

**Bond of Pursuit** **Avenger Attack 1**  
*With your attack, you utter a promise to follow your enemy if it tries to escape.*  
**At-Will ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** +8 vs. AC  
**Hit:** 1d10 + 4 damage. If the target doesn't end its next turn adjacent to you, you can shift 4 squares as a free action, and you must end that shift closer to the target.

**Overwhelming Strike** **Avenger Attack 1**  
*As you attack, you maneuver around your foe, forcing it to move with you.*  
**At-Will ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** +8 vs. AC  
**Hit:** 1d10 + 4 damage. You shift 1 square and slide the target 1 square into the space you occupied.

**Oath of Enmity** **Avenger Feature**  
*You focus your wrath on a single foe, giving your attacks against it extraordinary accuracy.*  
**Encounter (Special) ♦ Divine**  
**Minor Action** Close burst 10  
**Target:** One enemy you can see in burst  
**Effect:** When you make a melee attack against the target and the target is the only enemy adjacent to you, you make two attack rolls and use either result. This effect lasts until the end of the encounter or until the target drops to 0 hit points, at which point you regain the use of this power.  
 If another effect lets you roll twice and use the higher result when making an attack roll, this power has no effect on that attack. If an effect forces you to roll twice and use the lower result when making an attack roll, this power has no effect on that attack either.  
 If an effect lets you reroll an attack roll and you rolled twice because of this power, you reroll both dice.

**Channel Divinity: Abjure Undead** **Avenger Feature**  
*You send a brilliant ray of radiant power at an undead foe, compelling it to stagger toward you.*  
**Encounter ♦ Divine, Implement, Radiant**  
**Standard Action** Close burst 5  
**Target:** One undead creature in burst  
**Attack:** +4 vs. Will  
**Hit:** 3d10 + 3 radiant damage, and you pull the target 4 squares. The target is also immobilized until the end of your next turn.  
**Miss:** Half damage, and you pull the target 1 square.

**Channel Divinity: Divine Guidance** **Avenger Feature**  
*You lend your deity's guidance to an ally's attack against your foe.*  
**Encounter ♦ Divine**  
**Immediate Interrupt** Close burst 10  
**Trigger:** An ally within 10 squares of you makes an attack roll against your oath of enmity target  
**Target:** The triggering ally  
**Effect:** The target makes a second attack roll and uses either result.

**Furious Assault** **Half-Orc Racial Power**  
*Your monstrous wrath burns inside you, giving strength to your attack.*  
**Encounter**  
**Free Action** Personal  
**Trigger:** You hit an enemy  
**Effect:** The attack deals 1[W] extra damage if it's a weapon attack or 1d8 extra damage if it isn't.

**Whirlwind Charge** **Avenger Attack 1**  
*As you charge your foe, divine light surrounds you in a protective nimbus, then erupts at your foe.*  
**Encounter ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** +8 vs. AC  
**Hit:** 2d10 + 4 damage.  
**Special:** When charging, you can use this power in place of a melee basic attack. If you charge, you gain a +4 bonus to AC against opportunity attacks you provoke while moving to the target.

**Resonant Escape** **Avenger Utility 2**  
*A quick prayer as you dodge calls forth divine power, which carries you a short distance away.*  
**Encounter ♦ Divine, Teleportation**  
**Immediate Reaction** Personal  
**Trigger:** An enemy hits or misses you with a melee attack  
**Effect:** You teleport 3 squares.

**Sequestering Strike** **Avenger Attack 3**  
*Your attack slices into your foe and through the fabric of space, hurtling both you and that foe a short distance away.*  
**Encounter ♦ Divine, Teleportation, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** +8 vs. AC  
**Hit:** 2d10 + 4 damage, and you teleport the target 2 squares. You then teleport to a space adjacent to the target.

**Aspect of Might** **Avenger Attack 1**  
*You strike a crippling blow against your foe & divine power bolsters you.*  
**Daily ♦ Divine, Weapon**  
**Standard Action** Melee weapon  
**Target:** One creature  
**Attack:** +8 vs. AC  
**Hit:** 3d10 + 8 damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, you gain a +5 power bonus to Athletics checks, a +2 power bonus to speed, and a +2 power bonus to the damage rolls of melee attacks.

**+1 Acidic Longspear** **Level 4**  
*A stream of acid lashes out from this melee weapon, burning a target who might otherwise be out of reach.*  
**Critical:** +1d6 acid damage  
**Power (Encounter ♦ Acid):** Standard Action. Make a melee basic attack with the weapon against a target within 5 squares of you. All damage dealt by this basic attack is acid damage.  
**Power (Daily ♦ Acid):** Free Action. Use this power when you hit with the weapon. Deal ongoing 5 acid damage (save ends).