

On Pain of Death

Daily, Divine, Implement

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

Standard Action Ranged 5

Target: One creature.

Attack: +3 vs. Will

Hit: 3d8 + 3 damage. Once per round, the target takes 1d8 damage after making any attacks on its turn (save ends).

Miss: Half damage. Once per round, the target takes 1d4 damage after making any attacks on its turn (save ends).

Fox's Cunning

Encounter, Martial, Weapon

Using the momentum from your enemy's blow to fall back or slip to one side, you make a sudden retaliatory attack as he stumbles to regain his composure.

Immediate Reaction Melee or Ranged Weapon

Trigger: An enemy makes a melee attack against you.

Attack: You can shift 1 square, then make a basic attack against the enemy.

Special: Gain a +2 power bonus to your basic attack roll.

Split the Tree

Daily, Martial, Weapon

You fire two arrows at once, which separate in mid-flight to strike two different targets.

Standard Action Ranged weapon

Targets: Two creatures within 3 squares of each other.

Attack: +6 vs. AC. Make two attack rolls, take the better result, and apply it to both targets.

Hit: 2d10 + 4 damage.

Pin the Foe

Daily, Martial, Weapon

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

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

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

White Raven Onslaught

Daily, Martial, Weapon

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

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

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

Iron Dragon Charge

Daily, Martial, Weapon

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

Standard Action Melee weapon

Target: One creature

Special: You must charge as part of this attack.

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

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