no secondary attack.  
**Secondary Target:** Each enemy within 10 squares of you  
**Secondary Attack:** Str vs. Fort  
**Hit:** The target is blinded until the end of your next turn.

**Str vs. AC**

**Damage**


**Str vs. Fort**

*You deal a hard blow to your enemy, and divine arcs of light spring from the tip of your weapon and blind those who stand against you.*



## Pray for More


Paladin (Astral Weapon) Utility 12



**Encounter ♦ Divine**  
**Free Action**    **Personal**  
**Effect:** If you don't like the damage you have rolled with one of your attacks, reroll your damage. You must use the result of the second roll.


*You strike your enemy, but you pray to increase the amount of damage you deal.*





## Carving a Path of Light

Paladin (Astral Weapon) Attack 11



**Encounter ♦ Divine, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str vs. AC

**Hit:** 2[W] + Str damage, and until the end of your next turn, your allies have combat advantage against any enemy adjacent to you.

**Str vs. AC**


**Damage**

*Your weapon glows with astral light, and as it strikes your enemy, that glow spreads to encompass all enemies adjacent to you, temporarily coating them with a glowing target your allies can see.*



## Astral Whirlwind

Paladin (Astral Weapon) Attack 20



**Daily ♦ Divine, Fear, Weapon**

**Standard Action**    **Close burst 1**

**Target:** Each enemy in burst you can see

**Attack:** Str vs. AC


**Hit:** 2[W] + Str damage. In addition, the target takes a -2 penalty to all defenses (*save ends*).

**Special:** If this attack kills one or more evil or chaotic evil creatures, roll a d20. On a roll of 10 or higher, you can use this power again during this encounter.

**Str vs. AC**


**Damage**

*Your faith directs you into a whirling attack that strikes out at every foe within reach, instilling them with fear and weakening their defenses.*



## None Shall Pass

Paladin (Champion of Order) Utility 12




**Daily ♦ Divine**

**Free Action**    **Personal**


**Effect:** Until the end of the encounter, every use of your divine challenge targets two enemies rather than one

*You contain two foes instead of just one with your divine challenge.*



## Certain Justice

Paladin (Champion of Order) Attack 11



**Encounter ♦ Divine, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str + 4 vs. AC

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

**Str + 4 vs. AC**


**Damage**

*You call upon your devotion to law to make your attack strike true.*



## Rule of Order

Paladin (Champion of Order) Attack 20



**Daily ♦ Divine, Radiant, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. Fort

**Special:** If the target has scored a critical hit against you or your allies in this encounter, your attack gains a +2 power bonus and deals +2d10 radiant damage.

**Hit:** 4[W] + Str damage, and you push the target 1 square. The target is weakened (*save ends*).


**Miss:** 1[W] + Str damage, and the target is weakened (*save ends*).

**Str vs. Fort**

**Damage**


**Miss**

*You invoke order through your weapon, causing it to glow as you deliver a punishing blow against an enemy.*



## Healing Font

Paladin (Hospitaler) Utility 12




**Daily ♦ Divine, Healing**

**Minor Action**    **Personal**

**Effect:** Until the end of this encounter, when you attack on your turn and hit at least one enemy, you heal an ally. Choose one ally within 10 squares of you. That ally regains a number of hit points equal to 1d6 times your Wis.


**Healing**

*A short prayer imbues your weapon with healing power, so that whenever it strikes an enemy it heals an ally.*



## Life-Giving Smite

Paladin (Hospitaler) Attack 20



**Daily ♦ Divine, Healing, Radiant, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Cha vs. Fort

**Hit:** 4[W] + Cha radiant damage.


**Effect:** Choose one ally within 10 squares of you. The ally can spend a healing surge. Add your Cha to the hit points regained.

**Cha vs. Fort**

**Damage**


**Healing Bonus**

*You imbue your weapon with radiant power, and as you strike at a foe the power of the attack heals an ally.*



## Warding Blow

Paladin (Hospitaler) Attack 11



**Encounter ♦ Divine, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature that is marked by you

**Attack:** Cha vs. AC

**Hit:** 2[W] + Cha damage, and each ally within 5 squares of you can make a saving throw.

**Cha vs. AC**

**Damage**

*You strike a foe you have challenged, bringing hope and encouragement to nearby allies.*

## Just Radiance

Paladin (Justiciar) Attack 11

**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 5  
**Target:** Each enemy marked by you in burst  
**Attack:** Cha vs. Will  
**Hit:** 2d8 + Cha radiant damage, and until the end of your next turn, the target cannot make an attack that does not include you.

Cha vs. Will

Damage

*A burst of light, like purity and justice, explodes from your holy symbol, sending searing pain through enemies you have challenged.*

## Challenge the Unjust

Paladin (Justiciar) Attack 20

**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 10  
**Target:** Each enemy in burst  
**Attack:** Cha vs. Will  
**Hit:** 3d8 + Cha radiant damage, and the target is marked until the end of your next turn.  
**Miss:** Half damage, and the target is marked until the end of your next turn.

Cha vs. Will

Damage

*Your enemies surround you, and the purity within you cries out for justice. You focus a powerful prayer through your holy symbol, sending forth a radiant burst of punishing force that no enemy can ignore.*

## Strike Me Instead

Paladin (Justiciar) Utility 12

**Daily ♦ Divine**  
**Immediate Interrupt** Personal  
**Trigger:** An ally within 5 squares of you is attacked  
**Effect:** The attack misses all of your allies it targets, but automatically hits you even if you weren't a target of the attack.

*You call upon your innate sense of justice and honor, whisper a short prayer, and redirect an attack so that you take the hit for those you would protect.*

## Channel Divinity: Divine Fortune

Cleric Feature

**Encounter ♦ Divine**  
**Free Action** Personal  
**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

*In the face of peril, you hold true to your faith and receive a special boon.*

## Channel Divinity: Turn Undead

Cleric Feature

**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 2  
(5 at 11th level, 8 at 21st level)  
**Target:** Each undead creature in burst  
**Attack:** Wis vs. Will  
**Hit:** 1d10 + Wis radiant damage, and you push the target a number of squares equal to 3 + your Cha. The target is immobilized until the end of your next turn.  
 Increase damage to 2d10 + Wis at 5th level, 3d10 + Wis at 11th level, 4d10 + Wis at 15th level, 5d10 + Wis at 21st level, and 6d10 + Wis at 25th level.  
**Miss:** Half damage, and the target is not pushed or immobilized.

Wis vs. Will

Damage

Squares

*You sear undead foes, push them back, and root them in place.*

## Healing Word

Cleric Feature

**Encounter (Special) ♦ Divine, Healing**  
**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.  
**Minor Action** Close burst 5  
(10 at 11th level, 15 at 21st level)  
**Target:** You or one ally  
**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points.  
 Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Healing Bonus

*You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*

## Lance of Faith

Cleric Attack 1

**At-Will ♦ Divine, Implement, Radiant**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Wis vs. Ref  
**Hit:** 1d8 + Wis radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target.  
 Increase damage to 2d8 + Wis at 21st level.

Wis vs. Ref

Damage

*A brilliant ray of light sears your foe with golden radiance. Sparkles of light linger around the target, guiding your ally's attack.*

## Priest's Shield

Cleric Attack 1

**At-Will ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and you and one adjacent ally gain a +1 power bonus to AC until the end of your next turn.  
 Increase damage to 2[W] + Str at 21st level.

Str vs. AC

Damage

*You utter a minor defensive prayer as you attack with your weapon.*





## 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 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.

Str vs. AC

Damage


Melee Atk Bonus

*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.*



## Sacred Flame

Cleric Attack 1




**At-Will ♦ Divine, Implement, Radiant**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Attack:** Wis vs. Ref  
**Hit:** 1d6 + Wis radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Cha + one-half your level or to make a saving throw.  
 Increase damage to 2d6 + Wis at 21st level.

Wis vs. Ref

Damage


Hit Points

*Sacred light shines from above, searing a single enemy with its radiance while at the same time aiding an ally with its beneficent power.*



## Cause Fear

Cleric Attack 1



**Encounter ♦ Divine, Fear, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Wis vs. Will  
**Hit:** The target moves its speed + your Cha away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

Wis vs. Will

Movement

*Your holy symbol ignites with the fury of your god. Uncontrollable terror grips your enemy, causing him to instantly recoil.*



## Divine Glow

Cleric Attack 1




**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action** Close blast 3  
**Target:** Each enemy in blast  
**Attack:** Wis vs. Ref  
**Hit:** 1d8 + Wis radiant damage.  
**Effect:** Allies in the blast gain a +2 power bonus to attack rolls until the end of your next turn.

Wis vs. Ref


Damage

*Murmuring a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its stern light, but your allies are heartened and guided by it.*



## Healing Strike

Cleric Attack 1




**Encounter ♦ Divine, Healing, Radiant, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str radiant damage, and the target is marked until the end of your next turn. In addition, you or one ally within 5 squares of you can spend a healing surge.

Str vs. AC


Damage

*Divine radiance gleams from your weapon. When you smite your enemy, your deity bestows a minor blessing in the form of healing for you or one of your allies.*



## Wrathful Thunder

Cleric Attack 1




**Encounter ♦ Divine, Thunder, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str thunder damage, and the target is dazed until the end of your next turn.

Str vs. AC


Damage

*Your arm is made strong by the power of your deity. When you strike, a terrible thunderclap smites your adversary and dazes him.*



## Avenging Flame

Cleric Attack 1




**Daily ♦ Divine, Fire, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and ongoing 5 fire damage (save ends).  
**Miss:** Half damage, and no ongoing fire damage.  
**Special:** If the target attacks on its turn, it can't attempt a saving throw against the ongoing damage.

Str vs. AC


Damage

*You slam your weapon into your foe, who bursts into flame. Divine fire avenges each attack your enemy dares to make.*



## Beacon of Hope

Cleric Attack 1




**Daily ♦ Divine, Healing, Implement**  
**Standard Action** Close burst 3  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Will  
**Hit:** The target is weakened until the end of its next turn.  
**Effect:** You and all your allies in the burst regain 5 hit points, and your healing powers restore +5 hit points until the end of the encounter.

Wis vs. Will


Damage

*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.*



## Cascade of Light

Cleric Attack 1




**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Wis vs. Will  
**Hit:** 3d8 + Wis radiant damage, and the target gains vulnerability 5 to all your attacks (*save ends*).  
**Miss:** Half damage, and the target gains no vulnerability.

Wis vs. Will


Damage

*A burst of divine radiance sears your foe.*



## Guardian of Faith

Cleric Attack 1




**Daily ♦ Conjuration, Divine, Implement, Radiant**  
**Standard Action** Ranged 5  
**Effect:** You conjure a guardian that occupies 1 square within range. Every round, you can move the guardian 3 squares as a move action. The guardian lasts until the end of the encounter. Any enemy that ends its turn next to the conjured guardian is subject to a Wis vs. Fort attack. Creatures can move through the space occupied by the guardian.  
 On a hit, the attack deals 1d8 + Wis radiant damage.

Wis vs. Fort


Damage

*You conjure a ghostly guardian, indistinct except for a glowing shield emblazoned with your deity's symbol. A burst of radiance erupts from it to sear foes that move next to it.*




## Bless

Cleric Utility 2




**Daily ♦ Divine**  
**Standard Action** Close burst 20  
**Targets:** You and each ally in burst  
**Effect:** Until the end of the encounter, all targets gain a +1 power bonus to attack rolls.

*You beseech your deity to bless you and your allies.*



## Cure Light Wounds

Cleric Utility 2



**Daily ♦ Divine, Healing**  
**Standard Action** Melee touch  
**Target:** You or one creature  
**Effect:** The target regains hit points as if it had spent a healing surge.

*You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with a dim silver light.*



## Divine Aid


Cleric Utility 2



**Encounter ♦ Divine**  
**Standard Action** Ranged 5  
**Target:** You or one ally  
**Effect:** The target makes a saving throw with a bonus equal to your Cha.


Save Bonus

*You beseech your deity to grant you or one of your allies the strength to overcome a hindrance.*




## Sanctuary

Cleric Utility 2




**Encounter ♦ Divine**  
**Standard Action** Ranged 10  
**Target:** You or one creature  
**Effect:** The target receives a +5 bonus to all defenses. The effect lasts until the target attacks or until the end of your next turn.

*You cast a protective ward upon a creature that makes enemies' attacks less effective.*




## Shield of Faith

Cleric Utility 2




**Daily ♦ Divine**  
**Standard Action** Close burst 5  
**Targets:** You and each ally in burst  
**Effect:** The targets gain a +2 power bonus to AC until the end of the encounter.

*A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.*



## Blazing Beacon

Cleric Attack 3




**Encounter ♦ Divine, Radiant, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str radiant damage, and all ranged attack rolls against the target gain a +4 power bonus until the end of your next turn.

Str vs. AC

Damage


*You invoke your deity's name, and holy light envelops your weapon. When you strike your foe, a blazing beacon in the form of a holy rune floats above its head to guide your allies' ranged attacks as well.*





## Command

Cleric Attack 3




**Encounter ♦ Charm, Divine, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Wis vs. Will  
**Hit:** The target is dazed until the end of your next turn. In addition, you can choose to knock the target prone or slide the target a number of squares equal to 3 + your Cha.

Wis vs. Will


Squares

*You utter a single word to your foe, a word that demands obedience. You can choose to drive the foe back, order it closer, or cause the foe to throw itself to the ground.*



## Daunting Light

Cleric Attack 3




**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Wis vs. Ref  
**Hit:** 2d10 + Wis radiant damage.  
**Effect:** One ally you can see gains combat advantage against the target until the end of your next turn.

Wis vs. Ref


Damage

*A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defense for a short time.*



## Split the Sky

Cleric Attack 3




**Encounter ♦ Divine, Thunder, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. Fort  
**Hit:** 1[W] + Str thunder damage, and you push the target 2 squares and knock it prone.

Str vs. Fort


Damage

*You invoke ancient words of wrath as you attack with your weapon. The thundering power of your melee strike causes your foe to stumble backward and fall.*



## Consecrated Ground

Cleric Attack 5




**Daily ♦ Divine, Healing, Radiant, Zone**  
**Standard Action** Close burst 1  
**Effect:** The burst creates a zone of sanctified ground that lasts until the end of your next turn. You can move the origin square of the zone 3 squares as a move action. Enemies that start their turns within the zone take 1d6 + your Cha radiant damage. You and any allies who are bloodied and start their turns within the zone regain hit points equal to 1 + your Cha.  
**Sustain Minor:** The zone persists.

Damage


Healing

*With a wave of your hand, jagged lines of radiant light spread across the ground around you like a crackling web, moving at your whim. Enemies that stand upon this ground suffer the wrath of your deity.*



## Rune of Peace

Cleric Attack 5




**Daily ♦ Charm, Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. Will  
**Hit:** 1[W] + Str damage, and the target cannot attack (save ends).  
**Miss:** The target cannot attack you until the end of your next turn.

Str vs. Will


Damage

*You smash your weapon into your foe, leaving behind a glowing rune that prevents your foe from making attacks.*



## Spiritual Weapon

Cleric Attack 5




**Daily ♦ Conjuration, Divine, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Wis vs. AC  
**Hit:** 1d10 + Wis damage.  
**Effect:** You conjure a weapon that appears in the target's square and attacks. Your allies gain combat advantage against the target. You can move the weapon up to 10 squares to another enemy's square as a move action. The weapon lasts until the end of your next turn.  
**Sustain Minor:** When you sustain the power, repeat the attack. Your allies continue to gain combat advantage against the weapon's target.

Wis vs. AC


Damage

*You conjure a glowing weapon adorned with the symbol of your deity. The weapon attacks one of your foes and guides your allies' attacks against the same target.*




## Weapon of the Gods

Cleric Attack 5




**Daily ♦ Divine, Radiant, Weapon**  
**Minor Action** Melee touch  
**Target:** One held weapon  
**Effect:** Until the end of the encounter, all attacks made with the weapon deal an extra 1d6 radiant damage. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of the weapon wielder's next turn.

*Your weapon glows with divine radiance, enhancing your attacks.*



## Bastion of Health


Cleric Utility 6



**Encounter ♦ Divine, Healing**  
**Minor Action** Ranged 10  
**Target:** You or one ally  
**Effect:** The target can spend a healing surge. Add your Cha to the hit points regained.


Healing Bonus

*You invoke a prayer that instantly fortifies one of your allies.*




## Cure Serious Wounds

Cleric Utility 6




**Daily ♦ Divine, Healing**  
**Standard Action**    **Melee touch**  
**Target:** You or one creature  
**Effect:** The target regains hit points as if it had spent two healing surges.

*You utter a simple prayer and gain the power to instantly heal wounds, and your touch momentarily suffuses you or a wounded creature with bright silver light.*




## Divine Vigor

Cleric Utility 6




**Daily ♦ Divine, Healing**  
**Minor Action**    **Close burst 5**  
**Targets:** You and each ally in burst  
**Effect:** Each target regains the use of his or her second wind.

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




## Holy Lantern

Cleric Utility 6




**At-Will ♦ Conjuraton, Divine**  
**Standard Action**    **Ranged 3**  
**Effect:** You conjure a lantern that appears in 1 square within range and sheds light 5 squares in all directions. You and allies in the light gain a +2 power bonus to Perception and Insight checks. You can move the lantern up to your speed as a minor action. The lantern lasts for 10 hours, but you can have only a single holy lantern active at a time.

*A conjured beacon of divine light shines like a lantern, piercing shadows and deception.*



## Awe Strike

Cleric Attack 7




**Encounter ♦ Divine, Fear, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. Will  
**Hit:** 1[W] + Str damage, and the target is immobilized until the end of your next turn.

Str vs. Will


Damage

*The supernatural awe and dread that radiates from you as you swing your weapon leaves your foe momentarily frozen in terror.*



## Break the Spirit

Cleric Attack 7



**Encounter ♦ Charm, Divine, Implement, Radiant**  
**Standard Action**    **Ranged 10**  
**Target:** One creature  
**Attack:** Wis vs. Will  
**Hit:** 2d8 + Wis radiant damage, and the target takes a penalty to attack rolls equal to your Cha until the end of your next turn.

Wis vs. Will

Damage


Attack Penalty

*Calling down the power of your god, you bathe your foe in agonizing radiance, driving strength out of its impending attacks.*



## Searing Light

Cleric Attack 7



**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action**    **Ranged 10**  
**Target:** One creature  
**Attack:** Wis vs. Ref  
**Hit:** 2d6 + Wis radiant damage, and the target is blinded until the end of your next turn.

Wis vs. Ref

Damage

*You invoke the power of your deity. From your holy symbol a searing ray of light flashes forth, striking and blinding your enemy for a short time.*



## Strengthen the Faithful

Cleric Attack 7




**Encounter ♦ Divine, Healing, Weapon**  
**Standard Action**    **Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you and each ally adjacent to the target can spend a healing surge. Add your Cha to the hit points regained.

Str vs. AC

Damage


Healing Bonus

*You utter a solemn prayer as you bring your weapon down upon your foe, invoking the power of your deity to physically bolster you and nearby allies.*



## Astral Defenders

Cleric Attack 9




**Daily ♦ Conjuraton, Divine, Implement, Radiant**  
**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 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 soldiers last until the end of the encounter.

Wis vs. Ref

Damage


*You conjure two ghostly soldiers, indistinct except for glowing weapons. They lash out with divine radiance against enemies that pass.*





## Blade Barrier

Cleric Attack 9



**Daily + Conjuration, Divine, Implement**

**Standard Action** Area wall 5 within 10 squares


**Effect:** You conjure a wall of contiguous squares filled with spinning blades of astral energy that lasts until the end of your next turn. The wall can be up to 5 squares long and up to 2 squares high. The spaces occupied by the blade barrier are difficult terrain.

If a creature enters the barrier's space or starts its turn there, it takes 3d6 + Wis damage plus ongoing 5 damage (save ends).

**Sustain Minor:** The barrier persists.


**Damage**

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



## Divine Power

Cleric Attack 9



**Daily + Divine, Healing, Radiant, Weapon**

**Standard Action** Close burst 2

**Target:** Each enemy in burst you can see

**Attack:** Str vs. Fort


**Hit:** 2[W] + Str radiant damage, and you push the target 1 square.

**Effect:** Until the end of the encounter, you gain regeneration 5, and you and each ally within the burst gain a +2 power bonus to AC.

**Str vs. Fort**


**Damage**

*You swing your weapon in a wide arc around you, creating a halo of divine energy that drives foes back while fortifying you and your allies.*



## Flame Strike

Cleric Attack 9



**Daily + Divine, Fire, Implement**

**Standard Action** Area burst 2 within 10 squares

**Target:** Each enemy in burst

**Attack:** Wis vs. Ref


**Hit:** 2d10 + Wis fire damage, and ongoing 5 + Wis fire damage (save ends).

**Miss:** Half damage, and no ongoing fire damage.

**Wis vs. Ref**


**Damage**

*A column of flame roars downward to engulf your foes.*



## Astral Refuge

Cleric Utility 10




**Daily + Divine, Healing, Teleportation**

**Standard Action** Melee touch

**Target:** One willing ally


**Effect:** The target is whisked away to a place of safety in the Astral Sea for 3 rounds. While there, the target can spend a healing surge each round but cannot take any other actions. At the end of the effect, the target reappears in the space he or she left or, if the space is not vacant, in the nearest unoccupied space.

*With a touch, you send one of your allies to a sequestered location in the Astral Sea, where he can recuperate for a brief time before rejoining the battle.*



## Knights of Unyielding Valor

Cleric Utility 10




**Daily + Conjuration, Divine**

**Standard Action** Ranged 10

**Effect:** You conjure four ghostly warriors, each occupying 1 square within range. As a move action, you can move any of the knights 2 squares. They can't attack or be attacked or damaged, and they last until the end of the encounter.


Enemies can't enter a square occupied by a conjured knight, but allies can move through the knights' spaces as if the knights were allies. The conjured knights grant cover to allies but not enemies.

*You conjure four ghostly knights that carry huge shields emblazoned with the symbol of your deity.*



## Mass Cure Light Wounds

Cleric Utility 10



**Daily + Divine, Healing**


**Standard Action** Close burst 5

**Targets:** You and each ally in burst

**Effect:** The targets regain hit points as if they had spent a healing surge. Add your Cha to the hit points regained.


**Healing Bonus**

*With a wave of your hand, healing motes of silver light engulf you and all nearby allies.*



## Shielding Word

Cleric Utility 10




**Encounter + Divine**

**Immediate Interrupt** Ranged 5

**Trigger:** An ally in range is hit by an attack


**Effect:** The ally gains a +4 power bonus to AC until the end of your next turn.

*You invoke a prayer that instantly defends one of your allies.*



## Arc of the Righteous

Cleric Attack 13



**Encounter + Divine, Lightning, Weapon**

**Standard Action** Melee weapon

**Primary Target:** One creature

**Attack:** Str vs. AC

**Hit:** 2[W] + Str lightning damage. Make a secondary attack.

**Secondary Target:** One creature within 3 squares of you

**Secondary Attack:** Str vs. AC


**Hit:** 1[W] + Str lightning damage.

**Str vs. AC**

**Damage**


**Secondary Dmg**

*You channel your god's divine wrath into your weapon, unleashing an arc of lightning with a successful strike that then leaps to another foe within range.*



## Inspiring Strike


Cleric Attack 13



**Encounter ♦ Divine, Healing, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage, and you or an ally within 5 squares regains hit points equal to 15 + your Cha.


Str vs. AC
Damage
Healing

*You recite a short verse as you strike your enemy with your weapon. If you hit, the power of the quoted verse brings healing to you or an ally close by.*



## Mantle of Glory


Cleric Attack 13



**Encounter ♦ Divine, Healing, Implement, Radiant**  
**Standard Action** Close blast 5  
**Target:** Each enemy in blast  
**Attack:** Wis vs. Will  
**Hit:** 2d10 + Wis radiant damage.  
**Effect:** Allies in the blast can spend a healing surge.


Wis vs. Will
Damage

*Whispering a prayer to your deity, you invoke a blast of white radiance from your holy symbol. Foes burn in its glorious light, but your allies are fortified by it.*



## Plague of Doom

Cleric Attack 13



**Encounter ♦ Divine, Healing, Implement, Radiant**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Wis vs. Fort  
**Hit:** 3d8 + Wis damage, and the target takes a penalty to all defenses equal to your Cha until the end of your next turn.

Wis vs. Fort
Damage
Defense Penalty

*You direct your attention at an enemy, whisper an ancient battle prayer, and send jolts of wracking pain through his body.*



## Holy Spark


Cleric Attack 15



**Daily ♦ Divine, Lightning, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. Will  
**Hit:** 2[W] + Str lightning damage, and ongoing 10 lightning damage (*save ends*). While this power's ongoing damage is in effect, any ally of the target that starts its turn within 3 squares of the target takes 2d10 lightning damage.  
**Miss:** Half damage, and no ongoing lightning damage.


Str vs. Will
Damage

*Crackling with heavenly lightning, your weapon hits your foe and engulfs him in glowing arcs. Lightning jumps to other foes that approach the target.*



## Purifying Fire


Cleric Attack 15



**Daily ♦ Divine, Fire, Healing, Implement**  
**Standard Action** Area burst 2 within 10 squares  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Ref  
**Hit:** 3d10 + Wis fire damage, and ongoing 10 fire damage (*save ends*). While this power's ongoing damage is in effect, you and your allies regain hit points equal to 5 + your Cha when starting a turn adjacent to one or more targets taking the ongoing damage.  
**Miss:** Half damage, and no ongoing fire damage.


Wis vs. Ref
Damage
Healing

*Divine fire engulfs your foes and leaves them burning. Like beacons of holy flame, your burning foes heal your nearby allies while the flames persist.*



## Seal of Warding


Cleric Attack 15



**Daily ♦ Divine, Implement, Radiant, Zone**  
**Standard Action** Close burst 3  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Will  
**Hit:** 4d10 + Wis radiant damage, and the target is slowed until the end of your next turn.  
**Miss:** Half damage, and the target is not slowed.  
**Effect:** The burst creates a zone of difficult terrain that grants cover to you and your allies against ranged attacks until the end of your next turn.  
**Sustain Minor:** The zone persists.


Wis vs. Will
Damage

*You create a circle of faintly glowing divine symbols around you that hinders the movement of enemies caught within it and protects you and your allies from ranged attacks.*




## Astral Shield

Cleric Utility 16




**Encounter ♦ Conjuration, Divine**  
**Standard Action** Ranged 5  
**Effect:** You conjure a shield that appears in 1 square within range. You and any allies adjacent to the shield gain a +2 bonus to AC. Every round, you can move the shield up to 3 squares within range as a move action. It can't be attacked or damaged and lasts until the end of the encounter.

*You conjure a shimmering silver shield, which you can then move around the battlefield to provide protection where it is needed most.*



## Cloak of Peace


Cleric Utility 16



**Daily ♦ Divine**  
**Standard Action** Ranged 10  
**Target:** You or one ally  
**Effect:** The target gains a +5 power bonus to AC and a +10 power bonus to all other defenses until the end of the encounter. This effect ends if the target makes an attack.


*You utter a prayer as you point toward a nearby ally, surrounding him in a mantle of faint silvery light that repels attacks for as long as he does not attack.*






## Divine Armor

Cleric Utility 16




**Daily ♦ Divine, Healing**  
**Standard Action** Close burst 3  
**Targets:** You and each ally in burst  
**Effect:** You gain a +2 power bonus to AC, and all targets gain resist 5 to all damage until the end of the encounter.

*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.*




## Hallowed Ground

Cleric Utility 16




**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.*



## Blinding Light


Cleric Attack 17



**Encounter ♦ Divine, Radiant, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. Fort  
**Hit:** 2[W] + Str radiant damage, and the target is blinded until the end of your next turn.


Str vs. Fort
Damage

*You utter a brief prayer, and a brilliant nimbus of golden light surrounds your weapon, blinding your enemy on impact*



## Enthral


Cleric Attack 17



**Encounter ♦ Charm, Divine, Implement, Psychic**  
**Standard Action** Area burst 3 within 10 squares  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Will  
**Hit:** 2d10 + Wis psychic damage, and the target is immobilized and unable to make attacks against you until the end of your next turn.


Wis vs. Will
Damage

*You begin reciting a verse from some ancient holy text. The truths you speak are enough to wound and hamper your enemies.*



## Sentinel Strike


Cleric Attack 17



**Encounter ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage. Choose one ally within 5 squares of you; if the target attacks that ally before the end of your next turn, reduce the target's damage against that ally to 0.


Str vs. AC
Damage

*You shout a sacred invocation, and your weapon smolders with silver wisps of divine power. In addition to delivering a stern blow to your enemy, the divine energy clings to your target and foils its attacks for a short time.*



## Thunderous Word


Cleric Attack 17



**Encounter ♦ Divine, Implement, Thunder**  
**Standard Action** Close blast 5  
**Target:** Each enemy in blast  
**Attack:** Wis vs. Ref  
**Hit:** 3d6 + Wis thunder damage, and you push the target a number of squares equal to 3 + your Cha.  
**Effect:** Allies in the blast can shift 1 square.


Wis vs. Ref
Damage
Squares

*You shout a word that forcefully thrusts your enemies back while allowing your allies to position themselves more advantageously.*



## Fire Storm

Cleric Attack 19



**Daily ♦ Divine, Fire, Implement, Zone**  
**Standard Action** Area burst 5 within 10 squares  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Ref  
**Hit:** 5d10 + Wis fire damage.  
**Miss:** Half damage.  
**Effect:** The burst creates a zone of fire that lasts until the end of your next turn. Enemies that start their turn in this zone take 1d10 + Wis fire damage.  
**Sustain Minor:** The zone persists.

Wis vs. Ref
Damage
Zone Damage

*A roiling cloud of fire scours your foes, lingering on the battlefield until you allow it to burn itself out.*



## Holy Wrath

Cleric Attack 19



**Daily ♦ Divine, Healing, Implement, Radiant**  
**Standard Action** Close burst 3  
**Target:** Each enemy in burst  
**Attack:** Str vs. AC  
**Hit:** 2d10 + Str radiant damage.  
**Effect:** You gain regeneration 10 and a +2 power bonus to attack rolls until the end of the encounter.


Str vs. AC
Damage

*A burst of furious light washes over your foes and fortifies you with the wrath of your god.*



## Indomitable Spirit

Cleric Attack 19




**Daily ♦ Divine, Healing, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage.  
**Miss:** Half damage.  
**Effect:** You and each ally within 5 squares of you regain hit points as if you had each spent a healing surge.

Str vs. AC


Damage

*The divine power of your mighty attack fortifies your allies.*



## Knight of Glory

Cleric Attack 19




**Daily ♦ Conjuraton, Divine, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature adjacent to the ghostly knight  
**Attack:** Wis vs. AC  
**Hit:** 3d10 + Wis damage.  
**Effect:** You conjure a ghostly knight that occupies 1 square within range, and the knight attacks an adjacent creature. Once per round as a minor action, you can make the knight attack an adjacent creature. Every round, you can move the knight 5 squares as a move action. It lasts until the end of the encounter.

Wis vs. AC


Damage

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




## Angel of the Eleven Winds

Cleric Utility 22




**Daily ♦ Conjuraton, 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

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 ♦ Conjuraton, 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 ♦ Conjuraton, 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



**Encounter ♦ Divine, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str vs. AC

**Hit:** 3[W] + Str damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

Str vs. AC


Damage

*With a hushed prayer, you imbue your weapon with the divine might of your god, such that one hit with the weapon leaves your enemy reeling.*



## Haunting Strike

Cleric Attack 23



**Encounter ♦ Divine, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature


**Attack:** Str + 2 vs. AC

**Hit:** 4[W] + Str damage. The next attack roll you make against the target gains a +2 power bonus.

Str + 2 vs. AC

Damage

*You strike your enemy hard with your weapon and invoke an ancient divine curse that makes him more vulnerable to a subsequent attack.*



## Healing Torch

Cleric Attack 23



**Encounter ♦ Divine, Healing, Implement, Radiant**

**Standard Action**    **Area burst 5 within 10 squares**

**Target:** Each enemy in burst

**Attack:** Wis vs. Will

**Hit:** 3d8 + Wis radiant damage.


**Effect:** You and each ally in the burst gain a power bonus to AC equal to your Cha until the end of your next turn and can spend a healing surge. Add your Cha to the hit points regained.

Wis vs. Will

Damage


AC/Healing Bonus

*You whisper an ancient prayer, igniting your holy symbol with divine light that quickly spreads to engulf your enemies and allies. The light sears your foes and momentarily bathes your allies in a protective, healing glow.*



## Nimbus of Doom

Cleric Attack 25



**Daily ♦ Divine, Radiant, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str vs. AC


**Hit:** 6[W] + Str radiant damage.

**Effect:** The target takes a –2 penalty to all defenses (save ends).

Str vs. AC


Damage

*Your attack illuminates your foe with a radiant glow, guiding attacks against it.*



## Sacred Word

Cleric Attack 25



**Daily ♦ Divine, Implement, Psychic**

**Standard Action**    **Close burst 5**

**Target:** Each enemy in burst

**Attack:** Wis vs. Fort


**Hit:** 4d10 + Wis psychic damage, and the target is stunned until the end of your next turn.

**Miss:** Half damage, and the target is not stunned.

Wis vs. Fort


Damage

*A single word of divine power damages and stuns nearby foes.*



## Seal of Binding

Cleric Attack 25



**Daily ♦ Divine, Implement**

**Standard Action**    **Ranged 10**

**Target:** One creature

**Attack:** Wis vs. Will

**Hit:** 3d10 + Wis damage, and the target is stunned and can't be affected by any attack other than this one until the end of your next turn.

**Sustain Standard:** Each time you sustain the power, you and the target both take 2d10 + Wis damage. The target remains stunned and protected against all other attacks. You can't sustain this power if you are bloodied.


**Sustain Damage**

Wis vs. Will

Damage


Sustain Damage

*Faintly glowing symbols encircle your foe, trapping it.*



## Seal of Protection

Cleric Attack 25



**Daily ♦ Divine, Implement, Radiant, Zone**

**Standard Action**    **Close burst 2**

**Target:** Each enemy in burst

**Attack:** Str vs. Ref

**Hit:** 3d10 + Str radiant damage.


**Effect:** The burst creates a protected zone until the end of your next turn. You and each ally within the zone gain a +2 bonus to AC. Enemies that enter the zone end their current movement.

**Sustain Minor:** The zone persists.

Str vs. Ref


Damage

*You create a circle of faintly glowing symbols that halts your enemies and protects you and your allies from attack.*



## Punishing Strike

Cleric Attack 27



**Encounter ♦ Divine, Weapon**

**Standard Action**    **Melee weapon**

**Target:** One creature

**Attack:** Str + 2 vs. AC

**Hit:** 4[W] + Str damage.

Str + 2 vs. AC

Damage

*With a simple prayer, you gain a sudden clarity of purpose and empower your weapon with the indomitable might of your deity.*



## Sacrificial Healing

Cleric Attack 27




**Encounter ♦ Divine, Healing, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 3[W] + Str damage, and you and each ally within 10 squares of you can spend a healing surge. Add your Cha to the hit points regained.

Str vs. AC

Damage


Healing Bonus

*As you spill the blood of your enemy, you whisper a prayer to your deity, who rewards your battle prowess with a timely blessing upon you and all nearby allies.*



## Scourge of the Unworthy

Cleric Attack 27



**Encounter ♦ Divine, Implement, Necrotic**  
**Standard Action** Ranged 20  
**Target:** One creature  
**Attack:** Wis vs. Ref  
**Hit:** 4d10 + Wis necrotic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

Wis vs. Ref

Damage

*You utter a divine phrase that lashes your enemy, dealing a terrible wound.*



## Sunburst

Cleric Attack 27



**Encounter ♦ Divine, Healing, Implement, Radiant**  
**Standard Action** Area burst 2 within 10 squares  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Will  
**Hit:** 3d8 + Wis radiant damage.  
**Effect:** You and each ally in the burst regain hit points equal to 10 + your Cha and make a saving throw.

Wis vs. Will

Damage

Healing

*When you invoke an ancient prayer, a brilliant burst of light explodes in front of you, healing your allies and searing your enemies.*



## Astral Storm

Cleric Attack 29



**Daily ♦ Cold, Divine, Fire, Implement, Lightning, Thunder, Zone**  
**Standard Action** Area burst 5 within 20 squares  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Ref  
**Hit:** 6d10 + Wis cold, fire, lightning, and thunder damage. Resistance doesn't reduce the damage unless the target has resistance to all four damage types, and only the weakest resistance applies. A target that has vulnerability to any one of the four damage types is subject to that vulnerability.  
**Miss:** Half damage.  
**Effect:** The burst creates a stormy zone until the end of your next turn.  
**Sustain Minor:** Make a Wis vs. Ref attack against every enemy within the zone, dealing 2d10 + Wis lightning damage if you hit and half damage if you miss.

Wis vs. Ref

Damage

Zone Damage

*You unleash a terrible storm upon your enemies, raining ice, fire, lightning, and thunder down upon them.*



## Godstrike

Cleric Attack 29




**Daily ♦ Divine, Radiant, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 7[W] + Str radiant damage.  
**Miss:** Half damage.

Str vs. AC


Damage

*Your weapon explodes with brilliant light as you swing it at your foe.*



## Astral Wave

Cleric (Angelic Avenger) Attack 11




**Encounter ♦ Divine, Implement; Lightning, Radiant, or Thunder**  
**Standard Action** Close burst 8  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Will  
**Hit:** 2d8 + Wis damage of the energy type you chose for your Astral Vibrance path feature.

Wis vs. Will


Damage

*As your angelic visage emerges, a wave of astral energy emanates from you and washes over your enemies with deadly effect.*



## Angel Ascendant

Cleric (Angelic Avenger) Attack 20




**Daily ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Attack:** Str vs. AC  
**Hit:** 5[W] + Str damage.  
**Effect:** You gain a speed of fly 6 (hover) until the end of the encounter. (See the *Dungeon Master's Guide* for rules on hovering.)

Str vs. AC


Damage

*You channel divine energy into a single, powerful attack that transforms you into an angelic being. Wings of radiant light spread from your back as your features transform into those of an angel.*



## Angelic Presence


Cleric (Angelic Avenger) Utility 12



**Daily ♦ Divine, Fear**  
**Minor Action** Personal  
**Effect:** Enemies gain a –2 penalty to attack rolls against you until the end of the encounter or until you are bloodied.


*Your features blur into an angel's holy veil, and you are filled with a divine presence.*






## Good Omens

Cleric (Divine Oracle) Utility 12




**Daily ♦ Divine**  
**Standard Action** Ranged 10  
**Targets:** You and each ally in range  
**Effect:** The targets gain a +5 power bonus to all d20 rolls until the end of your next turn, but the targets cannot score critical hits while this power is in effect.

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



## Hammer of Fate

Cleric (Divine Oracle) Attack 20




**Daily ♦ Divine, Implement**  
**Standard Action** Ranged 20  
**Target:** One creature  
**Attack:** Wis vs. Will  
**Hit:** 5d10 + Wis damage.  
**Miss:** Rewind your turn to the moment before you made the attack, and you don't use this power. Choose a different standard action this turn. You can't use hammer of fate again until the next encounter.

**Wis vs. Will**


**Damage**

*You hammer your foe with prophetic words of power. If your foe avoids the barrage, you can untangle the lines of fate and perform a different action.*




## Prophecy of Doom

Cleric (Divine Oracle) Attack 11




**Encounter ♦ Divine**  
**Standard Action** Ranged 5  
**Target:** One creature  
**Effect:** You or an ally who hits the target with an attack can choose to make the attack a critical hit. This power lasts until the end of your next turn or until you or an ally uses it to make an attack a critical hit.

*You predict dire results for your enemy.*



## Solar Wrath

Cleric (Radiant Servant) Attack 11



**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 8  
**Target:** Each enemy in burst  
**Attack:** Wis vs. Will  
**Hit:** 3d8 + Wis radiant damage. If the target is either an undead creature or a demon, it is also stunned until the end of your next turn.

**Wis vs. Will**

**Damage**

*Radiant light explodes from you like a solar flare, evaporating shadows and dealing illuminating damage to everything around you.*



## Healing Sun

Cleric (Radiant Servant) Utility 12




**Daily ♦ Divine, Healing, Radiant, Zone**  
**Standard Action** Close burst 2  
**Effect:** The burst creates a zone of divine light until the end of your next turn. You and each ally who ends his or her turn within the zone regain hit points equal to 5 + your Cha. A demon or an undead creature that enters the zone or starts its turn there takes 1d10 + your Cha radiant damage.  
**Sustain Standard:** The zone persists.  
**Special:** The zone ends at the end of your turn if you are bloodied.

**Healing**

**Damage**

*A healing sun shines forth from you, repairing the wounds of your allies while keeping creatures of darkness at bay.*



## Radiant Brilliance

Cleric (Radiant Servant) Attack 20




**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Ranged 20  
**Target:** One creature  
**Attack:** Wis vs. Ref  
**Hit:** 3d10 + Wis radiant damage.  
**Effect:** At the start of your next turn, the target is the center of a burst 5 radiant explosion that affects only your enemies: Wis vs. Will; 3d10 radiant damage; half damage on a miss.

**Wis vs. Ref / Will**


**Damage**

*You fire a brilliant ray of searing light into a foe, igniting that foe and briefly turning it into a small sun.*



## Battle Cry

Cleric (Warpriest) Attack 11




**Encounter ♦ Divine, Healing, Implement**  
**Standard Action** Close burst 1  
**Target:** Each adjacent enemy  
**Attack:** Wis vs. Fort  
**Hit:** 2[W] + Wis  
**Effect:** You and each bloodied ally within 10 squares of you can spend a healing surge.

**Wis vs. Fort**


**Damage**

*You attack every enemy next to you, shouting a revitalizing battle cry that inspires your allies.*



## Battle Pyres

Cleric (Warpriest) Attack 20




**Daily ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 5  
**Primary Target:** Each enemy in burst  
**Attack:** Wis vs. Will  
**Hit:** 2d8 + Wis damage, and ongoing 5 radiant damage (save ends). Make a secondary attack.  
**Secondary Target:** One creature taking ongoing radiant damage within 5 squares of you  
**Secondary Attack:** Wis vs. Ref  
**Hit:** 5d10 + Wis damage.  
**Sustain Standard:** You can make the secondary attack in subsequent rounds as long as at least one of your primary targets is taking ongoing radiant damage.

**Wis vs. Will / Ref**

**Damage**


**Secondary Dmg**

*You call upon a powerful prayer that turns your enemies into pyres ablaze with radiant energy.*



## Battle Favor

Cleric (Warpriest) Utility 12




**Daily ♦ Divine, Healing**  
**Free Action Personal**  
**Trigger:** You roll a natural 20 when making a melee attack  
**Effect:** Regain hit points as if you had spent two healing surges, or recover one daily power you have already used. Once you use this power, you cannot recover it except by taking an extended rest.

Wis vs. Fort


Damage

*When you score a critical hit against an enemy, your deity favors you with healing or by renewing one of your prayers.*



## Careful Attack

Ranger Attack 1




**At-Will ♦ Martial, Weapon**  
**Standard Action Melee or Ranged weapon**  
**Requirement:** Two melee weapons or a ranged weapon  
**Target:** One creature  
**Attack:** Str + 2 vs. AC (*melee*) or Dex + 2 vs. AC (*ranged*).  
**Hit:** 1[W] damage (*melee*) or 1[W] damage (*ranged*).  
 Increase damage to 2[W] (*melee*) or 2[W] (*ranged*) at 21st level.

Str/Dex +2 vs AC

Melee Dmg


Ranged Dmg

*You study the enemy, looking for a gap in his defenses. Only when you find it do you strike.*



## Hit and Run

Ranger Attack 1




**At-Will ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage  
 Increase damage to 2[W] + Str at 21st level.  
**Effect:** If you move in the same turn after this attack, leaving the first square adjacent to the target does not provoke an opportunity attack from the target.

Str vs. AC


Damage

*Let the fighter stand toe to toe with the monster. You prefer to make your attack, then withdraw to safer ground.*



## Nimble Strike

Ranger Attack 1




**At-Will ♦ Martial, Weapon**  
**Standard Action Ranged weapon**  
**Target:** One creature  
**Special:** Shift 1 square before or after you attack  
**Attack:** Dex vs. AC  
**Hit:** 1[W] + Dex damage.  
 Increase damage to 2[W] + Dex at 21st level.

Dex vs. AC


Damage

*You slink past your enemy's guard to make your attack, or you make your attack and then withdraw to a more advantageous position.*



## Twin Strike

Ranger Attack 1




**At-Will ♦ Martial, Weapon**  
**Standard Action Melee or Ranged weapon**  
**Requirement:** Two melee weapons or a ranged weapon  
**Targets:** One or two creatures  
**Attack:** Str vs. AC (*melee; main weapon and off-hand weapon*) or Dex vs. AC (*ranged*), two attacks  
**Hit:** 1[W] damage per attack.  
 Increase damage to 2[W] at 21st level.

Str/Dex vs. AC

Melee Dmg


Ranged Dmg

*If the first attack doesn't kill it, the second one might.*



## Dire Wolverine Strike

Ranger Attack 1




**Encounter ♦ Martial, Weapon**  
**Standard Action Close burst 1**  
**Requirement:** Two melee weapons  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.

Str vs. AC


Damage

*Enemies surround you—much to their chagrin, as you slash them to pieces with the ferocity of a wounded dire wolverine.*



## Evasive Strike

Ranger Attack 1




**Encounter ♦ Martial, Weapon**  
**Standard Action Melee or Ranged weapon**  
**Target:** One creature  
**Special:** You can shift a number of squares equal to 1 + your Wis either before or after the attack.  
**Attack:** Str vs. AC (*melee*) or Dex vs. AC (*ranged*)  
**Hit:** 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*).

Str/Dex vs. AC

Damage


Squares

*You confound enemies by weaving through the battlefield unscathed as you make your attacks.*



## Fox's Cunning

Ranger Attack 1




**Encounter ♦ Martial, Weapon**  
**Immediate Reaction Melee or Ranged weapon**  
**Trigger:** An enemy makes a melee attack against you  
**Attack:** You can shift 1 square, then make a basic attack against the enemy.  
**Special:** Gain a power bonus to your basic attack roll equal to your Wis.

Attack Bonus


*Using the momentum from your enemy's blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.*





## Two-Fanged Strike

Ranger Attack 1



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee** or **Ranged** weapon

**Requirement:** Two melee weapons or a ranged weapon

**Target:** One creature

**Attack:** Str vs. AC (*melee; main weapon and off-hand weapon*) or Dex vs. AC (*ranged*), two attacks


**Hit:** 1[W] + Str damage (*melee*) or 1[W] + Dex damage (*ranged*) per attack. If both attacks hit, you deal extra damage equal to your Wis.

**Str/Dex vs. AC**

**Melee Dmg**


**Ranged Dmg**

You sink two arrows or both of your blades into the flesh of your enemy, causing it to howl in pain.



## Hunter's Bear Trap

Ranger Attack 1



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee** or **Ranged** weapon

**Target:** One creature

**Attack:** Str vs. AC (*melee*) or Dex vs. AC (*ranged*)

**Hit:** 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*), and the target is slowed and takes ongoing 5 damage (*save ends both*).


**Miss:** Half damage, no ongoing damage, and the target is slowed until the end of your next turn

**Str/Dex vs. AC**

**Melee Dmg**


**Ranged Dmg**

A well-placed shot to the leg leaves your enemy hobbled and bleeding.



## Jaws of the Wolf

Ranger Attack 1



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee** weapon

**Requirement:** Two melee weapons

**Target:** One creature

**Attack:** Str vs. AC (*main weapon and off-hand weapon*), two attacks


**Hit:** 2[W] + Str damage per attack.

**Miss:** Half damage per attack.

**Str vs. AC**


**Damage**

You use your weapons to hedge in your foe and trick him into exposing a weak spot, at which point you strike.



## Split the Tree

Ranger Attack 1



**Daily ♦ Martial, Weapon**

**Standard Action**    **Ranged** weapon

**Targets:** Two creatures within 3 squares of each other


**Attack:** Dex vs. AC. Make two attack rolls, take the higher result, and apply it to both targets.

**Hit:** 2[W] + Dex damage.

**Dex vs. AC**


**Damage**

You fire two arrows at once, which separate in mid-flight to strike two different targets.



## Sudden Strike

Ranger Attack 1



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee** weapon

**Requirement:** Two melee weapons

**Target:** One creature

**Attack:** Str vs. AC (*off-hand weapon*)

**Hit:** 1[W] damage (*off-hand weapon*).

**Effect:** You shift 1 square and make a secondary attack against the target.

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


**Hit:** 2[W] + Str damage (*main weapon*), and the target is weakened until the end of your next turn.

**Str vs. AC**

**Damage**


**Secondary Dmg**

You hold your weapons blade-down and slash your foe across the face with one of them. As he spins away and drops his guard, you roll to one side, spring to your feet, and plunge your other blade into his back.



## Crucial Advice

Ranger Utility 2



**Encounter ♦ Martial**


**Immediate Reaction**    **Ranged** 5

**Trigger:** An ally within range that you can see or hear makes a skill check using a skill in which you're trained

**Effect:** Grant the ally the ability to reroll the skill check, with a power bonus equal to your Wis.


**Skill Bonus**

You are wise in all things. The sooner your friends realize this, the safer and better off they'll be.



## Unbalancing Parry

Ranger Utility 2




**Encounter ♦ Martial, Weapon**

**Immediate Reaction**    **Melee** 1

**Trigger:** An enemy misses you with a melee attack


**Effect:** Slide the enemy into a square adjacent to you and gain combat advantage against it until the end of your next turn.

You deftly block your enemy's strike and turn his momentum against him, causing him to stumble to the side.



## Yield Ground

Ranger Utility 2



**Encounter ♦ Martial**


**Immediate Reaction**    **Personal**

**Trigger:** An enemy damages you with a melee attack

**Effect:** You can shift a number of squares equal to your Wis. Gain a +2 power bonus to all defenses until the end of your next turn.


**Squares**

Even as your foe connects, you leap backward, out of the way of further harm.



## Cut and Run

Ranger Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged weapon**

**Requirement:** Two melee weapons or a ranged weapon

**Target:** One or two creatures


**Attack:** Str vs. AC (*melee; main weapon and off-hand weapon*) or Dex vs. AC (*ranged*), two attacks

**Special:** After the first or the second attack, you can shift a number of squares equal to 1 + your Wis.

**Hit:** 1[W] + Str damage (*melee*) or 1[W] + Dex damage (*ranged*) per attack.


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

Str/Dex vs. AC	
Melee Dmg	
Ranged Dmg	



## Disruptive Strike

Ranger Attack 3



**Encounter ♦ Martial, Weapon**

**Immediate Interrupt** **Melee or Ranged weapon**

**Trigger:** You or an ally is attacked by a creature


**Target:** The attacking creature

**Attack:** Str vs. AC (*melee*) or Dex vs. AC (*ranged*)

**Hit:** 1[W] + Str damage (*melee*) or 1[W] + Dex damage (*ranged*). The target takes a penalty to its attack roll for the triggering attack equal to 3 + your Wis.


*You thwart an enemy's attack with a timely thrust of your blade or a quick shot from your bow.*

Str/Dex vs. AC	
Damage	
Attack Penalty	



## Shadow Wasp Strike

Ranger Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged weapon**


**Target:** One creature that is your quarry

**Attack:** Str vs. AC (*melee*) or Dex vs. AC (*ranged*)

**Hit:** 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*).


*You strike quickly, like a shadow wasp flying out of the darkness, hitting where your foe is most vulnerable.*

Str/Dex vs. AC	
Melee Dmg	
Ranged Dmg	



## Thundertusk Boar Strike

Ranger Attack 3



**Encounter ♦ Martial, Weapon**

**Standard Action** **Melee or Ranged weapon**

**Requirement:** Two melee weapons or a ranged weapon


**Targets:** One or two creatures

**Attack:** Str vs. AC (*melee; main weapon and off-hand weapon*) or Dex vs. AC (*ranged*), two attacks

**Hit:** 1[W] + Str damage (*melee*) or 1[W] + Dex damage (*ranged*) per attack. With each hit, you push the target 1 square. If both attacks hit the same target, you push the target a number of squares equal to 1 + your Wis.


*You attack twice, causing your foes to stagger backward.*

Str/Dex vs. AC	
Melee Dmg	
Ranged Dmg	



## Excruciating Shot

Ranger Attack 5



**Daily ♦ Martial, Weapon**

**Standard Action** **Ranged weapon**

**Target:** One creature


**Attack:** Dex vs. AC

**Hit:** 3[W] + Dex damage, and the target is weakened (*save ends*).

**Miss:** Half damage, and the target is not weakened.


*One well-placed arrow leaves your enemy hunched over and howling in pain.*

Dex vs. AC	
Damage	



## Frenzied Skirmish

Ranger Attack 5



**Daily ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** Two melee weapons

**Targets:** One or two creatures


**Attack:** Str vs. AC (*main weapon and off-hand weapon*), two attacks

**Special:** Before or after these attacks, you can move your speed without provoking opportunity attacks.

**Hit:** 1[W] + Str damage per attack. If an attack hits, the target is dazed until the end of your next turn. If both attacks hit the same target, it is dazed and slowed until the end of your next turn.


*You leap into the fray and unleash a torrent of steel upon your unsuspecting foes, staggering them with the ferocity of your attacks.*

Str vs. AC	
Damage	



## Splintering Shot

Ranger Attack 5



**Daily ♦ Martial, Weapon**

**Standard Action** **Ranged weapon**

**Target:** One creature


**Attack:** Dex vs. AC

**Hit:** 3[W] + Dex damage, and the target takes a –2 penalty to attack rolls until the end of the encounter.

**Miss:** Half damage, and the target takes a –1 penalty to attack rolls until the end of the encounter.


*Your arrow burrows into flesh and shatters, sending splinters of wood deep into the wound.*

Dex vs. AC	
Damage	



## Two-Wolf Pounce

Ranger Attack 5



**Daily ♦ Martial, Weapon**

**Standard Action** **Melee weapon**

**Requirement:** Two melee weapons

**Special:** You can shift 2 squares before making this attack.

**Primary Target:** One creature

**Attack:** Str vs. AC, two attacks (*main weapon and offhand weapon*)

**Hit:** 2[W] + Str damage (*main weapon*) and 1[W] + Str damage (*off-hand weapon*).

**Effect:** After attacking the primary target, you can shift 2 squares and make a secondary attack.

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


**Secondary Attack:** Str vs. AC (*off-hand weapon*)

**Hit:** 2[W] damage (*off-hand weapon*).

*You set upon a foe with weapons bared, then weave to the side and deal a wound to another adversary.*


Str vs. AC	
Damage	
Secondary Dmg	





## 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, denying your foes a chance to pin you down in one spot.*



## Evade Ambush


Ranger Utility 6



**Daily ♦ Martial**  
**No Action**   **Ranged sight**  
**Effect:** At the start of a surprise round in which any allies are surprised, use this power to allow a number of allies equal to your Wis to avoid being surprised.


Allies

*You are the eyes and ears of the group, always alert for the telltale signs of an ambush.*



## Skilled Companion


Ranger Utility 6



**Daily ♦ Martial**  
**Minor Action**   **Ranged 10**  
**Target:** One ally  
**Effect:** Any ally within 10 squares of you who attempts an untrained check with a skill in which you are trained gains a power bonus to checks with a single skill of your choice equal to your Wis. The ally must be able to see or hear you to gain this bonus. The benefit lasts until the end of the encounter or for 5 minutes.


Skill Bonus

*Your allies benefit from the things that you have learned.*



## Claws of the Griffon

Ranger Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action**   **Melee weapon**  
**Requirement:** Two melee weapons  
**Target:** One or two creatures  
**Attack:** Str vs. AC (*main weapon and off-hand weapon*), two attacks  
**Hit:** 2[W] + Str damage (*main weapon*) and 1[W] + Str damage (*off-hand weapon*).

Str vs. AC


Dmg

*Your steel blades flash menacingly as you taunt your foes with parries and cut deep wounds into their flesh.*



## Hawk's Talon

Ranger Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action**   **Melee or Ranged weapon**  
**Target:** One creature  
**Attack:** Str vs. AC (*melee*) or Dex vs. AC (*ranged*). Gain a power bonus to this attack equal to your Wis. Ignore any penalties from cover or concealment (*but not superior cover or total concealment*).  
**Hit:** 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*).

Str/Dex vs. AC

Melee Dmg


Ranged Dmg

*Like the hawk, you strike with calculated precision.*



## Spikes of the Manticore

Ranger Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action**   **Ranged weapon**  
**Target:** One or two creatures  
**Attack:** Dex vs. AC, one attack per target  
**Hit:** 2[W] + Dex damage (*first shot*) and 1[W] + Dex damage (*second shot*).

Dex vs. AC


Damage

*You unleash two arrows in rapid succession.*



## Sweeping Whirlwind

Ranger Attack 7




**Encounter ♦ Martial, Weapon**  
**Standard Action**   **Close burst 1**  
**Requirement:** Two melee weapons  
**Target:** Each enemy in burst  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and you push the target a number of squares equal to your Wis and it is knocked prone.

Str vs. AC


Damage

*You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.*



## Attacks on the Run

Ranger Attack 9




**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


Ranged Dmg

*Without breaking stride, you make two attacks against a single foe or two different targets.*



## Close Quarters Shot

Ranger Attack 9



**Daily ♦ Martial, Weapon**

**Standard Action** Ranged 1

**Target:** One adjacent enemy

**Attack:** Dex vs. AC. This attack does not provoke opportunity attacks.


**Hit:** 4[W] + Dex damage.

**Miss:** Half damage.

Dex vs. AC


Damage

*Though menaced by fangs and claws, you calmly unload an arrow into the creature's gaping maw—mere inches from your outstretched arm.*



## Spray of Arrows

Ranger Attack 9



**Daily ♦ Martial, Weapon**

**Standard Action** Close blast 3

**Requirement:** ranged weapon

**Target:** Each enemy in blast you can see

**Attack:** Dex vs. AC


**Hit:** 2[W] + Dex damage.

**Miss:** Half damage.

Dex vs. AC


Damage

*You fire repeatedly with a short draw, showering arrows at each enemy in front of you.*



## Swirling Leaves of Steel

Ranger Attack 9



**Daily ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Requirement:** Two melee weapons

**Target:** Each enemy in burst you can see

**Attack:** Str vs. AC, one attack per target


**Hit:** 2[W] + Str damage.

**Miss:** Half damage.

Str vs. AC


Damage

*You spin around with blades outstretched, using momentum and skill to slice through enemy defenses.*



## Expeditious Stride

Ranger Utility 10




**Encounter ♦ Martial**

**Minor Action** Personal


**Effect:** Until the end of your next turn, your speed increases by 4, and when you shift, you can shift 1 additional square.

*Like a gazelle, you startle allies and enemies alike with your sudden swiftness.*



## Open the Range

Ranger Utility 10



**Daily ♦ Martial**

**Immediate Interrupt** Personal

**Trigger:** An enemy moves adjacent to you

**Effect:** You can shift 1 square and then move a number of squares equal to 1 + your Wis. You can't end your move adjacent to the triggering enemy.

Squares

*You keep your distance from an approaching adversary, backpedaling easily away from him.*



## Undaunted Stride

Ranger Utility 10




**Daily ♦ Martial, Stance**

**Minor Action** Personal


**Effect:** Your movement is not hindered by difficult terrain.

*You expertly navigate through difficult terrain.*



## Pinning Strike

Ranger Attack 13



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee or Ranged weapon

**Requirement:** Two melee weapons or a ranged weapon

**Targets:** One or two creatures

**Attack:** Str vs. AC (melee; main weapon and off-hand weapon) or Dex vs. AC (ranged), two attacks


**Hit:** 1[W] + Str damage (melee) or 1[W] + Dex damage (ranged) per attack. The target is immobilized until the start of your next turn.

Str/Dex vs. AC

Melee Dmg

Ranged Dmg

*With a well-aimed attack, you pin your foe to the ground or to a nearby wall.*



## Nimble Defense

Ranger Attack 13



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Requirement:** Two melee weapons

**Target:** One creature

**Attack:** Str vs. AC (main weapon and off-hand weapon), two attacks

**Hit:** 1[W] + Str damage per attack. If you hit with either attack, you gain a power bonus to AC equal to 2 + your Wis until the end of your next turn.

Str vs. AC

Damage

AC Bonus

*Between strikes, you use both of your weapons to deflect incoming blows.*





## Armor Splinter

Ranger Attack 13



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** Two melee weapons

**Target:** One creature

**Attack:** Str vs. AC (*main weapon and off-hand weapon*), two attacks

**Hit:** 1[W] + Str damage per attack. If one attack hits, the target takes a penalty to AC equal to your Wis until the end of your next turn. If both attacks hit, the target takes a penalty to AC equal to 2 + your Wis until the end of your next turn.

**Str vs. AC**

**Damage**


**AC Penalty**

*You attack the weak spots in your opponent's armor, not only dealing damage but also leaving your prey vulnerable to later attacks.*



## Knockdown Shot

Ranger Attack 13



**Encounter ♦ Martial, Weapon**

**Standard Action**    **Ranged weapon**

**Target:** One creature of your size or smaller


**Attack:** Dex vs. Ref

**Hit:** 2[W] + Dex damage, and the target is knocked prone.

**Dex vs. Ref**


**Damage**

*One shot topples your foe.*



## Blade Cascade

Ranger Attack 15



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** Two melee weapons

**Targets:** One or more creatures


**Attack:** Str vs. AC. Alternate main and off-hand weapon attacks until you miss. As soon as an attack misses, this attack ends.

**Hit:** 2[W] + Str damage per attack.

**Str vs. AC**


**Damage**

*Time seems to slow down as your weapons fall upon your hapless foes like rain from an ominous sky.*



## Bleeding Wounds

Ranger Attack 15



**Daily ♦ Martial, Weapon**

**Standard Action**    **Ranged weapon**

**Targets:** One, two, or three creatures

**Attack:** Dex vs. AC, three attacks


**Hit:** 1[W] + Dex damage per attack, and ongoing 5 damage (*save ends*). A target hit twice takes ongoing 10 damage (*save ends*). A target hit three times takes ongoing 15 damage (*save ends*).

**Miss:** Half damage per attack, and no ongoing damage.

**Dex vs. AC**


**Damage**

*Your arrows puncture flesh, and from these wounds blood flows in crimson streams.*



## Confounding Arrows

Ranger Attack 15



**Daily ♦ Martial, Weapon**

**Standard Action**    **Ranged weapon**

**Targets:** One, two, or three creatures

**Attack:** Dex vs. AC, three attacks


**Hit:** 1[W] + Dex damage per attack. A target hit once is dazed (*save ends*). A target hit twice is stunned (*save ends*). A target hit three times is stunned (*save ends*) and takes +2[W] damage.

**Miss:** The target is dazed (*save ends*).

**Dex vs. AC**


**Damage**

*Your targets won't know what hit them.*



## Stunning Steel

Ranger Attack 15



**Daily ♦ Martial, Weapon**

**Standard Action**    **Melee weapon**

**Requirement:** Two melee weapons

**Target:** One or two creatures

**Attack:** Str vs. Fort (*main weapon and off-hand weapon*), two attacks


**Hit:** 1[W] + Str damage per attack. If one attack hits, the target is stunned (*save ends*). If both attacks hit, the target is stunned and immobilized (*save ends both*).

**Miss:** Half damage per attack, and the target is not stunned or immobilized.

**Str vs. Fort**


**Damage**

*You fight past your enemies' shields and armor and deal nasty cuts that leave them reeling and unable to react.*



## Evade the Blow

Ranger Utility 16




**Daily ♦ Martial**

**Immediate Interrupt**    **Personal**

**Trigger:** An enemy hits you with a melee attack


**Effect:** Shift 1 square away from the enemy.

*When your enemy launches his attack, you leap out of the way, leaving your foe to hit nothing but air.*



## Longstrider

Ranger Utility 16



**Daily ♦ Martial, Stance**

**Minor Action**    **Personal**

**Effect:** Your speed increases by 2.

*You have an uncanny knack for being in the right place at the right time.*

## Momentary Respite

Ranger Utility 16

**Daily ♦ Martial**  
**Standard Action**   **Personal**  
**Effect:** Shift a number of squares equal to your Wis and make a saving throw. You are no longer marked by any enemy.

Squares

*Amid the chaos of combat, you're able to calm yourself for an instant and recover from a harmful effect.*

## Arrow of Vengeance

Ranger Attack 17

**Encounter ♦ Martial, Weapon**  
**Immediate Reaction**   **Ranged weapon**  
**Trigger:** A creature within range attacks your ally  
**Target:** The attacking creature  
**Attack:** Dex vs. AC, and gain a power bonus to this attack equal to your Wis.  
**Hit:** 2[W] + Dex damage.

Dex vs. AC

Damage

*You point your bow at the villain who just wounded your friend and loose a vengeful arrow.*

## Cheetah's Rake

Ranger Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action**   **Close burst 1**  
**Requirement:** Two melee weapons  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage, and the target is immobilized and knocked prone until the end of your next turn.

Str vs. AC

Damage

*You whirl around with blades outstretched, slashing your foes across the legs and causing them to fall to the ground in mawling heaps.*

## Two-Weapon Eviscerate

Ranger Attack 17

**Encounter ♦ Martial, Weapon**  
**Standard Action**   **Melee weapon**  
**Requirement:** Two melee weapons  
**Target:** One creature  
**Attack:** Str vs. AC (main weapon and off-hand weapon), two attacks  
**Hit:** 1[W] + Str damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is weakened until the end of your next turn.

Str vs. AC

Damage

*You swing your blades in lethal arcs, dousing the battlefield in your enemy's blood.*

## Cruel Cage of Steel

Ranger Attack 19

**Daily ♦ Martial, Weapon**  
**Standard Action**   **Melee weapon**  
**Requirement:** Two melee weapons  
**Targets:** One, two, or three creatures  
**Attack:** Str + 2 vs. AC, three attacks  
**Hit:** 2[W] + Str damage (first attack; main), 2[W] + Str damage (second attack; offhand), and 1[W] + Str (third attack; main).  
A target hit once is dazed until the end of your next turn. A target hit twice is stunned until the end of your next turn. A target hit three times is weakened and stunned until the end of your next turn.  
**Miss:** Half damage per attack, and the target is not dazed, stunned, or weakened.  
**Effect:** After the first attack and after the second attack, you can shift 1 square.

Str +2 vs. AC

Damage

*You move swiftly around your enemies, weaving back and forth and delivering a vicious slash with each soft step.*

## Great Ram Arrow

Ranger Attack 19

**Daily ♦ Martial, Weapon**  
**Standard Action**   **Ranged weapon**  
**Target:** One creature  
**Attack:** Dex vs. AC  
**Hit:** 3[W] + Dex damage. In addition, you push the target a number of squares equal to your Str, and it is knocked prone.  
**Miss:** Half damage, and you push the target 1 square and it is knocked prone.

Dex vs. AC

Damage

Squares

*You loose an arrow that pierces your foe, hurls him back, and knocks him off his feet.*

## Two-in-One Shot

Ranger Attack 19

**Daily ♦ Martial, Weapon**  
**Standard Action**   **Ranged weapon**  
**Target:** One creature  
**Attack:** Dex vs. AC, two attacks. If the first attack hits, you gain a +5 bonus to the attack roll for the second attack. If the first attack misses, make the second attack normally.  
**Hit:** 2[W] + Dex damage per attack.  
**Miss:** Half damage per attack.

Dex vs. AC

Damage

*The first shot is always the toughest.*

## Wounding Whirlwind

Ranger Attack 19


**Daily ♦ Martial, Weapon**  
**Standard Action**   **Close burst 1**  
**Target:** Each enemy in burst you can see  
**Attack:** Str vs. AC (main weapon and off-hand weapon), two attacks per target  
**Hit:** 1[W] + Str damage per attack. If you hit a target with one weapon, it takes ongoing 5 damage (save ends). If you hit a target with both weapons, it takes ongoing 10 damage (save ends).  
**Miss:** Half damage per attack, and no ongoing damage.

Str vs. AC

Damage


*Crimson droplets splatter as you slash into all nearby foes.*






## Forest Ghost

Ranger Utility 22




**Daily ♦ Illusion, Martial**  
**Standard Action Personal**  
**Effect:** When it is not your turn, enemies treat you as invisible if you have cover or concealment from them. An enemy still knows the square you occupy if it saw you in that square at any point during a round. This effect lasts until the end of the encounter or for 5 minutes.

*You vanish into your surroundings with such speed and skill that your enemies can't even begin to guess where you might be.*




## Hit the Dirt

Ranger Utility 22




**Daily ♦ Martial**  
**Immediate Interrupt Personal**  
**Trigger:** You are hit by an area attack or a close attack  
**Effect:** Shift a number of squares equal to your Wis.

*You throw yourself to the ground, tumble a safe distance, and spring to your feet no worse for wear.*



## Master of the Hunt


Ranger Utility 22



**Daily ♦ Martial, Stance**  
**Minor Action Personal**  
**Effect:** You gain a bonus to damage rolls equal to your Wis.


**Damage Bonus**

*You take careful aim with every shot.*



## Safe Stride

Ranger Utility 22



**Encounter ♦ Martial, Stance**  
**Move Action Personal**  
**Effect:** Shift a number of squares equal to your Wis.

**Squares**

*You deftly maneuver around your foes as the battle rages on.*



## Triple Shot

Ranger Attack 17




**Encounter ♦ Martial, Weapon**  
**Standard Action Ranged weapon**  
**Targets:** One, two, or three creatures  
**Attack:** Dex vs. AC, three attacks  
**Hit:** 1[W] + Dex damage per attack.

**Dex vs. AC**


**Damage**

*You launch a volley of three arrows, which streak across the battlefield with whispered threats of oblivion.*



## Blade Ward

Ranger Attack 23




**Encounter ♦ Martial, Weapon**  
**Immediate Interrupt Melee weapon**  
**Trigger:** A creature makes a melee attack against you  
**Target:** The attacking creature  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Str damage.  
**Effect:** Until the end of your next turn, the target's attack rolls against you take a penalty equal to your Wis.

**Str vs. AC**

**Damage**


**Attack Penalty**

*Your enemy strikes, and as you defend yourself with one blade, you drive the other deep into his gullet.*



## Cloak of Thorns

Ranger Attack 23



**Encounter ♦ Martial, Weapon**  
**Standard Action Melee weapon**  
**Requirement:** Two melee weapons  
**Target:** One or two creatures  
**Attack:** Str vs. AC (main weapon and off-hand weapon), two attacks  
**Hit:** 2[W] + Str damage per attack. If one attack hits, the target takes a –2 penalty to attack rolls until the end of your next turn. If both attacks hit the same target, this penalty worsens to –4.  
**Effect:** If any adjacent creature makes an attack against you and misses before the start of your next turn, make a melee basic attack against it with both your main weapon and your off-hand weapon as an immediate reaction.

**Str vs. AC**

**Damage**

*You stab and slash enemies that come close to you.*



## Hammer Shot

Ranger Attack 23




**Encounter ♦ Martial, Weapon**  
**Standard Action Ranged weapon**  
**Target:** One creature  
**Attack:** Dex vs. Fort  
**Hit:** 4[W] + Dex damage, and you push the target a number of squares equal to 2 + your Wis.

**Dex vs. Fort**

**Damage**


**Squares**

*You test the strength of your bowstring as you pull an arrow back as far as it will go and unleash it upon your unsuspecting foe.*



## Manticore's Volley

Ranger Attack 23



**Encounter ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature


**Attack:** Dex vs. AC, three attacks

**Hit:** 1[W] + Dex damage per attack. If two attacks hit, deal an extra 1[W] damage. If all three attacks hit, deal an extra 2[W] damage.

Dex vs. AC


Damage

*You pepper your foe with arrows.*



## Bloodstorm

Ranger Attack 25



**Daily ♦ Martial, Weapon**

**Standard Action** Melee or Ranged weapon

**Requirement:** Two melee weapons or a ranged weapon

**Target:** One creature

**Attack:** Str vs. AC (*melee; main weapon and off-hand weapon*) or Dex vs. AC (*ranged*), two attacks

**Hit:** 2[W] + Str damage (*melee*) or 2[W] + Dex damage (*ranged*) per attack.

**Miss:** Half damage per attack.


**Effect:** After making these attacks, you can shift a number of squares equal to your Wis.

Str/Dex vs. AC

Melee Dmg


Ranged Dmg

*With bow or blades, you rain a series of deadly blows on your opponent.*



## Tiger's Reflex

Ranger Attack 25




**Daily ♦ Martial, Stance**

**Minor Action** Personal


**Effect:** You can make a basic attack against an enemy you choose as an immediate interrupt if it attacks you.

*You counter your opponent's attack with a ferocious strike of your own.*



## Unstoppable Arrows

Ranger Attack 25



**Daily ♦ Martial, Weapon**

**Standard Action** Close blast 5

**Requirement:** ranged weapon

**Target:** Each enemy in blast

**Attack:** Dex vs. AC


**Hit:** 3[W] + Dex damage.

**Miss:** Half damage.

Dex vs. AC


Damage

*You loose a volley of arrows with such force that they skewer several nearby enemies.*



## Hail of Arrows

Ranger Attack 27



**Encounter ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** Each enemy in range


**Attack:** Dex vs. AC

**Hit:** 1[W] + Dex damage.

Dex vs. AC


Damage

*You launch a barrage of arrows that strike all enemies before you.*



## Death Rend

Ranger Attack 27



**Encounter ♦ Martial, Weapon**

**Standard Action** Melee weapon

**Requirement:** Two melee weapons

**Target:** One creature


**Attack:** Str vs. AC (*main weapon and off-hand weapon*), two attacks

**Hit:** 2[W] + Str damage per attack. If both attacks hit, the target takes an extra 1d10 damage and is stunned until the end of your next turn.

Str vs. AC


Damage

*You plunge your blades into your opponent and rip them out with the ferocity of a tiger, leaving your prey gasping for life.*



## Lightning Shot

Ranger Attack 27



**Encounter ♦ Martial, Weapon**

**Immediate Reaction** Ranged weapon

**Trigger:** One creature you can see has just taken damage

**Target:** The creature that took damage


**Attack:** Dex vs. AC

**Hit:** 2[W] + Dex damage, or 3[W] + Dex damage if the target is bloodied.

Dex vs. AC


Damage

*As an enemy reels from a terrible wound, you quickly loose an arrow to finish him off.*



## Wandering Tornado

Ranger Attack 27



**Encounter ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Target:** Each enemy in burst you can see

**Attack:** Str vs. AC

**Hit:** 1[W] + Str damage.

**Effect:** You can shift a number of squares equal to 1 + your Wis, and make another close burst 1 attack (*as above*).


Str vs. AC

Damage

Squares


*You strike your enemies in all directions. Then, like a tornado, you weave through the battlefield and unleash a second onslaught of whirling steel.*






## Follow-up Blow

Ranger Attack 29




**Daily ♦ Martial, Stance, Weapon**  
**Minor Action Personal**  
**Requirement:** Two melee weapons  
**Effect:** You can use your off-hand weapon to make a melee basic attack with a -2 penalty against each enemy you hit using a melee attack power.

*You follow every strike with a backhanded swipe that breaks through your enemy's defenses.*



## Three-in-One Shot

Ranger Attack 29




**Daily ♦ Martial, Weapon**  
**Standard Action Ranged weapon**  
**Target:** One creature  
**Attack:** Dex vs. AC, three attacks. If the first attack hits, you gain a +5 bonus to the second and third attack rolls. If the first attack misses, roll the second and third attacks normally.  
**Hit:** 2[W] + Dex damage per attack.  
**Miss:** Half damage per attack.

Dex vs. AC


Damage

*If you can hit with the first arrow, the others will follow.*



## Weave a Web of Steel

Ranger Attack 29




**Daily ♦ Martial, Weapon**  
**Immediate Interrupt Melee weapon**  
**Trigger:** An enemy hits you with a melee attack  
**Requirement:** Two melee weapons  
**Target:** The triggering enemy  
**Attack:** Str vs. AC, two attacks (*main weapon and offhand weapon*)  
**Hit:** 3[W] + Str damage (*main weapon*) and 1[W] + Str damage (*off-hand weapon*). If both attacks hit, the target's attack misses.  
**Miss:** Half damage with your main weapon, and no damage with your off-hand weapon.

Dex vs. AC


Damage

*Crossing your blades, you form a defense as solid as a mighty shield, ready to riposte if your enemy isn't lucky.*



## Combined Fire

Ranger (Battlefield Archer) Attack 11




**Encounter ♦ Martial, Weapon**  
**Immediate Reaction Ranged weapon**  
**Trigger:** An ally makes a ranged attack or an area attack  
**Target:** One creature attacked by your ally  
**Attack:** Dex vs. AC  
**Hit:** 3[W] + Dex damage.

Dex vs. AC


Damage

*You combine fire with one of your allies to take down a troublesome foe.*




## Archer's Glory

Ranger (Battlefield Archer) Utility 12




**Encounter ♦ Martial**  
**Free Action Personal**  
**Trigger:** One of your ranged attacks drops an enemy to 0 hit points or fewer  
**Effect:** You gain an action point that you must spend before the end of your next turn.

*One enemy falls, and those that remain are about to learn what heroism is all about.*



## Quarry's Bane

Ranger (Battlefield Archer) Attack 20




**Daily ♦ Martial, Weapon**  
**Standard Action Ranged weapon**  
**Target:** Each enemy designated as your quarry  
**Attack:** Dex vs. AC  
**Hit:** 3[W] damage.  
**Miss:** The target is knocked prone as it dodges your attack.

Dex vs. AC


Damage

*You have multiple quarries in your sights, so you unleash a deadly volley of shots at each of them.*



## Pinpointing Arrow

Ranger (Beast Stalker) Attack 11




**Encounter ♦ Martial, Weapon**  
**Standard Action Ranged weapon**  
**Target:** One creature designated as your quarry  
**Special:** Ignore penalties for cover (*but not superior cover*), concealment, and total concealment. You can attack an invisible target as if it wasn't invisible.  
**Attack:** Dex vs. AC  
**Hit:** 2[W] + Dex damage.

Dex vs. AC


Damage

*Your shot is undeterred by obstructions and magical veils.*



## Hunter's Grace

Ranger (Beast Stalker) Utility 12



**Encounter ♦ Martial**  
**No Action Personal**  
**Effect:** Make a Stealth check and use that as your initiative check result. If you get the first turn in the encounter, you can shift up to your speed as a free action before taking any other actions.

*Even as your allies take stock of the enemies pouring in around them, you move into position and set your plans into motion.*

## Beast Stalker's Target

Ranger (Beast Stalker) Attack 20

**Daily ♦ Martial, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dex vs. AC

**Hit:** 4[W] + Dex damage.

**Effect:** The target is designated as your quarry until the end of the encounter, and you can designate one additional creature as a quarry following the normal Hunter's Quarry rules.

**Dex vs. AC**

**Damage**

*"This foe is my prey!"*

## Wrong Step

Ranger (Pathfinder) Attack 11

**Encounter ♦ Martial, Weapon**

**Immediate Interrupt** Melee weapon

**Trigger:** An adjacent enemy shifts or moves

**Target:** The enemy

**Attack:** Str vs. AC

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

**Str vs. AC**

**Damage**

*Your enemy steps unwittingly into your trap, and you catch him by surprise with a sudden, paralyzing thrust.*

## Slasher's Mark

Ranger (Pathfinder) Attack 20

**Daily ♦ Healing, Martial, Weapon**

**Standard Action** Melee weapon

**Requirement:** Two melee weapons

**Special:** You can spend a healing surge before attacking.

**Primary Target:** One creature

**Attack:** Str vs. AC (main weapon)

**Hit:** 3[W] + Str damage (main weapon).

**Effect:** The target is marked until the end of the encounter. Make a secondary attack.

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

**Secondary Attack:** Str vs. AC (off-hand weapon)

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

**Effect:** The target is marked until the end of the encounter.

**Str vs. AC**

**Damage**

**Secondary Dmg**

*You fortify yourself, raise your weapons, and carve scarring wounds into the flesh of your enemies.*

## Act Together

Ranger (Pathfinder) Utility 12

**Daily ♦ Martial**

**Immediate Reaction** Personal

**Trigger:** An ally spends an action point to take an extra action

**Effect:** You gain an action point that you must spend before the end of your next turn.

*You find it within yourself to capitalize on your comrade's latest act of daring.*

## Clearing the Ground

Ranger (Stormwarden) Attack 11

**Encounter ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Requirement:** Two melee weapons

**Target:** Each enemy in burst you can see

**Attack:** Str vs. AC

**Hit:** 1[W] + Str damage, and you push the target 1 square.

**Str vs. AC**

**Damage**

*You sweep your blades in mighty arcs around you, cutting foes that get too close and thrusting them back.*

## Throw Caution to the Wind

Ranger (Stormwarden) Utility 12

**Encounter ♦ Martial, Stance**

**Minor Action** Personal

**Effect:** You take a -2 penalty to all defenses and gain a +2 bonus to attack rolls.

*Aw, what the hell. You only live once.*

## Cold Steel Hurricane

Ranger (Stormwarden) Attack 20

**Daily ♦ Martial, Weapon**

**Standard Action** Close burst 1

**Requirement:** Two melee weapons

**Special:** Before you attack, shift a number of squares equal to your Wis.

**Target:** Each enemy in burst you can see

**Attack:** Str vs. AC (main weapon and off-hand weapon), two attacks per target

**Hit:** 1[W] + Str damage per attack.

**Effect:** You regain your second wind if you have already used it during this encounter.

**Str vs. AC**

**Damage**

**Squares**

*You rush into the midst of your enemies and, like a freezing wind, flay them alive.*

## Ghost Sound

Wizard Cantrip

**At-Will ♦ Arcane, Illusion**


**Standard Action** Ranged 10

**Target:** One object or unoccupied square

**Effect:** You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.


*With a wink, you create an illusory sound that emanates from somewhere close by.*





## Light

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, Conjunction**  
**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 object.  
**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, or 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 turn.  
♦ 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 1




**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.

Int vs. Ref

Damage


Area Damage

*You create a small cloud of swirling 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.*



## Burning Hands


Wizard Attack 1



**Encounter ♦ Arcane, Fire, Implement**  
**Standard Action** Close blast 5  
**Target:** Each creature in blast  
**Attack:** Int vs. Ref  
**Hit:** 2d6 + Int fire damage.


Int vs. Ref
Damage

*A fierce burst of flame erupts from your hands and scorches nearby foes.*



## Chill Strike


Wizard Attack 1



**Encounter ♦ Arcane, Cold, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Int vs. Fort  
**Hit:** 2d8 + Int cold damage, and the target is dazed until the end of your next turn.


Int vs. Fort
Damage

*You create a bolt of frigid purple energy around your hand and send it hurtling toward your foe.*



## Force Orb


Wizard Attack 1



**Encounter ♦ Arcane, Force, Implement**  
**Standard Action** Ranged 20  
**Primary Target:** One creature or object  
**Attack:** Int vs. Ref  
**Hit:** 2d8 + Int force damage. Make a secondary attack.  
**Secondary Target:** Each enemy adjacent to the primary target  
**Secondary Attack:** Int vs. Ref  
**Hit:** 1d10 + Int force damage.


Int vs. Ref
Damage
Secondary Dmg

*You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.*



## Icy Terrain


Wizard Attack 1



**Encounter ♦ Arcane, Cold, Implement**  
**Standard Action** Area burst 1 within 10  
**Target:** Each creature in burst  
**Attack:** Int vs. Ref  
**Hit:** 1d6 + Int cold damage, and the target is knocked prone.  
**Effect:** The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.


Int vs. Ref
Damage

*With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.*



## Ray of Enfeeblement


Wizard Attack 1



**Encounter ♦ Arcane, Implement, Necrotic**  
**Standard Action** Ranged 10  
**Target:** One creature  
**Attack:** Int vs. Fort  
**Hit:** 1d10 + Int necrotic damage, and the target is weakened until the end of your next turn.


Int vs. Fort
Damage

*You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.*



## Freezing Cloud


Wizard Attack 1



**Daily ♦ Arcane, Cold, Implement**  
**Standard Action** Area burst 2 within 10  
**Target:** Each creature in burst  
**Attack:** Int vs. Fort  
**Hit:** 1d8 + Int cold damage.  
**Miss:** Half damage.  
**Effect:** The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.


Int vs. Fort
Damage

*A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.*



## Flaming Sphere


Wizard Attack 1



**Daily ♦ Arcane, Conjuration, Fire, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature adjacent to the flaming sphere  
**Attack:** Int vs. Ref  
**Hit:** 2d6 + Int fire damage.  
**Effect:** You conjure a Medium flaming sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. Any creature that starts its turn next to the flaming sphere takes 1d4 + Int fire damage. As a move action, you can move the sphere up to 6 squares.  
**Sustain Minor:** You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.


Int vs. Ref
Damage
Adjacent Dmg

*You conjure a rolling ball of fire and control where it goes.*



## Sleep

Wizard Attack 1




**Daily ♦ Arcane, Implement, Sleep**  
**Standard Action** Area burst 2 within 20  
**Target:** Each creature in burst  
**Attack:** Int vs. Will  
**Hit:** The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).  
**Miss:** The target is slowed (save ends).

Int vs. Will
--------------


*You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.*






## Expeditious Retreat

Wizard Utility 2




**Daily ♦ Arcane**  
**Move Action Personal**  
**Effect:** Shift up to twice your speed.

*Your form blurs as you hastily withdraw from the battlefield.*




## Feather Fall

Wizard Utility 2




**Daily ♦ Arcane**  
**Free Action Ranged 10**  
**Trigger:** You or one creature in range falls  
**Effect:** You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

*You or a creature you choose falls gently, like a feather.*




## Jump

Wizard Utility 2




**Encounter ♦ Arcane**  
**Move Action Ranged 10**  
**Target:** You or one creature  
**Effect:** The target makes an Athletics check to jump with a +10 power bonus, and the target does not have to move to make a running jump.

*You or another creature you choose can suddenly leap great distances.*




## Shield

Wizard Utility 2




**Encounter ♦ Arcane, Force**  
**Immediate Interrupt Personal**  
**Trigger:** You are hit by an attack  
**Effect:** You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

*You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.*



## Color Spray

Wizard Attack 3




**Encounter ♦ Arcane, Implement, Radiant**  
**Standard Action Close blast 5**  
**Target:** Each creature in blast  
**Attack:** Int vs. Will  
**Hit:** 1d6 + Int radiant damage, and the target is dazed until the end of your next turn.

Int vs. Will


Damage

*A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.*



## Fire Shroud

Wizard Attack 3




**Encounter ♦ Arcane, Fire, Implement**  
**Standard Action Close burst 3**  
**Target:** Each enemy in burst  
**Attack:** Int vs. Fort  
**Hit:** 1d8 + Int fire damage, and ongoing 5 fire damage (save ends).

Int vs. Fort


Damage

*With a subtle gesture, you wreath nearby enemies in flames.*



## Icy Rays

Wizard Attack 3




**Encounter ♦ Arcane, Cold, Implement**  
**Standard Action Ranged 10**  
**Targets:** One or two creatures  
**Attack:** Int vs. Ref, one attack per target  
**Hit:** 1d10 + Int cold damage, and the target is immobilized until the end of your next turn.

Int vs. Ref


Damage

*You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.*



## Shock Sphere

Wizard Attack 3




**Encounter ♦ Arcane, Implement, Lightning**  
**Standard Action Area burst 2 within 10**  
**Target:** Each creature in burst  
**Attack:** Int vs. Ref  
**Hit:** 2d6 + Int lightning damage.

Int vs. Ref


Damage

*You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.*



## Fireball

Wizard Attack 5



**Daily ♦ Arcane, Fire, Implement**

**Standard Action** Area burst 3 within 20

**Target:** Each creature in burst

**Attack:** Int vs. Ref


**Hit:** 3d6 + Int fire damage.

**Miss:** Half damage.

Int vs. Ref


Damage

*A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.*



## Bigby's Icy Grasp

Wizard Attack 5



**Daily ♦ Arcane, Cold, Conjuration, Implement**

**Standard Action** Ranged 20

**Effect:** You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.

**Target:** One creature adjacent to the hand

**Attack:** Int vs. Ref

**Hit:** 2d8 + Int cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fort or Ref defense.


**Sustain Minor:** A target grabbed by the hand takes 1d8 + Int cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Int vs. Ref

Damage


Sustain Damage

*You conjure a giant floating hand made of chiseled ice that clutches foes and freezes them.*



## Stinking Cloud

Wizard Attack 5



**Daily ♦ Arcane, Implement, Poison, Zone**

**Standard Action** Area burst 2 within 20

**Target:** Each creature in burst

**Attack:** Int vs. Fort

**Hit:** 1d10 + Int poison damage.


**Effect:** The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Int poison damage. As a move action, you can move the zone up to 6 squares.

**Sustain Minor:** The zone persists.

Int vs. Fort


Damage

*You call forth a thick cloud of bilious yellow vapors. The foul fumes overwhelm any creature within.*



## Web

Wizard Attack 5



**Daily ♦ Arcane, Implement, Zone**

**Standard Action** Area burst 2 within 20

**Target:** Each creature in burst


**Attack:** Int vs. Ref

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

**Effect:** The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).


Int vs. Ref

*You call into being a giant web made of thick magical strands that hang in midair, trapping those within it.*



## Dimension Door

Wizard Utility 6




**Daily ♦ Arcane, Teleportation**

**Move Action** Personal


**Effect:** Teleport 10 squares. You can't take other creatures with you.

*You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.*



## Disguise Self

Wizard Utility 6




**Daily ♦ Arcane, Illusion**

**Minor Action** Personal


**Effect:** You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities or mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a dwarf fighter in plate armor, anyone touching you would realize you weren't wearing plate armor, and you would not clank, creak, or jingle as you walked. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration. Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

*With a snap of your fingers, you suddenly look like someone else.*



## Dispel Magic

Wizard Utility 6



**Daily ♦ Arcane, Implement**

**Standard Action** Ranged 10


**Target:** One conjuration or zone

**Attack:** Int vs. the Will defense of the creator of the conjuration or the zone

**Hit:** The conjuration or the zone is destroyed. All its effects end, including those that normally last until a target saves.


Int vs. Will

*You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.*



## Invisibility

Wizard Utility 6



**Daily ♦ Arcane, Illusion**

**Standard Action** Ranged 5


**Target:** You or one creature

**Effect:** The target is invisible until the end of your next turn. If the target attacks, the target becomes visible.

**Sustain Standard:** If the target is within range, you can sustain the effect.


*A creature you choose vanishes from sight.*





## Levitate

Wizard Utility 6




**Daily ♦ Arcane**

**Move Action Personal**

**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 7



**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.

Int vs. Fort


Damage

*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.

Int vs. Fort

Damage


Area Damage

*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.

Int vs. Fort


Damage

*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 Sword

Wizard Attack 9




**Daily ♦ Arcane, Conjuration, Force, Implement**  
**Standard Action** Ranged 10  
**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.  
**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.

Int vs. Ref


Damage

*You invoke a sword of crackling golden force that slashes and stabs furiously at the creature you indicate*



## Wall of Fire

Wizard Attack 9




**Daily ♦ Arcane, Conjuration, Fire, Implement**  
**Standard Action** Area wall 8 within 10  
**Effect:** You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Int fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Int fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.  
**Sustain Minor:** The wall persists.

Adjacent Dmg


Entering Dmg

*A blazing wall of flame erupts from the ground at your command.*




## Arcane Gate

Wizard Utility 10




**Daily ♦ Arcane, Teleportation**  
**Minor Action** Ranged 20  
**Target:** Two unoccupied squares  
**Effect:** You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.  
**Sustain Minor:** The rift persists.

*You open a dimensional rift connecting two nearby locations.*




## Blur

Wizard Utility 10




**Daily ♦ Arcane, Illusion**  
**Minor Action** Personal  
**Effect:** Until the end of the encounter, you gain a +2 power bonus to all defenses, and enemies 5 or more squares away from you cannot see you.

*You cloak yourself with a shimmering aura, making your outline almost impossible to discern.*




## Mirror Image

Wizard Utility 10




**Daily ♦ Arcane, Illusion**  
**Minor Action** Personal  
**Effect:** Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

*Three duplicate images of you appear, imitating your actions perfectly and confusing your enemies.*



## Resistance


Wizard Utility 10



**Daily ♦ Arcane**  
**Minor Action** Ranged 10  
**Target:** You or one creature  
**Effect:** Against a particular damage type chosen by you, the target gains resistance equal to your level + your Int until the end of the encounter or for 5 minutes. Choose the damage type from the following list:  
acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.


Resistance

*You make yourself or another creature in range resistant to a particular kind of damage.*



## Frostburn

Wizard Attack 13




**Encounter ♦ Arcane, Cold, Fire, Implement**  
**Standard Action** Area burst 2 within 20  
**Target:** Each creature in burst  
**Attack:** Int vs. Fort  
**Hit:** 3d6 + Int cold and fire damage.  
**Effect:** This power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes 5 cold and fire damage. You can dismiss the effect as a minor action.

Int vs. Fort


Damage

*You whisper a word of elemental power and hurl a flaming ball of ice. Waves of fire and ice explode outward from the point of impact.*



## Mesmeric Hold

Wizard Attack 13




**Encounter ♦ Arcane, Charm, Implement, Psychic**  
**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 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.

Int vs. Will

Damage


*You immobilize your foes by commanding them to remain still.*





## Prismatic Burst

Wizard Attack 13



**Encounter ♦ Arcane, Implement, Radiant**

**Standard Action** Area burst 2 within 20

**Target:** Each creature in burst


**Attack:** Int vs. Will

**Hit:** 3d6 + Int radiant damage, and the target is blinded until the end of your next turn.

Int vs. Will


Damage

*You lob a fist-sized orb of pulsating white light some distance away, blasting creatures in the area with rays of multicolored light.*



## Thunderlance

Wizard Attack 13



**Encounter ♦ Arcane, Implement, Thunder**

**Standard Action** Close blast 5

**Target:** Each creature in blast


**Attack:** Int vs. Ref

**Hit:** 4d6 + Int thunder damage, and you push the target 4 squares.

Int vs. Ref


Damage

*A thunderous pulse of concussive energy rolls from your hand, bowling over your enemies.*



## Blast of Cold

Wizard Attack 15



**Daily ♦ Arcane, Cold, Implement**

**Standard Action** Close blast 5

**Target:** Each enemy in blast

**Attack:** Int vs. Ref


**Hit:** 6d6 + Int cold damage, and the target is immobilized (*save ends*).

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

Int vs. Ref


Damage

*You create a tremendous blast of supernatural cold, freezing your enemies.*



## Bigby's Grasping Hands

Wizard Attack 15



**Daily ♦ Arcane, Conjuration, Force, Implement**

**Standard Action** Ranged 10

**Effect:** You conjure two 5-foot-tall hands of force, each one occupying 1 square within range. Each hand attacks one adjacent creature. A hand that is not grabbing a target can be moved and made to attack a new target within range as a move action. The hands last until the end of your next turn.

**Targets:** One or two creatures

**Attack:** Int vs. Ref

**Hit:** 2d10 + Int force damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.


**Special:** If the hands have each grabbed an enemy, you can slam the enemies into each other as a standard action, dealing 2d10 + Int force damage to each grabbed target. After the attack, each hand returns to its original square with its grabbed target.

**Sustain Minor:** The hands persist.

Int vs. Ref


Damage

*Two hands of glowing golden force materialize, grab a couple of your foes, and slam them together.*



## Otiluke's Resilient Sphere

Wizard Attack 15



**Daily ♦ Arcane, Conjuration, Force, Implement**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Int vs. Ref

**Hit:** You conjure a sphere of force that fills the target's entire space until the end of your next turn. The target is immobilized and can't attack anything outside its own space. Creatures outside the sphere can't attack the target, and the sphere blocks objects and creatures attempting to pass through it. The sphere, though impenetrable, is not impervious to damage. Attacks against the sphere automatically hit, and it has 100 hit points.

**Sustain Minor:** If your attack roll was successful, you can sustain the sphere.


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

**Special:** Instead of attacking an enemy, you can put the sphere around yourself or a willing ally within range without making an attack roll.

Int vs. Ref


Hit Points

*You trap your enemy in a transparent, immobile globe of impenetrable force.*



## Prismatic Beams

Wizard Attack 15



**Daily ♦ Arcane, Fire, Implement, Poison**

**Standard Action** Close burst 5

**Target:** Each enemy in burst

**Attack:** Int vs. Fort, Reflex, Will

**Hit (Fortitude):** 2d6 + Int poison damage, and ongoing 5 poison damage (*save ends*).

**Hit (Reflex):** 2d6 + Int fire damage, and ongoing 5 fire damage (*save ends*).


**Hit (Will):** The target is dazed (*save ends*).

**Special:** You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

vs Fort, Ref, Will


Damage

*Scintillating beams of rainbow-colored light spring from your outstretched hand, affecting your foes in unpredictable ways.*



## Wall of Ice

Wizard Attack 15



**Daily ♦ Arcane, Cold, Conjuration, Implement**


**Standard Action** Area wall 12 within 10

**Effect:** You conjure a solid wall of contiguous squares filled with arcane ice. The wall can be up to 12 squares long and up to 6 squares high. Any creature that starts its turn adjacent to the wall takes 2d6 + Int cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

**Special:** A creature can attack the wall. Each square has 50 hit points. Any creature that makes a melee attack against the wall takes 2d6 cold damage. The wall has vulnerability 25 to fire. If the wall is not destroyed, it melts away after 1 hour.


Adjacent Dmg

*A wall of glittering, jagged ice appears at your command.*



## Displacement

Wizard Utility 16




**Encounter ♦ Arcane, Illusion**

**Immediate Interrupt** Ranged 5

**Trigger:** A ranged or a melee attack hits you or one ally in range


**Effect:** The attacker must reroll the attack roll.

*The recipient of this spell appears to be standing slightly to the left or right of his actual position, making it harder for enemies to hit him.*




## Fly

Wizard Utility 16




**Daily ♦ Arcane**  
**Standard Action** **Personal**  
**Effect:** You gain a speed of fly 8 until the end of your next turn.  
**Sustain Minor:** You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, you float to the ground without taking falling damage.

*You leap into the air and don't look back.*




## Greater Invisibility

Wizard Utility 16




**Daily ♦ Arcane, Illusion**  
**Standard Action** **Ranged 20**  
**Target:** You or one creature  
**Effect:** The target is invisible until the end of your next turn. If the target attacks, the power ends.  
**Sustain Minor:** If the target is within range, you can sustain the effect.

*With a wave of your hand, you or another creature nearby fades away, becoming invisible.*




## Stoneskin

Wizard Utility 16




**Daily ♦ Arcane**  
**Standard Action** **Melee touch**  
**Target:** You or one ally  
**Effect:** The target gains resist 10 to all damage until the end of the encounter or for 5 minutes.

*You sprinkle a tiny pinch of diamond dust over the subject, and his skin turns gray and hard as granite.*



## Combust

Wizard Attack 17




**Encounter ♦ Arcane, Fire, Implement**  
**Standard Action** **Area burst 2 within 20**  
**Target:** Each creature in burst  
**Attack:** Int vs. Ref  
**Hit:** 5d6 + Int fire damage.

Int vs. Ref


Damage

*You cause several foes to spontaneously burst into flame.*



## Crushing Titan's Fist

Wizard Attack 17




**Encounter ♦ Arcane, Force, Implement**  
**Standard Action** **Area burst 2 within 20**  
**Target:** Each creature in burst  
**Attack:** Int vs. Ref  
**Hit:** 3d8 + Int force damage, and the target is immobilized until the end of your next turn.  
**Effect:** Entering a square within the power's area costs 4 extra squares of movement. This effect ends at the end of your next turn, and you can dismiss it as a minor action.

Int vs. Ref


Damage

*You clench your fist, and crushing force seizes your enemies like the fist of an invisible titan.*



## Force Volley

Wizard Attack 17




**Encounter ♦ Arcane, Force, Implement**  
**Standard Action** **Ranged 20**  
**Targets:** One, two, or three creatures  
**Attack:** Int vs. Ref, one attack per target  
**Special:** If you target only one creature with this power, you gain a +4 power bonus to the attack roll.  
**Hit:** 3d6 + Int force damage, and the target is dazed until the end of your next turn.

Int vs. Ref


Damage

*Silvery missiles spring from your fingertips and streak across the battlefield, striking your enemies with staggering force.*



## Ice Tomb

Wizard Attack 17




**Encounter ♦ Arcane, Cold, Implement**  
**Standard Action** **Ranged 20**  
**Target:** One creature  
**Attack:** Int vs. Ref  
**Hit:** 3d10 + Int cold damage, and the target is entombed in ice. While entombed, the target is stunned, and attacks cannot gain line of effect against it. This effect lasts until the end of your next turn.

Int vs. Ref


Damage

*You target an enemy with a freezing ray that briefly traps him in an icy sarcophagus.*



## Acid Wave

Wizard Attack 19




**Daily ♦ Acid, Arcane, Implement**  
**Standard Action** **Close blast 5**  
**Target:** Each creature in blast  
**Attack:** Int vs. Ref  
**Hit:** 5d6 + Int acid damage, and ongoing 10 acid damage (save ends).  
**Miss:** Half damage, and ongoing 5 acid damage (save ends).

Int vs. Ref

Damage


*A wave of acid dissolves all creatures that stand before you.*





## Cloudkill

Wizard Attack 19




**Daily ♦ Arcane, Implement, Poison, Zone**  
**Standard Action** Area burst 5 within 20  
**Target:** Each creature in burst  
**Attack:** Int vs. Fort  
**Hit:** 1d10 + Int poison damage.  
**Effect:** The burst creates a zone of poisonous vapors that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + Int poison damage. As a move action, you can move the zone 3 squares.  
**Sustain Minor:** The zone persists.

Int vs. Fort


Damage

*Yellow-green vapors emerge from the ground with a hiss, forming a thick, toxic cloud.*



## Disintegrate

Wizard Attack 19




**Daily ♦ Arcane, Implement**  
**Standard Action** Ranged 10  
**Target:** One creature or object  
**Attack:** Int vs. Ref  
**Special:** You don't need to make an attack roll to hit an unattended object with this power.  
**Hit:** 5d10 + Int damage, and ongoing 10 damage (save ends). If the target saves, it takes ongoing 5 damage (save ends).  
**Miss:** 3d10 + Int damage, and ongoing 5 damage (save ends).

Int vs. Ref

Damage


Miss Damage

*You fire a green ray from your wand. Whatever the emerald beam hits disappears in a puff of gray dust.*



## Evard's Black Tentacles

Wizard Attack 19




**Daily ♦ Arcane, Implement, Necrotic, Zone**  
**Standard Action** Area burst 4 within 10  
**Target:** Each creature in burst  
**Attack:** Int vs. Ref  
**Hit:** 2d10 + Int necrotic damage, and the target is immobilized (save ends)  
**Effect:** The burst creates a zone of difficult terrain that lasts until the end of your next turn.  
**Sustain Minor:** When you sustain the power, repeat the attack against any creature within the zone that is not immobilized, and deal 1d10 necrotic damage to creatures that are immobilized.

Int vs. Ref


Damage

*Wriggling, ebon tentacles of necrotic energy erupt from the ground, grasping toward every creature within reach.*




## Mass Fly

Wizard Utility 22




**Daily ♦ Arcane**  
**Standard Action** Close burst 5  
**Targets:** You and each ally in burst  
**Effect:** All targets gain a speed of fly 8 until the end of your next turn.  
**Sustain Minor:** You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain this power, all targets float to the ground without taking falling damage.

*White motes of light fly from your fingertips and swirl about, lifting you and your allies off the ground and granting each of you the power of flight.*




## Mordenkainen's Mansion

Wizard Utility 22




**Daily ♦ Arcane, Conjuration, Teleportation**  
**Standard Action** Melee touch  
**Effect:** You conjure a spacious extradimensional dwelling that can hold up to fifty Medium creatures. It is reached through a single doorway that you trace on a surface or in the air. Only you and those you designate can pass through it. You can close the entrance and make it invisible after you enter the mansion, and only someone inside the mansion can open the portal once it's closed. The mansion contains comfortable furnishings and enough food and drink to satisfy its denizens. The furniture and food disappear if removed from the mansion. The mansion lasts for 8 hours, and any creatures still in the mansion when the power ends reappear in unoccupied squares outside the entrance portal.

*You trace the outline of a door, and a shimmering portal appears, leading to a space accessible only by you and your allies.*




## Time Stop

Wizard Utility 22




**Daily ♦ Arcane**  
**Minor Action** Personal  
**Effect:** You gain two extra standard actions, which you can't use to attack other creatures.

*Everything around you slows to a halt, frozen in time. Then, after a few moments, everything starts to speed up again, returning to normal time.*



## Acid Storm

Wizard Attack 23




**Encounter ♦ Acid, Arcane, Implement**  
**Standard Action** Area burst 4 within 10  
**Target:** Each creature in burst  
**Attack:** Int vs. Fort  
**Hit:** 4d6 + Int acid damage.  
**Effect:** The cloud blocks line of sight, providing total concealment to creatures inside it. Any creature that enters the cloud or starts its turn there takes 10 acid damage. The cloud lasts until the end of your next turn, or you can dismiss it as a minor action.

Int vs. Fort


Damage

*You create a thick black cloud filled with pelting drops of acid.*



## Chain Lightning

Wizard Attack 23




**Encounter ♦ Arcane, Implement, Lightning**  
**Standard Action** Ranged 20  
**Primary Target:** One creature  
**Attack:** Int vs. Ref  
**Hit:** 4d6 + Int lightning damage.  
**Secondary Targets:** Two creatures within 5 squares of the primary target  
**Secondary Attack:** Int vs. Ref  
**Hit:** 2d6 + Int lightning damage.  
**Tertiary Targets:** All other enemies within 20 of you  
**Attack:** Int vs. Ref  
**Hit:** 1d6 + Int lightning damage.

Int vs. Ref


Damage

*From your fingertips springs a tremendous stroke of blinding purple-white lightning that leaps from one enemy to another.*



## Thunderclap

Wizard Attack 23



**Encounter ♦ Arcane, Implement, Thunder**

**Standard Action** Ranged 20

**Target:** One creature


**Attack:** Int vs. Fort

**Hit:** 3d6 + Int thunder damage, and the target is stunned until the end of your next turn.

Int vs. Fort


Damage

*You tap your staff on the ground, and a peal of thunder rocks and stuns a distant enemy.*



## Elemental Maw

Wizard Attack 25



**Daily ♦ Arcane, Implement, Teleportation; Acid, Cold, Fire, Lightning**

**Standard Action** Area burst 4 within 20

**Target:** Each creature in burst

**Attack:** Int vs. Ref

**Hit:** 6d6 + Int damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, the target is pulled 2 squares toward the maw's origin square.


**Miss:** Half damage, and no pull.

**Effect:** This attack's origin square becomes a vortex of energy. The burst creates an area of difficult terrain. The effect remains until the end of your next turn. Any creature that is pulled into the vortex takes 3d6 + Int damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, you teleport that creature to a square within 20 of you. The creature arrives at its destination prone and dazed until the start of your next turn.

Int vs. Ref


Damage

*You call up a spinning vortex of elemental energy that inexorably draws everything around it toward seeming destruction.*



## Maze

Wizard Attack 25



**Daily ♦ Arcane, Implement, Psychic, Teleportation**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Int vs. Will


**Hit:** 3d12 + Int psychic damage.

**Effect:** You trap the target in an extradimensional maze. While caught in the maze, the target cannot see, move, or affect the world outside in any way. Similarly, no one can see or attack the creature in the maze. The maze remains visible as a faintly glowing sigil or rune in the square the trapped creature occupied; it is harmless to all other beings, and creatures can move through or attack through that square without penalty. On its turn each round, the target can attempt an Intelligence check against your Will defense to escape as a standard action. The target gains a cumulative +5 bonus to this check each time it fails. Upon leaving the maze, the creature returns to the space it occupied (or, if occupied, the nearest available unoccupied space of its choice), and the maze ends.

Int vs. Will


Damage

*You trap an enemy in an extradimensional vault resembling a maze. He vanishes from sight, caught in your maze until he can find an escape.*



## Necrotic Web

Wizard Attack 25



**Daily ♦ Arcane, Implement, Necrotic, Zone**

**Standard Action** Area burst 3 within 20

**Target:** Each creature in burst

**Attack:** Int vs. Ref


**Hit:** 4d6 + Int necrotic damage, and the target is immobilized (save ends).

**Effect:** The burst creates a web-filled zone until the end of the encounter or for 5 minutes. The zone is difficult terrain. Any creature in the web at the start of its turn takes 4d6 necrotic damage. Any creature that ends its move in the web is immobilized (save ends).

Int vs. Ref


Damage

*You cover your enemies in a giant web made from strands of black, life-draining energy.*



## Prismatic Spray

Wizard Attack 25



**Daily ♦ Arcane, Fear, Fire, Implement, Poison**

**Standard Action** Close burst 5

**Target:** Each enemy in burst

**Attack:** Int vs. Fort, Reflex, Will

**Hit (Fortitude):** The target takes 3d6 + Int poison damage and is slowed (save ends).

**Hit (Reflex):** The target takes 3d6 + Int fire damage, and ongoing 15 fire damage (save ends).


**Hit (Will):** The target is stunned (save ends).

**Special:** You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

vs For, Ref, Will


Damage

*A dazzling spray of multicolored light springs from your hands, enveloping your enemies.*



## Black Fire

Wizard Attack 27



**Encounter ♦ Arcane, Fire, Implement, Necrotic**

**Standard Action** Close blast 5

**Target:** Each enemy in blast


**Attack:** Int vs. Ref

**Hit:** 6d6 + Int fire and necrotic damage.

Int vs. Ref


Damage

*A blast of crackling black fire erupts from your hand, charring the flesh and burning the souls of your foes.*



## Confusion

Wizard Attack 27



**Encounter ♦ Arcane, Charm, Implement, Psychic**

**Standard Action** Ranged 20

**Target:** One creature

**Attack:** Int vs. Will


**Hit:** 3d10 + Int psychic damage. On the target's next turn, you control its actions: You can move it a number of squares equal to your Wis, and it then makes a basic attack against its nearest ally.

Int vs. Will

Damage


Squares

*You magically compel an enemy to attack its nearest ally.*



## Forcecage

Wizard Attack 27



**Encounter ♦ Arcane, Force, Implement**

**Standard Action** Ranged 20

**Target:** One creature

**Attack:** Int vs. Ref


**Hit:** 3d10 + Int force damage. The target is confined in the forcecage until the end of your next turn. While confined, it is immobilized, grants combat advantage, and cannot gain line of effect against nonadjacent enemies.

Int vs. Ref

Damage


*Around your foe you erect an invisible cage made of unbreakable bars of force, effectively imprisoning it.*





## Greater Ice Storm

Wizard Attack 29



**Daily** ♦ Arcane, Cold, Implement, Zone

**Standard Action** Area burst 5 within 20

**Target:** Each creature in burst

**Attack:** Int vs. Fort

**Hit:** 4d8 + 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.

Int vs. Fort


Damage

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



## Legion's Hold

Wizard Attack 29



**Daily** ♦ Arcane, Charm, Implement, Psychic

**Standard Action** Close burst 20

**Target:** Each enemy in burst

**Attack:** Int vs. Will


**Hit:** 2d10 + Int psychic damage, and the target is stunned (*save ends*).

**Miss:** Half damage, and the target is dazed (*save ends*).

Int vs. Will


Damage

*Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.*



## Meteor Swarm

Wizard Attack 29



**Daily** ♦ Arcane, Fire, Implement

**Standard Action** Area burst 5 within 20

**Target:** Each creature in burst

**Attack:** Int vs. Ref


**Hit:** 8d6 + Int fire damage.

**Miss:** Half damage.

Int vs. Ref


Damage

*Fiery orbs rain down from above, shrieking loudly as they fall. They smash into your foes, obliterating them in a storm of fire and scorching the ground.*



## Forceful Retort

Wizard (Battle Mage) Attack 11



**Encounter** ♦ Arcane, Implement

**Standard Action** Close burst 1

**Target:** Each enemy in burst


**Attack:** Int vs. Fort

**Hit:** 3d8 + Int force damage, and you push the target 1 square and it is knocked prone.

Int vs. Fort


Damage

*The power and certainty of your words knock your enemies off their feet.*



## Arcane Rejuvenation

Wizard (Battle Mage) Utility 12



**Daily** ♦ Arcane, Healing


**Immediate Interrupt** Personal

**Trigger:** You are reduced to 0 hit points or fewer

**Effect:** You regain hit points equal to your level + your Int.


Healing

*In a bad spot, you draw on arcane energy to help you stay on your feet.*



## Closing Spell

Wizard (Battle Mage) Attack 20



**Daily** ♦ Arcane, Implement; Cold, Fire, Lightning, or Thunder

**Standard Action** Area burst 5 within 20

**Target:** Each enemy in burst

**Attack:** Int vs. Ref


**Hit:** 3d10 + Int damage of a particular damage type, chosen by you from the following list: cold, fire, lightning, or thunder. Add 5d10 damage of the same damage type if you have no other daily powers remaining.

**Miss:** Half damage.

Int vs. Ref


Damage

*You save the best for last—a devastating display of pure elemental power that your enemies aren't likely to see again.*



## Blood Pulse

Wizard (Blood Mage) Attack 11



**Encounter** ♦ Arcane, Implement

**Standard Action** Area burst 3 within 20

**Target:** Each enemy in burst


**Attack:** Int vs. Will

**Hit:** 2d6 + Int damage, and until the end of your next turn the target takes 1d6 damage for every square it leaves.

Int vs. Will


Damage

*A mote of crimson plasma springs from your hand, streaks across the battlefield, and detonates amid your enemies, covering them in a blood-red shroud.*



## Soul Burn

Wizard (Blood Mage) Utility 12




**Daily** ♦ Arcane

**Minor Action** Personal


**Effect:** You spend a healing surge. Instead of regaining hit points, you regain one encounter power you have already used.

*You trade your recuperative ability for more arcane power.*



## Destructive Salutation


Wizard (Blood Mage) Attack 20



**Daily** ♦ Arcane, Implement, Psychic  
**Standard Action** Area burst 3 within 20  
**Target:** Each enemy in burst  
**Attack:** Int vs. Will  
**Hit:** 6d6 + Int psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both).  
**Miss:** Half damage, no ongoing damage, and the target is stunned until the end of your next turn.


Int vs. Will
Damage

*You greet your enemies with a psychic wave that scrambles their minds and leaves them stunned.*



## Storm Cage


Wizard (Spellstorm Mage) Attack 11



**Encounter** ♦ Arcane, Conjuration, Implement, Lightning, Thunder  
**Standard Action** Area burst 2 within 20  
**Target:** Each creature in burst  
**Attack:** Int vs. Ref  
**Hit:** 4d6 + Int lightning and thunder damage.  
**Effect:** You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.


Int vs. Ref
Damage

*You trap your enemies in a cage made of lightning and filled with roaring thunder.*




## Sudden Storm

Wizard (Spellstorm Mage) Utility 12




**Daily** ♦ Arcane, Zone  
**Standard Action** Area burst 2 within 20  
**Effect:** The burst creates a zone of wind and rain that lasts until the end of your next turn. Squares in the zone are difficult terrain and are lightly obscured. As a move action, you can move the zone up to 5 squares.  
**Sustain Minor:** The zone persists.

*With a wave of your hand, you create an area of torrential rain that creatures have difficulty passing through.*



## Maelstrom of Chaos


Wizard (Spellstorm Mage) Attack 20



**Daily** ♦ Arcane, Force, Implement, Teleportation  
**Standard Action** Close burst 10  
**Target:** Each enemy in burst  
**Attack:** Int vs. Fort  
**Hit:** 3d8 + Int force damage, and you can teleport the target to a location of your choice within the burst.  
**Miss:** Half damage, and no teleportation.


Int vs. Fort
Damage

*Arcane winds and a hailstorm of force energy surrounds you, battering your enemies and teleporting them from one place to another.*



## The One Sword


Wizard (Wizard of the Spiral Tower) Attack 11



**Encounter** ♦ Arcane, Weapon  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** Int vs. Ref  
**Hit:** 2[W] + Int damage. Make a secondary attack against the target.  
**Secondary Attack:** Int vs. Will  
**Hit:** The target is dazed until the end of your next turn, and this power is not expended.


Int vs. Ref, Will
Damage

*Your blade flashes with the twilight power of the Feywild as you strike your foe.*




## Shape the Dream

Wizard (Wizard of the Spiral Tower) Utility 12




**Daily** ♦ Arcane, Implement  
**Immediate Interrupt** Personal  
**Trigger:** You are hit by an attack against your Will defense  
**Effect:** The attack doesn't occur, as if the creature that attacked you chose to do nothing with its action.

*You alter reality slightly, so that an attack your foe assumed it had made didn't actually happen.*



## Corellon's Blade


Wizard (Wizard of the Spiral Tower) Attack 20



**Daily** ♦ Arcane, Radiant, Teleportation, Weapon  
**Standard Action** Close burst 1  
**Target:** Each enemy in burst you can see  
**Attack:** Intelligence + 4 vs. Will  
**Hit:** 3[W] + Int radiant damage. In addition, the target is transported to a remote but nonthreatening corner of the Feywild until the end of your next turn. Return the creature to its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice).  
**Miss:** Half damage.


Int +4 vs. Will
Damage

*You swing your glowing longsword around you, striking nearby enemies with the flat of the blade and banishing them into the Feywild.*



## Shape Magic


Epic Destiny (Archmage) Utility 26



**Daily**  
**Standard Action** Personal  
**Effect:** You regain one arcane power you have already used.


*You reach into the ebb and flow of arcane energy and pluck a spell you have already used out of the invisible tide, instantly recalling it to memory.*






## 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 effect.

*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 turn.

*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 successful 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 turn.

*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.

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




## 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.*




## Shifty

Kobold Racial




**At-Will**  
**Minor Action Personal**  
**Effect:** You shift 1 square.

*You skitter and scamper through the ranks of your enemies, much to their chagrin.*



## Goring Charge

Minotaur Racial




**Encounter**  
**Standard Action Melee 1**  
**Attack:** Str +2 vs. AC  
 Increase to +4 at 11th level, +6 at 21st level.  
**Special:** You must charge as part of the attack.  
**Hit:** 1d6 + Strength modifier damage, and the target is knocked prone.  
 Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

**Str +2 vs. AC**


**Damage**

*You charge the enemy and gore him with your horns.*



## Warrior's Surge

Orc Racial




**Encounter ♦ Healing, Weapon**  
**Standard Action Melee weapon**  
**Attack:** Str vs. AC  
**Hit:** 1[W] + Strength modifier damage, and you can spend a healing surge.  
 Increase to 2[W] + Strength modifier damage at 21st level.

**Str vs. AC**


**Damage**

*Spilling the blood of your enemy invigorates you.*



## Shadow Jaunt

Shadar-kai Racial




**Encounter ♦ Teleportation**  
**Move Action Personal**  
**Effect:** You teleport 3 squares and become insubstantial until the start of your next turn.

*You step into the shadows and reappear a short distance away, hazy and insubstantial.*




## Longtooth Shifting

Shifter Racial




**Encounter ♦ Healing**  
**Minor Action Personal**  
**Special:** You must be bloodied to use this power.  
**Effect:** Until the end of the encounter or until rendered unconscious, you gain a +2 bonus to damage rolls. In addition, for as long as you are bloodied, you gain regeneration 2 (*regeneration 4 at 11th level, regeneration 6 at 21st level*).

*You unleash the primal beast within and take on a more savage countenance.*




## Razorclaw Shifting

Shifter Racial




**Encounter**  
**Minor Action Personal**  
**Special:** You must be bloodied to use this power.  
**Effect:** Until the end of the encounter or until rendered unconscious, your speed increases by 2 and you gain a +1 bonus to AC and Reflex defense.

*You unleash the primal beast within and take on a more savage countenance.*



## Warforged Resolve (MM)


Warforged Racial



**Encounter**  
**Minor Action Personal**  
**Special:** You must be bloodied to use this power  
**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level.


**Hit Points**

*You might be bloodied, but the battle is far from over!*



## Channel Divinity: Armor of Bahamut



Feat



**Encounter ♦ Divine**  
**Immediate Interrupt Ranged 5**  
**Trigger:** An enemy scores a critical hit on you or an ally  
**Effect:** Turn a critical hit against you or an ally within range into a normal hit.  
**Special:** You must take the Armor of Bahamut feat to use this power.



*Bahamut protects you or a friend from devastating harm.*




**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**  
 Feat
 



**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**  
 Feat
 



**Encounter ♦ Divine**  
**Minor Action**    **Ranged 5**  
**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 Ioun's Poise feat to use this power.

*Ioun grants strength of will to those she favors.*


**Channel Divinity: Kord's Favor**  
 Feat
 



**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**  
 Feat
 



**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**  
 Feat
 

**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.

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


**Channel Divinity: Pelor's Radiance**  
 Feat
 

**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 25th.  
**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.*



## Channel Divinity: Raven Queen's Blessing

Feat



**Encounter ♦ Divine, Healing**

**Free Action**   **Ranged 10**

**Trigger:** Your attack drops an enemy within range to 0 hit points or fewer

**Effect:** You or an ally within 5 squares of the enemy can spend a healing surge.

**Special:** You must take the Raven Queen's Blessing feat to use this power.

*The Raven Queen grants a boon to those who send the dead on their way.*



## Channel Divinity: Sehanine's Reversal

Feat



**Encounter ♦ Divine, Healing**

**No Action**   **Ranged 5**

**Trigger:** You roll a natural 20 on a saving throw

**Effect:** Choose an enemy within range; that creature gains the condition you just saved against.

**Special:** You must take the Sehanine's Reversal feat to use this power.

*Sehanine's blessing turns the powers of your enemies against them.*

### Item Armor

**Enhancement:** AC

**Armor:**

**Enhancement**

**Price**

### Item Holy Symbol

**Implement ♦ Holy Symbol**

**Enhancement:** Attack rolls and damage rolls

**Critical:**

**Enhancement**

**Price**

### Item Orb

**Implement ♦ Orb**

**Enhancement:** Attack rolls and damage rolls

**Critical:**

**Enhancement**

**Price**

### Item Rod

**Implement ♦ Rod**

**Enhancement:** Attack rolls and damage rolls

**Critical:**

**Enhancement**

**Price**

### Item Arms

**Price**

### Item Wand

**Implement ♦ Wand**

**Enhancement:** Attack rolls and damage rolls

**Critical:**

**Enhancement**

**Price**



Item Feet

Price

Item Hands

Price

Item Head

Price

Item Neck

Enhancement: Fortitude, Reflex, and Will

Enhancement

Price

Item Ring

Property:

Power:

Price

Item Waist

Price

Item Wondrous

Price

Item Weapon


Enhancement: Attack rolls and damage rolls

Enhancement

Weapon:


Critical:

Price



## Warforged Resolve

Warforged Racial



**Encounter + Healing**  
**Minor Action Personal**  
**Effect:** You gain a number of temporary hit points equal to 3 + one-half your level. You may make an immediate saving throw against one effect that inflicts ongoing damage and can be ended with a save. In addition, if you are bloodied you regain hit points equal to 3 + one-half your level.

Hit Points

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




## Warforged Fortification

Warforged Feat




**Encounter**  
**Immediate Interrupt Personal**  
**Trigger:** You take a critical hit.  
**Effect:** Negate the critical hit. The triggering attack instead deals normal damage. The attack does not gain any of the benefits for scoring a critical hit, such as extra damage due to a magic item or the opportunity to recharge a power.

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




## Warforged Immutability

Warforged Feat




**Daily**  
**Immediate Reaction Personal**  
**Trigger:** You gain a condition or ongoing damage effect that ends with a save.  
**Effect:** Immediately end the effect as if you had succeeded on your saving throw against it.

*Seemingly through determination alone, your living construct body regularly proves inviolate.*



## Ruinous Onslaught

Warforged Juggernaut Attack 11




**Encounter + Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage and the target is dazed until the end of your next turn. You can also push your enemy 1 square, and you can shift 1 square closer to a target you push.

Str vs. AC


Damage

*You end a reckless charge with a brutal blow that throws your enemy backward and rattles its nerves.*




## Inexorable Momentum

Warforged Juggernaut Utility 12




**Encounter**  
**Minor Action Personal**  
**Effect:** Until the end of your next turn, you ignore difficult terrain, you can move through enemy spaces, and you gain a +2 power bonus to AC against opportunity attacks. You must end your move in an unoccupied space. You gain these benefits when you charge or use any type of movement.

*To attack your chosen adversary, you hurtle across the battlefield while ignoring all attacks.*



## Crag of Steel


Warforged Juggernaut Attack 20



**Daily + Stance, Weapon**  
**Minor Action Personal**  
**Effect:** You gain resist 5 to all damage, and whenever this reduces an attack's damage to 0, you also negate conditions and ongoing damage imposed by that attack. Additionally, you can reduce the distance of any pull, push, or slide effect against you by 5. Any enemy that starts its turn adjacent to you takes 1[W] damage, as long as you are able to make opportunity attacks.


Damage

*You lock yourself into position, closing weak points in your armor and flailing your weapon in deadly arcs.*



## Verve Strike

Warforged Lifeseeker Attack 11




**Encounter + Healing, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature within your melee reach.  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage and the target is dazed until the end of your next turn. You also grant yourself or an ally within 10 squares of you that you can see a number of temporary hit points equal to 5 + the higher of your Wis or Cha.

Str vs. AC

Damage


Hit Points

*Swearing by your existence, you smite your enemy, dazing him and rallying an ally's spirit.*



## Unleashed Vigor

Warforged Lifeseeker Attack 20



**Daily + Healing, Weapon**  
**Standard Action Melee weapon**  
**Target:** One creature  
**Attack:** Str vs. AC  
**Hit:** 2[W] + Str damage and ongoing 10 damage (save ends). Aftereffect: Ongoing 5 damage (save ends).  
**Miss:** Half damage and ongoing 5 damage (save ends).  
**Effect:** Each time your target takes ongoing damage from this power, you or one ally of your choice within 5 squares of the target regains 5 hit points.

Str vs. AC

Damage

*You sunder the ties of your foe's life force, invigorating you and your allies.*





## Empathic Resonance

Warforged Lifeseeker Utility 12



Daily

**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.*