

FORGOTTEN HEROES

FANG, FIST, AND SONG



RULES FOR 4E BARBARIANS, MONKS,
BARDS, AND DRUIDS



FORGOTTEN HEROES: FANG, FIST, AND SONG
WRITERS: TAVIS ALLISON, EYTAN BERNSTEIN, BRIAN CORTIJO, GREG TITO
EDITOR AND DEVELOPER: AERYN BLACKDIRGE RUDEL
COVER ARTIST: STEVE ELLIS
INTERIOR ARTIST: BRITT MARTIN
ART DIRECTION: JIM PINTO

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INTRODUCTION

Drastic change can be a vital element for improvement and growth; as ideas and civilizations grow stagnant, revolution, catastrophe, and apocalypse can be the harbinger of a glorious transformation. Even world-shattering events can leave in their wake a fertile new land ripe for enlightenment, expansion, and of course, adventure. However, in the fervent reorganization that comes with world-spanning change, what was part of the old order is often swept aside and forgotten. Such is the focus of *Forgotten Heroes: Fist, Fang, and Song*, which presents a unique way for DMs to alter their campaign world, making way for new and exciting adventures. In addition, this product reintroduces four “forgotten” archetypical character classes, the barbarian, bard, druid, and monk, along with the powers, paragon paths, and magical items specific to each.

Forgotten Heroes: Fist, Fang, and Song introduces the concept of the apocalypse as a central focus of a campaign. This massive, catastrophic event radically changes the campaign world, sweeping away the old and established to make way for the new and primal. The nature of this apocalypse is left to the DM, but ample suggestions and examples are provided to aid in running such a campaign. The four new classes in *Forgotten Heroes: Fist, Fang, and Song* are tied into this apocalyptic theme, and they are introduced as either potent manifestations of a new and savage world, or scions of a forgotten age wielding ancient and mysterious powers. Although the barbarian, bard, druid, and monk should be familiar to any who have played fantasy roleplaying games, listed below is a short summary of the role and abilities of each one, as presented in this product.

The barbarian is a tough-as-nails warrior that can take serious punishment while dealing out a respectable amount of carnage himself. The barbarian’s role is the defender, and he excels at intercepting the attacks and movements of his enemies to protect his companions. His power source is primal, and he manifests powers, known as wildings, through one of three animal totems: bear, eagle, or wolf. The selection of an animal totem is crucial to a barbarian, and helps guide his choice of wildings and their effect on enemies and allies.

The bard is in an interesting amalgamation of character roles. Technically, his role is that of the leader, using his music to bolster his comrades with rousing songs and strike down his enemies with reverberating percussion or the stinging cut of a note sharper than steel. However, he is also a living archive of much that has been forgotten, and can use this esoteric knowledge to identify and exploit the weaknesses of his foes. Finally, the bard is a warrior; a skilled rake with a blade made even more potent with an arsenal of knowledge and devastating musical power. The bard’s power source is arcane, and his powers, manifested through music, are called performances.

The druid is a master of primal forces, tapping into the elements to push back the encroaching borders of civilization. He is fiercely protective of all that grows wild and free; lashing out with fire, ice, and lightning against all that would defile the sanctity of the natural world. However, there is also a gentler side to the druid, and his powers, also known as wildings, can be used to heal as well as harm. The druid’s power source is primal, and his role is that of the controller. He can hinder foes with choking vines, command vicious natural beasts, or incinerate his enemies in the cleansing fire of nature.

The monk is a potent and versatile warrior, using speed and skill to bring down his enemies with strange and exotic weapons or simply the calloused strength of his own fists and feet. The monk’s skill flows from the mastery of his own body and the careful study of ancient fighting styles and techniques. He excels in the role of striker, and can move through melee with startling agility, striking crippling blows from unexpected directions with fluid ease. The monk’s power source is martial, and his powers, called exploits, push the limits of his body and mind.

As mentioned earlier, the apocalypse theme is certainly not required to introduce these classes into your campaign. In fact, it can be abandoned altogether, and the barbarian, bard, druid, and monk will fit right into your fantasy world with little or no effort. However, if you do want to shake things up a bit, an apocalypse is a great way to go, and you’ll find plenty of information in *Forgotten Heroes: Fist, Fang, and Song* to help you pull off a world-ending event of your very own.

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THE APOCALYPSE

Need to liven up your campaign world? Try an apocalypse: it can do wonders for your game.

The cataclysmic destruction of the old world that clears the way for a fresh age of heroes is one of the great themes of fantasy literature and roleplaying games; however, you don't need to use the apocalypse in order to use *Forgotten Heroes*. In this book, we recreate four archetypal adventuring classes that you can use immediately in any 4th Edition game. If you're already playing a campaign, dig right in! This introduction is for when you're thinking about setting up your next fantasy game world. We'll discuss some reasons why end-of-the-world scenarios make for great gaming, and examine how exploring this theme can help you get extra richness from the barbarian, bard, druid, and monk that are the heart of this book.

Catastrophes have been fundamental to RPGs ever since the beginning, as shown in Table 1. For modern "points of light" campaigns, the apocalypse is invaluable because it shatters the settled world into vast areas of wilderness and removes established power structures, so that the players can more easily rise to legendary stature. As Table 1 demonstrates, there is a long history of using catastrophe when designers need to make sweeping edition-related changes to a setting. This metaphor can give the old ways mystery and grandeur, such that recovering lost knowledge and ensuring that its spirit survives becomes a grand adventure for both you and your PCs. Similarly, the dawn of the new world will shine even more brightly in contrast to the ruins of the past.

Ready to do an end-of-the-world makeover on your campaign? You know best what kind of disaster will spice up the kind of game you like to play, but Tables 2 and 3 will give you some ideas or let you roll a random cataclysm.

Table 1
Apocalypses at the Roots of Fantasy Roleplaying

Exhibit A: The original adventure published for the first ever fantasy RPG campaign, created by Dave Arneson.

Evidence of apocalypse: A temple of frog-breeding monks holds the last pipe organ in existence, and a manual describing its repair written in a language they can no longer read.

Nature of the cataclysm: Lost in the mists of time.

The apocalypse's contribution to the campaign: Provided the inventor of the dungeon adventure with a never-ending supply of ruins haunted by unnatural monsters that guard long-lost treasures with mysterious powers.

Relationship to the real world: Evolved from a love of fantastic literature at a time when the borders between science fiction and fantasy were much more open.

Exhibit B: The first RPG campaign setting ever published, created by Gary Gygax.

Evidence of apocalypse #1: The eastern half of the continent is an unearthly wasteland of rippling dust devoid of life.

Nature of the cataclysm #1: Two great empires destroyed each other with eldritch fire from the skies.

The apocalypse's contribution to the campaign: Modern civilization is shaped by the spread of refugees from the disaster and the periodic discovery of pre-apocalyptic cairns containing artifacts of indescribable wealth and power, sometimes still in the hands of immortal demon-worshippers who survived the fall of the ancient empires.

Relationship to the real world: Written when the doctrine of mutual assured destruction required the Cold War superpowers to build underground bunkers so that some might survive nuclear war.

Cataclysm #2: Gygax completely obliterated his world at the end of his series of novels, although like every good apocalypse, a hope for renewal remained.

Relationship to the real world: The destruction was inspired by his frustration at the direction his campaign setting had taken after he left the company that published it.

Cataclysm #3: The campaign setting suffered a great war capped by a demonic incursion, as well as meddling by the God of Fate that resulted in bards and assassins being wiped out of existence.

Relationship to the real world: Followed the release of the Second Edition, in which bards and assassins were not initially available as character classes.

CHOOSING YOUR APOCALYPSE

Table 2
When Did the Cataclysm Happen?

Id6	When?	Humans Say:	Who Remembers?	What Survives?
1	Ongoing	<i>"Before we fled our homes..."</i>	Everyone has personal experience of the devastation.	Everything not directly destroyed by the cataclysm.
2	10 years ago	<i>"When I was a child..."</i>	All but the smallest children; most adults took part in apocalyptic events.	Salt pork in barrels, fields in farmland, flesh still clings to corpses.
3	30 years ago	<i>"In my father's day..."</i>	Older humans experienced events, most members of longer-lived races participated.	Wine in casks, ships in dry docks, oiled caches of weapons, clothes intact on corpses.
4	100 years ago	<i>"My father was told by his father's father..."</i>	Older members of long-lived races, many of whom were children at the time.	Wooden buildings and furniture, parchment scrolls, leather armor, metal protected from weather, unburied skeletons.
5	500 years ago	<i>"The legends of my people say..."</i>	Only the oldest surviving elves and other races famous for their longevity.	Stone castles and buildings either ruined or rebuilt; skeletons preserved in crypts.
6	2000+ years ago	<i>"If I'm translating the carvings on this tomb wall properly..."</i>	Only elder dragons and immortals.	Massive stone monuments, foundations of ruined castles and roads, underground complexes, magic items, mummified corpses.

Table 3
What Triggered the Apocalypse?

Id20	Disaster	Environmental Changes	Monsters	Adventure Sites
1-4	Fire	Ash wastes, lava plains, volcanoes	Efreeti, fire giants	A citadel buried beneath a layer of cooled lava.
5-8	Flood	Inland seas, mountain-top refuges	Sahaguin, ghouls	Drowned cities currently below sea level.
9-12	War on Earth	Blasted battlefields, razed cities	Constructs	The bunker that military records suggest contains a never-used "final weapon."
13-16	War in Heaven	Hellscapes, bodies of dead gods	Immortals	A siege tower built to breach another plane of existence.
17-20	Arcane Catastrophe	Crystal forests, poison swamps	Aberrations	A demiplane created by wizards seeking escape from the downfall of their civilization.

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Example	Why Choose This?
<i>Independence Day</i>	Trying to preserve as much as you can or simply survive makes a great change of pace from saving the world.
<i>Mad Max 2: The Road Warrior</i>	Players are scarred veterans of an apocalypse whose villains are still at large; minor changes to existing setting.
<i>The Postman</i>	Pre- and post-apocalypse elements exist side by side; players have the option of being old-timers or young turks.
<i>The Matrix</i>	The pre-cataclysm days are legendary, but heroes may still encounter those who lived before the apocalypse.
<i>A Canticle for Liebowitz</i>	New civilizations have grown up from the ashes, yet many ruins and even some monsters still remain from the last era.
<i>Hiero's Journey</i>	The wonders of the apocalypse are truly legendary; you have enormous latitude to reshape an existing world.

CONFLICTS

The theme of this book is the apocalypse; a great cataclysm that swept away the world that once was, although its heroes live on. Because conflict is the fuel for roleplaying games, we've expressed this theme as a series of struggles between and within the barbarian, bard, druid, and monk classes. You won't find this expressed directly in the rest of the book, because it's designed to be usable with any campaign. It's all in the tables below.

Ancient versus Primal

In our playtest games, we found that we had the most fun when friction between ancient NPCs (bards and monks) and primal NPCs (barbarians and druids) was used to spark an adventure, rather than being played out between PCs and creating inter-party strife. The examples below suggest some situations that might provide unique role-playing opportunities for players of each class.



Table 4
Classes, Their Affiliations,
and Conflicts Between Classes
Ascending the Ranks

According to surviving tomes of the Ancients, druids and monks were organized in rigid hierarchies, and there could be only one holder of each of the uppermost titles. To rise to the top ranks of the monastic Order, or to gain the primal powers that lay beyond the innermost Circle, it was necessary to usurp the current holder of the position. Bards and barbarians are, by nature, less structured in their relationships to one another. However, there is still ample internal strife within the august halls of a bardic college and the raucous longhouses of a barbarian horde. The primary difference for barbarians and bards is that it's more difficult to know when you might need to compete to defend your status within the group.

Ancient protocols typically required the challengers to fight alone, without the aid of their allies and often armed with only their bare hands or their innate magic. This can be a fun side quest for one player, but to make the best use of your gaming group's time, you'll probably want to make sure that each within-class conflict gives every player a role. Ancient classes that stand on protocol might allow both sides to choose seconds to stand by them, as in a duel. Primal classes that value the survival of the fittest might take it for granted that the best contender is the one who can recruit the best allies and overcome all the defenders the incumbent can muster. Table 5 provides some examples of contests for each class, and when they might arise.

Class	Affiliation	Thematic Goals	Conflict Situation
Barbarian	Primal	Embrace the destruction of decadent civilization, follow the survival instincts of animal totems.	The ruins of the ancient monastery defile a sacred hunting ground. An order of monks has taken up residence, bringing in a team of bards to decipher the runes in its training hall.
Bard	Ancient	Roam the far corners of the world in search of the lore of the past, keep it alive through songs and sagas.	A bardic college keeps a centuries-old vampire prisoner, fascinated by her memories of the court of the Twilight Empire. Druid sages still enflame barbarian war-leaders with stories of her crimes against their tribe in the days when she ruled the land.
Druid	Primal	Prevent disruption of nature's balance, which relies on cycles of destruction and renewal.	A bard's traveling emporium of instructive wonders includes a menagerie of exotic animals, one of which carries a disease that's ravaging local wildlife.
Monk	Ancient	Pass fighting techniques from master to student, maintaining an unbroken line of descent to the knowledge of the old world.	The steppes are home to barbarian horsemen and an isolated monastery, both led by renowned grapplers. After a series of strangling murders, each side believes the other's leader is the killer.

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Table 5
Conflicts Within the Classes

Class	When You Are:	You Must Challenge:	Sample Contest
Barbarian	Seeking to achieve an objective that requires gathering a horde of warriors, or standing in the way of such a horde's goal.	Influential tribal hetmans, or the barbarian currently leading the horde.	Three rounds: boasting, drinking, and wrestling.
Bard	The creator of a legendary performance that inspires jealousy among influential members of your bardic college.	The Dean or Chancellor	Competing performances judged by the Seelie Court.
Druid	An Initiate of the 9 th Circle	The Archdruid, and then the Great Druid	Find the grove of power, drive out its previous tenant.
Monk	A Superior Master	Three Masters of Dragons: the Green, the Red, and the White.	Duel on a monastery rooftop during a hurricane.

PLAY ON

You should have everything you need to run an exciting 4th Edition game with the barbarian, bard, druid, and monk, and with or without an apocalypse. But if you have questions, don't hesitate to visit the Goodman Games forums at <http://www.goodman-games.com/forum.htm> to get rules clarifications from the authors, or just let us know how our creation is fitting into yours!

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TOURNAMENT WINNERS

At Gen Con 2008, Goodman Games ran a competitive RPG tournament based on the character classes in this book. The tournament involved using these classes to complete a simple delve around killing monsters and seizing treasures. We are pleased to announce the winners of the first tournament to celebrate the *Forgotten Heroes* book: In first place, Team "Absolute Perfection," was notable for doing what we would have considered impossible—seizing every treasure and killing every monster! When next year's tournament is even tougher, this team is the reason why. "Absolute Perfection" consisted of Shawn Chandler, Blake Zimmer, Aaron Koelman, Joe Alfano, and Thomas Krebs. In second place, Team "We Flunked Flank," overcame many obstacles and made an unexpectedly strong showing! Watch your flanks if you play in next year's tournament — these guys are up and coming. "We Flunked Flank" consisted of Andy Brogan, Matt Cappel, Tom Kumner, Tim Cifilli, Keith Adams, and Chris Foley. In third place, Team "Dicebag," forever famous for the improbable escapes of their bear-in-the-helmet! "Dicebag" consisted of Ryan Peot, Denis Grandquist, and David Olds.

The authors of *Forgotten Heroes: Fist, Fang, and Song* and DMs of the tournament — Tavis Allison, Eytan Bernstein, Brian Cortijo, and Greg Tito — congratulate the winning teams, and thank everyone who played!

BARBARIAN

"Come and fight, coward. No? Then I'll fight you!"

Class Traits

Role: Defender. You have the ability to absorb astounding amounts of punishment, and to intercept the attacks and movements of your enemies.

Power Source: Primal. You gain strength from animal spirits, which have granted you great power over the battlefield.

Key Abilities: Strength, Constitution, Dexterity

Armor Training: Leather, hide; light shield, heavy shield.

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged.

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges: 10 + Constitution modifier

Trained Skills: Endurance plus three others. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Athletics (Str), Endurance (Con), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

Class Features: Fury's Bounty, Mark of Wrath, Rage, Primal Armor, Totem Spirit

Barbarians are savage warriors who channel the spirits of animal totems—ageless paragons of strength, speed, endurance, and ferocity—to gain mastery over themselves and the battlefield. Barbarians absorb the attacks of their enemies, draw opponents away from their allies, and can even disrupt the intentions of foes on the battlefield. Swift, strong, and indomitable, the barbarian is the embodiment of the fury of the natural world at the depredations of humanoid.

Armed with spear, axe, or blade, your rage seeks out enemies both civilized and natural. Yours is the choice to take up arms against the bastions of civilization or to walk the outskirts, defending its soft and pampered citizens against threats more terrifying than you.

CREATING A BARBARIAN

Barbarians can select any powers they wish, with the notable exception of the at-will power associated with the chosen totem spirit. All barbarian attack powers rely on Strength. Steadfast barbarians depend on a high Constitution score, and furious barbarians rely on a high Dexterity score.

Furious Barbarian

Your feral rage is channeled against your foes. The best way to defend your allies—your primary concern—is to overwhelm your enemies with attacks until none remain standing to threaten you. You should choose the eagle or wolf spirit as your totem. Your attack powers depend on a high Strength, so make that your highest ability score. For your second-highest score, choose Dexterity to improve your ability to strike first in combat, your Reflex defense, and Dexterity-based powers. Make Constitution your third-highest ability score to increase your hit points and healing surges, and improve Constitution-based powers. When choosing powers, you should select those powers that offer you freedom of movement and access to enemies. Powers from both the wolf and eagle totems offer you plenty of options.

Suggested Feat: Power Attack (Human feat: Powerful Charge)

Suggested Skills: Endurance, Intimidate, Perception, Stealth

Suggested At-Will Powers: Swift Talon, To the Center of the Pack

Suggested Encounter Power: Totem's Reins

Suggested Daily Power: Dive the Foe

Steadfast Barbarian

Your position on the battlefield is to draw and survive attacks that might otherwise target your compatriots. You are the guardian of your pack, the sentinel of your den, focused as much on surviving vicious attacks as you are on dealing them yourself. Pick the bear or wolf as your totem spirit. Your highest ability score should be Strength, as your attacks depend on that score. Assign your second-highest score to Constitution, to add to your hit points and healing surges, and improve your bear and some wolf attacks. If you choose the bear totem, your third highest score should be Dexterity, to help boost your AC and protect you from assault. When selecting powers, part of your focus should be on those wildings that offer temporary hit points, grant healing, or allow you to expend healing surges, as your place at the front of combat means you will take the brunt of your opponents' attacks.

Suggested Feat: Toughness (Human feat: Durable)

Suggested Skills: Athletics, Endurance, Nature, Perception

Suggested At-Will Powers: Sustaining Strike, Totemic Shield

Suggested Encounter Power: Sap the Strength

Suggested Daily Power: Renewing Blow

Barbarian Overview

Characteristics: You dominate the battlefield by dealing damage and drawing the attacks of your enemies, interrupting their assaults and restricting their movement. You excel at melee rather than ranged combat, and while you may suffer a great number of strikes in battle, you are capable of absorbing and healing more damage than any of your allies.

Religion: Barbarians tend to favor deities of nature or war. In addition to formal deities, barbarians also honor countless animal and ancestor spirits, from whom they draw their power.

Races: Barbarians come from any race, but are represented most among humans, dwarves, and elves. Humans are likely to select any totem spirit, while dwarves are more often drawn to the bear totem, and elves to the eagle totem. Although they are rare, the superior strength of the dragonborn makes them excellent barbarians as well.

BARBARIAN CLASS FEATURES

Your weapon and the skins of animals you wear are by far the most important aspects of your trade. In addition, your ability to channel the strength and fury of the animal spirits you honor lends power to your attacks, and to your ability to withstand them.

Primal Armor

You depend on your natural durability rather than cumbersome metal to defend you. When wearing cloth, leather, or hide armor (or nothing at all), add the better of your Constitution, Dexterity, or Intelligence modifiers to your Armor Class.

Fury's Bounty

Once per encounter, you can call on your totem spirit to fill you with its power in reaction to blood spilled on the battlefield. This special power is known as *fury's bounty*. The effect of your *fury's bounty* is determined by your choice of totem, although you can learn other uses through the Totem Initiate feat. Regardless of the number of different uses for *fury's bounty* you know, you can use only one such ability per encounter. The special power or ability you invoke works just like your other powers.



Mark of Wrath

Turning away from a barbarian to address another foe in combat is unwise. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While an enemy is marked, it takes a -2 penalty on attack rolls if its attack does not include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, as an immediate interrupt, whenever a marked enemy makes an attack that does not include you as a target, you can shift 1 square and make a melee basic attack against that enemy.

Rage

Barbarians are potent foes on the battlefield; although fully capable of defending themselves, they can drop their defenses in order to create an even greater threat to their enemies. You can use *rage* as an at-will power to channel the fury of your totem spirit into your attacks.

Totem Spirit

You have spent your life in communion with various animal totems—guide spirits that lends you strength, direction, and power. Choose one of the following totem spirits: bear spirit, eagle spirit, or wolf spirit. The totem spirit you choose determines the following barbarian abilities:

Benefit: Each totem spirit provides a continuous benefit to barbarians that select that particular totem.

At-Will Powers: Your totem spirit determines one of the at-will powers you know.

Your choice of totem spirit also determines the effect of your *fury's bounty* power (see above) and provides bonuses to some other barbarian powers. Individual powers detail the additional effects (if any) your choice of totem has to those powers.

Bear Spirit

You seek guidance from the bear totem, a symbol of loyalty and endurance even in the face of overwhelming adversity. The Great Bear offers you solace, guarding you from grievous damage, improving your ability to recover from injury, and granting you the strength to carry on even when your wounds might seem fatal.

Benefit: +1 to saving throws

At-Will Power: Sustaining Strike

Eagle Spirit

Your guide is the noble eagle totem, lord of the winds and king of the skies. Like the eagle, you are mobile and terrible on the battlefield: moving in to strike and springing away just as swiftly, while remaining close enough to resume your assault.

Benefit: Increase speed by 1

At-Will Power: Swift Talon

Wolf Spirit

The mythic Wolf Mother is your totem, guiding and protecting you while she teaches the ways of the pack, its methods of hunting, and the purity of the kill. To you she lends the strength of all of her children, granting you the power to drag down foes, and to harry your quarry until it can no longer run from its inevitable doom.

Benefit: +2 damage to targets against which you have combat advantage

At-Will Power: To the Center of the Pack



BARBARIAN POWERS

Your powers are called wildings. Each of your powers is associated with one of the three primary barbarian totems, but you are not restricted to selecting powers associated with your totem. Most barbarians select a range of powers from other totems to obtain a greater variety of options.

All barbarian powers use your Strength score as a primary ability. Powers of the various totems use a secondary ability score as well. The bear totem channels itself as endurance and resistance, and its powers gain additional benefit from a high Constitution. Eagle totem powers rely on mobility and movement, and rely on your Dexterity. Powers of the wolf totem require you to be both swift and durable. These powers may depend either on your Constitution or your Dexterity score.

Class Features

The barbarian has two class features that work like powers: *fury's bounty* and *rage*.

Fury's Bounty Barbarian Feature

The spilling of blood has brought forth the animal within.

Encounter ♦ Primal

Immediate Reaction Personal

Trigger: An enemy marked by you becomes bloodied, or bloodies you or one of your allies

Bear Totem Effect: You gain temporary hit points equal to your level + your Constitution modifier.

Eagle Totem Effect: You may shift a number of squares equal to your Dexterity modifier and make a basic melee attack.

Wolf Totem Effect: You can slide a number of allies equal to your Constitution modifier, or a number of enemies equal to your Dexterity modifier, 1 square each. Each creature must begin within 5 squares of you.

Rage Barbarian Feature

You channel the fury of nature, lowering your guard to better strike your foes.

At-Will ♦ Primal

No Action Personal

Special: You can use this power only at the start of your turn.

Effect: You take a -2 penalty to all defenses and gain a +2 bonus to attack rolls against adjacent enemies until the start of your next turn.

In addition, if you are struck by an opportunity attack, you can make a basic melee attack against the attacker as a free action. You can make one such attack before the end of your turn.

Level 1 At-Will Wildings

Sustaining Strike Barbarian (Bear) Attack I

Putting all the power you can behind the blow, it bolsters your strength, sustaining you for a longer battle.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you gain temporary hit points equal to your Constitution modifier.

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

Swift Talon Barbarian (Eagle) Attack I

Like the king of the skies, you strike your target before he is even aware of your presence.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Special: Shift 1 square before or after your attack.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

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

To the Center of the Pack

Barbarian (Wolf) Attack I

Your blow connects, and the force of its impact moves the victim into better position for one of your fellows to strike.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

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

Totemic Shield Barbarian (All) Attack I

You slash quickly at your target, keeping your weapon extended to ward off any incoming blows.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the beginning of your next turn.

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

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Level 1 Encounter Wildings

Beak and Talon Barbarian (Eagle) Attack I

Swinging at your target, you do not wait to see whether the blow truly connects before sweeping past and taking a swipe at another foe.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Shift 1 square after attacking. Make a secondary attack.

Secondary Target: One creature other than the primary target.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Eagle Totem: Add your Dexterity modifier to the damage of your secondary attack.

Sap the Strength Barbarian (Bear) Attack I

You weapon connects with muscle rather than tender flesh, hampering your enemy's attacks.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target takes a -2 penalty to damage rolls until the end of your next turn.

Bear Totem: You gain a bonus to the damage roll equal to your Constitution modifier.

Split the Herd Barbarian (Wolf) Attack I

Your vicious strike injures your target and scatters his allies.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Make a secondary attack.

Secondary Target: Two adjacent enemies.

Secondary Attack: Dexterity vs. Reflex

Hit: Slide the target 1 square.

Wolf Totem: You can attack a number of secondary targets equal to your Dexterity modifier.

Totem's Reins Barbarian (All) Attack I

You connect with your foe, adding the weight of your totem spirit to his burdens.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Bear Totem: You gain a bonus to the damage roll equal to your Constitution modifier.

Eagle or Wolf Totem: You gain a bonus to the damage roll equal to your Dexterity modifier.

Level 1 Daily Wildings

Dive the Foe Barbarian (Eagle) Attack I

You strike your target swiftly, retreating a few steps only to spring forward and renew your attack.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Effect: You can shift 2 squares away from the target and make a secondary attack against the original target.

Secondary Attack: Strength vs. AC. You must charge as part of this attack.

Hit: 1[W] + Strength modifier + Dexterity modifier damage.

Special: If you miss with both the primary and secondary attack, this power is not expended.

Harrying Strike Barbarian (Wolf) Attack I

The spirit of the wolf pack holds your enemy in place, better positioning you to strike again.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and make a secondary attack against the same target.

Secondary Attack: Constitution vs. Reflex

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

Sustain Minor: Repeat the secondary attack. If you miss, you can no longer sustain the power.

Miss: Half damage, and the target is slowed until the end of your next turn. You do not make a secondary attack, and cannot sustain the power.

Renewing Blow Barbarian (Bear) Attack I

As your attack connects solidly, you can feel the power of the bear spirit renewing your vigor.

Daily ♦ Healing, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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Hit: 2[W] + Strength modifier damage.

Effect: You can spend a healing surge. Add your Constitution modifier to the amount of damage healed.

Level 2 Utility Wildings

Bear Mother's Fury **Barbarian (Bear) Utility 2**

The blow bites hard into your flesh, but it only serves to strengthen you against what is to come.

Daily ✦ **Healing, Primal**

Immediate Reaction **Personal**

Trigger: You become bloodied

Effect: You regain a number of hit points equal to 3 + your Constitution modifier.

Sustain Minor: Repeat the effect. You can only sustain this power when you are bloodied.

Nudge the Quarry **Barbarian (Wolf) Utility 2**

Striding up to your foe, you shove him aside, prepared to strike him down.

Encounter ✦ **Primal**

Move Action **Personal**

Effect: You can shift a number of squares equal to one-half your Dexterity modifier. After moving, you can slide one adjacent enemy 1 square.

Swift Stride **Barbarian (Eagle) Utility 2**

As the enemy approaches your friend, you follow to meet him, ready to strike.

Encounter ✦ **Primal**

Immediate Interrupt **Close burst 3**

Trigger: An enemy moves adjacent to one of your allies within the burst

Effect: You can move a number of squares equal to your Dexterity modifier. Your movement must leave you adjacent to the triggering creature. The triggering creature is marked until the end of your next turn.

Wildcloak **Barbarian Utility 2**

Calling on the power of your totem spirits, you bolster yourself against all threats.

Daily ✦ **Primal**

Standard Action **Personal**

Effect: You gain a +1 power bonus to all defenses until the end of the encounter.

Level 3 Encounter Wildings

Homing Strike **Barbarian (Eagle) Attack 3**

Just as your javelin hits home, you rush forward and swing your axe.

Encounter ✦ **Primal, Weapon**

Standard Action **Close 5**

Requirement: You must be wielding a weapon.

Target: One creature

Attack: Strength vs. AC. You throw your weapon as part of this attack. Your weapon lands at your enemy's feet in his square.

Hit: 1[W] + Strength modifier damage.

Effect: You can draw a melee weapon and charge the primary target as a secondary attack.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you can pick up the original thrown weapon as a free action.

Lead the Prey **Barbarian (Wolf) Attack 3**

You beckon your target closer, and then cut off his escape.

Encounter ✦ **Primal, Weapon**

Standard Action **Close burst 2**

Target: One creature in burst

Effect: You pull the target 2 squares. You can then make a melee attack against the target.

Attack: Strength vs. AC

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

Swatting Paw **Barbarian (Bear) Attack 3**

Your mighty blow sends your enemy reeling back.

Encounter ✦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is pushed 1 square and knocked prone.

Level 5 Daily Wildings

Among the Sheep **Barbarian (Wolf) Attack 5**

Like a wolf sneaking into a flock of sheep, you unleash a flurry of blows against all within reach.

Daily ✦ **Primal, Weapon**

Standard Action **Close burst 1**

Target: Each enemy in burst

Special: You can shift 1 square before making this attack.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you push the target 1 square.

Miss: Half damage.

Guard the Den **Barbarian (Bear) Attack 5**

You strike a firm blow, warding those around you from attack in the process.

Daily ✦ **Primal, Weapon**

Standard Action **Melee weapon**

FANG, FIST, AND SONG

Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage. Until the end of the encounter, your allies receive a +2 power bonus to AC whenever they are adjacent to you.
Miss: Half damage, and allies that are adjacent to you receive a +1 power bonus to AC until the end of your next turn.

Snatching Claw Barbarian (Eagle) Attack 5
You hook your weapon into your target, dragging him with you.

Daily ♦ Primal, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you can move up to half your speed, pulling the target 1 square for each square you move.
Miss: Half damage, and you can slide the target 1 square.

Level 6 Utility Wildings

Bear's Hide Barbarian (Bear) Utility 6
Your opponent's strike only fuels your rage.

Encounter ♦ Primal
Immediate Reaction Personal
Trigger: You are hit by an attack
Effect: Reduce the amount of damage by your Constitution modifier. You gain a bonus equal to one-half your Constitution modifier on the next attack roll you make before the end of your next turn.

Guide the Pack Barbarian (Wolf) Utility 6
You lead your allies through the dark, sneaking up on your enemies.

Daily ♦ Primal
No Action Ranged sight
Target: All allies within the burst
Effect: When one or more of your allies are detected by an opponent that you can see, use this power to grant a number of allies equal to 1 + your Dexterity modifier a +4 bonus to Stealth checks to avoid detection.

Shielding Wing Barbarian (Eagle) Utility 6
Calling on the strength of your totem, you gird yourself against attack.

Encounter ♦ Primal
Minor Action Personal
Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Level 7 Encounter Wildings

Bearhug Barbarian (Bear) Attack 7
The power of your attack is not as powerful as the grip that follows.

Encounter ♦ Primal, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Drag it Down Barbarian (Wolf) Attack 3
You strike and pull downward, dragging your target to the ground.

Encounter ♦ Primal, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] damage, and the target is knocked prone.

Flying Claw Barbarian (Eagle) Attack 7
Your weapon bounces from foe to foe before returning to your hand like a trained hawk.

Encounter ♦ Primal, Weapon
Standard Action Close blast 3
Target: Two creatures in blast
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.



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Level 9 Daily Wildings

Crushing Blow **Barbarian (Bear) Attack 9**

You put all your effort into one mighty, debilitating blow.

Daily ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength -2 vs. AC

Hit: 5[W] + Strength modifier damage

Miss: Half damage.

Effect: You are weakened until the end of your next turn.

Bear Totem: Add your Constitution modifier as a bonus to the damage roll.

Eyed for the Kill **Barbarian (Eagle) Attack 9**

You strike home, watching your foe carefully for another opening.

Daily ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. For the rest of the encounter, you can charge the target as an immediate interrupt if it makes an attack.

Miss: Half damage.

Effect: The target is marked.

Eagle Totem: Add your Dexterity modifier to the number of squares you can move as part of the charge.

Sink the Teeth **Barbarian (Wolf) Attack 9**

Your attack pins the target in place, restricting his movements.

Daily ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is immobilized (save ends).

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

Wolf Totem: On a hit, the target is restrained until the end of your next turn, and then immobilized (save ends).

Level 10 Utility Wildings

Fleeting Wing **Barbarian (Eagle) Utility 10**

You slide through the battlefield like a hunting eagle on an updraft.

Daily ✦ Primal

Free Action Personal

Trigger: You are hit by an opportunity attack

Effect: You ignore the attack as though it missed. For the rest of the encounter, you can shift 2 squares instead of 1 square.

Ordering the Hunt **Barbarian (Wolf) Utility 10**

Pulling your companions closer, you step forward to the front of the group.

Encounter ✦ Primal

Move Action Close burst 2

Target: All willing allies within the burst

Effect: You pull the targets 1 square. You can then swap places with any adjacent willing ally.

Still Standing **Barbarian (Wolf) Utility 10**

Although the blow hits home, you do not fall, but instead stand in defiance of your enemies.

Daily ✦ Primal

No Action Personal

Effect: When you are reduced to 0 hp or lower, use this power to remain conscious (and alive) until the end of your next turn. You are dazed until you are healed above 0 hp. If you are reduced to negative hit points equal to your bloodied value, you are killed as normal.

Sustain Standard: You can repeat the effect of this power as a standard action.

Level 13 Encounter Wildings

Circle the Prey **Barbarian (Eagle) Attack 13**

You dance rings around your enemies, slashing as you pass.

Encounter ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You can shift a number of squares equal to your Dexterity modifier and make a secondary attack.

Secondary Target: One creature

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

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Hunter's Eye **Barbarian (Wolf) Attack 13**

Your blow only makes your aim sharper.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you gain a +2 bonus to your next attack roll before the end of your next turn.

Intimidating Roar **Barbarian (Bear) Attack 13**

You let loose a furious assault against all within your grasp, shaming them into targeting you.

Encounter ♦ **Fear, Primal, Weapon**

Standard Action **Close burst 1**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Effect: Each enemy within the burst is marked.

Level 15 Daily Wildings

Pinion **Barbarian (Eagle) Attack 15**

Like the eagle's claws, your blade cuts a bleeding wound.

Daily ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage and ongoing 10 damage (save ends).

Miss: Half damage, and no ongoing damage.

Play Dead **Barbarian (Bear) Attack 15**

"He'd best pretend he's dead, or he soon will be!"

Daily ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength damage and the target is unconscious (save ends). If the target takes any damage, it is no longer unconscious.

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

Whirl and Strike **Barbarian (Wolf) Attack 15**

You are a storm of movement and fury, the wolf pack personified.

Daily ♦ **Primal, Weapon**

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Strength vs. AC

Hit: 2[W] and the target is dazed (save ends).

Miss: Half damage and the target is slowed until the end of your next turn.

You Die Next **Barbarian (All) Attack 15**

Knocking down one foe, you turn and face his comrade.

Daily ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One or two creatures

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

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Level 16 Utility Wildings

Bear Mother's Milk

Barbarian (Bear) Utility 16

The Bear Mother hears your call, and offers you succor.

Daily ♦ **Healing, Primal**

Minor Action **Personal**

Effect: You can spend a healing surge. You regain additional hit points equal to double your Constitution modifier, and you remove one effect that can be ended by a save.

On Eagles' Wings **Barbarian (Eagle) Utility 16**

The Sky King offers you his wings like a feathered cloak, propelling you into the air.

Daily ♦ **Primal**

Move Action **Personal**

Effect: You gain a fly speed equal to 5 plus your Dexterity modifier 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 fall to the ground without taking damage.

Voice of the Pack **Barbarian (Wolf) Utility 16**

You call out to your allies, who redouble their efforts.

Encounter ♦ **Primal**

Minor Action **Close burst 5**

Effect: All allies within the burst gain a power bonus to attack rolls equal to your Constitution modifier until the end of your next turn.

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Level 17 Encounter Wildings

Go for the Eyes **Barbarian (All) Attack 17**

The blade rakes across the creature's face, and blood pours into its eyes.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs.AC

Hit: 1[W], and the target is blinded until the end of your next turn.

Bear Totem: You gain a bonus to the damage roll equal to your Constitution modifier.

Eagle Totem: You gain a bonus to the damage roll equal to your Dexterity modifier.

Wolf Totem: You gain a bonus to the damage roll equal to the higher of your Constitution or Dexterity modifiers.

Hindering Wind **Barbarian (Eagle) Attack 17**

Your spear bites hard, as if the wind itself aids your strike.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs.AC

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

Eagle Totem: You can shift 1 square after making this attack.

Staggering Paw **Barbarian (Bear) Attack 17**

Your strike sends the target flying through the air.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs.AC

Hit: 2[W] + Strength modifier damage, and the target is pushed 3 squares and knocked prone. This push ignores occupied squares, though the target must end in an empty square.

Bear Totem: You push the target 1 + Constitution modifier squares.

Victorious Howl **Barbarian (Wolf) Attack 17**

Stabbing your target viciously, you unleash a primal howl that shocks your enemies.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs.AC

Hit: 1[W] + Strength damage, and the target is knocked prone. Make a secondary attack.

Secondary Target: All adjacent enemies

Secondary Attack: Constitution vs.Will

Hit: The target is dazed until the start of your next turn. The target is marked by you.

Wolf Totem: You gain a bonus to the secondary attack roll equal to your Dexterity modifier.

Level 19 Daily Wildings

Cry of the Storm King

Barbarian (Eagle) Attack 19

An unearthly shriek follows your telling blow.

Daily ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs.AC

Hit: 5[W] + Strength modifier damage. Each enemy within 2 squares of you is deafened (save ends).

Miss: Half damage, and each enemy within 2 squares of you is deafened until the end of your next turn.

Standing Dead **Barbarian (Bear) Attack 19**

Your axe strikes with staggering force.

Daily ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs.AC

Hit: 2[W] + Strength modifier damage, and the target is stunned (save ends).

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

Tear the Flesh **Barbarian (Wolf) Attack 19**

Your weapon hits home, rending flesh and muscle.

Daily ♦ **Primal, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs.AC

Hit: 2[W] + Strength modifier damage, and the target is weakened (save ends).

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

Level 22 Utility Wildings

Ghost Pack **Barbarian (Wolf) Utility 22**

It always pays to have your enemy looking over his shoulder, even if there's no one there.

Encounter ♦ Primal

Minor Action **Personal**

Effect: The next attack you make before the end of your next turn gains the benefit of combat advantage. You add your Constitution modifier as a bonus to the damage roll of that attack.

Never Stop Moving

Barbarian (Eagle) Utility 22

Your axe strikes home, and you deftly stride away to the next target.

Daily ♦ Primal

Minor Action **Personal**

Effect: For the rest of the encounter, you can shift as a free action after a successful attack. You can only shift using this power once per round, regardless of how many attacks you make.

This Far, No Farther

Barbarian (Bear) Utility 22

You plant your feet, rooting yourself to the spot.

Daily ♦ Primal

Move Action **Personal**

Effect: You gain resist 10 against all attacks, and ignore all push, pull, and slide effects. This power lasts until you move from your current square.



Level 23 Encounter Wildings

Herding the Cattle **Barbarian (All) Attack 23**

You beckon your enemies closer, only to punish those foolish enough to come within striking distance.

Encounter ♦ Primal, Weapon

Standard Action **Close burst 3**

Target: One creature

Effect: Each target is marked until the end of your next turn. Pull each target 2 squares. You can then attack each target that is adjacent to you (close burst 1).

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Renewing Roar **Barbarian (Bear) Attack 23**

Slicing deep with your axe, you let out a terrible roar, restoring your spirit.

Encounter ♦ Healing, Primal, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. You regain hit points equal to your level + your Constitution modifier.

Tear the Throat

Barbarian (Wolf) Attack 23

Your blade strikes the mage's neck, spoiling the spell he was preparing to unleash.

Encounter ♦ Primal, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target cannot use any powers until the end of your next turn.

Wingover

Barbarian (Eagle) Attack 23

You spin in a wide arc, striking all within reach, and then duck beneath one of your enemies to shove him into the fray.

Encounter ♦ Primal, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Special: After making this attack, you can swap places with one target you hit.

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Level 25 Daily Wildings

Bared Teeth Barbarian (Wolf) Attack 25

Standing strong, you lash out against your enemies like a wolf cornered in a ravine.

Daily ✦ Primal, Weapon

Standard Action Melee weapon

Target: One or more creatures

Attack: Strength vs. AC. You may make three attacks.

Hit: 4[W] + Strength modifier damage for the first attack, 3[W] + Strength modifier damage for the second attack, and 2 [W] + Strength modifier damage for the third attack.

Wolf Totem: You can make a number of attacks equal to 2 plus your Dexterity modifier. All attacks after the third deal 1[W] + Strength modifier damage.

Clutching Claw Barbarian (Eagle) Attack 25

The scream of steel against steel sounds like the cry of a hunting raptor diving for the kill.

Daily ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage, and the target is slowed (save ends).

Miss: Half damage and the target is slowed until the end of your next turn.

Eagle Totem: The target takes a penalty to saving throws against this power's effect equal to your Dexterity modifier.

Staked to the Ground

Barbarian (Bear) Attack 25

Your overhand blow roots your enemy to the spot, pinning both his sword and his boot in the ground.

Daily ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is restrained (save ends). If the target succeeds at a saving throw against this power, it is immobilized (save ends).

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

Bear Totem: You gain a bonus to the damage roll equal to your Constitution modifier.

Level 27 Encounter Wildings

Fell Swoop Barbarian (Eagle) Attack 27

You rush forward to face your foe, slashing any who stand in your way.

Encounter ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Special: You must charge as part of this attack.

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: You ignore any opportunity attacks that your charge provokes. Any enemies you are adjacent to at any point during your charge take damage equal to your Dexterity modifier.

Swipe Barbarian (Bear) Attack 27

Swinging your weapon in a wide arc, you fell all foes within reach.

Encounter ✦ Primal, Weapon

Standard Action Melee weapon

Target: Each enemy within reach

Attack: Strength vs. AC

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

Taking Down the Quarry

Barbarian (Wolf) Attack 27

You reach out to the two nearest enemies, striking them both soundly in the head.

Encounter ✦ Primal, Weapon

Standard Action Melee weapon

Target: One or two creatures

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

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

Level 29 Daily Wildings

Flurry of the Wild Barbarian (All) Attack 29

You unleash a series of blows in all directions, striking any who dare stand against you.

Daily ✦ Primal, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Reckless Fury Barbarian (All) Attack 29

You strike with such abandon that it startles even you.

Daily ✦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength -4 vs. AC

Hit: 8[W] + Strength modifier damage.

BARBARIAN PARAGON PATHS

BERSERKER

“Smash and break, whatever it takes!”

Prerequisite: Barbarian class

You come from a tradition of greater warriors who let their rage guide them on the battlefield. *You* control your anger; it does not control you, but woe to any foe that mistakes this control for a lack of passion or conviction. His brains will soon be dashed on the fields of battle by your stalwart axe. And when you look at the pathetic wretch, you will not feel regret. He ignored your call to fight, and paid for it with his life.

Berserker Path Features

All Berserkers have these path features.

Enduring Action (11th level): When you spend an action point to gain an extra action, you gain resist all equal to 5 + your Constitution modifier until the end of your next turn.

Retaliatory Rage (11th level): For every 20 points of damage you receive in an encounter, you gain a +1 bonus on damage rolls for the rest of that encounter.

Wild Surge (16th level): Your healing surge value is increased by your Constitution modifier.

Berserker Wildings

Blood Rage Berserker Attack 11

You become enraged when an enemy dares to harm you or an ally.

Encounter • Primal, Weapon

Immediate Reaction Close burst 5

Target: One enemy in burst.

Trigger: You or an ally is bloodied

Hit: You deal damage to the attacker equal to the amount it dealt + your Strength modifier + your Constitution modifier. If you target an ally, you may shift adjacent to the attacker before making the attack.

Put on the Bear Shirt Berserker Utility 12

Your rage grants you strength of purpose and courage of conviction. .

Daily • Primal

Minor Action Personal

Effect: You gain a bonus to saving throws against fear and charm effects equal to your Constitution modifier, and a +2 bonus to death saving throws for the rest of the encounter.

Final Glory

Berserker Attack 20

As you are falling, you make one final strike, in the hope of regaining your glory.

Daily • Primal, Weapon

Free Action Melee weapon

Trigger: You are reduced to 0 hit points or less

Target: One creature

Attack: Intelligence vs.AC

Hit: 2[W] + Strength modifier damage, and you regain hit points equal to your healing surge value.

Miss: Half damage and you regain hit points equal to your Constitution modifier.

MUNDANE

“Magic is the root of all the world’s ills.”

Prerequisite: Barbarian class

The cataclysm wreaked devastation across the world, and your homeland was not spared. Defending your people from refugees and scavengers from the ravaged cities, it is clear that arcane experimentation by the wizards in their twisted towers has destroyed everything you value. The earth, the sky, and the sea are all that matters, and you believe it is your destiny to defend them from magical manipulation. It is the only way humanity can emerge from these events alive.

Mundane Path Features

Above Magic (11th Level): When you are bloodied, you gain resist 5 cold, lightning, poison, and thunder.

Kill the Mage (11th Level): When you spend an action point to take an extra action, you may shift a number of squares equal your speed, but only if you end your movement adjacent to an enemy. You can make this shift before or after resolving the extra action.

Surging Defense (16th Level): When you use your second wind, you gain resist 15 (all) until the end of your next turn.

Mundane Wildings

Artillery Charge Mundane Attack 11

That pesky magician can’t hurt you after a hammer in his face.

Encounter • Primal, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Strength vs.AC

Special: You must charge as part of this attack.

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

FORGOTTEN HEROES

Shield the Mind Mundane Utility 12

They've tried to control you before, but you always slip free.

Daily • Primal

Minor Action

Personal

Effect: You gain a bonus to your Will defense equal to your Dexterity modifier for the rest of the encounter.

Reflect

Mundane Attack 20

Many a mage has tried to blast you, but they only harm themselves.

Daily • Primal

Immediate Interrupt Personal

Trigger: You are hit by a ranged or area non-weapon attack

Effect: The attack misses you. Make an attack against the creature that attacked you.

Attack: Dexterity +2 vs. the same defense as the original triggering attack

Target: The enemy that hit you with the attack.

Hit: Roll damage as if the original attack had hit. This damage ignores all resistance.



BARD

"That song kills any crowd."

Class Traits

Role: Leader. Your bolstering music improves your allies' abilities, provides succor for their injuries, and blasts your enemies' eardrums with thundering attacks.

Power Source: Arcane

Key Abilities: Charisma, Dexterity, Intelligence

Armor Training: Cloth, Leather, Hide

Weapon Proficiencies: Simple melee, martial melee weapons in the spear, light blade, and heavy blade groups, simple ranged, military ranged

Implements: Woodwinds, string, percussion, vocals

Bonus to Defense: +2 Reflex

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 7 + Constitution modifier

Trained Skills: Choose five trained skills at 1st level.

Class Skills: Any skill except Endurance.

Build Options: Swashbuckling bard, euphonious bard

Class Features: Bardic Knowledge, Bardic Song, *exhilarating song*, Musical Instrument Mastery

Bards lead through the magic of music. A bard's songs raise morale and give fallen comrades the strength to fight on. No stranger to swordplay, bards use arcane knowledge and thundering attacks to their advantage in close fights.

You impress sublime beauty on the otherwise chaotic battlefield. You could be a dwarven war-drummer pounding a beat by which to kill goblins, a fey vocalist dancing between cutting rapier attacks and compelling songs of healing, an eager scholar of music and history happy to be learning new songs, or a young scoundrel who depends on his good looks and sly wit to get him out of fights and, failing that, his daggers to get him out alive. No matter your niche, your performance gives you and your party an edge in battle.

Are you ready to lift your voice to aid your friends? Or would you rather feint and stick your foe in the ribs? Perhaps both are in order.



CREATING A BARD

The two basic builds of Bard are the swashbuckling bard and the euphonious bard. Famed for sharp wit and sharper steel, swashbuckling bards rely on Dexterity. Euphonious bards are renowned for Charisma-based songs that thunder against enemies yet soothe allies. Intelligence provides secondary benefits to every bard.

Swashbuckling Bard

You lead by being fastest on the draw with a sharp sword or a stinging reply. Your powers give your enemies cheer as you daringly outwit anyone who dares cross swords with you. Your attack powers and your AC rely on Dexterity. Charisma should be your next priority to enhance other bard powers and your success with bluffs and feints. Intelligence will boost your Bardic Knowledge. Songs like Lay of Battle and Pounding Hammers will help you lead your allies into melee. Choose powers based on Dexterity and your blade.

Suggested Feat: Nimble Blade (Human Feat: Weapon Focus)

Suggested Skills: Acrobatics, Bluff, Dungeoneering, Nature, Stealth

Suggested At-Will Powers: Boots Untied, Snip

Suggested Encounter Power: Kick Sand

Suggested Daily Power: Sweep the Leg

Euphonious Bard

You lead by inspiring your party to achieve the kind of great deeds that become legends. Your powers let you orchestrate a battle like a conductor, directing the attack with thundering arcane chords and sub-sonic waves of healing. Your attack powers and your Diplomacy rely on Charisma. Intelligence should be your second priority to make Bardic Knowledge checks and increase some secondary power effect. Dexterity will protect you if you can't avoid getting into melee and to let you use swashbuckling bard powers. Songs like Shield Dance help you keep your allies in top form. Choose powers that damage, aid, and heal from a distance.

Suggested Feat: Raging Storm (Human Feat: Quick Draw)

Suggested Skills: Arcana, Diplomacy, History, Religion, Dungeoneering

Suggested At-Will Powers: Dirge, Anthem

Suggested Encounter Power: Blow Hard

Suggested Daily Power: Aria

Bard Overview

Characteristics: You excel at benefiting your party through your songs. You can lead through healing, but also do well at attacking maneuvers that rely on your deftness.

Religion: Bards devote themselves to mischievous or travel gods more than not. They are not fond of law, but cosmopolitan city gods appeal to them.

Races: Eladrin, Elves, and Halflings make excellent bards, as each have a storied musical culture. But truth be told, bards can be found in every settlement from monstrous dragonborn strongholds to the white towers of Tiefling empires to a dirty hamlet on the edge of civilization.

BARD CLASS FEATURES

You have the following class features.

Bardic Intelligence

You are among the new historians, schooled in a strong oral tradition that preserves much lore from the days before the cataclysm. When you figure out your base skill check bonus for your Dungeoneering and Nature skills, use the better of your Intelligence or Wisdom ability modifiers. You and each of your allies who can hear you receive a +2 power bonus to knowledge checks.

Bardic Knowledge

Bards know much that was lost, and they can impart this knowledge to benefit their party. By pointing out a creature's weak points, some bard powers allow you to instruct an ally with Bardic Knowledge. The ally you choose to receive the bonus must be able to hear you. Until the end of your next turn, your chosen ally gains a bonus to damage rolls against the creature you hit. This bonus is equal to 1 plus one for every 5 points of your base skill check bonus with the skill that can be used to make a monster knowledge check to identify the monster you hit. For example, if you hit a creature with the Elemental, Fey, or Shadow keywords and your base skill check bonus with Arcana is 10, your Bardic Knowledge would give an ally a damage bonus of +3 against that creature. Members of other classes who choose a bard power that gives them the ability to instruct an ally with Bardic Knowledge (for example, a half-elf using the Dilettante racial trait) gain the use of the Bardic Knowledge class feature.

Bardic Songs

Bards have the ability to lead their comrades through song. When one of your bard powers gives you the ability to play a song, your song grants the effect listed below until the end of your next turn, as long as the recipient of the benefit is able to hear the song. Members of other classes who choose a bard power that gives them the ability to play a song (for example, a half-elf using the Dilettante racial trait) gain the use of the Bardic Songs class feature.

FANG, FIST, AND SONG

Song Name	Effect
Lay of Battle	One ally within 5 gains a power bonus to his next attack roll equal to your Intelligence modifier.
Pounding Hammers	You and all allies within 5 gain a bonus to damage on a critical hit equal to your Charisma score.
Dance of Death	Allies within 5 who push, pull, or slide a target with their powers increase this forced movement by 1.
Action Jack	When you or any ally within 5 uses an action point to make an attack, you grant a power bonus to attack rolls with that attack equal to your Charisma modifier.
Shield Dance	You or one ally within 5 gains a +1 power bonus to AC and Reflex.
Succor of Sound	You or one ally within 5 gains temporary hit points equal to one-half your level plus your Intelligence modifier.
Throwdown	You or one ally within 5 makes a saving throw.
Sonic Resist	You or one ally within 5 gains a resistance equal to your Intelligence modifier to one of the following energy types: thunder, psychic, radiant or necrotic.
Echoes	You and all allies within 5 increase the total range and range increments of ranged attacks by one half (e.g. ranged 10 becomes ranged 15).
Shifty Eyes	You or an ally within 5 may shift 2 squares when shifting with a move action.
Advantage Song	If an enemy within 5 has 3 of your allies (including you) adjacent to it, the enemy grants combat advantage to all the bard's allies.
Happy Days	You or one ally within 5 gains a bonus to all saving throws equal to your Wisdom modifier. If the effect is a charm effect, the bonus is your Wisdom modifier +2.
Mind Castle	You or one ally within 5 gains a power bonus to Will defense equal to your Intelligence modifier.
Strong March	You or one ally within 5 gains a power bonus to speed equal to one half your Intelligence modifier.
Quick Surge	You or any ally within 5 may use Second Wind as a minor action. Dwarves may use their Second Wind as a free action.

Exhilarating Song

Using the *exhilarating song* power, you can grant allies within earshot a rush of energy that keeps them in the fight.

Musical Instrument Mastery

The bard's instrument is the conduit through which he channels his arcane songs. Every bard is assumed to be a musical craftsman, able to pick up any instrument and play it well.

You can take the following actions with your instrument:

Standard Action	Play an instrument for the delight of those around you. This covers playing in a tavern, performing for a king, or taking part in a skill challenge. To determine the excellence of your playing, roll 1d20 + 5 proficiency bonus + ½ your level + your Charisma modifier. Above 40 is exemplary, 30–39 is extremely good, 20–29 is a good performance, 10–19 is on par with most musicians, and below 10 is amateurish.
Minor Action	Draw, put away, or sling your instrument, freeing both hands.
Free action	Drop instrument accessories such as a bow or drumsticks, freeing one hand.

The type of instrument that the Bard chooses for his Musical Instrument Mastery displays the bard's extraordinary talents. Choose one of the following forms of instrument mastery: percussion, stringed, vocal, or woodwind. When you are wielding your chosen instrument, you gain the benefit listed in the table below.

IMPLEMENTS

Bards make use of vocal, percussion, stringed, and woodwind instruments to channel and amplify arcane musical powers. Every bard has mastery of one type of musical instrument (see "Class Features"). Without an instrument, bards can still use their powers by making music with their voice and body. A bard wielding a magic instrument can add its enhancement bonus to powers that have the Implement keyword. Without an instrument, a bard can still use these powers, but he or she doesn't gain the bonus provided by the magic instrument.

Instrument	Examples	Handed	Focus	Benefit
Percussion	Drums, Triangle, spoons	Two handed	Fear	Once per encounter, as a free action, when you are using a power with the fear keyword you gain a bonus to a single attack roll equal to your Intelligence modifier.
Stringed	Lute, violin	Two handed	Charm	Once per encounter, as a free action, when you are using a power with the charm keyword you gain a bonus to a single attack roll equal to your Intelligence modifier.
Vocal	Amplifying stone	One handed	Healing	When you grant healing with one of your bard powers that has the healing keyword, add your Intelligence modifier to the hit points the recipient regains.
Woodwind	Hunting horn, flute, recorder	One handed	Thunder	Once per encounter, as a free action, when you are using a power with the thunder keyword you gain a bonus to a single attack roll equal to your Intelligence modifier.

BARD POWERS

Your arcane powers are known as performances.

Class Features

Exhilarating Song Bard Feature

You release a powerful major chord that bolsters your friend's resolve

Encounter(Special) • Arcane, Healing
Minor Action **Close** burst 5 (10 at 11th level, 15 at 21st level)

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.

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.

Level 1 At-Will Performances

Anthem Bard Attack 1

You know the tune to everybody's national anthem.

At-Will • Arcane, Implement, Psychic
Standard Action **Close** burst 3

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage. You may play sing Succor of Sound or Throwdown as a free action.
 Increase damage to 2d6 + Charisma modifier at 21st level.

Boots Untied Bard Attack 1

"I can't believe he fell for that."

At-Will • Arcane, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier.

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

Special: This power counts as a melee basic attack. When you are able to make a melee basic attack, you can use this power.

Dirge Bard Attack 1

From your desperate song, your foe knows that death is plodding towards him.

At-Will • Arcane, Implement, Fear, Psychic
Standard Action **Ranged** 5

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage. You may play Dance of Death or Shield Dance as a free action.
 Increase damage to 2d8 + Charisma modifier at 21st level.

Salvo Bard Attack 1

A single note and your target holds his head in pain.

At-Will • Arcane, Implement, Thunder
Standard Action **Ranged** 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier thunder damage. You may play Lay of Battle or Pounding Hammers as a free action.
 Increase damage to 2d8 + Charisma modifier at 21st level.

Pointer Bard Attack 1

"That's one of those cavern chokers, boys. Stay away from the tentacles and aim for the mouth!"

At-Will • Arcane, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. You may instruct one ally against this target with Bardic Knowledge or play Pounding Hammers as a free action.
 Increase damage to 2[W] + Dexterity modifier at 21st level.

Level 1 Encounter Performances

Blow Hard Bard Attack 1

You are adept at pushing air through a tube.

Encounter • Arcane, Implement, Thunder
Standard Action **Ranged** 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier thunder damage. You may play Echoes or Pounding Hammers as a free action.

Instrument: If you are wielding a woodwind instrument, the range of this power increases to 20.

FORGOTTEN HEROES

Fool's Charge Bard Attack 1

You suddenly sprint to your opponent and dive at his feet. From the pile of grunting combatants, you emerge unscathed.

Encounter • Arcane, Weapon Standard Action Melee weapon

Target: One creature

Prerequisite: You must be trained in Acrobatics

Attack: Dexterity vs. Reflex. You may shift 1 square after making this attack.

Special: You must charge as part of this attack.

Hit: 1[W] + Dexterity modifier damage, and you knock the target prone.

Keening Wail Bard Attack 1

You emit a sound bad enough to romantically attract a ghoul.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action Close burst 3

Target: One creature in burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.

Instrument: If you are wielding a stringed instrument, make a secondary attack against another creature in the burst.

Secondary Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage. You may play Succor of Sound as a free action.

Stomp Bard Attack 1

The downbeat is always the strongest.

Encounter • Arcane, Fear, Implement, Psychic

Standard Action Close burst 2

Target: All enemies in burst

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target is knocked prone. You may play Dance of Death or Shield Dance as a free action.

Instrument: If you are wielding a percussion instrument, the target is pushed 1 and knocked prone.

Kick Sand Bard Attack 1

You play dirty, but your enemy can't complain about that when he's dead.

Encounter • Arcane, Weapon Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: The target is blinded until the start of your next turn, and you may make a secondary attack.

Secondary attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage. You may instruct one ally against this target with Bardic Knowledge or play Shield Dance as a free action.

Level 1 Daily Performances

Aria Bard Attack 1

Sometimes an uplifting song is all they need.

Daily • Arcane, Healing, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: Targets gain vulnerability 5 to your powers with the Implement keyword until the end of the encounter.

Effect: Each ally within 3 squares who can hear you gains 1d10 + Charisma modifier temporary hit points.

Instrument: If you are using an amplifying stone, add your Intelligence modifier to the temporary hit points gained.

Resounding Refrain Bard Attack 1

Your song is so good that the party is able to sing along with you.

Daily • Arcane, Implement, Thunder

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier thunder damage. You may play Echoes, Throwdown, or Pounding Hammers as a free action.

Miss: Half damage.

Seductive Song Bard Attack 1

You're a charming bastard.

Daily • Arcane, Charm, Implement, Psychic

Standard Action Close burst 2

Attack: Charisma vs. Will

Targets: All creatures within burst.

Hit: 1d6 + Charisma modifier psychic damage, and the target makes a melee basic attack against one of its adjacent allies of your choice.

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

FANG, FIST, AND SONG

Sweep the Leg Bard Attack 1

You drop to a knee and flick out your blade, unbalancing your foe.

Daily • Arcane, Weapon

Standard Action Melee weapon

Attack: Dexterity vs.AC

Target: One creature

Hit: 2[W] + Dexterity modifier, and the target is slowed until the end of your next turn and knocked prone. You may instruct one ally against this target with Bardic Knowledge as a free action.

Level 2 Utility Performances

Cutting Retort Bard Utility 2

The fighter might have just sat on the halfling chief, but calling your friend a few pounds short of an aurochs has the halflings laughing again.

Encounter • Arcane

No Action Close burst 10

Trigger: You or an ally makes a Diplomacy, Bluff, or Insight check and you dislike the result

Effect: You may roll your choice of a Diplomacy, Bluff, or Insight check with a power bonus equal to your Intelligence modifier. Use the better of your result and your ally's result.

Happy Melody Bard Utility 2

It's a nice ditty, and they seem to like it.

Daily • Arcane, Healing

Minor Action Melee touch

Target: You or one ally

Effect: The target gains hit points as if they had spent a healing surge.

Instrument: If you are wielding an amplifying stone, the range of this power becomes Ranged 5.

Lay of Valor Bard Utility 2

You play, and valor follows you.

Daily • Arcane

Standard Action Close burst 2

Target: Each ally in burst who can hear you

Effect: The targets make a saving throw with a power bonus equal to your Charisma modifier.

Warding Beat Bard Utility 2

Your rhythmic song makes your ally appear invincible.

Encounter • Arcane, Fear

Standard Action Ranged 5

Target: One ally

Effect: The target cannot be the target of a melee attack until the start of your next turn.

Instrument: If you are wielding a percussion instrument, the target may shift 1.

Level 3 Encounter Performances

A Cappella Bard Attack 3

"Sing! I sing a song of mighty men!" you belt out while stabbing mercilessly.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs.AC

Hit: 2[W] + Dexterity modifier damage, and one ally within 10 may save against an ongoing condition. You may play Lay of Battle or Action Jack as a free action.

Death Knell Bard Attack 3

Clang! Bring out yer dead!

Encounter • Arcane, Implement, Fear, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs.Will

Hit: 1d10 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn. You may play Dance of Death or Mind Castle as a free action.

Instrument: If you are using a percussion instrument, your allies adjacent to the target gain a bonus to damage rolls against the target equal to your Charisma modifier until the end of your next round.

Feint of Heart Bard Attack 3

Your target thinks you're faking, but this time you aim for the heart.

Encounter • Arcane, Weapon

Free Action Melee weapon

Trigger: You gain combat advantage against a creature by making a Bluff check.

Target: The target of your Bluff check.

Attack: Dexterity vs.AC

Hit: 2[W] + Dexterity modifier + Intelligence modifier. You may instruct one ally against this target with Bardic Knowledge or play Shifty Eyes as a free action.

Fool's Fugue Bard Attack 3

A repeating strain forces your target to dance. Dance!

Encounter • Arcane, Implement, Charm

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs.Will

Hit: 1d6 damage, and the target is immobilized until the end of your next turn. You may play Sonic Resist or Throwdown as a free action.

Instrument: If you are using a stringed instrument, add your Charisma modifier to your damage.

FORGOTTEN HEROES

Level 5 Daily Performances

Bad Knees **Bard Attack 5**

Scoundrels never let an advantage go un-pressed.

Daily • Arcane, Weapon

Standard Action **Melee weapon**

Attack: Dexterity vs. Reflex

Special: You can shift 1 square before or after making this attack.

Target: One creature

Hit: 2[W] damage, and the target is immobilized (save ends). You may instruct one ally with Bardic Knowledge against this target or play Pounding Hammers or Dance of Death as a free action.

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

Exhilarating Concerto **Bard Attack 5**

A shockwave emanates from you, hurting your foes and filling your allies with energy.

Daily • Arcane, Implement, Healing, Thunder

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier thunder damage. You may play Pounding Hammers, Lay of Battle or Dance of Death as a free action.

Effect: All allies within 10 who can hear you can spend a healing surge.

Instrument: If you are using an amplifying stone, all allies within 10 who can hear you gain resist 5 thunder until the end of encounter.

Fancy Footwork **Bard Attack 5**

Nothing beats a great fencing move.

Daily • Arcane, Reliable, Weapon

Standard Action **Melee weapon**

Attack: Dexterity vs. AC

Target: One creature

Hit: 2[W] + Dexterity modifier, and you may shift 3 squares and make a secondary attack.

Secondary Target: The same or a different target.

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. You may instruct two allies with Bardic Knowledge against this target as a free action.

Special: If you have combat advantage for the secondary attack, add your Intelligence modifier to your damage.

Level 6 Utility Performances

Intro **Bard Utility 6**

Ta daa!

Daily • Arcane

Minor Action **Ranged 5**

Target: One ally

Effect: The target regains an action point.

No Sirens Here! **Bard Utility 6**

She wasn't that fetching anyway...

Encounter • Arcane, Charm

Minor Action **Ranged 5**

Effect: One ally within range makes an immediate save to remove a condition. If the condition was bestowed by a power with either the fear or charm keyword, the target gains a +2 bonus to this saving throw.

Instrument: If you are using a stringed instrument, the target gains a bonus to this saving throw equal to your Intelligence modifier.

Overture **Bard Utility 6**

You play a mighty song from which your ally draws inspiration.

Encounter • Arcane

Standard Action **Close burst 2**

Target: You and one ally within burst who can hear you

Effect: The target gains a +3 power bonus to attack rolls until the end of your next turn. You may play Lay of Battle or Dance of Death as a free action.

Surging Song **Bard Utility 6**

This will put a spring in their step.

Daily • Arcane, Healing

Minor Action **Close burst 3**

Target: Each ally within burst who can hear you

Effect: The target gains 1 healing surge.

Instrument: If you are wielding an amplifying stone, one ally within the burst regains the use of their second wind.

FANG, FIST, AND SONG

Level 7 Encounter Performances

Air Cannon Bard Attack 7

Your note redounds across the valley and echoes back to you like a song.

Encounter • Arcane, Implement, Thunder

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier thunder damage. You may play Echoes, Pounding Hammers, or Lay of Battle as a free action.

Fearful Pulse Bard Attack 7

The beat of a different drummer gets them off your back.

Encounter • Arcane, Fear, Implement, Psychic

Standard Action Close burst 2

Targets: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 1d12 psychic damage, and the target is pushed 1 square. You may play Succor of Sound, Sonic Resist, or Throwdown as a free action.

Instrument: If you are using a percussion instrument, the target is pushed 3 squares.

Line Dance Bard Attack 7

They'll hate you for it, but it's better when everyone knows the steps.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and all allies within 2 squares may shift 1 square as a free action. You may instruct two allies with Bardic Knowledge or play Pounding Hammers, Quick Surge, or Shifty Eyes as a free action.



Level 9 Daily Performances

Hymn of Exhilaration Bard Attack 9

You are in love with the world.

Daily • Arcane, Healing, Implement

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: Target is weakened and gains vulnerability 5 against your attacks with powers that have the Implement keyword (save ends both conditions).

Effect: All allies within burst heal 2d10 + Intelligence modifier damage.

Guard Song Bard Attack 9

You whirl about with your weapon ringing a beat on the defenses of your enemies, making music with their pain.

Daily • Arcane, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 2[W] + Dexterity modifier damage. You may play Shield Dance or Mind Castle, affecting all allies within 5, as a free action.

Miss: Half damage. You may play Shield Dance or Mind Castle as a free action.

Joyful Noise Bard Attack 9

The sound is so saccharine that it hurts.

Daily • Arcane, Charm, Implement, Psychic

Standard Action Close burst 3

Attack: Charisma vs. Will

Target: Two enemies in area

Hit: 1d10 + Charisma psychic damage, and the target is dazed (save ends).

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

Slip and Slide Bard Attack 9

You somehow feint, fumble, and tumble your way to the other side of an enemy.

Daily • Arcane, Weapon

Standard Action Melee weapon

Prerequisite: You must be trained in Acrobatics.

Target: One creature

Attack: Dexterity vs. AC.

Special: You may shift up to 4 squares before making this attack.

Hit: 3[W] + Dexterity modifier damage. You may instruct three allies with Bardic Knowledge against this target as a free action.

Miss: Half damage. You may instruct one ally with Bardic Knowledge against this target.

FORGOTTEN HEROES

Level 10 Utility Performances

Can't Catch Me Bard Utility 10

You realize it might not be ideal to be surrounded by enemies.

Daily • Arcane

Move Action **Personal**

Prerequisite: You must be trained in Acrobatics.

Effect: You can shift a number of squares equal to your speed.

I Knew That Bard Utility 10

It's not that you know everything; you just know more than everyone else.

Encounter • Arcane

Minor Action **Personal**

Effect: You gain a +5 power bonus to an Arcana, Dungeoneering, History, Nature, or Religion check until the end of your next turn. This increases your base skill check bonus for purposes of calculating the damage bonus from Bardic Knowledge.

Exhilarate Everybody Bard Utility 10

You play a piece of music that sends a thrill through your party's body.

Daily • Arcane, Healing

Minor Action **Close burst 5**

Target: Each ally within burst

Effect: The target regains hit points as if they had spent a healing surge.

Play It Again, Samwise Bard Utility 10

That was so great, you'd like to see it again.

Daily • Arcane

Minor Action **Close burst 3**

Target: One ally within burst

Effect: The target may repeat their last standard action if it is possible to do so.

Level 13 Encounter Performances

Celebration Bard Attack 13

For some reason, every time you cheer for your friends, their enemies cringe in pain.

Encounter • Arcane, Implement, Healing, Psychic

Standard Action **Close burst 3**

Target: Two enemies in burst

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage. You may play Succor of Sound, Quick Surge, Sonic Resist, or Happy Days as a free action.

Effect: Each of your allies in burst regain 1d10 hit points.

Instrument: If you are using an amplifying stone, allies in burst may shift 1.

Rebound Bard Attack 13

By manipulating reality, you are able to redirect your ally's misfired energy back at the intended target. Either that or you miraculously grab a deflected projectile from the air and jab it in your enemy's face. You know, improvise.

**Encounter • Arcane, Implement
Immediate Reaction Ranged 5**

Trigger: An ally misses with a ranged attack.

Target: The target of your ally's attack

Attack: Dexterity vs. Reflex

Hit: 3d10 + Dexterity modifier damage. If the original attack would have dealt a damage type, all damage you deal is also of this type.

Special: You may shift 1 before making this attack.

Sidestep Bard Attack 13

Yoink!

Encounter • Arcane, Weapon

Immediate Interrupt Melee weapon

Targets: One creature

Trigger: A creature makes a melee attack against you.

Attack: Dexterity vs. Reflex

Hit: 1[W] + Dexterity modifier. The defense targeted by your opponent increases by your Intelligence modifier until the start of your next turn. If the triggering attack misses, you may shift 1 square and make a secondary attack.

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage. You may instruct two allies with Bardic Knowledge against this target or play Pounding Hammers or Lay of Battle as a free action.

Soulblower Bard Attack 13

You put your soul into your instrument and blow it up, creating a sonic wave. Figuratively speaking, of course.

**Encounter • Arcane, Implement, Thunder
Standard Action Close blast 5**

Target: Three enemies in area

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier thunder damage. You may play Echoes, Quick Surge, or Strong March as a free action.

Instrument: If you are using a woodwind instrument, the target is slowed until the end of your next turn.

FANG, FIST, AND SONG

Level 15 Daily Performances

Dancing Death Bard Attack 15

You move with the aplomb of a sword master, but you just want to live to make it back to the tavern.

Daily • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs.AC

Hit: 1[W] + Dexterity modifier damage.

Effect: You may shift a number of squares equal to your Dexterity modifier and make a secondary attack, then shift 1 square and make a tertiary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Dexterity + 2 vs.AC

Hit: 1[W] + Dexterity modifier damage.

Tertiary Target: One creature other than the primary or secondary target.

Tertiary Attack: Dexterity + 4 vs.AC

Hit: 3[W] + Dexterity modifier damage. Until the end of the encounter, you may instruct one ally with Bardic Knowledge against this target as a free action.

Inside Your Head Bard Attack 15

The beat of battle reverberates in your enemy's head, creating an awful feedback loop.

Daily • Arcane, Fear, Implement, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs.Will

Hit: 4d10 + Charisma modifier psychic damage, and the target gains vulnerability 5 to the damage type of your choice (save ends). You may play Sonic Resist, Echoes, or Action Jack as a free action.

Miss: Half damage. You may play Sonic Resist, Echoes, or Action Jack as a free action.

Lay of Bravery Bard Attack 15

A trumpeting song uplifts your allies and disheartens your foes.

Daily • Arcane, Healing, Implement, Thunder

Standard Action Close burst 4

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier thunder damage. You may play Succor of Sound, Quick Surge, Throwdown, or Happy Days, affecting all allies within 5, as a free action.

Miss: Half damage. You may play Succor of Sound, Throwdown, or Happy Days as a free action.

Effect: Allies within the burst can spend a healing surge.

Projection

Bard Attack 15

You convince your enemies that the song is coming from within their ranks.

Daily • Arcane, Charm, Implement, Psychic

Standard Action Area burst 3 within 10

Target: Each enemy in burst

Attack: Charisma vs.Will

Hit: 1d10 + Charisma psychic damage, and the target is dazed (save ends). You may play Lay of Battle, Echoes or Pounding Hammers as a free action.

Miss: Half damage.

Effect: For the rest of the encounter, you may use the origin square of this power as the origin square for any of your powers with the implement keyword.

Level 16 Utility Performances

Ballad of Exhilaration Bard Utility 16

A major chorus can restore a flagging party.

Encounter • Arcane, Healing

Standard Action Close burst 5

Target: You and each ally within burst

Effect: Targets regain hit points equal to 10 + your Charisma modifier, and may make a saving throw with a bonus equal to your Intelligence modifier.

Diplomatic Candor Bard Utility 16

Honesty isn't always the best policy, but appearing forthright often is.

Daily • Arcane

Minor Action

Personal

Prerequisite: You must be trained in Diplomacy.

Effect: You gain a +5 power bonus on all Diplomacy checks until the end of the encounter or for 5 minutes.

Double Action

Bard Utility 16

I could do this all day, the fighter said as he hacked away at the little goblins.

Daily • Arcane

Immediate Reaction Ranged 10

Trigger: An ally spends an action point.

Target: The triggering ally

Effect: The target gains an action point. The action point must be used before the end of the encounter or it disappears. In addition, the target gains the ability to use a second action point during this encounter.

FORGOTTEN HEROES

Jump and Stab Bard Utility 16

You jump on a creature as it flies by, grab its neck, and slit its throat.

Encounter • Arcane

Move Action Personal

Prerequisite: Must be trained in Athletics.

Effect: Make an Athletics check to jump. You gain a bonus to your melee attack rolls against flying creatures or creatures at least one square above or below you equal to 1 for every 5 points of your Athletics check result until the end of your turn.

Level 17 Encounter Performances

Bang the Gong Bard Attack 17

"Stop that infernal racket!"

Encounter • Arcane, Fear, Implement, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: 1d10 psychic damage, and the target is weakened until the end of your next turn. You may play Happy Days, Advantage Song, Quick Surge, or Shifty Eyes as a free action.

Instrument: If you are using a percussion instrument, you can push the target a number of squares equal to your Intelligence modifier.

Danse Macabre Bard Attack 17

Through deft arcane maneuvering, you open an enemy up to your ally's attack.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 2[W] + Dexterity damage, and you can slide the target two squares. One ally adjacent to the target can make a basic melee attack against the target, with a power bonus to the attack roll equal to your Charisma modifier.

Pummeling Scale Bard Attack 17

Your rhythmic music continues to pound into their flesh.

Encounter • Arcane, Implement, Thunder

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 1d10 thunder damage, and you may make a secondary attack against the target. You may play Action Jack, Lay of Battle, or Pounding Hammers, affecting all allies within 5, as a free action.

Secondary Attack: Charisma vs. Fortitude

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

Swan Song Bard Attack 17

It may not be the best song you've ever played, but it's close, and your enemies know it.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action Close burst 3

Targets: Two enemies in burst

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn. You may play Advantage Song, Strong March, Happy Days, or Throwdown as a free action.

Instrument: If you are using a stringed instrument, target three enemies in burst.

Level 19 Daily Performances

Alluring Image Bard Attack 19

You suddenly appear as a terribly attractive member of the target's opposite sex, then you kill it.

Daily • Arcane, Weapon

Standard Action Melee Weapon

Target: One humanoid

Attack: Charisma vs. Will

Hit: The target grants you combat advantage until the end of your next turn, and you may make a secondary attack.

Miss: Target is slowed until the end of your next turn, and you may make a secondary attack.

Secondary Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage. You may instruct all allies within 5 with Bardic Knowledge against this target or play Pounding Hammers or Advantage Song as a free action.

Miss: Half damage.

Enchanted Exhilaration Bard Attack 19

You enchant your ally so that an exhilarating song emanates from him.

Daily • Arcane, Healing, Implement, Psychic

Standard Action Area burst 3 within 10

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d10 + Charisma psychic damage.

Effect: Choose one ally in the burst. For the rest of the encounter, any ally who ends their turn within 3 squares of this ally regains 5 + your Charisma modifier hit points.

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Infernal Jig **Bard Attack 19**

A nasty tune awakens the little devil inside your foe, forcing him to stab himself.

Daily • Arcane, Charm, Implement, Necrotic
Standard Action **Ranged 10**

Target: One creature.

Attack: Charisma vs. Will

Hit: 3d12 + Charisma modifier necrotic damage, and the target must make a basic melee attack against himself during his next turn. You may play Shifty Eyes or Action Jack as a free action.

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

Rallying Beat **Bard Attack 19**

To me, my people! To me!

Daily • Arcane, Fear, Implement, Psychic
Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier psychic damage, and the target is weakened (save ends). You may play Shield Dance, Strong March, or Mind Castle, affecting all allies within 5, as a free action.

Effect: You can pull all allies within the blast a number of squares equal to your Charisma modifier.



Level 22 Utility Performances

A Man, A Plan... **Bard Utility 22**

You are able to begin the conflict in your favor.

Daily • Arcane

No Action

Personal

Effect: You gain a +20 bonus to your initiative. You may use this power after initiative is rolled. In addition, all allies within 5 squares may shift a number of squares equal to your Charisma modifier. You gain an action point, and the ability to use a total of two action points during this encounter. The action point must be spent during this turn or it disappears.

Clone **Bard Utility 22**

You conjure an image of yourself. Everyone thinks that's a little weird.

Daily • Arcane, Conjunction, Charm
Standard Action **Ranged 1**

Effect: You conjure a copy of yourself, which occupies 1 square. When an attack targets you or an ally adjacent to the clone, you may make a saving throw as an immediate interrupt. If you succeed, the attack is redirected to the clone. Enemies may also directly attack the clone. The clone exists until the end of the encounter or until it takes damage equal to your hit point total.

Good Riddance **Bard Utility 22**

What roiling flames?

Daily • Arcane

Standard Action **Ranged 10**

Effect: Any conjunction or zone is destroyed. All its effects end, including those that normally last until a target saves.

Ode to Joy **Bard Utility 22**

It's a beautiful song, as long as you can keep it up.

Encounter • Arcane, Healing
Standard Action **Ranged 20**

Target: One Ally

Effect: Target regains hit points as if he had spent a healing surge. In addition, all conditions on the target are immediately ended.

Sustain Standard: Target regains 1d10 hit points.

FORGOTTEN HEROES

Sonic Security Bard Utility 22

You weave an arcane shield of sound that protects an ally from ranged attacks.

Daily • Arcane

Minor Action Ranged 10

Target: One ally

Effect: The target gains a +5 power bonus to all defenses against ranged attacks for the rest of the encounter.

Level 23 Encounter Performances

Sound the Charge Bard Attack 23

Every crusader needs a herald calling out his name.

Encounter • Arcane, Implement, Thunder

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d12 + Charisma modifier thunder damage. An ally of your choice may charge the target as a free action and make a basic melee attack. You may play Pounding Hammers or Echoes as a free action.

Painful Lullaby Bard Attack 23

If I die before I wake, blame the bard who stole your cake!

Encounter • Arcane, Implement, Psychic, Sleep

Standard Action Ranged 10

Targets: One enemy

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier psychic damage, and the target is unconscious (save ends). Once the target saves against the unconscious condition, he is slowed (save ends). You may play Succor of Sound, Throwdown, or Strong March as a free action.

Instrument: If you are using a stringed instrument, add your Intelligence modifier to your damage.

Shriek Bard Attack 23

It's not what you'd call music, but it does the trick.

Encounter • Arcane, Implement, Psychic

Standard Action Close blast 5

Target: One enemy in blast

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier psychic damage, and the target is weakened until the end of your next turn. You may play Advantage Song or Shifty Eyes as a free action.

Instrument: If you are using a stringed instrument, target two enemies in blast.

Stabbity Stab Stab Bard Attack 23

It's uncanny how good you are with the rapier. Your target is mesmerized by your show of skill.

Encounter • Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Requirement: You must be wielding a rapier.

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn. You may instruct all allies within 5 with Bardic Knowledge against this target or play Pounding Hammers or Action Jack as a free action.

Whack and Sing Bard Attack 23

The crossing of blades is a music that exhilarates all around you.

Encounter • Arcane, Healing, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 4[W] + Dexterity modifier damage. Any ally adjacent to you may spend a healing surge. You may instruct one ally with Bardic Knowledge against this target or you may play Sonic Resist, Succor of Sound, or Throwdown as a free action.

Level 25 Daily Performances

Can't Stop Bard Attack 25

Through arcane power, you convince your enemies that your terrible song is still playing.

Daily • Arcane, Fear, Implement, Psychic

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Charisma vs. Fortitude

Hit: 2d10 + Charisma modifier psychic damage, and target takes ongoing 10 + Intelligence modifier psychic damage (save ends). You may play Lay of Battle or Shield Dance, affecting all allies within 5 until the end of the encounter, as a free action.

Miss: Half damage, and target takes ongoing 5 psychic damage (save ends). You may play Lay of Battle or Shield Dance as a free action.

Dance, Monkey Boy Bard Attack 25

You turn a blistering warrior into a dancing fool with a wave of your instrument.

Daily • Arcane, Charm, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d12 + Charisma modifier damage, and the target

FANG, FIST, AND SONG

is stunned until the end of your next turn.

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

Sustain Standard: Repeat the attack. You cannot sustain this power if you miss.

Exhilarating Melody Bard Attack 25

Projecting your song paralyzes your enemies and bolsters your allies.

Daily • Arcane, Healing, Implement, Psychic

Standard Action Area burst 3 within 10

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 1d10 + Charisma psychic damage, and the target is immobilized (save ends). You may play Happy Days, Sonic Resist, or Throwdown, affecting all allies within 5 until the end of the encounter, as a free action.

Effect: All allies in burst may spend a healing surge and regain the use of their second wind if it has been used in this encounter.

Thundering Note Bard Attack 25

You strike a mighty chord, rattling your enemy's teeth and his resolve.

Daily • Arcane, Implement, Thunder

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 6d10 + Charisma modifier thunder damage.

Effect: Target suffers a -2 penalty to attack rolls (save ends).

Level 27 Encounter Performances

Charming Strain Bard Attack 27

They don't want to like it, but there is something irresistible about your song.

Encounter • Arcane, Charm, Implement, Psychic

Standard Action Close burst 3

Target: 1 enemy in burst

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage, and the target is stunned until the end of your next turn. You may play Dance of Death or Mind Castle, affecting all allies within 5, as a free action.

Instrument: If you are using a stringed instrument, target 2 enemies in burst.

Flurry of Blades Bard Attack 27

You hum a tune that seems to slow time, allowing you to attack surrounding enemies and keep them off balance.

Encounter • Arcane, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and the target grants combat advantage to all of your allies until the end of your next turn. You may instruct 3 allies with Bardic Knowledge against this target as a free action.

Master Song Bard Attack 27

You deal a decisive blow, and force your foe to hit his friend.

Encounter • Arcane, Charm, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Charisma vs. Will

Hit: 3[W] + Dexterity modifier damage, and the target makes a melee basic attack against one of its adjacent allies of your choice with a power bonus to its attack roll equal to your Charisma modifier. You may instruct all allies within 5 with Bardic Knowledge against this target as a free action.

Musical Detonation Bard Attack 27

You render your instrument into an arcane bomb that explodes in a wave of thunder.

Encounter • Arcane, Implement, Thunder

Standard Action Close burst 10

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Hit: 1d10 + Charisma modifier damage. You may play Echoes, Advantage Song, or Lay of Battle, affecting all allies within 5, as a free action.

Instrument: If you are using a woodwind instrument, the target is also dazed until the end of your next turn.

Level 29 Daily Performances

Call Him Back Bard Attack 29

Using your powers of persuasion, you convince your ally that he's not really dead.

Daily • Arcane, Healing, Implement

Immediate Interrupt Ranged 10

Trigger: An ally drops below 0 hp.

Target: One ally

Effect: Your ally regains hit points equal to twice his healing surge value. As a free action, target may stand from prone and make a basic attack. He also gains an action point and the ability to use a second action point this encounter if he has already used one.



Lance of Sound Bard Attack 29

Like a spike of sonic energy, your song impales your enemy, causing great pain.

Daily • Arcane, Implement, Thunder

Standard Action Ranged 10

Target: One creature.

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier thunder damage, and the target is stunned (save ends). You may play Lay of Battle, Advantage Song, Quick Surge, or Strong March as a free action.

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

Sweet Succor Bard Attack 29

So good, so good. Your allies feel better and your enemies can't seem to shake what ails them.

Daily • Arcane, Healing, Implement, Psychic

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d12 + Charisma modifier psychic damage, and the target cannot make a saving throw against any ongoing conditions other than this power (save ends).

Effect: All allies in burst regain hit points as if they had spent a healing surge and all ongoing conditions are removed.

BARD PARAGON PATHS

SONGWEAVER

"I can make a song hurt, or give life."

Prerequisite: Bard class

In another life, you were a composer of songs, operas, and symphonies. After the disaster, though, your talents took on a new arcane twinge. You can now see the strands of the melodies dancing before you as you play your instrument. It is now mere child's play to manipulate the weaves to create heart-breaking works of art, or terrifying screeches that scratch the mind. Accomplishing both extremes with the same song is even possible, if you concentrate hard enough.



Songweaver Path Features

Beautiful Action (11th Level): When you spend an action point, you and all allies within 5 squares regain hit points equal to 5 + your Charisma modifier.

Strong Song (11th Level): Once per encounter, when a power allows you to play your choice of several Bardic Songs as a free action, you may choose two of the listed songs that you know and receive the benefits of both.

Song of Pain (16th Level): When you play a Bardic Song, all adjacent enemies take psychic damage equal to your Charisma modifier.

Songweaver Performances

Blank Song **Songweaver Attack 11**

Improvisation is the key to keeping the music fresh.

Encounter • Arcane, Implement

Standard Action Ranged 5

Target: One creature

Attack: Charisma vs. Will

Hit: Choose one of the following damage types: necrotic, radiant, psychic, or thunder. The target takes 2d10 + Charisma modifier damage of the chosen type. You may play Advantage Song, Action Jack, Lay of Battle, Succor of Sound, Sonic Resist, or Shield Dance as a free action.

Renewing Song **Songweaver Utility 12**

You never forget any song you've written.

Daily • Arcane

Standard Action Personal

Effect: You regain one encounter power with the Implement keyword you have already used.

Painful Melody **Songweaver Attack 20**

A hostile audience deserves to hear the most horrific song you know.

Daily • Arcane, Implement, Psychic

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage. You may play Dance of Death or Mind Castle as a free action.

Effect: For the rest of the encounter, whenever you play a Bardic Song, each enemy within 3 squares takes psychic damage equal to 5 + your Charisma modifier damage at the end of his turn. This damage supersedes the damage from the Song of Pain Songweaver feature.

LOREMASTER

"I know much more than you will ever consider possible."

Prerequisite: Bard class

Knowledge excites you. It gives you goose bumps all over. Others might find the differences between the Goblin Cutters and the Goblin Blackblades to be trivial, but to you, it's the stuff of legends. Knowledge is your weapon and you know how to use it, benefiting yourself and your allies, and harming those who have no respect for civilization and its many achievements. There *is* going to be a test at the end.

Loremaster Path Features

All Loremasters have these path features.

Student of the World (11th level): When you instruct an ally with Bardic Knowledge, the extra damage is applied to attacks against any creatures that can be identified with a monster knowledge check based on the same skill as the creature you hit with the attack that triggered your Bardic Knowledge.

Learned Action (11th level): When you use an action point to make an attack, you gain a bonus to your next attack roll equal to one for every 5 points of your base skill check bonus with the skill that can be used to make a monster knowledge check to identify the creature that is the target of the attack roll.

Master of Hidden Knowledge (16th level): When you instruct an ally with Bardic Knowledge, add your Intelligence modifier to the bonus damage granted to your ally.

Loremaster Performances

I Told You So **Loremaster Attack 11**

You foresee an enemy's failure and make sure he knows it.

Daily • Arcane, Implement

Immediate Reaction **Range 5**

Target: One enemy

Attack: Charisma vs. Will

Hit: 4d6 + Charisma modifier damage. You may instruct three allies with Bardic Knowledge as a free action.

Taunting Knowledge **Loremaster Utility 12**

I know something you don't know.

Daily • Arcane

Minor Action

Personal

Effect: Until the end of the encounter, when one of your powers with the Implement keyword hits a target, that target suffers a -2 penalty on attack rolls against you until the end of your next round.

Master Thesis **Loremaster Attack 20**

Your breadth of knowledge is so astounding that your foes are dumbfounded.

Daily • Primal, Weapon

Standard Action

Range 10

Target: All enemies within range.

Attack: Charisma vs. Will

Hit: The target is stunned until the end of your next turn. You may instruct all allies within 5 with Bardic Knowledge as a free action.

Miss: The target is dazed until the end of your next turn. You may instruct one ally with Bardic Knowledge as a free action.

Sustain Minor: You may instruct one ally with Bardic Knowledge as a free action.

DRUID

"I am the voice of the wild!"

Class Traits

Role: Controller. You exert control through magical effects that cover large areas—sometimes hindering foes, sometimes consuming them with fire.

Power Source: Primal. You channel the wild forces of nature.

Key Abilities: Wisdom, Constitution, Charisma

Armor Training: Leather, Hide

Weapon Proficiencies: Club, javelin, sickle, spear, dagger, quarterstaff, sling

Implements: Shillelagh, Fetish

Bonus to Defense: +2 Will

Hit Points at 1st Level: 10 + Constitution score

Hit Points per Level Gained: 4

Healing Surges: 6 + Constitution modifier

Trained Skills: Nature plus three others. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int)

Build Options: Environmental druid, elemental druid

Class Features: Animal Companion, Primal Implement Mastery, Ritual Casting, Wildshape

Druids are masters of primal forces. They act as conduits to the power of nature, learn ancient rituals that can heal and affect the natural world, destroy their enemies with elemental powers, and confound their foes with creeping vine. Druids wield wilding the way that fighters wield swords.

You heard the call of nature, and now you seek to act as its consort and protector. You could be a wizened sage of ancient lore, a savage protector of the forest, a rebel defying civilized interlopers, a channel for nature's wrath, or a spiritual leader of a forlorn people.

The elements of nature surround you like a well-worn cloak, ancient rituals let you tap into the wisdom of the ages, and power-charged implements hang from your belt. The wonder of nature occupies your consciousness like an eternal love. You must embrace nature with all your heart and all your soul.

CREATING A DRUID

The two basic builds of druid are the environmental druid and the elemental druid. All druids rely on Wisdom for attack powers. Constitution benefits powers from the environmental build, just as Charisma does for elemental druids.

Elemental Druid

You like powers that fry your foes with bolts of lightning, melt their flesh with waves of acid or lava, and freeze them in their tracks with blasts of cold. You excel in scouring enemies who are grouped away from your allies, and creating zones that keep them from getting to you. Elemental druids have a kinship with the Eagle totem, and typically choose these animals as their companions. Shillelaghs are your preferred implement. Wisdom governs your elemental attacks, so that should be your best ability score. Constitution gives you bonuses when you use your shillelagh and your build's encounter attack powers. Charisma should be your third priority for the sake of powers from the other druid build. When choosing powers, look for ones that deal your favorite type of energy damage to many foes at once.

Suggested Feat: Burning Blizzard (Human feat: Raging Storm)

Suggested Skills: Arcana, Endurance, Perception, Religion

Suggested At-Will Powers: Call Lightning, Frigid Sphere

Suggested Encounter Power: Shockwave

Suggested Daily Power: Frostbite

Environmental Druid

Your favorite powers bind your foes in creeping vines, isolate them behind thorn walls, and entomb them in the earth. You excel at hindering and manipulating single foes in the midst of your allies. Environmental druids feel affinity for the Bear and Wolf totems, and usually have these animals as their companions. Fetishes are your best choice of implement. Wisdom determines the success of your attacks, so make it your highest ability score. Charisma gives you bonuses with your fetish and your build's encounter attack powers. Constitution should be your third choice, to boost your Fortitude and hit points, and to enhance powers from the elemental druid build. Select powers that restrict the movements of single enemies or reshape the battlefield with zones of difficult terrain.

Suggested Feat: Wild Soul (Human feat: Human Perseverance)

Suggested Skills: Diplomacy, Dungeoneering, Heal, Intimidate

Suggested At-Will Powers: Adder Bite, Vine Lash

Suggested Encounter Power: Entangle

Suggested Daily Power: Summon Swarm

Druid Overview

Characteristics: Your powers are about affecting multiple targets—moving them around the battlefield and dealing different kinds of damage to them. You also have powers that allow you to adapt to your surroundings, granting you the mobility and senses of members of the animal kingdom.

Religion: Druids favor deities of nature, freedom, and adventure. They look askance at gods of civilization and gods of tyranny and greed.

Races: Elves, humans, and half-elves excel at the druid's primordial magic. Dwarves also have strong potential for druidic power, but this tradition is rare in their culture.

IMPLEMENTS

Druids use fetishes and shillelachs to help channel and direct their primal powers. Every druid has mastery of one of these two types of implement (see "Class Features"). Without an implement, a druid can still use his or her powers. A druid wielding a fetish or shillelagh can add its enhancement bonus to attack rolls and damage rolls to powers that have the implement keyword.



DRUID CLASS FEATURES

You have the following class features.

Animal Companion

You have an affinity for one type of animal. By shaping nature's energies, you can summon an exemplary member of this species to follow you. Choose one of the following species for your animal companion. (With your DM's permission, you could substitute other, similar animals, such as a bat instead of an eagle, an elk instead of a bear, or a tiger instead of a wolf). You gain the *summon animal companion* power for that animal.

Primal Implement Mastery

You specialize in the use of one kind of implement to gain additional abilities when you wield it. Choose one of the following forms of implement mastery.

Fetish: You can attach your fetish to a weapon by tying it to the haft. Your weapon damage die increases by one size when you are wielding a simple weapon to which your fetish is attached. Removing your fetish from a weapon or attaching it to a new weapon requires a standard action.

Once per encounter, as a free action, you can use your fetish to increase a single push, pull, or slide effect generated by one of your wildings by an amount equal to your Charisma bonus.

You must wield a fetish to benefit from these features. This form of mastery is useful for environmental druids because it improves their ability to control the battlefield.

Shillelagh: You can use your shillelagh as a melee weapon (treat as a quarterstaff). When you are wielding a shillelagh, your weapon proficiency bonus is +3. In addition, once per encounter as an immediate interrupt, you gain a bonus on a single attack roll equal to your Constitution modifier.

You must wield your shillelagh to benefit from these features. This form of mastery is useful for elemental druids because it improves their ability to hit with their powers.

Wildshape

Wildshape allows you to adapt your body to the landscape, granting you new forms of mobility and perception. Your body alters noticeably, taking on new physical characteristics. You might take on animal features, experience elemental emanations coming from your body, or take on the visage of a spiritual totem. At higher levels, you can mold yourself into the essence of nature itself and display truly awe-inspiring powers.

Once per day, you can assume a wildshape as a minor action and gain any one of the heroic benefits listed below. The benefit lasts until the end of the encounter or for 1 hour. When you reach paragon levels, you can use wildshape twice per day. One of your choices must be from the heroic tier and the other from the paragon tier. When you reach epic levels, you can use wildshape three times per day. Each of the three powers you choose must be from different tiers.

Heroic

- **Agile Wildshape:** You take the form of a brachiating ape or a leaping gazelle. You gain a climb speed equal to your speed and a bonus of +10 to Athletics checks made to jump.
- **Aquatic Wildshape:** You take the form of a shark or a dolphin. You gain a swim speed equal to your speed and you can breathe water as easily as air.
- **Hunting Wildshape:** You take the form of a bloodhound or a cougar. You gain scent and low-light vision.

Paragon

- **Cavern Wildshape:** Gain darkvision and all-around vision
- **Digging Wildshape:** Gain tremorsense 5 and burrow speed equal to your land speed
- **Fey Wildshape:** Your movement ignores the effect of difficult terrain.

Epic

- **Draconic Wildshape:** You gain truesight 5 and blindsight 5
- **Elemental Wildshape:** You can merge with an adjacent stone wall or other vertical surface. You can move at your normal speed while in the stone. You must begin and end your movement in a normal space. If you are still in the stone at the end of your movement, you are ejected in the nearest available square and suffer 1d6 damage per square through which you were shunted.
- **Aerial Wildshape:** Gain a flight speed equal to your speed. You must begin and end your movement on solid ground.

Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You store your rituals by carving them as runes on your shillelagh or fetish. Your implement contains two rituals you have mastered: the Animal Messenger ritual and one other 1st-level ritual of your choice. A typical implement can hold up to 50 rituals.

DRUID POWERS

Your primal powers are also known as wildings. You are often misunderstood when people see you using your powers: a master of forces that less visionary folk can't see or don't understand.

Class Features

Summon Animal Companion Druid Feature

Like the soil gives forth shoots, you call a faithful servant forth from the invisible energies of creation.

Encounter • Primal, Summoning Minor Action Ranged 10

Effect: You conjure an animal that occupies 1 square within range. If you wish for the animal companion to move, you must spend your move action. An animal companion can do anything with a move action that a creature of its type could normally do, including flying, running, or jumping. You and your allies treat your animal companion as an ally. Your animal companion lasts until it is hit by an attack that deals damage. Its defenses against attack are equal to 10 + ½ your level + your Wisdom modifier. As a minor action, you can have your animal companion pick up, move, or manipulate an object adjacent to it that weighs 20 pounds or less. It can carry this object when it moves, or drop the object as a free action.

Special: You can only have one animal companion at a time. In situations where you are able to make a skill check, you can use your animal companion as the focus of your check. For example, you could fly your eagle into the next valley to make a Perception check, or prompt your bear to growl to make an Intimidate check.

Eagle: When your eagle is hit by an area attack, you can make a saving throw as an immediate interrupt. If you succeed, your eagle is unharmed. You can add your Constitution modifier to Perception checks made using your eagle.

Bear: When your bear is hit by a melee attack, you can make a saving throw as an immediate interrupt. If you succeed, your bear is unharmed. You can add your Constitution modifier to Intimidate checks made using your bear.

Wolf: When your bear is hit by a ranged attack, you can make a saving throw as an immediate interrupt. If you succeed, your bear is unharmed. You can add your Constitution modifier to Stealth checks made using your bear.

FORGOTTEN HEROES

Companion Attack **Druid Feature**

The eagle rakes the orc's eyes, the bear mauls him, and the wolf rips out his throat.

At-Will • Implement, Primal

Standard Action **Melee touch**

Target: One creature adjacent to your animal companion

Attack: Wisdom vs. Reflex

Requirement: Your animal companion must be able to attack.

Hit: 1d6 + Wisdom damage.

Increase damage to 2d6 + Wisdom modifier at 21st level.

Eagle: You gain a bonus to the attack's damage roll equal to your Charisma modifier.

Bear: You gain a bonus to the attack's damage roll equal to your Constitution modifier.

Wolf: You can shift your wolf one square following the attack.

Special: You can use this power as an immediate reaction when an enemy adjacent to your animal companion provokes an opportunity. You cannot use this power if your animal companion has been destroyed.

Wildshape **Druid Feature**

You call upon the power of nature to take on animal characteristics, enabling you to adapt to your surroundings.

Daily • Primal

Minor Action **Personal**

Effect: You gain the benefits of one of the heroic tier wildshape effects for one hour.

At 11th level, you can use this power twice per day. One of the uses must be heroic and the other must be paragon.

At 21st level, you can use this power three times per day. One of the uses must be heroic, one paragon, and one epic.

Level 1 At-Will Wilding

Adder Bite **Druid Attack 1**

A writhing adder springs from your hand, hurtling at the target's neck.

At-Will • Implement, Poison, Primal

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier poison damage.

Increase damage to 2d10 + Wisdom modifier 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.

Call Lightning **Druid Attack 1**

The air above the target crackles as a bolt of lightning descends from the sky.

At-Will • Implement, Lightning, Primal

Standard Action **Ranged 10**

Target: All creatures in one square or vertically above that square

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier lightning damage, and an enemy adjacent to the target takes damage equal to your Wisdom modifier.

Increase damage to 2d6 + Wisdom modifier at 21st level.

Frigid Sphere **Druid Attack 1**

You create a sphere of arctic air that freezes your targets.

At-Will • Cold, Implement, Primal

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

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d4 + Wisdom modifier cold damage, and the target is slowed until the end of your next turn.

Increase damage to 2d4 + Wisdom modifier at 21st level.

Gust of Wind **Druid Attack 1**

You release a vortex of wind that buffets your foes.

At-Will • Implement, Primal

Standard Action **Close** burst 2

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d6 damage, and you push the target a number of squares equal to your Charisma modifier.

Increase damage to 2d6 at 21st level.

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Vine Lash **Druid Attack 1**

You create a razor sharp lash of vines that snaps at a target.

At-Will • Implement, Primal
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and you pull the target a number of squares equal to your Charisma modifier.

Increase damage to 2d8 + Wisdom modifier at 21st level.

Level 1 Encounter Wilding

Cloud of Spores **Druid Attack 1**

Spores of poisonous fungi erupt from your body, burrowing into the flesh of your surrounding foes.

Encounter • Implement, Poison, Primal
Standard Action Close burst 2

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom poison damage.

Entangle **Druid Attack 1**

You call upon the vines and roots to immobilize your foes.

Encounter • Implement, Paralysis, Primal, Zone
Standard Action Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

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

Effect: The power's area is difficult terrain until the end of your next turn.

Shockwave **Druid Attack 1**

You stomp your foot into the ground, releasing a tremor that knocks your foes off their feet.

Encounter • Implement, Primal, Thunder
Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: Wisdom modifier thunder damage, and the target is knocked prone.

Sunbeam **Druid Attack 1**

You point your finger at the target, releasing a ray of light brighter than the sun itself.

Encounter • Implement, Primal, Radiant
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d6 radiant damage, and the target is blinded until the end of your next turn.

Courageous Companion **Druid Attack 1**

Your animal companion is spurred on by your encouragement, and it attacks your enemy.

Encounter • Implement, Primal, Summoning
Standard Action Ranged 10

Target: One creature

Special: If your animal companion has been destroyed, you may use *summon animal companion* as a free action.

Effect: Your animal companion can move a number of squares equal to your Wisdom score as long as it ends its movement adjacent to the target. At the end of this movement, you can use your *companion attack* power as a free action, and add an extra 1d8 damage if you hit.

Level 1 Daily Wildings

Frostbite **Druid Attack 1**

You gaze upon the targets, turning their flesh to ice.

Daily • Cold, Implement, Primal

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier cold damage and ongoing 5 cold damage (save ends).

Miss: Half damage, and no ongoing damage.

Ignite **Druid Attack 1**

Your touch causes the target to burst into flame.

Daily • Fire, Implement, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier fire damage, and ongoing 5 fire damage (save ends).

Miss: Half damage, and no ongoing damage.

Summon Swarm **Druid Attack 1**

You conjure a swarm of vermin that assaults your foes.

Daily • Conjuration, Implement, Poison, Primal

Standard Action Ranged 10

Target: One creature adjacent to the swarm

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier poison damage.

Effect: You conjure a swarm of locusts that occupies 1 square within range. As a move action, you can move the swarm up to 6 squares. Any creature that starts its turn next to the swarm takes 1d4 + your Wisdom modifier poison damage.

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Sustain Minor: You can sustain the swarm until the end of the encounter. As a standard action, you can make another attack with the swarm.

Level 2 Utility Wildings

Barkskin **Druid Utility 2**

Your skin hardens for an instant, repelling attacks.

Encounter • Primal

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC and a +2 power bonus to your Fortitude defense until the end of your next turn.

Faerie Fire **Druid Utility 2**

You limn your opponents in glowing purple flames.

Daily • Primal

Minor Action **Area** burst 3 within 10

Target: A number of creatures within the burst equal to your Charisma modifier

Effect: The target sheds bright light that fills the target's square and all squares within 4 squares of it (save ends). While it is shedding light, the target cannot become invisible and suffers a -1 penalty to its AC and a penalty to its Stealth checks equal to your Wisdom modifier.

Borne Aloft **Druid Utility 2**

You briefly gain the power of flight by riding a current of wind.

Daily • Primal

Immediate Interrupt **Personal**

Trigger: You fall

Effect: You can move a number of squares equal to your speed. If that places you on solid ground, you take no damage from the fall.



Sly Wolf **Druid Utility 2**

You creep around the target, gaining a better angle to aid the attacks of your allies.

Daily • Primal

Minor Action **Personal**

Effect: You may shift a number of squares equal to double your speed.

Level 3 Encounter Wildings

Lava Blast **Druid Attack 3**

You summon the full force of the earth, causing the ground to become uneven and lava to boil out.

Encounter • Fire, Implement, Primal, Zone

Standard Action **Area** blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 2d4 + Wisdom modifier fire damage.

Effect: The blast creates a zone of difficult terrain that lasts until the end of your next turn.

Rain of Icicles **Druid Attack 3**

You beseech the clouds to rain shards of ice upon your foes.

Encounter • Cold, Implement, Primal

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier + Constitution modifier cold damage and the target is slowed until the end of your next turn.

Thorn Spray **Druid Attack 3**

You release a spray of thorns that pierce the flesh of your enemies.

Encounter • Implement, Primal

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage.

Verdant Whirlwind **Druid Attack 3**

Branches erupt from your body, buffeting your foes in a wooden vortex.

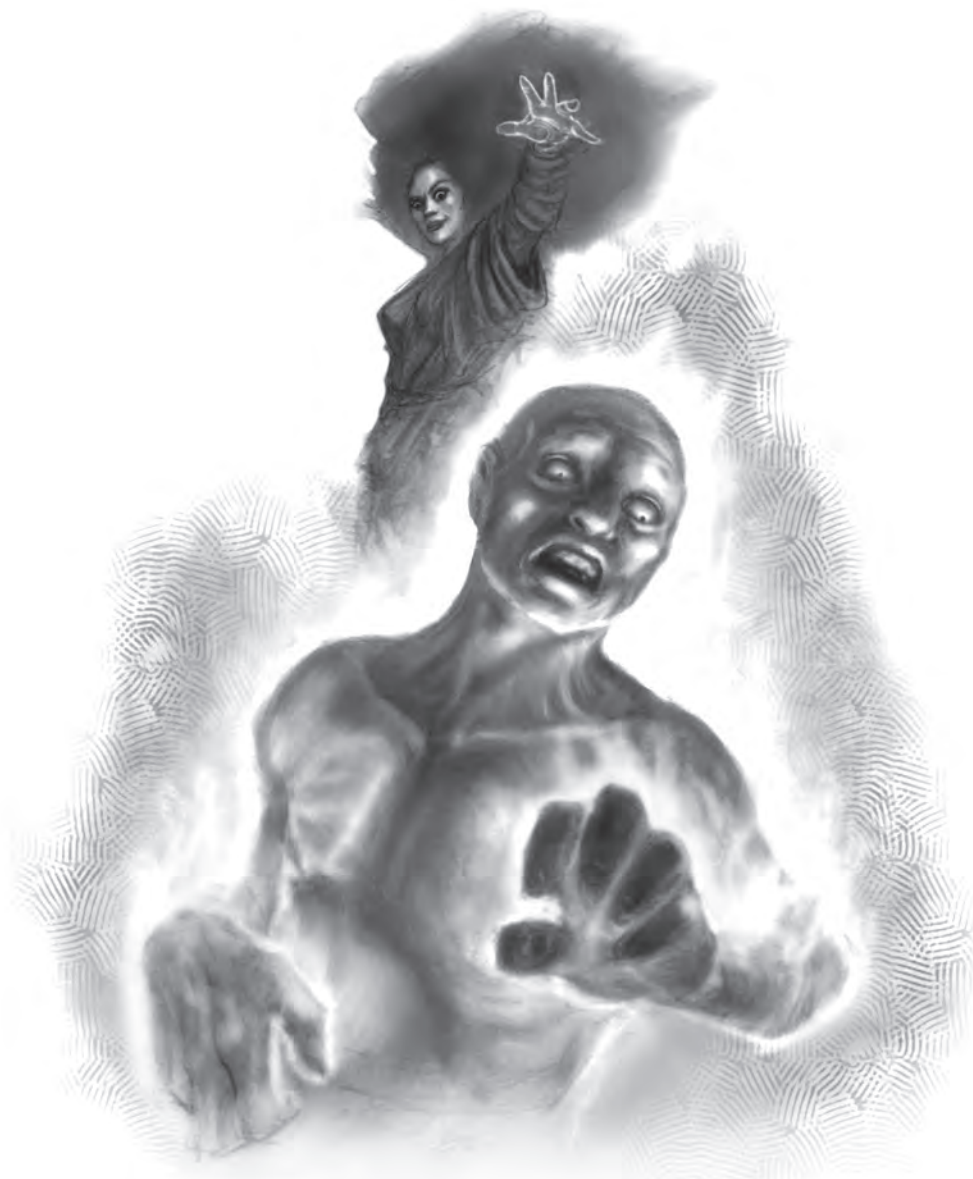
Encounter • Implement, Primal

Standard Action **Close** burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and the target is pushed a number of squares equal to 1 + your Charisma modifier.



Level 5 Daily Wildings

Blazing Sun Druid Attack 5

You produce a shining globe as bright and hot as the sun.

Daily • Fire, Implement, Primal, Radiant, Zone Standard Action Area burst 1 within 10

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: The target is blinded (save ends).

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

Effect: The area of the burst sheds bright light until the end of the encounter.

Dragonne's Roar Druid Attack 5

You loose the terrible roar of a leonine dragon.

Daily • Implement, Primal, Thunder Standard Action Area blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Fortitude

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

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

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Summon Treant **Druid Attack 5**

You summon a treant that takes verdant vengeance upon your enemies.

Daily • Implement, Primal, Summon

Standard Action **Ranged 10**

Effect: You summon a Medium treant that occupies one square within range and attacks. You can move the treant up to 6 squares as a move action. The treant lasts until the end of the encounter.

Target: One creature adjacent to the treant

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier damage, and the target is grabbed. Attempts by the target to escape from being grabbed are opposed by your Fortitude or Reflex defense.

Sustain Minor: The treant maintains the grab.

Sustain Standard: The treant repeats the attack.

Viper Blast **Druid Attack 5**

You hurl a mass of poisonous vipers at your foes.

Daily • Implement, Poison, Primal

Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier poison damage, plus ongoing 5 poison damage (save ends).

Miss: Half damage, and no ongoing damage.

Level 6 Utility Wildings

Camouflage **Druid Utility 6**

Your skin blends in with the surroundings, making you the perfect predator.

Daily • Illusion, Primal

Minor Action **Personal**

Effect: You gain a +10 bonus on Stealth checks until the end of the encounter.

Mirage **Druid Utility 6**

You create a roiling wave of illusionary heat that distorts vision.

Daily • Illusion, Primal

Minor Action **Area** wall 8 within 10 squares

Effect: You create a wall of contiguous squares filled with the illusion of roiling heat. The wall can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. The wall grants concealment to creatures in its space and blocks line of sight.

Sustain Minor: The wall persists.

Natural Shapes **Druid Utility 6**

With a wave of your implement, you and your companions take the form of flora or fauna.

Daily • Illusion, Primal

Minor Action **Close burst 5**

Target: Allies within burst

Effect: You use a visual illusion to disguise yourself and your allies as any one type of plant or animal of Tiny to Large size that you have seen before. The illusion lasts for 1 hour, or until you end it as a minor action.

Tree Stride **Druid Utility 6**

You trace the outline of a doorway in the tree in front of you, step through the portal, and reemerge from a distant tree.

Daily • Primal, Teleportation

Move Action **Personal**

Effect: You step into an adjacent tree and reemerge adjacent to another tree within 20 squares.

Special: If there are no trees nearby, you teleport 5 by descending into the ground and reappearing in another location nearby.



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Level 7 Encounter Wildings

Acid Rain **Druid Attack 7**

You taunt the clouds, inciting them to spew their vitriol upon the targets.

Encounter • Acid, Implement, Primal

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier + Constitution modifier acid damage.

Call Lightning Storm **Druid Attack 7**

You rain down bolts of lightning upon your foes, revealing the full power of the storm.

Encounter • Implement, Lightning, Primal

Standard Action **Close** blast 5

Target: 3 creatures in blast

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier lightning damage, and the target suffers a penalty on attack rolls equal to one-half your Charisma modifier until the end of your next turn.

Cinderblast **Druid Attack 7**

You release a blast of fire and earth that sears the bodies of your unworthy foes.

Encounter • Fire, Implement, Primal

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier fire damage.

Level 9 Daily Wildings

Crackling Web **Druid Attack 9**

You conjure an electrified web made of thick magical strands that hang in midair, trapping those within it.

Encounter • Conjunction, Implement, Lightning, Primal, Zone

Standard Action **Area** burst 2 within 20 squares

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 that ends its move in the web is immobilized (save ends). Any creature in the web at the start of its turn takes 1d8 + Wisdom modifier lightning damage.

Spike Stones **Druid Attack 9**

You cause the earth to erupt with jagged spikes of stone, confounding and wounding your foes.

Encounter • Implement, Primal, Zone

Standard Action **Area** burst 5 within 20 squares

Effect: The burst creates a zone filled with sharp spikes of stone that cover the ground until the end of the encounter or for 5 minutes. The zone is difficult terrain. Any creature moving through the spikes suffers damage equal to your Wisdom modifier each time it enters a square within the zone.

Wall of Thunder **Druid Attack 9**

You conjure a wall of deafening thunder that shakes your foes to their very core.

Daily • Conjunction, Implement, Primal, Thunder

Standard Action **Area** wall 6 within 10 squares

Effect: You conjure a wall of contiguous squares filled with thunder. The wall can be up to 6 squares long and up to 3 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d8 + Wisdom modifier thunder damage and is deafened until the end of its next turn. Any creature that starts its turn in the wall's space or moves through the wall's space takes 2d10 + Wisdom modifier thunder damage and is deafened (save ends). The wall is difficult terrain that blocks line of sight.

Zephyr Wind **Druid Attack 9**

You create a swirling whirlwind of air that batters your foes.

Daily • Conjunction, Implement, Primal

Standard Action **Ranged** 10

Effect: You conjure a vortex of wind that occupies one square within range and attacks. As a move action, you can move the vortex up to 6 squares. Any creature that starts its turn next to the vortex takes 2d6 + Wisdom modifier damage.

Target: One creature adjacent to the vortex

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier damage, and the target is pushed a number of squares equal to 1 + your Charisma modifier.

Sustain Standard: Repeat the attack.

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Level 10 Utility Wildings

Cheetah's Blessing **Druid Utility 10**

You invoke the spirit of the cheetah, gaining great speed.

Daily • Primal

Minor Action **Personal**

Effect: You gain a +2 to your speed until the end of the encounter or for five minutes.

Aqueous Form **Druid Utility 10**

You cascade into a rush of running water and slip under the door.

Daily • Primal

Move Action **Personal**

Effect: You turn into a rush of water and move a number of squares equal to your speed, reforming at the end of your movement. Your movement does not provoke opportunity attacks, and you can move through any barrier that offers a gap that water could pass through.

Winds of Change **Druid Utility 10**

At the last moment, you invoke a gust of wind that turns aside the arrow.

Daily • Primal

Immediate Interrupt **Ranged 5**

Trigger: You or an ally is hit by a ranged attack

Effect: The attacker must reroll the attack roll.

Level 13 Encounter Wildings

Seismic Blast **Druid Attack 13**

You stomp your foot into the ground, causing the earth to revolt and throw your foes off their feet.

Encounter • Implement, Primal, Thunder

Standard Action **Close** blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier thunder damage, and the target is dazed until the end of your next turn and knocked prone.

Sun's Wrath **Druid Attack 13**

You give the sun a voice, allowing it to channel its wrath at those who pollute the sky.

Encounter • Implement, Primal, Radiant

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

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

Valiant Companion **Druid Attack 13**

Your animal companion is inspired by your might and assaults your foe.

Encounter • Implement, Primal, Summoning

Standard Action **Ranged 10**

Target: One creature

Special: If your animal companion has been destroyed, you may use *summon animal companion* as a free action.

Effect: Your animal companion can move a number of squares equal to your Wisdom score as long as it ends its movement adjacent to the target. At the end of this movement you can use your *companion attack* power as a free action, and add an extra 2d10 to damage if you hit.

Level 15 Daily Wildings

Flame Blade **Druid Attack 15**

You create a blade of flame that extends from your implement.

Daily • Fire, Implement, Primal

Standard Action **Melee** touch

Effect: You conjure a flaming blade until the end of your next round.

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier fire damage.

Sustain Minor: You sustain the blade until the end of your next round.

Sustain Standard: You sustain the blade until the end of your next round and repeat the attack.

Special: This power counts as a melee basic attack. When you are able to make a melee basic attack, you can use this power.

Polar Onslaught **Druid Attack 15**

You call upon the elements to bury your foes in a ton of snow.

Daily • Cold, Implement, Primal

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier cold damage, ongoing 10 cold damage, and the target is slowed (save ends both effects).

Miss: Half damage, ongoing 5 cold damage (save ends), and the target is slowed until the end of your next turn.

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Plague of Locusts **Druid Attack 15**

You conjure a swarm of teeming locusts that harass your foes.

Daily • Conjuration, Implement, Poison, Primal **Standard Action** **Ranged 10**

Target: One creature adjacent to the swarm

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier poison damage, and the target is slowed until the end of your next round.

Effect: You conjure a swarm of locusts that occupies 1 square within range. As a move action, you can move the swarm up to 6 squares. Any creature that starts its turn next to the swarm takes 2d4 + your Wisdom modifier poison damage and is slowed until the end of your next round.

Sustain Minor: You can sustain the swarm until the end of the encounter. As a standard action, you can make another attack with the swarm.

Level 16 Utility Wildings

Move Earth **Druid Utility 16**

You create a passageway through the earth or stone.

Daily • Primal, Teleportation

Move Action **Range 10**

Effect: You create a passageway up to 2 squares wide and 10 squares long in earth or stone. The passageway can descend in any direction as long as it is not blocked by a creature or by a material other than earth or stone, such as metal, water, or air. If you attempt to create a passageway in an area that is interrupted by another substance, the passageway ends in the squares before that area.

Transport Via Plants **Druid Utility 16**

You become one with the trees, using them to transport you around the battlefield.

Daily • Primal, Teleportation

Move Action **Personal**

Effect: You step into an adjacent tree and reemerge adjacent to another tree within 20 squares.

Special: If there are no trees nearby, you teleport 5 by descending into the ground and reappearing in another location nearby.

Sustain Minor: You can sustain this power for 5 minutes or until the end of the encounter. As long as you sustain it, you can spend a move action to teleport 5 squares, as long as you begin and end your movement adjacent to a tree. If there are no trees nearby, you can teleport up to 3 squares to any unoccupied square by descending into the ground and reappearing in another location nearby.

Wings of the Eagle

Druid Utility 16

You sprout avian wings that allow you to fly like the great birds of prey.

Daily • Primal

Minor 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.



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Level 17 Encounter Wildings

Volcanic Eruption **Druid Attack 17**

You increase the pressure under the earth, causing a massive gout of magma to erupt from the ground.

Encounter • Fire, Implement, Primal, Zone

Standard Action **Close** blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 6d4 + Wisdom modifier fire damage.

Effect: The blast creates a zone of difficult terrain that lasts until the end of your next turn.

Hailstorm **Druid Attack 17**

You invoke the lords of weather to release a storm of hail upon your foes.

Encounter • Cold, Implement, Primal

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier + Constitution modifier cold damage, and the target is slowed until the end of your next turn.

Burst of Quills **Druid Attack 17**

You sprout a coat of quills that shoot out at nearby foes.

Encounter • Implement, Primal

Standard Action **Close** burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier damage.

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

Level 19 Daily Wildings

Blazing Sun **Druid Attack 19**

You create a sun that explodes in a burst of brilliant energy.

Daily • Fire, Implement, Primal

Standard Action **Area** burst 1 within 20

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier fire and radiant damage, and the target is blinded until the end of your next turn.

Miss: Half damage.

Effect: The area of the burst sheds bright light until the end of the encounter.

Liveoak **Druid Attack 19**

You summon a large treant that wreaks nature's wrath upon your enemies.

Daily • Implement, Primal, Summon

Standard Action **Ranged** 10

Effect: You summon a Large treant that appears in four unoccupied squares within range and attacks. The treant lasts until the end of your next turn.

Target: One creature adjacent to the treant

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier damage.

Sustain Move: You can move the treant up to 6 squares.

Sustain Standard: You can move the treant up to 6 squares and repeat the attack.

Nest of Vipers **Druid Attack 19**

You conjure a mass of poisonous vipers.

Daily • Conjuration, Implement, Poison, Primal, Zone

Standard Action **Close** burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier poison damage.

Effect: This spell creates a zone of poisonous vipers. Creatures that enter the zone take 1d10 + Wisdom modifier poison damage.

Sustain Minor: You can sustain this power for 5 minutes or until the end of the encounter.

Level 22 Utility Wildings

Adaptation **Druid Utility 22**

You and your allies adapt to your environment, gaining resistance to its dangers.

Daily • Primal

Minor Action **Close** burst 5

Effect: Against a particular type of damage chosen by you, all targets gain resistance equal to your level + your Wisdom modifier 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.

Flight of the Eagles **Druid Utility 22**

You and your allies sprout avian wings, becoming like a flock of great birds of prey.

Daily • Primal

Minor Action **Close** burst 5

Effect: You gain a speed of fly 8 until the end of your next turn

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Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, you and your allies float to the ground without taking falling damage.

Spellstaff **Druid Utility 22**

You use your implement to channel magic from the land, allowing you to store your wilding for later use.

Daily • Primal Standard Action **Personal**

Effect: You place an at-will wilding in your staff until the end of your next turn. When you use an at-will or encounter wilding, you can use the wilding stored in your staff as a free action, ending this power. You can keep a wilding stored in your implement until the end of the encounter, at which time it dissipates in a harmless flash of sunlight or gust of wind.

Sustain Minor: You sustain the wilding in your staff until the end of your next turn.

Level 23 Encounter Wildings

Call of the Wild **Druid Attack 23**

You release a roar so powerful that it shocks your foes into inaction.

Encounter • Implement, Primal, Thunder Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: The target is stunned until the end of your next turn.

Land Maw **Druid Attack 23**

You conjure an earthen maw in the land below the targets, grinding them in the jaws of nature.

Encounter • Implement, Primal, Zone Standard Action **Area blast 5**

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage.

Effect: The blast creates a zone of difficult terrain. The target suffers the damage listed above again if it moves before the end of your next turn.

Rain of Fire **Druid Attack 23**

You cause the skies to weep molten fire and the earth to cry tears of flame.

Encounter • Fire, Implement, Primal, Zone Standard Action **Area burst 5**

within 10

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 5d4 + Wisdom modifier fire damage.

Effect: The burst creates a zone of difficult terrain until the end of your next turn. Any creature that enters the zone or starts its turn in it takes 10 fire damage.

Level 25 Daily Wildings

Earthly End **Druid Attack 25**

You cause vines to erupt out of the earth, forcefully dragging your foe under the ground, heedless of crushed bones and bleeding flesh.

Encounter • Implement, Primal Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 6d6 + Wisdom modifier poison damage.

Effect: The target is pulled underground, unable to affect or be affected by the world and its inhabitants in any way. It cannot see, hear, or sense the world. In effect, the target is removed from the game. On its turn each round, the target can attempt an Endurance check against your Will to escape. It gains a +5 bonus to the check each time it fails. When it escapes, the target returns to the space it occupied (or, if occupied, the nearest available unoccupied space of its choice).



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Return to Innocence **Druid Attack 25**

You cause your foes to slowly revert to a weaker, more primitive species.

Encounter • Implement, Primal

Standard Action **Area** burst 3 within 10

Target: Each creature in burst.

Attack: Wisdom vs. Will

Hit: The target is dazed (save ends).

Aftereffect: The target is weakened (save ends).

Aftereffect: The target suffers a penalty on attacks, saves, defenses, skill checks, and ability checks equal to your Wisdom modifier (save ends).

Widow's Web **Druid Attack 25**

You conjure a massive web containing an enormous black widow spider.

Encounter • Conjuration, Implement, Poison, Primal, Summoning, Zone

Standard Action **Area** burst 5 within 20 squares

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 that ends its move in the web is immobilized (save ends). You also summon a Large black widow spider that you can place in any square in the web.

Target: One creature adjacent to the spider and in the web

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier poison damage (save ends).

Sustain Minor: You can sustain this spell until the end of the encounter or for 5 minutes. Each round that you sustain the spell, the summoned black widow spider can move a number of squares equal to your Wisdom modifier and attack.

Level 27 Encounter Wildings

Cometfall **Druid Attack 27**

You bring down a heavenly body that strikes your foe in an explosion of ice and fire.

Encounter • Cold, Fire, Implement, Primal

Standard Action **Area** burst 5

Target: Each creature in burst.

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier cold and fire damage.

Solar Body **Druid Attack 27**

Your body releases a brilliant radiance that blinds your foes and sears their flesh.

Encounter • Implement, Primal, Radiant

Standard Action **Close** burst 5

Target: Each creature in burst.

Attack: Wisdom vs. Fortitude

Hit: 4d8 + Wisdom modifier radiant damage, and the target is blinded until the end of your next turn.

Uncanny Companion **Druid Attack 27**

Your animal companion is a force to be reckoned with!

Encounter • Implement, Primal, Summoning

Standard Action **Ranged** 10

Target: One creature

Special: If your animal companion has been destroyed, you may use *summon animal companion* as a free action.

Effect: Your animal companion can move a number of squares equal to your Wisdom score as long as it ends its movement adjacent to the target. At the end of this movement you can use your *companion attack* power as a free action, and add an extra 3d10 damage if you hit.

Vicious Cobra **Druid Attack 27**

You hurl a furious giant cobra that sinks its teeth into your foe, injecting a deadly poison into his blood.

Encounter • Implement, Poison, Primal

Standard Action **Range** 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier poison damage. The target takes this damage again at the beginning of its next turn.

Level 29 Daily Wildings

Control Weather **Druid Attack 29**

You summon the full force of nature's power, creating a powerful storm of hail, thunder, and lightning.

Encounter • Cold, Implement, Lightning, Primal, Thunder, Zone

Standard Action **Area** burst 5

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier cold, lightning, and thunder damage.

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Miss: Half damage.

Effect: You create a zone of violent, stormy weather in the area. The area is considered difficult terrain and creatures within it have concealment. Any creature that begins its turn in or enters the area takes 1d10 + Wisdom modifier cold, lightning, and thunder damage. The zone lasts until the end of your next turn.

Sustain Minor: The wilding persists. You can sustain this wilding until the end of the encounter or for 5 minutes.

Creeping Doom **Druid Attack 29**

You summon nature's host of vermin from miles around, sending them as a plague upon your enemy.

Encounter • Conjuration, Implement, Poison, Primal, Zone

Standard Action **Area** burst 5

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage and 2d8 poison damage.

Miss: Half damage.

Effect: You create a zone of hungry poisonous insects until the end of your next turn. The area is considered difficult terrain and creatures within it have concealment. Any creature that begins its turn in or enters the area takes 1d6 damage + 1d6 poison damage + Wisdom modifier damage.

Sustain Minor: The wilding persists until the end of your next turn. You can sustain this wilding until the end of the encounter or for 5 minutes.

Verdant Reclamation **Druid Attack 29**

You channel nature's fury, causing vast swaths of thorny brambles and vines to blot out all indication that man ever roamed the land.

Encounter • Conjuration, Implement, Primal, Zone

Standard Action **Area** burst 5

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and the target is restrained (save ends).

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

Effect: You create a zone of slithering thorny vines that choke and restrain all in the area. The area blocks line of sight and provides concealment to creatures within it. Any creature that begins its turn in or enters the area is immobilized until the end of its next turn. Creatures suffer damage equal to your Wisdom modifier for each square of the area through which they move.



DRUID PARAGON PATHS

SHAPESHIFTER

*"I am a cat, stealthy and swift,
I am a bear, descending the rift."*

Prerequisite: Druid class

The connection you feel to the primal world is enhanced beyond human comprehension. Your body is an instrument that you use to strike at nature's foes. By physically embodying the manifestations of nature, you are able to stem the tide of civilization, a force that threatens everything you hold dear.

Shapeshifter Path Features

Claw and Bite (11th Level): When you use your wildshape class feature, you can use *wildshape attack* as an at-will power.

Wild Action (11th Level): When you spend an action point to take an extra action, you may use the wildshape class feature as a free action, and you gain +5 to your speed until the start of your next turn.

Ferocious Druid (16th Level): When you use your wildshape class feature, you may make a basic melee attack against each adjacent enemy as a free action.

Shapeshifter Anima

Wildshape Attack Shapeshifter Path Feature

You take a form that possesses claws and fangs, and put them to use.

At-Will • Primal

Standard Action **Melee touch**

Requirement: You must be in a wildshape form that possesses natural weapons.

Target: One creature

Attack: Wisdom vs. AC

Hit: 1d10 + Wisdom modifier damage.

Ursine Swat Shapeshifter Attack 11

You become a raging grizzly and bat at your foes, sending them flying.

Encounter • Primal

Standard Action **Close burst 2**

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 3d6 + Strength modifier damage, and the target is pushed 3 squares.

Turtle Shell Shapeshifter Utility 12

You grow a thick scaly shell to direct against enemy attacks.

Daily • Primal

Standard Action **Personal**

Effect: You gain a +3 bonus to AC until the end of the encounter.

Crocodile Bite Shapeshifter Attack 20

Face elongated, you lunge and bite down hard with reptilian teeth. You're not letting go any time soon.

Daily • Primal

Standard Action **Melee touch**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Strength modifier damage, the target is grabbed, and you may make a secondary attack.

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

Secondary Attack: Wisdom vs. AC

Secondary Hit: 2d10 + Strength modifier damage.

Sustain Minor: You sustain the grab. You may not sustain this power if the grab has ended.

Sustain Standard: You sustain the grab and repeat the secondary attack. You may not sustain this power if the grab has ended.

PURIFIER

"The land must be preserved as it is all that truly exists."

Prerequisite: Druid class

You believe that the great apocalypse was nature's way of purifying the land of mankind's polluting influence. Mother nature sent forth storms, floods, earthquakes, sandstorms, volcanic eruptions, and meteor showers to erase all trace of man's abominations and his wars. You have seen the wasteful and decadent ways of man, and know that she was right to wipe away these atrocities. Now, it is your turn to continue what your mother has started.

Purifier Path Features

All Purifiers have these path features.

Pure Anger (11th level): When you spend an action point, you can immediately attempt a saving throw against each condition currently affecting you.

Nature's Wrath (11th level): When you first become bloodied in an encounter, as an immediate reaction, you deal damage to the attacker that bloodied you equal to the amount dealt by the attack that caused you to become bloodied.

Mother's Defender (16th level): For every ten points of damage your attacks deal in combat, you regain one hit point.

Purifier Anima

Purifying Flood Purifier Attack 11

You unleash a torrent of rushing water that sweeps away your foes.

Daily • Implement, Primal

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 4d4 + Wisdom modifier damage, and the target is pushed 5 squares and knocked prone.

Mankind's Folly Purifier Utility 12

You turn aside man's flimsy weapons, reveling in the might of nature.

Encounter • Primal

Immediate Reaction Personal

Trigger: You are hit by a melee attack with the weapon keyword

Effect: You take half damage from the attack. If the weapon used in the triggering attack is magical, its magical property is suppressed for a number of rounds equal to your Wisdom modifier. If it is nonmagical, it is destroyed.

Cleansing Apocalypse Purifier Attack 20

You call upon the full power of nature, creating an apocalypse of fire, storm, ice, water, magma, and wind that obliterates all in its path.

Daily • Implement, Primal

Standard Action Close burst 10

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 5d6 + Wisdom modifier cold, fire, lightning, and thunder damage.

Miss: Half damage.



MONK

“Your attacks are strong, but you will have to train much harder if you wish to defeat me.”

Class Traits

Role: Striker. You move fluidly through melee, using many weapons but relying on none. You work best when teamed with a controller to hinder your enemies.

Power Source: Martial. Your constant training in the martial arts conditions your mind, reflexes, and soul. Your exploits test the limits of your body’s abilities.

Key Abilities: Dexterity, Strength, Wisdom

Armor Training: None

Weapon Proficiencies: Simple weapons in the mace, spear, and staff groups; simple and military one-handed weapons in the axe and light blade groups; military weapons in the flail group; simple ranged weapons

Bonus to Defense: +1 Fortitude, +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges: 6 + Constitution modifier

Trained Skills: Acrobatics and Athletics plus three others. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Acrobatics (Dex), Athletics (Str), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Thievery (Dex)

Build Options: Grappler, Kick-Boxer

Class Features: Fighting Style, Open Hand Attack, Postures, Unarmed Combat Technique

Monks are versatile and deadly masters of melee. Monks anticipate their enemies’ attacks and use deft footwork and timing to be somewhere else instead, poised to deliver a crippling blow to an unprotected area. As a monk, you might not be aware of your heritage, but in seeking to achieve perfect coordination of your mind, your body, and your martial spirit, you are part of an ancient tradition of martial arts. You could be a student fleeing the destruction of your age-old monastery and charged with preserving its secret techniques, a soldier trained in the kind of close-quarters fighting that prevails when the last swords and spears on the battlefield have sundered, or a gladiator who has picked up a brutal but effective blend of dirty tricks from the styles of the many exotic opponents you have fought.

Whether you are unarmed or bristling with exotic weaponry, you are always ready for a challenge. For you, there is no such thing as defeat, only learning opportunities on your path to ultimate mastery.

CREATING A MONK

You can choose any monk options and excel at your role, but monks can be generalized into two basic groups: the kick-boxer monk and the grappler monk. All monks rely on Dexterity. Kick-boxer monks gain extra benefits from Strength, while grappler monks gain extra benefits from Wisdom.

Kick-Boxer Monk

You like to step up to your enemy, cripple him, and charge on to the next foe. The Ancients would have named you a Master of the Winds, while totem warriors might consider you an Eagle. In game terms, you may be a mobile striker by choosing powers that let you shift before and after attack, or you may be a controller hybrid focused on close burst powers that damage and disable multiple targets. Your best ability score should be Dexterity, essential to your attack powers and also fighting without armor. Strength is your next priority because it boosts some of your encounter powers. After that, concentrate on your Wisdom to boost your powers from the other monk build. Kick-boxer monks should choose the external fighting style or the weapon master fighting style (see “Class Features”). External kick-boxers mainly strike with their feet and knees, which the Ancients called Tiger Style. Weapon master kick-boxers seek to strike quickly in many directions and extend their reach, favoring pole weapons, blades, and techniques known to the ancients as Manticore Style.

Suggested Feat: Powerful Charge (Human feat: Fast Runner)

Suggested Skills: Endurance, Intimidate, Stealth

Suggested At-Will Powers: Crippling Low Kick, Flurry of Blows

Suggested Encounter Power: Athletic Assault

Suggested Daily Power: Blinding Jabs

Grappler Monk

You like to get inside your enemy’s reach, grab him, and turn his strength into your lever. To the Ancients, you would be a Master of the Seasons, patient and inexorable, while primal seers may see you as channeling the Bear totem. You may focus on the skirmish striker role, choosing powers that throw enemies, allowing you to move and hit them while they’re down, or you may shade towards the defender role by taking powers that let

you wrap up adjacent foes and stand fast in the heart of battle. Dexterity is your most important ability, driving your attack powers as well as your AC and Reflex defenses. Wisdom is your second priority because it enhances some of your encounter powers. Strength can give benefits to powers you choose from the kick-boxer monk build, and also rounds out your Fortitude so that there are no gaps in your defenses. Grappler monks should choose the internal fighting style or the weapon master fighting style (see “Class Features”). Internal grapplers use their hands for strikes and holds, like Ancient students of the Snake Style. Weapon master grapplers seek to trap an enemy’s limbs and add leverage to joint locks using axes, clubs, and flails, a way of fighting the Ancients called Roper Style.

Suggested Feat: Escape Artist (Human feat: Power Attack)

Suggested Skills: Heal, Insight, Perception

Suggested At-Will Powers: Flurry of Blows, Grapple

Suggested Encounter Power: Wrist Lock

Suggested Daily Power: Give Way

Monk Overview

Characteristics: You are a deadly force in melee, especially when you and your allies create conditions that enable your devastating open hand attacks. You’re not resilient enough to take many hits at once, but your powers of mobility and defense ensure that you won’t have to.

Religion: Monks trained in monasteries that use strict discipline to pass down techniques perfected in ancient times favor lawful deities of learning and striving for rightful conduct. Unaligned monks often worship strength and battle.

Races: Some races produce great martial artists because of their innate athletic and spiritual gifts. Other races developed a tradition of unarmed fighting during a period when their oppressors forbid them to carry martial weapons.

MONK CLASS FEATURES

All monks share these class features.

Fighting Style

You practice constantly to improve your techniques of melee combat. Choose either the external fighting style, the internal fighting style, or the weapon master fighting style. This choice determines the following monk abilities:

At-Will Exploits: Your fighting style determines the at-will exploits you know.

Open Hand Tactic: Your fighting style provides additional opportunities to use your Open Hand Attack class feature.

Combat Mastery: Your fighting style gives you one bonus feat that reflects your mastery of unarmed attacks or weapons, and another that governs your use of *secret techniques*, the monk equivalent of magic weapons.

External Fighting Style

External At-Will Exploits: You know the *crippling low kick* and *martial arts strike* at-will exploits.

Hard Open Hand: You may add your Open Hand damage to critical hits, attacks made with a charge, and attacks against a target that is slowed.

External Mastery: You gain Unarmed Secret Technique and your choice of either Precise Unarmed Style or Mighty Unarmed Style as bonus feats.



Internal Fighting Style

External At-Will Exploits: You know the *grapple* and *martial arts strike* at-will exploits.

Soft Open Hand: You may add your Open Hand damage to attacks against a target that you are grabbing, attacks against a target that is immobilized, and attacks against a target that is weakened.

Internal Mastery: You gain Unarmed Secret Technique and your choice of either Precise Unarmed Style or Mighty Unarmed Style as bonus feats.

Weapon Master Fighting Style

Weapon Master At-Will Exploits: You know the *flurry of blows* and *martial arts strike* at-will exploits.

Armed Open Hand: You may add your Open Hand damage to opportunity attacks, attacks that you have readied, and attacks against targets that are marked.

Armed Mastery: You gain any one Weapon Proficiency or Weapon Style feat of your choice, as well as Weapon Secret Technique, as bonus feats.

Open Hand Attack

Once per round, when you have combat advantage due to any situation other than flanking the target of your attack, your melee attacks using a weapon from the axe, flail, light blade, mace, polearm, spear, staff, or unarmed attack groups may deal extra damage. As you advance in level, your extra Open Hand damage increases:

Level	Open Hand Attack Damage
1–10	+1d6
11–20	+2d6
21–30	+3d6

Your Fighting Style class feature specifies additional situations in which you may gain your Open Hand damage.

Postures

Postures are minor exploits you gain at 1st level. You can use *defensive posture*, *fluid posture*, *ground-fighting posture*, and *non-violent posture* as at-will powers.

Unarmed Combat Technique

When you make an unarmed attack, your proficiency bonus is +2 and your damage die is 1d6. Because you have trained your entire body to serve as a weapon, you do not need to have a hand free to use an unarmed attack, although having one or two hands free may be a requirement for some of your monk powers that use unarmed attacks.

MONK POWERS

Your powers are known as exploits. They push the limits of what can be achieved with the unaided body and mind.

Class Features

Defensive Posture Monk Posture

You keep your weight shifting from leg to leg, ready to dodge any attack.

At-Will • Martial, Stance

Minor Action **Personal**

Requirement: You must be unarmored or wearing cloth armor.

Effect: You gain a +2 armor bonus to your AC.

Special: You can choose to parry with your off hand at the start of your turn, before you take any move or standard actions. If you do you gain a +2 shield bonus to AC and Reflex, but can't use your off hand for any other tasks until the start of your next turn. You cannot parry if you are wielding anything in your off hand.

Fluid Posture Monk Posture

You duck and weave, moving quickly and unpredictably.

At-Will • Martial, Stance

Minor Action **Personal**

Requirement: You must be unarmored or wearing cloth armor.

Effect: You gain a +1 power bonus to your speed.

Special: You can slip past one foe you can see. When you use a move action to walk, choose an adjacent enemy. Your movement does not grant opportunity attacks to this enemy.

Ground-Fighting Posture Monk Posture

You rise to one knee to deliver a strike, and then roll onto your back to dodge.

At-Will • Martial, Stance

Minor Action **Personal**

Requirement: You must be unarmored or wearing cloth armor.

Effect: When you are grabbing an enemy, being prone does not cause you to grant combat advantage when this enemy makes a melee attack against you, and your melee attack rolls against this enemy ignore the normal penalty for being prone.

Non-Violent Posture Monk Posture

Your bearing displays a calm and self-assured potency that is reassuring to potential allies and unsettling to your foes.

At-Will • Martial, Stance

Minor Action **Personal**

Effect: When you make one of the following skill checks, you use the better of the two listed ability modifiers to figure out your base skill check bonus: Endurance (Constitution or Wisdom), Diplomacy (Charisma or Wisdom), and Intimidate (Charisma or Strength).

Level 1 At-Will Exploits

Flurry of Blows Monk Attack 1

You launch an awesome cascade of feints, rushes, and strikes.

At-Will ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One or two creatures

Attack: Dexterity -2 vs. AC, two attacks

Hit: 1[W] damage per attack. If both attacks hit, you gain combat advantage against the target until the end of your next turn.

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

Grapple Monk Attack 1

You spot an opening in your enemy's guard, slip inside his reach, and establish a hold.

At-Will ♦ Martial, Weapon

Standard Action **Melee touch**

Requirement: Unarmed attack, at least one hand free

Target: One creature that is smaller than you, the same size category as you, or one category larger than you

Attack: Dexterity vs. Reflex, two attacks

Hit: You grab the target. If both attacks hit, you deal 1[W] damage to the target.

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

Sustain Minor: You sustain the grab. You cannot sustain this power if the grab has ended.

Sustain Standard: You sustain the grab. Make two Dexterity vs. Fortitude attacks. If you hit, you can move up to half your speed and pull the target along with you. If both attacks hit, you deal 1[W] damage to the target. You cannot sustain this power if the grab has ended.

Special: Whenever you are grabbing a creature, you can use a minor or standard action to sustain this power.

Crippling Low Kick Monk Attack 1

You drive your heel into your opponent's knee, tearing his ligaments and reducing him to a painful hobble.

At-Will ♦ Martial, Weapon

Standard Action **Melee touch**

Requirement: Unarmed attack

Target: One creature

Attack: Dexterity vs. Fortitude, two attacks

Hit: The target is slowed until the end of your next round. If both attacks hit, you deal 1[W] damage to the target.

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

Martial Arts Strike Monk Attack 1

There is no distinction between you and your weapon. Through endless hours of practice, you attack as one.

At-Will • Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

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

Special: This power counts as a melee basic attack. When you are able to make a melee basic attack, you can use this power.

Level 1 Encounter Exploits

Athletic Assault Monk Attack 1

You run and leap, adding momentum to your strike.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Prerequisite: You must be trained in Athletics

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Special: You can use this power instead of a basic attack when you charge. Your movement during the charge ignores 1 square of difficult terrain.

Kick-boxer: When you use this power as part of a charge, for every 5 points of your base Athletics skill check bonus you can ignore one additional square of difficult terrain and add +1 to your damage roll.

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Wrist Lock Monk Attack I

You capture your enemy's wrist and apply pressure in a direction it was not meant to bend.

Encounter ♦ Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack, at least one hand free

Target: One creature

Attack: Dexterity vs. Reflex

Hit: You grab the target and deal 1[W] + Dexterity modifier damage. If you are grabbing the target and it makes a melee or close attack before the end of your next turn, you deal extra damage equal to your Dexterity modifier.

Sustain Minor: You sustain the grab, and if you are grabbing the target and it makes a melee or close attack before the end of your next turn, you deal extra damage equal to your Dexterity modifier. You cannot sustain this power if the grab has ended.

Grappler: After grabbing the target or sustaining the grab, you can shift 1 and pull the target into an adjacent square.

Recoiling Strike Monk Attack I

You spring forward, building momentum for an attack that drives into your foe and sends him reeling.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you can push the target 1 and then shift 1.

Blinding Jabs Monk Attack I

Your first strike opens a cut above the enemy's eye, starting a trickle of blood that soon obscures his vision as you hammer away at the same spot with each successive blow.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage.

Sustain Standard: Repeat the attack against the target. On a hit, the target is blinded until the end of your next turn. On a miss, you can't sustain this power.

Level 1 Daily Exploits

Give Way Monk Attack I

Anticipating your enemy's lunge, you redirect his momentum away from your vitals and towards the foot you have positioned to trip him.

Daily ♦ Martial, Weapon

Immediate Reaction Melee weapon

Trigger: An enemy misses you with a melee attack

Requirement: Unarmed attack

Target: The triggering enemy

Attack: Dexterity +2 vs. Reflex

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

Effect: You switch places with the target and then push the target a number of squares equal to 1 + your Wisdom modifier.

Mutual Takedown Monk Attack I

You leap at your foe, slam into his chest with both feet, and let your momentum carry both of you to the ground. He suffers once when he hits the floor, and again when you land on top of him.

Daily ♦ Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 3[W] + Dexterity modifier damage, and both you and the target are knocked prone.

Miss: Half damage, and both you and the target are knocked prone.

Special: If you are prone when you use this power, you do not take any penalty for making a melee attack while prone.

Resurgent Backfist Monk Attack I

You lick the blood trickling from the corner of your mouth, then twirl and whip your knuckles into your enemy's jaw. After the blow lands, you hold the pose and hiss menacingly.

Daily ♦ Martial, Reliable, Weapon

Standard Action Melee touch

Requirement: You must be bloodied

Target: One creature

Attack: Dexterity vs. AC, unarmed attack

Hit: 2[W] + Dexterity modifier damage, and you can spend a healing surge.

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Level 2 Utility Exploits

Readiness of the Ancients **Monk Utility 2**

A disciplined mind prepares the body to react correctly without a thought.

Daily • Martial

No Action **Personal**

Trigger: You are surprised, or you roll an Initiative check and dislike the result

Effect: You gain a power bonus to your initiative rolls equal to your Wisdom modifier until the end of the encounter.

Special: If this power is triggered when you are surprised, you are not surprised, and you get to take a limited action in the surprise round. If this power is triggered when you dislike the result of an Initiative check, you can re-roll your Initiative check and use this result if it is better than your original roll.

Martial Arts Stunt **Monk Utility 2**

An unexpected tactic is hard to counter, even by those who know that you excel at doing the unexpected.

Daily • Martial

Free Action **Personal**

Trigger: You make an Acrobatics check to perform an Acrobatic Stunt

Effect: If your Acrobatics check succeeds, you gain a +1 power bonus to your next attack roll before the end of your turn. This bonus increases by 1 for every 10 points by which your Acrobatics check exceeds the DC your DM set for the stunt.

Intimidating Draw **Monk Utility 2**

The sound of your blade leaving its sheath is very quiet, but it echoes loudly in the sudden silence that ensues.

Encounter ♦ Martial

Free Action **Personal**

Trigger: You roll an Intimidate check and dislike the result

Requirement: You must not be wielding a weapon.

Effect: Draw a weapon and make an attack roll. You may substitute this attack roll for the result of the Intimidate check.

Special: The target of this Intimidate check receives no modifier to Will defense for being hostile or unfriendly, and you suffer no penalty if you can't speak a language the target understands.

Kip Up **Monk Utility 2**

You raise your hips in the air, scissor your legs, and vault to a standing position.

Encounter ♦ Martial

Minor Action **Personal**

Requirement: You must be unarmored or wearing magical cloth armor.

Effect: If your space is not occupied by another creature, you stand up where you are. If your space is occupied by another creature, you can shift 1 square and stand up.

Special: If your space and all adjacent squares are occupied by other creatures, you can't use this power.

Acrobatic Feint **Monk Utility 2**

Your enemy should have paid attention to the hand he did not see.

Encounter • Martial, Weapon

Standard Action **Melee** weapon

Prerequisite: You must be trained in the Acrobatics skill

Target: One creature

Effect: Make an Acrobatics check opposed by the enemy's Insight check. If you succeed, you gain combat advantage against that enemy until the end of your next turn.

Level 3 Encounter Exploits

Sweeping Pole **Monk Attack 3**

With both hands low on your weapon's haft, you bend low and whirl it along the ground, hobbling your foes.

Encounter ♦ Martial, Weapon

Standard Action **Close burst** 1

Requirement: You must be wielding a weapon in the polearm, spear, or staff groups

Target: Each enemy in burst

Attack: Dexterity vs. AC

Hit: The target is slowed until the end of your next round.

Effect: Make a secondary unarmed attack against an adjacent enemy

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Kick-boxer: Add your Strength modifier to your damage with the secondary attack.

Counter Punch **Monk Attack 3**

You half-step back to dodge your enemy's blow, then hit him before he can retreat.

Encounter ♦ Martial, Weapon

Immediate Reaction **Melee** touch

Trigger: An enemy misses you with a melee attack

Requirement: Unarmed attack, at least one hand free

Target: The enemy that triggered this power

Attack: Dexterity +2 vs.AC

Special: You can shift 1 before the attack.

Hit: 2[W] + Dexterity modifier damage.

Hooking Strike Monk Attack 3

Your attack catches your opponent's limb and maneuvers him into a grapple.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a weapon in the axe, flail, light blade, or mace groups

Target: One creature

Attack: Dexterity vs.AC

Hit: 1[W] + Dexterity modifier damage, you can slide the target 1 square into a square adjacent to you, and you grab the target.

Grappler: You can shift the target a number of squares equal to your Wisdom modifier. You can shift them through squares occupied by your allies or your enemies, as long as they end their movement in an unoccupied square adjacent to you.

Head Butt Monk Attack 3

You smash your forehead into the bridge of your enemy's nose.

Encounter ♦ Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the start of your next round. If you are grabbed by the target, you can make an Athletics check vs. the target's Fortitude to escape.

Level 5 Daily Exploits

Elbow Drop Monk Attack 5

You send your opponent to the ground, then follow him down, putting your full weight into your descending elbow.

Daily ♦ Martial, Reliable, Weapon

Free Action Melee touch

Trigger: You knock an enemy prone

Target: One creature that you knocked prone

Requirement: Unarmed attack

Attack: Dexterity vs.AC

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

Effect: You are knocked prone.

Scattering Strike Monk Attack 5

You seize the arm of one of your enemies and break it in three places. The others step back in horror.

Daily ♦ Fear, Martial, Reliable, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs.AC

Hit: 3[W] + Dexterity modifier damage. Make a secondary attack.

Secondary Prerequisite: You must be trained in the Intimidate skill

Secondary Target: All adjacent enemies who can see you

Secondary Attack: Dexterity vs. Will

Hit: You push the target 1 square.

Special: The fear keyword applies only to the secondary attack. Creatures that are immune to fear can still be affected by the primary attack.

Hip Throw Monk Attack 5

You get an arm bar on your foe, step across his center of gravity, and toss him over your hip. His quickness will determine whether he lands on his feet or on his head.

Daily ♦ Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack

Target: One creature that is smaller than you, the same size category as you, or one category larger than you

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is knocked prone.

Effect: Slide the target a number of squares equal to your Dexterity modifier.

Manticore Flurry Monk Attack 5

You throw everything you're carrying at your enemy. Weapons are easy to come by, worthy opponents are hard to find, and unworthy foes do not expect you to fight just as fiercely with empty hands.

Daily ♦ Martial, Weapon

Standard Action Ranged 5

Requirement: You must be wielding a weapon

Special: You can shift 1 square before the attack

Target: One enemy

Attack: Dexterity vs.AC

Hit: 2[W] + Dexterity modifier damage, and the weapon you were wielding in your main hand is at the enemy's feet in their square.

Effect: You gain combat advantage against the target until the end of your next turn.

Special: If you are wielding an off-hand weapon, you can repeat the attack as a free action.

Level 6 Utility Exploits

Monk's Evasion Monk Utility 6

As the fireball blossoms overhead, you roll aside and flatten yourself into a slight depression on the cavern floor.

Encounter • Martial

Immediate Interrupt Personal

Trigger: You take damage from an attack that missed you

Special: Shift 1 and fall prone.

Effect: You take no damage from the attack, and are not affected by any other penalties or conditions that the attack imposes on a miss.

Healing Discipline of the Ancients

Monk Utility 6

The worst part of any injury is the suffering it causes. Suffering exists only in the mind, and thus you can alleviate it easily.

Daily • Martial

Minor Action Personal

Effect: You recover hit points equal to 1d6 + your level.

Equilibrium of the Ancients Monk Utility 6

You calmly reach out and touch the wall as you plummet past, using friction to slow your descent.

Daily • Martial

Immediate Interrupt Personal

Trigger: You fall, are knocked prone, or make an Acrobatics check

Effect: You gain extraordinary control over your body's momentum until the end of the encounter. You can add your Wisdom modifier as a power bonus to any Acrobatics checks, which can include the one that triggered this power. If you are within melee range of a creature or a vertical surface, subtract your level from the damage you take from falling, and you can avoid being knocked prone as an immediate interrupt. If you succeed on an Acrobatics check to balance, you can move your full speed across a narrow and/or unstable surface, or if you fail by 5 or more, you may choose to drop anything you are carrying in your hands and be knocked prone instead of falling off the surface

Unstoppable Acrobatics

Monk Utility 6

You slam into a door with your shoulder, knock it down, and roll through the doorway and back onto your feet.

Encounter • Martial

Move Action

Personal

Prerequisite: You must be trained in Acrobatics

Effect: You can move a number of squares up to your speed. During your move, you can make a Strength check to break down a door or other barrier in an adjacent square. If the door is not locked or otherwise held shut, this check automatically succeeds. If your check fails, you must end your movement. If your check succeeds, you can continue moving past the door or barrier.

Level 7 Encounter Exploits

Intimidating Charge Monk Attack 7

Your foe involuntarily steps back at the sound of your scream, clearing the way for you to charge.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Prerequisite: You must be trained in Intimidate

Target: One creature

Attack: Dexterity vs. AC

Special: You must charge as part of this attack. You can shift 1 square and push the target 1 square before you charge.

Hit: 2[W] + Dexterity modifier damage.

Kick-boxer: Add your Strength modifier to your damage.

Clinch

Monk Attack 7

The enemy hit you, but to do so he had to come into grappling range.

Encounter ♦ Martial, Weapon

Immediate Reaction Melee touch

Trigger: An enemy hits you with a melee attack

Requirement: Unarmed attack

Target: The enemy that triggered this power

Attack: Dexterity +2 vs. Reflex

Hit: You grab the target and deal 1[W] + Dexterity modifier damage.

Grappler: Add your Wisdom modifier to your attack roll.

FANG, FIST, AND SONG

Ear Clap Monk Attack 7

You bring your cupped hands down over your enemy's eardrums, deafening him and enabling you to pull his head down to meet your uprushing knee.

Encounter ♦ Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack, two free hands

Target: One creature

Attack: Dexterity vs. Fortitude, three attacks

Hit: 1[W] + Dexterity modifier damage. If two attacks hit, you deal an extra [W] damage and the target is deafened until the end of the encounter. If three attacks hit, the target is dazed until the end of your next round.

Vaulting Attack Monk Attack 7

You lodge the point of your weapon in the enemy's armor, then use its shaft to vault into the air and deliver a flying knee to his chin.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Requirement: You must be wielding a weapon in the polearm, spear, or staff groups

Attack: Dexterity vs. AC

Special: You may shift a number of squares equal to the reach of your weapon before or after the primary attack

Hit: 1[W] + Dexterity modifier damage. Make a secondary attack.

Secondary Attack: Dexterity vs. AC

Secondary Requirement: Unarmed attack

Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next round.

Level 9 Daily Exploits

Back Kick Monk Attack 9

After you thrust at the enemy in front of you and kick another circling around from the rear, they think better of trying to surround you.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Miss: Half damage.

Effect: Enemies are unable to flank you until the start of your next turn. Make a secondary attack.

Secondary Requirement: Unarmed attack

Secondary Target: One creature within melee touch range that is not adjacent to the primary target

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Pyrrhic Strike Monk Attack 9

You break your weapon over your enemy's head.

Daily • Martial, Reliable, Weapon

Standard Action Melee touch

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Special: You can add your Strength modifier to your damage by breaking the weapon you used to make this attack, or by dealing damage to yourself equal to your Strength modifier if you used an unarmed attack.

Rabbit Punch Monk Attack 9

You land a hammer fist against the base of your enemy's neck.

Daily • Martial, Reliable, Weapon

Standard Action Melee touch

Requirement: Unarmed attack

Target: One creature

Attack: Dexterity vs. AC

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



FORGOTTEN HEROES

Level 10 Utility Exploits

Improved Evasion Monk Utility 10

Merely shifting your weight can make all the difference between a solid blow and a glancing one, although doing so requires intense focus and reduces your ability to react to other threats.

Encounter • Martial

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You take half damage from the attack that just hit you. However, you are dazed until the start of your next turn.

Wordless Speech of the Ancients Monk Utility 10

To speak with animals, let your body do the talking. To communicate with plants, empty your mind. Not surprisingly, these stratagems also work well on creatures that communicate with words.

Daily • Martial

Minor Action Personal

Effect: You can communicate with natural beasts and creatures that have the plant keyword as if you shared a common language. You gain a +2 power bonus on Charisma-based skill checks, and negate any penalties for interacting with creatures with which you do not share a common language. All these benefits last until the end of the encounter.

Purity of Body Monk Utility 10

For a few moments per day, you are able to achieve the perfection that the Masters of the South Wind were said to possess continually.

Daily • Healing, Martial

Minor Action Personal

Effect: Make a saving throw against one condition affecting you. Until the end of the encounter, add a power bonus equal to your Wisdom modifier whenever you make a saving throw against a power with the poison or necrotic keywords or make an Endurance check to resist disease.

Bounding Stance Monk Utility 10

You spring through the air by kicking off from any surfaces you contact, then roll to break your fall.

Daily • Martial, Stance

Minor Action Personal

Requirement: You must be unarmored or wearing cloth armor.

Effect: You gain a +1 power bonus to your speed and a +2 power bonus to your AC and Reflex for the duration of this stance.

Special: For the duration of this stance, you gain a +3 power bonus to Athletics checks to climb or jump. If your long jump brings you into contact with a vertical surface, you can convert the remainder of your jump to vertical distance. If you end your jump in contact with a vertical surface, you may cling to it instead of falling or make another jump as if you had a running start. When you land on a level surface after jumping or making an Acrobatics check to reduce falling damage, you may shift 2 squares.

Level 13 Encounter Exploits

Stomach Throw Monk Attack 13

You grab the target's shoulders, fall back, and pull him down. The foot you planted in his gut hurls him through the air with the momentum of your fall.

Encounter • Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack, two hands free

Target: One creature

Attack: Dexterity vs. Will

Hit: You grab the target, and you and the target are both knocked prone. Slide the target 1 square and shift 1 square to remain adjacent to the target, then deal 2[W] + Dexterity modifier damage.

Grappler: The number of squares you can shift and slide the target is equal to your Wisdom modifier.

Eye Rake Monk Attack 13

You curl your fingers like claws and make a backhanded swipe across your foe's eyes.

Encounter • Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack, one free hand

Target: One creature

Attack: Dexterity vs. AC

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

Bone Break Monk Attack 13

Your strike results in an unmistakable crunch.

Encounter • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you can push the target 1 square.

FANG, FIST, AND SONG

Sweeping Low Kick Monk Attack 13

You support your body with your hands as you spin and kick out the legs of your foes.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Requirement: Unarmed attack

Target: Each enemy in burst

Attack: Dexterity vs. Fortitude, two attacks per target

Hit: 1[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn. If both attacks hit, the target is knocked prone.

Kick-boxer: You can shift 1 square before making this attack.

Level 15 Daily Exploits

Submission Hold Monk Attack 15

Most enemies surrender within seconds rather than endure the excruciating pain caused by this grip.

Daily ♦ Martial, Psychic, Reliable, Weapon

Standard Action Melee touch

Requirement: Unarmed attack

Target: One creature

Attack: Dexterity vs. Reflex

Hit: You grab the target and deal 2[W] + Dexterity modifier damage. Make a secondary attack against the target.

Sustain Standard: Sustain the grab and repeat the attack against the target. You can't sustain this power if the grab has ended.

Secondary Attack: Dexterity vs. Will

Hit: Ongoing 10 psychic damage (save ends). If the target escapes from the grab, this ongoing damage ends immediately.

Special: The psychic keyword applies only to the secondary attack. Creatures that are immune to psychic effects can still be affected by the primary attack. The reliable keyword applies only to the primary attack.

Pyrrhic Flurry Monk Attack 15

You hit so hard your weapon shatters in two, so you step back and hurl the pieces at your foes.

Daily • Martial, Reliable, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a weapon

Target: One enemy

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you can make a secondary ranged attack.

Special: The weapon you used to make this attack is destroyed. You can shift 1 square before making the secondary attack.

Secondary Target: One or two creatures within 5 squares of you

Secondary Attack: Dexterity vs. AC, two ranged attacks

Hit: 1[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next round.

Stunning Strike of the Ancients

Monk Attack 15

You reap the rewards of an especially well-placed blow.

Daily • Martial

Free Action

Melee touch

Trigger: You hit with an at-will or encounter attack power using an unarmed attack, and your attack roll exceeds the target's defense by 5 or more

Effect: The target of the triggering attack takes extra damage equal to your Wisdom modifier and is stunned (save ends).

Resurgent Scream Monk Attack 15

Your enemies thought they had you down, so you let them know they should still fear you.

Daily ♦ Fear, Martial, Weapon

Standard Action Melee weapon

Requirement: You must be bloodied

Target: One creature

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.

Effect: You can spend a healing surge and recover an additional 2d6 hit points. You gain combat advantage against each enemy who can hear you until the end of your next turn.



Level 16 Utility Exploits

Tumbling Evasion Monk Utility 16

The best defense is to be somewhere else.

Daily • Martial

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You can shift a number of squares equal to 1 + your Wisdom modifier. You fall prone. If you end your movement in a square that is outside the range or area of effect of the triggering attack, you take no damage from the attack and are not affected by any other penalties or conditions that it imposes.

Autonomy of the Ancients Monk Utility 16

You have trained your body and mind to act as one, so your reflexes automatically resist impulses that do not truly derive from your innermost self.

Daily • Martial

Immediate Reaction Personal

Trigger: You are hit by an attack with the charm keyword or an attack against your Will defense

Effect: For the rest of the encounter, you gain a +2 power bonus to your Will defense, and whenever you roll a saving throw against effects with the charm keyword, you can roll twice and use the better result.

Sticky Hands Monk Utility 16

You keep at least one hand in contact with one target at all times so that you can feel what he is about to do before he knows it himself.

Daily ♦ Martial, Stance

Move Action Personal

Effect: Mark one adjacent enemy until the start of your next turn. If an enemy marked with this power leaves a square adjacent to you, you can shift a number of squares equal to your speed plus your Wisdom modifier as long as you end your movement in a square adjacent to the enemy you have marked. When you are adjacent to an enemy marked with this power, you gain a +3 bonus to your defenses against that enemy's attacks.

Sustain Move: Repeat this power.

Feign Death Monk Utility 16

After years of meditation, you have learned to still your heartbeat and lower your body temperature. Pinching certain nerves lets you produce the same effect in others.

Daily • Martial

Minor Action Melee touch

Target: Yourself, one willing ally, or one helpless creature

Effect: The target is immobilized and blinded, and

appears to be dead. The physical appearance of death is mimicked so completely that the target is indistinguishable from a corpse by any normal means.

Sustain Minor: Repeat this power on a different target.

Special: The target can use a free action to end the effect of this power on him. The effects wear off automatically a number of minutes after you used this power equal to ten times your level.

Level 17 Encounter Exploits

Scattering Flying Charge Monk Attack 17

You toss lesser foes out of the way so that you can leap towards a worthier opponent.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Prerequisite: You must be trained in Athletics

Target: Each enemy in burst

Attack: Dexterity vs. AC

Hit: 1[W] + Dexterity modifier damage, and you push the target 1 square.

Effect: You can charge as a free action after making this attack. Your movement during the charge ignores difficult terrain, and you can charge through squares occupied by enemies who are your size or smaller.

Kick-boxer: Add your Strength bonus to your damage with the charge, and your movement during the charge can include one vertical square for every 10 points of your base Athletics skill check bonus. Your movement during the charge can bypass obstacles that are lower than this elevation, and your charge can attack flying creatures that are at or below this elevation plus one and one-third times your height.

Choke Hold Monk Attack 17

You get a bar across your enemy's throat and lever it with your forearm to cut off his wind.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: Unarmed attack or a weapon in the axe, flail, or mace groups

Target: One creature

Attack: Dexterity vs. Fortitude

Hit: You grab the target and deal 2[W] + Dexterity modifier damage.

Sustain Standard: Sustain the grab and repeat the attack against the target. If the grab has ended, you can't sustain this power.

Grappler: The target suffers a penalty on its rolls to escape from your grab equal to your Wisdom modifier as long as you are sustaining this power.

FANG, FIST, AND SONG

Flinging Disarm Monk Attack 17

You take away your attacker's weapon and throw it at an enemy. If your foe isn't holding a weapon, you throw him instead.

Encounter • Martial, Weapon

Immediate Reaction Melee weapon

Trigger: You are hit by a melee attack

Effect: You knock the creature that hit you prone. You can shift 1 and make a basic ranged attack with an improvised weapon against a target within 5 squares.

Special: If the triggering attack used a weapon, the attacker drops that weapon, and it lands on the ground in the square of the target of your ranged attack. If the triggering attack did not use a weapon, push the target to the nearest unoccupied square adjacent to the target of your ranged attack.

Level 19 Daily Exploits

Extension Strike Monk Attack 19

By dropping your shoulder and shifting your weight, you deliver a second hit from a single thrust.

Daily • Martial, Weapon

Free Action Melee touch

Trigger: You hit with a monk at-will or encounter attack power that requires an unarmed attack

Requirement: Unarmed attack

Target: The creature you hit with the original attack

Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, you push the target 1, and the target is dazed until the end of your next turn.

Miss: Half damage, you push the target 1, and you gain combat advantage against the target until the end of your next turn.

Ground Mastery Stance Monk Attack 19

You rise to one knee to deliver a strike, then roll onto your back to dodge.

Daily • Martial, Stance

Minor Action Personal

Requirement: You must be unarmored or wearing cloth armor.

Effect: When you are prone, you gain a +2 power bonus to AC, any enemy that begins its turn adjacent to you is knocked prone as long as you are able to make opportunity attacks, and you do not grant combat advantage or suffer a penalty to melee attacks for being prone.

Special: When this stance is active, you can stand up as a free action after you hit with a melee attack.

Treacherous Disarm Monk Attack 19

You dislocate your enemy's shoulder, gain control of his weapon, and use it against him.

Daily • Martial, Weapon

Standard Action Melee touch

Requirement: Unarmed attack, two free hands

Target: One creature

Attack: Dexterity vs. Reflex

Hit: The target must make a basic melee attack against itself or its ally (your choice).

Effect: The target is weakened (save ends) and drops one weapon it is holding. You can choose to catch a dropped weapon in a free hand or have it land on the ground in your square or any adjacent square.

Level 22 Utility Exploits

Monk's Deflection Monk Utility 22

You dodge a death ray, snatch an arrow from the air, and hurl it back at the attacker.

Daily • Martial

Immediate Interrupt Personal

Trigger: You are hit by a ranged attack

Effect: You take no damage from the attack that just hit you.

Special: If this power is triggered by an attack with the weapon keyword, and/or your DM agrees that the ranged attack involved a projectile that you could catch and throw, you can use the projectile as an improvised ranged weapon and make a basic ranged attack against a target within 5 squares as a free action.

Quivering Palm Monk Utility 22

With a touch, you set up vibrations inside your victim's body. When the vibrations stop, so will his heart

Daily • Martial, Weapon

Free Action Melee touch

Trigger: Your unarmed attack drops a living creature below 0 hit points

Target: One creature dropped below 0 hit points by the triggering attack

Effect: The target suffers no damage from the triggering attack. As a free action, you can instantly kill the target by commanding the quivering palm vibrations to stop. If you do not stop the vibrations within a number of days equal to your level after this power is triggered, the target is released from the quivering palm effect.

Guarded Mind of the Ancients Monk Utility 22

You control your mind to such an extent that nothing is given away, even to those using extra-sensory perception.

Daily • Martial Immediate Interrupt Personal

Trigger: You are the target of an Insight check, a Divination ritual, or an attack against your Will defense
Effect: You gain a +2 power bonus to your Will defense for the rest of the encounter, and the triggering creature must make a Wisdom or Intelligence attack (its choice) against your Will defense. If the triggering creature hits, its triggering attack, skill check, or ritual proceeds normally. If the triggering creature misses, the attack, skill check, or ritual automatically fails, and it gains no information about you.

Level 23 Encounter Exploits

Hurling Roundhouse Monk Attack 23

Your flying knee lands under your opponent's chin, rocking him off his feet. Before he hits the ground, you twist and extend your knee into a roundhouse kick, sending him sprawling at the feet of his allies.

Encounter ♦ Martial, Weapon Standard Action Melee touch

Requirement: Unarmed attack
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 3[W] + Dexterity modifier damage, and the target slides a number of squares equal to your Strength modifier. After moving, the target is knocked prone and enemies adjacent to it are slowed.
Kick-boxer: Add your Strength modifier to your damage.

Leapfrog Choke Monk Attack 23

You grab your enemy's shoulders to vault over his head, shifting your grip as you go to take hold of his head and give it a brutal twist.

Encounter • Martial, Weapon Standard Action Melee touch

Requirement: Unarmed attack or flail
Target: One creature
Attack: Dexterity vs. Reflex
Special: Before the attack, you can fly to an unoccupied square on an opposite side or corner of the target and gain combat advantage against the target.
Hit: You grab the target, deal 3[W] + Dexterity modifier damage, and the target is dazed until the end of your next round.
Sustain Standard: Repeat the attack. You cannot sustain this power if the grab has ended.

Grappler: Before the initial attack, you can shift a number of squares equal to your Wisdom modifier and then pull the target into an unoccupied square adjacent to you.

Heart-Stopping Strike Monk Attack 27

You aim for the sound of your target's heart.

Encounter ♦ Martial, Weapon Standard Action Melee weapon

Target: One creature
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage.
Special: You gain a +1 to your attack roll with this power for each size the target is larger than you.

Level 25 Daily Exploits

Pyrrhic Shards Monk Attack 25

Your weapon clashes against your foe's with tremendous force. His is knocked from his hand; yours shatters into a thousand lacerating splinters.

Daily • Martial, Reliable, Weapon Standard Action Melee weapon

Requirement: You must be wielding a weapon
Target: One enemy
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier 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 in your square or any square adjacent to you. Make a secondary attack.
Special: The weapon you used to make this attack is destroyed. You and one ally can shift 1 square before making the secondary attack.
Secondary Target: The primary target and all creatures adjacent to it
Secondary Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next round.

Unwilling Flail Monk Attack 25

You grab your enemy's legs, swing him around, and use him to batter his allies.

Daily • Martial, Reliable, Weapon

Standard Action Melee touch

Requirement: Unarmed attack, two hands free

Target: One creature that is your size or smaller

Attack: Dexterity vs. Reflex

Hit: You grab the target and knock him prone. Make a secondary attack.

Special: You can shift 2 squares before making the secondary attack, ignoring difficult terrain.

Secondary Target: All adjacent enemies

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage, and you gain combat advantage against the target until the end of your next round.

Resurgent Defiance Monk Attack 25

You release your pain in a blood-curdling scream as you strike, terrifying your foes.

Daily ♦ Fear, Martial, Weapon

Standard Action Melee weapon

Requirement: You must be bloodied

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage, and you can spend a healing surge.

Effect: You can spend a healing surge and recover an additional 4d6 hit points. Make a secondary attack.

Secondary Target: Each enemy who can hear you

Secondary Attack: Dexterity vs. Will

Hit: The target is immobilized until the end of your next round.

Level 27 Encounter Exploits

Rebounding Charge Monk Attack 27

You leap, strike the foe in mid-air, kick off his chest, and hurl yourself at another enemy.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. AC

Special: You must charge when you use this power. You gain movement during the charge.

Hit: 4[W] + Dexterity modifier damage, and the target is slowed until the end of your next round.

Special: You must charge when you use this power. Your movement during the charge ignores difficult terrain, and you can charge through squares occupied by enemies who are your size or smaller.

Kick-boxer: When you use this power as part of a charge, add your Strength bonus to your damage,

and your movement during the charge can include one vertical square for every 10 points of your base Athletics skill check bonus. Your movement during the charge can bypass obstacles that are lower than this elevation, and your charge can attack flying creatures that are at or below this elevation plus one and one-third times your height.

Puppeteer Hold Monk Attack 27

You get on your enemy's back, dig your fingers into his nerve clusters, and move his arms and legs at your whim.

Encounter • Martial, Psychic, Weapon

Standard Action Melee touch

Requirement: Unarmed attack, two free hands

Target: One creature that is your size or larger

Attack: Dexterity vs. Will

Hit: You grab the target. On the target's next turn, it can attempt to escape the grab as a free action. If it fails, you dictate its standard, move, and minor actions. The target cannot use immediate actions, use powers other than a basic attack, or take suicidal actions.

Sustain Standard: Repeat the attack. If the grab has ended, you can't sustain this power.

Grapppler: You deal psychic damage equal to your Wisdom modifier to the target when you hit.



FORGOTTEN HEROES

Nerve Strike Monk Attack 27

You select a nerve cluster.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: Unarmed attack or light blade

Target: One creature

Attack: Dexterity vs. Fortitude, Reflex, or Will (your choice)

Hit: 1[W] + Dexterity modifier damage. The target suffers one of the following until the end of your next round, depending on which defense you targeted: weakened (Fortitude), stunned (Will), or blinded and dazed (Reflex).

Level 29 Daily Exploits

Brain Thrust Monk Attack 29

You chart a trajectory for your strike that passes through the enemy's eye socket and ends four inches behind his forehead.

Daily • Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Dexterity vs. Reflex

Hit: 2[W] + Dexterity modifier damage, and the target is blinded until the end of the encounter and stunned (save ends).

Miss: Half damage, and the target is blinded and stunned (save ends both conditions).

Aftereffect: The target is dazed (save ends).

Monkey vs. Dragon Hold Monk Attack 29

You wrap your knees around your foe's massive neck as you look for a nerve cluster near the surface.

Daily • Martial, Reliable, Weapon

Standard Action Melee touch

Requirement: Unarmed attack

Target: One creature that is at least two sizes larger than you

Attack: Dexterity vs. Reflex

Hit: You grab the target and deal 5[W] + Dexterity modifier damage. While you are grabbing the target, it is not immobilized, but you are invisible to the target, and it cannot target you with a melee or ranged attack.

Sustain Minor: You sustain the grab. If the grab has ended, you can't sustain this power.

Sustain Standard: You sustain the grab and repeat the attack. If the grab has ended, you can't sustain this power.

Death Touch Monk Attack 29

This deadly nerve strike is most easily mastered by evil monks willing to practice it on hapless victims.

Daily • Martial, Psychic, Weapon

Standard Action Melee touch

Requirement:

Unarmed attack, one hand free

Target: One living creature

Attack:

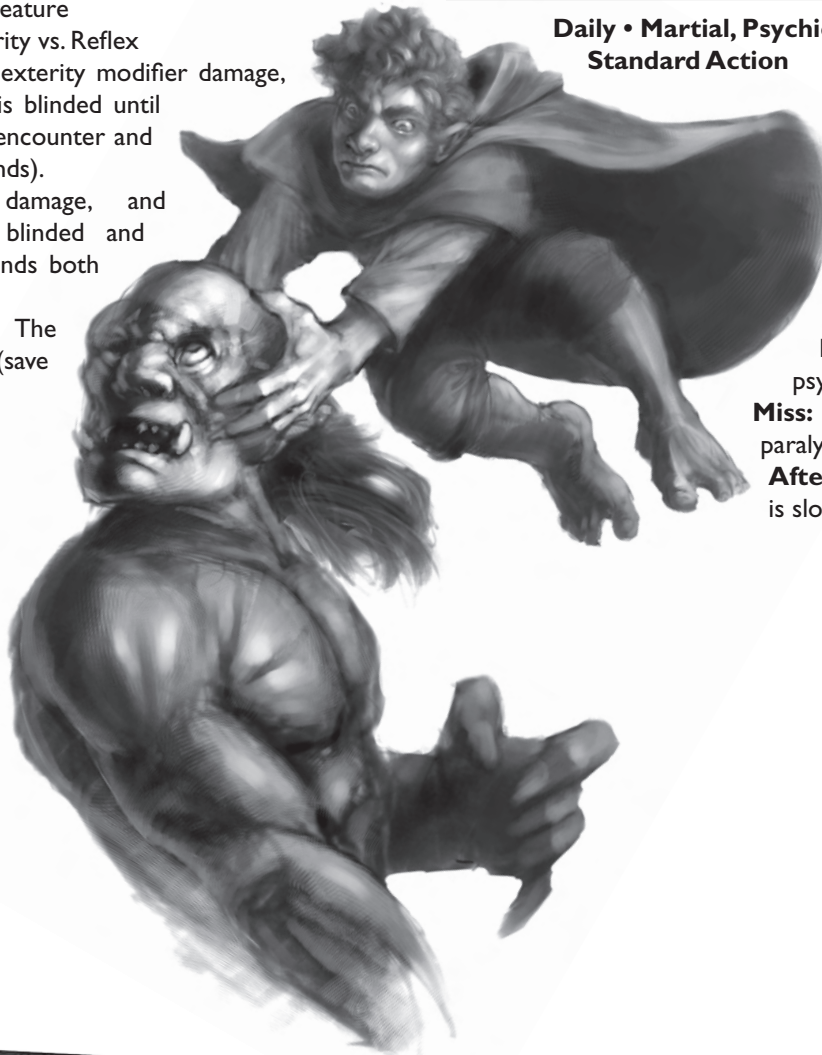
Dexterity vs. Will

Hit: 7[W] +

Dexterity modifier psychic damage.

Miss: The target is paralyzed (save ends).

Aftereffect: The target is slowed (save ends).



MONK PARAGON PATHS

LONG HAND ACOLYTE

“Peace is the way, unless there is no other.”

Prerequisite: Monk class

You are committed to living and sustaining the peaceful way of life for all sentient beings. Your study is devoted to avoiding confrontation, but you understand that conflict is often the only method of bringing about true peace in these troubled times. Ancient texts and martial techniques have allowed you to extend your limbs exceptionally far, thus avoiding direct combat and keeping enemies of peace at bay. Eventually, not even gravity holds power over you.

Long Hand Acolyte Path Features

Extended Extremities (11th Level): Your unarmed attack has the reach weapon property when you make a basic melee attack.

Peaceful Action (11th Level): When you spend an action point to take an extra action, you receive a +5 bonus to all defenses that lasts until you attack or until the end of the encounter.

Extended Grab (16th Level): Your unarmed attack has the reach weapon property when you use a power that grabs the target on a hit.

Far Blow

Long Hand Acolyte Attack 11

Your arms fly out and deliver a crushing blow to the bewilderment of both your enemies and friends.

Encounter • Martial

Standard Action **Ranged 3**

Requirement: Unarmed attack

Target: One creature

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier damage.

Flying Yogi

Long Hand Acolyte Utility 12

You throw yourself at the ground and miss.

Encounter • Martial

Standard Action **Personal**

Effect: You gain a fly speed equal to your speed until the end of your turn. You must land on solid ground at the end of your turn or you float harmlessly to the ground.

Sustain Minor: Repeat the power.

Hovering Kick

Long Hand Acolyte Attack 20

While you're floating, you can more effectively end the combat by shooting out your foot.

Daily • Martial

Standard Action **Ranged 3**

Target: One creature

Attack: Dexterity vs. AC

Hit: 5[W] + Dexterity modifier damage.

Effect: You gain a speed of fly 4 (hover) until the end of the encounter.

DRUNKEN MASTER

“I am an unstoppable whirlwind; at least until this cask of wine runs out.”

Prerequisite: Monk class

You become living proof that there is no defense against a truly unpredictable attack. When you fight with a tankard in each hand, and pause to refill them in the midst of a combat, you are not simply fooling your foes into thinking you are too soused to stand up straight. Inspired by the drunkard's muse, even you are surprised by the lethal and comical things you find yourself doing as you stagger and sway through melee.

Drunken Master Path Features

Drink and Fight (11th Level): It's always a good time for a drink, but only drinks you take during battle increase your combat abilities. To make this easier, you can carry a wineskin, flagon, tankard, or other drinking container in your off-hand and still use that hand for other purposes, including making attacks. Whenever you roll initiative, your drink total resets to zero. You can increase your drink total by 2 if you spend a standard action doing nothing but drinking.

Drunkard's Shield (11th Level): You can gulp a drink carried in your off hand by using a minor action at the start of your turn, before you take any move or standard actions. You gain a +2 shield bonus to your AC, Reflex, and Fortitude defenses, but can't use your off hand for any other tasks, until the start of your next turn. Increase your drink total by 1.

Drunken Action (11th Level): When you spend an action point to take an extra action, you can convert your accumulated drink total to gain temporary hit points. Each reduction in your drink total gives you 1d4 temporary hit points.



Drunken Inspiration (16th Level): The first time you score a critical hit in an encounter, roll 1d6 for your Drunken Inspiration. Your result is the number you rolled or your drink total, whichever is lower. Use any benefit up to your result from the table below:

- 1 or 2: Your drinking container is empty, but you can smash it against the target for 1d4 damage as a free action.
- 3: You and the target of your critical hit are both dazed.
- 4: You and the target of your critical hit both fall prone.
- 5: Switch places with the target of your critical hit.
- 6: You breathe in the target's face, dealing poison damage equal to twice your drink total.

Swaying Cascade Drunken Master Attack 11

You jab at your foe's face, and then woozily collapse against him, rolling your shoulders in a twisting circle that brings you around his back and strikes him multiple times.

Encounter • Martial, Weapon

Standard Action

Melee touch

Requirement: Unarmed attack, one free hand

Target: One creature

Attack: Dexterity vs.AC

Hit: 1[W] + Dexterity modifier damage, and you switch places with the target and make a secondary attack against the target.

Secondary Attack: Dexterity vs.AC, two attacks

Hit: 1[W] + Dexterity modifier damage per attack.

Beverage of Vitality

Drunken Master Utility 12

When in need of healing, others reach for an alchemist's brew, but you prefer a distiller's.

Daily • Martial

Free Action

Personal

Trigger: You increase your drink total

Effect: You spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that can be ended by a save.

Blinding Breath Drunken Master Attack 20

The first gulp is for you. The second is to spew in your enemy's eyes after you stagger into range.

Daily • Martial, Weapon

Standard Action

Close burst 1

Requirement: You must be carrying a drinking container

Target: One creature in the burst

Special: Take a drink and shift 1 before the attack

Attack: Dexterity vs. Fortitude

Hit: The target is blinded (save ends), and you make a secondary attack against the target.

Miss: The target is blinded until the end of your next round.

Secondary Attack: Dexterity vs.AC

Hit: 3[W] + Dexterity modifier damage.

FEATS
HEROIC TIER

Any feat in the following section is available to a character of any level that meets the prerequisites. Except for multiclass feats, heroic tier feats are the only feats you can take if you are 10th level or lower.

Name	Prerequisite	Description
Hurling Weapon Style		Club or sickle is off-hand and heavy thrown
Kick Up	Monk	Once per encounter, after hit, stand as free action
Improved Bardic Knowledge	Intelligence 13	Ally instructed with bardic knowledge gains +2 power bonus to next attack roll
Improved Bardic Song	Charisma 13	One bardic song gains additional benefits
Mighty Unarmed Style		Unarmed attack damage is d10 with a +2 proficiency bonus
Mighty Versatile Unarmed Style		Club or spear damage is d10, +2 proficiency bonus and versatile
Precise Versatile Weapon Style		Club, flail or spear damage is d8, +3 proficiency bonus and versatile
Precise Unarmed Style		Unarmed attack damage is d8, +3 proficiency bonus and versatile
Off-Hand Weapon Style		Club, dagger, flail, or sickle damage is d6, +3 proficiency bonus and off-hand
Quick Sling	Bard	Sling instrument as free action
Reversing Staff Weapon Style		Staff damage is d10, proficiency bonus is +3 and no properties
Swinging Staff Weapon Style		Staff damage is 2d6, proficiency bonus is +2 and no properties
Superior Unarmed Style		Unarmed attack damage is d10, +3 proficiency bonus and versatile
Totemic Vengeance	Barbarian	Gain Totemic Vengeance feat power
Unarmed Secret Technique	Monk	May apply <i>secret technique</i> to your unarmed attack
Vicious Open Hand	Monk, Open Hand	Open Hand Attack damage is increased to d8
Weapon Secret Technique	Monk	May apply <i>secret technique</i> to you're a weapon group
Wild Soul	Druid, Constitution or Charisma 13	Daily, you may change your wild shape to another for the rest of the encounter

Hurling Weapon Style

Benefit: Choose one of the following weapons: club or sickle. While you are wielding your chosen weapon, it has the off-hand and heavy thrown weapon properties. This replaces its normal weapon properties.

Special: You can take this feat more than once. Each time you choose this feat, choose another weapon.

Improved Bardic Knowledge [Bard]

Prerequisites: Intelligence 13

Benefit: When you instruct an ally against a target with Bardic Knowledge, your ally gains a +2 power bonus to their next attack roll against that target.

Improved Bardic Song [Bard]

Prerequisites: Intelligence 13

Benefit: Choose one bardic song from the following list. When you use a power that allows you to play this song, the benefits it grants are increased as listed below. You can choose this power multiple times, choosing a different song each time.

Lay of Battle and Action Jack: The bonus also applies to your ally's next damage roll.

Pounding Hammers, Dance of Death, Shifty Eyes, Happy Days, Strong March, Quick Surge, and Echoes: The benefit applies to all allies who can hear you.

Shield Dance: The power bonus to AC increases to +2, and you also grant a +2 power bonus to Reflex.

Succor of Sound: The temporary hit points can be granted to two allies instead of only one.

Throwdown: The saving throw gains a power bonus equal to your Charisma modifier.

Sonic Resist: The chosen ally gains resistance to all of the possible keywords.

Advantage Song: The three allies adjacent to the target do not need to include you, and attacks that have combat advantage due to this power gain a power bonus to damage rolls equal to your Charisma modifier.

Mind Castle: The power bonus also applies to any defense targeted by an attack with the Fear or Charm keywords.

Kick Up [Monk]

Prerequisite: Monk, Dexterity 15

Benefit: Once per encounter, after you hit with an unarmed attack you can stand up as a free action.

Mighty Unarmed Style

Benefit: When you make an unarmed attack, your proficiency bonus is +2, your damage die is d10, and your attack has the versatile weapon property. When you attack with an improvised weapon, your proficiency bonus is +2, your damage die is 1d6 for one-handed improvised weapons and 1d10 for two-handed improvised weapons, and if your DM agrees, you can treat an improvised weapon as a similar simple or military weapon for the purpose of meeting the requirements for a power (e.g., you could use an anchor with a power that requires a flail). These normal proficiency bonuses, damage dice, and properties replace any other proficiency bonuses, damage dice, and properties for your unarmed attacks and improvised weapons.

Mighty Versatile Weapon Style

Benefit: Choose one of the following weapons: club or spear. While you are wielding your chosen weapon, its proficiency bonus is +2, its damage die is d10, and it has the versatile weapon property. This replaces its normal proficiency bonus, damage die, and properties.

Special: You can take this feat more than once. Each time you choose this feat, choose another weapon.

Precise Versatile Weapon Style

Benefit: Choose one of the following weapons: club, flail, or spear. While you are wielding your chosen weapon, its proficiency bonus is +3, its damage die is d8, and it has the versatile weapon property. This replaces its normal proficiency bonus, damage die, and properties.

Special: You can take this feat more than once. Each time you choose this feat, choose another weapon.

Precise Unarmed Style

Benefit: When you make an unarmed attack, your proficiency bonus is +3, your damage die is d8, and your attack has the versatile weapon property. When you attack with an improvised weapon, your proficiency bonus is +2, and if your DM agrees, you can treat an improvised weapon as a similar simple or military weapon for the purpose of meeting the requirements for a power (e.g., you could use a broken bottle with a power that requires a light blade). These normal proficiency bonuses, damage dice, and properties replace any other proficiency bonuses, damage dice, and properties for your unarmed attacks and improvised weapons.

Off-Hand Weapon Style

Benefit: Choose one of the following weapons: club, dagger, flail, or sickle. While you are wielding your chosen weapon, its proficiency bonus is +3, its damage die is d6, and it has the off-hand weapon property. This replaces its normal proficiency bonus, damage die, and weapon properties.

Special: You can take this feat more than once. Each time you choose this feat, choose another weapon.

Quick Sling [Bard]

Prerequisites: Bard, Dexterity 13

Benefit: You may put away or sling your instrument as a free action.

Reversing Staff Weapon Style

Benefit: While you are wielding a quarterstaff, its proficiency bonus is +3, its damage die is d10, and it has no weapon properties. This replaces its normal proficiency bonus, damage die, and properties.

Swinging Staff Weapon Style

Benefit: While you are wielding a quarterstaff, its proficiency bonus is +2, its damage die is 2d6, and it has no weapon properties. This replaces its normal proficiency bonus, damage die, and properties.

Superior Unarmed Fighting

Benefit: When you make an unarmed attack, your proficiency bonus is +3, your damage die is d10, and your attack has the versatile weapon property. This replaces any other proficiency bonus, damage die, and weapon properties for your unarmed attacks.

Totemic Vengeance [Fury's Bounty]

Prerequisite: Fury's Bounty class feature

Benefit: You can channel your totem to invoke *Totemic Vengeance*.

Fury's Bounty: Totemic Vengeance Feat Power

Your enemies have spilled blood. They will not do so again.

Encounter ♦ **Primal**

Immediate Reaction **Personal**

Trigger: An enemy marked by you bloodies you or one of your allies.

Effect: Add your level as a bonus to your next damage roll.

Unarmed Secret Technique [Monk]

Prerequisite: Monk

Benefit: You can apply any *secret technique* you possess to your unarmed attack or to an improvised weapon you are wielding as a free action. You can un-apply a *secret technique* from an improvised weapon or from your unarmed attack as a free action. As long as a *secret technique* you possess is applied to one improvised weapon or unarmed attack, it cannot be applied to any other improvised weapon or unarmed attack.

Vicious Open Hand [Monk]

Prerequisite: Monk, Open Hand Attack class feature

Benefit: The extra damage dice from your Sneak Attack class feature increase from d6s to d8s.

Weapon Secret Technique [Monk]

Prerequisite: Monk

Benefit: Choose a specific weapon group, such as axes or polearms. As a free action, you can apply any *secret technique* you possess to one weapon of your chosen weapon group that you are wielding. Whenever you wield this weapon, it gains the qualities of this *secret technique*. You can un-apply a *secret technique* from a weapon as a free action. As long as a *secret technique* you possess is applied to one weapon, it cannot be applied to any other weapon.

Special: You can take this feat more than once. Each time you choose this feat, choose another weapon group.

Wild Soul [Druid]

Prerequisites: Constitution 13 or Charisma 13, Druid

Benefit: Once per day, when you use from your wildshape class feature, you can switch to another wildshape of the same tier at any time during the encounter with another minor action. You must keep the new choice for the rest of the encounter.

PARAGON TIER

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

Name	Prerequisite	Description
Companion Focus	Druid	+2 to damage with your animal companion
Companion Channeling	Druid	Daily, use animal companion as origin for close power
Deadly Unarmed Fighting	Dexterity 17, Strength 15 or Wisdom 15	Unarmed attacks and improvised weapons are high crit
Extended Instruction	Intelligence 15	You can sustain the benefits of Bardic Knowledge with a minor action
Lingering Song	Charisma 15	You can sustain the benefits of Bardic Song with a minor action
Pierce Deafness	Bard	Ignore deafness with Bard powers, enemies gain -1 penalty to saves against your powers
Totem Initiate	Barbarian, Strength 13, Constitution 15	Gain a 2 nd totem

Companion Focus [Druid]

Prerequisites: Druid

Benefit: You gain a +2 feat bonus on damage rolls with your *companion attack* power.

Companion Channeling [Druid]

Prerequisites: Druid

Benefit: Once per day, when you your animal companion is conscious, you can use the companion as the origin point for a close burst or blast power.

Deadly Unarmed Fighting

Prerequisite: Dexterity 17 and either Strength 15 or Wisdom 15

Benefit: Your unarmed attacks and improvised weapons gain the high crit weapon property.

Extended Instruction

Prerequisites: Charisma 15

Benefit: Once per encounter, when you use a power that allows you to instruct an ally against a target with Bardic Knowledge, as a minor action you can sustain the benefits that ally gains from Bardic Knowledge until the end of your next turn.

Lingering Song

Prerequisites: Charisma 15

Benefit: Once per encounter, when you use a power that allows you to play a bardic song, as a minor action you can sustain the benefits of that song until the end of your next turn.

Pierce Deafness [Bard]

Prerequisites: Bard

Benefit: Your Bardic Songs and powers no longer require your allies to be able to hear you. In addition, creatures that attempt a saving throw against your implement powers take a -1 penalty.

Totem Initiate [Barbarian]

Prerequisite: Strength 13, Constitution 15, Barbarian

Benefit: Choose a second totem spirit. You can select this totem's effect when using your *fury's bounty* power.



EPIC TIER

Any feat in the following section is available to a character of 21st level or higher who meets the prerequisites.

Name	Prerequisite	Description
Companion Supremacy	Druid	Move animal companion with a minor action
Percussion Mastery	Bard, Charisma 20, Dexterity 18	Critical hit with percussion instrument attack roll of 19 or 20
Primal Prowess	Druid	Daily, spend action point and surge to gain wild shape use
Stringed Mastery	Bard, Charisma 21, Dexterity 19	Critical hit with stringed instrument attack roll of 19 or 20
Unarmed Fighting Mastery	Dexterity 19, Strength or Wisdom 19	Critical hit with unarmed or improvised weapon melee attack roll of 19 or 20
Vocal Mastery	Bard, Charisma 19, Intelligence 21	Critical hit with amplifying stone attack roll of 19 or 20
Woodwind Mastery	Bard, Charisma 19, Intelligence 21	Critical hit with woodwind instrument attack roll of 19 or 20

Companion Supremacy [Druid]

Prerequisites: Druid

Benefit: You can move your animal companion as a minor action instead of a move action.

Percussion Mastery [Bard]

Prerequisites: Bard, Charisma 20, Dexterity 18

Benefit: When you make a melee weapon attack with a percussion instrument, you can score a critical hit on a natural roll of 19 or 20.

Primal Prowess [Druid]

Prerequisites: Druid

Benefit: Once per day, you can spend an action point and a healing surge to gain an extra use of the wildshape power from any of the three tiers.

Stringed Mastery [Bard]

Prerequisites: Bard, Charisma 21, Dexterity 19

Benefit: When you make a melee weapon attack with a stringed instrument, you can score a critical hit on a natural roll of 19 or 20.

Unarmed Fighting mastery

Prerequisite: Dexterity 19 and either Strength 19 or Wisdom 19

Benefit: When you make a melee attack with an unarmed attack or an improvised weapon, you can score a critical hit on a natural roll of 19 or 20.

Vocal Mastery [Bard]

Prerequisites: Bard, Charisma 19, Intelligence 21

Benefit: When you make a melee weapon attack with an amplifying stone, you can score a critical hit on a natural roll of 19 or 20.

Woodwind Mastery [Bard]

Prerequisites: Bard, Charisma 19, Intelligence 21

Benefit: When you make a melee weapon attack with a woodwind instrument, you can score a critical hit on a natural roll of 19 or 20.

MULTICLASS FEATS

These feats follow the rules outlined in the PHB for multiclassing.

Name	Prerequisite	Description
Initiate of the Wild	Strength 13	Barbarian: Skill training, free attack 1/encounter
Musical Savant	Charisma 13	Bard: Skill training, <i>exhilarating song</i> 1/day
Sage of the Wild	Wisdom 13	Druid: Nature skill, <i>call lightning</i> 1/encounter
Disciple of the Martial Arts	Dexterity 13	Monk: Skill training, Open Hand Attack 1/encounter

Initiate of the Wild [Multiclass Barbarian]

Prerequisite: Strength 13, Constitution 13

Benefit: You gain training in one skill from the barbarian's class skill list.

Once per encounter, when an adjacent enemy makes an attack that does not include you as a target, you can make a basic melee attack against the enemy as an immediate interrupt.

Musical Savant [Multiclass Bard]

Prerequisites: Charisma 13

Benefit: You gain training in one of the following skills: Arcana, Dungeoneering, History, Nature, or Religion. You are able to play musical instruments.

Once per day, you can use the bard's *exhilarating song* power.

Sage of the Wild [Multiclass Druid]

Prerequisites: Wisdom 13

Benefit: You gain training in the Nature skill.

Once per encounter, you can use the *call lightning* druid power.

Disciple of the Martial Arts [Multiclass Monk]

Prerequisite: Dexterity 13

Benefit: You gain training in either Athletics or Acrobatics.

Choose one of the monk's Fighting Styles. Once per encounter, you can use the monk's Open Hand Attack class feature under the conditions specified in the class feature or in that Fighting Style's Open Hand Tactics.



MAGIC ITEMS

Fetishes

A fetish is a small object fashioned to represent a synergy with nature. It is typically a short rod or baton adorned with feathers, shells, or other natural objects related to the environment of the druid's upbringing. It might be filled with pebbles, like a rain stick, or with soil from the homeland of a primal environmentalist.

If you are of a class that can use a fetish as an implement, you can apply the enhancement bonus of a fetish to the attack rolls and damage rolls of any of your powers that have the implement keyword. As with most other implements, you can't make melee attacks with a fetish.

Lvl	Name	GP
2	Sunburst Stick +1	520
3	Earthen Fetish +1	680
7	Sunburst Stick +2	2,600
8	Earthen Fetish +2	3,400
9	Spirit Stick +2	4,200
12	Sunburst Stick +3	13,000
12	Sustaining Stick +3	13,000
13	Earthen Fetish +3	17,000
14	Spirit Stick +3	21,000
17	Sunburst Stick +4	65,000
17	Sustaining Stick +4	65,000
18	Earthen Fetish +4	85,000
19	Spirit Stick +4	105,000
22	Sunburst Stick +5	325,000
22	Sustaining Stick +5	325,000
23	Earthen Fetish +5	425,000
24	Spirit Stick +5	525,000
25	Unicorn Horn +5	625,000
27	Sunburst stick +6	1,625,000
27	Sustaining Stick +6	1,625,000
28	Earthen Fetish +6	2,125,000
29	Spirit Stick +6	2,625,000
30	Unicorn Horn +6	3,125,000

Fetishes

Sunburst Stick (+1 to +6) Level 2+

This short wooden stick has bright yellow ribbons tied to one end that swirl in the wind.

Price:

Lvl 2 +1 520 gp	Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp	Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp	Lvl 27 +6 1,625,000 gp

Implement (Fetish)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d8 damage per plus against undead

Power (Encounter): Free Action. You can use this power when you use a power with the implement keyword. All damage you deal using this implement is

considered radiant damage until the end of your turn

Earthen Fetish (+1 to +6) Level 3+

This clay fetish is soft and feels as though it might fall apart in your hands.

Price:

Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	Lvl 28 +6 2,125,000 gp

Implement (Fetish)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. You can use this power when you use an area burst or blast power. After resolving the power, enemies in the area of the power take an additional 1d8 damage from a rain of rock and dirt.

Sustaining Stick (+3 to +6) Level 12+

When you lift this black-feathered fetish, it seems to stay in both places at once. It has staying power.

Price:

Lvl 12 +3 13,000 gp	Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp	Lvl 27 +6 1,625,000 gp

Implement (Fetish)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free action. You can use this power when you fail to sustain a power with the zone keyword. The effects of the power with the area keyword last until the end of your next turn.

Spirit Stick (+2 to +6) Level 6+

This long gnarled stone helps you to commune with the spirits of nature.

Price:

Lvl 9 +2 4,200 gp	Lvl 24 +5 525,000 gp
Lvl 14 +3 21,000 gp	Lvl 29 +6 2,625,000 gp
Lvl 19 +4 105,000 gp	

Implement (Fetish)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use the wildshape class feature, you get a +1 bonus on your next attack roll.
(Level 11 or 16): Gain a +1 bonus on your next attack roll and damage roll.
(Level 21 or 26): Gain a +1 bonus on your next attack roll, damage roll, and saving throw.

Unicorn Horn (+5 to +6) Level 25+

This pearly curled horn has been painted with a red-black pigment.

Price:

Lvl 25 +5 625,000 gp **Lvl 30** +6 3,125,000 gp

Implement (Fetish)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d8 damage per plus against fey

Property: Gain a +2 bonus to Nature checks.

Power (Daily): Free action. You can use this power when you score a critical hit. Spend a healing surge as a free action.

Shillelaghs

A shillelagh is a gnarled wooden staff that is typically shoulder-high to the druid that wields it. Shillelaghs are shaped from a living tree sacred to druids, such as an oak. Many still sprout leaves and green branches, and are usually covered with runes that encode the rituals known to the wielder.

Your shillelagh is fashioned so that you can channel your primal powers through it. It also functions as a weapon in melee (treat as a quarterstaff). When used in melee, a shillelagh applies its enhancement bonus and critical damage just as a weapon does. If you are of a class that can use a fetish as an implement, you can apply the enhancement bonus of a shillelagh to the attack rolls and damage rolls of any of your powers that have the implement keyword. If your class can't use shillelaghs as implements, or if you're not using an implement power, a shillelagh is simply an unusual quarterstaff.

A shillelagh can have any set of qualities (enhancements, criticals, properties, and powers) that is available to a staff implement. The level and cost of a shillelagh is identical to the level and cost of a staff implement with the same qualities.

Bardic Instruments

If you are of a class that can use musical instruments as an implement, you can apply the enhancement bonus of an instrument to the attack rolls and damage rolls of any of your powers that have the implement keyword. You may not make melee attacks with a musical instrument.

Mundane musical instruments are functional, but unimpressive. Instruments with an enhancement bonus are well-crafted and made with exotic materials such as wrymwood or platinum.

Playing percussion or stringed instruments requires two hands. Woodwinds and amplifying stones only require a breath of wind and one hand to hold the instrument to the mouth or throat.

Musical Instruments

Lvl	Name	GP
1	Amplifying Stone +1	360
2	Chime of Opening +1	520
3	Horn of Bubbles +1	680
3	Doss Lute +1	680
5	Stone of Knowledge +2	1,000
6	Amplifying Stone +2	1,800
7	Chime of Opening +2	2,600
8	Horn of Bubbles +2	3,400
8	Doss Lute +2	3,400
10	Stone of Knowledge +2	5,000
11	Amplifying Stone +3	9,000
11	Pipes of the Sewers +3	9,000
12	Chime of Opening +3	13,000
12	Drums of Deafening +3	13,000
13	Horn of Bubbles +3	17,000
13	Doss Lute +3	17,000
15	Stone of Knowledge +3	25,000
16	Amplifying Stone +4	45,000
17	Chime of Opening +4	65,000
18	Horn of Bubbles +4	85,000
18	Doss Lute +4	85,000
20	Stone of Knowledge +4	125,000
21	Amplifying Stone +5	225,000
22	Chime of Opening +5	325,000
23	Horn of Bubbles +5	425,000
23	Doss Lute +5	425,000
25	Stone of Knowledge +5	625,000
26	Amplifying Stone +6	1,125,000
27	Chime of Opening +6	1,625,000
28	Doss of Lute +6	2,125,000
28	Horn of Bubbles +6	2,125,000
30	Stone Knowledge +6	3,125,000



Percussion

Chime of Opening (+1 to +6) Level 2+

Striking this small silver chime releases a pleasing note that begs visitors to enter.

Price:

Lvl 2 +1 520 gp	Lvl 17 +4 65,000 gp
Lvl 7 +2 2,600 gp	Lvl 22 +5 325,000 gp
Lvl 12 +3 13,000 gp	Lvl 27 +6 1,625,000 gp

Implement (Percussion)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: +2 to Thievery skill

Power (Encounter): Minor Action. You or one ally gain a +10 item bonus to Thievery when picking locks until the end of your next turn.

Drums of Deafening (+3 to +6) Level 12+

These drums are skinned with black demon skin and pulled exquisitely tight with a bright red cord.

Price:

Lvl 12 +3 13,000 gp	Lvl 22 +5 325,000 gp
Lvl 17 +4 65,000 gp	Lvl 27 +6 1,625,000 gp

Implement (Percussion)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. You can use this power when you attack with a power with the fear keyword. If you hit, the target may only attack with melee and ranged weapon powers until the end of your next turn.

Woodwind

Horn of Bubbles (+1 to +6) Level 3+

Blowing this pink coral horn sprays tiny bubbles that encapsulate anyone.

Price:

Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	Lvl 28 +6 2,125,000 gp

Implement (Woodwind)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Encounter): You can use this power when you attack with a power with the thunder keyword. Make a secondary Dexterity vs. Reflex attack against one target hit by your power with the thunder keyword. If you hit with the secondary attack, the target is also immobilized until the end of your next turn.

Pipes of the Sewers (+3 to +6) Level 11+

These panpipes are stained with dark brown splotches and no amount of scrubbing can remove their foul odor.

Price:

Lvl 11 +3 9,000 gp	Lvl 21 +5 225,000 gp
Lvl 16 +4 45,400 gp	Lvl 26 +6 1,125,000 gp

Implement (Woodwind)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Standard action. You conjure a rat swarm that appears in 4 contiguous squares. You may conjure the swarm in occupied squares. Any creature that starts its turn in a square occupied by the rat swarm takes 1d4 damage per plus of the item's bonus. You can sustain the swarm with a standard action, and move it up to 6 squares with a move action.

Stringed

Lyre of Building (+5 to +6) Level 25+

This lyre is made of a dull-gray stone and always produces notes that are flat.

Price:

Lvl 25 +5 625,000 gp	Lvl 30 +6 3,125,000 gp
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Implement (Stringed)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: +2 to Dungeoneering

Power (Daily): Standard action. You create a 10-ft. high and 3 ft. thick wall of solid stone within 10 squares, which occupies 4 contiguous squares. It cannot be created in occupied squares. The wall is actual stone, lasts indefinitely, and cannot be dispelled.



Doss Lute (+1 to +6) Level 3+

This ornate lyre is crafted of golden wyrmwood, inlaid with black etchings in a baroque design.

Price:

Lvl 3 +1 680 gp	Lvl 18 +4 85,000 gp
Lvl 8 +2 3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13 +3 17,000 gp	Lvl 28 +6 2,125,000 gp

Implement (Stringed)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d8 vs. natural beasts

Property: Gain a +2 bonus on Nature checks.

Power (Daily): Free Action. You can use this power when you use a power with the charm keyword. Any target that is hit by this power gains vulnerability 5 psychic.

Amplifying Stones

Amplifying Stone (+1 to +6) Level 1+

When you pick it up, this small pearly stone absorbs each rub or touch and makes it audible. What would it do if you were to sing into it?

Price:

Lvl 1 +1 360 gp	Lvl 16 +4 45,000 gp
Lvl 6 +2 1,800 gp	Lvl 21 +5 225,000 gp
Lvl 11 +3 9,000 gp	Lvl 26 +6 1,125,000 gp

Implement (Vocal)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Stone of Knowledge (+2 to +6) Level 5+

Holding this stone, you have an unmistakable sense that you are smarter than everyone else.

Price:

Lvl 5 +1 1,000 gp	Lvl 20 +4 125,000 gp
Lvl 10 +2 5,000 gp	Lvl 25 +5 625,000 gp
Lvl 15 +3 25,000 gp	Lvl 30 +6 3,125,000 gp

Implement (Vocal)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: +1 to Arcana, Dungeoneering, History, Nature, and Religion

Power (Daily): Free Action. You can use this power when you use your Bardic Knowledge class feature. The skill check bonus granted by your Bardic Knowledge increases by 10.

Secret Techniques

A *secret technique* is the monk's equivalent of a magic weapon, an esoteric fighting style developed through martial power that directly enhances the fighting ability of its user. *Secret techniques* can have any set of qualities (enhancements, criticals, properties, and powers) that is available to a magic melee weapon. The level and cost of a *secret technique* is identical to the level and cost of a magic weapon with the same set of qualities.

You must have the Unarmed Secret Technique or Weapon Secret Technique feat to be able to apply a *secret technique* that you possess. You can only apply a *secret technique* to a weapon if its properties are appropriate to that weapon. For example, a monk could not apply a +2 *keen secret technique* to a mace because *keen* weapons must be an axe, heavy blade, light blade, pick, or spear. *Secret techniques* may be applied to unarmed attacks if their properties are available to the following weapon categories: Any, Any Melee, Flail, Hammer, Mace, or Staff. You can possess multiple *secret techniques*, but you cannot apply more than one to the same weapon or to your unarmed attack. As long as a *secret technique* is applied to a weapon, its qualities replace any magical qualities of that weapon.

The value of a *secret technique* depends on incredibly subtle combat tricks that no one else knows. As soon as anyone else learns the mysteries of your *secret technique*, it is lost to you. As with any secret, you can choose to pass on a *secret technique* to someone else, or it can be taken from you against your will.

FANG, FIST, AND SONG

You can pass on a *secret technique* in two ways. If you spend a short rest with a creature with access to the martial power source, you can pass the *secret technique* to them directly by demonstrating its intricacies and practicing its special moves. You can also use the *enchant magic item* ritual, or work with someone who knows it, to create a recording of any *secret technique* you possess. There is no gp cost for making a recording of a *secret technique*. Any creature with access to the martial power source can master a *secret technique* from a recording. You lose the use of a *secret technique* as soon as someone else uses its recording to master your technique. Recordings of *secret techniques* often take the form of a scroll, although many variations are possible. The Ancients' *manual of bodily exercise*, the elves' *leaves of autumn wind*, and the hobgoblin's *mummified foot of the champion* are all legendary. Many purveyors of magic weapons also sell recordings of *secret techniques*, which are often given unique names as well.

There are two ways you can take a *secret technique* from someone against their will. First, you can steal its recording. Most monasteries keep a record of their master's style in their innermost sanctum. Nevertheless, countless martial innovations have been developed only to be lost forever because their creator feared thieves more than they valued passing on their wisdom. Second, you can defeat its possessor in combat. After your next short rest, which you might spend interrogating your defeated enemy about the key to his fighting style, or meditating on what he gave away in his last-ditch effort to ward off the blow that killed him, you become the sole possessor of his *secret techniques*.

You can create a new *secret technique* of your level or lower by using the *enchant magic item* ritual and spending the appropriate gp cost for that technique. If you use the *disenchant magic item* ritual on a recording of a *secret technique*, you can produce residuum of the same value as if you disenchant a magic item of the same level, but you lose possession of that *secret technique*.

Secret Technique (+1 to +6) Level 1+

The hidden principle behind the legendary exploits of an esoteric fighting master.

Price:

Lvl 1 +1 360 gp	Lvl 16 +4 85,000 gp
Lvl 6 +2 3,400 gp	Lvl 21 +5 425,000 gp
Lvl 11 +3 1,800 gp	Lvl 26 +6 2,125,000 gp

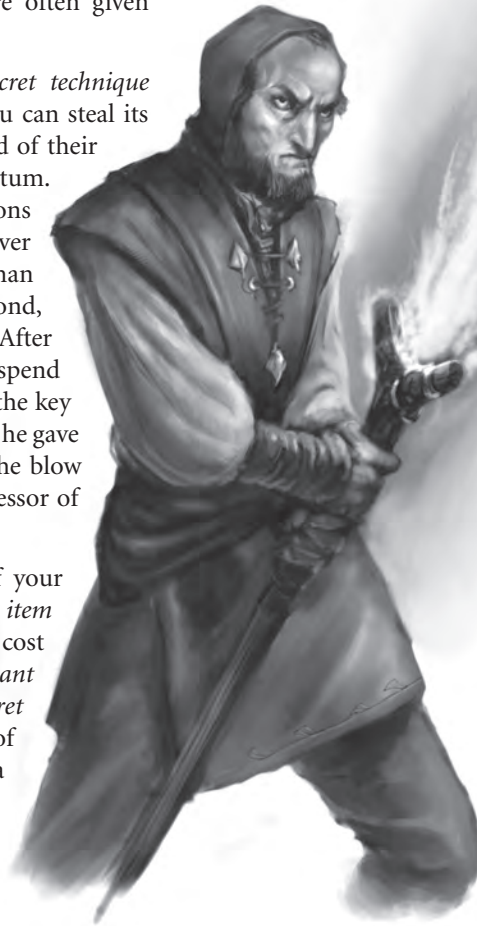
Weapon (Any Melee)

Enhancement: Attack rolls and damage rolls

Critical: As per magic item

Property: As per magic item

Power: As per magic item



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