

DUNGEONS & DRAGONS[®]

PRIMAL POWER[™]

Options for Barbarians, Druids, Shamans, and Wardens



ROLEPLAYING GAME SUPPLEMENT

Mike Mearls

DUNGEONS DRAGONS[®]

PRIMAL POWER[™]



ROLEPLAYING GAME SUPPLEMENT

Mike Mearls





CREDITS

Design
**Mike Mearls (lead),
Eytan Bernstein, Logan Bonner,
Rob Heinsoo, Robert J. Schwalb**

Additional Design
Greg Bilsland, James Wyatt

Development
**Stephen Schubert (lead),
Peter Schaefer, Rodney Thompson**

Additional Development
Mike Donais, Stephen Radney-MacFarland, Chris Tulach

Editing
**Jeremy Crawford (lead),
Scott Fitzgerald Gray, M. Alexander Jurkat, Cal Moore**

Managing Editing
Kim Mohan

Director of D&D R&D and Book Publishing
Bill Slavicsek

D&D Creative Manager
Christopher Perkins

D&D Senior Art Director
Jon Schindehette

D&D Design Manager
James Wyatt

D&D Development and Editing Manager
Andy Collins

Art Director
Kate Irwin

Cover Illustration
Steve Prescott

Graphic Designer
Leon Cortez, Keven Smith, Emi Tanji

Additional Graphic Design
Soe Murayama

Interior Illustrations
**Steve Argyle, Ralph Beisner, Eric Belisle, Kerem Beyit,
Chippy, Mitch Cotie, Jesper Ejsing, Jason A. Engle, Tomas
Giorello, Howard Lyon, Warren Mahy, Raven Mimura,
Jim Nelson, William O'Connor, Hector Ortiz, Wayne
Reynolds, Chris Seaman, Eva Widermann, Sam Wood,
Ben Wootten**

Publishing Production Specialist
Christopher Tardiff

Prepress Manager
Jefferson Dunlap

Imaging Technician
Carmen Cheung

Production Manager
Cynda Callaway

Game rules based on the original DUNGEONS & DRAGONS[®] rules created by **E. Gary Gygax** and **Dave Arneson**, and the later editions by **David "Zeb" Cook** (2nd Edition); **Jonathan Tweet**, **Monte Cook**, **Skip Williams**, **Richard Baker**, and **Peter Adkison** (3rd Edition); and **Rob Heinsoo**, **Andy Collins**, and **James Wyatt** (4th Edition).

620-21911720-001 EN
9 8 7 6 5 4 3 2 1
First Printing: October 2009
ISBN: 978-0-7869-5023-2



U.S., CANADA, ASIA, PACIFIC,
& LATIN AMERICA
Wizards of the Coast LLC
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

WIZARDS OF THE COAST, BELGIUM
Industrialaan 1
1702 Groot-Bijgaarden
Belgium
+32.070.233.277

DUNGEONS & DRAGONS, D&D, d20, d20 System, WIZARDS OF THE COAST, *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, *Primal Power*, EBERRON, FORGOTTEN REALMS, *Adventurer's Vault*, *Arcane Power*, *Draconomicon*, *Keep on the Shadowfell*, *Martial Power*, *Open Grave: Secrets of the Undead*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the U.S.A. and other countries. All Wizards characters and the distinctive likenesses thereof are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental. Printed in the U.S.A. ©2009 Wizards of the Coast LLC

VISIT OUR WEBSITE AT WWW.WIZARDS.COM/DND

INTRODUCTION

Primal Power has its roots in the decision to include the druid as a monster in the 1976 supplement *Greyhawk*[®]. D&D[®] cocreator Gary Gygax likely had little idea at the time that his description would affect the game for the next three decades: “These men are priests of a neutral-type religion . . . Druids may change shape three times per day . . . from size as small as a raven to as large as a small bear. They will generally (70%) be accompanied by numbers of barbaric followers (fighters).” That, in a nutshell, is the origin of the primal power source. In the first mention of the iconic primal character class, there are ties to shapeshifting and barbaric warriors.

The druid’s identity in D&D has changed little since 1976, and in many ways the story of the primal power source’s creation and development is the story of strengthening the druid class’s roots and making them the centerpiece of both the class and the power source that arose around it.

For many years, druids were presented as a type of cleric, a divine spellcaster who worshiped gods of nature, the elements, and natural forces. Under that scheme in 4th Edition, druids might have been priests of Melora and similar deities. But that approach would have left druids as a second banana to the other divine classes and created a divide in the divine power source. Clerics and paladins share thematic and aesthetic similarities, whereas druids have more bonds thematically with barbarians.

As we looked at the barbarian and the druid together, the primal power source took form. Both classes have strong ties to nature, and both have a

feral quality. They made a good match, and thus began a long process of design and development that culminated in *Player’s Handbook*[®] 2 and this book.

Primal power is all about the natural world, which is more than plants, animals, mountains, and forests. Primal magic is a fundamental force of the natural world that holds the often malevolent forces of the planes at bay. Why do the gods dwell in the Astral Sea if so many of their followers live in the world? What keeps 25th-level monsters from stomping cities into dust? The primal spirits are keepers of the natural order. They ensure that the cycle of life and death, the turn of the seasons, and the web of life that connects all living things remain intact despite the intentions of gods, primordials, demons, and devils. Primal spirits are the world’s defenders, not its masters. As a wielder of primal magic, your character is an inheritor of their tradition.

USING THIS BOOK

As you can see by the table of contents, *Primal Power* is organized by class. Whether you have a character of a particular class or you want to make a character of that class, all you have to do is consult the proper chapter for new class features, builds, powers, and paragon paths. The final chapter of the book contains a large section on the spirit way, dozens of new feats, eight primal-themed epic destinies, several new rituals, and information on the primal spirits and the primal backgrounds that can deepen your roleplaying experience.

CONTENTS

1: BARBARIAN 4	New Powers 66	Heroic Tier Feats 136
Playing a Barbarian 6	New Paragon Paths 79	Paragon Tier Feats 143
New Builds 8	4: WARDEN 86	Epic Tier Feats 146
New Powers 10	Playing a Warden 88	Multiclass Feats 148
New Paragon Paths 25	New Builds 90	Epic Destinies 149
2: DRUID 32	New Powers 92	Fang of the World Serpent 149
Playing a Druid 34	New Paragon Paths 107	Fury of the Wild 150
New Builds 36	5: PRIMAL OPTIONS 114	Honored Ancestor 151
New Powers 38	The Spirit Way 116	Mythic Spirit 152
New Paragon Paths 53	Primal Spirits 121	Perfect Guardian 153
3: SHAMAN 60	Primal Backgrounds 130	Reincarnate Champion 154
Playing a Shaman 62	New Feats 136	Sovereign Beast 155
New Builds 64	Tribal Feats 136	World Tree Guardian 156
		New Rituals 157

BARBARIAN

“My rage is my weapon. My rage is my armor. My rage is your doom.”

A **BARBARIAN** can be a quiet warrior who launches into a rampage, or a fierce savage who lives for violence. Do you do battle out of duty and honor, wielding your weapon with grim resolve, or do you savor every blow you deal? Whatever your purpose, you are a barbarian—a force to be feared.

Despite your reputation for brutality, you are more than muscle and savagery. Your bond to the primal spirits makes you a wellspring of force and vitality. It is the spirits that make you a barbarian—they funnel power through your body, instill rage in your heart, and wreak carnage through your weapon.

Rageblood barbarians inspire their allies with their ferocity and endurance; thaneborn barbarians bolstering themselves and their comrades with their courage and resilience. A thunderborn barbarian is surrounded by a cloak of thunder spirits; a whirling barbarian, armed with two weapons, cuts through foes like a cyclone. Whatever type of barbarian you are, you’ll find options in this chapter to support you.

- ◆ **Playing a Barbarian:** Ideas about the barbarian’s place in the world and at the game table, to help you bring your character to life.
- ◆ **New Builds:** The thunderborn barbarian emits menacing war cries that make enemies stagger in fear. The whirling barbarian is a dervish of death, wielding a weapon in each hand.
- ◆ **New Class Features:** With thunderborn wrath, the death of each enemy lets you scatter your other foes in fear. Using your whirling slayer feature, you traverse the battlefield like a tornado.
- ◆ **New Powers:** You can unleash a voice like thunder or fight with two weapons as if they were twin claws. The chapter also supports existing builds with powers that inspire allies, add vigor, and dole out brutal blows.
- ◆ **New Paragon Paths:** You can harness primal force in the form of seven new paragon paths.





PLAYING A BARBARIAN

Running with the beasts, a lone warrior haunts the forest like a ghost, guarding against interlopers. On the high mountain plateau, a somber leader guides his ravaged tribe in its struggle against the cruel winter and hungry predators. At the edge of town, a hermit trains a young boy to harness the beast within and channel it into his weapon. The barbarian has many manifestations, and each one has its place in the world.

YOUR PRIMAL ROOTS

Part of what makes you a barbarian is your connection to the primal spirits, so give some thought to the nature of that connection and how you forged it. Many barbarians were born and raised in cultures that venerate the primal spirits, and they underwent rites of passage designed to strengthen their ties to those spirits. In your rages, you might commune with the same spirits that your tribal ancestors have called upon for generations.

In contrast, your ties to the primal spirits might be intensely personal. You might have grown up on a farm and developed a mystical relationship with nature and the spirits that inhabit the wilds. You might even be a city-dweller who experienced a profound

TROPHIES

Some barbarians wear trophies on their armor and weapons both to demonstrate their prowess in battle and to serve as a reminder of foes they have overcome. Evil barbarians focus on grim, horrific trophies—severed heads, preserved hands, and bits of bone—to strike fear in their enemies. Most barbarians, though, prefer less grisly displays of their skill.

Many barbarians are proudest of trophies taken from foes that have knocked them unconscious or otherwise pushed them to the brink of defeat. Barbarians also use trophies to mark a victory over a long-standing enemy or a powerful foe whose defeat trumpets their skill and prowess.

The best trophies symbolize an opponent's strength and ability. A dragon's fang, a shard from a powerful warrior's armor, or the stub of a necromancer's staff signify the enemy's power and ability. A barbarian typically attaches these trophies to his or her armor and gear, allowing them to hang as testaments to his fighting ability.

If you decide to collect trophies of your fallen enemies, make a list of each item you take from a foe. These trophies are more than marks of victory; they are important symbols of your history. Giving one of your trophies as a gift is a sign of trust and respect. When you are confronted by a particularly worthy foe, you might allow the enemy to live but make the surrender of some token a condition of that offer.

revelation of power of the primal spirits and learned to call on them and channel them in and out of combat.

Even in civilized lands, some warrior orders train their members to harness the power of the beast within, channeling primal spirits in rages and other evocations. Some of these orders venerate the spirits, while others view the spirits as tools to be manipulated in order to turn a warrior into a savage killer.

Whatever the nature and origin of your relationship to the spirits, that relationship defines your capabilities as a barbarian, and to some extent, it defines who you are.

TOTEM ANIMALS

Although your powers do not require it, you might adopt a totem beast, an animal whose ferocity and traits appeal to you as a model for your own deeds. You might adorn yourself with tattoos, pelts, claws, and teeth to increase your resemblance to your chosen beast. Like the totem carved into a representation of specific spirits that serves as an implement in the hands of a druid or a shaman, your adorned body draws the spirits of your chosen beast so that they can lend you their power.

Most barbarians who have totem beasts take an appropriate name. Yoreth Hawksworn scales the highest peaks and swoops upon his foes like a diving falcon. Darva Thunderbear roars as she charges her enemies and swings her maul with bone-crushing, ursine strength.

LIVING WITH RAGE

Rage defines your magical combat prowess, and your relationship to that rage says a lot about your character's personality. As a barbarian, you have a choice. Does rage sum up your entire being, or are you at peace except when you must reach deep and summon the storm?

Anger might be a constant, simmering undercurrent to your every word and action. Are you aggrieved by some past wrong you seek to redress? Infuriated by the death of a loved one you hope to avenge? Or is the constant thrum of your rage like the heartbeat of the Primal Beast, not so much an undercurrent of anger as the predator's constant readiness for fierce combat?

Or you might be a calm, cheerful soul, at peace with the world—until enemies are in sight. Then you open your mind to the primal fury that lurks in the depths of your soul, and you unleash a rage all the more terrifying because it is so unlike your normal demeanor.

How well do you contain your rage? Does it erupt only when you summon it, or has it broken free of your control at times in the past—perhaps with tragic consequences? A single critical moment in your background when anger got the better of you can be a

defining element of your history and personality. Did you, in a moment of uncontrolled rage, kill someone you loved? Perhaps you dishonored yourself and your family by killing an enemy who pleaded for mercy. Maybe you went on a rampage through a marketplace and then fled your village in shame.

What's it like when you use a rage power? You're channeling the spirit of a powerful animal or a force of nature, which alters the nature of your attacks, sometimes fundamentally. Is the spirit's form visible above or around you as you rage? Do you undergo a physical transformation? Is your body warped and distorted by your frenzy, or do you suddenly sprout horns, claws, a furred or scaly hide, or other bestial features?

Primal power flows through you and invigorates you, strengthening your attacks. Is this power exhilarating or exhausting? Is it an aching or a burning that you ignore in the heat of your fury, or a pleasurable sensation that softens the pain of your wounds? Are you focused on the tumult of battle around you, or detached from it, as if you were watching from someplace outside your body?

A barbarian is always destructive and brutally effective in combat, but it can be interesting to explore the idea that your personality changes dramatically when you unleash your primal fury.

THREATS AND ALLIES

As a barbarian, you know that your allies rely on you to hit hard and bring your enemies down. You also know that you are certain to suffer more damage than your friends do. Even if you fight alongside defenders such as wardens and paladins, you attract a lot of enemy attention because of the threat you pose.

CIVILIZED BARBARIANS

In battle, barbarians are howling, near-suicidal warriors, who overwhelm their enemies with brute strength and savage magic. But not every barbarian practices that same approach away from the battlefield. A barbarian might lay down his or her greataxe and behave as a cunning diplomat, a shrewd negotiator, or a talented artisan.

Such barbarians understand the balance between the civilized ways of humanoid cultures and the feral nature of the beast. When these individuals are living or traveling among civilization's trappings, they know that words are far more potent than swordplay. A warrior might conquer an enemy with savagery, but allies are better made and influenced by charm and wisdom.

This sort of behavior from a barbarian surprises those who are ignorant of the primal ways, a reaction that many chieftains and lords have used to their advantage. The perfumed, silk-clad merchant of a caravan might not suspect that the chief sitting across from him studied at four academies. All the merchant sees is the barbarian's frayed leather armor and a cloak made from the pelt of a girallon.

You might choose to develop talents and powers that play off that threat, gaining abilities that draw more of the enemy's attention while also setting up your own deadliest attacks. For example, the *savage growl* power (page 13) marks an enemy that you hit and lets you deal more damage to that foe—in exchange for letting it deal more damage to you. This approach makes you an even bigger target, creating a dynamic often seen in legends and tales—barbarians swagger like the king of all they see, but they frequently travel with a shaman or a bard companion who helps keep them alive.

Of course, you need not play your barbarian as a risk-loving combat gambler. Even if that's how you began your adventuring career, the life cycle of the great predators offers lessons that might affect you as you move into the paragon and epic tiers. As the old primal proverb has it, "Every old tiger is a careful tiger." You might have fought without a care early in your career, but you have come to learn a bit more strategy as you have gained power. You have grown more deliberate about when to use your deadliest powers and when to take a quick step back to allow an ally to handle a fight.



PLAYING YOUR BUILD

If you choose a specific build for your barbarian, you might let your choice inform the way you roleplay the character as well as how you perform in combat. Even if you choose powers from different builds, your character might end up inclining toward one or another type of barbarian, which can suggest facets of your barbarian's personality.

Rageblood barbarians are perhaps the most likely to lose themselves in rage (see "Born to the Beast," page 23). You might feel no pain while seized by the primal spirits of battle, and felling an enemy fills you with exuberant vigor. Outside combat, you might be a quiet stalker, like a patient tiger, or a brash and boisterous adventurer, more like a thrashing boar.

Thaneborn barbarians retain their powerful presence even when gripped by rage, and they tend to keep their wits about them as well. You might shout encouragement to your allies as you hew about yourself in battle, exhorting them to follow your example. Outside combat, whether or not your allies follow your lead might depend on the wisdom you display. If you rush boldly into deadly situations, they might learn to disregard your magnetic personality in favor of the counsel of wiser heads.

If you're a thunderborn barbarian, the fury of the storm constantly surrounds you. You might have a quick temper that flares like lightning when someone angers you, or your fury might build slowly, as the distant rumble of thunder grows louder when the storm draws nearer. In combat, you might let the thunder be your voice, or you might shout battle cries and exhortations that reverberate in the noise of the storm. Thunderborn barbarians are most likely to wear their rage as a constant cloak, finding it difficult to set aside their anger when it isn't needed.

WHO'S A BARBARIAN?

Just like members of other classes, barbarians are not common in the world. People of the barbarian class are exceptional, and they're usually heroes—or villains. Raging hordes of orc or human berserkers might sometimes rampage through the remnants of civilization, but at most only a handful of true barbarians fight among them, probably in positions of leadership. A barbarian has a special connection to the primal spirits, a relationship that few other people in the world can claim.

PLAY STYLE: KEEP IT SIMPLE

Playing a barbarian can be straightforward fun. You aren't necessarily expected to study the situation and choose the optimal path. You can say, "Look, I know there might be excellent tactical things to do, like feeding so-and-so a healing potion or using my second wind. But that's not me. I'm just going to hit this guy really hard." Everyone around the table nods because hey, you're the barbarian. If you don't hit the enemy hard, who will?

Whirling barbarians tend to be lighthearted and cheerful compared to other barbarians. Even in the heat of rage, while moving with dizzying speed among your foes, you might taunt them or joke about their misfortune. Your rage might be more of a physical state than an emotional one—like a rush of adrenaline that propels you to greater speed and strength without clouding your mind. If that's the case, it's probably easy for you to set aside your rage when you are not in battle; at those times you might carry yourself with the pride of a skilled hunter or with the jovial ease of a self-assured hero.

BARBARIANS AND HEAVY ARMOR

Some folk believe that barbarians look down on heavy armor. Although some barbarians do believe that anyone who needs to pull on a steel shell before heading into battle is better off staying at home, most of them don't care how or why their enemies and allies armor themselves. Bravery and skill, not a warrior's belongings, are the paramount considerations.

Barbarians have no natural aversion to heavy armor, but its obvious benefits are realized only after long hours of training and practice. A barbarian who does use heavy armor typically modifies and decorates it with patterns, runes, and trophies evocative of the primal spirits. Dwarves emblazon shoulder and knee guards

with leering, bestial faces to ward off bad luck. Human barbarians replace their armor's padding with furs taken from lions, owlbears, and other ferocious beasts they have defeated in battle. Goliaths paint their armor, scribing representations of their battles on each section of scale armor or across the expanse of their breastplates.

In the end, a barbarian in heavy armor might not look like a typical berserker, but he or she still cannot be mistaken for a fighter. If you decide to wear heavy armor, take some time to describe how your character has modified it. Give your equipment a primal edge, a mark showing that your armor is an extension of your fighting style and your beliefs.

The two new builds in this section expand the ways in which you can tailor your barbarian. The thunderborn barbarian, as the name implies, uses the power of thunder to damage enemies and make them cower. The whirling barbarian relies on speed and finesse to make particularly lethal two-weapon attacks.

THUNDERBORN BARBARIAN

Some barbarians can be mistaken for savage warriors bereft of magic, at least until they rage. Whether you are raging or not, no one makes that mistake about you. Your ferocity and power have endeared you to the primal spirits of thunder. They circle around you, waiting for a time when you unleash them on your enemies.

When you stride into battle, low thunder rumbles around you. Even underground or on a clear day, the deep-throated murmur of distant storms accompanies you. When you charge, the growl grows into thunderclaps, sounding nearby. When you shriek your battle cry, a booming roar breaks over your enemies.

The faint-hearted cower before you. Those who are brave or foolish enough to stand before the rumble of your approach are laid low by your weapons and your rage.

NEW CLASS FEATURE

When you choose your Feral Might, you can choose Thunderborn Wrath instead of another option, such as the ones in *Player's Handbook 2*.

Thunderborn Wrath: You gain the *war cry* power. In addition, once per round when your attack bloodies an enemy, each enemy adjacent to you takes thunder damage equal to your Constitution modifier.

War Cry

Barbarian Feature

Your potent victory cry sends nearby enemies reeling in terror.

Encounter ◆ Fear, Primal

Free Action Close blast 3

Trigger: Your attack reduces an enemy to 0 hit points

Target: Each enemy in blast

Effect: You push each target 1 square.

SUGGESTED OPTIONS

Thunderborn barbarians lean toward controller as a secondary role. Powers improved by Thunderborn Wrath include blasts, which allow you to affect small groups of enemies, so it pays to move as close to as many enemies as possible. Consider favoring feats and powers that allow you to move more easily around the battlefield.

Like other barbarians, you should make Strength your highest ability score. Constitution should be your second-highest score, since Thunderborn Wrath powers often rely on it.

Suggested Class Feature: Thunderborn Wrath*

Suggested Feat: Thunderborn Rage*

Suggested Skills: Athletics, Intimidate, Nature

Suggested At-Will Powers: *howling strike*, *howl of fury**

Suggested Encounter Power: *shout of terror**

Suggested Daily Power: *tyrant's rage**

*New option presented in this book



WHIRLING BARBARIAN

Some barbarians, particularly elves and half-orcs, rely on speed and startling force to slay their enemies. Stories abound of the ability of such barbarians to cut down an entire group of bandits in the blink of an eye. These whirling barbarians combine supreme speed and agility with great strength.

Whirling barbarians fight with two weapons, often a pair of axes or swords. Dwarf whirling barbarians favor battleaxes and war picks, whereas half-orcs lean toward clubs and maces.

Compared to other barbarians, whirling barbarians are more mobile and better able to deal damage to several enemies with a single attack. Such barbarians rove the battlefield, swinging their weapons in a blur and hewing down any foes that are rash enough to draw near.

NEW CLASS FEATURE

When you choose your Feral Might, you can choose Whirling Slayer instead of another option, such as the ones in *Player's Handbook 2*.

Whirling Slayer: You gain the *whirling lunge* power, and you can wield a one-handed weapon in your off hand and treat it as an off-hand weapon. In addition, once per round when your attack bloodies an enemy, you can shift 2 squares as a free action, and each enemy adjacent to you at the end of the shift grants combat advantage to you until the end of your next turn.

Whirling Lunge

Barbarian Feature

Striking down one foe, you whirl deeper into enemy ranks.

Encounter ♦ Primal, Weapon

Free Action Melee 1

Trigger: Your attack reduces an enemy to 0 hit points

Effect: You shift 2 squares and then deal 1[W] damage (off-hand weapon) to an enemy adjacent to you that you can see.

SUGGESTED OPTIONS

You can choose from several methods for improvement as a whirling barbarian. Feats that increase your prowess at wielding two melee weapons are a good investment, since Whirling Slayer powers all require you to wield two weapons. Consider wielding a thrown weapon in one hand to give yourself the option of fighting at range. Multiclassing into ranger will give you even more two-weapon powers to choose from.

Strength should be your highest ability score, since it bolsters all your barbarian attacks. You should make Dexterity your second-highest score, because that ability is often used by Whirling Slayer powers.

Suggested Class Feature: Whirling Slayer*

Suggested Feat: Two-Weapon Fighting

Suggested Skills: Acrobatics, Athletics,

Perception

Suggested At-Will Powers: *pressing strike*, *whirling rend**

Suggested Encounter Power: *whirling frenzy**

Suggested Daily Power: *thunder hooves rage**

*New option presented in this book



The new powers presented in this chapter supplement those already available to barbarians. Many of the powers support the Thunderborn Wrath and Whirling Slayer class features, but the broad range of powers here provides useful options for any barbarian.

LEVEL 1 AT-WILL EVOCATIONS

Howl of Fury Barbarian Attack 1

You strike a hearty blow, then unleash an ear-splitting battle cry.

At-Will ♦ **Primal, Thunder, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, takes thunder damage equal to your Constitution modifier. If you are raging, the thunder damage equals 3 + your Constitution modifier.

Level 21: 2[W] + Strength modifier damage, and add 5 to the thunder damage, whether or not you are raging.

Whirling Rend Barbarian Attack 1

You strike out in two directions, drawing blood from different enemies.

At-Will ♦ **Primal, Weapon**
Standard Action **Melee weapon**
Requirement: You must be wielding two melee weapons.
Target: One creature
Attack: Strength vs. AC (main weapon)

Hit: 1[W] + Strength modifier damage, and an enemy adjacent to you other than the target takes 1[W] damage (off-hand weapon). If you are raging, add your Dexterity modifier to both damage rolls.

Level 21: 2[W] + Strength modifier damage, and 2[W] damage (off-hand weapon).

LEVEL 1 ENCOUNTER EVOCATIONS

Desperate Fury Barbarian Attack 1

Even if it kills you, you'll accept nothing less than a solid hit.

Encounter ♦ **Primal, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Rageblood Vigor: The attack deals extra damage equal to your Constitution modifier.

Miss: You can take 5 damage to reroll the attack. If the reroll hits, use the hit effect above. If the reroll misses, you take 5 damage.

Escalating Violence Barbarian Attack 1

You hack at your enemy, daring it and its companions to incur your greater fury.

Encounter ♦ **Primal, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If you take damage before the start of your next turn, you gain a +2 bonus to the attack rolls and the damage rolls of your next attack.

Thaneborn Triumph: Until the end of your next turn, an ally within 5 squares of you gains a bonus to damage rolls against the target equal to your Charisma modifier.

Resurgent Strike Barbarian Attack 1

You slash, you are rejuvenated, and your enemy's blood wells.

Encounter ♦ **Primal, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC

Hit: You either gain 3 + your Constitution modifier temporary hit points or end one dazing or weakening effect on yourself. The target then takes 2[W] + your Strength modifier damage.

Shout of Terror Barbarian Attack 1

The primal storm that rages within you manifests as a terrifying battle scream that causes your enemies to hesitate.

Encounter ♦ **Fear, Primal, Weapon**
Standard Action **Melee weapon**
Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is slowed until the end of your next turn.

Thunderborn Wrath: Until the end of your next turn, you gain a bonus to damage rolls against slowed creatures equal to your Constitution modifier.

Whirling Frenzy Barbarian Attack 1

Someone will bleed after every strike of this frenzy. You prefer to see your enemy's blood but are prepared to see your own.

Encounter ♦ **Primal, Weapon**
Standard Action **Close burst 1**
Requirement: You must be wielding two melee weapons.
Target: Each creature in burst
Attack: Strength vs. AC (main weapon)

Whirling Slayer: The attack can target Reflex instead of AC.

Hit: 1[W] + 1[W] (off-hand weapon) + Strength modifier damage.

Miss: You take 1d6 damage.

LEVEL 1 DAILY EVOCATIONS

Blood Bear Rage Barbarian Attack 1

You strike, then call on the spirit of the blood bear, drawing on its great strength and crushing grip to destroy your foes.

Daily ♦ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you grab the target.

Miss: Half damage.

Effect: You enter the rage of the blood bear. Until the rage ends, you gain a +4 bonus to grab attacks. If an enemy starts its turn grabbed by you, it takes 5 + your Strength modifier damage.

Life Thane Rage Barbarian Attack 1

As you strike, raging energy boils out of you as life-giving mist, healing you and invigorating your allies.

Daily ♦ Healing, Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You can spend a healing surge. You enter the rage of the life thane. Until the rage ends, any ally who starts his or her turn within 3 squares of you gains temporary hit points equal to your Charisma modifier.

Savage Juggernaut Rage Barbarian Attack 1

Your blow triggers an inner wrath that grows more and more unstoppable with each enemy you fell.

Daily ♦ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the savage juggernaut. Until the rage ends, you gain a power bonus to attack rolls equal to the number of nonminion creatures you have reduced to 0 hit points since you entered the rage.

Thunder Hooves Rage Barbarian Attack 1

You hammer the enemy with a heavy blow, and the spirits of stampeding beasts fill you with strength.

Daily ♦ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the thunder hooves. Until the rage ends, you can move through one or two enemies' spaces during each of your turns. When you move through an enemy's space, your next attack against that enemy during the same turn deals 1[W] extra damage.



Tyrant's Rage Barbarian Attack 1

Your blow is a prelude to a furious shriek. Your visage reveals a berserker fury, which causes your foes to recoil.

Daily ♦ Fear, Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Will

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

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

Effect: You enter the rage of the tyrant. Until the rage ends, you can push every enemy adjacent to you 1 square as a minor action once per round.

LEVEL 2 UTILITY EVOCATIONS

Bounding Stride Barbarian Utility 2

You lope across the battlefield, your wounds fueling your stride.

Encounter ♦ Primal

Move Action Personal

Effect: You move your speed + 2, or your speed + 6 if you are bloodied.

Feral Rejuvenation Barbarian Utility 2

You call on the spirits to stitch your wounds, proudly displaying the blood you have spilled in their names.

Daily ♦ Healing, Primal

Free Action Personal

Trigger: Your attack damages an enemy

Effect: You spend a healing surge. If the triggering attack reduced an enemy to 0 hit points, you regain additional hit points equal to one-half your level + your Charisma modifier.

Savage Comeback

Barbarian Utility 2

An enemy tried to hinder you, but you break free, ignoring the injury you suffer in the process.

Daily ♦ Primal

No Action Personal

Trigger: You are conscious and fail a saving throw**Effect:** You take 2d6 damage and succeed on the saving throw.**Savage Growl**

Barbarian Utility 2

If the blow you just delivered wasn't enough to get your foe's attention, your menacing growl cannot be ignored.

Encounter ♦ Primal

Free Action Personal

Trigger: You hit an enemy and don't reduce it to 0 hit points**Target:** The enemy you hit**Effect:** You mark the target until the end of your next turn.

Until the mark ends, you and the target deal 1d8 extra damage against each other.

Shrug It Off

Barbarian Utility 2

With a brutal shake of your head, you slough off a hindrance before it can affect you.

Encounter ♦ Primal

Immediate Reaction Personal

Trigger: You are subjected to an effect that a save can end**Effect:** You make a saving throw against the triggering effect. If you succeed, you shift 1 square as a free action.

LEVEL 3 ENCOUNTER EVOCATIONS

Brutal Slam

Barbarian Attack 3

Your forceful blow pushes your foe into one of its companions.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature**Attack:** Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and you push the target 2 squares and knock it prone. Then one enemy adjacent to the target takes 1d8 + your Strength modifier damage.

Reckless Rampage

Barbarian Attack 3

As you advance, enemy attacks fuel a wrath that spills over with undeniable force against your chosen target.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Effect: Before the attack, you move your speed. If an enemy makes an opportunity attack against you as a result of this movement, you gain combat advantage against the target of this attack.

Rageblood Vigor: Add your Constitution modifier to the distance you can move.

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage.**Rippling Blades**

Barbarian Attack 3

If your foe avoids your attack, you accept a glancing blow to maneuver that foe into a weak position, ready for your friend's attack.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier damage.

Miss: You can take 5 damage to enable an ally adjacent to the target to make a melee basic attack against it as a free action.

Thaneborn Triumph: The ally gains a bonus to the damage roll equal to your Charisma modifier.

Thundering Howl

Barbarian Attack 3

You strike and then let out a thunderous battle cry, which knocks your foes back.

Encounter ♦ Primal, Thunder, Weapon

Standard Action Melee weapon

Target: One creature**Attack:** Strength vs. AC

Hit: 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes 1d6 thunder damage and is pushed 1 square.

Thunderborn Wrath: The number of squares you push each enemy equals your Constitution modifier.

Whirling Step

Barbarian Attack 3

You strike out and keep moving. As you pass, many enemies bleed.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.**Target:** One creature**Attack:** Strength vs. AC (main weapon)**Hit:** 1[W] + Strength modifier damage.

Effect: You shift 2 squares. If the attack hit, you deal 1[W] damage (off-hand weapon) to one or two enemies that are adjacent to you at some point during the shift.

Whirling Slayer: The number of squares you shift equals your Dexterity modifier.

PREJUDICE AND REWARDS

The most common prejudice that you face in civilized lands is that you are a savage who does as much damage to your friends as to your enemies. On the bright side, those who believe this slur tend to overvalue your services as a hired warrior. In prejudiced areas, a noble or a merchant who employs a barbarian counts on rivals and enemies to give you, and your employer, a wide berth.

LEVEL 5 DAILY EVOCATIONS

Ancient Berserkers' Rage Barbarian Attack 5

You lash out and the spirits of ancestral berserkers roar their approval. As always, they are anxious to fight beside a member of the clan.

Daily ♦ **Primal, Rage, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Miss: Half damage.

Effect: You enter the rage of the ancient berserkers. At the start of each of your turns until the rage ends, you gain combat advantage against each enemy adjacent to you and a power bonus to damage rolls against them equal to your Charisma modifier. These benefits last until the end of your turn.

Rage of the Crimson Hurricane Barbarian Attack 5

Your swing arcs around you, and rage transforms you into a swirling storm of death, dangerous to any enemy near you.

Daily ♦ **Primal, Rage, Weapon**
Standard Action Close burst 1
Target: Each enemy in burst
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.

Effect: Each target takes ongoing 5 damage (save ends). You enter the rage of the crimson hurricane. Until the rage ends, when you hit any enemy with a primal melee power, each enemy adjacent to you takes damage equal to your Strength modifier.

ANCIENT BERSERKERS' RAGE

Kavaki roared as he swung his axe, and the world slowed. He saw the blade gleam in the torchlight, saw it cut through the orc's armor, watched a spray of blood erupt from the creature's side. He heard the crunch of ribs, then the orc's gurgling death cry as it tried to bring its own axe to bear for one final blow. Kavaki's foot lashed out and knocked the weapon from the orc's hand.

The earth beneath him trembled with the answering roar of Kavaki's warrior ancestors shouting their approval. For a moment he saw them, their weapons gleaming gold as they gathered around him. He raised his axe, dripping with orc blood, and the ancestors shouted again.

The orcs could not hear the ancestors, he knew. And yet the orcs quailed, their savagery replaced by fear as he leaped into their midst, hewing right and left. Distant voices urged him on, and he fought with strength borrowed from generations of warriors before him.

He felt those warriors' hands clapping his shoulders and slapping his back, and as the last orc fell, he allowed himself a moment to bask in their approval. His clan had left him for dead years ago. So perhaps he was dead—but if that meant he could fight alongside the greatest warriors of the past, Kavaki didn't mind.

Razor Wind Rage Barbarian Attack 5

Your strike batters the crowding enemies, unleashing your rage. From then on, after each devastating blow, primal winds speed you.

Daily ♦ **Primal, Rage, Weapon**
Standard Action Close burst 1
Target: Each enemy in burst
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you push the target 1 square.
Miss: Half damage.

Effect: You enter the rage of the razor wind. Until the rage ends, whenever your Rampage class feature is triggered, you can shift a number of squares equal to your Dexterity modifier and then make a melee basic attack against each enemy adjacent to you as a free action, instead of making a single melee basic attack.

Tiger's Claw Rage Barbarian Attack 5

Your attack awakens the tiger spirit within you. Its raking claws punish any enemies that avoid your blows.

Daily ♦ **Primal, Rage, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Miss: Half damage.

Effect: You enter the rage of the tiger's claw. Until the rage ends, when you miss any creature with an at-will melee attack, that creature takes 1[W] damage.

LEVEL 6 UTILITY EVOCATIONS

Climber's Claws Barbarian Utility 6

Thick claws spring from your hands, allowing you to scale surfaces quickly.

Encounter ♦ **Primal**
Minor Action Personal
Effect: Until the end of your next turn, you gain a climb speed equal to your speed.

Primal Charge Barbarian Utility 6

You thunder across the battlefield in a blur of steel and speed.

Encounter ♦ **Primal**
Minor Action Personal
Effect: Until the end of your next turn, you gain a +4 power bonus to speed when charging.

Relentless Surge Barbarian Utility 6

With a deep breath, you draw vigor from within yourself.

Encounter ♦ **Primal**
Minor Action Personal
Effect: You gain 5 + your Constitution modifier temporary hit points.

Run Rampant Barbarian Utility 6

With bestial might, you break free and step forward, eager for battle again.

Encounter ♦ **Primal**

Minor Action **Personal**

Effect: You make either an escape attempt or a saving throw against an effect that immobilizes, restrains, or slows you. You gain a bonus to the roll equal to your Strength modifier.

Snarling Defiance Barbarian Utility 6

Your blood flows, and your response is a feral snarl as you prepare to make the offender pay.

Daily ♦ **Primal**

Immediate Interrupt **Personal**

Trigger: You are hit and damaged by an attack

Effect: You take half damage from the attack and gain a +2 power bonus to attack rolls against the attacker until the end of your next turn.

LEVEL 7 ENCOUNTER EVOCATIONS

Blood Sacrifice Barbarian Attack 7

You wound yourself, offering your pain to the spirits in exchange for a more telling strike.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Effect: Before the attack, you can take 1d10 damage. If you do so, you gain a bonus to the damage roll equal to the damage you take + your Constitution modifier.

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage.

Fearsome Smash Barbarian Attack 7

Smashing your weapon through your foe's defenses injures both body and will.

Encounter ♦ **Fear, Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

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

Thaneborn Triumph: The penalty to attack rolls equals 1 + your Charisma modifier.

Special: You can use this power against an adjacent enemy as an immediate reaction that triggers when that enemy hits you.

Harbinger of Doom Barbarian Attack 7

You hack through one foe, and your battle cry heralds doom for the enemies before you.

Encounter ♦ **Fear, Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast gains vulnerable 5 to all damage until the end of your next turn.

Thunderborn Wrath: The vulnerability equals 3 + your Constitution modifier.

Looming Threat Barbarian Attack 7

An ally might have raised a foe's ire, but once you strike, that enemy must pay attention to you.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target is marked by an ally, the attack deals 1[W] extra damage. You then mark the target until the end of your next turn.

Rageblood Vigor: Until the mark ends, you gain a power bonus to damage rolls against the target equal to your Constitution modifier.



Slash and Slash Again Barbarian Attack 7

You strike hard and then lay into enemies all around you.

Encounter ♦ **Primal, Weapon**

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage. Until the start of your next turn, you can use a free action to deal 1[W] damage (off-hand weapon) to any enemy that starts its turn adjacent to you.

Whirling Slayer: Add your Dexterity modifier to the off-hand weapon damage.

LEVEL 9 DAILY EVOCATIONS

Flying Serpent Rage Barbarian Attack 9

Coiling, spitting, and darting, you react to the enemy's charge with brutal swiftness.

Daily ♦ **Primal, Rage, Weapon**

Immediate Reaction Melee weapon

Trigger: An enemy charges you or an ally

Effect: Before the attack, you shift 6 squares.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the flying serpent. Until the rage ends, you can shift 2 squares as a move action. In addition, after making a charge attack on your turn, you can take further actions during that turn.

Rage of the Battle Tyrant Barbarian Attack 9

Your strike awakens a rage within you that urges your allies to move about the battlefield with impunity whenever you hit.

Daily ♦ **Primal, Rage, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target gains vulnerable 5 to all damage (save ends).

Miss: Half damage.

Effect: You enter the rage of the battle tyrant. Until the rage ends, when you hit any enemy with a primal attack power, one ally within 2 squares of that enemy can shift 1 square as a free action.

Rage of the Death Spirit Barbarian Attack 9

As you strike, robbing your foe of its strength, you awaken a spirit that commands your enemies' attention.

Daily ♦ **Primal, Rage, 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.

Effect: You enter the rage of the death spirit. Until the rage ends, as the first action of each of your turns, you can use a free action to mark each enemy within 2 squares of you until the end of your next turn. In addition, you gain a +2 bonus to attack rolls against enemies marked by you.

Rage of the Primal Banshee Barbarian Attack 9

You manifest shrieking spirits as you strike your enemy. While the spirits remain, your foes can't bring themselves to rush your allies.

Daily ♦ **Fear, Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you push the target 3 squares.

Miss: Half damage, and you push the target 1 square.

Effect: You enter the rage of the primal banshee. Until the rage ends, enemies cannot charge any ally who is within a number of squares of you equal to your Charisma modifier.

Serpent Fang Rage Barbarian Attack 9

Scale-shaped tattoos form on your arms, and you strike with a suddenly envenomed weapon. From then on, your rage-flushed markings distract those you damage.

Daily ♦ **Poison, Primal, Rage, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier poison damage, and ongoing 5 poison damage (save ends).

Miss: Half damage.

Effect: You enter the rage of the serpent fang. Until the rage ends, any enemy you hit grants combat advantage until the end of your next turn.

LEVEL 10 UTILITY EVOCATIONS

Barbaric Instinct Barbarian Utility 10

Submerging conscious thought, you cut through the fog that threatens to envelop your mind.

Daily ♦ **Primal**

Immediate Interrupt Personal

Trigger: You are subjected to a dazing or a stunning effect

Effect: If the effect would have dazed you, you aren't dazed. If the effect would have stunned you, you are dazed instead.

Barbaric Offering Barbarian Utility 10

You ruin your foe, and the spirit of triumph steels you against a hindrance.

Encounter ♦ **Primal**

Free Action Personal

Trigger: You bloody an enemy or reduce it to 0 hit points

Effect: You make a saving throw against one effect that a save can end, with a bonus equal to your Charisma modifier (minimum +1).

Enraged Surge Barbarian Utility 10

Your errant blow fuels your anger, empowering your strikes for a few moments.

Encounter ♦ Primal

Free Action Personal

Trigger: You miss with an attack while raging

Effect: You gain a +2 power bonus to melee attack rolls and melee damage rolls until the end of your next turn.

Howl of the Alpha Wolf Barbarian Utility 10

You snarl nearly incomprehensible orders to your allies, and they hasten to obey.

Encounter ♦ Primal

Move Action Close burst 5

Target: One ally in burst, or each ally in burst if you have reduced an enemy to 0 hit points during this turn

Effect: You slide each target 2 squares. You then shift 3 squares.

Totemic Scarification Barbarian Utility 10

As you set aside caution for relentlessness, glowing totemic symbols begin carving themselves across your skin.

Daily ♦ Primal, Stance

Minor Action Personal

Effect: Until the stance ends, you take a -2 penalty to all defenses but gain a +1 bonus to attack rolls.

LEVEL 13 ENCOUNTER EVOCATIONS

Ancient Clan Strike Barbarian Attack 13

Your tattoos, scars, and markings burn with primal energy, guiding and empowering a deadly blow.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Effect: Before the attack, you can take 3d6 damage. If you do so, you gain a +1 bonus to the attack roll and do not expend this power if you miss.

Rageblood Vigor: If you take the damage, you also gain a bonus to the damage roll equal to your Constitution modifier.

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Blood-Frenzy Strike Barbarian Attack 13

Your heavy blow draws blood and undermines the enemy's resolve in the face of greater damage.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.

Thaneborn Triumph: The vulnerability equals 3 + your Charisma modifier.

Fortune's Favor Barbarian Attack 13

You strike at an odd angle, gambling that your enemy will react by maneuvering into the force of your blow.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. You can reroll the attack. If the reroll hits, the attack deals 1[W] extra damage. If the reroll misses, the attack deals 1[W] less damage.

Iron Breaker's Shout Barbarian Attack 13

You deliver a telling blow, then issue a battle cry so ferocious that it causes your foes' defenses to weaken.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes a penalty to all defenses equal to your Constitution modifier until the end of your next turn.

Thunderborn Wrath: The penalty to all defenses equals 1 + your Constitution modifier.

Rolling Boulder Barbarian Attack 13

You barrel through your enemies, knocking them aside as you bear down on your chosen foe.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Primary Target: One creature

Effect: You knock the primary target prone. You then shift 3 squares and can move through prone enemies' spaces during the shift. Make a secondary attack.

Whirling Slayer: The number of squares you shift equals 1 + your Dexterity modifier.

Secondary Target: One enemy other than the primary target

Secondary Attack: Strength vs. AC (main weapon)

Hit: 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.

LEVEL 15 DAILY EVOCATIONS

Ancestral War Band Rage Barbarian Attack 15

You hew at your enemy, and the spirits of ancestral warriors rise up to aid you.

Daily ♦ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the ancestral war band. Until the rage ends, you gain combat advantage against any enemy when making primal melee attacks against it. In addition, whenever you roll a 1 on a damage die for a primal attack, the roll changes to the die's maximum value.

Frost Hide Rage

Barbarian Attack 15

Your weapon becomes icy as you strike. Afterward, the ice spreads over you, shielding you from harm.

Daily ♦ **Cold, Primal, Rage, Weapon**
Standard Action **Melee weapon**

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier cold damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: You enter the rage of the frost hide. Until the rage ends, you gain resistance to all damage equal to your Constitution modifier.

Rage of the War Bringer

Barbarian Attack 15

Your strike rings out, and your wrath boils over. You inspire your allies to strike true.

Daily ♦ **Primal, Weapon**
Standard Action **Melee weapon**

Target: One creature
Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the war bringer. Until the rage ends, any ally who has line of sight to you gains a bonus to melee damage rolls equal to your Charisma modifier.

Scytheclaw Rage

Barbarian Attack 15

You batter a foe to the ground, and you channel the spirit of the scytheclaw drake. Even as you swing your weapon, you kick and punch to keep your foes back.

Daily ♦ **Primal, Rage, Weapon**
Standard Action **Melee weapon**

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: You knock the target prone. You enter the rage of the scytheclaw drake. Until the rage ends, you can push an enemy adjacent to you 2 squares as a minor action once per round.

Tidal Rage

Barbarian Attack 15

You swing your weapon in an arc, and waves of fury issue forth. You then overpower your foes, moving them around the battlefield.

Daily ♦ **Primal, Rage, Weapon**
Standard Action **Close blast 5**

Target: Each creature in blast
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you slide the target 4 squares.

Miss: Half damage, and you slide the target 1 square.

Effect: You enter the tidal rage. Until the rage ends, once per round, when you hit an adjacent enemy with a primal power, you slide each enemy adjacent to you 1 square.

LEVEL 16 UTILITY EVOCATIONS**Battle Lust**

Barbarian Utility 16

Your bloodlust pulls you from the brink of death.

Daily ♦ **Healing, Primal**
No Action **Personal**

Trigger: You are dying at the start of your turn

Effect: You spend a healing surge, and you can stand up as a free action. Until the end of your next turn, you gain a +2 bonus to attack rolls and a +4 bonus to damage rolls.

Bounding Advance

Barbarian Utility 16

You bound past your foes.

Encounter ♦ **Primal**
Move Action **Personal**

Effect: You shift 5 squares and can move through enemies' spaces during the shift.

Rampant Malice

Barbarian Utility 16

While your foe's attention is drawn to your comrade, you maneuver for a telling blow.

Encounter ♦ **Primal**
Minor Action **Personal**

Effect: Until the end of your turn, you gain combat advantage against any enemy that is marked by an ally of yours.

Scent of Blood

Barbarian Utility 16

As your lifeblood drains from you, the scent of it awakens primal power, strengthening your blows and aiding your recuperation.

Encounter ♦ **Primal**
Immediate Reaction **Personal**

Trigger: An enemy bloodies you

Effect: Until the end of your next turn, you gain a bonus equal to your Constitution modifier to damage rolls and your healing surge value.

Strength of Enduring Pain

Barbarian Utility 16

The wound burns, but that pain merely adds to the devastation of your blows.

Encounter ♦ **Primal**
Free Action **Personal**

Trigger: You take ongoing damage

Effect: Until the end of your turn, you gain a bonus to damage rolls equal to the ongoing damage (if you are taking multiple types of ongoing damage, the bonus equals the highest of them).

LEVEL 17 ENCOUNTER EVOCATIONS**Blood-Spattered Frenzy**

Barbarian Attack 17

You whirl around, bathing your enemies in their own blood.

Encounter ♦ **Primal, Weapon**
Standard Action **Close burst 1**

Requirement: You must be wielding two melee weapons.

Target: Each creature in burst

Attack: Strength vs. AC (main weapon)

Whirling Slayer: The attack can target Reflex instead of AC.

Hit: 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.

Frightening Strike Barbarian Attack 17

Your savage strike and maddened gaze wither the resolve of the enemies around you.

Encounter ◆ **Fear, Primal, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and each enemy adjacent to you takes a -2 penalty to attack rolls until the end of your next turn.

Thaneborn Triumph: The penalty to attack rolls equals 1 + your Charisma modifier.

Lines of Rage Barbarian Attack 17

Straining your muscles to the point of agony, you channel the pain into a devastating blow.

Encounter ◆ **Primal, Weapon**
Standard Action Melee weapon
Target: One creature

Effect: Before the attack, you can take 2d8 damage. If you do so, the attack deals 2d8 extra damage.

Rageblood Vigor: You can take 1d8 damage instead of 2d8.

Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.

Stone-Splitting Roar Barbarian Attack 17

Your strike draws on the strength of the earth and is followed by a thunderous battle cry that rattles your enemies.

Encounter ◆ **Primal, Thunder, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each enemy in the blast takes 2d6 thunder damage and grants combat advantage until the end of your next turn.

Thunderborn Wrath: Add your Constitution modifier to the thunder damage.

Whirling Skirmish Barbarian Attack 17

Using the momentum of your strike, you cut across the battlefield, eluding blows and then imperiling your foes.

Encounter ◆ **Primal, Weapon**
Standard Action Melee weapon
Requirement: You must be wielding two melee weapons.
Target: One creature
Attack: Strength vs. AC (main weapon)

Hit: 2[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage (off-hand weapon) to each enemy adjacent to you.

Whirling Slayer: The number of squares you shift equals 1 + your Dexterity modifier.

LEVEL 19 DAILY EVOCATIONS

Desert Wind Rage Barbarian Attack 19

A desert wind rises in the wake of your strike, blinding your foe. The sirocco then expands and settles in, scouring even distant enemies.

Daily ◆ **Fire, Primal, Rage, Weapon**
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

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

Miss: Half damage.

Effect: You enter the rage of the desert wind. Until the rage ends, at the start of each of your turns, you deal 5 + your Strength modifier fire damage to each enemy within 5 squares of you.

Elder Tuskbrother Rage Barbarian Attack 19

Hurling at an enemy, you make an inescapable attack. The spirit of the tuskbrother boar inspires you, adding to the force of your charges.

Daily ◆ **Primal, Rage, Weapon**
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and you push the target a number of squares equal to your Constitution modifier.

Miss: Half damage.

Effect: You enter the rage of the elder tuskbrother. Until the rage ends, whenever you charge an enemy and hit, you push that enemy a number of squares equal to your Constitution modifier.

Special: When charging, you can use this power in place of a melee basic attack.

A GREAT ANCESTOR

The shades of powerful barbarians frequently linger in the world as ancestor spirits. Sometimes death brings a perspective that can be difficult to appreciate in life. In other cases, barbarians who lived hard and died young feel compelled to learn more of the history of the people they barely got to know while they lived. In still other cases, barbarians leave important tasks unfinished when they die earlier than they had expected. A powerful barbarian ancestor spirit might bide its time through the generations, waiting for the advent of a new barbarian hero capable of accomplishing the quest that the spirit was unable to complete in its own life. Separate from any tribe or village, outside the nurturing power of the primal spirits, such an ancestor might have become a sad or vengeful ghost. Inside the spirit way, however, it functions as a more or less patient counselor, waiting for the day when its unfulfilled obligations can be laid to rest.

Primal War Band Rage Barbarian Attack 19

The spirits of an ancient war band spiral around you, distracting your foes.

Daily ♦ Primal, Rage, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 5[W] + Strength modifier damage.
Miss: Half damage.

Effect: You enter the rage of the primal war band. Until the rage ends, each enemy within 5 squares of you grants combat advantage.



Rock Tree Rage Barbarian Attack 19

Your overwhelming strike calls the spirit of the great rock tree, rooting you and allowing you to lash out at approaching enemies.

Daily ♦ Primal, Rage, Weapon
Immediate Reaction Melee weapon
Trigger: An enemy enters a square adjacent to you
Target: The triggering enemy
Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.
Miss: Half damage.

Effect: You enter the rage of the rock tree. Until the rage ends, when any enemy enters a square adjacent to you, you can make an opportunity attack against that enemy. In addition, if you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 2 squares.

Voracious Predator Rage Barbarian Attack 19

You swing mightily, and spirit predators arise, empowering your blows whenever you leave an enemy's body in your wake.

Daily ♦ Primal, Rage, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. If the target is already bloodied, the attack deals 1[W] extra damage.
Miss: Half damage.

Effect: You enter the rage of the voracious predator. Until the rage ends, when you reduce any enemy to 0 hit points with an attack, you gain a +2 power bonus to your next weapon attack roll, and that next attack deals 1[W] extra damage if it hits.

LEVEL 22 UTILITY EVOCATIONS

Blood Seeker's Pursuit Barbarian Utility 22

You are drawn to foes closer to death, and their wounds fortify you.

Encounter ♦ Primal
Move Action Personal
Requirement: No enemies are adjacent to you.
Effect: You shift your speed. You gain 1d8 + your Constitution modifier temporary hit points, plus 1d8 temporary hit points for each bloodied enemy adjacent to you at the end of the shift.

Brutal Payback Barbarian Utility 22

Absorbing a mighty blow, you turn your pain into power for a short time.

Encounter ♦ Primal
Immediate Reaction Personal
Trigger: An enemy scores a critical hit against you
Effect: You gain a +4 power bonus to attack rolls until the end of your next turn.



Emboldening Courage Barbarian Utility 22

Your allies are heartened by your relentlessness and move to assist you.

Encounter ♦ **Primal**

Free Action **Close burst 3**

Trigger: You hit or miss an enemy with a charge attack

Target: Each ally in burst

Effect: As a free action, each target can shift 3 squares to a square closer to the enemy.

Raging Resurgence Barbarian Utility 22

The spirits rejoice in your enemy's errant blow, and their exultation invigorates you.

Daily ♦ **Healing, Primal**

Immediate Reaction **Personal**

Trigger: An enemy misses you with an attack

Effect: You spend a healing surge and regain additional hit points equal to your Constitution modifier.

Unexpected Clarity Barbarian Utility 22

An astonishing strike opens up new opportunities for you.

Daily ♦ **Primal**

Free Action **Personal**

Trigger: You score a critical hit with a barbarian attack power and haven't used Rampage during this round

Effect: In place of making a melee basic attack as a result of Rampage, you can take an additional standard action on your next turn.

LEVEL 23 ENCOUNTER EVOCATIONS

Berserker's Flurry Barbarian Attack 23

You strike deeply, then extend your weapons in a whirl of rage, striking foes that venture too close.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 3[W] + Strength modifier damage. Until the end of your next turn, you deal 1[W] damage (off-hand weapon) to any enemy that starts its turn adjacent to you.

Whirling Slayer: Add your Dexterity modifier to the off-hand weapon damage.

Cutting the Path Barbarian Attack 23

You knock away nearby enemies, then dash across the battlefield to attack a single foe.

Encounter ♦ **Primal, Weapon**

Standard Action **Close burst 1**

Primary Target: Each enemy in burst

Primary Attack: Strength vs. Fortitude

Hit: You push the primary target 2 squares and knock it prone.

Effect: You move your speed. Then make a secondary attack.

Secondary Target: One creature other than the primary targets

Secondary Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Leaves Before the Wind Barbarian Attack 23

The battle cry that follows your strike scatters your foes.

Encounter ◆ Primal, Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. You slide each enemy in the blast 3 squares.

Thunderborn Wrath: The number of squares you slide each enemy equals 2 + your Constitution modifier.

Rabid Beast Barbarian Attack 23

You recklessly stalk a distant enemy and are emboldened by attacks on the way.

Encounter ◆ Primal, Weapon
Standard Action Melee weapon

Effect: You grant combat advantage until the start of your next turn. You then move your speed and make the following attack. If an enemy makes an opportunity attack against you as a result of this movement, your attack deals 1[W] extra damage.

Target: One creature
Attack: Strength vs. AC
Hit: 5[W] + Strength modifier damage.

This One Is Mine! Barbarian Attack 23

Taking advantage of an enemy focused on one of your allies, you deliver a mighty strike, which turns that enemy's focus to you.

Encounter ◆ Primal, Weapon
Standard Action Melee weapon

Effect: Until the end of your next turn, you gain a +2 power bonus to attack rolls against any enemy marked by any of your allies. Then make the following attack.

Target: One creature
Attack: Strength vs. AC
Hit: 5[W] + Strength modifier damage, and you mark the enemy until the end of your next turn.

Rageblood Vigor: Until the mark ends, you gain a bonus to damage rolls against the target equal to your Constitution modifier.

LEVEL 25 DAILY EVOCATIONS

Circle of Blood Rage Barbarian Attack 25

You spin, hacking at your enemies. The image of the circle of blood used in your initiation rites grips your mind, empowering your later attacks.

Daily ◆ Primal, Rage, Weapon
Standard Action Close burst 1
Target: Each creature in burst
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Miss: Half damage.

Effect: You enter the rage of the circle of blood. Until the rage ends, you gain a power bonus to attack rolls with barbarian at-will attack powers and *rage strike* equal to the number of creatures you targeted with this power.

Clawed Ancestor Rage Barbarian Attack 25

You strike a mighty blow, then draw the enemy close. The shadowy presence of the Great Bear grows within you, roaring into full frenzy as you clench a foe.

Daily ◆ Primal, Rage, Weapon
Standard Action Melee 1

Target: One creature
Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and you grab the target.

Miss: Half damage.

Effect: You enter the rage of the clawed ancestor. Until the rage ends, you can make a grab attempt as a minor action once per round. You add your weapon's enhancement bonus to this grab attempt. In addition, if an enemy begins its turn grabbed by you, it takes 10 + your Strength modifier damage.

Rage of the Unbridled Beast Barbarian Attack 25

Your strike savages your foe's defenses and looses your inner beast, quickening your reflexes and causing pain to any foe that draws near.

Daily ◆ Primal, Rage, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target takes a penalty to AC equal to your Constitution modifier (save ends).

Miss: Half damage, and the target takes a penalty to AC equal to your Constitution modifier until the end of your next turn.

Effect: You enter the rage of the unbridled beast. Until the rage ends, when any enemy enters a square adjacent to you, you can make a melee basic attack against that enemy as an opportunity action.

Raptor's Eye Rage Barbarian Attack 25

With the vision of a bird of prey, you strike with deadly accuracy.

Daily ◆ Primal, Rage, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC. You make two attack rolls and use either result.

Hit: 5[W] + Strength modifier damage.
Miss: Half damage.

Effect: You enter the rage of the raptor's eye. Until the rage ends, you can reroll a single damage die each time you roll damage.

LEVEL 27 ENCOUNTER EVOCATIONS

Crippling Assault Barbarian Attack 27

Your strike demoralizes your enemy, leaving it more vulnerable to ensuing blows.

Encounter ◆ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target gains vulnerable 5 to all damage until the start of your next turn.

Thaneborn Triumph: The vulnerability equals 3 + your Charisma modifier.

Special: When charging, you can use this power in place of a melee basic attack.

Frenzied Scramble Barbarian Attack 27

You slam your enemy with your weapon and then whirl toward other foes to give them a taste of the pain.

Encounter ◆ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 4[W] + Strength modifier damage. You shift 3 squares and then deal 2[W] damage (off-hand weapon) to each enemy adjacent to you.

Whirling Slayer: Add your Dexterity modifier to the off-hand weapon damage.

BORN TO THE BEAST

Some barbarians retain little memory of their rage, or even the broad details of battle. Once combat begins, it's as if they literally become someone or something else. In the aftermath, they remember only scattered thoughts, blurred images, and the feelings of triumph and power.

Some cultures mark such warriors as "born to the beast." These barbarians receive little in the way of formal training; the beast that lurks within them, or the Primal Beast itself, guides their hands in battle. Many stories are told of a warrior born to the beast taking up a throwing axe while still a child and saving his family by hewing a dozen enemy marauders.

Given their relative lack of formal training, those born to the beast favor simple weapons, such as clubs and maces. In battle, such warriors howl and shriek like wild animals, their muscles surging with raw, primal magic.

This boon comes at a price. If a barbarian who is born to the beast fails to establish contact with wiser or less feral beasts or ancestor spirits, he or she risks giving in to the beast completely and becoming little more than a wandering berserker, a dangerous animal whose lust for battle can end only in death. The Primal Beast is too savage to consider that possible outcome to be a problem.

Menacing Blow

Barbarian Attack 27

Your ferocious swing chills your foe, leaving it ripe for further punishment.

Encounter ◆ Fear, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and the target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

Savage Ancestors Strike

Barbarian Attack 27

You feel the pain of your own fury, causing your strike to be even more life-threatening to your foe.

Encounter ◆ Primal, Weapon

Standard Action Melee weapon

Effect: Before the attack, you can take 5d6 damage to gain a +2 bonus to the attack roll. If you do so, you do not expend this power if you miss.

Rageblood Vigor: You can take 3d6 damage instead of 5d6.

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage, and you gain a +2 power bonus to attack rolls until the end of your next turn.

Terrifying Howl

Barbarian Attack 27

You engage the enemy, and your thunderous battle cry crashes over your enemies, rattling them so much that they can't move.

Encounter ◆ Primal, Thunder, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier thunder damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is immobilized until the end of your next turn.

Thunderborn Wrath: Until the end of your next turn, you gain a bonus to attack rolls against immobilized enemies equal to your Constitution modifier.

LEVEL 29 DAILY EVOCATIONS

Ancient Forebears' Rage

Barbarian Attack 29

You inflict a devastating blow, and the spirits of your forebears empower your other attacks.

Daily ◆ Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the ancient forebears. Until the rage ends, whenever you roll 1 or 2 on a damage die for a primal attack, the roll changes to the die's maximum value.



Rage of Retribution

Barbarian Attack 29

Waves of force issue from your blow, injuring surrounding enemies. Your rage erupts, immediately punishing enemies that wound you.

Daily ♦ Force, Primal, Rage, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and each enemy, other than the target, within 5 squares of you takes 2[W] force damage.

Miss: Half damage.

Effect: You enter the rage of retribution. Until the rage ends, whenever a single attack deals 20 damage or more to you, you can deal 10 damage to each enemy within 5 squares of you as a free action.

Thunderstorm Rage

Barbarian Attack 29

You hit your foe with a shocking strike, sparking a rage that causes thunder to boom over your enemies.

Daily ♦ Primal, Lightning, Rage, Thunder, Weapon
Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 15 lightning damage (save ends).

Miss: Half damage, and ongoing 5 lightning damage (save ends).

Effect: You enter the rage of the thunderstorm. Until the rage ends, once per round when you make an attack roll against an enemy and hit, you can make the attack roll a second time against that enemy. If the second attack roll hits, the attack deals 2[W] extra thunder damage.

Rage of the Thundering Rhino

Barbarian Attack 29

You channel your attack to awaken the rage of the thundering rhino. When you hit a foe, you send it flying.

Daily ♦ Primal, Rage, Thunder, Weapon
Standard Action Melee weapon

Effect: Before the attack, you move your speed to a square adjacent to an enemy.

Target: One creature

Attack: Strength vs. Fortitude

Hit: 5[W] + Strength modifier thunder damage, and you push the target a number of squares equal to your Constitution modifier. The target and each creature adjacent to it are then knocked prone.

Miss: Half damage, and you push the target 1 square.

Effect: You enter the rage of the thundering rhino. Until the rage ends, whenever you hit an enemy with a basic attack, that attack deals 1[W] extra thunder damage, and you push that enemy 1 square.

ANCESTRAL WEAPON

“What is best in life? To end each battle in honor and victory.”

Prerequisite: Barbarian, Rampage class feature

Elders tell stories to the young about the days when honored ancestors roamed the land. According to the stories, these forebears were a breed apart: stronger, wiser, and more attuned to the virtues of the spirit way than the people of today are. The ancestors' spirits do little to discourage such tales. It's good to be remembered fondly and respectfully, so that young people will heed ancient lessons. Eventually, the young grow up and learn that people throughout history have largely been the same.

You are exceptional, however—one of those who truly is a breed apart. You are a mighty slayer, a champion who can keep a community alive through the worst of times. You can inspire your people to take on fights they normally couldn't win, and your bravery might make you a hero for the ages.

Ancestral spirits have marked you as their chosen warrior, so they remain close to you. If they can help keep you alive, everyone benefits. If you fall, they'll be on hand to welcome you into their ancestral war band.

ANCESTRAL WEAPON PATH FEATURES

Strong Spirit (11th level): You add your Charisma modifier to your healing surge value.

Battle Spirit's Touch (11th level): When you spend an action point to make an attack and hit at least one target with that attack, you can spend a healing surge.

Lethal Rampage (16th level): In place of making a melee basic attack as a result of Rampage, you can use a melee at-will attack power

ANCESTRAL WEAPON EVOCATIONS

Blood-Spattered Fury Ancestral Weapon Attack 11

You explode in violence, striking out and drawing your enemies' wrath.

Encounter ♦ **Primal, Weapon**

Standard Action Close burst 2

Target: Each enemy you can see in burst

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you mark the target until the end of your next turn. Until the mark ends, you and the target deal 1[W] extra damage against each other.

Ancestor's Presence Ancestral Weapon Utility 12

Calling on the spirit of an honored ancestor for aid, you focus on the destruction of a chosen foe.

Daily ♦ **Primal**

Minor Action Close burst 5

Target: One enemy in burst

Effect: You mark the target until the end of the encounter.

Whenever the target makes an attack before this mark ends, you gain a power bonus to damage rolls against it equal to your Charisma modifier. The power bonus lasts until the end of your next turn.

Ancestral Weapon's Rage Ancestral Weapon Attack 20

You strike hard, and the awesome power of the ancestors flows through you. To protect your allies, you then draw your enemies' ire to yourself.

Daily ♦ **Primal, Rage, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You mark the target until the end of your next turn.

You enter the rage of the ancestral weapon. Until the rage ends, you mark each enemy you attack until the end of your next turn. In addition, you deal 1[W] extra damage against enemies marked by you.



BUILDING THUNDER

“Dragon, the spirits rebuke you with thunder!”

Prerequisite: Barbarian, Thunderborn Wrath class feature

As you have grown in power, the thunder spirits riding on your war cries have amassed strength of their own. When your weapon strikes true, the spirits pour from you in an unrivaled storm, smashing enemies who might have shrugged off your physical blows or the war cries of a lesser thunderborn barbarian.

Like a great storm piling thunderheads higher and darker, you gather strength as you fight battles and suffer wounds. More conservative warriors hold back or retreat when their wounds accumulate, whereas you reach your peak when your reserves are close to their end.

When the storm finally breaks, your voice calls the lightning as well as the thunder spirits. You master the full arsenal of the storm.

BUILDING THUNDER PATH FEATURES

Thunder Rolls In (11th level): When you spend an action point to use a thunder power, you can turn any blast 3 created by that power into a blast 5.

Thunderous Echo (11th level): When you hit an enemy with a thunder power, you deal extra thunder damage equal to your Constitution modifier to the first creature you hit before the end of your next turn.

Lightning Flash (16th level): Your thunder powers deal lightning and thunder damage when they deal thunder damage.

BUILDING THUNDER EVOCATIONS

Finishing Thunder Building Thunder Attack 11

You attack, then release a thundering shout that blasts injured enemies.

Encounter ♦ Primal, Thunder, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You then howl in a blast 3 that includes the target. Each bloodied enemy in the blast takes 5 + your Constitution modifier thunder damage.

Storm Gathering Building Thunder Utility 12

Through sheer force of will, you turn the fatigue of the day's battles to your advantage.

Encounter ♦ Primal
Minor Action **Personal**

Effect: Until the end of your next turn, your attacks deal extra thunder damage equal to the number of healing surges you have spent since your last extended rest.



Storm Dragon Rage Building Thunder Attack 20

Lightning arcs from your weapon as you fly against those that defy the storm.

Daily ♦ Lightning, Primal, Rage, Thunder, Weapon
Standard Action **Melee weapon**

Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier lightning and thunder damage. You then howl in a blast 3 that includes the target. Each enemy in the blast, other than the target, is dazed until the end of your next turn.

Miss: Half damage.

Effect: You enter the rage of the storm dragon. Until the rage ends, once per round when you hit with an at-will attack power, you deal 1[W] lightning and thunder damage to each enemy within 3 squares of you. In addition, you gain a fly speed equal to your speed, and you must land at the end of your turn when you fly using this rage.

CALM FURY

“Though I am consumed by rage, I push through to the stillness of true ferocity.”

Prerequisite: Barbarian, *rage strike* power

In the past, you raged like any other barbarian. Then you learned the secret power that comes from being able to harness your fury. You now attain the furious clarity on the far side of rage. You walk a perfectly controlled sword’s edge of lethal potential.

It might have been a specific catastrophe—a moment when you had spent yourself in savagery and could not respond to a new and greater threat—that showed you the way to a higher plane of rage. Or you might have felt a call to a deeper understanding of rage, one that eludes other barbarians.

You have the spirit and the understanding of an elder. You are able to look beyond the next few bloody moments toward what might be best for the future. The primal spirits you call on are wise and strong. They share with you a broad perspective, the knowledge that controlled fury can be stronger than rage without restraint.

CALM FURY PATH FEATURES

Strength in Action (11th level): When you spend an action point to take an extra action, you regain hit points equal to one-half your level + your Strength modifier.

Certain Savagery (11th level): You don’t need to be raging to use *rage strike*. On a miss, your *rage strike* deals no damage, you don’t expend a rage power, and you don’t expend a use of *rage strike*.

Relentless Pace (16th level): You can use *rage strike* three times per day, and it deals 1[W] extra damage.

CALM FURY EVOCATIONS

Furious Calm

Calm Fury Attack 11

With a heavy strike, you settle into your fury, allowing you to tap reserves of endurance.

Encounter ♦ **Healing, Primal, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage, and you can spend a healing surge.

Deliberate Rampage

Calm Fury Utility 12

Your previous devastating blow grants you an opening to strike again, and a chance to use your rage for invigoration.

Encounter ♦ **Primal**

Free Action **Personal**

Trigger: You score a critical hit with a barbarian attack power and haven’t used Rampage this round

Effect: In place of making a melee basic attack as a result of Rampage, you can use *furious calm*, even if you have already used that power during this encounter.

Lethal Ancestor Rage

Calm Fury Attack 20

An ancestor wreathes you in power, strengthening your attacks and invigorating you.

Daily ♦ **Primal, Rage, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the lethal ancestor. Until the rage ends, you gain a +2 power bonus to attack rolls with at-will attack powers and *rage strike*. In addition, when you hit any enemy with an at-will attack power or *rage strike*, you gain temporary hit points equal to one-half your level + your Strength modifier.



DEATH'S THANE

"Flee before me, fools! My battle cry heralds the stride of death itself."

Prerequisite: Barbarian, Thunderborn Wrath class feature

From a young age, you studied the turning of the seasons and the relentless march of time. In the end, all things die. You embraced this truth, and in accepting the certainty of death, you found that it elicited no fear in you. Death is as common as the rain on your face or the wind through your hair. Why turn away from it like a frightened rabbit?

As a barbarian, death is your steady companion on the battlefield. Your profound acceptance of mortality and your mastery of primal magic combine to transform you into death's herald. You channel the fleeting passage of life and the inevitability of the grave through your mighty battle cries. Your mere presence on the battlefield is enough to drive the most superstitious of your enemies before you. As for the rest, they fall like wheat before the harvester's scythe.

DEATH'S THANE PATH FEATURES

Death's Right Hand (11th level): When you spend an action point to take an extra action during the same turn when you reduced an enemy to 0 hit points, you gain a +2 bonus to attack rolls and a bonus to damage rolls equal to your Constitution modifier until the end of your next turn.

Death Shout (11th level): Each target you push with your *war cry* power takes necrotic damage equal to your Constitution modifier.

Inevitability of Death (16th level): You make death saving throws at the start of your turn, rather than at the end. Whenever you fail a death saving throw, each enemy within 3 squares of you takes 5 necrotic damage.

DEATH'S THANE EVOCATIONS

Death Cry

Death's Thane Attack 11

You strike and let out a macabre howl, sapping the strength of enemies before you.

Encounter ♦ Necrotic, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier necrotic damage. You then howl in a blast 3 that includes the target. Each enemy in the blast is weakened until the end of your next turn.

Killing Ground

Death's Thane Utility 12

After you send a foe to its afterlife, you issue a yell that infuses an area with the might of primal death.

Daily ♦ Primal, Zone

Free Action Close blast 5

Trigger: Your attack reduces an enemy to 0 hit points

Effect: The blast creates a zone of death that lasts until the end of the encounter. You gain a +1 bonus to attack rolls and a +4 bonus to damage rolls against any enemy within the zone.

Reaper's Rage

Death's Thane Attack 20

You strike with deadly intent and bellow, rooting your enemies in despair. From then on, you personify relentless death.

Daily ♦ Necrotic, Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier necrotic damage.

Miss: Half damage.

Effect: You howl in a blast 3 that includes the target. Each enemy in the blast is immobilized (save ends). You enter the rage of the reaper. Until the rage ends, when any enemy ends its turn within 3 squares of you, you can shift 3 squares to a square adjacent to that enemy as a free action.



WARREN WAHY



STONEFIRE RAGER

“The earth’s rage abides deep below. When roused, it bucks and heaves, leaving nowhere to run or hide.”

Prerequisite: Barbarian

Many barbarians fight with the viciousness of a wild animal. Others draw strength from the violence of storms or the destructiveness of fire. You prefer a more steady source: the might of earth and stone. Although the earth endures in stillness, entire cities are destroyed when its anger is incited. You have studied the power of the earth and learned to incorporate it into your barbarian evocations. You combine the raging fury of magma with the patience of stone.

Stonefire ragers are common among dwarves and goliaths. They scale the greatest peaks of the world to commune with mountain spirits. Here and there, small monasteries stand atop mountains where stonefire ragers gather. At first glance, the warrior monks of these places seem to be simple ascetics. Woe to the villain that dares disturb their meditations.

STONEFIRE RAGER PATH FEATURES

Calm Before the Flame (11th level): When you spend an action point to make an attack, each target you hit takes extra fire damage equal to your Constitution modifier and is knocked prone.

Resilience of Stone (11th level): When an enemy scores a critical hit against you, you can roll a d20. On a 10 or higher, that attack becomes a normal hit instead of a critical hit.

Fire’s Wrath (16th level): While you are bloodied, you gain resist 10 fire and a +2 bonus to damage rolls.

STONEFIRE RAGER EVOCATIONS

Pyroclastic Tide

Stonefire Rager Attack 11

You swing your weapon mightily, channeling a primal fire that washes over your enemies.

Encounter ♦ Fire, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage, and each enemy within 2 squares of you takes fire damage equal to your Strength modifier.

Serenity of Stone

Stonefire Rager Utility 12

Your skin becomes hard as stone, allowing you to shrug off even the most potent attacks.

Daily ♦ Primal

Minor Action Personal

Requirement: You must not be raging.

Effect: You gain resist 10 to all damage until you use a rage power or until the end of the encounter.

Volcanic Rage

Stonefire Rager Attack 20

Your weapon is sheathed in flame as you strike. Your wrath boils over, radiating from your molten skin and scorching nearby foes.

Daily ♦ Fire, Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier fire damage.

Miss: Half damage.

Effect: You enter the rage of the volcano. Until the rage ends, as the first action of each of your turns, you can deal 5 + your Constitution modifier fire damage to each enemy within 3 squares of you as a free action. In addition, if an adjacent enemy hits you, you gain a +2 bonus to attack rolls against that enemy until the end of your next turn.

TWINCLAW SLAYER

“Stand proud and face me, dog!”

Prerequisite: Barbarian, Whirling Slayer class feature

Your prowess is hardly a mystery to those who behold you. You hold a weapon in your right hand and another weapon in your left. You keep your inner self somewhat contained until battle begins. At that point, you hurl yourself against as many enemies as possible. The two weapons in your hands, projecting from your whirling arms, are the lethal claws of a great predator. The spirit pack trailing you growls with bloodlust and relishes the kill.

You cultivate the feral spirit of a great wolverine, a scytheclaw drake, an ancient tribal hero, or another vicious combatant. This spirit guides your path, finally manifesting through you when you have mastered the twinclaw berserker rage.



TWINCLAW SLAYER PATH FEATURES

Close Destruction (11th level): When you spend an action point to make an attack, you gain a bonus to its attack rolls equal to the number of enemies adjacent to you.

Threshing Mist (11th level): When any of your attacks deals both your main weapon and off-hand weapon damage to the same target, you can shift 1 square to a square adjacent to the target as a free action.

Bloody Price (16th level): While you are wielding two melee weapons, you can reroll a missed opportunity attack once per turn and use either result.

TWINCLAW SLAYER EVOCATIONS

Twinclaw Rend

Twinclaw Slayer Attack 11

Both your weapons bite deep, and the scent of fresh blood guides your subsequent blows.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Requirement: You must be wielding two melee weapons.

Target: One creature

Attack: Strength vs. AC (main weapon)

Hit: 2[W] + 1[W] (off-hand weapon) + Strength modifier damage. You gain a +2 power bonus to melee attack rolls until the end of your next turn.

Special: You can use this power in place of a melee basic attack.

Dangerous Blur

Twinclaw Slayer Utility 12

You whirl your weapons closer to a foe, swearing retribution.

Encounter ♦ Primal

Immediate Reaction Personal

Trigger: An adjacent enemy hits you

Effect: The next attack you make against the triggering enemy before the end of your next turn deals 1[W] extra damage (off-hand weapon).

Twinclaw Berserker Rage

Twinclaw Slayer Attack 20

You strike at enemies far and wide. Your rage then transforms you into a frenzy of steel.

Daily ♦ Primal, Rage, Weapon

Standard Action Close burst 2

Requirement: You must be wielding two melee weapons.

Target: Each enemy in burst

Attack: Strength vs. AC (main weapon)

Hit: 2[W] + 1[W] (off-hand weapon) + Strength modifier damage.

Effect: You enter the rage of the twinclaw berserker. Until the rage ends, as the first action of each of your turns, you can deal 2[W] damage (off-hand weapon) to each enemy adjacent to you as a free action.

WINTER FURY

“The world awakens in spring. You won’t.”

Prerequisite: Barbarian

Winter and death are part of the natural cycle, a clearing away of the old so that new life can take its place. You are a slayer, an agent of winter. You hew away your enemies so that new life can be nurtured.

Winter is nature’s tool, a test that winnows the weak. You have sought winter’s embrace. You have communed with spirits from the darkness beyond mountains and glaciers, from where cold reigns supreme. You carry something with you, a piece of frigid fury from the spirit of a frozen wasteland. Armed with your icy wrath, you doom your foes to be shattered and buried in the avalanche of your assault.

WINTER FURY PATH FEATURES

Surging Ice (11th level): When you spend an action point to make an attack, the first target hit by the attack and each enemy adjacent to it are immobilized until the end of your next turn.

Ice Heart Reaper (11th level): You gain a +1 bonus to attack rolls and a +2 bonus to damage rolls against immobilized targets.

Frost Reaver (16th level): You gain resist 10 cold. Whenever you deal damage that has no type, you can make it cold damage.

WINTER FURY EVOCATIONS

Clutch of Winter Winter Fury Attack 11

You swing your frosty weapon in a deadly arc, freezing your foe in place.

Encounter ♦ Cold, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Armor of Glaciers Winter Fury Utility 12

A layer of primal frost covers you, deflecting your foes’ attacks until it is chipped away.

Daily ♦ Primal

Minor Action Personal

Effect: You gain resist 20 to all damage until the end of the encounter. Whenever this resistance reduces damage, the resistance decreases by 5, and it ends when it reaches 0. If you take fire damage, the resistance ends after reducing that damage.



World’s End Rage Winter Fury Attack 20

Your strike encases your foe in ice. Snow then swirls around you and freezes your enemies as you rage across the battlefield.

Daily ♦ Cold, Primal, Rage, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier cold damage, and the target is restrained (save ends).

Miss: Half damage.

Effect: You enter the rage of the world’s end. Until the rage ends, when you hit any enemy with an at-will attack power, that enemy is immobilized until the end of your next turn.

DRUID

"I am the voice of the wilderness, and when I speak, the world shudders."

THE PRIMAL spirits that inhabit the world are at your command. The very substance of nature responds to your call, allowing you to use it as a weapon and a tool. Your own spirit is a part of the primal world, and your body is but a reflection of your spirit, shifting freely from your mundane humanoid form to any of thousands of bestial shapes, reflecting the glorious variety of nature. You are a druid, mysterious and elusive, wise beyond common mortal knowing.

Your body is a conduit for primal magic, and with that power, you might transform into a wolf or a panther and glide unseen among the trees. You could sculpt your body into a shifting mass of fur, feathers, claws, or scales. Or your form can become a swarm of hundreds of small creatures, which move as a shifting, shapeless mass over the ground.

In this chapter, you'll find powerful evocations to allow you to transform into beasts, control the elements, and summon creatures to your aid. The chapter contains the following material.

- ◆ **Playing a Druid:** Perspectives on the druid's place in the world and at the game table.
- ◆ **New Builds:** As a swarm druid, you can transform yourself into a beast form made of hundreds or thousands of tiny creatures. Becoming a summoner druid enables you to bring forth creatures great and small to do your bidding.
- ◆ **New Class Feature:** Primal Swarm is a new version of Primal Aspect designed expressly for the swarm druid.
- ◆ **New Powers:** This chapter offers more options for summoning both creatures and swarms, and it supports existing druid builds, providing powers for predator and guardian druids and for druids who favor evocations that control the battlefield.
- ◆ **New Paragon Paths:** You can channel the powers of the wild as a member of one of seven new paragon paths, among them the coiled serpent, the luminescent swarm, the pack lord, and the whirling samara.

WILLIAM O'CONNOR





PLAYING A DRUID

A solitary traveler bedecked in claws and feathers walks a lonely road, just ahead of roiling storm clouds. At a crossroads, a robed woman stands before a mangled tree, asking the plant for directions. Atop a high mountain, a weathered ascetic stares out at the sky, reading portents. Druids live in concert with nature, enduring both the blistering sun and the paralyzing cold with quiet persistence. Despite their apparent isolation, they count all of the world's plants and animals among their friends, so few druids see themselves as hermits or recluses. As a druid, you view the wild as a living, breathing entity—one that is with you wherever you go.

THE FIRST MISTAKE

In the ancient days when the first druids achieved mastery over primal magic, some of the mightiest magicians chose to remain in beast form at all times. After all, why return to the life of the tribe when one could run in the night with a pack of wolves, prowl the savannah as a fearless lion, or roam the forests as a bear? These druids had unlocked many deep secrets, and they thought that by remaining in beast form forever they would learn more.

In time, the error of their reasoning became apparent—but too late to benefit those who made the mistake. The druids who chose to live only as beasts were gradually subsumed into the lives of the beasts they had joined. As their souls merged with those of the beasts, their minds grew dim, so that they forgot that they had not always been beasts. The deep secrets they discovered became locked inside their animalistic minds.

The druids who came after these ancient ones learned from the error of their predecessors. They realized that a druid must stand at the center of all living things, seeing in each natural form the purpose it serves in the order of the world. A druid takes the shape of a beast not to become an animal, but to learn to see the world from a dual perspective—that of an animal and that of a person.

Some ancestor spirits say that those original, ancient druids still wander the world as immortal beasts. Can such druids be returned to their humanoid forms? If so, would they give up their secrets? Perhaps one day you will find out.

DRUIDS AND THE PRIMAL SPIRITS

As with characters of other primal classes, your powers derive from your relationship with the primal spirits. However, your most important relationship is with the Primal Beast, the mysterious and savage entity that enables your *wild shape* power.

When you're fighting in your humanoid form, your evocations often direct and manipulate the spirits. But you don't normally communicate with the spirits in battle or summon them with conjurations. You summon beasts, not spirits. Your connection with nature during battle is more visceral—like bones crunching between your fangs or like lightning rippling out of your soul as you become the storm. The Primal Beast inhabits your flesh and shapes you into an echo of one of its many forms.

Outside combat, though, you might have much broader contact with a range of primal spirits, particularly in your use of ritual magic. Removed from the frenzy of combat, you are the most adept ritual caster in the spirit way.

YOUR WILD SHAPE

The ability to shapeshift is a power that itches to be used, making it hard for some druids to remain in one form for long. Is *wild shape* a power you reserve for combat, when you need to unleash the Primal Beast on your foes? Or is changing shape a form of communication, like the expression on your face? Some druids use *wild shape* as a form of conversational punctuation, especially when they are agitated—taking on a beast form to snarl a curse before finishing the thought in a humanoid voice.

Do you speak in beast form? Some druids choose not to, perhaps because they believe that the purpose of their beast form is to experience animal life in its purest context, and humanoid speech is antithetical to that goal. Others use *wild shape* multiple times in the course of a single spoken sentence, keeping a constant flow of words while punctuating their thoughts with growls and roars that their humanoid voices can't properly produce.

What beast form do you prefer? Guardian druids lean toward the form of a large, hardy animal such as a bear, a boar, a wolverine, a rage drake, or a bulette. Predator druids often choose the form of a pack predator or a stalker such as a panther, a lion, a wolf, a tiger, or a displacer beast. Swarm druids have their own unique swarm forms, composed of countless tiny insects, rodents, or drakes. Many druids choose forms that defy these trends, however, commonly adopting the form of a stag, a ram, a horse, a bison, or a behemoth. Many more adopt a different form each time they change shape.

It's often possible to tell, looking at a druid in beast form, that the creature is no ordinary beast. Some druids always adopt forms that have obvious magical distinctions from normal beasts, such as patterned fur or glowing eyes. Others take on forms that don't resemble any normal animal, indistinct shapes of fur

and claws, feathers, or scales. Sometimes, though, it's subtle cues that reveal a druid in beast form—an obvious intelligence and attentiveness in the beast's demeanor or something unusual in the way it moves.

DRUIDS AND OTHER FORMS OF MAGIC

Druids see the need for balance in all things, and that attitude extends to different forms of magic. Arcane, divine, and psionic magic all have their place in the world. Like all things, though, any form of magic becomes a threat when it grows too strong.

Arcane magic has the potential to upset the balance of the natural world. The quest for immortality seizes many wizards, some of whom take up the dark path of undeath to prolong their existence. Druids can accept that the influence of the Shadowfell sometimes spawns undead. However, they believe that rituals that create undead are intolerable attacks on nature. Such lore and its users must be destroyed.

Divine magic is a useful tool for protecting a community, but it comes at the price of obedience to a power that exists beyond the world. The gods are powerful and wise, but they have designs upon the world that at times put them in conflict with the primal spirits. To the druids, divine power is like a dire wolf taken at birth and trained to hunt. It might be a useful ally, but at some point its true, predatory nature will arise.

Psionic magic confuses druids. It has only recently appeared among creatures of the world, making its

proper role in the natural order unclear. Its prevalence among aberrant creatures causes some druids to see psionic magic as a herald of the Far Realm's corrupting influence. Others view psionic magic as a powerful tool against the threat of the Far Realm.

OTHER ORIGINS

Most druids arise in families or communities that hold the primal spirits in esteem and follow the spirit way. As children, these druids seem aware of the spirits around them in the world, and they display the power of the Primal Beast within them. It's rarely a surprise when such a child takes on the adventuring life and manifests the full powers of a druid.

It's not unheard of for druid powers to arise spontaneously, for someone who has no familiarity with the primal spirits to suddenly change shape or call on druid evocations. This sort of event occurs most often in situations of great stress, moments when people want to flee or fight, and suddenly find that they can fight faster or with greater savagery than they had imagined possible. Their bodies transform without conscious will or effort, and the Primal Beast is unleashed.

Still other druids approach the primal spirits through less traditional routes. Some members of sects of Melora, for example, train their devotees to commune with the primal spirits, and occasionally druids arise among these sects, no less devoted to the goddess for all the primal power flowing through their bodies.



NEW BUILDS

This chapter presents one new build for the druid, the swarm druid. You can choose the Primal Swarm class feature and select related powers to create a druid character who has a distinctive flavor, becoming an insect swarm when you adopt your beast form.

In addition to this new build, this chapter also includes a suite of summoning powers for the druid. Whichever build you choose for your character, you can use summoning powers to enhance your other capabilities.

SWARM DRUID

Druids call on forces associated with primal magic, such as beasts, plants, storms, and the earth. Swarm druids prefer to call on a particular primal force: insect swarms. Such druids see great strength in the unity of purpose and combined might of a colony of ants or a nest of hornets.

Most druids assume the forms of creatures such as bears, panthers, and rams, but a swarm druid splinters into hundreds of insects, all driven toward a single purpose by the druid's mind. The druid is at once all the creatures in the swarm and none of them. Enemies might stomp at the swarm, crushing a beetle here and swatting a wasp there, but to the druid the loss of an individual in the swarm means nothing. It is the swarm as a whole—a dauntless tide of chitin and stingers—that matters.

Swarm druids are most often found in tropical climates. They typically dwell in jungles, where they have witnessed the power of an ant colony on the march. Druids of the Underdark also tend toward this discipline. In web-shrouded caves, drow and troglodyte swarm druids commune with spiders, mushroom forests, and creatures that have never seen the light of day.

NEW CLASS FEATURE

When you choose your Primal Aspect, you can choose Primal Swarm instead of another option, such as the ones in *Player's Handbook 2*.

Primal Swarm: While you are in beast form and not wearing heavy armor, melee attacks and ranged attacks deal less damage to you. When you take damage from either type of attack, the damage is reduced by your Constitution modifier.



SUGGESTED OPTIONS

As a swarm druid, you focus on close attacks and other multitarget attacks that can be used while you are in beast form. Many of your powers (as well as the Primal Swarm class feature) cause you to take less damage or to avoid attacks entirely, allowing you to hold your own when you stay in melee range. It's a good idea to focus on feats, powers, and other options that boost your ability in close-quarters fighting. Many of your beast form powers are close bursts or blasts. Look for feats that improve such powers.

Make Wisdom your highest ability score to bolster all your druid attacks, followed by Constitution to enhance your Primal Swarm powers.

Suggested Class Feature: Primal Swarm*

Suggested Feat: Toughness

Suggested Skills: Arcana, Endurance, Nature, Perception

Suggested At-Will Powers: *grasping claws*, *swarming locusts*,* *thorn whip*

Suggested Encounter Power: *scattered form**

Suggested Daily Power: *fog of insects**

*New option presented in this book

SUMMONER DRUID

You are a champion of nature, a leader of spirits, and a summoner of feral beasts. You place your trust in the magic of the hunting tiger, the stalking wolf, and the shrieking hawk. The creatures you summon obey your every command, yet if you fail to guide them, they act according to their instincts.

Only the most powerful of your evocations can summon creatures to fight at your side, so you must be careful to pick the right moment to summon them. They fight with courage and tenacity regardless of the foe.

The creatures that heed your call are companions, not mere pawns. You are their caretaker and guide. If you allow them to run rampant, the blame for any foolish decisions they make rests on you alone. With the power to command the spirits and give them physical form comes the responsibility to use that power with wisdom and foresight.

SUGGESTED OPTIONS

The summoner druid is not a full build, but a druid of any Primal Aspect who chooses mostly summoning powers for his or her daily attack powers. As a summoner, you should choose powers and feats that allow you to function better when fighting alongside a creature you summoned. However, keep in mind that summoning powers are daily powers, so you can't rely on them too heavily at low levels.

Primal Guardian: You are a druid who dabbles in the leader role, and you can use summoned creatures to hold back enemies and provide relief to beleaguered allies.

Primal Predator: A summoning power allows you to build your own pack, granting you an instant ally for flanking and distracting your enemies.

Primal Swarm: You can use summoned creatures to hem in your enemies, making it easier to catch those enemies in your close attacks.

Suggested Feat: Strong-Willed Summoning*

Suggested Skills: Arcana, Diplomacy, Insight, Nature

Suggested At-Will Powers: *call of the beast*, *fire hawk*,* *savage rend*

Suggested Encounter Power: *call forth the spirit pack**

Suggested Daily Power: *summon pack wolf**

*New option presented in this book



FOR THE DM: SUMMONED CREATURES

When a druid summons a creature into the world, that creature is an independent entity, a shard of primal magic given form. In extremely rare cases—so rare that some druids never witness such an event—a summoned creature carries a shard of a great spirit. After such a summoned creature has survived the battle into which it was summoned, the creature speaks briefly with the voice of the elder spirits, or it snarls and motions for the druid to follow it.

The good news is that such a summoned creature will speak words of prophecy or lead the druid to a previously unseen path. The bad news is that such remarkable events happen only when the primal spirits are gathering their power to oppose a force that threatens the world. The prophecy points to danger, and the path leads to peril. But that is the stuff of which a hero's life is made.

NEW POWERS

This section expands the power options for all druids, as well as presenting powers tailored for swarm druids and for druids who want to summon creatures.

LEVEL 1 AT-WILL EVOCATIONS

Fire Hawk Druid Attack 1

A hawk of flame swoops on your foe, burning it. The hawk hovers for a moment, ready to swoop in for another attack should that foe's defenses falter.

At-Will ♦ **Fire, Implement, Primal**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier fire damage. Until the start of your next turn, you can make the following secondary attack against the target.

Level 21: 2d8 + Wisdom modifier fire damage.

Opportunity Action **Ranged 10**

Trigger: The target takes any action that can provoke opportunity attacks

Secondary Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier fire damage.

Swarming Locusts Druid Attack 1

Insects launch from you to vex your enemies.

At-Will ♦ **Beast Form, Implement, Primal, Zone**

Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage.

Level 21: 2d8 + Wisdom modifier damage.

Effect: The blast creates a zone of swarming locusts that lasts until the end of your next turn. While within the zone, enemies grant combat advantage.

LEVEL 1 ENCOUNTER EVOCATIONS

Call Forth the Spirit Pack Druid Attack 1

Spectral wolves leap forth to knock your enemies down.

Encounter ♦ **Implement, Primal**

Standard Action **Close burst 5**

Target: One or two creatures in burst

Attack: Wisdom vs. Reflex

Hit: 1d6 + Wisdom modifier damage, and the target is knocked prone. If the target is marked by one of your allies, the target takes 1d6 extra damage.

Close to the Kill Druid Attack 1

This close to the kill, your instincts take over.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action **Melee 1**

Target: One enemy

Attack: Wisdom vs. Reflex

Hit: 1d12 + Wisdom modifier damage. If the target is bloodied or reduced to 0 hit points by this attack, you gain temporary hit points equal to one-half your level.

Primal Guardian: Add your Constitution modifier to the temporary hit points.

Scattered Form Druid Attack 1

Your form scatters into a horde of insects to attack nearby creatures.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage. You take half damage from the next melee or ranged attack that damages you before the end of your next turn.

Primal Swarm: You take half damage from all melee attacks and ranged attacks until the end of your next turn.

Stinging Cloud Druid Attack 1

You call forth a cloud of insects to sting and poison your foes.

Encounter ♦ **Implement, Poison, Primal, Zone**

Standard Action **Area burst 1 within 5 squares**

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier poison damage.

Effect: The burst creates a zone of stinging insects that lasts until the end of your next turn. Any creature that ends its turn within the zone takes 5 poison damage.

Primal Swarm: Add your Constitution modifier to the poison damage.

Thorn Spray Druid Attack 1

You release a blast of thorns that puncture your foes.

Encounter ♦ **Implement, Primal**

Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier damage, and the target takes a -2 penalty to all defenses until the end of your next turn.

Primal Predator: The penalty to all defenses equals 1 + your Dexterity modifier.

LEVEL 1 DAILY EVOCATIONS

Earth Roots

Druid Attack 1

Roots erupt at your command, lashing and grasping at your enemies.

Daily ♦ **Implement, Primal, Zone**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage.

Effect: The burst creates a zone of writhing roots that lasts until the end of your next turn. Any enemy that starts its turn within the zone is slowed until the end of its next turn.

Sustain Minor: The zone persists, and you can slide one enemy within 2 squares of the zone 2 squares to a square within it.

Fog of Insects

Druid Attack 1

A swarm of insects surges from you, stinging creatures all around before swirling about you protectively.

Daily ♦ **Implement, Primal**

Standard Action Close burst 3

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier damage.

Miss: Half damage.

Effect: You gain a +2 power bonus to all defenses until the end of the encounter.

Lightning Arc

Druid Attack 1

Twin bolts of lightning strike your foes and knock over creatures near them.

Daily ♦ **Implement, Lightning, Primal**

Standard Action Ranged 10

Primary Target: One or two creatures

Primary Attack: Wisdom vs. Reflex

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

Miss: Half damage.

Effect: Make a secondary attack that is an area burst 1, one burst centered on each primary target.

Secondary Target: Each creature in bursts

Secondary Attack: Wisdom vs. Fortitude

Hit: The secondary target is knocked prone.

Summon Fierce Boar

Druid Attack 1

With a piercing squeal, a spirit takes form as a ferocious boar and slams its tusks into your enemies.

Daily ♦ **Implement, Primal, Summoning**

Standard Action Ranged 5

Effect: You summon a Medium boar in an unoccupied square within range. The boar has speed 6. You can give the boar the following special command. On the turn you summon the boar, you give that command as part of using this power. When the boar is reduced to 0 hit points, you can give the command as an immediate interrupt.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is pushed 1 square.

Instinctive Effect: If you haven't given the boar any commands by the end of your turn, it charges the nearest bloodied creature it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Summon Giant Toad

Druid Attack 1

You summon a spirit ally, a great toad that flicks its tongue to pluck a meal from among your enemies.

Daily ♦ **Implement, Primal, Summoning**

Standard Action Ranged 5

Effect: You summon a Medium giant toad in an unoccupied square within range. The toad has speed 5 and swim 6, and it gains a +10 bonus to Athletics checks to jump. You can give the toad the following special command. On the turn you summon the toad, you give that command as part of using this power.

Standard Action: Melee 3; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is pulled 2 squares.

Instinctive Effect: If you haven't given the toad any commands by the end of your turn, it attacks the same creature that it attacked during your previous turn. If it can't do that, it attacks an enemy within 3 squares of it if it can. Otherwise, it moves its speed to a square within 3 squares of the nearest enemy.

INSTINCTIVE EFFECTS

Druid summoning powers use the same rules as other powers that have the summoning keyword, as explained in *Player's Handbook 2* (page 221). However, all the summoning powers in this chapter include an instinctive effect, an action the summoned creature takes in lieu of any other command. This feature reflects the fact that your summoning powers give physical form to beast spirits—spirits that are independent and not much different from the living beasts of the world.

Be careful with the instinctive effects of the creatures you summon! Sometimes an instinctive effect is useful and helpful, letting the summoned creature attack without costing you any actions. Sometimes, though, the summoned creature might attack you or your allies. Remember that when an instinctive effect refers to “the nearest creature,” that doesn't mean just enemies.

Summon Pack Wolf

Druid Attack 1

You reach out into the spirit world and find an ally, an ancient wolf spirit made solid by your magic for these few minutes of the hunt.

Daily ♦ **Implement, Primal, Summoning**

Standard Action Ranged 5

Effect: You summon a Medium wolf in an unoccupied square within range. The wolf has speed 6. You can give the wolf the following special command. On the turn you summon the wolf, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d6 + Wisdom modifier damage, and if the wolf has combat advantage against the target, the target is knocked prone.

Instinctive Effect: If you haven't given the wolf any commands by the end of your turn, it attacks an adjacent prone creature. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

LEVEL 2 UTILITY EVOCATIONS

Ferocious Transformation

Druid Utility 2

In response to an enemy's attack, you transform into a beast and pounce.

Encounter ♦ **Primal**

Immediate Reaction Personal

Trigger: An enemy hits you while you aren't in beast form

Effect: You use *wild shape* to change into beast form and then shift 1 square. You gain combat advantage against the triggering enemy until the end of your next turn.

Resist Energy

Druid Utility 2

Magical energy washes around you, but your primal magic protects you and your allies.

Encounter ♦ **Primal**

Immediate Interrupt Close burst 1

Trigger: You take cold, fire, lightning, or thunder damage

Target: You and each ally in burst

Effect: Each target gains resist 5 to the triggering damage type until the end of your next turn.

Sudden Bite

Druid Utility 2

When your foe drops its guard, you change into a beast to strike.

Encounter ♦ **Primal**

Opportunity Action Personal

Trigger: An enemy provokes an opportunity attack from you

Effect: You use *wild shape* to change into beast form. You then make the opportunity attack.

Verdant Bounty

Druid Utility 2

Plants erupt to hide your allies.

Encounter ♦ **Primal, Zone**

Minor Action Area burst 2 within 10 squares

Effect: The burst creates a plant-filled zone that lasts until the end of your next turn. The zone is heavily obscured, and you and your allies gain a +5 bonus to Stealth checks while within the zone.

Warding Wind

Druid Utility 2

Winds howl around you, shielding you from harm and hurling your attacker away.

Encounter ♦ **Primal**

Immediate Interrupt Personal

Trigger: You are hit by a melee attack

Effect: You gain a +2 power bonus to all defenses until the end of your next turn. If the triggering attack misses you, you slide the attacker 2 squares.

LEVEL 3 ENCOUNTER EVOCATIONS

Feral Harrier

Druid Attack 3

You launch yourself at your prey to tear it limb from limb.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action Melee touch

Effect: Before the attack, you shift 3 squares.

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage.

Primal Predator: After the attack, you shift 3 squares.

Flowing Swarm

Druid Attack 3

You disperse into a cloud of insects, swarm over your enemies, and then coalesce in a different place.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action Close blast 3

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage.

Effect: If you hit at least one target, you shift 4 squares to a square in the blast or adjacent to it.

Primal Swarm: During the shift, you can move through enemies' spaces. If you move through the space of a target hit by the attack, that target takes damage equal to your Constitution modifier.

Ironbreaker's Claws

Druid Attack 3

The spirit of a great wolverine pounces on your foes. As it draws blood, it lends you its ferocity.

Encounter ♦ **Implement, Primal**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage. Until the end of your next turn, any enemy that hits or misses you while you are in beast form takes 5 damage.

Roar of the Unbowed Beast

Druid Attack 3

You sound a thunderous challenge to your foes. The thunder echoes around them, causing them to reel if they don't stand and fight.

Encounter ♦ **Beast Form, Implement, Primal, Thunder**

Standard Action Close blast 3

Target: Each creature in blast

Attack: Wisdom vs. Will

Hit: 1d8 + Wisdom modifier thunder damage, and you mark the target until the end of your next turn. Until the mark ends, if the target makes an attack on its turn that doesn't include you as a target, you can slide it 3 squares as a free action at the end of its turn.

Primal Guardian: The number of squares you slide the target equals 2 + your Constitution modifier.

Thorn Castle

Druid Attack 3

You cause thorny vines to weave around your foes, tearing into them and forming a defensive barrier.

Encounter ♦ **Implement, Primal, Zone**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

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

Effect: The burst creates a thorny zone that lasts until the end of your next turn. The zone grants cover to creatures within it and creatures attacked through it. Any creature that enters the zone takes 5 damage.

LEVEL 5 DAILY EVOCATIONS**Clinging Drones**

Druid Attack 5

Immense insects cling to anyone who gets near you, making it difficult for them to move carefully.

Daily ♦ **Beast Form, Implement, Primal**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage, and the target is slowed and can't shift (save ends both).

Miss: Half damage.

Effect: Until the end of the encounter, enemies can't shift while adjacent to you.

Summon Fire Beetle

Druid Attack 5

You hurl a fiery spark to the ground, where it blossoms into a fire-spewing beetle.

Daily ♦ **Fire, Implement, Primal, Summoning**

Standard Action Ranged 5

Effect: You summon a Small fire beetle in an unoccupied square within range. The beetle has speed 6 and resist 5 fire. You can give the beetle the following special command. On the turn you summon the beetle, you give that command as part of using this power.

Standard Action: Close blast 3; targets each creature in blast; Wisdom vs. Reflex; 1d8 + Wisdom modifier fire damage.

Instinctive Effect: If you haven't given the beetle any commands by the end of your turn, it makes its attack against at least one enemy, targeting as many enemies as possible. If it can't target any enemies, it moves its speed to a square adjacent to an enemy.

**DRUID CIRCLES**

As druids grow older, they are more and more likely to seek out other druids from near or distant lands with whom they create small informal groups that they refer to as circles, groves, or rings. A druid circle typically has between three and seven members. The members do not always share ideals, goals, or even alignments. Balance is the druid's life lesson, and as druids mature, they are increasingly aware that listening only to viewpoints similar to their own can push them out of balance.

Sometimes a circle has members of vastly varying power levels. Given the small number of truly powerful druids in the world, it is possible that some druids go their entire lives without being a member of a circle, while others are members of two or three, sometimes even at the same time.

Most circles do not meet often. If members gather once a year on a particular solstice or equinox, that's considered a busy schedule. Once every two or three years is just as likely, though members of the same circle might contact each other individually more often than that.

Summon Guard Drake

Druid Attack 5

You utter an age-old evocation that summons a drake to defend you or your friend.

Daily ♦ **Implement, Primal, Summoning**
Standard Action **Ranged 5**

Effect: You summon a Small guard drake in an unoccupied square within range. Choose yourself or an ally as the character the drake guards. The drake has speed 6. You can give the drake the following special commands. On the turn you summon the drake, you give the first command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target is marked by the drake until the end of your next turn.

Immediate Interrupt: Triggered when an enemy adjacent to the drake makes an attack roll against the character guarded by the drake; melee 1; targets the triggering enemy; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the target takes a penalty to the interrupted attack roll equal to your Wisdom modifier.

Instinctive Effect: If you haven't given the drake any commands by the end of your turn, it moves its speed to a square adjacent to the character it guards. If it ends adjacent to any enemies, those enemies are marked by the drake until the end of your next turn.

DRUIDS' GARDENS

Druids often spend time, gold, and effort cultivating specialized magical gardens, but few people who are not good friends with a druid ever see a druid's gardens.

Druids' gardens partake of the class's dual nature. Transforming into animal form, a druid travels deep into forests, into caves, or perhaps high into the branches of a great tree. In a distant glen, in a cavern with flowing water, or on the wide, sun-dappled branch of a great tree, the druid tends a garden that nondruids might not even recognize as such. The art is in growing powerful herbs, ancient species of creatures, and glorious plants that fit seamlessly into their environment.

The highest art of a druid's garden comes when after centuries, the plants and creatures that the druid nurtured within the garden have spread naturally and noninvasively to form part of the natural heritage of an area. No matter how powerful a druid is in combat or as an epic hero, there is no guarantee that the druid's garden will find a place within the world. Nondruids don't usually understand how and why such gardens are so important to druids, but they sometimes see the consequences, such as moments when two druids who should be enemies spend time discussing tricks of gardening that seem irrelevant to everyone else.

Summon Shadow Ape

Druid Attack 5

Darkness gathers around your implement as you summon a ferocious, shadowy ape.

Daily ♦ **Implement, Primal, Summoning**
Standard Action **Ranged 5**

Effect: You summon a Medium shadow ape in an unoccupied square within range. The ape has speed 6 and climb 4. You can give the ape the following special command. On the turn you summon the ape, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and all creatures have concealment from the target until the end of your next turn.

Instinctive Effect: If you haven't given the ape any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Summon Stalking Panther

Druid Attack 5

With a growl, a panther coalesces where you point, and it pounces on your enemy.

Daily ♦ **Implement, Primal, Summoning**
Standard Action **Ranged 5**

Effect: You summon a Medium panther in an unoccupied square within range. The panther has speed 7. You can give the panther the following special command. On the turn you summon the panther, you give that command as part of using this power.

Standard Action: The panther shifts 3 squares and then attacks: melee 1; targets one creature; Wisdom vs. Reflex; 1d10 + Wisdom modifier damage.

Instinctive Effect: If you haven't given the panther any commands by the end of your turn, it charges the nearest enemy that has no creatures within 2 squares of it, using its attack (without the shift) as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Vine Serpents

Druid Attack 5

You call forth serpentine vines to entangle your foes. The vines strike at any creature within their grasp that drops its guard.

Daily ♦ **Implement, Primal, Zone**

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

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

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

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

Effect: The burst creates a viny zone that lasts until the end of the encounter. Any creature within the zone that leaves it or attacks a creature outside it takes 5 + your Wisdom modifier damage.

LEVEL 6 UTILITY EVOCATIONS

Creeping Vines Druid Utility 6

Vines erupt along a vertical surface, creating handholds and footholds for you and your allies.

Encounter ♦ **Primal, Zone**

Minor Action Area wall 10 within 10 squares

Effect: The wall creates a zone of creeping vines that lasts until the end of your next turn. Each square of the zone must be adjacent to a vertical surface. While within the zone, you and your allies can climb that vertical surface with a climb speed of 5.

Rebuking Thorns Druid Utility 6

You utter an evocation of protection, which launches thorns at your attackers.

Daily ♦ **Primal**

Minor Action Personal

Effect: Until the end of the encounter, when any enemy hits you with a melee attack, that enemy takes damage equal to your Constitution or Dexterity modifier.

Rodent's Agility Druid Utility 6

In the blink of an eye, you transform into a mouse, dart away from your foe, and then transform back.

Encounter ♦ **Primal**

Move Action Personal

Prerequisite: You must have the *wild shape* power.

Effect: You move 5 squares. This movement doesn't provoke opportunity attacks, and you can move through enemies' spaces during it.

Swarm Dispersal Druid Utility 6

Your body bursts into a swarm and scatters, making an attack ineffective against you.

Encounter ♦ **Primal**

Immediate Interrupt Personal

Trigger: You take damage from a melee or a ranged attack

Prerequisite: You must have the *wild shape* power.

Effect: You gain resist 10 to all damage until the end of your next turn.

LEVEL 7 ENCOUNTER EVOCATIONS

Blood-Spray Bite Druid Attack 7

As you tear into your foe, the hideous wounds you inflict cause your other foes to back away in terror.

Encounter ♦ **Beast Form, Fear, Implement, Primal**

Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier damage, and you push each enemy adjacent to you, other than the target, 2 squares.

Primal Predator: The push instead affects each enemy, other than the target, within a number of squares of you equal to your Dexterity modifier.

Plague of Locusts Druid Attack 7

With a gesture, you cause locusts to descend on your foes.

Encounter ♦ **Implement, Poison, Primal**

Standard Action Ranged 5

Target: One, two, or three creatures

Attack: Wisdom vs. Fortitude

Hit: 1d6 + Wisdom modifier poison damage, and the target grants combat advantage until the end of your next turn.

Primal Swarm: The attack deals extra poison damage equal to your Constitution modifier.

Poison Sting Druid Attack 7

The insects of your swarm form gain poisonous stingers and use them against creatures all around.

Encounter ♦ **Beast Form, Implement, Poison, Primal**

Standard Action Close burst 2

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier poison damage. The next time the target moves before the start of your next turn, it takes 1d10 poison damage.

Primal Swarm: Add your Constitution modifier to the poison damage the target takes when it moves.

Wind of Blades Druid Attack 7

You call on a wind that has blown over countless battlefields. It batters your foes, infecting them with battle madness.

Encounter ♦ **Charm, Implement, Primal**

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier damage. The next time the target makes an attack roll before the end of your next turn, it deals 5 damage to each of your enemies adjacent to it.

Primal Guardian: Add your Constitution modifier to the damage the target deals.

THREE HALVES
MAKE A WHOLE

Although their ability scores don't necessarily make them the best druids, half-elf and half-orc heroes are sometimes drawn to the druid class. A half-elf who hasn't figured out how to balance her human and elven obligations can escape them both by shifting into beast form. A half-orc who has difficulty being accepted in civilized human or savage orc society can become a shapeshifter and gain acceptance with a primal tribe far from his original home. In a sense, half-elves and half-orcs who make this choice are taking a path set out for them by razorclaw shifters, who are descended from lycanthropes and drawn to the druid class for its ability to merge the separate pieces of their body and psyche.

LEVEL 9 DAILY EVOCATIONS

Death's Bounty Druid Attack 9

You strike at your enemy with the fury of winter's hunter, and the place of that enemy's death becomes a patch of greenery.

Daily ♦ Cold, Implement, Necrotic, Primal, Zone
Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier cold and necrotic damage.
Miss: Half damage.

Effect: When the target drops to 0 hit points, a zone of greenery appears in a burst 2 centered on the target. The zone lasts until the end of the encounter. The zone is difficult terrain, and any creature that ends its turn there is immobilized until it escapes (the zone uses your defenses when the creature tries to escape).

Flurry of Stingers Druid Attack 9

Vicious, stinging insects dart around you, stinging anyone who comes near.

Daily ♦ Beast Form, Implement, Poison, Primal
Standard Action **Close burst 2**

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier poison damage.
Miss: Half damage.

Effect: Until the end of the encounter, any enemy that enters a square adjacent to you or starts its turn there takes poison damage equal to your Constitution modifier.

Summon Crocodile Druid Attack 9

Chomping its jaws, a great crocodile appears at your command.

Daily ♦ Implement, Primal, Summoning
Standard Action **Ranged 5**

Effect: You summon a Large crocodile in an unoccupied space within range. The crocodile has speed 6 and swim 8. You can give the crocodile the following special command. On the turn you summon the crocodile, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier damage, and the crocodile grabs the target. The target takes a -3 penalty to escape checks against the crocodile.

Instinctive Effect: If you haven't given the crocodile any commands by the end of your turn, it sustains the grab and attacks the creature it's grabbing. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Summon Proud Bear Druid Attack 9

You stomp as you summon your bear ally, which appears and looks for something big to maul.

Daily ♦ Implement, Primal, Summoning
Standard Action **Ranged 5**

Effect: You summon a Large bear in an unoccupied space within range. The bear has speed 6 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the bear the following special command. On the turn you summon the bear, you give that command as part of using this power.

Standard Action: Melee 2; targets one creature; Wisdom vs. Fortitude; 2d6 + Wisdom modifier damage.

Instinctive Effect: If you haven't given the bear any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Summon Great Eagle Druid Attack 9

You call to the sky, and a second later an eagle swoops at your foes.

Daily ♦ Implement, Primal, Summoning
Standard Action **Ranged 5**

Effect: You summon a Medium eagle in an unoccupied square within range. The eagle has fly 8 (hover), and it has a +4 bonus to AC against opportunity attacks. You can give the eagle the following special command. On the turn you summon the eagle, you give that command as part of using this power.

Standard Action: The eagle moves its speed and attacks at one point during that movement: melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage, and the target grants combat advantage until the end of your next turn.

Instinctive Effect: If you haven't given the eagle any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy, and that enemy grants combat advantage until the end of your next turn.

LEVEL 10 UTILITY EVOCATIONS

Animal Clan Druid Utility 10

You form a deep bond with your summoned animals, drawing out their thirst for battle.

Daily ♦ Primal
Minor Action **Personal**

Effect: Once per round until the end of the encounter, you can use a minor action to command one of your summoned creatures to use its instinctive effect.

EMISSARIES OF THE WORLD

The primal spirits' relationship to the planes that echo the natural world is a complex one. The Feywild and the Shadowfell aren't part of the world, but both of them parallel the traits of the world, and so they are not entirely cut off from the power of the primal spirits.

Shamans say that the primal spirits flow where they like, but that they are not nearly as powerful in either the Feywild or the Shadowfell, where other powers reign.

Druids say that when they enter these other planes, their presence helps the primal spirits flow alongside and out from their steps. Exploring or living in the Feywild or the Shadowfell, they say, makes one a kind of emissary, increasing the likelihood that people in those planes will benefit from primal power.

Animal Shapes Druid Utility 10

You transform yourself and your allies into mice, beetles, or other seemingly innocuous animals.

Daily ♦ Polymorph, Primal

Standard Action Close burst 5

Target: You and each ally in burst

Effect: Until the end of your next turn, the targets assume the forms of Tiny creatures, such as mice, cats, beetles, or spiders. While in these forms, the targets can't attack, pick up anything, or manipulate objects. The targets gain a +5 power bonus to Stealth checks and a +2 power bonus to AC and Reflex. Each target can end this effect on himself or herself as a minor action.

Sustain Minor: The effect persists on yourself and any target within 5 squares of you.

Cleansing Rain Druid Utility 10

A gentle rain falls over the area around you, soothing burning wounds.

Daily ♦ Primal, Zone

Minor Action Close burst 3

Effect: The burst creates a rainy zone that lasts until the end of the encounter. While within the zone, you and any allies gain resist 10 fire and resist 10 acid and a +2 power bonus to saving throws against ongoing fire damage and ongoing acid damage.

Goodberry Druid Utility 10

You infuse several berries with primal power. Those who consume them receive a brief resurgence of energy.

Daily ♦ Healing, Primal

Minor Action Personal

Effect: You create four goodberries that last until the end of your next extended rest if they aren't consumed. A creature can use a minor action to consume a goodberry either to regain 5 hit points, to make a saving throw, or to gain 5 temporary hit points.

Swarm Swap Druid Utility 10

As an attack sweeps toward you, you burst into a swarm that swoops over an enemy, forcing it into your space.

Encounter ♦ Beast Form, Primal

Immediate Interrupt Melee 1

Trigger: You are targeted by an area or a close attack

Target: One creature

Effect: You swap places with the target.

LEVEL 13 ENCOUNTER EVOCATIONS**Floating Death** Druid Attack 13

After swarming over your foes, you move to another group of enemies and attack them as well.

Encounter ♦ Beast Form, Implement, Primal

Standard Action Close burst 1

Primary Target: Each creature in burst

Primary Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage.

Effect: You shift your speed. If you end this movement at least 4 squares from where you started, you can make a secondary attack.

Secondary Target: Each creature in burst

Secondary Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage.

Primal Swarm: If you hit at least one target with the primary attack, the secondary attack deals extra damage equal to your Constitution modifier.

Oak Skewer Druid Attack 13

You conjure a massive spear of oak and skewer your foe with it.

Encounter ♦ Implement, Primal

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage, and you push the target 3 squares. If the target ends this movement adjacent to a solid obstacle (such as a wall), the target is immobilized until the end of your next turn.

Primal Guardian: Add your Constitution modifier to the number of squares you push the target.

Rending Claws Druid Attack 13

A slash with your claws reveals your foe's weaknesses.

Encounter ♦ Beast Form, Implement, Primal

Standard Action Melee touch

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and the target gains vulnerable 5 to all damage until the end of your next turn.

Primal Predator: The vulnerability equals 3 + your Dexterity modifier.

Twin-Horned Bolt Druid Attack 13

A spectral bull appears before you and knocks your foe to the ground.

Encounter ♦ Implement, Primal

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage, and the target is knocked prone. If any enemies provide cover against this attack, they are also knocked prone.

LEVEL 15 DAILY EVOCATIONS

Devouring Flies Druid Attack 15

You conjure a horde of ravenous horseflies, which bite your foes and transfer vitality to you.

Daily ♦ Healing, Implement, Primal, Zone
Standard Action Area burst 2 within 10 squares
Target: Each creature in burst
Attack: Wisdom vs. Fortitude
Hit: 2d6 + Wisdom modifier damage.
Miss: Half damage.

Effect: The burst creates a zone of horseflies that lasts until the end of the encounter. When any enemy starts its turn within the zone, you or an ally of your choice within 5 squares of you regains 6 hit points.

Summon Lightning Drake Druid Attack 15

Lightning crackles as you summon a drake to do your bidding.

Daily ♦ Implement, Lightning, Primal, Summoning
Standard Action Ranged 5
Effect: You summon a Medium lightning drake in an unoccupied square within range. The drake has speed 6 and resist 10 lightning. You can give the drake the following special commands. On the turn you summon the drake, you give the first command as part of using this power.

Standard Action: Ranged 10; targets one creature; Wisdom vs. Reflex; 1d8 + Wisdom modifier lightning damage.

Standard Action: Area burst 1 within 10 squares; targets each creature in burst; Wisdom vs. Reflex; 2d6 + Wisdom modifier lightning damage.

Instinctive Effect: If you haven't given the drake any commands by the end of your turn, it shifts 1 square and uses its area burst attack, targeting as many creatures as possible (including you and your allies).

SKY SPEAKERS

Druids don't speak with the spirits as naturally as shamans do. Some druids choose a different mode of understanding the will of the spirits, a form of observation of nature that blends into a nomadic lifestyle that takes them across the world.

By observing the movements of storms, clouds, winds, birds and other flying creatures, druids who think of themselves as sky speakers believe that they can trace the earliest motions of the primal spirits—movements that lead to ancient places of primal power and hunting ranges in the clouds that have been preserved since before the Dawn War.

Sky speakers erect shrines atop the highest peaks. One sky speaker seldom has any difficulty recognizing another, because no one else pays so much attention to the world above, even while in the form of a creature that has four paws upon the earth.

Summon Razorclaw Bat Druid Attack 15

Stealthy and deadly, a razorclaw bat responds to your summons and dives on your foe.

Daily ♦ Implement, Primal, Summoning
Standard Action Ranged 5

Effect: You summon a Medium razorclaw bat in an unoccupied square within range. The bat has fly 7 (hover) and blindsight 5. The bat gains a +5 bonus to Stealth checks, and it deals 1d10 extra damage to a target when it has combat advantage against that target. You can give the bat the following special commands. On the turn you summon the bat, you give the first command as part of using this power.

Standard Action: The bat shifts 5 squares and attacks: melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage.

Standard Action: Close burst 2; targets each creature in burst; the targets lose all concealment against you and your allies until the end of your next turn.

Instinctive Effect: If you haven't given the bat any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves twice its speed to a square outside every enemy's line of sight. It then makes a Stealth check with no penalty for movement.

Summon Savage Tiger Druid Attack 15

Speaking an ancient oath, you summon a great tiger to its feast.

Daily ♦ Implement, Primal, Summoning
Standard Action Ranged 5

Effect: You summon a Large tiger in an unoccupied space within range. The tiger has speed 7. You can give the tiger the following special command. On the turn you summon the tiger, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage.

Instinctive Effect: If you haven't given the tiger any commands by the end of your turn, it charges the nearest bloodied creature it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Wrath of the Storm Chaser Druid Attack 15

Wind and lightning lash around your foe. Later, when you transform into a beast, the wind blows that foe around the battlefield.

Daily ♦ Implement, Lightning, Primal
Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier lightning damage, and you slide the target 3 squares.

Miss: Half damage.

Effect: Until the end of the encounter, whenever you use *wild shape* to change into beast form, you slide the target 2 squares.

LEVEL 16 UTILITY EVOCATIONS

Darting Viper Druid Utility 16

You transform into a viper and slip away from your foes. You then return to your normal form but retain some aspects of the viper for a moment.

Encounter ♦ **Primal**

Move Action **Personal**

Prerequisite: You must have the *wild shape* power.

Effect: You shift your speed. During this movement, you ignore difficult terrain and can shift through enemies' spaces. You then gain a +4 power bonus to speed and can move through enemies' spaces until the end of your next turn.

Dryad's Trees Druid Attack 16

Two ancient trees spring up. You and your allies can move from one tree to the other with a single step.

Daily ♦ **Conjuration, Primal, Teleportation**

Minor Action **Close burst 20**

Effect: You conjure two trees in two unoccupied squares in the burst. Each tree occupies 1 square and must be on a solid surface. The trees last until the end of the encounter. When adjacent to either tree, you and your allies can each use a move action to teleport to a square adjacent to the other tree.

Elusive Wind Druid Utility 16

You catch the wind and soar away to safety.

Encounter ♦ **Primal**

Minor Action **Personal**

Effect: If you are marked, that condition ends on you. You then fly 8 squares. This movement doesn't provoke opportunity attacks, and if you don't land at the end of the movement, you descend to the ground without taking falling damage. In addition, until the end of your next turn, you can shift 1 square as a free action whenever you are hit.

Feral Recovery Druid Utility 16

You call on the feral heart that lurks within all creatures to allow yourself and your friends to shake off an effect.

Daily ♦ **Primal**

Minor Action **Close burst 2**

Target: You and each ally in burst

Effect: Each target can make a saving throw against an effect that a save can end, with a +5 power bonus to the saving throw if the effect has the charm, the fear, or the illusion keyword.

Phantom Beast Druid Utility 16

You can briefly adopt the form of a beast spirit, allowing you to pass through barriers.

Encounter ♦ **Beast Form, Primal**

Minor Action **Personal**

Effect: Until the end of your next turn, you gain phasing while you are in beast form.

LEVEL 17 ENCOUNTER EVOCATIONS

Cloud of Sparrows Druid Attack 17

Sparrows swirl around you, a storm of tiny talons and beaks that rends your foes and then whisks you away.

Encounter ♦ **Implement, Primal, Teleportation**

Standard Action **Close burst 2**

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier damage.

Effect: You teleport 5 squares, and you gain concealment until the start of your next turn.

Devouring Swarm Druid Attack 17

You dispatch pieces of your swarm form to drain blood from your foes to give yourself resilience.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage.

Effect: If you hit at least one target, you gain 10 temporary hit points.

Primal Swarm: Add your Constitution modifier to the temporary hit points.

Hungry for the Kill Druid Attack 17

As you shake your enemy's life loose, you avoid a doom waiting for you.

Encounter ♦ **Beast Form, Healing, Implement, Primal**

Standard Action **Melee touch**

Effect: Before the attack, you shift 2 squares.

Primal Predator: The number of squares you shift equals your Dexterity modifier.

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d12 + Wisdom modifier damage. If either you or the target is bloodied or at 0 hit points or fewer, you can spend a healing surge, make a saving throw, or both.

SEEKERS OF THE LOST DAWN

During the bleakest days of the Dawn War, the overwhelming power of the gods and the primordials scarred, churned, and scorched the world. Great holes opened in the surface of the world, swallowing entire forests and mountain ranges, until the primal spirits finally drove the combatants back to the planes.

To this day, primal heroes search out those long-forgotten lands swallowed deep within the earth. Guided by spirits who half remember the battles but have no memory of what was lost, a few druids in each generation find themselves drawn to search for forests of gleaming crystals and former mountain peaks buried beneath earth that rests uneasily over former places of primal power.

Where such sites have fallen into the Underdark, they have nearly always been broken apart and digested by that realm's alien nature. But in many places—too many to ignore—pockets of the lost dawn still exist as bubbles of earth and hidden springs, separated from the Underdark below by gradually eroding rock.

Inexorable Smash

Druid Attack 17

*You bash your foe, staggering it for a moment.***Encounter** ♦ **Beast Form, Implement, Primal****Standard Action** Melee touch**Target:** One creature**Attack:** Wisdom vs. Fortitude**Hit:** 2d10 + Wisdom modifier damage, and you slide the target 1 square. The target is dazed until the end of your next turn.**Primal Guardian:** The number of squares you slide the target equals your Constitution modifier.**Torrential Storm**

Druid Attack 17

*Dark clouds gather at your command. Lightning and rain fall to damage your foes and keep them away from you.***Encounter** ♦ **Implement, Lightning, Primal, Zone****Standard Action** Close blast 5**Target:** Each creature in blast**Attack:** Wisdom vs. Fortitude**Hit:** 3d6 + Wisdom modifier lightning damage, and you slide the target 3 squares.**Effect:** The blast creates a stormy zone that lasts until the end of your next turn. A creature hit by this attack that enters the zone on its turn takes 10 lightning damage.**LEVEL 19 DAILY EVOCATIONS****Pummeling Hail**

Druid Attack 19

*Chunks of ice fall from the sky, battering your foes.***Daily** ♦ **Cold, Implement, Primal****Standard Action** Area burst 2 within 20 squares**Target:** Each creature in burst**Attack:** Wisdom vs. Fortitude**Hit:** 5d6 + Wisdom modifier cold damage.**Effect:** The burst creates a zone of hail that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 5 + your Constitution modifier cold damage.**Primal Swarm:** You aren't affected by the zone while you are in beast form.**Sustain Minor:** The zone persists.**Summon Swamp Behemoth**

Druid Attack 19

*A primeval swamp spirit assumes solid form at your summons and thrashes over the battlefield.***Daily** ♦ **Implement, Primal, Summoning****Standard Action** Ranged 5**Effect:** You summon a Large behemoth in an unoccupied space within range. The behemoth has speed 8 and ignores difficult terrain. You can give the behemoth the following special commands. On the turn you summon the behemoth, you give the first command as part of using this power.**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage.**Standard Action:** The behemoth moves its speed. During this movement, it can move through enemies' spaces. When it enters an enemy's space, it attacks that enemy: Wisdom vs. Reflex; 1d8 + Wisdom modifier damage. It can't attack a creature in this way more than once per round.**Instinctive Effect:** If you haven't given the behemoth any commands by the end of your turn, it uses its second attack against as many enemies as possible.**Summon Guardian Briar**

Druid Attack 19

*You summon spirits that coalesce into a mighty creature of thorns and brambles that protects you and your friends.***Daily** ♦ **Implement, Primal, Summoning****Standard Action** Ranged 5**Effect:** You summon a Large guardian briar in an unoccupied space within range. The guardian briar has speed 5 and ignores difficult terrain. You and your allies gain a +2 power bonus to AC while within 2 squares of the guardian briar. You can give the guardian briar the following special command. On the turn you summon the guardian briar, you give that command as part of using this power.**Standard Action:** Melee 2; targets one creature; Wisdom vs. Reflex; 2d8 + Wisdom modifier damage.**Instinctive Effect:** If you haven't given the guardian briar any commands by the end of your turn, it attacks an enemy within 2 squares of it if it can. Otherwise, it moves its speed to a square where it is within 2 squares of as many allies as possible.**Summon Thunder Bison**

Druid Attack 19

*Thunder rumbles in the distance, drawing closer and closer until a bison trundles out of the spirit world to appear by your side.***Daily** ♦ **Implement, Primal, Summoning****Standard Action** Ranged 5**Effect:** You summon a Large bison in an unoccupied space within range. The bison has speed 7 and a +2 bonus to AC. You can give the bison the following special command. On the turn you summon the bison, you give that command as part of using this power.**Standard Action:** Melee 1; targets one creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier thunder damage.**Instinctive Effect:** If you haven't given the bison any commands by the end of your turn, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.**Tremors**

Druid Attack 19

*You command the earth, causing tremors to topple your foes.***Daily** ♦ **Implement, Primal, Zone****Standard Action** Area burst 2 within 10 squares**Primary Target:** Each creature in burst**Primary Attack:** Wisdom vs. Reflex**Hit:** 4d6 + Wisdom modifier damage, and the primary target is knocked prone.**Miss:** Half damage.**Effect:** The burst creates a quaking zone that lasts until the end of the encounter. The zone is difficult terrain. While the zone persists, you can make the following secondary attack as a minor action once per round.**Secondary Target:** Each creature within the zone**Secondary Attack:** Wisdom vs. Reflex**Hit:** 1d10 damage, and the secondary target is knocked prone.

LEVEL 22 UTILITY EVOCATIONS

Fey Circles Druid Utility 22

Toadstool rings appear at your command, carrying with them the magic to whisk a creature from one ring to the next.

Daily ♦ **Conjuration, Primal, Teleportation**
Minor Action Close burst 20

Effect: You conjure eight fey circles in eight unoccupied squares in the burst. You and your allies can use the fey circles to teleport. When a character enters a fey circle's square, he or she can teleport to another fey circle's square, as long as the destination square is unoccupied. Then both fey circles disappear. The fey circles last until the end of the encounter if they aren't used.

Protective Whirlwind Druid Utility 22

Howling wind swirls around you, strong enough to deflect attacks.

Daily ♦ **Primal, Zone**
Standard Action Close burst 3

Effect: The burst creates a windy zone that lasts until the end of your next turn. Area attacks and ranged attacks against creatures within the zone take a -4 penalty to the attack rolls against them. In addition, the zone is difficult terrain. When a creature other than you ends its movement within the zone, you can slide that creature 3 squares as a free action.

Sustain Minor: The zone persists.

Stonebones Druid Utility 22

Drawing strength from the earth, your body becomes nearly impervious to damage and immovable.

Encounter ♦ **Primal**
Minor Action Personal

Effect: Until the start of your next turn, you gain resist 15 to all damage, and when you are pulled, pushed, or slid, you can make a saving throw. If you save, you ignore the forced movement.

Tortoise Shell Druid Utility 22

Your or your friend's skin hardens into a tortoise shell, perfect for deflecting enemy attacks.

Daily ♦ **Primal**
Minor Action Close burst 5

Target: You or one ally in burst
Effect: The target gains a +4 power bonus to all defenses until the end of your next turn. If the target moves, the power bonus decreases to +2.

Sustain Minor: The effect persists.

Special: When you are hit by a melee attack, you can use this power on yourself as an immediate interrupt.

Tree of Life Druid Utility 22

You draw on primal energy to cause vines and plants to sprout for a moment, creating a useful tool for you and your allies.

Daily ♦ **Conjuration, Healing, Primal**
Minor Action Ranged 10

Effect: You conjure a life-giving tree in an unoccupied square within range. The tree must be on a solid surface, and it lasts until the end of the encounter. The tree occupies 1 square and provides cover. You and your allies gain regeneration 5 while within 2 squares of the tree.

LEVEL 23 ENCOUNTER EVOCATIONS

Blinding Swarm Druid Attack 23

You become a cloud of insects that obscures your enemies' vision.

Encounter ♦ **Beast Form, Implement, Primal**
Standard Action Close blast 3

Target: Each creature in blast

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier damage, and the target is blinded until the end of your next turn.

Primal Swarm: If the attack hits at least once, you shift to a square in the blast or adjacent to it.

Fearsome Fangs Druid Attack 23

Lunging to ravage your enemy with a vicious bite, you create an opportunity for allies to aid you or flee to safety.

Encounter ♦ **Beast Form, Implement, Primal**
Standard Action Melee touch

Target: One creature

Effect: Before the attack, each ally adjacent to the target can shift 1 square as a free action.

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier damage, and you slide the target 1 square. The target grants combat advantage until the end of your next turn.

Primal Guardian: The number of squares you slide the target equals your Wisdom modifier.

Rain of Fire Needles Druid Attack 23

Your evocation causes pine needles to rain down and explode shortly after impact.

Encounter ♦ **Fire, Implement, Primal, Zone**
Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage.

Effect: The burst creates a zone of pine needles that lasts until the end of your next turn. At the start of your next turn, each creature within the zone takes 2d8 + Wisdom modifier fire damage.

Razor Snare Druid Attack 23

Razor vines erupt where you point and snake around your enemies. The vines tighten if those enemies dare move.

Encounter ♦ **Implement, Primal**
Standard Action Area burst 2 within 20 squares

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage. If the target moves before the end of your next turn, it takes 2d6 damage.

Primal Predator: The target also grants combat advantage until the end of your next turn.

LEVEL 25 DAILY EVOCATIONS

Avian Cloud

Druid Attack 25

You create a cloud of angry birds that scratch at the eyes of your foes.

Daily ♦ Implement, Primal, Zone

Standard Action Area burst 2 within 20 squares

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

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

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

Effect: The burst creates a zone of birds that lasts until the end of the encounter. Creatures outside the zone have total concealment against creatures within the zone. Any enemy that starts its turn within the zone takes 10 + your Wisdom modifier damage.

Creeping Doom

Druid Attack 25

At your command, biting and stinging vermin spill forth to consume your enemies.

Daily ♦ Implement, Primal, Zone

Standard Action Close burst 1

Effect: The burst creates a zone of vermin that lasts until the end of your next turn. Any creature that starts its turn within the zone takes 10 damage and grants combat advantage until the start of its next turn. As a move action, you can move the zone 3 squares. When the zone appears, make the following attack. As a standard action, you can repeat the attack.

Target: Each creature within the zone or adjacent to it

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and the target is dazed until the end of your next turn.

Sustain Minor: The zone persists, and you can increase its size by 1 to a maximum of burst 5.

Primal Ape

Druid Attack 25

Loosing a thunderous roar, you swell in size to assume the form of a primal ape.

Daily ♦ Beast Form, Implement, Primal, Thunder

Standard Action Close burst 1

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 6d6 + Wisdom modifier thunder damage, and you push the target 3 squares.

Miss: Half damage, and you push the target 2 squares.

Effect: Until you leave your current beast form or until the end of the encounter, your size increases to Large, you gain a climb speed of 6 and a +2 bonus to AC and Fortitude, and your melee attacks deal 2d6 extra damage. In addition, you gain a +2 bonus to speed when you charge.

Summon Proud Mastodon

Druid Attack 25

Your call is answered by a mastodon, ready to trample your enemies.

Daily ♦ Implement, Primal, Summoning

Standard Action Ranged 10

Effect: You summon a Large mastodon in an unoccupied space within range. The mastodon has speed 7 and a +4 bonus to attack rolls against creatures its own size or larger. You can give the mastodon the following special command. On the turn you summon the mastodon, you give that command as part of using this power.

Standard Action: Melee 2; targets one creature; Wisdom vs. Fortitude; 3d6 + Wisdom modifier damage, and the target is knocked prone.

Instinctive Effect: If you haven't given the mastodon any commands by the end of your turn, it charges the nearest unbloodied enemy it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an enemy within 2 squares of it if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Summon Razorclaw Behemoth

Druid Attack 25

With a primeval hiss, you summon a reptilian predator that runs on two legs and cuts with all four.

Daily ♦ Implement, Primal, Summoning

Standard Action Ranged 10

Effect: You summon a Medium behemoth in an unoccupied square within range. The behemoth has speed 7. You can give the behemoth the following special command. On the turn you summon the behemoth, you give that command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 2d6 + Wisdom modifier damage, and ongoing 5 damage (save ends).

Instinctive Effect: If you haven't given the behemoth any commands by the end of your turn, it charges the nearest creature taking ongoing damage that it can charge, using its attack as a melee basic attack. If it can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

LEVEL 27 ENCOUNTER EVOCATIONS

Behemoth Stampede

Druid Attack 27

You gesture, and a behemoth stampede tramples your enemies and then vanishes.

Encounter ♦ Implement, Primal

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier damage, and the target is pushed 5 squares and knocked prone.

**Death Fangs**

Druid Attack 27

Your eyes glow red with feral fire as you are overcome with the death spirit, a primal force that lays low living things.

Encounter ♦ **Beast Form, Implement, Primal**
Standard Action **Melee touch**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 5d10 + Wisdom modifier damage.

Primal Predator: The attack deals extra damage equal to your Dexterity modifier.

Howling Doom

Druid Attack 27

You unleash a mighty roar, leaving your foes frozen in terror as you prepare to move in for the kill.

Encounter ♦ **Beast Form, Fear, Implement, Primal, Psychic**

Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier psychic damage, and the target is immobilized and grants combat advantage to you until the end of your next turn.

Thunder Claw

Druid Attack 27

Thunder rumbles around you as you rear back to attack. As your claws rip into your foe, the thunder crashes over it.

Encounter ♦ **Beast Form, Implement, Primal, Thunder**
Standard Action **Melee touch**

Target: One creature

Attack: Wisdom vs. Fortitude

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

Primal Guardian: You also slide the target a number of squares equal to your Constitution modifier.

Disorienting Drone

Druid Attack 27

Insects appear around you and emit an eerie drone, disorienting your foes.

Encounter ♦ **Charm, Implement, Primal**
Standard Action **Close burst 2**

Target: Each enemy in burst

Attack: Wisdom vs. Will

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

Primal Swarm: The size of the burst increases by 1.

LEVEL 29 DAILY EVOCATIONS

Earth Maw

Druid Attack 29

You call forth a maw of earth and stone, which seeks to swallow your foe.

Daily ♦ Conjuration, Implement, Primal
Standard Action Ranged 20

Effect: You conjure a Large maw of earth in an unoccupied space within range. The maw occupies its space, and it lasts until the end of your next turn. As a move action, you can move the maw a number of squares equal to your Wisdom modifier. When the maw appears, it makes the following attack.

Target: One enemy adjacent to the maw

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and the target is restrained (save ends). Until this effect ends, the maw cannot attack another creature or move.

Sustain Minor: The maw persists. It repeats its attack against the creature it is restraining, or it attacks an adjacent enemy.

Hunter's Heart

Druid Attack 29

Your magic lashes out at your foe, creating a bond between the two of you, defining you as the hunter and it as your prey.

Daily ♦ Implement, Primal
Standard Action Ranged 20

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is immobilized (save ends).

Aftereffect: 6d10 + Wisdom modifier damage.

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

Aftereffect: 2d10 + Wisdom modifier damage.

Effect: Whenever you use *wild shape* to change into beast form before the end of the encounter, you gain a +2 bonus to attack rolls and a +5 bonus to damage rolls against the target until the end of your turn.

Summon Elder Pack Wolf

Druid Attack 29

With a mighty howl, an ancient wolf spirit manifests to hunt beside you and your allies.

Daily ♦ Implement, Primal, Summoning
Standard Action Ranged 10

Effect: You summon a Large wolf in an unoccupied space within range. The wolf has speed 8. You can give the wolf the following special commands. On the turn you summon the wolf, you give the first command as part of using this power.

Standard Action: Melee 1; targets one creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier damage, and the target is knocked prone.

Opportunity Action: Triggered when an adjacent creature stands up; melee 1; targets the triggering creature; Wisdom vs. Reflex; 2d10 + Wisdom modifier damage, and the target can't stand up until the start of its next turn.

Instinctive Effect: If you haven't given the wolf any commands by the end of your turn, it attacks an adjacent prone creature. If can't do that, it attacks an adjacent enemy if it can. Otherwise, it moves its speed to a square adjacent to an enemy.

Summon Storm Behemoth

Druid Attack 29

Lightning and thunder herald the ground-shaking tread of a primeval spirit returned in the flesh.

Daily ♦ Implement, Lightning, Primal, Summoning
Standard Action Ranged 10

Effect: You summon a Large storm behemoth in an unoccupied space within range. The behemoth has speed 8. You can give the behemoth the following special commands. On the turn you summon the behemoth, you give the first command as part of using this power.

Standard Action: Melee 2; targets one creature; Wisdom vs. Reflex; 3d10 + Wisdom modifier damage.

Standard Action: Area burst 2 within 20 squares; targets each creature in the burst; Wisdom vs. Reflex; 2d8 + Wisdom modifier lightning damage.

Instinctive Effect: If you haven't given the behemoth any commands by the end of your turn, it makes its melee attack against an adjacent enemy if it can. Otherwise, it makes its area attack, targeting as many creatures as possible (including you and your allies).

Whirling Firestorm

Druid Attack 29

Your words of primal might unleash a firestorm to consume your enemies.

Daily ♦ Fire, Implement, Primal, Zone
Standard Action Close burst 2

Primary Target: Each creature in burst

Primary Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier fire damage, and ongoing 10 fire damage (save ends).

Miss: Half damage.

Effect: The burst creates a zone of fire that lasts until the end of your next turn. Any creature other than you that starts its turn within the zone takes 10 fire damage.

Sustain Minor: The zone persists. You can either increase its size by 1 to a maximum of burst 5 or decrease its size by 1 to make the following ranged secondary attack. If you reduce the size to 0, the zone ends.

Secondary Target: One creature within 10 squares of the zone

Secondary Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier fire damage.

NEW PARAGON PATHS

COILED SERPENT

"No sound of my movement or sight of my scales will reach you. You'll feel only the pierce of my fangs and the sting of my poison."

Prerequisite: Druid

You have mastered the form of the coiled serpent, a sleek, stealthy beast form that carries the promise of pain and poison for your enemies. Some druids keep their distance from serpentine beasts, but you recognize such creatures as being just as integral to the natural world as anything that has fur or feathers. You call on cold-eyed serpent spirits, and your connection to the cobra, the adder, and the python gives you a subtle magic.

As a coiled serpent, you gain abilities that let you grab creatures, deal poison damage, and move swiftly.

COILED SERPENT PATH FEATURES

Serpent Form (11th level): While you are in beast form, you gain resist 15 poison and a +5 bonus to Stealth checks. The resistance increases to 20 at 21st level.



HECTOR ORTIZ

Snake Fang Action (11th level): When you spend an action point to make an attack, each target hit by that attack takes ongoing 10 poison damage (save ends).

Serpent's Poison (16th level): When you hit with a melee attack while you are in beast form, the attack deals 2d6 extra poison damage.

COILED SERPENT EVOCATIONS

Constricting Coils

Coiled Serpent Attack 11

You wrap your enemy in your coils, slowly crushing it.

Encounter ♦ **Beast Form, Implement, Primal**

Standard Action **Melee 1**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage, and the target is grabbed. Until the end of your next turn, while you are grabbing the target, you gain a +5 power bonus to all defenses, and any attack that misses you hits the target.

Serpent's Dash

Coiled Serpent Utility 12

You slither off, causing your enemies to lose track of you as you mask yourself in shadow.

Encounter ♦ **Beast Form, Primal**

Move Action **Personal**

Effect: You shift 3 squares and gain concealment until the end of your next turn.

Fazing Fangs

Coiled Serpent Attack 20

You call serpent spirits that sink their fangs deep and deliver a poison that stupefies your foes and punishes them for their attacks.

Daily ♦ **Implement, Poison, Primal**

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

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d8 poison damage, and the target is dazed (save ends). Until this effect ends, the target takes 10 poison damage whenever it attacks.

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

THE CIRCLE OF SERPENTIS

Most people, even among primal tribes, associate the form of the coiled serpent with evil druids, including the Circle of Serpentis. The circle is a sinister group that reveres Zehir—above all primal spirits, some say. The members of the circle (mostly yuan-ti) use their coiled serpent forms to strike secretly in the name of their dark god. Although their lairs lie deep in the wilderness, they sometimes infiltrate cities and borderland settlements.

If you are or were associated with the Circle of Serpentis, you might be a former member of the circle who now seeks redemption by foiling the circle's plans or a power-hungry character who becomes an ally of the circle despite its evil.

LUMINESCENT SWARM

“Insects don’t need to speak to communicate. Watch the way my swarm dances, and you’ll see the way.”

Prerequisite: Druid, Primal Swarm class feature

When you take on the form of an insect swarm, the insects glow with supernatural light. The stories of your ancestors tell of luminescent insects in primeval times, insects that led your ancestors through swamps and forests to safety. These creatures had no kindness for the enemies of your tribe and used their hypnotic lights to lead enemies astray, drowning them in deep bogs and abandoning them in animal dens. You, too, are a protector and an ally when you take on the shape of the luminescent swarm.

You can harness primal lights to bewilder and blind your enemies. Your attacks deal psychic damage and deliver effects that make it more difficult for your enemies to attack.

LUMINESCENT SWARM PATH FEATURES

Luminescent Lantern (11th level): While you are in beast form, you have an aura 5. The aura is filled with bright light, and allies within the aura gain a +2 bonus to saving throws.

Radiant Swarm Action (11th level): When you spend an action point to take an extra action, your beast form attacks during this turn deal extra radiant damage equal to one-half your level.

Blaze of Light (16th level): When you use *wild shape* to change from beast form to your humanoid form, choose an adjacent creature (before or after you shift as part of using *wild shape*). That creature takes a -2 penalty to attack rolls against you until the end of your next turn.

LUMINESCENT SWARM EVOCATIONS

Mystifying Lights Luminescent Swarm Attack 11

You become a whirl of insects, glowing with a supernatural light that mesmerizes creatures before you.

Encounter ◆ **Beast Form, Implement, Primal, Psychic**
Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier psychic damage, and you slide the target 1 square. The target is dazed until the end of your next turn.

Effect: You shift 1 square for each target you hit.



Light of Clarity Luminescent Swarm Utility 12

Primal light fills the air around you, revealing hidden creatures.

Daily ◆ **Primal, Zone**

Minor Action Close burst 2

Effect: The burst creates a zone of bright light that lasts until the end of your next turn. Any creature within the zone can’t gain concealment or total concealment, and any creature that starts its turn within the zone can’t gain concealment or total concealment until the end of its next turn.

Sustain Minor: The zone persists.

Special: You can use this power while you are in beast form.

Brilliant Swarm Luminescent Swarm Attack 20

Blinding light flashes around you as glowing insects swarm over your foes.

Daily ◆ **Beast Form, Implement, Primal, Radiant**

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude, Reflex, Will. You make one attack roll per target, comparing the result against all three defenses. A target suffers the effects associated with each defense that the attack hits.

Hit (Fortitude): The target takes ongoing 10 radiant damage (save ends).

Hit (Reflex): You slide the target 5 squares.

Hit (Will): The target is blinded (save ends).

Hit (Any): The target takes 1d8 + your Wisdom modifier radiant damage for each of its defenses that the attack hits.

PACK LORD

“My companions and I are just a small part of a much larger pack, and we always hunt together.”

Prerequisite: Druid

With each evocation you cast, you hear the distant growls and cries of your pack. They wait for your magic to call them forth into battle, and they are eager to fight. You strengthen them with your magic, and you draw power from them. You are at your mightiest when you stand at the head of your summoned pack.

When you summon the beasts of your pack, your evocations echo through them. Their wounds knit shut, and they leap to attack with a ferocity augmented by your primal magic. In turn, you draw on their feral strength to endure your enemy’s attacks and to strengthen your own.

PACK LORD PATH FEATURES

Natural Pack Member (11th level): While you have at least one summoned creature present, you gain a +1 bonus to attack rolls and all defenses.

Pack Intensity (11th level): When you spend an action point to take an extra action, you can give a single minor action command to one of your summoned creatures as a free action. If you don’t give any other commands to that creature during this turn, the creature uses its instinctive effect at the end of your turn.

Natural Vitality (16th level): Creatures you summon with your druid powers gain regeneration equal to your Wisdom modifier while they are bloodied.

Great Summoning (20th level): You gain a 19th-level druid summoning power.



PACK LORD EVOCATIONS

Alpha’s Command

Pack Lord Attack 11

You don’t even have to snarl a command; your pack member takes your meaning from your bloody fangs.

Encounter ♦ **Beast Form, Implement, Primal**
Standard Action **Melee touch**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and you command one of your summoned creatures to make one of its standard action attacks. If you don’t have a summoned creature present, roll a d20. If you roll 10 or higher, one ally within 5 squares of you can charge or make a basic attack as a free action.

Full Pack

Pack Lord Utility 12

You and your summoned creature howl in unison.

Daily ♦ **Primal**
Minor Action **Personal**

Effect: Until the end of the encounter, you can use a minor action once per round to command one of your summoned creatures to make one of its standard action attacks.

PRIMAL SUMMONER

“This isn’t a battle. It’s a hunt. And you’re not the hunter.”

Prerequisite: Druid

Perhaps you were raised in the wilderness and learned to summon beasts to serve as your hunting companions. Perhaps your community needed protection, and you learned the ways of summoning animal guardians at a moment’s notice. Or it could be that you grew up hearing the whispers of animal spirits and are a master at calling them to your side. Whatever your route to the path of the primal summoner, you seek a mastery over summoned beasts that other druids do not possess. Some of your abilities help your beasts act on their instincts, whereas other abilities help you command those beasts with even greater skill.

The primal slayer that you learn to control at the peak of your power is an ancient spirit. It might not be the most mighty creature you learn to summon, but its ability to change its shape echoes the versatility of your power.



PRIMAL SUMMONER PATH FEATURES

Feral Ways (11th level): When your summoned creatures use their instinctive effects, they regain hit points equal to your Wisdom modifier and gain a +2 power bonus to any attack rolls that are part of those effects.

Primal Summoner Action (11th level): When you spend an action point to take an extra action, you can give a single standard action command to one of your summoned creatures as a free action.

Move as One (16th level): When you move using a move action, one of your summoned creatures can move its speed.

PRIMAL SUMMONER EVOCATIONS

Redfang Prophecy

Primal Summoner Attack 11

You cause your enemy to feel teeth crunching through bone. Your summoned creature then heightens that enemy’s pain.

Encounter ♦ **Implement, Primal, Psychic**

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier psychic damage. Until the end of your next turn, your summoned creatures deal extra damage against the target equal to your Wisdom modifier.

Tightened Control

Primal Summoner Utility 12

The bond between you and your summoned beasts grows stronger, strengthening them.

Daily ♦ **Primal, Stance**

Minor Action **Personal**

Effect: Until the stance ends, your summoned creatures gain a +2 power bonus to attack rolls and damage rolls, except when such rolls are part of an instinctive effect.

Summon

Primal Summoner Attack 20

Primal Slayer

Fast, lethal, and capable of changing its shape, the primal slayer is an extension of your deadly will.

Daily ♦ **Implement, Primal, Summoning**

Standard Action **Ranged 5**

Effect: You summon a Large primal slayer in an unoccupied space within range. The primal slayer has speed 8. You can give the primal slayer the following special commands. On the turn you summon the primal slayer, you give either command as part of using this power.

Standard Action: The primal slayer changes size to Large if it was Medium and gains a burrow speed of 6, and it then shifts 2 squares and attacks: melee 2; targets one or two creatures; Wisdom vs. AC; 2d12 + Wisdom modifier damage.

Standard Action: The primal slayer changes size to Medium if it was Large and gains a fly speed of 8 and can hover, and it then shifts 2 squares and attacks: melee 1; targets one creature; Wisdom vs. Reflex; 3d10 + Wisdom modifier damage.

Instinctive Effect: If you haven’t given the primal slayer any commands by the end of your turn, it attacks a bloodied enemy if it can. Otherwise, it attacks an adjacent enemy. It makes the first attack if it is Medium and the second if it is Large.



SPIRAL WIND'S ALLY

“Stillness is death. Touch the wind and live.”

Prerequisite: Druid

Many of the world’s languages use words for “spirit” and “breath” that are related to each other. Whereas other primal magicians mostly consort with the spirits behind the world’s creatures and things, you have befriended one of the ancient winds. The Spiral Wind carries the secrets of life in its twists; look at any humanoid fingerprint, and you’ll see the spirals that mark where the wind entered to give the person life.

You have learned to call the Spiral Wind when you and your allies have need of its healing powers. You won’t be mistaken for a cleric or a shaman, but your allies have learned that a sudden breeze might be a sign of your allied wind’s arrival.

The Spiral Wind has more to do with the people of the wilderness than with the beasts, and you are more comfortable in humanoid form than in beast form. You can still change shape, but most of the powers and features that rely on the Spiral Wind work only when you are in your humanoid form.

SPIRAL WIND'S ALLY PATH FEATURES

Healing Spiral (11th level): While you are not in beast form, any bloodied ally within 5 squares of you who spends a healing surge regains additional hit points equal to your Wisdom modifier.

Spiral Wind Action (11th level): When you spend an action point to take an extra action and you are not in beast form, a bloodied ally within 5 squares of you can spend a healing surge.

Allied Winds (16th level): When you spend a healing surge, you can shift 2 squares as a free action.

SPIRAL WIND'S ALLY EVOCATIONS

Spiral Gust

Spiral Wind's Ally Attack 11

Your wind blasts in crisscrossing funnels, whipping into your enemies and granting your allies renewed breath.

Encounter ♦ **Healing, Implement, Primal**

Standard Action **Close** blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage, and an ally adjacent to the target regains hit points equal to your Wisdom modifier.

Releasing Breath

Spiral Wind's Ally Utility 12

As your friend catches his or her breath, wind gusts past, making you and your allies harder to see.

Encounter ♦ **Primal**

Immediate Reaction **Ranged** 10

Trigger: An ally within 10 squares of you uses his or her second wind

Target: The triggering ally

Effect: The target and each ally within 5 squares of him or her gain concealment until the end of your next turn.

Three Shifting Winds

Spiral Wind's Ally Attack 20

The Spiral Wind calls on its cold or thunderous cousins to help you or takes its spiral path one twist further and explodes into radiance.

Daily ♦ **Healing, Implement, Primal; Varies**

Standard Action **Close** blast 5

Special: Choose cold, radiant, or thunder whenever you use this power. Your choice determines both the power’s damage type and an effect.

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 4d10 + Wisdom modifier damage of the type you chose.

Miss: Half damage.

Effect (Cold): Each target is slowed (save ends).

Effect (Radiant): Each ally in the blast regains hit points equal to your Wisdom modifier + one-half your level.

Effect (Thunder): One target of your choice is dazed until the end of your next turn.

STORM SPEAKER

“Once the storm begins, no mortal force can halt it.”

Prerequisite: Druid

The might of primal storms—furious things of lightning, thunder, and rain—courses through your magic. Few druids walk the path of the storm speaker, for it is fraught with indomitable forces that can be channeled only temporarily, rather than truly controlled. The storm speaker dabbles with primal powers that dance and surge across the sky, free of all fetters.

Storm speakers seek out broad plains, the better to see and study storms that sweep across the sky. Their lodges are marked by tall spikes of iron marked with yellow and blue runes. During a storm, a speaker meditates within one of these lodges, allowing his or her mind to wander among the winds and rain. If the storms are open to sharing their secrets, bolts of lightning strike the iron spikes, sending waves of primal energy over the speaker, fortifying his or her power.

STORM SPEAKER PATH FEATURES

Storm Touched (11th level): You gain resist 5 lightning and resist 5 thunder. Whenever you take lightning or thunder damage, you gain 5 temporary hit points, and you gain a +1 bonus to attack rolls with primal powers until the end of your next turn.



Storm Speaker Action (11th level): When you spend an action point to take an extra action, you can also fly 8 squares as a free action. This movement doesn't provoke opportunity attacks.

Dancing Tempest (16th level): Once per round when you hit an enemy with a lightning or a thunder power, you can shift 1 square as a free action.

STORM SPEAKER EVOCATIONS

Storm Beast

Storm Speaker Attack 11

With a great roar, you channel the fury of a primal storm. Lightning dances around you and strikes your enemies.

Encounter ♦ Beast Form, Implement, Lightning, Primal
Standard Action Close blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier lightning damage, and you gain a +2 power bonus to attack rolls against the target until the end of your next turn.

Shield of Gales

Storm Speaker Utility 12

A funnel cloud forms around you, knocking aside your enemies and shielding you from harm.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses. When any enemy ends its turn adjacent to you, you can slide that enemy 1 square as a free action.

Storm Child

Storm Speaker Attack 20

For a short time, you become a child of storms. Thunder booms as lightning crackles around you, launching at your enemies.

Daily ♦ Implement, Lightning, Primal, Thunder
Standard Action Close burst 3

Target: One, two, or three enemies in burst

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier lightning and thunder damage.

Miss: Half damage.

Effect: Until the end of the encounter, you can make the following attack once per round, either in your humanoid form or in your beast form.

Minor Action Close burst 5

Target: One creature in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier lightning damage.

WHIRLING SAMARA

“For you, despoiler, these seeds are a promise of death.”

Prerequisite: Druid, Primal Swarm class feature

As a druid who assumes swarm shapes, you have already mastered complex magic that maintains your identity even while you are dispersed in the form of many insects. Your new path focuses on gaining greater control of the individuals that compose your swarm forms. Most druids work with one swarm shape at a time, but you mix many different types of seeds, leaves, insects, and other natural things into a supremely flexible form, which adapts to any challenge.

Many of your powers take advantage of the whirling wings of the seeds called samaras or the buzzing wings of insects. You can take flight as smoothly as you shift into beast form, then send pieces of yourself whirling among your allies to protect them from harm.

WHIRLING SAMARA PATH FEATURES

Shed Bulk for Speed (11th level): When you spend an action point to take an extra action, you can reroll two different attack rolls before the end of your next turn. When you make one of these rerolls, you take 1d10 + one-half your level damage and use either result.

Parting Swarm (11th level): While you are in beast form, you are immune to being pulled, pushed, and slid by melee attacks and ranged attacks.

Spinning Wings (16th level): When you change from humanoid form to your beast form on your turn, you gain a fly speed equal to your speed until the end of your turn.

WHIRLING SAMARA EVOCATIONS

Protective Spiral Whirling Samara Attack 11

The whirling wings of your swarm form extend out, cutting your enemies before spiraling protectively around your friend.

Encounter ♦ **Beast Form, Implement, Primal**
Standard Action **Melee 2**

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage. An ally within 2 squares of you gains temporary hit points equal to your Wisdom modifier.

Dark Wings

Whirling Samara Utility 12

Pieces of your beast form cling heavily to any who dare slash at you.

Encounter ♦ **Beast Form, Primal**

Free Action **Personal**

Trigger: You use *wild shape* to change into beast form

Effect: Until the end of your next turn, you become insubstantial and can move through enemies' spaces while you are in beast form.

Great Winged Samara Whirling Samara Attack 20

Seeds erupt around you, blinding your enemies and then whirling around you, ready to blind again.

Daily ♦ **Primal, Implement**

Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage, and the target is blinded (save ends).

Effect: Until the end of the encounter, you gain two benefits while you are in beast form: You can shift 2 squares as a minor action, and whenever you score a critical hit against an enemy, that enemy is blinded (save ends).





SHAMAN

“You think the world is only what you can see? Then you are truly blind.”

YOU LIVE in a world that most other people can't even perceive. To you, the realm of the primal spirits isn't a theoretical construct or an abstract notion—it's the world you live in, and the physical world sometimes seems like a dream. What others perceive, at best, in flashes and brief visions, you see all the time. This is your glory and perhaps, ultimately, your curse, for you are a shaman—the purest conduit between the mortal world and the spirit realm that suffuses it.

The most important spirit, of course, is your spirit companion, a constant presence and your link to the spirit world. When you call upon ancestor spirits or spirits of natural forces, your companion represents their presence in the world on your behalf. Your companion might also nudge you into adventures, point you in a certain direction, or even growl pointed advice when it thinks you need to hear wisdom.

This chapter includes evocations that allow your shaman character to channel a new array of primal spirits. You'll find a broad range of material to help build your shaman, including the following.

- ◆ **Playing a Shaman:** Suggestions to help you create your shaman as a character who has a unique perspective on the world and the spirits that inhabit it.
- ◆ **New Builds:** The eagle shaman and the world speaker shaman provide options beyond those previously presented in *Player's Handbook 2*.
- ◆ **New Class Features:** The Watcher Spirit class feature helps you guide your allies' ranged attacks, while the World Speaker Spirit class feature helps you convince the world to bend to your will.
- ◆ **New Powers:** The new powers in this book include an abundance of terrain-control effects and ranged attacks, as well as evocations intended to empower the ranged attackers in your party.
- ◆ **New Paragon Paths:** Seven new paths, including the scarred healer, whose body bears constant testimony to the wounds he or she seeks to heal, and the seasons' herald, who is adept at using the spirits to maintain the balance of nature.



PLAYING A SHAMAN

A wizened dwarf follows a shaggy bear spirit along a lonely mountain road, unsure where the spirit will lead. Moving with the grace and stealth of a panther, an elf and his spirit companion creep through the forest toward their unsuspecting orc prey. A human draped in leaves and furs stands with arms upraised to the stormy sky, calling on the spirits of thunder and lightning. Shamans are primal mystics, existing simultaneously in the world and in the realm of the primal spirits. Surrounded by a great cloud of ancestor and nature spirits, they bring the wisdom of the ancients to the people of the world.

YOUR SPIRIT COMPANION

Shamans have one feature that sets them apart from other heroes—their spirit companions. A spirit companion is a spirit that temporarily leaves the great stream of spirits flowing throughout the world to join with a shaman's magic. It might be a guide that can show you options and paths you wouldn't otherwise consider, a being of ancient wisdom who waits patiently for you to match it in power and experience, or a weirdly intelligent pet.

Many spirit companions are animal spirits, minor forces of nature's power embodied in animal form. Your spirit companion might take the form of a panther or a tiger, but its spiritual essence is the stalker, the archetypal predator of which all earthly hunters are reflections. Similarly, a watcher spirit is a spirit of nature's watchful eye given form as an eagle or some other bird of prey, whereas a bear spirit embodies the protective instincts that sustain the natural world. A world speaker spirit might appear as an animal, but its essence is that of the living world itself, the cycles that change and move all things.

Your spirit companion might instead be an ancestor spirit from the distant past of your family or tribe. Or it could be an ancient humanoid spirit with no direct relation to you, attaching itself to you in order to share its wisdom for your benefit. Perhaps it has no living descendants and has chosen you to be its spiritual heir, or maybe its descendants have failed to honor it, and the spirit has chosen you for the job of reminding its ungrateful heirs to show proper respect for the departed.

In a few unusual cases, a spirit companion isn't a singular spirit. Some shamans call one spirit companion at a time from a pool of spirits, each with its own name and distinguishing quirks. You could invent personalities and descriptions for a roster of spirit companion allies, then randomly determine which one is with you in any given encounter.

Other shamans attract different spirit companions as their power increases; for example, a 1st-level shaman might have a spirit companion that is a minor panther spirit, but that same shaman at 27th level might have a great elder spirit as a spirit companion.

Your spirit companion might match your personality, embodying your ideals or your aspirations. If you have a bear spirit companion, for example, it might share your steadfast, trustworthy nature—or your companion might exhibit those qualities while you aspire to them but continually fall short. Some shamans feel that their spirit companions complement their own personalities because of the differences between the two; your panther spirit companion might be as free-wheeling and independent as you are staid and reliable.

TALKING WITH SPIRITS

Although shamans describe their interaction with the spirits as “talking,” this communication isn't always verbal, and it's rarely as fluid as a conversation with another person. The spirits speak in many ways, and even ancestor spirits that were once people often find it difficult to maintain their attention on the physical world long enough to carry on a conversation, or even to complete a sentence.



BEN WOOTTEN

Communication with a spirit might take the form of an emotional impression, a vision, or a demonstration of the spirit's power upon the world. This is one reason why you can use the *speak with spirits* power to receive a bonus to a skill check only once in every encounter. You can sometimes get a good idea of what the spirits are trying to say, especially if you've asked the right question, but conversation with spirits other than your spirit companion is often a matter of interpreting feelings and intentions rather than gleaning actual words and clear instructions.

How you communicate with your spirit companion is a matter for you to decide when shaping your character. Do you give it verbal commands or requests? Do you form words in your mind that the spirit companion understands and responds to? Or does it simply apprehend your will and act upon it without any conscious effort on your part?

Perhaps your spirit companion isn't really under your control. It might act of its own free will, moving to where it believes it is most needed, perhaps even calling the spirits on your behalf without you fully understanding what it's doing.

ACQUIRING A SPIRIT COMPANION

The process by which you acquired your spirit companion is virtually synonymous with the means by which you became a shaman. True, you might have gone through some formal rite of initiation or process of study under another shaman's tutelage after your spirit companion attached itself to you. But as soon as that spirit made itself known to you—whether you accepted it or not—you were on the road to becoming a shaman.

Some shamans first encounter their spirit companions during childhood. Perhaps you heard the soft growl of an animal in your dreams, or you caught glimpses of a beast peering at you from around a corner or behind a tree. Such a spirit is sometimes known as a spirit of destiny, for it appears unbidden, choosing you for the shaman's path rather than leaving your destiny to fate or chance.

A spirit of destiny is a guide, friend, and protector from when you take your first steps to your final day in the world. In the time between, you are marked for some destiny, though none can say whether you can live up to it. At some point in your life, you'll face a choice, and that decision will have grave consequences.

Other shamans have terrifying first encounters with their spirit companions, a harrowing process called a battle initiation. In your youth, you might have once wandered into the wilderness, far from home and help. You might have been hunting with a group and were separated from your companions,

or perhaps you were traveling an ancient, worn road that suddenly came to an end. There you were attacked by a ferocious beast—a bear or a tiger, perhaps, or maybe the boar you thought you were hunting. Its first attack injured you, but not so terribly that you could not flee.

No matter how hard you tried to escape it, the beast followed you, dogging your heels until at last you collapsed in exhaustion. As you ran, the land seemed to twist and turn around you—familiar paths didn't lead where they should have, instead taking you farther into the wild. As you panted for breath, the beast toyed with you, circling you and taking the occasional bite or swipe.

Then something remarkable happened. Somehow, you mustered the strength to stand up and confront the beast. Perhaps your hand found a weapon you thought had been lost on the ground, or you seized a tree branch and swung wildly at the beast. Instead of fighting back, though, your spirit companion revealed its true nature to you, bowing in respect and communicating your new bond.

A shaman who undergoes a battle initiation, it is said, is meant for a life of struggle, during which his or her spirit companion prepares the shaman for a great battle or a lifelong ascension toward epic power.

SHAMAN ECCENTRICITIES

Perhaps because of their close links to the primal spirits, some shamans are prone to eccentric behavior. They are so accustomed to interacting with the spirit world that their dealings with the mortal world suffer. It's not uncommon for shamans to speak out loud to spirits that no one else can see or hear. Some labor under prohibitions that they believe the spirits impose on them, such as abstaining from certain foods (see "Taboos," page 120). Others give the distinct impression that their spirit companions are the ones in control, bumbling their way through adventures while their companions act as the real leaders.

Some shamans play up their eccentricities, striving to appear harmless or perhaps taking advantage of the fact that people tend to associate strange behavior with dangerous power. Others seem oblivious to the possibility that there is anything odd about their conduct.

The shaman class fulfills the leader role in the game, but perhaps because of this tendency toward eccentricity, shamans are less likely than other leader types to actually serve in this role. Most shamans are happy to leave the job of commanding and organizing a band of adventurers to other characters in the party, while still supporting, healing, and enhancing their friends.

NEW BUILDS

This section presents two new builds, the eagle shaman and the world speaker shaman. Each build has a new Companion Spirit option associated with it, either of which you can choose when you make your shaman.

EAGLE SHAMAN

Your spirit companion soars above you and your allies, keeping a watchful eye for hidden enemies and drawing attacks to distant foes. Your role is to guide the attacks of your allies, using your spirit companion to concentrate your allies' ranged attacks on enemies you want to slay or lock down.

You are at your best alongside allies who are armed with bows, javelins, slings, or powerful ranged magic. Rangers, warlocks, and other classes that have features or powers that let them target the nearest enemy thrive in your company, since your spirit companion lets them consider any enemy adjacent to it their nearest enemy.

NEW CLASS FEATURE

When you choose your Companion Spirit, you can choose Watcher Spirit instead of another option, such as the ones in *Player's Handbook 2*.

WATCHER SPIRIT

Spirit Boon: Enemies adjacent to your spirit companion can't gain cover from other enemies. In addition, your allies can treat any enemy adjacent to your spirit companion as their nearest enemy.

Spirit's Prey: You gain the *spirit's prey* power, an attack you make through your spirit companion as an opportunity action.

Spirit's Prey

Shaman Feature

Your spirit companion lashes out at a moving foe, and an ally uses the distraction to fire on that enemy.

At-Will ♦ Primal, Spirit

Opportunity Action Melee spirit 1

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Target: The triggering enemy

Effect: One ally within 10 squares of your spirit companion can make a ranged basic attack against the target as a free action with combat advantage.

At-Will Attack Power: You gain the *claws of the eagle* power. You choose a second 1st-level at-will attack power as normal.

SUGGESTED OPTIONS

Make Wisdom your highest ability score, followed by Dexterity to enhance the effects of your Watcher Spirit powers. A high Constitution will improve your hit points and Fortitude. Choose powers you can use to heal the defenders and the melee strikers of your group, while you and other ranged attackers remain in the back ranks to concentrate fire on the foes that your spirit companion designates as optimal targets. Your secondary role is striker.

Suggested Class Feature: Watcher Spirit*

Suggested Feat: Invigorating Spirit*

Suggested Skills: Heal, Insight, Nature, Perception

Suggested At-Will Powers: *claws of the eagle**, *watcher's strike*

Suggested Encounter Power: *Stormhawk's fury**

Suggested Daily Power: *Great Watcher spirit**

*New option presented in this book



JOHN STANKO

WORLD SPEAKER SHAMAN

You channel the living essence of the primal world and the cycles that define it, giving you command over the field of battle. Your spirit companion acts almost like a defender, preventing enemy movement around it while helping your allies move freely.

Your spirit companion is a being of stone and earth, summer and winter, wind and rain. Its appearance varies according to its nature and your desires. It might be vaguely humanoid or shaped somewhat like an animal. Most likely it changes its shape or its mix of earth, air, and water as the primal power flowing through it aligns with the cycles of the natural world.

NEW CLASS FEATURE

When you choose your Companion Spirit, you can choose World Speaker Spirit instead of another option, such as the ones in *Player's Handbook 2*.

WORLD SPEAKER SPIRIT

Spirit Boon: Any ally who provokes an opportunity attack by entering or leaving a square adjacent to your spirit companion gains a bonus to all defenses against that attack. The bonus equals your Constitution modifier.

World Speaker's Command: You gain the *world speaker's command* power, an attack you make through your spirit companion as an opportunity action.

World Speaker's Command Shaman Feature

The voices and growls of primal spirits cascade on your foe, stopping it in its tracks.

At-Will ♦ Implement, Primal, Spirit
Opportunity Action Melee spirit 1

Trigger: An enemy leaves a square adjacent to your spirit companion without shifting

Attack: Wisdom vs. Will

Hit: The target stops moving and must use a different action to resume moving.

At-Will Attack Power: You gain the *voice of battle* power. You choose a second 1st-level at-will attack power as normal.

SUGGESTED OPTIONS

Wisdom should be your highest ability score, followed by Constitution to improve the battlefield control you exert through your World Speaker Spirit powers. Intelligence or Dexterity should be your third-best score, to improve your AC and Reflex. Choose powers that let you reshape the terrain around you in combat and control enemy movement, as well as healing and protecting your allies. Your secondary role is controller.



Suggested Class Feature: World Speaker Spirit*

Suggested Feat: Strengthening Spirit*

Suggested Skills: Arcana, Athletics, Endurance, Nature

Suggested At-Will Powers: *protecting strike*, *voice of battle**

Suggested Encounter Power: *bramble ally**

Suggested Daily Power: *stone root spirit**

*New option presented in this book

SPIRIT OF THE SEASONS

In the first year of your relationship with your spirit companion, you might have discovered that your companion shifts and changes with the seasons. Such a spirit companion is both an auspicious omen and a foreboding one. It foretells of a long life, but it also portends that, at some point, you shall commit to a great cause for good or evil, life or destruction. In shifting between each season, the spirit shows the turmoil that wracks your psyche.

If your spirit companion manifests in such a way, you will probably draw many powerful figures to your side over the course of your career. Some of these figures will seek to guide you to the hope of spring or the light of summer, while others will try to drag you into the dark of winter. You sit at the nexus of many great events.

NEW POWERS

Many of the powers in this section are tailored for the eagle shaman and the world speaker shaman. However, shamans of any build can make good use of the options presented here, expanding their versatility on and off the battlefield.

LEVEL 1 AT-WILL EVOCATIONS

Claws of the Eagle Shaman Attack 1

Your spirit companion swoops down on your foe, causing it to neglect its defenses for a short time.

At-Will ♦ **Primal, Spirit**

Standard Action **Melee spirit 1**

Target: One creature

Effect: One ally adjacent to your spirit companion or within 3 squares of you can make a basic attack against the target. If the ally's attack hits, the target grants combat advantage until the end of your next turn.

Spirit of the Tempest Shaman Attack 1

You draw on the strength of your spirit companion, channeling a storm of primal power to attack your foe and aid an ally.

At-Will ♦ **Implement, Primal, Thunder**

Standard Action **Melee 1**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d8 + Wisdom modifier thunder damage.

Level 21: 2d8 + Wisdom modifier thunder damage.

Effect: One ally within 2 squares of either you or your spirit companion can make a saving throw.

Voice of Battle Shaman Attack 1

You voice a battle cry through your spirit companion, which hammers into your enemy and spurs an ally into motion.

At-Will ♦ **Implement, Primal, Psychic, Spirit**

Standard Action **Melee spirit 1**

Target: One creature

Attack: Wisdom vs. Will

Hit: 1d6 + Wisdom modifier psychic damage.

Level 21: 2d6 + Wisdom modifier psychic damage.

Effect: One ally within 2 squares of your spirit companion can shift 2 squares as a free action.

LEVEL 1 ENCOUNTER EVOCATIONS

Bramble Ally Shaman Attack 1

You hurl brambles from the spirit world at your enemy and then cause them to sprout from your spirit companion, limiting the movement of nearby enemies.

Encounter ♦ **Implement, Primal**

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage. Until the end of your next turn, any enemy that starts its turn adjacent to your spirit companion is slowed during that turn.

World Speaker Spirit: Any enemy that starts its turn adjacent to your spirit companion is instead immobilized during that turn.

Certain Threat Shaman Attack 1

With a snarl and a savage lunge, your spirit companion draws and holds the attention of a foe.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action **Melee spirit 1**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears.

Protector Spirit: The penalty to attack rolls that the target takes from being marked by this power equals 1 + your Constitution modifier instead of -2.

Ironbreaker Claws Shaman Attack 1

Your spirit companion sinks its claws into your foe, twisting the enemy off balance and leaving it open to an ally's attack.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action **Melee spirit 1**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage. An ally adjacent to the target can make a melee basic attack against it as a free action.

Stalker Spirit: The ally gains a bonus to the attack roll equal to your Intelligence modifier.



HECTOR ORTIZ

Spirits of Mountain Mist Shaman Attack 1

A chilling mist streams from your spirit companion, coalescing around your enemies and allowing your allies to attack them more easily.

Encounter ♦ Cold, Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier cold damage. Until the end of your next turn, any ally who makes an area or a close attack that includes your spirit companion in the area of effect gains a +1 power bonus to the attack rolls of that attack.

Stormhawk's Fury Shaman Attack 1

Your spirit companion dives on your enemy and unleashes a bolt of lightning, which lingers momentarily.

Encounter ♦ Implement, Lightning, Primal, Spirit

Standard Action Melee spirit 1

Effect: Before the attack, you can move your spirit companion 3 squares.

Watcher Spirit: The number of squares you can move your spirit companion equals 2 + your Dexterity modifier.

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier lightning damage. Until the end of your next turn, when any ally hits an enemy adjacent to your spirit companion, that enemy takes extra lightning damage equal to your Dexterity modifier.

LEVEL 1 DAILY EVOCATIONS

Great Watcher Spirit Shaman Attack 1

The spirit of the Great Watcher shows the path to victory, pointing out flaws in your enemy's defenses while shoring up your comrades' weaknesses.

Daily ♦ Primal

Standard Action Area burst 1 within 10 squares

Target: One or two allies in burst

Effect: Each target can make a basic attack as a free action. Until the end of the encounter, any ally adjacent to your spirit companion doesn't grant combat advantage.

Spirit Cascade Shaman Attack 1

You summon the spirit of mountain headwaters to repeatedly cascade against enemies that approach your spirit companion.

Daily ♦ Implement, Primal

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage.

Effect: The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d6 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d6 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d6 extra damage to that enemy. This effect ends after the third attack hits or at the end of the encounter.

Spirit of Grief's Shadow Shaman Attack 1

You unleash a spirit of death, misery, and famine on your foe, leaving it weak and listless.

Daily ♦ Implement, Primal, Psychic

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is dazed and slowed and takes ongoing 5 psychic damage (save ends all).

Miss: The target is dazed until the end of your next turn, and it is slowed (save ends).

Effect: Until the end of the encounter, the target takes a -5 penalty to saving throws while adjacent to your spirit companion.

Spray of Quills Shaman Attack 1

You shoot a barrage of poisonous quills at your foes.

Daily ♦ Implement, Poison, Primal

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage, and ongoing 5 poison damage (save ends). Until this ongoing damage ends, your allies gain a +2 power bonus to attack rolls against the target.

Stone Root Spirit Shaman Attack 1

The earth rises at your command, scattering your enemies and creating a bastion for you and your allies.

Daily ♦ Implement, Primal, Zone

Standard Action Area burst 1 within 5 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: You slide the target 2 squares to a square outside the burst and knock the target prone.

Miss: You slide the target 1 square.

Effect: The burst creates a zone of protective earth that lasts until the end of the encounter. The zone is difficult terrain for your enemies. You and your allies gain cover while within the zone.

LEVEL 2 UTILITY EVOCATIONS

Engaging Pursuit Shaman Utility 2

Your spirit companion follows your enemies closely, preventing them from escaping your wrath.

Encounter ♦ Primal, Spirit

Immediate Reaction Personal

Trigger: An enemy that started its turn adjacent to your spirit companion ends its movement no longer adjacent to your spirit companion

Effect: You move your spirit companion to a square adjacent to the triggering enemy.

Protective Roots Shaman Utility 2

Thin roots extend from your spirit companion to clothe you and your friends in a protective layer.

Daily ♦ Primal, Spirit
Minor Action Close burst spirit 1
Target: You and each ally in burst

Effect: Each target gains resistance to all damage equal to your Constitution modifier until the end of the encounter.

Spirit of the Great Cat Shaman Utility 2

The spirit of a magnificent cat overshadows you, lending you and your allies its grace.

Daily ♦ Primal
Minor Action Personal

Effect: Until the end of the encounter, allies within 3 squares of you can stand up as a minor action, and when any ally within 3 squares of you shifts, that ally can shift 1 extra square.

Spirit Zephyr Shaman Utility 2

A gentle wind blows around your spirit companion and enhances your allies' ranged attacks.

Daily ♦ Primal
Minor Action Personal

Effect: Until the end of the encounter, you and your allies gain a +1 power bonus to ranged attack rolls against enemies adjacent to your spirit companion. In addition, as a free action you can end this power's effect to grant one ally within 10 squares of you a +2 bonus to ranged attack rolls until the end of your next turn.

Stormhawk Vigilance Shaman Utility 2

As your foes leap to attack, the spirit of Stormhawk lends quickness to your allies as they prepare for the assault.

Daily ♦ Primal
No Action Close burst 5

Trigger: You roll initiative at the beginning of an encounter
Target: You and each ally in burst

Effect: You slide each target 3 squares. Each target can draw a weapon or an implement as a free action.

LEVEL 3 ENCOUNTER EVOCATIONS

Capturing Jaws Shaman Attack 3

Your spirit companion catches your enemy in its jaws, holding it steady for your allies' strikes.

Encounter ♦ Implement, Primal, Spirit
Standard Action Melee spirit 1

Target: One creature
Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and the target is immobilized until the end of your next turn.

Protector Spirit: Until the end of your next turn, your allies can flank enemies with your spirit companion, and any ally flanking an enemy with your spirit companion gains a bonus to attack rolls against that enemy equal to your Constitution modifier.

Sly Fox Spirit Shaman Attack 3

Your spirit companion transforms into a cunning fox spirit and distracts your enemies, allowing your friends to attack.

Encounter ♦ Primal, Spirit
Standard Action Melee spirit 1

Target: One ally
Effect: The target can make a basic attack as a free action. If that attack hits, a second ally adjacent to your spirit companion can make a basic attack as a free action.

Spirit Hunt Shaman Attack 3

Your spirit companion goes on the hunt, focusing entirely on its prey.

Encounter ♦ Implement, Primal, Spirit
Standard Action Melee spirit 1

Target: One creature
Attack: Wisdom vs. Reflex

Stalker Spirit: You gain a +2 power bonus to the attack roll if no creatures are within 3 squares of the target.

Hit: 2d10 + Wisdom modifier damage, or 3d10 + Wisdom modifier damage if no creatures are adjacent to the target.

Spirit of Slaving Bloodlust Shaman Attack 3

Your spirit companion slavers at the scent of blood, and its feral frenzy spreads to your allies.

Encounter ♦ Implement, Primal, Spirit
Standard Action Melee spirit 1

Target: One creature
Attack: Wisdom vs. Fortitude. If the target is bloodied, you gain a +2 bonus to the attack roll.

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, any ally adjacent to your spirit companion gains a +2 power bonus to attack rolls and damage rolls against bloodied creatures.

Watcher Spirit: The bonus to attack rolls and damage rolls equals your Dexterity modifier.

Steadfast Mountain Guardian Shaman Attack 3

Your spirit companion becomes a creature of rock and earth, providing you and your allies with a protective barrier.

Encounter ♦ Implement, Primal, Spirit
Standard Action Melee spirit 1

Target: One creature
Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier damage, and the target is pushed 2 squares.

Effect: Until the end of your next turn, you and your allies gain a +1 power bonus to all defenses while adjacent to your spirit companion.

World Speaker Spirit: The power bonus to all defenses equals your Constitution modifier.

LEVEL 5 DAILY EVOCATIONS

Coils of the World Serpent Shaman Attack 5

The earth trembles, and a distant roar rumbles across the battlefield as the World Serpent manifests.

Daily ♦ **Implement, Primal, Zone**

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage.

Miss: Half damage.

Effect: The burst creates a zone of spectral coils that lasts until the end of the encounter. When any enemy hits an ally who is within the zone, that enemy takes damage equal to your Wisdom modifier.

Spirit of Battle's End Shaman Attack 5

Your spirit companion tears into your enemy, promising a swift end.

Daily ♦ **Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage.

Miss: Half damage.

Effect: When any ally misses the target with a melee attack, the target takes 5 damage and makes a saving throw. If that saving throw is successful, this effect ends. Otherwise, it lasts until the end of the encounter.

Vengeful Blood Spirits Shaman Attack 5

You fill your allies with the power of the blood spirits—primal entities that thirst for violence, blood, and vengeance.

Daily ♦ **Primal**

Standard Action Ranged 5

Target: One or two allies

Effect: Each target can charge as a free action and deals 1d10 extra damage if the charge attack hits. In addition, until the end of the encounter, each target gains a +2 bonus to attack rolls and damage rolls when charging.

Wind of Pain and Succor Shaman Attack 5

A wind spirit twines around your spirit companion, allowing it to deliver a chilling strike against your foe or a restorative embrace to an ally.

Daily ♦ **Cold, Healing, Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier cold damage.

Miss: Half damage.

Effect: The first ally to regain hit points while adjacent to your spirit companion regains 1d8 additional hit points. The second ally to do so regains 2d8 additional hit points, and the third ally to do so regains 3d8 additional hit points. This effect ends after the third ally regains these additional hit points or at the end of the encounter.

Winds of the Scorching Desert Shaman Attack 5

Hot winds sear and scatter your enemies, while you or your spirit companion ride those currents across the battlefield.

Daily ♦ **Fire, Implement, Primal**

Standard Action Close blast 3

Target: Each creature in blast

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier fire damage, and you slide the target a number of squares equal to your Wisdom modifier.

Miss: Half damage, and you slide the target 1 square.

Effect: Before or after the attack, you slide yourself or your spirit companion a number of squares equal to your speed.

LEVEL 6 UTILITY EVOCATIONS

Everlasting Flame's Strength Shaman Utility 6

You lend your ally the aid of a fire spirit, which burns more brightly as that ally defeats your enemies.

Daily ♦ **Fire, Healing, Primal**

Minor Action Ranged 5

Target: One ally

Effect: Until the end of the encounter, whenever the target reduces an enemy to 0 hit points, he or she regains 5 hit points, and each enemy adjacent to him or her takes 2 fire damage.

Hearth Spirit Shaman Utility 6

A comforting hearth spirit settles over you, soothing you and your allies.

Daily ♦ **Healing, Primal**

Minor Action Close burst 3

Target: Each ally in burst

Effect: Each target regains 1d6 hit points. Until the end of your next turn, you and your allies can use your second winds as a minor action while adjacent to your spirit companion.

Spirit Companion's Shelter Shaman Utility 6

You create a shield of primal energy to protect your spirit companion.

Encounter ♦ **Primal, Spirit**

Immediate Interrupt Personal

Trigger: An enemy hits your spirit companion

Effect: Your spirit companion gains a +4 bonus to the defense targeted by the attack.

Spirit of Vengeance Shaman Utility 6

As your foe strikes you down, you unleash your reserve of spiritual energy to invigorate your allies.

Daily ♦ **Healing, Primal**

Immediate Interrupt Close burst 10

Trigger: An enemy reduces you to 0 hit points or fewer

Target: Each ally in burst

Effect: Each target can spend a healing surge. In addition, until the end of your next turn, each target gains a +2 bonus to attack rolls against the triggering enemy.

Spur the Pack

Shaman Utility 6

Your spirit companion nips at the heels of your allies, motivating them to move in for the kill.

Daily ♦ **Primal, Spirit**

Minor Action Close burst spirit 1

Target: You and each ally in burst

Effect: You slide each target a number of squares equal to your Wisdom modifier.

LEVEL 7 ENCOUNTER EVOCATIONS

Blood-Red Mist

Shaman Attack 7

As your spirit companion slashes your foe, tendrils of mist pour from the wound, encircling nearby enemies and hampering their attacks.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, enemies take a -2 penalty to all defenses while adjacent to your spirit companion.

Flashing Spirit

Shaman Attack 7

Your spirit companion darts around the battlefield, looking for opportunities to help your allies deliver deadly attacks.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Close burst spirit 1

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage.

Effect: While any ally is adjacent to your spirit companion, he or she gains a +2 bonus to damage rolls for each enemy you hit with this attack. This effect lasts until the end of your next turn.

THE BURDEN OF VISION

None of the other primal heroes understand the spirits as well as you do. Wardens embody the protective role of the spirits, but that's not the same as understanding them. Barbarians are generally too single-minded to grasp the implications of what the spirits are showing them while they're raging. Druids understand the viewpoint of the animal spirits, the Primal Beast, and many others, but their perspective is limited.

It's up to you to grapple with the full range of the spirits that surge through the primal world and their viewpoints. Sometimes your allies might think you're absentminded, disconnected, or otherworldly. It's true that you aren't always fully aware of what your physical allies are talking about, but that's because you have hundreds, maybe even thousands, of spirit allies flowing around you, and sometimes what the spirits have to tell you is more important than the paladin's tale of her latest exploit or the rogue's display of acrobatics.

Guardian Eagle Flock

Shaman Attack 7

Your spirit companion changes into a flock of hunting eagles that swoop overhead, using their talons to create openings for your allies and to drive your enemies away.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Close burst spirit 2

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier damage.

Watcher Spirit: You slide the target 3 squares.

Effect: If you hit at least one target, you slide each ally in the burst 3 squares.

Hammer of the Grasping Tides

Shaman Attack 7

Your spirit companion transforms into a thrashing tide—a tidal wave to your foes and a guiding current to your allies.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Close burst spirit 2

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier damage, and the target is slowed until the end of your next turn.

Effect: Each ally in the burst gains a +3 bonus to speed until the end of your next turn.

World Speaker Spirit: Until the end of your next turn, each ally in the burst gains a bonus to all defenses against opportunity attacks equal to 2 + your Constitution modifier.

Spirit of Weakness

Shaman Attack 7

Your spirit companion carves a crimson rune in the flesh of your enemy, weakening that foe and leaving it vulnerable to an ally's strike.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Will

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

An ally adjacent to the target can make a melee basic attack against it as a free action with combat advantage.

Stalker Spirit: The ally gains a bonus to the damage roll equal to your Intelligence modifier.

LEVEL 9 DAILY EVOCATIONS

Call Discordant Spirit

Shaman Attack 9

You force a disagreeable spirit to bind itself to your enemy briefly, creating such discordance within the enemy that its companions lose their concentration.

Daily ♦ **Implement, Primal, Psychic, Reliable**

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier psychic damage. Until the end of the encounter, each enemy other than the target takes a -2 penalty to attack rolls and saving throws while within 5 squares of it.

Explosive Sacrifice

Shaman Attack 9

Your spirit companion sacrifices itself in an explosion of energy, which tears into nearby creatures.

Daily ♦ **Implement, Primal, Spirit**

Standard Action Close burst spirit 2

Target: Each creature in burst

Attack: Wisdom vs. Reflex

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

Miss: Half damage.

Effect: Your spirit companion disappears, and you can't call it back until after the end of your next turn.

Spirit Control

Shaman Attack 9

You open a rift of flaring spiritual energy that blasts your enemies, strengthens your spirit companion, and enhances your ability to call on the spirits.

Daily ♦ **Implement, Primal, Psychic, Zone**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier damage. Your spirit companion gains a +2 power bonus to attack rolls against the target until the end of the encounter.

Miss: Half damage.

Effect: The blast creates a zone of flaring energy that lasts until the end of the encounter. While your spirit companion is within the zone, your spirit powers gain a bonus to damage rolls equal to your Wisdom modifier.

Spirit of Earth Arisen

Shaman Attack 9

A spirit of soil and rock erupts from the ground under your foe. Its presence rallies your allies, who are invigorated by the spirit with each strike.

Daily ♦ **Conjuration, Healing, Implement, Primal**

Standard Action Ranged 10

Target: One creature

Effect: You conjure a spirit of the land in an unoccupied square adjacent to the target. The spirit lasts until the end of your next turn. The spirit occupies 1 square. Each square within 2 squares of the spirit is difficult terrain for your enemies. When any ally in those squares hits an enemy, that ally regains 5 hit points. An ally can regain hit points in this way once per round. As a move action, you can move the spirit 5 squares.

When the spirit appears, it makes the following attack against the target.

Attack: Wisdom vs. Fortitude

Hit: 3d6 + Wisdom modifier damage.

Miss: Half damage.

Sustain Minor: The spirit persists.

LEVEL 10 UTILITY EVOCATIONS

Quickening Breeze

Shaman Utility 10

You call a gentle wind that surrounds your spirit companion and extends outward to your allies, helping them overcome harmful effects.

Daily ♦ **Primal**

Minor Action

Personal

Effect: The first time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw. The second time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw with a +1 bonus. The third time any ally fails a saving throw while adjacent to your spirit companion, the ally can reroll the saving throw with a +2 bonus. This effect ends after the third rerolled saving throw or at the end of the encounter.

Shield of the Immortal Forest

Shaman Utility 10

You awaken the slumbering spirits of the forest to protect your allies from harm.

Daily ♦ **Primal**

Minor Action

Personal

Effect: Until the end of the encounter, you and your allies gain a +2 power bonus to all defenses while within 5 squares of your spirit companion. In addition, when an enemy hits an ally within 10 squares of you, you can use an immediate interrupt to end this effect and grant that ally a +6 bonus to all defenses against the attack.

Stone Root's Resilience

Shaman Utility 10

You grant an ally the resilience of the mountains to sustain blows that would cripple another creature.

Daily ♦ **Primal**

Minor Action

Ranged 5

Target: One ally

Effect: Until the end of the encounter, the target gains temporary hit points equal to your Wisdom modifier at the start of each of his or her turns.

Twilight's Veil

Shaman Utility 10

You reach into the spirit world, weaving together strands of primal night to cloak yourself and your allies in a veil of invisibility.

Encounter ♦ **Primal**

Minor Action

Close burst 1

Target: You and each ally in burst

Effect: Each target becomes invisible until he or she attacks or until the end of your next turn.

WEIGHING THE SPIRITS

At times, a shaman might want to understand the relationship between another shaman and that shaman's spirit companion. Nonshamans can't know anything more than what they see with their eyes, but a shaman observing the interaction between another shaman and that individual's spirit companion has a chance to figure out whether the companion started as an ancestor spirit, a local animal spirit, or something stranger.

Assessing another shaman's spirit companion requires making a Nature check as a standard action. Use the DCs for your level as given in the table on page 42 of the *Dungeon Master's Guide*. If the other shaman is lower level than you, it's an easy check; if the same level as you, it's a moderate check; if higher level than you, it's a hard check.

LEVEL 13 ENCOUNTER EVOCATIONS

Drawing All Eyes

Shaman Attack 13

Your spirit companion's vicious attack forces your enemy to take notice of it.

Encounter ♦ Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears.

Protector Spirit: The penalty to attack rolls that the target takes from being marked by this power equals your Constitution modifier instead of -2.

Hungry Spirit

Shaman Attack 13

Food for the spirits is sustenance for your friends.

Encounter ♦ Healing, Implement, Primal

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier damage. If this attack reduces the target to 0 hit points, an ally adjacent to your spirit companion regains hit points equal to one-half your level + your Wisdom modifier.

Spirit of the Killing Shot

Shaman Attack 13

Your spirit companion briefly melds with your ally, lending your comrade the eye of an accomplished hunter.

Encounter ♦ Primal, Spirit

Standard Action Melee spirit 1

Target: One ally

Effect: The target makes a basic attack as a free action. If the attack hits, it deals maximum damage.

Stalker Spirit: The target gains a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

Spirits of the Forsaken Vale

Shaman Attack 13

As your spirit companion attacks, spirits that look like wisps of bluish gray smoke spew from it, disorienting nearby foes.

Encounter ♦ Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage. Until the end of your next turn, any ally who makes an area or a close attack that includes your spirit companion in the area of effect gains combat advantage against each target of that attack.

Storm of War

Shaman Attack 13

You summon a windstorm created from the war cries of a thousand ancient battlefields to batter and distract your foe.

Encounter ♦ Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage. Each enemy adjacent to your spirit companion grants combat advantage until the end of your next turn.

World Speaker Spirit: Until the end of your next turn, your allies gain a bonus to damage rolls against any enemy adjacent to your spirit companion equal to your Constitution modifier.

LEVEL 15 DAILY EVOCATIONS

Reparative Spirit

Shaman Attack 15

Working with your allies, your spirit companion lunges in for a vicious attack against your enemy and then lends vigor to a nearby ally.

Daily ♦ Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier damage, or 5d8 + Wisdom modifier damage if at least one ally is adjacent to your spirit companion.

Miss: Half damage.

Effect: At the end of each of your turns until the end of the encounter, one ally adjacent to your spirit companion gains 5 + your Wisdom modifier temporary hit points.

Spirit Ocean

Shaman Attack 15

You call the powerful spirit of the Primal Ocean, which crashes into your enemy before flowing into your spirit companion to yield its strength to your allies.

Daily ♦ Implement, Primal

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d10 + Wisdom modifier damage.

Miss: Half damage.

Effect: The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d10 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d10 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d10 extra damage to that enemy. This effect ends after the third attack hits an enemy adjacent to your spirit companion or at the end of the encounter.

DESCENDANT SPIRITS

A few shamans seldom talk with ancestor spirits. Instead, these shamans have a relationship with tribal or primal spirits that are on the other end of the natural cycle. The opposite of an ancestor spirit isn't the spirit of a stranger; it's the spirit of a tribe member who hasn't been born yet or, as these unorthodox shamans say, "the spirit of a future

ancestor." If you choose to play a shaman who has this viewpoint, that character might be the type who enjoys making portentous and potentially prophetic remarks that no one, including the character, truly understands. Your DM might be able to use your shaman's unique viewpoint as the source of new plot lines.

Spirit Pin Shaman Attack 15

You command your spirit companion to pin your foe in place.

Daily ♦ **Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d10 + Wisdom modifier damage, and the target is immobilized (save ends).

First Failed Saving Throw: The target is restrained instead of immobilized (save ends).

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

Tree Father's Bounty Shaman Attack 15

Trees erupt from the ground, battering your enemies and allowing your allies to skirt around the trunks to reach superior positions.

Daily ♦ **Implement, Primal, Zone**

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier damage.

Miss: Half damage.

Effect: The burst creates a zone of trees that lasts until the end of the encounter. The zone is difficult terrain for your enemies. You and your allies gain cover while within the zone. When any ally starts his or her turn within the zone, you can use a free action to slide that ally 3 squares.

LEVEL 16 UTILITY EVOCATIONS

Guiding Snarl Shaman Utility 16

Your spirit companion feints to put your foe in a better position for your ally's strike.

Daily ♦ **Primal, Spirit**

Immediate Interrupt Melee spirit 1

Trigger: An ally adjacent to your spirit companion misses an enemy with an attack

Target: The triggering ally

Effect: The target can reroll the attack and gains a power bonus to the attack roll equal to your Intelligence modifier.

Healing Howl Shaman Utility 16

Your spirit companion unleashes a howl of courage that bolsters allies near it.

Daily ♦ **Healing, Primal, Spirit**

Minor Action Close burst spirit 3

Target: You and each ally in burst

Effect: Each target regains hit points as if he or she had spent a healing surge. If the burst includes at least three enemies, each target regains additional hit points equal to your Wisdom modifier.

Presence of the Ancestor Spirit Shaman Utility 16

You call the spirit of one of your warrior ancestors to merge with an ally, lending its battle knowledge and spiritual protection to your friend.

Daily ♦ **Primal**

Minor Action Close burst 5

Target: One ally in burst

Effect: Until the end of the encounter, the target gains a power bonus to damage rolls equal to your Intelligence modifier. While the target is adjacent to your spirit companion, the power bonus increases by 2. In addition, when any enemy hits the target and deals damage, you can use an immediate interrupt to end this effect and make the attack deal half damage.

Screening Branches Shaman Utility 16

A tangled mass of branches, vines, and leaves provides defense against your enemies' attacks and soothes your allies' wounds.

Daily ♦ **Conjuration, Primal**

Minor Action Area wall 4 within 20 squares

Effect: You conjure a wall of branches and vines. The wall can be up to 2 squares high and must be on a solid surface, and it lasts until the end of your next turn. The wall provides superior cover, but creatures adjacent to it can make ranged attacks through it without taking the -5 penalty to attack rolls.

Entering a wall square costs 2 extra squares of movement. Any ally adjacent to the wall at the start of his or her turn gains 5 + your Constitution modifier temporary hit points.

Sustain Minor: The wall persists.

Spirit's Regeneration Shaman Utility 16

A glow of regenerative light surrounds your allies and increases in intensity while they are next to your spirit companion.

Daily ♦ **Healing, Primal**

Minor Action Close burst 5

Target: One or two creatures in burst

Effect: Until the end of the encounter, each target gains regeneration 5 while bloodied. The regeneration increases to 10 while the target is adjacent to your spirit companion.

SPIRIT OF AN ANCIENT ENEMY

In some extraordinary cases, a shaman might gain a spirit companion that was once an ancient enemy of the shaman's ancestors or tribe, but which has been reformed, to a greater or lesser degree, through its death and bonding with the flowing spirits of the primal world. A shaman who has such a spirit companion is destined either for great things or a terrible death. If you want to adopt this option for your shaman and your DM agrees, it might generate a substantial share of the plot complications in the game. Ideally, your DM will repay you by pointing you toward occasional treasures and fantastic destinies—unless a savage death finds you and your spirit companion first.

LEVEL 17 ENCOUNTER EVOCATIONS

Boar's Toss

Shaman Attack 17

Your spirit companion slams your enemy through the air, leaving it open for your allies' ranged attacks.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action **Melee spirit 1**

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 1d10 + Wisdom modifier damage, and you slide the target 2 squares. Then move your spirit companion to a square adjacent to it, and each ally within 10 squares of the target can make a ranged basic attack against it as a free action.

Watcher Spirit: The allies gain a power bonus to the damage rolls of the ranged basic attacks equal to your Dexterity modifier.

Flesh Ripper's Claws

Shaman Attack 17

Your spirit companion slashes your foe, leaving it unbalanced and vulnerable to your ally's attack.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action **Melee spirit 1**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage, and an ally adjacent to the target can make a melee basic attack against it as a free action. If that attack hits, the target is knocked prone.

Protector Spirit: If the target stands up on its next turn, an ally adjacent to it can make a melee basic attack against it as a free action.

Hunt and Return

Shaman Attack 17

Your spirit companion ranges ahead for a moment, attacking an enemy before retreating toward your allies.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action **Melee spirit 1**

Target: One creature

Attack: Wisdom vs. Reflex

Stalker Spirit: You gain a +2 bonus to the attack roll if no creatures are within 3 squares of the target.

Hit: 3d8 + Wisdom modifier damage, or 4d8 + Wisdom modifier damage if no creatures are adjacent to the target.

Effect: After the attack, you can move your spirit companion 4 squares.

Spirit Lance

Shaman Attack 17

Your spirit companion's form wavers momentarily as a spear of brilliant energy lances from it toward your enemy.

Encounter ♦ **Force, Implement, Primal, Spirit**

Standard Action **Ranged spirit 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier force damage.



Thorn Ally

Shaman Attack 17

Thorny branches from thickets in the spirit realm erupt from your spirit companion to pierce and entangle your enemy.

Encounter ♦ **Implement, Primal**

Standard Action **Ranged 5**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, any enemy that starts its turn adjacent to your spirit companion is restrained until the end of your next turn.

LEVEL 19 DAILY EVOCATIONS

Ancestors' Drum Shaman Attack 19

A spectral drum created by your ancestors manifests in your hands, thundering until you put it aside or until its power reaches a crescendo.

Daily ♦ Healing, Implement, Primal, Thunder

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier thunder damage.

Effect: One ally in the burst can spend a healing surge.

Sustain Standard: The size of the burst increases by 1, and you make the attack again. After you use the power as a close burst 3, it can't be sustained.

Spirit of the Hunter's Soul Shaman Attack 19

The spirit of a great hunter appears and strikes at your foe with a mighty attack. It then bonds with an ally to continue the onslaught.

Daily ♦ Implement, Primal

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 5d8 + Wisdom modifier damage.

Miss: Half damage.

Effect: Choose an ally within range. That ally gains a +5 power bonus to damage rolls against the target until the end of the encounter. While that ally is adjacent to your spirit companion, add your Intelligence modifier to the power bonus.

Tree Father's Ward Shaman Attack 19

You call on Tree Father to punish your enemies for attacking and to reward your allies for fighting bravely.

Daily ♦ Healing, Implement, Primal

Standard Action Close blast 5

Target: One or two enemies in blast

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage, and the target takes a -4 penalty to attack rolls (save ends).

Miss: Half damage.

Effect: Each bloodied ally in the blast regains hit points as if he or she had spent a healing surge.

Wind of Death and Mercy Shaman Attack 19

Your spirit companion joins with a wind spirit to entwine your enemy in chilly currents. Your allies are then invigorated by this union.

Daily ♦ Cold, Healing, Implement, Primal, Spirit

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Will

Hit: 5d10 + Wisdom modifier cold damage.

Miss: Half damage.

Effect: The first ally to regain hit points while adjacent to your spirit companion regains 1d12 additional hit points. The second ally to do so regains 2d12 additional hit points, and the third ally to do so regains 3d12 additional hit points. This effect ends after the third ally regains these additional hit points or at the end of the encounter.

LEVEL 22 UTILITY EVOCATIONS

Medicines of Many Forms Shaman Utility 22

You scatter medicinal herbs among your allies, healing body, mind, and spirit.

Encounter ♦ Healing, Primal

Minor Action Close blast 5

Target: Each ally in blast

Effect: Each target can choose to either make a saving throw, spend a healing surge, or gain 20 temporary hit points.

Natural Rebirth Shaman Utility 22

Sensing an ally about to cross through death's veil, you call on earth spirits to keep the soul from departing. The spirits restore the ally to health, imbued with primal power.

Encounter ♦ Healing, Primal

Minor Action Close burst 20

Target: One dying ally in burst

Effect: The target regains hit points as if he or she had spent a healing surge. Until the end of the encounter, the target is immune to effects that immobilize, restrain, or slow.

Spirit of the Cunning General Shaman Utility 22

The spirit of a legendary war leader settles on your form, inspiring your allies to mighty deeds.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of the encounter, when any ally within 3 squares of your spirit companion spends an action point to make an attack and misses all targets with it, that ally regains the action point and can spend it again during this encounter.

Spirit Realm Shaman Utility 22

You dissolve your connection to your spirit companion for a short time so that it can infuse itself into the spirits of the area, expanding its influence on the world.

Daily ♦ Primal, Spirit, Zone

Minor Action Area burst 3 within 10 squares

Special: Your spirit companion must be in the burst.

Effect: Your spirit companion disappears (if you have multiple spirit companions, they all disappear). The burst creates a zone of spirits that lasts until the end of your next turn. Any effect that refers to being adjacent to or within a certain number of squares of your spirit companion instead applies to targets within the zone. You can't use call spirit companion while the zone persists.

Sustain Minor: The zone persists.

Spirits of Recovery Shaman Utility 22

Luminous spirits of ancestral tribal healers appear around your allies, tending their wounds.

Encounter ♦ Primal

Minor Action Close burst 2

Target: Each ally in burst

Effect: Each target can make a saving throw against an effect that a save can end. A target who saves gains 1d10 + your Wisdom modifier temporary hit points.

LEVEL 23 ENCOUNTER EVOCATIONS

Blood-Red Bonds

Shaman Attack 23

Your spirit companion wounds your foe and then ruthlessly pursues your enemies.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier damage. Until the end of your next turn, enemies take a -4 penalty to all defenses while adjacent to your spirit companion. In addition, if an enemy starts its turn adjacent to your spirit companion but does not end that turn adjacent to it, you can use a free action at the end of that turn to move your spirit companion a number of squares equal to your speed to a square that is nearer to that enemy.

Eagle's Aerie

Shaman Attack 23

Your spirit companion launches into the sky, diving on your enemies and herding them toward your allies.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Close burst spirit 3

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage, and you slide the target 2 squares. The target grants combat advantage to your allies until the end of your next turn.

Watcher Spirit: Until the end of your next turn, the target can't gain the benefits of cover against your allies.

Mighty Spirit Leap

Shaman Attack 23

Your spirit companion leaps among your enemies and makes furious attacks, which inspire your allies to strike just as viciously.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One, two, or three creatures

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier damage.

Effect: After each attack roll, you can move your spirit companion a number of squares equal to your speed. Roll a d6 for each target you hit and total the rolls. Until the end of your next turn, your allies gain a bonus to damage rolls equal to the result while adjacent to your spirit companion.

Stalker Spirit: Add your Intelligence modifier to the bonus to damage rolls.

Spirit of the Ram

Shaman Attack 23

Your spirit companion transforms into a cluster of leaping ram spirits, which empower your allies to charge your foes.

Encounter ♦ **Primal, Spirit**

Standard Action Close burst spirit 2

Target: Each ally in burst

Effect: Each target can charge an enemy as a free action, with a +4 power bonus to the attack roll and a +5 bonus to the damage roll. If the charge attack hits, the target pushes the enemy 3 squares.

Protector Spirit: The number of squares the target pushes the enemy equals 2 + your Constitution modifier.

Spirit of the Vengeful Mountain

Shaman Attack 23

Your spirit companion manifests the essence of the impassable mountain, forming an impenetrable barrier against your foes.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Close burst spirit 3

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, the target is restrained and can't teleport.

World Speaker Spirit: Until the end of your next turn, your allies gain a bonus to attack rolls against the target equal to your Constitution modifier.

LEVEL 25 DAILY EVOCATIONS

Huntmaster's Horn

Shaman Attack 25

The towering spirit of a master of the wild hunt appears above you and blows a horn, shaking your foes' resolve and calling your allies to battle.

Daily ♦ **Fear, Implement, Primal, Psychic**

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 5d6 + Wisdom modifier psychic damage, and the target is immobilized (save ends).

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

Effect: Each ally in the blast gains a power bonus to damage rolls equal to your Intelligence modifier, and creatures that are slowed or immobilized grant combat advantage to them. These effects last until the end of the encounter.

SHAMAN PAIRS

A few tribes practice a deadly form of shamanic initiation. Instead of initiating a single shaman, two paired tribes each send a candidate through a series of difficult trials, with only one tribe member surviving to become a new shaman. The other tribe member then becomes the new shaman's spirit companion. This practice follows the path of the elder spirits known as the Hunter Twins (page 125).

In most paired tribes, the two would-be shamans start as friends and end as allies, understanding that the tribes' unique magic demands that one sacrifice the rest of his or her life to become a spirit companion. A few of the more warmongering or evil-aligned tribes treat the paired initiation as an outright combat challenge witnessed by both tribes, binding the loser as a spirit companion through the focused will of the entire tribe and its warlike ancestors.

Peacemaker's Lodge

Shaman Attack 25

A ring of stone spirits forms in front of you, and a calming haze washes over those inside it.

Daily ♦ **Implement, Primal, Psychic, Zone**

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 4d10 + Wisdom modifier psychic damage, and the target is dazed until the end of your next turn.

Effect: The blast creates a zone of tranquility until the end of your next turn. Creatures within the zone take a penalty to attack rolls equal to your Constitution modifier. Your allies don't take this penalty while adjacent to your spirit companion.

Sustain Minor: The zone persists.

Stormhawk's Gambit

Shaman Attack 25

You call on the generosity of Stormhawk, sending your enemies crashing down with a blast of power and lifting you and your allies into the sky with primal grace.

Daily ♦ **Implement, Primal**

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier damage, and the target is slowed (save ends). A flying target crashes.

Miss: Half damage.

Effect: Until the end of the encounter, when you or any ally starts his or her turn within 5 squares of your spirit companion, that character gains a fly speed equal to his or her speed and can hover until the end of his or her next turn.

Sunder Spirit

Shaman Attack 25

You drag your foe's soul from its body and sever the connection, forcing your enemy to reestablish the link or perish. Your spirit companion then uses the foe's life force to heal your allies.

Daily ♦ **Healing, Implement, Necrotic, Primal**

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier necrotic damage, and the target is knocked unconscious (save ends).

Each Failed Saving Throw: Each ally adjacent to your spirit companion regains 5 hit points.

Third Failed Saving Throw: The target drops to 0 hit points.

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

Each Failed Saving Throw: Each ally adjacent to your spirit companion regains 5 hit points.

Effect: Until the end of the encounter, any bloodied ally who starts his or her turn adjacent to your spirit companion regains 5 hit points.

LEVEL 27 ENCOUNTER EVOCATIONS

Conquering Storm Spirit

Shaman Attack 27

Your spirit companion becomes a cyclone, which distracts your enemies and gives your allies more chances to strike.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Close burst spirit 3

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, the target provokes opportunity attacks when it makes any attack.

World Speaker Spirit: Until the end of your next turn, the target takes a penalty to attack rolls equal to your Constitution modifier.

Forcing the Threat

Shaman Attack 27

Your spirit companion launches a deadly attack, forcing your enemy to pay attention to it or suffer more wounds.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier damage, and the target is marked by your spirit companion until the end of your next turn or until your spirit companion disappears. Until the mark ends, whenever the target makes an attack that doesn't include your spirit companion as a target, the target takes 2d6 damage.

Protector Spirit: The penalty to attack rolls that the target takes from being marked by this power equals your Constitution modifier instead of -2.

Hunter in the Sky

Shaman Attack 27

You call on the spirit of the great sky hunter to slay your foe. As the spirit's shadow moves across the battlefield, your foe's attention is drawn to the danger lurking above.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action Ranged spirit 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit? 4d10 + Wisdom modifier damage. Until the end of your next turn, your allies gain a +2 bonus to ranged attack rolls against the target while they are adjacent to your spirit companion.

Watcher Spirit: The bonus to ranged attack rolls equals 1 + your Dexterity modifier.

Ravenous Spirit

Shaman Attack 27

Your spirit companion feasts on the enemy, gaining health for your friends.

Encounter ♦ **Healing, Implement, Primal, Spirit**

Standard Action Melee spirit 1

Target: One creature

Attack: Wisdom vs. Will

Hit: 4d10 + Wisdom modifier damage. If the attack reduces the target to 0 hit points, you and your allies regain hit points equal to one-half your level + your Wisdom modifier if adjacent to your spirit companion.

Warthane Ally

Shaman Attack 27

An ancient leader of your people emerges from the spirit realm to strike your enemy, imparting knowledge of your foes' weaknesses to your spirit companion before returning to its honored place.

Encounter ♦ Implement, Primal
Standard Action Ranged 5

Target: One creature
Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier damage. Until the end of your next turn, your allies gain a +5 power bonus to attack rolls and damage rolls with at-will attack powers while adjacent to your spirit companion.

LEVEL 29 DAILY EVOCATIONS**Heart of Bedlam**

Shaman Attack 29

All around you, confusion reigns as you redirect creatures' instinctual urges of violence toward opponents of your choosing.

Daily ♦ Primal
Standard Action Personal

Effect: As the first action of each of your turns until the end of the encounter, you can use a free action to cause one creature within 2 squares of your spirit companion to make a basic attack as a free action against another creature of your choice.

Spiritblood Vines

Shaman Attack 29

Patches of red and green vines spring up from the ground, tangling your enemies. You can destroy a vine to release the primal energy it holds, healing a nearby ally.

Daily ♦ Conjunction, Healing, Implement, Primal
Standard Action Close burst 5

Effect: You conjure vines in four unoccupied squares in the burst. The vines last until the end of your next turn. When the vines appear, each vine makes the following attack. As a standard action, you can cause each vine to make the attack again. A creature can be hit by this power only once per round.

Target: One creature adjacent to the vine
Attack: Wisdom vs. Reflex

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

Sustain Minor: The vines persist, and you can destroy a vine. If you do so, one ally in that square or adjacent to it can either spend a healing surge or regain 20 hit points.

Spirit of Fiery Hatred

Shaman Attack 29

A spirit of burning hatred enters your foe and consumes it from the inside. When your enemy falls, your allies rejoice.

Daily ♦ Fire, Healing, Implement, Primal
Standard Action Ranged 10

Target: One creature
Attack: Wisdom vs. Fortitude

Hit: 2d10 + Wisdom modifier fire damage, and ongoing 15 fire damage (save ends). If this power reduces the target to 0 hit points, each ally adjacent to your spirit companion can spend a healing surge.

Miss: Half damage, and ongoing 10 fire damage (save ends).

Effect: Until the end of the encounter, when any ally adjacent to your spirit companion hits an enemy, that enemy takes ongoing 5 fire damage (save ends).

Spirit Torrent

Shaman Attack 29

With the sound of crashing waves, a great spirit rains blows on your enemy, then recedes within your spirit companion, where it waits to help your allies batter your foes again.

Daily ♦ Implement, Primal
Standard Action Ranged 10

Target: One creature
Attack: Wisdom vs. Reflex

Hit: 7d10 + Wisdom modifier damage.

Effect: The first time any ally hits an enemy adjacent to your spirit companion, the attack deals 1d12 extra damage to that enemy. The second time any ally hits an enemy adjacent to your spirit companion, the attack deals 2d12 extra damage to that enemy. The third time any ally hits an enemy adjacent to your spirit companion, the attack deals 3d12 extra damage to that enemy. This effect ends after the third attack hits or at the end of the encounter.

Spring's Laughter

Shaman Attack 29

A fresh breeze swirls around your enemy, confounding its attacks.

Daily ♦ Implement, Primal
Standard Action Ranged 10

Target: One creature
Attack: Wisdom vs. Will

Hit: The target takes a -2 penalty to saving throws, and the damage from its damage rolls is reduced to 0 (save ends both).

Miss: The target is weakened (save ends).

SHAMANS AND TWINS

Not all ancestor spirits are spirits of adult members of a tribe. Sometimes a young shaman acquires a spirit companion that was the spirit of an ancestor who died young, so that the shaman engages with a peer. This sort of relationship is especially common in cases when one twin dies in the womb, in childbirth, or early in childhood. Shamans are always rare, but the surviving twin in such a situation is much more likely to become a shaman than any other ordinary person. The spirit of the twin might become the shaman's spirit companion, or it might join the ranks of the many other spirits that flow around the shaman during his or her lifetime. Sometimes the dead twin's spirit vanishes without explanation, leading the shaman into a lifelong quest to find this missing sibling spirit.

NEW PARAGON PATHS

DISCIPLE OF WINDS

“The wind carries with it a voice of power, but only those who listen closely can hear it.”

Prerequisite: Shaman, *call spirit companion* power

Just as the gentlest wind stirs grains of sand when it travels, so too do disciples of the winds take an active role in the events and lives they come into contact with during their wanderings. As a disciple of the winds, you are a shaman of wind spirits, from the gentle breeze that brings summer’s warmth to the ferocious storm that scours the land, ripping trees from the earth. You particularly honor Stormhawk, and that spirit’s range of emotions and thirst for vengeance are the standard by which you measure your own actions.

Although you sometimes choose to commune with the spirits of the wind among the aeries of great mountains, you seek adventure wherever the winds carry you, embracing happenstance and luck as omens of the wind spirits. If you arrive at a castle besieged by giants, you gladly join the fight against the invaders, because the winds led you there to take part in events. Where the winds travel, you follow, and you are no mere observer.



BEN WOOTTEN

DISCIPLE OF WINDS PATH FEATURES

Wind Shroud (11th level): When you use a primal healing power, you can slide the target 1 square.

Disciple of the Winds Action (11th level): When you spend an action point to take an extra action, each ally within 5 squares of you can shift 3 squares as a free action.

Wind’s Resilience (16th level): If an enemy pulls, pushes, or slides an ally within 5 squares of you, you can slide that ally 1 square as a free action after the forced movement.

DISCIPLE OF WINDS EVOCATIONS

Snatching Winds

Disciple of Winds Attack 11

Your spirit companion turns into a whirlwind, battering your enemies and lifting them into the air.

Encounter ♦ **Implement, Primal, Spirit**

Standard Action **Melee** spirit 1

Target: One or two creatures

Attack: Wisdom vs. Fortitude

Hit: 3d8 + Wisdom modifier damage. Until the end of your next turn, your allies can move through the target’s space, and the target can’t use opportunity actions.

Shielding Winds

Disciple of Winds Utility 12

Wind spirits push your ally out of danger.

Encounter ♦ **Primal**

Minor Action **Ranged** 10

Target: One ally

Effect: Until the end of your next turn, when any enemy ends its movement adjacent to the target, you can slide the target 1 square as a free action.

Hurricane’s Fury

Disciple of Winds Attack 20

You call on the fury of Stormhawk, summoning storm winds that push your allies about the battlefield and scatter your enemies like rag dolls.

Daily ♦ **Implement, Primal**

Standard Action **Close** blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier damage, and you slide the target 2 squares. The target is dazed (save ends).

Miss: Half damage, and you slide the target 1 square. The target is dazed until the end of your next turn.

Effect: You slide each ally in the blast 3 squares.



EVERFLAME GUARDIAN

"The first fire burned the hottest."

Prerequisite: Shaman

When Everflame first sparked upon the world, it left behind fires that burned without fuel, stoked only by Everflame's essence. Guided by the spirits, shamans gathered these embers and tended to them. Even though Everflame originated outside the world, with time and careful tending by these Everflame guardians, its fires became part of the natural order.

As an Everflame guardian, you embrace two equal tasks. On one hand, you search for demons, devils, primordials, and other creatures that have intruded into the world, scouring them with the fiery might of Everflame. On the other hand, you seek to ensure that new life rises in the aftermath of great calamity. Whether a volcanic eruption destroys a region, a great fire burns a forest, or a legion of monsters disrupts the natural order, you seek to nurture the world back to health, believing that no force, not even Everflame itself, can extinguish hope or life.

EVERFLAME GUARDIAN PATH FEATURES

Guardian of the Flame (11th level): You gain resist 5 fire. If you already have fire resistance, it increases by 5.

Everflame Action (11th level): When you spend an action point to take an extra action, each ally within 5 squares of you regains 5 hit points, and each enemy within 5 squares of you gains vulnerable 5 fire until the end of your next turn. In addition, each enemy within 5 squares of you that has fire resistance or immunity to fire loses it until the end of your next turn.

Renewing Flames (16th level): When you heal an ally with a primal healing power, one enemy adjacent to that ally takes 5 fire damage.

EVERFLAME GUARDIAN EVOCATIONS

Spark of Life Everflame Guardian Attack 11

Flames erupt around your enemies, charring their flesh while comforting your allies.

Encounter ♦ **Fire, Healing, Implement, Primal**
Standard Action **Area burst 1 within 10 squares**
Target: Each enemy in burst
Attack: Wisdom vs. Reflex
Hit: 3d6 + Wisdom modifier fire damage.
Effect: Each bloodied ally in the burst regains 5 + your Wisdom modifier hit points.



Guardian's Shield Everflame Guardian Utility 12

You draw forth a tiny shard of Everflame. Under its halo, life flourishes.

Encounter ♦ **Fire, Primal**
Minor Action **Close burst 2**
Target: You and each ally in burst
Effect: Each target gains resist 5 to all damage until the end of your next turn. The first time any enemy deals damage to the target before the end of your next turn, that enemy takes 5 fire damage.

Elder Flame Everflame Guardian Attack 20

You call forth a living piece of Everflame and set it against your enemies.

Daily ♦ **Conjuration, Fire, Implement, Primal**
Standard Action **Ranged 10**
Effect: You conjure a shard of Everflame in an unoccupied square within range. The shard lasts until the end of the encounter. When any ally within 2 squares of the shard hits an enemy, the attack deals 1d10 extra fire damage to that enemy. As a move action, you can move the shard 5 squares. You can make the following attack, centered on the shard. Doing so destroys the shard.
Minor Action **Close burst 2**
Target: Each enemy in burst
Attack: Wisdom vs. Will
Hit: 4d8 + Wisdom modifier fire damage.

GREAT ELDER

“We never see the whole of the world, never understand it completely. But a spirit from the dawn times walks beside me, and our power does not require perfect understanding.”

Prerequisite: Shaman, *call spirit companion* power, World Speaker Spirit class feature

Shamans know that the spirits are not truly the size of a human, an elf, or a panther. The spirits are vast, small, or whatever they are called on to be by the world’s needs. Shamans know this to be true, but not all shamans can master their unconscious expectations of the spirits. Each spirit companion appears as a creature of the shaman’s size because of its link to the shaman, and as allies and friends, both share an image, a reflection, within the world of spirits.

You have seen partway through this veil. As a follower of the world speaker tradition, you know that your spirit companion is vast. By seeing part of this truth, you know that your spirit companion’s size approaches that of an elder spirit, having a touch of the scope and power you will acquire if you live to fulfill an epic destiny.

As an elder spirit, your spirit companion protects your allies as it has always protected the people of the world. Its knowledge, allied with your understanding of nature, is sometimes the only shield your allies require.

GREAT ELDER PATH FEATURES

Elder Presence (11th level): As a minor action, you can make your spirit companion Large or Medium.

Great Elder Action (11th level): When you spend an action point to take an extra action, allies adjacent to your spirit companion gain a +2 bonus to all defenses until the end of your next turn.

Elder Counsel (16th level): When an enemy attacks the Will of an ally adjacent to your spirit companion, that ally’s Will can equal yours if he or she chooses.

GREAT ELDER EVOCATIONS

Great Reaching Spirit Great Elder Attack 11

Your spirit companion reaches out to its full length and slams your enemies, catching them off guard and forcing them to hesitate for a moment.

Encounter ♦ Implement, Primal, Spirit
Standard Action **Melee** spirit 1 (or 2 if your spirit companion is Large)

Target: One or two creatures

Attack: Wisdom vs. Reflex

Hit: 2d8 + Wisdom modifier damage. Until the end of your next turn, you and your allies gain a +2 bonus to all defenses while adjacent to your spirit companion.

Great Hymn of Nature Great Elder Utility 12

In the spirit world, the song is many-layered and hours long. In the natural world, you hum three bars and the spirits do the rest.

Daily ♦ Primal
Minor Action **Personal**

Effect: You make a Nature check. Until the end of your next turn, your allies can use the result of that check in place of their defenses while adjacent to your spirit companion.

An End to Tolerance Great Elder Attack 20

Moved to anger, the World Spirit allows none to escape.

Daily ♦ Implement, Primal, Psychic
Standard Action **Close** blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 4d6 + Wisdom modifier psychic damage, and the target is dazed (save ends).

Effect: Until the end of the encounter, any enemy that starts its turn adjacent to your spirit companion chooses either to be dazed until the end of its turn or to take psychic damage equal to your Wisdom modifier.



KEEN EAGLE

“A moment. Follow her flight. Now!”

Prerequisite: Shaman, *call spirit companion* power, Watcher Spirit class feature

You are part of the watcher spirit tradition. Though you hesitate to speak ill of it, you have the sense that its founding members might have focused too much on watching the world and not enough on listening to the spirits. Your eagle spirit companion has always talked with you, telling you secrets not spoken of by your watcher spirit mentors.

Other shamans' spirit companions have their own advantages, such as a knack for healing or a strong sense of nature. As a keen eagle shaman, you have a bloodthirsty spirit for a companion, and each new power you learn together has a primary purpose: wounding your foes. Your spirit companion guides the attacks of you and your allies, even at great distances, and uses a subtle turn of a wing or a slashing talon to put a foe in its most vulnerable position.



KEEN EAGLE PATH FEATURES

Eagle Summons the Fire (11th level): You and your allies can choose creatures or squares adjacent to your spirit companion as the target of your ranged attacks and area attacks.

Keen Eagle Action (11th level): When you spend an action point to take an extra action, you can use your *call spirit companion* power as a free action to conjure a second spirit companion. When you attack with a spirit power, you choose which spirit companion to use for the attack; you don't make the attack through both of them. When an effect applies to creatures adjacent to your spirit companion, that effect applies to creatures adjacent to both spirit companions. The second spirit companion disappears at the end of your next turn.

Eagle's Reach (16th level): Your ranged shaman powers that have a range of 5 or 10 change to a range of 20.

KEEN EAGLE EVOCATIONS

Winged Spirit Strike

Keen Eagle Attack 11

The spirit of a bird of prey dives on your enemy, leaving your foe vulnerable to your allies' attacks.

Encounter ♦ **Implement, Primal**

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: Wisdom modifier damage. Until the end of your next turn, any ally can score a critical hit against the target on a roll of 16-20.

Hunting Eagle

Keen Eagle Utility 12

You send your spirit companion to your ally's aid. It flies around your ally's target, making that foe easier for your ally to attack.

Encounter ♦ **Primal, Spirit**

Immediate Interrupt **Personal**

Trigger: An ally adjacent to your spirit companion makes an attack roll for a ranged or an area attack

Effect: You move your spirit companion to a square adjacent to a target of the attack. The triggering ally gains a +2 power bonus to the attack roll against each target adjacent to your spirit companion.

Flurry of Spirit Talons

Keen Eagle Attack 20

In a burst of supernatural speed, your spirit companion flashes among your enemies, leaving them gashed, staggered, and vulnerable to attack.

Daily ♦ **Implement, Primal, Spirit**

Standard Action **Close burst spirit 1**

Effect: Until the end of the encounter or until your spirit companion disappears, you and your allies can score critical hits on a roll of 18-20 against any creature that is adjacent to your spirit companion. Then make the following attack.

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier damage. If you score a critical hit with the attack, the target is also dazed (save ends).

SCARRED HEALER

“Scars carry two lessons. The first is that victory often has a price. The second is that no defeat is final.”

Prerequisite: Shaman, call spirit companion power

The powerful magic you and your allies have mastered during your adventures can cure most nonfatal wounds, and even fatal wounds might be only temporary setbacks. Death is a solvable problem, and you are one of the most powerful healers that most people will encounter. Why, then, do you bear such terrible scars, as if you were a warrior who had suffered a terrible defeat?

In the history of your people, victories and defeats have always gone hand in hand. Your scars are marks of your status as one of the heroes who ensures that no defeat will be total. By accepting the painful lessons of the past and bearing their marks on your flesh, you access healing magic that other shamans can't or aren't willing to use.

The most powerful healing spirits of the world recognize your unique pattern of scars. When the world hangs in the balance, the power of these spirits is on your side.

SCARRED HEALER PATH FEATURES

Scar's Gift (11th level): When you use a primal healing power on a target adjacent to your spirit companion, the target regains additional hit points equal to your Constitution modifier.

Scarred Healer Action (11th level): When you spend an action point to take an extra action, one ally adjacent to your spirit companion gains temporary hit points equal to one-half your level + your Wisdom modifier.

Healing Paths (16th level): When any ally within 5 squares of you or your spirit companion spends a healing surge to regain hit points, he or she regains additional hit points equal to your Wisdom modifier.

SCARRED HEALER EVOCATIONS

Sharing the Kill Scarred Healer Attack 11

Your spirit companion tears into your foe, sharing its elation of the hunt with your allies.

Encounter ♦ **Healing, Implement, Primal, Spirit**
Standard Action **Melee** spirit 1

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier damage. Each ally adjacent to your spirit companion regains 1d6 + your Wisdom modifier hit points.

Spirit's Touch Scarred Healer Utility 12

Your spirit companion reaches out to your ally, lending some of its vitality to ward that ally from harm.

Encounter ♦ **Primal, Spirit**

Immediate Reaction **Melee** spirit 1

Trigger: An ally adjacent to your spirit companion takes damage from an attack

Target: The triggering ally

Effect: The target gains temporary hit points equal to your Constitution modifier. In addition, the target gains a +2 power bonus to saving throws until the end of your next turn.

The Burning Dance Scarred Healer Attack 20

As your scars flare with light, your spirit companion pulses with the radiance of the sun, moon, and stars. When that radiance deflects off your burning foes, it heals your allies.

Daily ♦ **Fire, Healing, Implement, Primal, Radiant, Spirit**
Standard Action **Close** burst spirit 2

Target: Each enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier fire and radiant damage.

Effect: Each target takes ongoing 10 fire and radiant damage (save ends). When any target takes this ongoing damage, one ally within 5 squares of you or your spirit companion regains 10 hit points.



SEASONS' HERALD

"The armies of the mortal world march and conquer, but in time, each falls. The seasons march forever."

Prerequisite: Shaman, call spirit companion power

Night follows day, winter follows summer, and death follows life. These are the basic truths of the primal world. For those who understand this fact and watch closely, Great Watcher provides inspiration and guidance, revealing omens of what is to come. Shamans who have the gifts of insight and prophecy often become great political or military leaders by using these talents wisely.

As a seasons' herald, you embrace the future, whether it's promising or dreadful. You don't shy away from ill omens. Accepting what lies ahead and having the determination to prepare for it form the bedrock of your beliefs.

You follow the path of adventure out of a sense of duty to your people and to the natural world. Looking into the future to prepare for the present, you seek out evil before it develops into a larger threat. As a wandering prophet or a simple helper, you travel to those places where you are most needed to maintain the natural order, whether doing so requires stopping war, ending a drought, or preventing unnatural creatures from entering the world through a planar breach.



SEASONS' HERALD PATH FEATURES

Watch the Omens (11th level): You and each ally within 5 squares of you gain a +2 bonus to initiative checks.

Seasons' Herald Action (11th level): You can spend an action point to allow an ally within 5 squares of you to take a standard action instead of taking an extra action yourself.

Turn of Seasons (16th level): When an enemy reduces an ally within 5 squares of you to 0 hit points or fewer, another ally of your choice within 5 squares of you regains 5 + your Wisdom modifier hit points.

SEASONS' HERALD EVOCATIONS

Balance of Life

Seasons' Herald Attack 11

Your spirit companion restores balance by taking from a foe what that foe took from an ally.

Encounter ♦ **Implement, Primal, Spirit**
Immediate Reaction **Melee** spirit 1

Trigger: An enemy adjacent to your spirit companion deals damage to your ally

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: The target takes damage equal to the damage it dealt to your ally.

Read the Omens

Seasons' Herald Utility 12

You scan the area, mindful of any omen that might prove useful in charting your next action.

Encounter ♦ **Primal**

Free Action **Personal**

Trigger: You make an attack roll, a saving throw, a skill check, or an ability check and don't roll a 20

Effect: The next time you would roll a d20 before the end of your next turn, use the result of the triggering die roll instead.

Inevitable Winter

Seasons' Herald Attack 20

You call spirits of death and winter, commanding them to surround a foe to sap its vitality.

Daily ♦ **Implement, Primal**

Standard Action **Ranged** 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 3d10 + Wisdom modifier damage.

Miss: Half damage.

Effect: When the target saves against any effect, you can roll a d20. If your roll is higher than the target's save, the target instead fails the saving throw (save ends).

WARRIOR OF SPRING

“With spring, there is always hope.”

Prerequisite: Shaman, call spirit companion power

The power of spring is in its ability to bring rebirth and hope. A warrior of spring wields this power to great effect, whether as a healer or a guardian of the primal world. As a shaman who follows this path, you are gifted with powers of primal healing beyond those of most other shamans. Your presence can allow allies to recover from the most grievous injury, or even from death itself.

Although you pride yourself in watching over your community, when adventure or the duty of a great cause calls, you are ready to act. You can heal your allies or instill hope in them, and the spirits you call on can help you defeat the greatest of threats.

As you go on adventures, your duty as a warrior of spring is clear. You carry a bundle of seeds gathered from across the lands. No matter what desolate realm you find yourself in, you're ready to scatter those seeds through it so that their verdant bounty can continue the cycle of spring.

WARRIOR OF SPRING PATH FEATURES

Revitalizing Presence (11th level): When you use a primal power to allow an ally to spend a healing surge, that ally regains 1d6 additional hit points.

Warrior of Spring Action (11th level): When you spend an action point to take an extra action, one bloodied ally within 5 squares of you can spend a healing surge.

Spring's Vigor (16th level): When you use a primal power to allow an ally to spend a healing surge, that ally can also spend an action point to take an extra action.

WARRIOR OF SPRING EVOCATIONS

Spring's Dawning Warrior of Spring Attack 11

The light of spring erupts from the spirit world, searing your foes and providing a beacon of hope to your allies.

Encounter ♦ **Implement, Primal, Radiant, Spirit**

Standard Action Close burst spirit 1

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: 3d6 + Wisdom modifier radiant damage. Each ally who can see your spirit companion can make a saving throw with a +2 power bonus.



Hope Beyond Death Warrior of Spring Utility 12

Although winter might empty fields, cast leaves from trees, and freeze rivers, the world blooms anew at spring's return.

Daily ♦ **Primal**

Immediate Interrupt Ranged 10

Trigger: An ally within 10 squares of you fails a death saving throw

Target: The triggering ally

Effect: The target is considered to have rolled a 20 for the death saving throw.

Spring's Resurgence Warrior of Spring Attack 20

You call forth the power of spring's resurgence, lending strength to your allies with the demise of each enemy.

Daily ♦ **Healing, Implement, Primal, Zone**

Free Action Area burst 2 within 10 squares

Trigger: An enemy within 10 squares of you drops to 0 hit points

Target: Each enemy in burst centered on the triggering enemy

Attack: Wisdom vs. Will

Hit: 5d6 + Wisdom modifier damage.

Miss: Half damage.

Effect: The burst creates a zone of verdure that lasts until the end of the encounter. Any bloodied ally who starts his or her turn within the zone regains 10 hit points. When any enemy within the zone drops to 0 hit points, each ally within the zone regains 10 hit points.

WARDEN

“The rivers are my blood; the mountain wind, my voice. My body is the earth, and from the power of the primal spirits, I draw strength to fight the foes of nature.”

YOU ARE the rock that stands against the storm, protecting the world from those that would destroy or corrupt it. You are a warden, and your duty is to protect your allies and the natural order. For you, it is an honor to preserve the world against chaos and depravation.

Other heroes trust to the strength of armor and weapons, or to the might of spells and prayers. However, as a warden, you know that steel, arcane magic, and even the might of the gods can't stand for long against the power of nature. The strength you draw from land and sky, forest and river drives your need to defend and heal your land and allies—your role reflecting that of the primal spirits who are the protectors of the world. The evocations you summon up can unleash destructive energy that drops foes at your feet. More important, your primal fury fuels your transformation into a guardian form, granting you powerful abilities and attacks.

This chapter supports the warden with the following information.

- ◆ **Playing a Warden:** The origins of the warden class, its burdens and powers, and your role both in the world and at the game table.
- ◆ **New Builds:** As a life warden, you can share your reserves of healing power with your allies. Or you can choose to be a storm warden, moving your enemies around the field of conflict.
- ◆ **New Class Features:** Two new options for your Guardian Might class feature bestow the benefit of your healing on your allies, or let you hinder and control your foes in the thick of combat.
- ◆ **New Powers:** A wide range of evocations support the new warden builds, and grant existing builds even more versatility.
- ◆ **New Paragon Paths:** Seven new paragon paths let you customize your warden's advancement, whether by mastery of the elements or creating ever-stronger connections to the primal spirits that grant you power.



PLAYING A WARDEN

Still and silent as the towering oaks, a gnarled warrior watches for signs of aberrant activity in the forest. Filled with the righteous fury of the primal spirits, a weathered champion swings a wooden cudgel to smite the foes of nature. Drawing on the strength of the earth beneath her feet, a warden becomes like stone—immovable, impassive, and steadfast.

A warden is the quintessential protector, a manifestation of nature's desire to protect itself from corruption and harm. As a warrior whose powers channel the primal spirits, you take on those spirits' mission, protecting the natural world and helping it thrive.

THE NEWCOMERS

A warden is defined by his or her commitment to defending the natural world, but this commitment is more than simple tradition. The truth of the

wardens' origins is not secret, but neither is it well known outside the narrow orders of those who wield primal power.

The oldest ancestor spirits say that barbarians, shamans, and druids have been a part of the natural order for all time. Throughout the histories of all races—and perhaps before the first peoples had even taken shape—barbarians have raged at the forefront of combat, druids have hunted alongside the beasts whose shape they take, and shamans have spoken for the primal spirits that watch over the land. However, wardens are a more recent order, forged in response to the progress of history—and the threats that recent events have unleashed.

Over the course of countless centuries, the rise of civilized and monstrous empires spread violence and war across the world. In reaction to the threat posed by the ambitions of emperors and kings—and by the powerful magic their forces wielded—the primal spirits worked subtly within the sentient races to create a new type of champion.

You and your kind are that champion—as potent in a fight as any barbarian, channeling powers of transformation in the manner of the druids, and calling on the magic of the primal spirits to produce mighty evocations of combat and healing. The warden's powers of protection and defense give you the same role and responsibilities toward your allies as the primal spirits have toward the natural world. Your warden powers fill a niche addressed by none of the other primal classes. As a symbol of your defensive prowess, you rely on the strength of the shield that other primal heroes cannot naturally integrate with their own fighting styles.

THE BURDEN OF DEFENSE

Your life as a warden is likely to be defined by how you balance the responsibilities thrust upon you. You might feel the constant tug of obligation to the people of your homeland, even when your life as an adventurer takes you far from the place of your birth. As a member of an adventuring party, you often mean the difference between life and death for friends who cannot match your endurance. How do you balance what might be conflicting drives to protect your homeland, your party, and the natural world?



Traveling to new places—and particularly to other planes—comes easier to the druid, the barbarian, and even the shaman than it does to many wardens. Your obligation to defend your homeland and the wider natural world might make it difficult for you to leave that homeland or world behind. However, eventually you must accept that your destiny lies beyond the lands of your birth, and that your mandate to defend the world will inevitably set you against foes from beyond that world.

Your devotion to your people likely translates to an unflinching dedication to the allies in your adventuring party. Some wardens take this unconscious role even further, adopting strangers who appear to be in need of defending. Though barbarians, druids, and shamans typically remain closely tied to their own ancestors and patron spirits, wardens can tap into the spiritual power that surrounds and protects any people, defending strangers as fiercely as they do the members of their own families.

WARDING CIRCLES

In many of the wild and dark places of the world, wardens stand at the center of small, loose-knit organizations known as warding circles. Some warding circles are dedicated to preserving certain geographical regions, while others focus on defending the world and its inhabitants against particular kinds of threats, but all owe their inspiration to a group of elder spirits known as the Monster Slayers (page 125). Sidebars throughout this chapter give examples of prominent warding circles.

A typical warding circle has only one or perhaps two wardens at its center. Six or seven other members round out the circle. In exceptional circumstances, these other members might also be heroic characters; this occurs most often when a player character warden establishes a warding circle and calls on fellow adventurers to join the circle's membership. Other circles are made up of more ordinary folk (whose statistics might be drawn from the *Monster Manual* or *Monster Manual 2* entries for humans, elves, gnomes, shifters, dwarves, goliaths, half-orcs, and other races).

A warding circle typically operates in a limited geographical area and has no contact with other circles unless its territory overlaps with that of another one. No hierarchy or overarching organization links circles to each other, even those that share a common tradition and name. For example, the Circle of Summer's Shield that protects the settlements along the Nentir River has no connection to the similar Circle of Summer's Shield that patrols the distant Icepine Wood, far to the north. The two circles have similar beliefs, practices, and traditions—probably dating from a time when the power of Nerath facilitated easy communication between such far-flung circles.

WARDENS' MEDITATIONS

Unlike a shaman, you are not in constant contact with the primal spirits that are the source of your power. Your link to the spirit world is strongest when you are in a guardian form. In your guardian form, you invite the primal spirits to enter your body and make it theirs, and in that moment of transformation you learn much of their wisdom and their will.

Consequently, you might make an effort to use one of your guardian forms at least once a day. Even if combat doesn't make that transformation necessary, you adopt a guardian form to meditate and commune with the spirits. When you do use a guardian form power in combat, you might linger in that form as long as possible once the battle is over, savoring your intimate communion with the spirits for as long as it lasts.

Quiet contemplation isn't the only form of connection with the spirits that you might enjoy in guardian form. Depending on the form you assume, you might howl with the icy winds of a terrible blizzard, leap among the flames of a forest fire, or fly among the clouds in a summer thunderstorm, all in an effort to draw closer to the primal spirits of those natural forces.

When wardens gather, it's not uncommon for them to greet each other with a shift into guardian form, spend a few moments in shared communication with the spirits, and then launch into a furious melee, unleashing the full power of the spirits upon each other. Such ceremonial combats are rarely fatal, instead serving to draw the gathered wardens together in a common purpose and invoke the spirits' participation in their activities together.

WARDENS AND THE WILD

A warden feels most at home in the wilderness, stalking among the trees, scaling broad cliff faces, and navigating narrow canyons. Why does your warden character feel so drawn to the wild places of the world? Perhaps you encountered a primal spirit at some point in your childhood or youth—an awesome experience of the spirit's presence and power that set you on the path toward becoming a warden. Perhaps you were born and raised in a wilderness area and simply find such places, far from the noise and bustle of civilization, comforting and familiar.

A warden rarely stays in one place for long, preferring to experience the broad range of environments that nature has to offer. Maybe you want to challenge your own mental and physical limitations, pushing them to extremes as you cross glaciers and deserts alike. Or you might be drawn by the possibility of discovering ancient primal secrets extending back to the early days of creation. Traveling the world might be a form of spiritual journey for you. Regardless of what drives you to explore, you are at home in the wildest places of the world.

NEW BUILDS

This section presents two new builds, the life warden and the storm warden. Each build has a new Guardian Might option associated with it, either of which you can choose when you make your warden.

LIFE WARDEN

By drawing deep on the primal currents flowing through all things, you wield the power that was the first spark of life in the mortal realm. With that power, you shelter the world from its harshest enemies, bolstering your allies even as you defend the land.

Your bond to the land is such that life flourishes when you draw on the primal magic you command. Injuries mend, sickness passes, and your allies fight with renewed vigor. Your spear, shield, and armor might be your obvious tools of war, but your ability to ignite the spark of life in the face of a deadly enemy is your greatest talent.

Your foes assail you again and again, but their efforts mean nothing. Your primal magic mends the injuries they cause and strikes them down to end their violence once and for all.

NEW CLASS FEATURE

When you choose your Guardian Might, you can choose Lifespirit instead of another option, such as the ones in *Player's Handbook 2*.

Lifespirit: While you are not wearing heavy armor, you can use your Wisdom modifier in place of your Dexterity or Intelligence modifier to determine your AC.

In addition, when you use your second wind, an ally within 5 squares of you can spend a healing surge and make a saving throw.

SUGGESTED OPTIONS

Strength is your most important ability, governing your attacks and the beneficial power that your successful attacks unleash. A high Wisdom benefits your Will while also increasing your AC, and Wisdom is the cornerstone of many of the benefits granted by your powers. This build reinforces your leadership role, and powers that channel benefits to your allies are your best choice.

Suggested Class Feature: Lifespirit*

Suggested Feat: Lifespirit Vigor*

Suggested Skills: Endurance, Heal, Nature, Perception

Suggested At-Will Powers: *earth shield strike*, *resilience of life**

Suggested Encounter Power: *warden's sacrifice**

Suggested Daily Power: *form of the faultless tracker**

*New option presented in this book



STORM WARDEN

The strength of the storm is the epitome of primal power, from the screaming winds and relentless snows of the highest mountains to the lashing rains and blistering lightning of a summer thunderstorm. Although all wardens draw power from nature, the storm warden has the strongest connection to nature's wrath.

You are the sword of the rumbling storm, an avenging warrior whose primal magic swirls around your chosen enemies like the gathering winds of a hurricane. You draw your enemies close to you, keeping them near with primal magic to prevent them from escaping your wrath. Once a foe falls into your magic's grasp, it cannot escape.

The storm simmers around you, ready to rumble to life when your foe draws near. When the storm surges to life, it cuts off your enemy's escape and forces it into a fight it cannot win. By your blade or by the primal winds you command, your foe's aggression comes to an end.

NEW CLASS FEATURE

When you choose your Guardian Might, you can choose Stormheart instead of another option, such as the ones in *Player's Handbook 2*.

Stormheart: While you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

In addition, when you use your second wind, you slide each enemy marked by you and within 2 squares of you 1 square, and each enemy marked by you is slowed until the end of your next turn.

SUGGESTED OPTIONS

As with all wardens, Strength is your most important ability score. Constitution should be your next best score, since it improves your AC and the benefits of many of your warden powers. As a storm warden, you lean toward controller as a secondary role, and your powers should draw on the savagery of the elements to punish your enemies, particularly those marked by you.

Suggested Class Feature: Stormheart*

Suggested Feat: Stormheart Push*

Suggested Skills: Athletics, Endurance, Intimidate, Nature

Suggested At-Will Powers: *strength of stone*, *tempest assault**

Suggested Encounter Power: *gale strike**

Suggested Daily Power: *form of mountain's thunder**

*New option presented in this book



GUARDIAN MIGHT

Whatever manifestation of Guardian Might you choose, this class feature is more than simply a pair of game benefits—it's a representation of your connection to the natural world.

Each form of Guardian Might allows you to use a different ability score—either Wisdom or Constitution—instead of Dexterity or Intelligence to determine your Armor Class. In the rules of the game, that's an incentive to keep you in light armor. But in the world of the game, it reflects how the primal spirits shield and protect you from harm. They toughen your skin to ward off blows, swirl around you in gusts of wind that deflect attacks, or infuse you with life-giving power to heal your wounds before you even feel their effects.

The other part of Guardian Might is an additional effect that takes place when you use your second wind. All characters can draw on reserves of strength and health within themselves by using their second wind. When you do so, however, you're not just drawing on power within yourself, but on the life of the primal spirits that surround you in the earth and sky. When you draw on that power, the spirits respond. They ward you against further attack (*Earthstrength*), make you a greater threat in your enemies' eyes (*Wildblood*), aid your allies (*Lifespirit*), or gust in furious winds to send your enemies staggering (*Stormheart*).

NEW POWERS

Many of the powers in this section are tailored for the life warden and the storm warden. However, wardens of any build can make good use of the options presented here, expanding their versatility on and off the battlefield.

LEVEL 1 AT-WILL EVOCATIONS

Resilience of Life Warden Attack 1

The might of your attack boosts the vigor of an ally fighting at your side.

At-Will ♦ Primal, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and an ally adjacent to you gains temporary hit points equal to your Wisdom modifier.

Level 21: 2[W] + Strength modifier damage.

Tempest Assault Warden Attack 1

When you strike with lightning, a pulse of thunder pounds your target's companion.

At-Will ♦ Lightning, Primal, Thunder, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier lightning damage, and one enemy within 2 squares of you that is marked by you, other than the target, takes thunder damage equal to your Constitution modifier.

Level 21: 2[W] + Strength modifier lightning damage.

LEVEL 1 ENCOUNTER EVOCATIONS

Gale Strike Warden Attack 1

Your attack unleashes a primal wind that batters foes driven to engage you.

Encounter ♦ Primal, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and each enemy marked by you, other than the target, takes damage equal to your Constitution modifier.

Stormheart: You also slide each enemy marked by you 1 square.

Grasping Winds Warden Attack 1

You draw on the spirit of the storm to drag foes closer for your next attack.

Encounter ♦ Primal, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you pull each enemy within 3 squares of you 2 squares.

Rending Fury Warden Attack 1

You tear into the target with two fast strikes, crippling its ability to respond to any foe but you.

Encounter ♦ Primal, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC. Make the attack roll twice and use either result.

Hit: 1[W] + Strength modifier damage. Until the end of your next turn, the target takes a -2 penalty to attack rolls for attacks that don't include you as a target. If both of your attack rolls would hit, the penalty equals -5.

Wildblood: The penalty to attack rolls equals your Wisdom modifier, or 1 + your Wisdom modifier if both of your attack rolls would hit.

CIRCLE OF THE DARK WING

The Circles of the Dark Wing hunt those who would break the cycle of life with the blasphemy of undeath. Wardens and other characters within a Circle of the Dark Wing hunt down liches, vampires, and other free-willed undead. They seek out and destroy tomes and other references that detail the secrets of creating or becoming undead, and they oppose the dark work of necromancers wherever such individuals are found. Members of the circle wear a black cloak to mark their affiliation.

Though the members of these circles follow no single path, the Dark Wing contains many heroes willing to go to extremes in the pursuit of their goals. The fanaticism of these zealots has made outlaws of all circle members in some areas—particularly those lands that have heard of the burning of the Grand Library of Tyrath. The priests of Ioun who kept the library had long ago taken into their safekeeping several volumes of dark lore from the legendary city of Moil. One Circle of the Dark Wing decided that burning the site to the ground was the best way to destroy the books and the dark secrets they held.

Most who follow the spirit way—including many other wardens—reject the fanaticism of the Circle of the Dark Wing. Moreover, based on the circle's chosen emblem, many wonder openly what relationship might exist between the order and the Raven Queen.

Roots of Stone Warden Attack 1

The burst of primal energy you unleash ripples through the ground around you and limits your foes' movement.

Encounter ♦ Primal, Weapon, Zone

Standard Action Close burst 1

Effect: The burst creates a zone of rippling earth that lasts until the end of your next turn. Make the following attack.

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. The target is knocked prone when it leaves the zone.

Earthstrength: The target also takes damage equal to your Constitution modifier when it leaves the zone.

Warden's Sacrifice Warden Attack 1

In the aftermath of your attack, foes that hit you grant vigor to your allies.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, an ally within 3 squares of you gains 5 temporary hit points.

Lifespirt: Add your Wisdom modifier to the temporary hit points.

LEVEL 1 DAILY EVOCATIONS

Form of the Dread Serpent Warden Attack 1

Dark scales coat your skin, allowing you to move with the subtlety of a snake and to envenom your attack at the time you choose.

Daily ♦ Poison, Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the dread serpent until the end of the encounter. While you are in this form, you gain resist 5 poison and a +2 bonus to Reflex. In addition, you can shift 1 square as a minor action.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One or two creatures

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Miss: Half damage, and the target takes ongoing 2 poison damage and is slowed (save ends both).

Form of the Faultless Tracker Warden Attack 1

You gain the keen senses of a relentless hunter, ignoring your foes' attempts to conceal themselves and denying them advantage against you and your allies.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the faultless tracker until the end of the encounter. While you are in this form, you gain a +5 power bonus to Perception checks, and you ignore the penalty to attack rolls from concealment (but not total concealment). In addition, you and any allies within 2 squares of you do not grant combat advantage for being flanked.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: The target can't gain concealment or total concealment (save ends both).

Form of the Laughing Killer Warden Attack 1

Your mind guarded against assault, you take on characteristics of a hyena, your lips curling into a cackling sneer as you harry adjacent foes.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the laughing killer until the end of the encounter. While you are in this form, you gain a +2 bonus to Will and to saving throws against charm effects and fear effects. In addition, your allies have combat advantage when making melee attacks against any enemy adjacent to you.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One bloodied creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

CIRCLE OF THE STARS

A Circle of the Stars is composed of seekers and explorers who delve into the unknown to root out and destroy the terrors it hides. These wardens and their allies hunt for news of lost dungeons, secret passages to the Underdark, and tales of subterranean races. They organize expeditions to map the reaches of the deep, dedicating themselves to uncovering and defeating its menaces long before they can threaten the people of the surface.

Wardens of this circle favor blue cloaks, decorated with patterns of stars sewn in with white or silver thread. High-level members of the order can will the stars to shine on their cloaks when they wish.

Members of a Circle of the Stars maintain detailed maps of the areas of the Underdark they have explored. Such maps might provide adventure hooks for wardens associated with the circle.

Form of Mountain's Thunder Warden Attack 1

You transform to take on a protective shell of rock and earth, shielding you and allowing you to call thunder and lightning to strike your foes.

Daily ♦ **Lightning, Polymorph, Primal, Thunder**
Minor Action **Personal**

Effect: You assume the guardian form of mountain's thunder until the end of the encounter. While you are in this form, you gain resist 3 to all damage and a +1 bonus to AC. Once per round when you hit an enemy with a melee attack, each enemy marked by you takes thunder damage equal to your Strength modifier.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Close burst 1**

Target: Each enemy you can see in burst

Attack: Strength vs. Reflex

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

Miss: Half damage.

Effect: Each enemy marked by you takes lightning damage equal to your Strength modifier.

Form of the Swamp Hunter Warden Attack 1

You take on the rough skin of a crocodile, granting you its relentless nature and letting you pass easily through water.

Daily ♦ **Polymorph, Primal**
Minor Action **Personal**

Effect: You assume the guardian form of the swamp hunter until the end of the encounter. While you are in this form, you gain swamp walk, a swim speed equal to your speed, and a +2 bonus to attack rolls against immobilized creatures. In addition, when you reduce any enemy marked by you to 0 hit points with an attack, you mark one enemy within 5 squares of you until the end of your next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier damage, and you grab the target. If the target is dazed, immobilized, slowed, or stunned, the attack deals 1[W] extra damage.

Miss: Half damage.

LEVEL 2 UTILITY EVOCATIONS

Erupting Font Warden Utility 2

As you shake off a debilitating condition, your primal might raises your foes' ire.

Encounter ♦ **Primal**

No Action **Close burst 5**

Trigger: You succeed on the saving throw granted by your Font of Life class feature

Target: Each enemy in burst

Effect: You mark each target until the end of your next turn.

Guardian Thorns Warden Utility 2

You surround your friend with ghostly thorns that impale any enemy that attacks him or her.

Encounter ♦ **Primal**

Minor Action **Close burst 5**

Target: One ally in burst

Effect: Until the end of your next turn, when any enemy marked by you hits or misses the target, that enemy takes 5 damage.

Warden's Tempest Warden Utility 2

Your wrath is a storm, and an enemy that feels it is moved against its will.

Encounter ♦ **Primal**

Minor Action **Melee 1**

Target: One enemy marked by you

Effect: You slide the target 1 square.



Warding Touch Warden Utility 2

You increase your vulnerability in combat to shore up an ally's defense.

Encounter ♦ **Primal**
Minor Action Melee 1
Target: One ally

Effect: Until the end of your next turn, you take a penalty to AC equal to your Constitution modifier, and the target gains a power bonus to AC equal to your Constitution modifier. If the target has any creatures marked, those marks end, and if the target marks a creature, this effect ends.

LEVEL 3 ENCOUNTER EVOCATIONS

Guardian Shock Wave Warden Attack 3

As you hit with a brutal attack, a wave of primal energy ripples through the ground around the target.

Encounter ♦ **Primal, Weapon, Zone**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the squares adjacent to the target become a zone of shifting ground until the end of your next turn. Any enemy marked by you that enters the zone is knocked prone.

Pressing Attack Warden Attack 3

You quickly close the distance to a foe, striking with a furious attack.

Encounter ♦ **Primal, Weapon**
Standard Action Melee weapon
Effect: Before the attack, you move 4 squares.

Wildblood: Add your Wisdom modifier to the number of squares you can move.

Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.

Rough Strike Warden Attack 3

Your attack hinders your foe's movement as much as the roughest terrain.

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 end of your next turn.

Earthstrength: The attack deals extra damage equal to your Constitution modifier.

Strongskin Clash Warden Attack 3

A burst of spiritual energy fuels a flurry of attacks against your foes and grants your allies the toughened hide of a primal beast.

Encounter ♦ **Primal, Weapon**
Standard Action Close burst 1
Target: Each enemy you can see in burst
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and each ally in the burst gains resist 3 to all damage until the end of your next turn.

Lifespirt: The resistance equals 2 + your Wisdom modifier.

Violent Bolt Warden Attack 3

Lightning summoned by your attack arcs from the target to strike a second foe.

Encounter ♦ **Lightning, Primal, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier lightning damage, and one enemy marked by you, other than the target, must choose either to fall prone or to take 5 lightning damage.

Stormheart: Whatever its choice, the marked enemy takes lightning damage equal to your Constitution modifier.

LEVEL 5 DAILY EVOCATIONS

Clutching Mire Warden Attack 5

A sweep of your weapon blasts your foes and turns the ground before you into a shallow bog, which hinders creatures' movement.

Daily ♦ **Primal, Weapon, Zone**
Standard Action Close blast 3
Target: Each creature in blast
Attack: Strength vs. AC

Hit: 1[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.

Effect: The blast creates a swampy zone that lasts until the end of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone is slowed (save ends).

Sustain Minor: The zone persists.

Earth-Shaking Rend Warden Attack 5

The ground before you shakes when you strike it with your weapon, blasting creatures and knocking them off their feet.

Daily ♦ **Primal, Weapon, Zone**
Standard Action Close blast 3
Target: Each creature in blast
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Miss: Half damage.

Effect: Each target is knocked prone. The blast creates a zone of shifting earth that lasts until the end of your next turn. The zone is difficult terrain, and any creature that ends its turn within the zone is knocked prone.

Sustain Minor: The zone persists.

Lifebind Attack Warden Attack 5

Your attack binds the target to you, further hindering its attacks if it does not engage you.

Daily ♦ **Primal, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: While the target is marked by you, its penalty to attack rolls for the marked condition is -5 instead of -2. This effect lasts until you end your turn more than 5 squares away from the target or until the end of the encounter.

Rampant Forest

Warden Attack 5

The spectral essence of a primeval forest erupts around the target, impeding your foes' movement.

Daily ♦ Primal, Weapon, Zone

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage. The target's space and each square adjacent to it become a zone of difficult terrain for your enemies until the end of the encounter.

Miss: Half damage.

Effect: Until the end of the encounter, when you first hit any enemy after using this power, that enemy's current space and each square adjacent to it become a zone of difficult terrain for your enemies until the end of the encounter.

Wellspring Strike

Warden Attack 5

Your attack saps life from your enemies and unlocks a wellspring of healing energy, which revitalizes you and those who fight at your side.

Daily ♦ Healing, Primal, Weapon

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Miss: Half damage.

Effect: Until the end of the encounter, you gain regeneration 5 while bloodied. At the start of each of your turns, you can forgo regaining the 5 hit points to allow a bloodied ally adjacent to you to regain them instead.

CIRCLE OF THE ONE PACK

The warden who forged the first Warding Circle of the One Pack believed that all worldly creatures are connected in a complex web of life, from the lowliest ant to the most powerful mage. However, he believed that this web remains intact only as long as creatures of other planes remain sequestered from the world.

Members of the Circles of the One Pack wear no symbol of their allegiance, the better to surprise their foes. They wander on their own or in small bands, always on the lookout for signs marking the presence of planar beings in the world—from news of far-off wars, to the rise of evil cults, to undue influence by gods, primordials, fiends, and archfey. Circle members can be friendly toward planar visitors that want to live in harmony with the world (most eladrin, for example). However, otherworldly creatures that seek to subvert or dominate worldly realms are confronted and eliminated.

Those who have heard of the Circles of the One Pack are likely familiar with one circle's victory against an insane cleric of Torog. Laying claim to powerful magic, this mad priest set out to bore a tunnel to the heart of the world and unleash his deity's wrath. Wardens from the circle infiltrated the cleric's operations, slaying him and his legion of monstrous followers in a battle that has become the subject of legend and song.

LEVEL 6 UTILITY EVOCATIONS

Returning the Gift

Warden Utility 6

You draw on your strength to return the aid given to you by an ally.

Daily ♦ Primal

Immediate Interrupt Personal

Trigger: An ally targets you with a power that does not include that ally as a target

Effect: The ally also becomes a target of the power.

Soothing Wind

Warden Utility 6

Your primal might allows you to regain additional vigor in the heat of combat.

Daily ♦ Healing, Primal

Minor Action Personal

Effect: You use your second wind and regain 2d6 additional hit points.

Treachorous Ice

Warden Utility 6

Ice forms on the ground around you as you fight, limiting your foes' movement.

Daily ♦ Primal, Stance

Minor Action Personal

Effect: Until the stance ends, enemies can't shift into or out of squares adjacent to you.

Wilding Strength

Warden Utility 6

Your devastating attacks are fueled by a surge of primal fury.

Daily ♦ Primal

Minor Action Personal

Effect: Until the end of your next turn, whenever you make an attack roll or a damage roll with a weapon attack, roll a d6 and add it as a power bonus to the roll.

Wrathful Mastery

Warden Utility 6

The pain you endure increases the strength of your later attack.

Daily ♦ Primal

Immediate Reaction Personal

Trigger: An enemy's attack hits you and damages you

Effect: You take extra damage from the triggering attack equal to one-half your level. The next time you attack any enemy marked by you before the end of the encounter, you gain a bonus equal to your Constitution modifier to the attack roll and the damage roll.

LEVEL 7 ENCOUNTER EVOCATIONS

Angry Spirits

Warden Attack 7

As you swing your weapon around you, you draw forth spiritual energy to damage your foes.

Encounter ♦ Primal, Weapon

Standard Action Close burst 2

Target: Each enemy marked by you in burst

Attack: Strength vs. Will

Hit: 1[W] + Strength modifier damage.

Guardian's Pounce

Warden Attack 7

In a blur of movement, you attack an enemy that closes with your ally.

Encounter ♦ **Primal, Weapon****Immediate Reaction** Melee 1

Trigger: An enemy enters a square adjacent to an ally within 3 squares of you on its turn

Wildblood: Add your Wisdom modifier to the number of squares away from you the ally can be.

Effect: You shift your speed to a square adjacent to the triggering enemy and then make the following attack.

Target: The triggering enemy

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target takes a -5 penalty to attack rolls until the end of its turn.

Mountain's Stature

Warden Attack 7

The fury of your attack extends its reach, drawing your foes close or knocking them to the ground.

Encounter ♦ **Primal, Weapon****Standard Action** Melee weapon + 1 reach

Target: One or two creatures

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you can either pull the target 1 square or knock it prone.

Earthstrength: The number of squares you can pull the target equals 2.

Sheltering Storm

Warden Attack 7

A primal storm wind sweeps you and your allies into each other's positions as you take attacks meant for them.

Encounter ♦ **Primal, Weapon****Standard Action** Close burst 1

Target: Each enemy you can see in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Until the end of your next turn, when any ally adjacent to you is targeted by an attack that does not include you as a target, you can swap places with that ally as an immediate interrupt. You become the target of the attack instead of the ally.

Lifespirt: The attack that targets you takes a penalty to the attack roll equal to your Wisdom modifier.

Winter's Claws

Warden Attack 7

Your attack bites deep with a pulse of cold, hindering the target's movement even as it ripples out to strike other foes.

Encounter ♦ **Cold, Primal, Weapon****Standard Action** Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Stormheart: Until the end of your next turn, if the target makes an attack that does not include you as a target, the target and each enemy marked by you take cold damage equal to your Constitution modifier.

LEVEL 9 DAILY EVOCATIONS

Form of the Sirocco

Warden Attack 9

A haze of sand surrounds you, protecting you from harm and letting you move like a blinding desert wind.

Daily ♦ **Polymorph, Primal****Minor Action** Personal

Effect: You assume the guardian form of the sirocco until the end of the encounter. While you are in this form, you gain resist 5 to all damage, and you can shift 2 squares as a move action. In addition, whenever you shift, you can move through enemies' spaces.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

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

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

Form of the Flame Snake

Warden Attack 9

A supple layer of protective scales covers your skin and bestows the strike of the flame snake on your weapon.

Daily ♦ **Fire, Polymorph, Primal****Minor Action** Personal

Effect: You assume the guardian form of the flame snake until the end of the encounter. While you are in this form, you gain resist 10 fire, a +1 bonus to AC, and a +5 bonus to Athletics checks.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

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

Effect: The target takes ongoing 10 fire damage (save ends).

Form of the Hunting Shark

Warden Attack 9

Your skin takes on the texture of a great shark's, granting you mobility in water and the driven attack of an ocean predator.

Daily ♦ **Polymorph, Primal****Minor Action** Personal

Effect: You assume the guardian form of the hunting shark until the end of the encounter. While you are in this form, you gain a swim speed equal to your speed. In addition, while any ally flanks an enemy with you, he or she gains a +4 bonus to attack rolls against that enemy because of combat advantage, instead of +2.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. If the target is bloodied, it takes ongoing damage equal to 5 + your Wisdom modifier (save ends).

Miss: Half damage. If the target is bloodied, it takes ongoing damage equal to your Wisdom modifier (save ends).

Form of Paradise's Bounty Warden Attack 9

A protective layer of earth and vines wraps you tight, lashing out with your attack to hinder a foe.

Daily ♦ **Healing, Polymorph, Primal**
Minor Action **Personal**

Effect: You assume the guardian form of paradise's bounty until the end of the encounter. While you are in this form, you gain resist 5 necrotic and a +2 bonus to Fortitude. In addition, whenever you spend a healing surge, each ally within 2 squares of you regains 5 hit points.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

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

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

Form of the Stalwart Mastodon Warden Attack 9

Your body transforms to give you the thick hide and determined pace of the mighty mastodon, allowing you to knock creatures across the battlefield.

Daily ♦ **Polymorph, Primal**
Minor Action **Personal**

Effect: You assume the guardian form of the stalwart mastodon until the end of the encounter. While you are in this form, you gain a +2 bonus to all defenses while bloodied. In addition, when you push or slide an enemy, you can increase the distance of the forced movement by 1 square.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee 1**

Target: One creature

Attack: Strength + 2 vs. Fortitude

Hit: 2[W] + Strength modifier damage, and you slide the target 2 squares and knock it prone. You must shift to a square the target vacated.

LEVEL 10 UTILITY EVOCATIONS

Bond of Shared Pain Warden Utility 10

The bond you share with your companions lets you take the injury meant for an ally.

Encounter ♦ **Primal**
Immediate Interrupt **Close burst 2**

Trigger: An ally within 2 squares of you takes damage from an attack

Target: The triggering ally in burst

Effect: You take the damage from the attack, instead of the target, but the target takes any other effect caused by the attack.

Elemental Warding Warden Utility 10

You summon primal spirits to protect you and your allies from elemental power.

Encounter ♦ **Primal**
Minor Action **Close burst 1**

Target: You and each ally in burst

Effect: Choose cold, fire, lightning, or thunder. Until the end of your next turn, each target gains resistance to that damage type equal to one-half your level.

Guardian's Attack Warden Utility 10

Your guardian form grants you even greater potency in combat.

Daily ♦ **Primal**
Minor Action **Personal**

Requirement: You must be in a guardian form and must have used that form's attack during this encounter.

Effect: You regain the use of the guardian form's attack.

Shared Font of Life Warden Utility 10

Primal bonds connect you and an ally, allowing you to share your own resilience.

Encounter ♦ **Primal**
No Action **Close burst 5**

Trigger: You start your turn

Target: One ally in burst

Effect: The target can make a saving throw, and you can't use your Font of Life class feature during this turn.

Spiritual Rejuvenation Warden Utility 10

By drawing on your primal strength, you tap additional reserves of vitality.

Daily ♦ **Primal**
Minor Action **Personal**

Requirement: You must have used your second wind during this encounter.

Effect: You regain the use of your second wind.

LEVEL 13 ENCOUNTER EVOCATIONS

Erupting Vines Warden Attack 13

Your attack summons a clutching mass of spectral vines that holds your enemies fast.

Encounter ♦ **Primal, Weapon**
Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. The target and each enemy adjacent to it are immobilized until the end of your next turn.

Earthstrength: An additional enemy within 2 squares of the target is immobilized.

Healing Harvest Warden Attack 13

The savagery of your attack invigorates your allies when they target the same foe.

Encounter ♦ **Healing, Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the start of your next turn, when any ally hits the target, that ally regains 2 + your Wisdom modifier hit points.

Lifespirt: The target grants combat advantage to your allies until the start of your next turn.

Mark of Talons Warden Attack 13

Your weapon attack summons up a shroud of spectral claws that follow as you slip away from the target, drawing the ire of other foes.

Encounter ♦ **Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You shift 2 squares and then mark each enemy adjacent to you until the end of your next turn.

Wildblood: The distance you shift equals your Wisdom modifier.

Rumbling Doom Warden Attack 13

Your strike cracks with a pulse of thunder, which knocks your target across the battlefield, and then summons lightning against other foes.

Encounter ♦ **Lightning, Primal, Thunder, Weapon**

Standard Action Close burst 5

Target: One creature in burst

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier thunder damage, and you slide the target 2 squares. The target is deafened and marked until the end of your next turn. At the start of your next turn, each enemy marked by you that is not adjacent to you takes 5 lightning damage.

Stormheart: The lightning damage equals 3 + your Constitution modifier.

Sacrificial Strike Warden Attack 13

Your attack shrouds you in primal energy, strengthening your allies with each strike made against you.

Encounter ♦ **Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, an ally within 3 squares of you gains 10 temporary hit points.

Lifespirt: Add your Wisdom modifier to the temporary hit points.

Stormhowler's Strike Warden Attack 13

Your attack summons up a storm of primal fury that draws in those that try to escape it.

Encounter ♦ **Primal, Teleportation, Weapon, Zone**

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Strength vs. Fortitude

Hit: 1[W] + Strength modifier damage.

Effect: The blast creates a zone of howling wind that lasts until the end of your next turn. Any enemy that starts its turn within the zone and ends its turn outside the zone is teleported at the end of its turn to a square within the zone.

LEVEL 15 DAILY EVOCATIONS

Form of the Avalanche Unleashed Warden Attack 15

You take on a resilient shell of rock and ice even as your presence on the battlefield slows your foes.

Daily ♦ **Polymorph, Primal**

Minor Action Personal

Effect: You assume the guardian form of the avalanche unleashed until the end of the encounter. While you are in this form, you gain resist 5 to all damage. In addition, each enemy that starts its turn within 2 squares of you is slowed until the start of its next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you knock the target prone. The target is stunned (save ends).

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

CIRCLE OF SUMMER'S SHIELD

The Circles of Summer's Shield patrol the forests, deserts, and mountains where remote towns and villages stand against encroaching darkness. Through the tireless work of the members of a circle, a rampaging elemental that might level a settlement or the hobgoblin raiders set on enslaving a remote freehold are kept at bay.

For the members of these circles, the spread of civilization in the form of frontier settlements is as much a part of the natural order as the flow of rivers and the growth of forests. Especially in the long aftermath of the fall of Nerath, holding back the darkness that spreads between the far-flung outposts of civilization requires exceptional bravery. The wardens, rangers, sorcerers, barbarians, and druids of a Circle of Summer's Shield are up to the task.

Members of this circle display a yellow disk representing the sun somewhere on their shield, armor, or cloak. They typically work alone or in small groups, meeting at ancient monuments at the winter solstice to share news and prepare for the next year.

Form of the Crushing Mountain

Warden Attack 15

Your body takes on the form of unworked stone, toughening it as your forbidding presence hinders the movement of foes around you. When the time is right, you magically pull enemies to your side.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the crushing mountain until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. In addition, enemies adjacent to you cannot shift, and enemies must spend 1 extra square of movement to leave squares adjacent to you.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close burst 3

Target: Each enemy you can see in burst

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you pull the target 2 squares.

Miss: Half damage, and you pull the target 1 square.

Form of the Hunting Tiger

Warden Attack 15

You assume the aspect of a tiger, boosting your speed and agility, especially when your allies are under attack.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the hunting tiger until the end of the encounter. While you are in this form, you gain a +2 bonus to speed and Reflex. In addition, when any enemy marked by you makes an attack roll against any of your allies, you can shift 2 squares toward that enemy as a free action.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC. Make the attack roll twice and use either result.

Hit: 1[W] + Strength modifier damage. If both of your attack rolls would hit, the attack deals 10 extra damage.

Miss: Half damage.

Form of the Sand Sentinel

Warden Attack 15

A vortex of burning desert sand surrounds you, boosting your resilience and that of your allies and allowing you to swing your weapon to create a blast of fire.

Daily ♦ Fire, Polymorph, Primal

Minor Action Personal

Effect: You gain 10 temporary hit points, and you assume the guardian form of the sand sentinel until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude. In addition, when you hit any enemy, an ally within 5 squares of you gains 5 temporary hit points.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close blast 3

Target: Each creature in blast

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier fire damage.

Miss: Half damage.



Form of the Windstorm's Wrath

Warden Attack 15

You are girded by wind and rain, which protect you and nearby allies and drive your foes across the battlefield.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the windstorm's wrath until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude and Reflex. In addition, allies adjacent to you take half damage from melee attacks and ranged attacks.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close blast 3

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you slide the target 3 squares and knock it prone.

Effect: You slide each enemy marked by you 1 square.

LEVEL 16 UTILITY EVOCATIONS

Fortress of Stone Warden Utility 16*The earth rumbles at your ally's feet, as protective stone rises.***Encounter** ♦ Primal**Minor Action** Close burst 5**Target:** One ally in burst**Effect:** Until the end of your next turn or until the target moves, the target gains cover, and no enemy can enter a square adjacent to him or her.**Invigorating Presence** Warden Utility 16*You summon the spirits of the land to grant you and your allies increased vigor.***Daily** ♦ Primal**Minor Action** Close burst 3**Target:** You and each ally in burst**Effect:** Each target gains 15 temporary hit points.**Masking Fog** Warden Utility 16*You exhale a clinging mist that obscures your allies.***Daily** ♦ Primal**Minor Action** Close blast 5**Target:** Each ally in blast**Effect:** Each target gains concealment until the end of your next turn.**Sustain Minor:** The effect persists, but it ends on one target of your choice.

ANCESTORS OF WAR

In these times, those who follow the spirit way are as likely to live in towns or villages, settled and civilized, as they are to wander in tribal groups and follow traditional ways. Occasionally, ancestor spirits grow angry with their descendants, believing that this sedentary life has made them soft and weak. In their anger, they withhold their support and power, while urging those who commune with them to demonstrate their worthiness to receive the ancestor's support. They drive their descendants to war in pursuit of glory.

Though it happens rarely, it's not unknown for a young man or woman who demonstrates an affinity for the primal spirits to become suddenly violent, having fallen under the sway of a warlike ancestor. Some of these individuals become criminals, seeking out the descendants of ancient tribal enemies and killing them brutally in mismatched combat. Others become adventurers—often wardens or barbarians—who seek to please their warlike ancestors and win glory by slaying monsters that threaten their civilized homes.

Sun Fire Guardian

Warden Utility 16

*Enemies that try to strike your ally are blinded by golden light.***Encounter** ♦ Primal**Minor Action** Close burst 5**Target:** One ally in burst**Effect:** Until the end of your next turn, when any enemy marked by you makes an attack roll against the target, that enemy is blinded until the end of the turn during which it makes the attack roll.**Warden's Refusal**

Warden Utility 16

*The spiritual energy you wield knocks back a foe attempting to gain the advantage on your ally.***Encounter** ♦ Primal**Immediate Reaction** Close burst 5**Trigger:** An enemy marked by you ends its movement within 5 squares of you and is flanking your ally**Target:** The triggering enemy in burst**Effect:** You slide the target 1 square.

LEVEL 17 ENCOUNTER EVOCATIONS

Flames of Life

Warden Attack 17

*With your weapon wreathed in primal flame, your attack channels healing energy to an ally.***Encounter** ♦ Fire, Healing, Primal, Weapon**Standard Action** Melee weapon**Target:** One or two creatures**Attack:** Strength vs. AC**Hit:** 2[W] + Strength modifier fire damage, and an ally within 5 squares of you regains 5 hit points.**Lifespirt:** Add your Wisdom modifier to the hit points the ally regains.**Leap of the Relentless Hunter** Warden Attack 17*When a foe moves too close to your ally, you cross the battlefield in the blink of an eye to make a savage attack.***Encounter** ♦ Primal, Weapon**Immediate Reaction** Melee 1**Trigger:** An enemy marked by you enters a square adjacent to your ally within 5 squares of you**Effect:** You shift your speed to a square adjacent to the triggering enemy. Then make the following attack.**Target:** The triggering enemy**Attack:** Strength vs. AC**Wildblood:** You gain a bonus to the attack roll equal to your Wisdom modifier.**Hit:** 2[W] + Strength modifier damage, and you slide the target 1 square to another square adjacent to you.**Rough Advantage**

Warden Attack 17

*Your attack causes the ground to rise up, holding the target fast.***Encounter** ♦ Primal, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.**Earthstrength:** The attack deals extra damage equal to your Constitution modifier.

Warden's Lure Warden Attack 17

A burst of primal fire surrounds your foes and draws them close for a blistering attack.

Encounter ♦ **Fire, Primal, Weapon**
Standard Action Close burst 4
Target: Each enemy you can see in burst
Effect: You pull each target 3 squares to a square adjacent to you. Then make the following attack.
Target: Each enemy adjacent to you
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier fire damage, and you slide the target 1 square.

Windy Assault Warden Attack 17

Wind topples your foe and then blows others toward you.

Encounter ♦ **Primal, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage, and you knock the target prone. You then pull each enemy within 5 squares of you that is marked by you 2 squares.
Stormheart: Each enemy within 5 squares of you that is marked by you grants combat advantage until the start of your next turn.

LEVEL 19 DAILY EVOCATIONS

Creeping Brambles Warden Attack 19

Brambles thrust up from the ground, lashing at your enemies while hindering attacks against you and your allies.

Daily ♦ **Primal, Weapon, Zone**
Standard Action Close blast 3
Target: Each enemy in blast
Attack: Strength vs. Reflex
Hit: 2[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.
Effect: The blast creates a zone of brambles that lasts until the end of your next turn. While within the zone, you and your allies gain cover. When any enemy enters the zone or starts its turn there, it takes 5 damage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

Howl of Wrath Warden Attack 19

With your devastating strike, you unleash a wail that makes your enemies freeze in terror.

Daily ♦ **Fear, Primal, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage, and the target and each enemy within 5 squares of you are immobilized (save ends).
Miss: Half damage, and the target and each enemy within 5 squares of you are slowed until the end of your next turn.

Sparking Strike Warden Attack 19

Lightning arcs from your weapon as you strike, surrounding the target to lash out at nearby foes.

Daily ♦ **Lightning, Primal, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 4[W] + Strength modifier lightning damage. Until the start of your next turn, any enemy that enters a square within 2 squares of the target takes 10 lightning damage. If no enemy enters a square within 2 squares of the target, the target takes 10 lightning damage at the start of your next turn.
Miss: Half damage.

Warding Smash Warden Attack 19

A furious strike sends your target to the ground.

Daily ♦ **Primal, Weapon**
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. Reflex
Hit: 5[W] + Strength modifier damage, and you knock the target prone.
Miss: Half damage.
Special: When your warden's fury power is triggered, you can use this power in its place as an immediate interrupt.

LEVEL 22 UTILITY EVOCATIONS

A Scattering of Ashes Warden Utility 22

You move your allies across the battlefield, then summon an ash haze.

Encounter ♦ **Primal, Zone**
Minor Action Close burst 3
Target: Each ally in burst
Effect: You slide each target 2 squares. The burst creates a zone of swirling ash that lasts until the end of your next turn. Creatures have concealment while within the zone.

Channeled Vitality Warden Utility 22

Spiritual energy surrounds you, granting increased vigor and allowing you to channel primal fury into your attacks.

Daily ♦ **Primal**
Minor Action Personal
Effect: You gain temporary hit points equal to your healing surge value. In addition, once per round when you hit with a weapon attack, that attack deals 2[W] extra damage. This effect ends when you have no temporary hit points remaining.

Debilitating Ward Warden Utility 22

An enervating haze of primal energy lashes out at foes that attack your ally.

Encounter ♦ **Primal**
Minor Action Close burst 5
Target: One ally in burst
Effect: When any enemy marked by you hits or misses the target before the end of your next turn, that enemy takes 10 damage and gains vulnerable 10 to all damage until the end of its next turn.

Strength from Death Warden Utility 22

You gain renewed vigor when an enemy falls.

Encounter ♦ **Healing, Primal**

Immediate Reaction **Personal**

Trigger: A nonminion enemy within 10 squares of you drops to 0 hit points

Effect: You regain 10 + your Constitution modifier hit points.

LEVEL 23 ENCOUNTER EVOCATIONS

Darkforest Vines Warden Attack 23

Shadowy vines wrap the target, holding it fast as they lash nearby foes with venomous thorns.

Encounter ♦ **Poison, Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is restrained until the end of your next turn. Each enemy adjacent to the target takes 5 poison damage and is slowed until the end of your next turn.

Earthstrength: Each enemy adjacent to the target takes extra poison damage equal to your Constitution modifier.

Desert Winds Warden Attack 23

With a sweep of your weapon, you summon a fiery wind that clouds your enemies' sight and sears all who try to escape it.

Encounter ♦ **Fire, Primal, Weapon, Zone**

Standard Action **Close blast 3**

Target: Each enemy in blast

Attack: Strength vs. Reflex

Hit: 2[W] + Strength modifier fire damage. The blast creates a zone of fiery haze until the end of your next turn. The zone blocks enemies' line of sight, and any enemy entirely within the zone is blinded. Any enemy that starts its turn within the zone takes 2d10 fire damage when it leaves the zone.

Primal Rebuke Warden Attack 23

The lingering strength of your attack drives the target to the ground unless it keeps its distance from you and your allies.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. Until the end of your next turn, if the target enters a square adjacent to you or any of your allies, it falls prone.

Lifespirt: Each ally within 3 squares of you can make a saving throw.

Snowy Grasp Warden Attack 23

As you strike, snow and ice hold the target fast and blow around your foes to hinder their movement.

Encounter ♦ **Cold, Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier cold damage, and the target is immobilized until the start of your next turn. Each enemy marked by you is slowed until the start of your next turn.

Stormheart: Until the start of your next turn, when any enemy marked by you moves on its turn, that enemy takes cold damage equal to your Constitution modifier.

Sky's Reach Warden Attack 23

Spirits of the air aid your attack, allowing your weapon to strike out at targets normally beyond your reach.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon + 2 reach**

Target: One or two creatures

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Wildblood: You slide the target 5 squares. If the target ends this movement adjacent to you, it takes damage equal to your Wisdom modifier.

LEVEL 25 DAILY EVOCATIONS

Form of Earth's Beneficence Warden Attack 25

Your flesh becomes darker, taking on the resilience and fertility of earth and granting you some control when you are forced to move.

Daily ♦ **Healing, Polymorph, Primal**

Minor Action **Personal**

Effect: You assume the guardian form of earth's beneficence until the end of the encounter. While you are in this form, you gain regeneration 5, and you can shift 1 square as a minor action. In addition, whenever you are pulled, pushed, or slid, you can reduce the distance of the forced movement by 1 square.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you slide the target 5 squares and mark it until the end of your next turn.

Effect: You slide one ally within 5 squares of you 5 squares. That ally can spend a healing surge.

Form of the Entangling Spider

Warden Attack 25

You gain the climbing ability of a spider, your body shrouded in webs that peel off to hinder your foes.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the entangling spider until the end of the encounter. While you are in this form, you gain a climb speed equal to your speed and a +2 bonus to Fortitude. In addition, each square within 3 squares of you, wherever you move, is difficult terrain for your enemies.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close blast 3

Target: One creature in blast

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and the target is restrained (save ends).

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

Form of the Night Hunter

Warden Attack 25

Your eyes enlarge, enabling you to see even in total darkness, and you gain the power of flight and the formidable attack of the hunting owl.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the night hunter until the end of the encounter. While you are in this form, you gain darkvision and a fly speed equal to your speed. In addition, you gain a +2 bonus to your first attack roll each round.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends).

Miss: Half damage.

Form of the Shifting Ancestor

Warden Attack 25

Your form becomes indistinct as you take on the attributes of the Primal Beast, from which all beasts are descended. At the time you choose, you make a vicious attack that saps your foe's strength.

Daily ♦ Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the shifting ancestor until the end of the encounter. At the start of each of your turns while you are in this form, choose one of the following benefits: a +2 bonus to Fortitude, Reflex, and Will; a +2 bonus to AC; a +2 bonus to attack rolls; or a +4 bonus to saving throws. The benefit you choose lasts until the start of your next turn.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Strength vs. AC

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

Miss: Half damage.

Form of the World Forger

Warden Attack 25

A shroud of molten rock surrounds you, protecting you and your allies even as it sears those who attack you.

Daily ♦ Fire, Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the world forger until the end of the encounter. While you are in this form, you gain a +2 bonus to AC. In addition, any ally gains a +2 bonus to AC while within 5 squares of you. Any enemy that hits you with a melee attack takes 5 fire damage, and any enemy that hits an ally within 5 squares of you with a melee attack takes 10 fire damage.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Strength vs. Reflex

Hit: Ongoing 20 fire damage (save ends).

Aftereffect: Ongoing 10 fire damage (save ends).

Miss: Ongoing 10 fire damage (save ends).

LEVEL 27 ENCOUNTER EVOCATIONS

Blood of Nature's Foes

Warden Attack 27

A blood-red haze erupts around your weapon when you strike, drawing the attention of your foes as you slip past them.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Effect: You shift 3 squares and then mark each enemy adjacent to you until the end of your next turn.

Wildblood: The distance you shift equals your Wisdom modifier.

Glacial Hammer

Warden Attack 27

Your icy attack freezes the target and its nearby companions in place.

Encounter ♦ Cold, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier cold damage. Until the end of your next turn, the target and each enemy adjacent to it are restrained.

Earthstrength: Until the end of your next turn, the target and each enemy adjacent to it gain vulnerability to all damage equal to your Constitution modifier.

Lightning Explosion Warden Attack 27

Your weapon channels a bolt of lightning, which leaps from the target to other foes.

Encounter ◆ **Lightning, Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier lightning damage. Choose three enemies within 10 squares of the target that are marked by you. You slide each of those enemies 3 squares, and you mark them until the end of your next turn. In addition, they each take lightning damage equal to your Constitution modifier.

Stormheart: Add 3 to the lightning damage taken by each of the three enemies.

Ravenous Earth Warden Attack 27

The ground around your target begins to shake, smashing enemies that approach too close.

Encounter ◆ **Primal, Weapon, Zone**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the squares adjacent to the target become a zone of shifting ground until the end of your next turn. Any enemy that enters the zone takes 2d10 damage and is immobilized until the zone ends.

Sacrificial Assault Warden Attack 27

Your devastating attack cloaks you in primal energy, allowing subsequent attacks against you to grant vitality to your allies.

Encounter ◆ **Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage. Until the end of your next turn, when any enemy hits you, one ally within 3 squares of you gains 20 temporary hit points and a +2 bonus to all defenses until the end of his or her next turn.

Lifespirt: Add your Wisdom modifier to the temporary hit points.

Strengthening Gift Warden Attack 27

Your attack sends the target careening across the battlefield to crash into your other foes.

Encounter ◆ **Primal, Weapon**

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. You push the target 3 squares and then slide each enemy adjacent to the target 1 square.

LEVEL 29 DAILY EVOCATIONS

Form of the Grim Harvester Warden Attack 29

You take on the shrouded guise of the reaper of life, strengthening your attacks against badly wounded creatures and letting you strike when your enemies fall.

Daily ◆ **Polymorph, Primal**

Minor Action Personal

Effect: You assume the guardian form of the grim harvester until the end of the encounter. While you are in this form, you gain a +2 power bonus to attack rolls against bloodied creatures. In addition, when any nonminion enemy within 5 squares of you drops to 0 hit points, you can make a melee basic attack as a free action.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One bloodied creature

Attack: Strength vs. Fortitude

Hit: 4[W] + Strength modifier damage, and the target gains vulnerable 10 to all damage (save ends).

Miss: Half damage, and the target gains vulnerable 5 to all damage (save ends).

CIRCLE OF NEW KIN

Warding circles are typically not long-lived organizations, and few members of any individual circle expect it to last forever. However, the Warding Circles of New Kin are even more ephemeral than most.

For a single season, the members of a Circle of New Kin adopt a settlement or a tribe as if its members were their own blood. A Circle of New Kin dedicates itself to seeking out and destroying whatever threatens its temporary community, although the abilities of circle members to root out bad leadership, overcome taboos, or change people's outlook are limited.

Warding Circles of New Kin draw on the assistance and example of an elder spirit named Blood Cousin (page 122), an entity dedicated to seeing followers of the spirit way set aside their conflicts and work together for the benefit of all. Even with such power behind them, however, members of a Circle of New Kin must maintain a delicate balance in what they do. Relationships among disparate peoples are often complicated by old grudges, minor disagreements, communication barriers, and other obstacles, and circle members who attempt to broker peace between feuding groups sometimes leave even bloodier conflicts behind them when they eventually move on.

Form of the Imperious Phoenix

Warden Attack 29

Your body is suffused with the protective radiance of the phoenix, allowing you to escape an enemy's attack in a restorative burst of primal fire.

Daily ♦ **Fire, Polymorph, Primal, Radiant, Teleportation**
Minor Action **Personal**

Effect: You assume the guardian form of the imperious phoenix until the end of the encounter. While you are in this form, you gain a fly speed equal to your speed, and you can hover. In addition, you gain resist 15 fire and resist 15 radiant.

Once during this encounter, you can make the following weapon attack while you are in this form.

Immediate Interrupt **Close burst 3**

Trigger: An enemy attack damages you

Effect: Before the attack, you teleport your speed.

Target: Each creature in burst and each enemy marked by you

Attack: Strength + 6 vs. Reflex

Hit: 2[W] + Strength modifier fire and radiant damage, and ongoing 15 fire and radiant damage (save ends).

Miss: Half damage.

Effect: Your current hit point value changes to your bloodied value, and you remove from yourself every effect that a save can end.



Form of the Thunderstorm

Warden Attack 29

Thunder booms around you as storm spirits whisk you across the battlefield. When the time is right, you unleash a thunderous attack, which your enemies cannot ignore.

Daily ♦ **Polymorph, Primal, Teleportation, Thunder**
Minor Action **Personal**

Effect: You assume the guardian form of the thunderstorm until the end of the encounter. While you are in this form, you gain resist 20 lightning and resist 20 thunder, and you can teleport your speed as a move action. In addition, whenever you teleport using this power, each enemy adjacent to your destination space takes 10 thunder damage.

Once during this encounter, you can make the following weapon attack while you are in this form.

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier thunder damage, and you push the target 5 squares. Until the end of your next turn, the target is stunned, and the target and each enemy adjacent to it are marked.

Form of the Unruly Earth

Warden Attack 29

A shell of stone and moss protects you from harm and lets you move freely over any terrain, even as earth spirits grasp at your chosen foes.

Daily ♦ **Polymorph, Primal**

Minor Action **Personal**

Effect: You assume the guardian form of the unruly earth until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude, and you ignore difficult terrain. Each enemy marked by you is slowed and takes a -4 penalty to AC until the mark ends.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage. You knock the target prone, and it can't stand up (save ends).

Miss: Half damage.

Form of Verdant Growth

Warden Attack 29

Lush growth covers you and exudes life-giving power.

Daily ♦ **Healing, Polymorph, Primal**

Minor Action **Personal**

Effect: You assume the guardian form of verdant growth until the end of the encounter. While you are in this form, you gain a +2 bonus to Fortitude. In addition, at the start of each of your turns, each ally within 5 squares of you regains hit points equal to your Constitution modifier. If you are in this form the first time you drop to 0 hit points or fewer in the encounter, you return to life at the start of your next turn if you died and regain hit points as if you had spent a healing surge.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: You or an ally within 10 squares of you can spend a healing surge.

NEW PARAGON PATHS

CHILD OF THE NORTH WIND

“My weapon strikes with the north wind’s savage bite. You aren’t mighty enough to stand against it.”

Prerequisite: Warden



You are part of a tradition that considers the north wind to be your spiritual parent, and you revere the spirits that first breathed life into the world. Members of your tradition can be found wherever the north wind blows.

As a child of the north wind, you are a pillar of strength in your party, your courage as unceasing as a gale. When you are embattled, you call on the ferocity of windstorms to aid your attacks. When your ire is aroused, the air might gust around you, just as the strongest winds might fall silent in response to your calm.

CHILD OF THE NORTH WIND PATH FEATURES

North Wind Action (11th level): When you spend an action point to take an extra action, you also gain a benefit until the end of your next turn: When you hit any enemy, you either deal 5 extra damage to that enemy or knock it prone.

North Wind Vortex (11th level): When you reduce any enemy to 0 hit points, you slide each enemy marked by you 1 square as a free action.

Staggering Critical (16th level): When you score a critical hit with a melee attack, each enemy marked by you is knocked prone.

CHILD OF THE NORTH WIND EVOCATIONS

Call to the Wind Child of the North Wind Attack 11

A driving wind adds to the strength of your attack, pushing an enemy back and drawing the ire of that enemy and its companions.

Encounter ♦ **Primal, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. Fortitude

Hit: 3[W] + Strength modifier damage, and you push the target 2 squares. The target and each enemy adjacent to it are then marked until the end of your next turn.

North Wind’s Embrace Child of the North Wind Utility 12

You call down a primal gale that protects you or an ally.

Daily ♦ **Conjuration, Primal**

Standard Action **Close burst 5**

Effect: You conjure a protective whirlwind in 1 square in the burst. The whirlwind lasts until the end of your next turn. While within the whirlwind’s square, you or an ally gains resist 10 to all damage and a +2 power bonus to all defenses.

Sustain Minor: The whirlwind persists, and you can move it your speed.

Form of the Northern Whirlwind Child of the North Wind Attack 20

Your body takes on the form of the wind that howls around you, protecting you as it buffets your foes.

Daily ♦ **Polymorph, Primal, Teleportation**

Minor Action **Personal**

Effect: You assume the guardian form of the northern whirlwind until the end of the encounter. While you are in this form, you gain resist 10 to all damage. In addition, when you pull, push, or slide an enemy, you can increase the distance of the forced movement by 1 square. When you use your Nature’s Wrath class feature, you can mark each enemy within 2 squares of you instead of each adjacent enemy.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Close burst 5**

Target: Each enemy marked by you in burst

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage.

Miss: Half damage.

Effect: You slide each target 1 square and then teleport to a square adjacent to one of them.

EARTH SHAKER

“My strength is the strength of the earth. There is no shame in your falling, but you would be foolish to attempt to rise.”

Prerequisite: Warden

Regardless of the combat tricks you have learned during your adventuring career and the tactics with which you have surprised your enemies, a part of you yearns for direct and uncomplicated applications of might. The path of the earth shaker appeals to you because it matches strength to strength—your mastery of weapons augmented by the power of the earth beneath your feet, working together to oppose the raw might of dragons and behemoths, demons and deities.

The strength of earth that you draw on allows you to move through the ground at speed, even as your attacks bypass an opponent’s armor to strike at the body within. Your connection to the natural world allows you to seek out targets behind obstacles or even within the ground, and your attacks can knock your foes down.

Leave the subtleties of strategy and complex tactics to others. Instead, you keep faith with the oldest spirits of rock and earth, letting their grim determination guide you in your mission to defend the world from forces that would despoil it.



EARTH SHAKER PATH FEATURES

Full Impact (11th level): You gain a +1 bonus to attack rolls against Fortitude.

Surging Earth (11th level): When you spend an action point to take an extra action while you are in guardian form, each enemy you hit with a primal attack power before the end of your next turn is knocked prone.

Certain Gravity (16th level): Your at-will warden attacks can target Fortitude instead of AC.

EARTH SHAKER EVOCATIONS

Shake the Earth

Earth Shaker Attack 11

Your attack emits a pulse of thunder that strikes around obstacles and can wrench burrowing creatures from the ground.

Encounter ♦ **Primal, Thunder, Weapon**

Standard Action **Close burst 4**

Target: Each enemy in burst

Special: Solid obstacles do not block line of effect for the burst.

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier thunder damage. If the target is burrowing, you slide it 4 squares to the square nearest to it that is within your line of effect.

Tread the Earth

Earth Shaker Utility 12

You dive within the earth and move through it quickly, gaining advantage over unsuspecting enemies.

Encounter ♦ **Primal**

Move Action **Personal**

Effect: You burrow twice your speed. Each enemy adjacent to you at the end of your move grants combat advantage to you until the end of your next turn.

Form of the Primeval Bulette

Earth Shaker Attack 20

You take on the armored form of the monstrous bulette, granting you increased vitality and allowing you to burrow through the earth.

Daily ♦ **Healing, Polymorph, Primal**

Minor Action **Personal**

Effect: You assume the guardian form of the primeval bulette until the end of the encounter. While you are in this form, you gain a burrow speed equal to your speed and a +3 bonus to Fortitude. In addition, whenever you spend a healing surge, you regain 20 additional hit points.

Once during this encounter, you can make the following attack while you are in this form.

Standard Action **Close burst 2**

Effect: Before the attack, you burrow your speed. You must burrow at least 2 squares.

Target: Each creature in burst

Attack: Strength + 4 vs. Fortitude

Level 26: Strength + 6 vs. Fortitude

Hit: 3d8 + Strength modifier damage, and you knock the target prone. If the target is already prone, it takes ongoing 5 damage (save ends).

Miss: Half damage, and you knock the target prone.

EMERALD GUARDIAN

“As long as I draw breath, no stain on this world will last.”

Prerequisite: Warden

As an emerald guardian, you are nature’s stalwart protector, wandering the world in search of corruption and purging it. You and your fellow guardians staunchly oppose those who bend magic to sinister ends, and much of your efforts are dedicated to containing such threats. You seek to restore the balance that is central to the prosperity of all living things.

The primal power of life infuses an emerald guardian. Wherever you go, blight fades, flowers blossom, and the power of nature is reinvigorated. As an emerald guardian, you lend this healing presence to your allies, helping them withstand enemy attacks.

EMERALD GUARDIAN PATH FEATURES

Distracting Action (11th level): When you spend an action point to take an extra action, one ally adjacent to you before or after you take the action can shift his or her speed as a free action.

Primal Blessing (11th level): When you succeed on a saving throw at the start of your turn, one ally adjacent to you can make a saving throw with a +2 bonus.

Emerald Fury (16th level): When you hit an enemy with your *warden’s fury* power, you push that enemy 3 squares, and then one ally adjacent to that enemy gains 10 temporary hit points.

EMERALD GUARDIAN EVOCATIONS

Defiler’s Doom Emerald Guardian Attack 11

A target that flees from your first attack is drawn back to face a second.

Encounter ♦ Primal, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. If the target is not adjacent to you at the end of its next turn, you teleport it to a square adjacent to you and make a melee basic attack against it as a free action.

Preservation of the Wild Emerald Guardian Utility 12

The spirits of nature destroy lingering magic at your command.

Daily ♦ Primal

Standard Action Close burst 3

Effect: All conjurations and zones in the burst are destroyed. In addition, ongoing necrotic damage ends on each creature in the burst.

Form of the Life-Giver Emerald Guardian Attack 20

You appear to increase in size as you take on the form of the legendary life-giver, granting vitality to your allies.

Daily ♦ Healing, Polymorph, Primal

Minor Action Personal

Effect: You assume the guardian form of the life-giver until the end of the encounter. While you are in this form, your size is Large. In addition, you gain resist 20 necrotic. Any ally that starts his or her turn within 3 squares of you regains 5 hit points.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon + 1 reach

Target: One creature

Attack: Strength vs. Fortitude

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

Each Failed Saving Throw: One ally within 3 squares of the target can spend a healing surge.

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

Each Failed Saving Throw: One ally within 3 squares of the target can spend a healing surge.



FIRST HUNTER

“Run all you like, for you cannot hide.”

Prerequisite: Warden

The bond between hunter and prey is as old as life itself. This relationship is second nature to you—a way of life that helps you work with other hunters, combining all your skill to bring down even the deadliest quarry. By learning and applying the secrets of the first hunter, you have honed your warden powers for maximum efficiency with spears and other thrown weapons. Whether you fight from the front or strike from the side, your allies can rely on you.

If you finally become the prey, let your hunter beware. You walk with the spirits of ancestral hunters at your side, and foes that corner you will feel the bite of your weapon.

FIRST HUNTER PATH FEATURES

First Hunter Action (11th level): When you spend an action point to make an attack, one of your allies gains combat advantage against the target of the attack until the end of your next turn.



Spear's Master (11th level): You can use any one-handed simple or military weapon as a thrown weapon with a normal range of 5 and a long range of 10. When you throw such a weapon as a ranged basic attack, the attack deals extra damage equal to your Constitution modifier. In addition, if the target is adjacent to one of your allies, you gain a +2 bonus to the attack roll.

Hunters Together (16th level): The first time you hit an enemy each round, choose one ally. The next ranged attack that ally makes against that enemy before the end of your next turn gains a bonus to the damage roll equal to your Constitution modifier.

FIRST HUNTER EVOCATIONS

First Hunter's Spear

First Hunter Attack 11

You throw your weapon at your foe, hitting it so hard that it's distracted when your ally attacks.

Encounter ♦ **Primal, Weapon**

Standard Action **Ranged weapon**

Requirement: You must be wielding a thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and one of your allies gains combat advantage against the target until the end of your next turn.

Marked Prey

First Hunter Utility 12

When an enemy tries to slip away, you and a companion hunter close in for the kill.

Encounter ♦ **Primal**

Immediate Reaction **Personal**

Trigger: An enemy marked by you ends its turn farther from you than where it started its turn

Effect: You and one ally can each shift half your speed as a free action to squares closer to the triggering enemy.

Form of the First Hunter

First Hunter Attack 20

You transform to resemble an ancient predator. You then hinder your foes and make a target vulnerable to your allies' attacks.

Daily ♦ **Primal, Polymorph**

Minor Action **Personal**

Effect: You assume the guardian form of the first hunter until the end of the encounter. While you are in this form, you gain a +2 power bonus to saving throws. In addition, each enemy marked by you is slowed until the mark ends.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action **Melee or Ranged weapon**

Requirement: You must be wielding a thrown weapon if you make a ranged attack.

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier damage. Until the end of your next turn, your allies gain combat advantage against the target, and they gain a bonus to damage rolls against it equal to your Constitution modifier.

Miss: Half damage.

ICEWROUGHT SENTINEL

“Submit, or feel the wrath of the season of death!”

Prerequisite: Warden

Nature sleeps when winter falls, resting until the warmth of spring creeps across the land once more. Though forests grow quiet and few creatures stir, the warden’s duty endures when the land is at its most vulnerable.

An icewrought sentinel harnesses winter’s power for the world’s defense. Whether you are drawn to this path through a natural affinity for wintry wastes or a spiritual connection to the season of darkness, your first step on the path to becoming an icewrought sentinel brings about changes in your body. Your flesh feels cool to the touch. Your eyes become a deep blue but turn frost-white when you are angry, and your lips and extremities take on a faint blue cast. When you use your warden evocations, snow swirls in the air around you as lines of frost form and quickly vanish on your skin.

ICEWROUGHT SENTINEL PATH FEATURES

Cold Snap Action (11th level): When you spend an action point to make an attack, each enemy that is adjacent to you or marked by you takes cold damage equal to one-half your level. In addition, you gain a +1 bonus to attack rolls with cold powers until the end of your next turn.

Frigid Embrace (11th level): You gain cold resistance equal to 5 + one-half your level.

Winter’s Winds (16th level): When you hit an enemy with a primal cold power, you slide that enemy 2 squares after the attack is resolved.

ICEWROUGHT SENTINEL EVOCATIONS

Rime Shackles Icewrought Sentinel Attack 11

Your weapon strikes with bitter cold that freezes the target in its tracks.

Encounter ♦ Cold, Primal, Weapon
Standard Action Melee weapon

Target: One creature
Attack: Strength vs. AC

Hit: 1[W] + Strength modifier cold damage, and the target is immobilized until the end of your next turn. On your next turn, if you hit the target with a primal cold power, the target is immobilized until the end of its next turn.

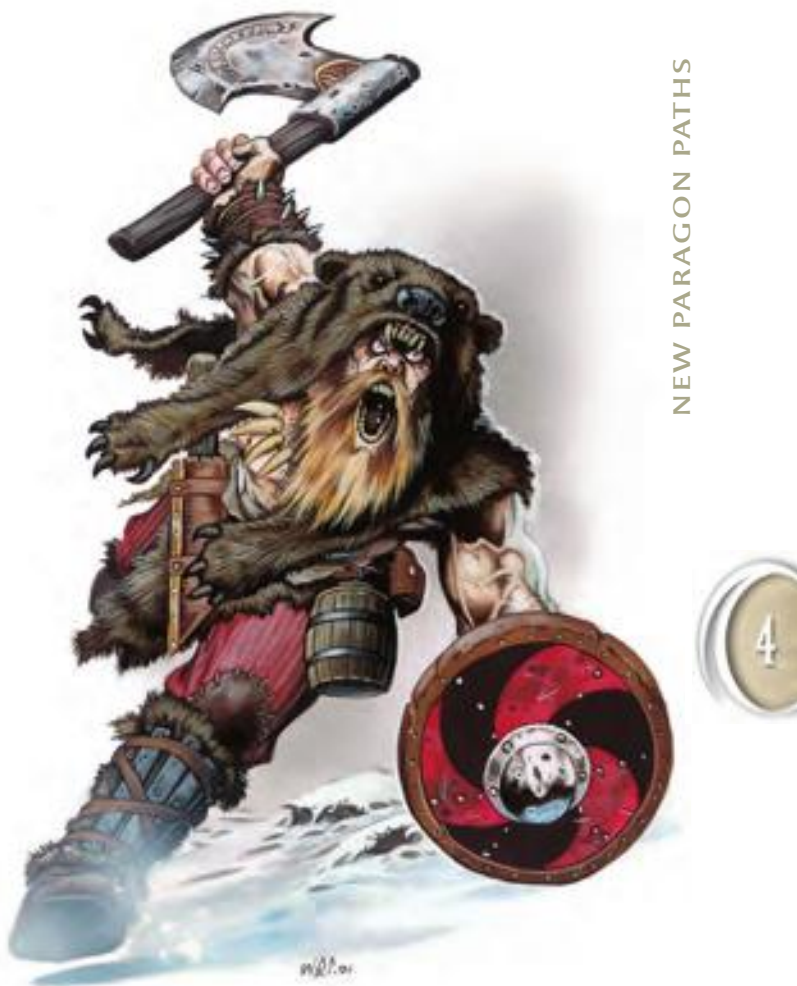
Icewrought Armor Icewrought Sentinel Utility 12

A shell of ice spreads across your ally, offering protection even as it freezes a foe that dares to strike.

Encounter ♦ Primal
Minor Action Close burst 3

Target: You or one ally in burst

Effect: The target gains a +2 bonus to all defenses until the end of your next turn. If the target is hit by a melee attack before the bonus ends, the attacker is immobilized until the end of its next turn, and the bonus ends.



Form of the Icewrought Sentinel Attack 20 Icewrought Sentinel

A protective sheath of ice covers you and spreads to hinder your foes’ movement, coating your weapon to blind a foe when you strike.

Daily ♦ Cold, Polymorph, Primal
Minor Action Personal

Effect: You assume the guardian form of the icewrought sentinel until the end of the encounter. While you are in this form, you gain a +2 bonus to AC and Fortitude. In addition, your enemies cannot charge or run if they start that movement within 2 squares of you, and each square within 2 squares of you, wherever you move, is difficult terrain for your enemies.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 3[W] + Strength modifier cold damage, and the target is blinded (save ends).

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

RADIANT SERPENT

“The spirit of the couatl burns brightest.”

Prerequisite: Warden

You raise your eyes and heart to the stars and to the spirit of the shining, winged serpents that helped tame the primordials. You have chosen the couatl as a spiritual ally, embracing that legendary creature’s power so thoroughly that you assume its very form. You emulate your shining ally by rising above the battle with a flourish of power or by passing through your enemies like a radiant spirit.

Like couatls, you understand the necessity of sacrifice. The coils of your power can trap enemies that would otherwise harm your allies, but you must be willing to take those allies’ hurts on yourself. If your own survival is jeopardized as you protect your friends, so be it.

RADIANT SERPENT PATH FEATURES

Radiant Glow (11th level): You gain radiant resistance equal to one-half your level and a +2 bonus to saving throws against effects that immobilize or restrain you. In addition, whenever you take radiant damage, your attacks deal extra radiant damage equal to one-half your level until the end of your next turn.



Radiant Serpent Action (11th level): When you spend an action point to take an extra action while you are in any guardian form, you become insubstantial and gain phasing and a fly speed equal to your speed until the end of your next turn.

Mantle of Sacrifice (16th level): When you score a critical hit against an enemy, that enemy cannot attack any target except you until the end of your next turn.

RADIANT SERPENT EVOCATIONS

Radiant Coils

Radiant Serpent Attack 11

Coils of light wrap around your target and burn it with radiant energy if it moves.

Encounter ♦ **Primal, Radiant, Weapon**

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you mark the target until the end of your next turn. If the target moves before the end of your next turn, it takes 2d8 radiant damage.

Shining Pass

Radiant Serpent Utility 12

Each ally you pass by is cloaked in a radiant glow, which allows you to share your own resilience.

Daily ♦ **Healing, Primal**

Minor Action **Personal**

Effect: When you pass through an ally’s space before the end of your turn, you can spend a healing surge on that ally’s behalf as a free action. You spend the healing surge but regain no hit points, and the ally regains hit points as if he or she had spent a healing surge. No ally can benefit more than once from a single use of this power.

Form of the Radiant Couatl

Radiant Serpent Attack 20

You take on a serpentine appearance as radiance surrounds you, granting you the movement and resilience of the great couatl.

Daily ♦ **Healing, Lightning, Polymorph, Primal, Radiant**

Minor Action **Personal**

Effect: You assume the guardian form of the radiant couatl until the end of the encounter. While you are in this form, you gain a fly speed equal to your speed, and you can hover. You gain a +5 bonus to saving throws against ongoing damage and against effects that immobilize, restrain, or slow you.

Once during this encounter, you can make the following attack while you are in this form.

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

Target: Each enemy in burst

Attack: Strength + 4 vs. Reflex

Level 26: Strength + 6 vs. Reflex

Hit: 2d10 + Strength modifier lightning and radiant

damage. One ally in the burst can spend a healing surge.

Miss: Half damage.

TRIBAL CHAMPION

“You want them? You go through me first.”

Prerequisite: Warden

All your life you have known you were destined for greatness, as did the ancestor spirits of your tribe’s great warriors. You owe your prowess in combat to the heroes whose blood flows in your veins. When you recover your strength in combat, these guardian spirits flash into sight for a moment, defending you from your enemies so that you can fight on.

The ancestral spirits that watch over you might represent any of the heroic classes of your people. The barbarian’s strength drives the fury of your attacks, just as the shaman’s wisdom inspires your tactics. However, in your determination to defend your allies and the world around you, you remain a warden through and through.

TRIBAL CHAMPION PATH FEATURES

Allied Champions (11th level): When you use your second wind as a standard action, each enemy marked by you takes psychic damage equal to one-half your level + your Strength modifier.

When you use your second wind as a minor action, one enemy marked by you takes psychic damage equal to your Strength modifier.

Tribal Champion Action (11th level): When you spend an action point to take an extra action, you can choose a guardian form granted by any of your daily powers. Until the end of your next turn, you assume that form and gain all its effects, but you cannot use the form’s attack. This use of the form does not expend the use of the power that grants it, and you can assume a form granted by a power you have already used today.

Ferocious Defender (16th level): When an ally adjacent to you is bloodied for the first time in an encounter, you gain a +1 power bonus to attack rolls until the end of your next turn.

TRIBAL CHAMPION EVOCATIONS

Fell the Mighty

Tribal Champion Attack 11

Taking on a foe more powerful than you only increases the fury of your attack.

Encounter ◆ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC. If the target’s current hit point total is higher than yours, you can score a critical hit on a roll of 19–20.

Hit: 2[W] + Strength modifier damage. If this damage makes the target’s current hit point total lower than yours, you also knock the target prone.

Pure Power

Tribal Champion Utility 12

You draw on the power of the heroes who watch over you, increasing the potency of your guardian form’s attack.

Daily ◆ Primal

Free Action

Personal

Trigger: You hit with a weapon attack granted by your guardian form

Effect: The attack deals 2[W] extra damage.

Form of the Tribal Champion

Tribal Champion Attack 20

The shades of countless ancestors flow through you as you fight, defending you from harm and debilitating your foes.

Daily ◆ Primal, Polymorph

Minor Action

Personal

Effect: You assume the guardian form of the tribal champion until the end of the encounter. While you are in this form, you gain a +1 power bonus to all defenses. In addition, each enemy marked by you takes a -4 penalty to attack rolls (instead of -2) for any attack that does not include you as a target.

Once during this encounter, you can make the following weapon attack while you are in this form.

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, each enemy marked by you takes a -8 penalty to attack rolls (instead of -4) for any attack that does not include you as a target.



RALPH BEISNER

PRIMAL OPTIONS

WHETHER YOU'RE a barbarian, a druid, a shaman, or a warden, you'll find an assortment of features in this chapter to help expand your options in both combat and noncombat encounters. Players with characters who are multiclassing into a primal class will also find new opportunities in this chapter.

From the material in this chapter, you can learn about the important elder spirits that primal characters revere, and you can choose a vivid background to help enhance your character's story. You can acquire new rituals that let you wield the forces of nature, and you can pursue epic destinies that transform you into an embodiment of primal power. Equip yourself with all the tools to bring your primal character to life.

- ◆ **The Spirit Way:** This section contains important background information about following the spirit way—the rhythm and ritual of life in cooperation with the primal spirits.
- ◆ **Primal Spirits:** This part of the chapter contains brief descriptions of two dozen of the Great Elders, some of the most important of the numberless primal spirits that inhabit the world.
- ◆ **Primal Backgrounds:** Several new backgrounds for your character are introduced, to supplement those in *Player's Handbook 2*.
- ◆ **Feats:** This chapter presents feats by tier, including new options for every primal class. Characters of any class can take the new tribal feats to better coordinate the efforts of their group.
- ◆ **Epic Destinies:** Eight new epic destinies aimed at primal characters offer new paths to immortality.
- ◆ **Rituals:** The rituals in this chapter provide more options for wielding the power of nature.



THE SPIRIT WAY

The complex relationship between the primal spirits and those who follow them is something like a religion, something like a philosophy, and something like a pattern of familial obligations. However, though in some aspects the followers of the spirit way resemble the faithful worshipers of Moradin, Corellon, or Melora, the primal spirits are not gods.

Worship of the gods means paying homage and offering sacrifice to the superior beings whose mythical actions created the world and whose power influences even the afterlife. By contrast, the spirit way is a broad set of principles in which even the greatest primal spirits are seen as companions and allies. As a follower of the spirit way, you commune with powerful beings—distant ancestors, beast archetypes, and the sentient essences of places of power—beings whose primal energy permeates the world and whose strength can aid you if your goals and deeds are worthy.

The primal spirits do not hold themselves separate from the world or from the mortals who communicate with them. Rather, these spirits are thoroughly intertwined in the lives of people who follow their way. When a barbarian channels the rage of an ancestral war band, those warriors might be the subjects of stories he learned as a child. A shaman who acquires a spirit companion might discover it to be the spirit of a bear slain by the shaman's grandmother—or perhaps even the spirit of the bear and the spirit of the grandmother combined.

Most spirits are subtle creatures whose influence on the world is felt only indirectly by those who follow them. However, followers of the spirit way do sometimes come into contact with beings possessed of dangerous levels of power. Spirits such as the World Serpent and Whisper should be met with great care or not met at all.

IN THE BEGINNING

Those who follow the spirit way believe that the primal spirits flowed through the world beginning at the moment when there was a world to move through and creatures to inhabit it. Perhaps their existence was a natural consequence of the world's creation. Maybe the gods created the primal spirits—intentionally or inadvertently—when they imbued their creation with permanence. Some say the primal spirits created themselves, others that the primal spirits were the original archetypes the gods used when they shaped the world.

In any event, although they were present from the beginning of creation, those first primal spirits lacked the ability or the will to communicate with the earliest sentient beings, and the first mortals could not

hear the spirits in the same way they heard the orders and threats of the gods and the primordials.

The gods helped set the world right, creating order and shaping life and living things according to their own terms. But then the gods stepped away from the world to fight the Dawn War against the primordials. While the gods and the primordials waged great battles in their far-off realms, the primal spirits of the world found their voice.

When the Dawn War spilled over into the mortal realm, spirits such as Stormhawk helped keep the world from being destroyed. Tree Father, Great Bear, and the Hunter Twins gave aid to the desperate peoples of the world, allowing them to survive in those devastating times.

The war between the gods and the primordials was nearly over when Khala, god of winter, attempted to seize the world for herself. The spirits realized that even though the gods had fought to save the world from the primordials, the gods' power would inevitably threaten the world in the end. While the gods smashed Khala's armies in the Astral Sea, the primal spirits rose up and destroyed her winter fortresses in the mortal realm. When their war was done, the gods looked to the world in victory—only to discover that the primal spirits had managed to seize what the gods had fought for.

By the power they wielded in the mortal world, the spirits declared that both gods and primordials were banished from direct contact with the world. With the gods ensconced in the Astral Sea above and the surviving primordials bound or lost in the Elemental Chaos below, the world would exist as a place of balance—a realm of life and death and the never-ending cycle of the seasons. Weakened by war and unwilling to destroy the world to spite the spirits that had claimed it, the gods relented.

In all the uncounted years since the end of the Dawn War, the decree of the primal spirits has held. The gods and the primordials can influence the world, but not even the most powerful deities or demon princes can project their full power into the mortal realm without attracting the unleashed wrath of the primal spirits.

The primal spirits use much of their power to maintain the barriers they established between the world and the older realms. However, they share this power with their allies—the people who follow the spirit way. When mortals die, some join the deities in their astral dominions. Others dwell within the world, becoming one with the primal spirits, which protect the balance and order of nature and all living things.

WHAT MATTERS MOST

As a follower of the spirit way, you have certain priorities. What matters to you as a primal character might include many things, but the spirits teach that your first two priorities should always be protecting the natural world and preserving the people you're connected to.

THE NATURAL WORLD

The most important task for a follower of the spirit way is to protect the natural world and the cycles of nature. Only in the most extraordinary circumstances should this put you into conflict with expanding civilization. Rather, the opposing forces that you need to protect the world from include rampaging primordials, marauding demons, the corrupting influence of the Far Realm and its denizens, undead that violate the natural cycle of birth and death, and—on rare occasions—the gods.

Only when the schemes of a god (usually an evil one) or a god's followers involve conquering the world, violating the first edicts of the primal spirits, does the obligation to protect the natural world bring you into conflict with the gods. Similarly, only when the spread of civilization means the utter devastation of nature in a large region—cutting or burning down a vast expanse of woodland, leveling mountains, stopping up rivers at their source—do the primal spirits feel threatened, and devastation on this level is beyond the capabilities of most civilizations in the D&D world.

THE PEOPLE

The spirit way teaches that all people are interconnected. You have learned that all people are your kin, as if you were a member of a great tribe that includes members of all races across the world. That “tribe” or family also includes the primal spirits. Even the terrifying World Serpent, whose power could potentially destroy the world, is like an elder member of this extended family, a force to be respected and learned from.

Different followers of the spirit way understand the nature and scope of their familial obligation differently. Some have a narrow view, looking to a literal tribe of related clans as the limit of their community. They feel no responsibility for the welfare of those outside the tribe, even for other followers of the spirit way. Others take the broader view that they believe the elder spirits intend: All who follow the spirit way, all who respect and nurture the world and live in harmony with the spirits—even, perhaps, all living things—are part of a great tribe, part of their obligation and responsibility, part of their family. For if all followers of the spirit way are kin to the primal spirits and look up to them as wise elders, then it follows naturally that they are all kin to each other, far-flung and different as they might be.

FOLLOWING THE SPIRIT WAY

As a powerful primal hero, you understand the place of the primal spirits in the world and their influence over it. Your primal power demonstrates your interaction with the spirits on a day-to-day basis. If you are a shaman, you talk with spirits at will, and sometimes they talk to you against your will. If you are a barbarian or a warden, the spirits of ancestors, of great beasts, and of the elements flow through you even when they are not revealing themselves through your powers. If you are a druid, your direct connection to the primal spirits might manifest itself primarily during rituals and combat, but your magic is wholly defined by the flow of power through the spirit world. For the masses of ordinary people, though, interactions with the primal spirits are both more subtle and often more complex.

LOCAL SPIRITS

Those who follow the spirit way most commonly venerate one or more of the spirits that inhabit prominent geographical features, plants, animals, and other natural phenomena in a particular area. The most common primal shrines in the world are those erected at the sites where great spirits are thought to live: on the slopes of a volcano, at the source of a mighty river, or in a grove dominated by a huge, ancient oak tree. The common folk offer tokens of sacrifice and implore these spirits for blessings in hunting, exploration, and farming.

ANCESTORS

The veneration of ancestors is a common component of the spirit way, particularly in a tribal context, where family ties are important. People offer small sacrifices to the spirits of their ancestors as a sign of piety, out of respect for deeds the ancestors performed in life, and to implore the spirits' guidance. Some sacrifices are entirely symbolic, while others are a part of ritual magic meant to unlock the secrets and power that the ancestor spirits are willing to share.

GREAT ELDERS

For most followers of the spirit way, local spirits and direct ancestors are the most important primal spirits—the members of their immediate family, as it were. The majority of primal characters' evocations call on these relatively minor spirits as well. However, greater spirits than these inhabit the world. They are the great elders whose power and influence extends across the world. Primal characters call on these spirits with some of their evocations, and the followers of the spirit way recognize the great elders as the oldest, wisest, and most powerful members of their extended family. See “Primal Spirits” on page 121 for more information about the great elders.

COMMUNICATING WITH SPIRITS

Just as many temples throughout the world have priests who are not clerics but who nevertheless learn to perform magical rituals, it's not uncommon for wise elders who tend primal shrines to call on the spirits by means of ritual magic. These elders were sometimes born with a remarkable sensitivity to the presence of primal spirits, but some developed their gifts with age and increasing wisdom. These primal practitioners often know rituals to implore the spirits' guidance and aid, including rituals such as Brew Potion, Commune with Nature, Bloom, and Speak with Nature that might be useful to player characters.

COMMUNITY

Many of the rites and ceremonies observed as part of the spirit way are all about community—recognizing, celebrating, and solidifying the ties that bind people, ancestors, other spirits, and the world itself together. All are part of a living whole, the spirit way teaches, interconnected and interdependent. The primal spirits are members of the same great family—not overlords or rulers, but elders who are respected for their wisdom and power. For that reason, their presence is invoked for rites of passage—marriages and births, funerals, and other observances of life's transition—for they are part of the community that recognizes and ritualizes those transitions.

The huge number of spirits in the world means that different people and groups have different ways of interacting with those spirits. The passage of seasons, the phases of the moon, migration patterns, marriage and childbirth—all of these events might be marked by personal meditation, simple rituals performed in the home, or elaborate ceremonies involving everyone in a community.

PRIMAL POINTS OF LIGHT

Under the rule of the now-fallen empire of Nerath, members of many different races and cultures were brought together in a vast and unified civilization. Before Nerath's rise, cultures that followed the spirit way tended to live in tribal structures and nomadic patterns. Now, in the wake of Nerath's fall, it's not uncommon to find a primal shrine located in a grove at the edge of a village or ancestor veneration taking place in the heart of the greatest cities that remain.

However, some of the older tribes in the world resisted assimilation into Nerath's civilization, and some newer tribes have moved back into the wilderness since its fall. The wilderness beyond the scattered city-states and baronies of Nerath's heirs is a dangerous place, but these tribes bring the strength of numbers, dedication to their way of life, and the power of primal magic to bear in their defense, and many manage not just to survive, but even to thrive.

Some of the lands claimed by these tribes are points of light just as much as are more civilized areas, places where travelers can find safe shelter and protection from the wild world beyond. Others are little different from the lands roamed by tribes of orcs or gnolls, where few travelers dare to venture and even fewer survive.

A windswept plateau might be a safe haven for members of a specific tribe. However, adventurers who aren't informed of the plateau's hazards by the tribe's ancestor spirits will find great danger at such a site, particularly if those ancestor spirits take a dislike to them. A forest that is home to tribes of barbaric elves might seem safer than an unsettled wood, but that sense of security can vanish quickly beneath a hail of elven arrows. Groups that contain primal characters might be able to befriend a distrustful tribe by communicating with the local spirits. However, the elders of an isolated tribe might not want adventuring types coming through their territory and corrupting people with their outsiders' ways.



EVA WIDERMANN

This is not to say that relationships between civilized lands and primal tribes are automatically hostile, however. In fact, in some lands, a bond of friendship between civilized and primal cultures creates some of the brightest points of light in the world. When a city-state or a barony encourages relations of trust and respect with a tribe on its border, the tribe acts as a buffer zone, a first line of defense against threats from the hostile darkness. Supported by the civilized land's armies and magic, that tribe likewise can respond to greater threats than it could stand against alone.

Eladrin cities surrounded by elven forest tribes are a common model of this type of relationship. Likewise, dwarven cities of the mountains sometimes enter into alliances with tribes of goliath and human followers of the spirit way, increasing the safety and prosperity of all.

PRIMAL SHRINES

As a rule, sites sacred to the spirit way do not resemble the temples to deities built by civilized people. Shrines appear throughout the world, often well hidden or designed to blend in with their natural surroundings. Spirit way shrines are often impromptu sites, carved out from the natural world and adorned with tribal relics.

A shrine in the wilderness might take the form of a natural niche on a cliff face, flanked by carefully balanced columns of stone; a carved rock rising from the rapids of a swiftly flowing stream; a string of feathers flying from the tops of a tall tree; or an ancient log set with tokens and offerings to encourage the renewed cycle of life.

Primal shrines are seldom intended to last forever; instead, they are designed to succumb to the effects of weather and time. Forest shrines quickly vanish beneath each new season's growth. Shrines of stone are eroded over long years or scattered by the blunt force of earthquakes and storms. For the people who built it, the disappearance of a shrine is a sign that the spirits have moved on, seeking other sites where the next shrines will rise.

Those who visit or stumble upon a primal shrine typically spend a short while offering a greeting to the spirits of the area. Most people do not receive a noticeable response, although some might be blessed with a brief tingling sensation as the spirits of the shrine flow through them. Heroes might receive an audible greeting. However, extensive verbal communication with the spirits isn't normally possible without the aid of a ritual, such as *Commune with Nature* or *Speak with Nature*. The spirits know much about the lands surrounding their shrines, and the right ritual allows characters to pierce the veil between the mundane world and the spirit world and learn from their wisdom.

Followers of the spirit way commonly leave an offering when they visit a shrine. Such a token can be a small item of natural beauty (such as a shell, a feather, or a semiprecious stone), an intricate carving, or a personally significant relic. In several tales of fable and legend, heroes often find a much-needed item beside an out-of-the-way shrine, set there by the spirits for their use. However, to followers of the spirit way, taking any item from a shrine without the express invitation of the spirits is an abhorrent act.

Those who live in towns and cities and follow the spirit way establish a variety of shrines to local spirits and ancestors. Many urban shrines are similar to those found in the wilderness—erected from natural materials and not intended to last. It is not uncommon to find small shrines dedicated to ancestor spirits inside the homes of followers of the spirit way.

PLACES OF POWER

Places of power are longer-lasting than shrines because they have been chosen by the spirits rather than created by those who follow them. Places of power are typically centered on sites where a strong natural or magical phenomenon has attracted the interest of the spirits. Most places of power feature some form of natural shelter or a location where a ritual can be performed without interruption.

Permanent, manufactured shelters and other structures are rarely added to a place of power, even if the folk who follow its spirits live in permanent dwellings elsewhere. Occasionally, a place of power is adorned with boulders, great logs, or even a cliff face carved with representations of the spirits who commonly return to the site—something like a druid's or a shaman's totem, but on a much larger scale.

The following examples of places of power might spark ideas for sites that are important to your character.

WITCHLIGHT TREE

Though this ancient tree is long dead, its dry branches still stretch to the sky, towering above the surrounding forest. The trunk of the tree is hollow, and on the nights of the full moon, glowing wisps of light float down inside. A group of elves and shifters gathers at the Witchlight Tree every month, standing inside the enormous trunk as the witchlights descend. The elves and shifters believe the lights are manifestations of forest spirits who come to bring their blessings to the gathered.

ECHO CAVERN

In a cave behind a roaring waterfall, the voices of the ancestors are carried on the echoing wind. The cave is too small for more than one or two people to occupy it at a time. A community of humans and halflings gathers outside the cave for rites of passage,

during which it sends young adults into the cave one at a time. As the youths enter, they are ritually purified by passing through the curtain of water. Once inside, they meditate on the sound of the rushing water and the voices in the echoes. They emerge the next morning as adults, carrying some fragment of the ancestors' wisdom with them.

SPEAKING MOUNDS

On an ancient battlefield, a series of burial mounds are scribed with scenes from long-forgotten battles. No community gathers regularly at the Speaking Mounds, but individuals of many different races visit the site to seek the wisdom of the ancestors buried there. The mounds are said to shift or speak in the presence of druids or shamans, though only those nearby can witness this reaction.

EVERSPRING GROVE

A circle of ancient trees in the heart of a sprawling forest, Everspring Grove is home to powerful spirits of the wood. The trees keep their green leaves throughout the fall and winter, the temperature inside the circle is always comfortably warm, and berries grow year-round on bushes among the trees. A few tales speak of heroes lost in the forest in winter, in danger of freezing, who find warm shelter and food in the heart of Everspring Grove. The grove is a meeting place for a group of elves, and also a crossing point where eladrin and gnomes enter the world to pay respects to the primal spirits of the place.

THE STANDING STONES

This large circle of monumental stones began as a temporary shrine, but survived for long centuries by virtue of the spirits' interest in the place. Earth and storm spirits are attracted to the ring of stones, and dwarves and goliaths gather there to venerate the spirits.

TABOOS

Occasionally, a spirit places a taboo upon the people who venerate that spirit—some kind of restriction or prohibition that might seem nonsensical or overly burdensome to outsiders. It's not a common occurrence, but it happens, particularly when the spirit's followers have been hit hard by war or social unrest. In these cases, a taboo is seen as an imperfect solution to a deeper problem, a spiritual shield against deeper corruption that would further weaken the spirit's followers.

Taboos in such cases might include restrictions on travel, on interacting with certain races, on eating certain foods, or on marrying into certain family lines. Those who violate the spirits' prohibitions might be required to undergo a ritual of purification, while major transgressions are sometimes punished with temporary or permanent exile.

More than one primal hero first became an adventurer after rejecting the taboos of his or her people. In the larger context of the campaign, heroes are sometimes expected to be taboo-breakers—powerful enough to ignore even the worst effects of breaking a taboo and able to perform the magical tasks and quests necessary to eliminate a taboo for those who can't break its power themselves.

Helpful heroes sometimes discover that what appears at first to be a useless or even culturally debilitating taboo is in reality an unwritten response to a long-forgotten danger. For example, people forbidden to travel outside a particular river valley might have originally done so to avoid the wrath of a jealous and powerful river spirit that has since been displaced. Taboos and the quests to eliminate them are unlikely to play a major part in most campaigns, but they can provide a useful backdrop to the lives of the people who follow the spirit way.

GODS AND SPIRITS

The gods are sometimes known by different names in isolated cultures that follow the spirit way. For example, Kord is called Wild Storm Father by some goliath tribes, and Melora is known as Great Mother in certain remote regions. However, characters who learn the lore of such folk can easily note that those people speak of Wild Storm Father and Great Mother differently from how they speak of Stormhawk or Dark Sister. The latter are treated as familiar allies or even family; the former are more powerful and distant monarchs.

The primal spirits are not gods. They are plentiful beyond counting, unlike the limited pantheon of gods. They do not demand worship, and their power is limited to the natural world. Followers of the spirit way do not limit their veneration to a single spirit in the way that some people devote themselves to the worship of one deity. Even so, some people confuse the primal spirits with deities, referring to the spirit way as "the old faith"—as if, somehow, worship of the pantheon of gods was destined to supplant and replace reverence for the primal spirits.

In fact, most of the time the spirit way and the worship of the gods do not conflict. The gods have no vested interest in stamping out the spirit way, and the primal spirits certainly feel no need to argue against the teachings of the gods—indeed, they rarely argue much of anything. The gods exist in their astral dominions, the spirits in the mortal world, and each is worthy of respect, veneration, or worship as appropriate to its station. Those who follow the spirit way often blend that path with the worship of gods such as Corellon, Kord, Melora, Sehanine, and even Bane or Zehir. As long as the practice of primal magic and the proper relationship with the spirits are maintained, both ways can easily coexist.

The gods in their majesty are distinct individuals. In contrast, even the greatest primal spirits do not possess single discrete forms. The primal spirits permeate the world, flowing through its natural features with an intensity that depends on a spirit's relationship to a particular place or object. The power that a primal spirit manifests in the world varies according to the season, the weather, the terrain, and the lingering effects of events that have marked a location in the past.

Many primal spirits are strictly connected to a specific location in the world, or are devoted to protecting a particular family or tribe. Above them stand the great elders—powerful spirit entities that are known across the entire world. The great elders discussed later in this section are only a few among many. Scores of great spirits are thought to exist, though their true numbers might never be known.



JOHN STANKO

Unlike a deity, a primal spirit does not go by only one name or use a single universal symbol to represent itself. One tribe might depict the World Serpent as a snake swallowing its own tail, and another might show the World Serpent twining around and through a tree symbolizing the mortal realm. Yet another group might think of the World Serpent as a snake-skinned goliath whose serpentine lower body disappears into the earth. The gods' powers are tied to specific images and holy symbols, but the primal spirits do not care how they are depicted, as long as they and the world they protect are shown respect.

As a rule, the power of the primal spirits is greatest in the world, but player characters who wield primal power are at no disadvantage when their adventures take them to the planes and beyond. Heroes carry their power with them, so that they are never cut off from the source of their strength. Primal powers wielded by player characters function normally in the Feywild and the Shadowfell, in the Astral Sea and the Elemental Chaos, and in the Underdark. However, lesser mortals who follow the spirit way might be uncomfortable traveling into places where the voices of nature and the ancestors seem distant.

SPIRITS AND THE SPIRIT WORLD

The primal spirits are not creatures that people can interact with in a typical fashion. Most of the time, they're invisible and intangible, present in the world but not part of its physical substance. The greatest primal spirits seem to be truly immortal: Mortals can't harm them, and even gods and primordials are hard-pressed to destroy them—at least, by any means short of destroying the world. Lesser spirits fade in and out of existence, though. Local spirits die when the natural features they're connected to are killed or destroyed, and ancestor spirits fade, it is said, when they are forgotten by their descendants.

Primal characters' evocations can cause the spirits to manifest, typically as conjurations, but only a fool would think of these magical manifestations as anything but the merest fragment of the spirits' true power. Manifested in a conjuration, though, a spirit can physically affect the world. The reverse isn't true: Creatures in the world might be able to harm the conjuration, but not the spirit itself.

Shamans and mystics sometimes speak of "walking in the spirit world" as if the primal spirits inhabited some other plane of existence, such as the Feywild or the Shadowfell, but that language is misleading. The primal spirits live in the world, not removed from it. The "spirit world" is one way of



describing the primal spirits' substance and nature; they lack physical substance, yet they have form to those who have eyes to see it. When mortals enter the spirit world, their senses and consciousness are altered so they can perceive the spirits. Sometimes this alteration occurs during sleep or deep meditation, when a shaman dreams of a journey away from his body and into the spirit world where primal spirits express their will or deliver warnings. At other times, a mystic experiences a transformation of vision while remaining fully conscious and in her body. She simply sees the spirits present in the world around her, often suffused with a golden glow.

In this altered state of awareness, the world seems more alive—every tree and mountain has its spirit moving within it, the sky throngs with beast and wind spirits, the ground itself eddies with the currents of spirits flowing through it. Even when a mortal can perceive the spirits in this way, it's normally impossible to affect them, to touch or harm them in any way.

There are legends, however, of powerful individuals or artifacts that allow mortals both to see into the spirit world and to kill the primal spirits that inhabit it. These legends tell of terrible destruction resulting from the death of the primal spirits whose life sustains the natural world, but they invariably end with a grisly demise for the foolish mortal who dared to abuse such power. Some describe the World Serpent devouring the offender, others tell of Fate Weaver trapping the mortal in her web, and others speak of the Primal Beast appearing to rend and tear the flesh of the upstart. If there is an appropriate use for such power, it must be wielded carefully to avoid angering such powerful elder spirits.

THE GREAT ELDERS

Unless otherwise described in this section, each of the great elders is a mighty being whose power courses through the entire world. No elder spirit is omniscient or all-powerful, but each has facets that connect it to the powers, the rituals, and the activities of primal heroes of any class.

The following discussion of the great elders among the primal spirits is not exhaustive. For the most part, it focuses on those elder spirits relevant to player characters and other heroes. Moreover, although the pantheon of gods has remained more or less finite since the devastation of the Dawn War, no complete accounting of the elder spirits that dwell within the world has ever been made.

Your DM might expand this collection of elder spirits, and you should feel free to suggest additions to the roster that are relevant to your character's abilities and background.

ALWAYS FALLING

Always Falling is a spirit of water in motion, strongest around rivers and waterfalls. River spirits have a way of mixing together, and an alliance with Always Falling allows a character to come to a quicker understanding with local spirits and other characters' ancestor spirits. It is said that Always Falling has met everyone in the world worth meeting, although it takes him time to recall specific encounters.

BLOOD COUSIN

The primal spirit known as Blood Cousin is dedicated to maintaining harmony between disparate tribes, and she is instrumental in the creation of Circles of New Kin (see page 105). Blood Cousin is regarded as a force for innovation among the tribes, and new traditions among those who follow the spirit way are often attributed to her followers. In her name, friends of different families, tribes, or races sometimes adopt each other as blood cousins, pledging cooperation and support for each other's people. It is said that Blood Cousin once lived as a barbarian, and members of that class believe that she favors their kind.

Blood Cousin is variously said to have been born a human, an elf, or a dragonborn, but she was subsequently reborn many times into ancient tribes of different races. In each tribe, she taught the same initiation ceremonies, showing her people that they could welcome newcomers into the tribe without weakening it or disturbing the ancestor spirits. Tribes that follow her example are referred to as Blood Cousin tribes; even the most insular of these tribes sometimes adopt particularly worthy outsiders, whether from their own or another race.

CARVER

Carver lives in the final moments of each wave as it breaks along the shore. However, his name and presence are invoked even far from the ocean, for this spirit represents the ceaseless rolling power of nature that carves the world into its ever-changing shape. Of the primal classes, barbarians and wardens are the likeliest to be drawn to Carver's combination of power and grace. For coastal tribes, Carver is a symbol of bounty and change—the ocean constantly wearing away the land even as it supplies sustenance and casts its treasures on the shore.

THE DEEP WINDS

The world below the world is still part of the primordials' original raw creation. Since the Underdark operates by ancient laws unrefined by the touch of the gods, much of that mysterious land falls outside the primal spirits' aegis.

However, vast sections of the Underdark are composed of rock descended from the world above or areas shaped by Torog's blood or Lolth's power. The Deep Winds are great elder spirits that dwell in such

areas, where they are revered by the rare followers of the spirit way who live so far below ground. Some outcast drow, for example, call on the Deep Winds to protect and guide them in the Underdark.

The Deep Winds flow strongest in the Shallows, but their fastest route of travel through the Underdark is along the King's Highway forged by Torog's blood. The Deep Winds are also fond of following the paths of great primal heroes (including player characters) as they navigate the dangerous depths.

Unlike the ageless great spirits of the surface world, individual spirits of the Deep Winds sometimes become lost and perish in the Underdark's ancient labyrinths.

EARTH WHEEL

Though many followers of the spirit way plant crops, some stay constantly on the move and subsist only on what nature has to offer. The elder spirit named Earth Wheel provides for such tribes, offering bountiful food to sustain them on their journeys. When these tribes are in harmony with Earth Wheel's turning, their travels become part of the area's natural pattern. With the spirits of that area in harmony, whole fields of herbs, berries, and fruits ripen just in time for the arrival of the tribes that depend on them.

Their relationship with Earth Wheel inspires some tribes to maintain consistent migration patterns; these tribes show little tolerance for outsiders who impinge on the territories and routes they have marked out. Tribes that rely on Earth Wheel to supplement their hunting activities are more accepting of strangers. Tribes that depend solely on Earth Wheel for their survival treat their bounty as a sacred trust and can be dangerous if challenged.

EVERFLAME

Most primal spirits of flame are young—burning bright for a time, then flickering away to be replaced by new spirits. Unlike other spirits, these flame spirits make a point of introducing themselves when they communicate with mortals, since they know how unlikely it is that they will speak with the same characters a second time.

But not all flame spirits are so ephemeral. Everflame is an ancient flame spirit who has taken on a unique protective role. This elder spirit is a guardian who ensures that great fires blaze strongly enough to eventually burn themselves out. Flame is a cleansing force in the world, but only once it stops can the natural balance reestablish itself. Everflame whips the lesser flame spirits on, ensuring that they burn out quickly instead of learning how to live forever.

Along with the World Serpent and Stormhawk, Everflame was one of the elder spirits who did the most to burn away the god Khala's false winter. Unlike hearth spirits and the legion of shorter-lived flame spirits, Everflame seldom has shrines. Places of power dedicated to him are more common, and are often found near volcanoes and elemental flame vents that erupt with deadly force.

The common folk have little contact with Everflame, since simple cooking fires and bonfires have no need of his power. However, among tribes of the spirit way that burn their dead, Everflame is invoked so that a pyre will burn quickly. Player characters and other heroes commonly know of Everflame, and they might call on his power in the course of their adventures.



TOMAS GIOIELLO

THE BIRTH OF EVERFLAME

In the days when gods and primordials fought, the primordials sought to cover the world in flames. The fire would burn the forests, kill the people, and leave the world nothing but a pile of ashes to be scattered on the winds of the Elemental Chaos.

The primordials unleashed their flame, and it began to devour the great forests that stood at the dawn of time. The people fled in terror and despaired, for they had no hope of stopping the fire.

But then, a great thing happened.

Where the fire devoured earth and wood, plants and beasts arose among the ashes. The fire turned and stomped back over the fresh sprouts, but they arose again wherever fire had rampaged before.

Around and around the fire raced, but it was never able to burn one place before life once again arose in another.

And then the fire realized its place and leapt upon the wind to become one with the world. The world survived, and even when the flames claim tree after tree, it remains true that life follows death as surely as death follows life.

FATE WEAVER

The great elder called Fate Weaver is also known as Grandmother Spider, and the choice of name corresponds with a people's optimism regarding their future. Those who face great challenges or peril speak of Fate Weaver, invoking a sense of impartial fate and a belief that their troubles are beyond the cares of the spirits. Those who are more content with their prospects—or who are intent on maintaining a positive outlook regardless of circumstance—think of Grandmother Spider, patiently weaving webs that connect all living things in providence.

Aside from her role in spinning the webs of fate, Fate Weaver is also a protective spirit. Shamans call upon her to protect allies or tangle enemies in her spirit webbing (see the *Fate Weaver's shield* and *tendrils of the Fate Weaver* powers in *Player's Handbook 2*).

Fate Weaver is also said to have spun the webs that bind the planes together, keeping the Feywild and the Shadowfell tightly linked to the world. It is because of Fate Weaver's web that events in the world often echo across the Feywild and the Shadowfell, and that bond also enables the primal spirits to extend their power out from the world into those other planes. Travelers who know Fate Weaver's patterns, it is said, can use the strands of her webs to cross between the worlds.

THE GRANDMOTHERS

The Grandmothers are an extended group of female ancestor spirits. They are accorded collective elder spirit status because many scattered groups of people know them by the same name, and because Grandmothers of widely separated groups are capable of

sharing information and memories. The Grandmothers are on good terms with most other ancestor spirits, though they are often at cross-purposes with Old Grandfather.

GREAT BEAR

Great Bear is a powerful warrior and protector spirit who defends the world in the way that a she-bear ferociously defends her cubs. The common folk think fondly of Great Bear, and they show a certain amount of reverence for the natural beasts that share her form. These include cave bears and dire bears (as a creature of the Feywild, the deadly owlbear is not accorded the same respect, even among elves). For those who respect Great Bear, hunting a bear is undertaken only with humility and the proper sacrifices. However, no issue is made of those who defend themselves from a wild bear's unprovoked attack.

During pregnancy and childbirth, some mothers call on ancestor spirits such as the Grandmothers, or gentler spirits of water and earth such as Always Falling. However, sometimes the spirits tell an expectant mother that the child she bears is destined to become a great hero. Those mothers are inclined to call on Great Bear to ensure that their children follow in the protector's path to defend the world from harm.

Bear shamans call upon Great Bear with regularity (see especially the *Great Bear guardian* power in *Player's Handbook 2*), and the Great Bear shaman paragon path in *Player's Handbook 2* reflects the shaman who emulates Great Bear as a stalwart protector. Druids and barbarians also have powers that call on Great Bear's might (*roar of terror* in *Player's Handbook 2* and *clawed ancestor rage* in this book).

GREAT CURRENT

Great Current is a single name shared by a multiplicity of water spirits who move the deep waters of the sea. Many coast-dwellers and seafarers honor Great Current. A few tribes of the spirit way live on giant, raftlike islands that are spawned from the living islands of the great ocean, and for them, Great Current is the source of life and their livelihood.

GREAT WATCHER

Great Watcher is a mysterious, formless spirit said to see and hear everything that takes place on the surface of the world. She carries the winds of change across the world, paints the leaves in autumn, and brings omens and signs of the future to those who know how to watch. She is revered for her prescience and insight, and shamans call upon her when they try to discern what the future holds.

Those who understand nature's constant change emulate Great Watcher by observing that change without being swallowed up by it. Detachment and balance are the ideals that Great Watcher embodies, and her followers strive to emulate them.

The shaman power *Great Watcher spirit* in this book grants a fragment of Great Watcher's insight to the shaman's allies, while the seasons' herald paragon path in this book gives a shaman Great Watcher's powers of prophecy and insight.

THE HUNTER TWINS

The Hunter Twins were a mortal brother and sister who should have been born just before the Dawn War. While still in the womb, they realized that if they both came into the world, their mother would die. To prevent this fate, they struck a bargain. One of the two children was born, growing up to become the world's greatest hunter. The other child's spirit slipped into the world to take the form of many animals, so that its twin would have prey to hunt. When the mortal twin died, the two traded places, and so the twins have taken turns as hunter and hunted for all time.

Depictions of the Hunter Twins typically show a male wearing an antlered headdress alongside a she-wolf or a female barbarian wearing a wolf skin. These spirits are popular among all the primal classes, who draw on the twins' strength for their transformative, beast form, and hunting powers.

HUNTER OF WINTER

In the form of a great white tiger, the Hunter of Winter is said to hunt in the midst of fierce blizzards and ice storms. Some seek to emulate the ferocity of this elder spirit, while others ask it to drive prey to them, to provide food in the depths of winter.

The barbarian power *white tiger rage* in *Player's Handbook 2* calls on the Hunter of Winter.

THE MONSTER SLAYERS

The Monster Slayers are a group of heroic ancestor spirits that warriors and heroes of all tribes look up to. The story of the Monster Slayers is told in variant forms in many different traditions. Though each version invokes a different set of ancestors and local spirits, the common core of these tales provides adventurers with a well-understood place among the cultures that follow the spirit way.

Countless peoples count Monster Slayers among their ancestral spirits, and most folk who follow the spirit way have at least a passing relationship with ancestor spirits that were once adventurers. When a child turns his or her eyes to the threats of the wide world, parents remember Monster Slayer ancestors and support the child's dream of adventure. Like the Monster Slayers of old, heroic adventurers fight for the security and preservation of the world.

A few followers of the spirit way, however, do not revere the Monster Slayers or welcome those who follow in their footsteps. Some bitter shamans claim that the Monster Slayers released the monstrous scourge in the first place, simply as a test of their own skill. Others tell stories of adventurers who brought destruction to their people by angering monsters in the wild, drawing the monsters' wrath and vengeance. Still others speak of powerful magic that turns great heroes into monsters themselves.

THE MONSTER SLAYERS' QUEST

Long ago, after countless generations of struggle, all the many peoples of the world succeeded in defeating the monsters that had long preyed on the folk of the spirit way. With the magic the people had created in harmony with the primal spirits, these creatures were trapped or banished far from the mortal realm.

The elder spirits were pleased at this outcome. However, convinced that the mortal races no longer needed their aid, they settled down in their favorite places instead of flowing through the world as a whole. While the elder spirits resided on the tops of mighty mountains, in ancient trees, or in the deepest rivers, mortal generations quickly passed by in relative peace.

When things changed for the worse, some blamed Whisper. Others named malicious gods or devils jealous of the mortal races' prosperity. In any case, the monsters that had been bound or trapped by the followers of the primal spirits gained new power and intelligence. Able to communicate with each other in their places of banishment and binding, they learned to coordinate and control their power to break their chains. Gaining new knowledge of tactics and stealth, they attacked the people with renewed strength. With no history to guide them and no elder spirits to draw on, the people were quickly overcome.

The Monster Slayers were primal heroes who left their homelands to travel throughout the world, hunting the monsters that had escaped from their confinement. On the way, the Monster Slayers met other heroes and relearned the magical secrets that had once defeated the monstrous threat. They codified that knowledge in order to train others, and their teachings helped shape the spirit way into its present form.

In the end, the Monster Slayers' trials awoke the elder spirits, who understood that they must leave their rest and return to their ceaseless movement through the world.

OLD GRANDFATHER

Old Grandfather claims to be the first ancestor spirit—a battered and embittered mortal who endured a hard life and death and who has complained about both ever since. Old Grandfather is much less helpful than other ancestor spirits, most of whom are dedicated to maintaining dignity in and respect for their family lines. As a result, no group, tribe, or race claims a connection to him.

In truth, Old Grandfather's original race is long gone, which inspires his role as a sort of ancestral gadfly for clans and tribes across the world. Fortunately, his spirit can't be everywhere at once, and most folk have learned that the better Old Grandfather is treated, the sooner he tires of having nothing to complain about and moves on.

Player characters who become involved with Old Grandfather fare better than common folk. The grumpy old spirit resents his descendants for not living up to the standards he believes he set. However, as PCs rise in power as primal heroes, Old Grandfather becomes less annoying and considerably more helpful. He might even offer assistance to epic-level primal heroes in exchange for a favor—a secret task he has been unable to complete through all his long years.

THE PRIMAL BEAST

The spirit known as the Primal Beast plays a part in the power of every primal class. Countless other beast spirits are at large in the world, but the Primal Beast taps into an ancient, raw strength that is the equal of any magic of the gods.

The Primal Beast is a predator from the dawn era, when the first sentient races were just another kind of prey for the mighty beasts. The Primal Beast has no love of mortals. The heroes who can call on this spirit are treated as fellow predators—lesser members of a hunting pack that can tear gods to shreds and feast on their remains. Lesser mortals do as little as possible to draw the Primal Beast's attention, and adventurers who flaunt their connection to this mighty spirit might quickly find themselves feared and shunned.

Fear of the Primal Beast has a far-reaching influence on the lives of many people who follow the primal spirits. By tradition, some folk of the spirit way do not raise herd animals as food, for all primal tribes tell tales of how the Primal Beast sends the world's greatest predators against such herding folk. To the Primal Beast, animals are for hunting, for riding, or for companionship, and tribes that attempt to upset that natural order pay the price. Those people who do raise livestock tell stories of great ancestral heroes who won a reprieve from the wrath of the Primal Beast, or perhaps a divine sanction that protects them from the Primal Beast's wrath.

Many druid powers call on the Primal Beast, starting with *wild shape* and culminating in the *primal*

archetype power in *Player's Handbook 2*. Several other classes also have powers that draw on this mighty spirit: *blood hunger rage* and *rage of the Primal Beast* for barbarians, both in *Player's Handbook 2*, and *form of the shifting ancestor* for wardens, in this book, as well as the warden paragon path *bloodwrath guardian* in *Player's Handbook 2*.

THE SOUL SERPENT

A great snake said to guard the gate of dreams, the Soul Serpent has gleaming, iridescent scales and glowing eyes that shift colors with its ever-changing mood. Mortals passing through the gate of dreams become like spirits, no longer bound by time and space, and able to interact with the primal spirits face to face. Likewise, some primal evocations draw spirits through the gate of dreams so they can take physical form in the world. The Soul Serpent watches over these passages, coiled in a perpetual state of watchful dreaming.

The power *form of the Soul Serpent* in *Player's Handbook 2* allows wardens to call on the strength of the Soul Serpent.

STONEROOT AND MORADIN

The god Moradin, the legends say, carved the mountains from the primordial earth. Dwarves who follow the primal way tell the tale of the first mountain he shaped.

Moradin wanted to craft a monument that would be visible anywhere in the world, a towering symbol of the gods' power that would inspire worship and obedience and serve as a testament to his artistry. He worked the stone of the living earth into a mountain that touched the sky, even as its roots sunk far into the depths of the earth. He named the mountain Stoneroot.

But Stoneroot was not merely a monument, not just an object crafted by Moradin's hand. Like the rest of the newly birthed world, it had its own spirit—perhaps a bit of Moradin's breath that permeated the stone. The mountain's peak was draped in a cloak of snow, rains flowed down its sides and formed mighty rivers, and a host of lesser spirits were born in Stoneroot's mighty shadow. Moradin's favored creatures, the Firstborn of the dwarves, tunneled into the sides of the great mountain, and Moradin himself built a temple at the frozen summit where he could dwell among his followers from time to time.

During the Dawn War, a host of giants and titans marched upon Stoneroot and laid siege to the Firstborn in their great halls. Moradin came to their defense, but the titans called upon their master, Vezzuvu, the primordial known as the Burning Mountain. God and primordial clashed at the feet of Stoneroot, but Moradin was outmatched and fled, seeking the aid of his fellow gods.

At Vezzuvu's mighty hands, the Firstborn dwarves were scattered and Stoneroot was smashed to rubble. The great primal spirit of the mountain, though, escaped the primordial's wrath and to this day wanders the world, pushing the mountains to ever greater heights even as they sink their roots deeper into the earth.

STONEROOT

The elder spirit Stoneroot embodies the ageless forces that thrust mountains toward the sky. Every proud mountain spirit owes allegiance and fealty to Stoneroot, and the peoples of the mountains venerate his strength and endurance. Even in areas far removed from the mountains, followers of the spirit way acknowledge Stoneroot's power as a source of stability, invoking his name to summon the strength of the earth.

STORMHAWK

Stormhawk fought the gods and the primordials during the Dawn War, and he was the primary force that demonstrated to both factions that the world could stand against them. Adventurers and other heroes favor Stormhawk for his focus and for his power when he is pushed to anger. The common folk respect Stormhawk for his wisdom and instinct, though they have few reasons to call on him in daily life.

As a spirit of transformation that understands the place of stealth and perseverance in combat, Stormhawk is popular among druids, even as the fury that he summons for his battles echoes the barbarian's rage. To shamans and wardens, Stormhawk is an all-encompassing force—a spirit whose great wings take him past all points of the world in a heartbeat.

Three shaman powers in this book call on Stormhawk: *Stormhawk's fury*, *Stormhawk vigilance*, and *Stormhawk's gambit*. In addition, shamans who adopt the disciple of winds paragon path in this book wield Stormhawk's power.

TREE FATHER

Tree Father is an ancient and trusted spirit whose days of might and power are largely behind him. However, he is still called on and respected for his gifts of wisdom, as well as for his association with hunting and with the great forests. Other primal spirits and gods claim a part in the creation of the trees, but Tree Father's accomplishment lies in the forging of bonds between trees and other living things to create the forest.

Tree Father is popular among all races except elves, whose own legends provide an alternative history of the great forests of the world. In lieu of conversing with Tree Father, elves who follow the spirit way interact with a host of forest spirits. Elves think of most forests as female and know the spirits in that form.

Two shaman powers in this book, *Tree Father's bounty* and *Tree Father's ward* draw on the power of this elder spirit.

STORMHAWK TAKES FLIGHT

This is a story of Stormhawk, and of how he taught the world to defend itself against elementals and immortals.

In the early days of the war of gods and primordials, the world remained untouched. Battles raged across the Astral Sea and over the Elemental Chaos, but the mortal realm was left alone. When that changed and war came to the world, the suffering was great.

One day, five younger gods and one great primordial tumbled into the world while locked in battle. Fire scorched the woods. Acid melted mountains. Astral stone and primordial iron carved huge scars through earth and sky. The people ran in terror.

As the gods and the primordial battled, none noticed the white cloud that drifted above them. The gods did not see the cloud grow black as mountains tumbled. The primordial ignored the rain as it hammered against it, pleading for peace. As the cloud took the shape of a great hawk, lightning flashed a warning from its eyes. Thunder boomed

from the great bird's beak, demanding peace, but the gods and the primordial fought on.

Driven by rage, the great hawk swooped through the battle, scattering those who brought war to the world.

The lightning spoke: "I warned you once. Not again." In a great blue-white flash, the gods and the primordial were blinded.

The thunder spoke: "I asked for peace. You would not listen." With a terrible roar, the storm drove all other sound from the combatants' ears.

The rain spoke in tap-tap-tapping drops that the elemental and the immortals could understand in their blinded and deafened state: "I asked before. Now I am telling you." And the rain beat down on them in waves, pummeling all memory and reason from their minds.

Stormhawk dipped its beak into each god and the primordial, ripping out the choice bits before throwing those enemies back into the worlds from which they had come.

TREE FATHER CREATES THE FORESTS

In the earliest days, the land was rich with herds of great beasts. The people hunted easily and ate well. The people ate and ate, and the beasts died and died at the points of hunters' spears and arrows. Too soon, there were hardly any beasts left to hunt.

Tree Father saw this and knew that something had to be done. He pulled the hair from his thick, green beard and spread it over the earth. By the weave of his power, the scattered stands of trees that spread across the land grew close together and were intertwined. Soon, there were forests of great trees, with more spreading all the time. The beasts ran into the forest and hid from the hunters.

In time, the beasts grew more numerous, and everyone knew that was a good thing. But hunting was tougher than it had been, for catching prey in the forest was hard work.

The people cried out to Tree Father: "You hide away the meat for our fires. Our children grow weak, and the people grow fewer. Take away these forests, so that we might find our prey once again."

But Tree Father only smiled and shook his head.

Soon, the war of gods and primordials began. The people fled from the plains into the forests. There, Tree Father's boughs and leaves kept them hidden. And so it was that the people relearned old lessons. The world is for all things, and when anyone can be prey for stronger hunters, it is good to know places to hide.

WHISPER

The elder spirit Whisper goes by different names and aspects across the world; Dark Sister, Fox Woman, and Little Dragon are among the most common. Whatever her name, Whisper makes trouble. Her voice is the rustling leaves and the wind through the grass. She weaves many tales—some true, most not. In stories, she plays tricks on deities, primordials, hapless ancestors, and the other elder spirits.

Some believe that Whisper had a hand in the return of the primal monsters, the threat of which brought the Monster Slayers into being. However, many also believe that Whisper first warned the gods that the primordials were set to destroy the world, or that it was she who tricked the primordials into taking their battle with the gods to other realms, sparing the world from destruction.

No one fully trusts Whisper, and those who bear her marks—typically tattoos of the moon and stars, a fox's eyes, or a dragon's tail—often live as loners, away from the suspicious eyes of others in the tribe. Shamans admire Whisper because she hears things she shouldn't, and because she is sometimes willing to share that forbidden knowledge. Barbarians revere her ability to drive folk to anger and rage with

her subtle taunts, while druids respect her guise as the cunning fox. Wardens are less likely to draw on Whisper's power, though the rare wardens who can maintain a sense of humor alongside their sense of duty and obligation are sometimes influenced by her example.

THE WORLD HEALER

When the war between the gods and the primordials ended and the primal spirits banished both opposing forces from the world, the World Healer moved across the face of the earth like a gentle wind. Where untamed primordial energy had warped the world, dissolving it back to its raw elemental state, the World Healer reshaped and repaired it. Where divine power had scorched the world, consuming forests in fire and drying seas with blinding light, the World Healer restored life and health to the injured land. Even now, the World Healer helps the world recover from tragedy and devastation, reinforcing the natural cycle of rebirth and renewal.

Shamans sometimes call on this elder spirit for their mightiest evocations of healing, such as *spirit of the World Healer* in *Player's Handbook 2*.



JIM NELSON

THE WORLD SERPENT

The World Serpent is one of the best known of the great elders. When Khala tried to seize the mortal realm in her wintry grip, she sent her strongest exarch to forge an alliance with the primordial lord of ice. The World Serpent was watching. When those foes met, he wrapped his coils around Khala's exarch and the primordial lord, crushing them to a broken mass that Everflame burned away as a dark warning to the gods.

The deity Torog is said to have been trapped in the Underdark during the Dawn War because of the power of the primordials' curses. However, disciples of the World Serpent suspect that their spirit played a part in the deity's imprisonment, and that even now, he lies coiled around the earth and Torog's Underdark alike. His allies, the Deep Winds, move secretly through the darkness while the World Serpent lingers above, patiently awaiting the moment when Torog extends his power too far and slips into the World Serpent's grasp.

Most common folk have little reason to call on the World Serpent unless they live in regions prone to earthquakes, or from where they can see the scaly ridges of his shed skin, shaken loose as mountain ranges at the dawn of time. In contrast, primal heroes of all types are drawn to the World Serpent's power. The disciple of the World Serpent paragon path in *Player's Handbook 2* allows a shaman to become the ultimate protector of the balance of the natural order, following in the path of this elder spirit. The barbarian's *World Serpent rage* and the shaman's *spirit of the World Serpent* (both in *Player's Handbook 2*) are among the most powerful evocations available to primal characters. But even low-level shamans can call on the World Serpent's earth-shaking might with the *coils of the World Serpent* power in this book.

THE WORLD TREE

The most ancient primal spirit of the forest, the World Tree is closely associated with Tree Father, but they are not the same spirit. The roots of the World Tree extend to the foundation of the earth, circulating life and primal power throughout the world. In fact, some shamans say that the World Tree is the spirit of the world itself—not any particular aspect of it, but the entire creation, its interconnected inhabitants and precariously balanced environments.

Some say that Corellon planted the World Tree and in that way seeded all the forests of the primeval world. Other legends say that Corellon or Tree Father, or the god and the spirit working together, gathered seeds from the World Tree and spread them across the world to plant the first forests.

Only characters who adopt the World Tree Guardian epic destiny in this book can call on the might of this ancient and powerful spirit, as they strive to protect it—and the world itself—from destruction and corruption.



PRIMAL BACKGROUNDS

The following material expands on the background system presented in *Player's Handbook 2*, with a focus on geographical backgrounds. These backgrounds speak to powerful archetypes of primal characters in legend and fiction, such as the stalking barbarian from the frigid north or the druidic sage who studied herbs and animals in quiet contemplation before being thrust into a life of adventure.

Like the backgrounds in *Player's Handbook 2*, the backgrounds in this book fall into these categories: geography, society, birth, occupation, and racial backgrounds.

GEOGRAPHY

These backgrounds give examples of wild places from which primal heroes might originate. The exact location of the homeland in relation to the rest of the world is up to you and your Dungeon Master. The land of your birth or upbringing might be a previously unexplored or forgotten stretch of countryside. It might be an isolated region in the Feywild. Or you might have been born in a region of an existing realm recently suffused with primal energy.

These backgrounds include both associated skills and associated languages, which are usually the languages of the races most commonly found in each geographical area.

If you are using a published world, such as the FORGOTTEN REALMS or the EBERRON campaign setting, you can easily adapt the primal homelands described here to a setting-specific location. For example, the Wrathwood could represent the Reaching Woods in Elturgard or the Grove of the Guardian Trees in the Eldeen Reaches. Similarly, the Sea of Dust might be the Dust Desert of Raurin or a region in the Demon Wastes on Khorvaire. Although primal homelands can exist anywhere in the world, be sure to work with your DM to find a suitable location.

BLAZESTONE

Rivers of fire, molten rock, toxic plumes venting from broken earth

Rugged peaks and belching volcanoes characterize Blazestone. In this forlorn region, toxic clouds rain ash across a barren landscape. Black glass crunches underfoot, while singed trees clack and clatter whenever the infrequent breeze blows hot air across the wastes. In spite of the hostile environment, a life can be lived here, though it is a tough and unforgiving one by any standard. The people of Blazestone make the most of scarce resources as they scratch out an existence among the broken terrain spilling down from the fiery peaks.

If you are a native of Blazestone, you are accustomed to hardships and danger, and you rely on toughness to carry you through your adventures. Genasi are common here, and goliaths, dwarves, and humans also call these forlorn lands home. Barbarians and wardens make the best Blazestone adventurers.

Associated Skills: Athletics, Endurance

Associated Languages: Giant, Primordial

BLEAKMIRE

Creeping vines, insect clouds, endless brooding wetlands where death is never far away

Mist-shrouded wetlands, the Bleakmire is an ominous moor, where tall grasses conceal brackish waters and where gnarled trees struggle for the light just visible through the perpetual haze. Plague, vermin, and poisonous creatures teem in the Bleakmire, making it a dangerous place to explore. Patient crocodiles, disease-carrying insects, blood-sipping bats, stalking predators, and poisonous reptiles conspire to make intruders pay for their trespass.

You grew up in the sodden expanse of the Bleakmire, avoiding the many perils that lie in wait for the unwary. Humans subsist in the Bleakmire in the greatest numbers, but elves, half-orcs, and halflings live here, too. If kobolds are available as a player character race, you might consider that as your racial choice. Bleakmire characters are often insular and protective, traits exhibited by many wardens, but any primal class works well for this homeland.

Associated Skills: Endurance, Stealth

Associated Language: Draconic

BLOODTANGLE

Towering trees, savage carnivores, torrential rains mingling with debilitating swelter

Far to the south sprawls the Bloodtangle, a fecund expanse of rain forest sheltering an impassable landscape teeming with life. The trees grow tall and close together, their hundred-foot-high canopy blocking sunlight from the dank forest floor. Streams wind among the trunks, while bogs, quicksand, and flash floods take travelers by surprise. With hosts of poisonous wildlife, silent predators, and vicious natives, the Bloodtangle is no place for the unprepared. The people of the Bloodtangle are known for their use of venoms extracted from stinging insects, toxic amphibians, and venomous snakes.

You are at home in the unforgiving Bloodtangle. Human and elf are good racial choices for this homeland, but goblins, bugbears, hobgoblins, and kobolds

are also appropriate if those are used as player races in your game. Barbarians and druids are excellent class choices, and you might consider multiclassing into ranger to reflect your superior hunting techniques.

Associated Skills: Heal, Nature

Associated Languages: Draconic, Goblin

BROKEN LANDS

Great canyons and towering earth spires, spectacularly striated rock, dry and thirsty soil

The Broken Lands are an arid region marked by dramatic natural features: ravines, rock spires, and steep slopes with colorfully patterned striations. Vegetation is sparse, and rainfall is infrequent but intense. Drakes and lions hunt a variety of prey through the canyons. The cliffs, loose soil, and patches of slick clay make traversing the Broken Lands difficult, so travelers are rare and roads are unknown. The people of the Broken Lands, mostly dwarves and orcs, war with each other for what few resources the dry land has to offer.

You were born in the Broken Lands and grew up accustomed to hardship. The ways of the world beyond your homeland are strange to you, and you're marked by a strong competitive streak. Barbarians are the most common primal characters from the Broken Lands, but druids and shamans are also good options.

Associated Skills: Endurance, Intimidate

Associated Languages: Dwarven, Giant

FROSTFELL

Relentless tundra, colliding icebergs, sudden whiteouts, and sunshine that offers no warmth

Far to the north, beyond lands even partially civilized by mortals, stretches the wintry realm of the Frostfell. This frozen land, trapped in ice and blanketed by snow, is dimly illuminated by brief light that brings no succor. Little grows in the frigid wastes, and the temperature rarely climbs above freezing. Blue mountains sheathed in rime march across the horizon, while winds scour fields, disturbing the snow and revealing below it ice many feet thick. The people of the Frostfell carve ice castles from icebergs floating in the frigid seas.

You come from the frozen lands of the Frostfell and bring the traditions and methods of your people with you. Your homeland's harsh environment requires sturdiness or adaptability from its people. As a result, dwarf and human are good racial choices. For your class, consider druid or shaman.

Associated Skills: Athletics, Endurance

Associated Language: Dwarven

HOWLING PLAINS

Screaming winds, merciless horse riders, endless grasslands anchoring the dome of the world

To an outsider, the leagues of grasslands seem empty, but that is far from the truth. Birds nest in the undulating stalks. Wild horses run beneath the clear skies. Nature spirits live in every blade of grass, beneath every rock, and within the springs and streams that crisscross the landscape. Primal laughter is carried on the howling winds that give these plains their name. The people of the Howling Plains ride fleet-footed steeds across the rolling plains, following the movements of antelope and other migratory animals and avoiding the depredations of goblins.

You hail from the Howling Plains and have been initiated in the ancient rites practiced there. A member of any primal class can originate in this homeland, but barbarians and shamans are best suited.

Associated Skills: Athletics, Endurance

Associated Language: Goblin

MAELSTROM

Crashing waves on a stony shore, brooding storm clouds, rushing rivers spilling into an unruly sea

The Maelstrom is a never-ending whirlpool of the sea, shrouded in constant storms, spewing thunder and mist as it inundates the surrounding lands with rain. Overlooking the spinning vortex is a great rocky shore, a nesting place for birds and tortoises. The stony beaches are home to scuttling crabs and scavenging gulls. To those living in its shadow, the Maelstrom is the birthplace of all living things. To outsiders, it is an insatiable vortex that swallows all things. The people who dwell in the shadow of the Maelstrom venture into the stormy waters on its verge to fish or to salvage wrecked vessels.

You were forged in the storm and quenched by the sea. Halflings are the most common race from this region, but genasi, specifically the stormsoul, watersoul, and windsoul manifestations, claim this homeland as well.

Associated Skills: Athletics, Intimidate

Associated Language: Primordial

SEA OF DUST

Exposed barrens, shifting dunes, ruins of an ancient era buried in a vast wasteland

The Sea of Dust was once a verdant land, destroyed by unchecked magic in a storm of hatred and destruction. The power released in these cataclysmic rituals erased the ruling civilizations, reducing their cities to rubble and their fertile lands to areas of waste. Yet even in the wake of this devastation,

life continues—testimony to nature’s resilience. The nomadic peoples of the Sea of Dust band together, seeking to heal the land ravaged by their ancestors.

Having long roamed the Sea of Dust, you have become inured to its challenges. Dragonborn and tieflings are the most likely races to come from this homeland, but humans as well as firesoul and windsoul genasi are found here, too. Barbarians and shamans are the best class choices.

Associated Skills: Endurance, Nature

Associated Languages: Draconic, Primordial

THUNDERPEAKS

Booming thunder, cloud-shrouded slopes, mountains so tall they scrape the sky

Spine of the world, the Thunderpeaks have long been deemed insurmountable by travelers. No pass threads between the peaks, no road climbs their dizzying heights. Worse, black storm clouds gather overhead, herded by inexplicable wind currents, to lash the peaks with lightning and constant rain. The Thunderpeaks offer a glimpse into the raw and often violent nature of primal power. Intrepid souls who scale their heights soon taste its potency.

Goliaths make the best Thunderpeaks characters, although dwarves and dragonborn can also emerge from this homeland. Barbarians are an obvious choice for character class, but wardens serve as well.

Associated Skills: Athletics, Dungeoneering

Associated Languages: Dwarven, Giant

UNDERWILD

Twisting corridors, subterranean gardens, fearsome horrors that have never seen daylight

The Underdark crawls with vile abominations that shun the rays of the sun. Populated by creatures such as drow and mind flayers, the place is known for its violent and cruel denizens. Still, not all areas are overrun by such sinister inhabitants. Certain places, far from the frequently traveled corridors, are filled

with eddies and swirls of primal power, spawning new life out of the ruins of old. Such places are called the Underwild, and in them fungus forests, sweeps of phosphorescent mold, and slime pools gather primal energy for use by those who have the courage to seize it. Those who discover the Underwild also find abundant food, water, and other resources to help them survive the otherwise desolate Underdark.

Originating from the Underdark, you have seen its wonders and its wickedness. Drow is the best racial choice for this homeland, and the dark elves make interesting barbarians and druids. Of course, any race that has strong ties to the Underdark can work as well.

Associated Skills: Dungeoneering, Perception

Associated Languages: Deep Speech, Elven

WRATHWOOD

Emerald shadows, tall trees, a profusion of sun-dappled sylvan splendor

Blanketing a secluded valley, steeped in ancient magic, is the Wrathwood. This brooding forest has never felt the bite of an axe or the flame’s hungry touch, for the woodland defends itself. One does not live in the Wrathwood without the permission of the trees; even the animals and insects sheltering beneath the boughs show deep reverence for their homeland. The Wrathwood does not welcome sentient beings, but those who show deference to and respect for the trees are tolerated and might even be allowed to make their homes in the cool shadows cast by towering redwoods.

You have a special connection to the Wrathwood and carry the lessons of your homeland with you as you venture into the world. Elves, eladrin, gnomes, and other races with strong connections to nature hail from this homeland. Any primal class can originate in the Wrathwood, though druids are the most common.

Associated Skills: Perception, Stealth

Associated Language: Elven

COMBINING BACKGROUNDS

Remember that you can choose multiple backgrounds for your character, and you can mix and match backgrounds from this book, *Player’s Handbook 2*, and other sources.

Consider this example: Quinn is a razorclaw shifter druid. He knows little about his birth, but his player knows that Quinn was born among a remote tribe of savage shifters—little different from lycanthropes in their savagery. Quinn’s father was human, though, and the tribe abandoned him when he was born. The primal spirits watched over him during his infancy, inspiring a pride of lions to protect and

raise him. When he was three, one of the lions carried him through miles of wilderness to the nearest human settlement and left him near the village. A local farmer found and raised him, recognizing the touch of the primal spirits upon him and caring for him out of respect for the spirits. As he grew, Quinn demonstrated a special empathy for all forms of life and a true healer’s touch.

Quinn’s player chose three background elements: isolated (society), found in the wild (birth), and farmer (occupation). Quinn gains a +2 bonus to Heal checks.

SOCIETY

The society background element in *Player's Handbook 2* describes social and economic status in the broadest terms. These additional backgrounds tell more specific stories about your character's social origin.

DISGRACED

You are the child of a tribal chieftain, raised with the expectation that you would one day take on that position. After years of training, the time came for you to complete the great hunt, in which you would slay a mystic red stag and take your place at your father's side. Tracking the beast was easy, but when you found the stag, you could not bring yourself to slay it. It met your gaze, and it seemed to speak to you, though you've never been able to express what it said in words. You returned to your tribe in disgrace, your failure seen as a sign of weakness. The chieftain and the other members of the tribe declared that you were not fit to rule, and you were banished, told not to return until you had redeemed your honor.

What did the stag communicate to you? How can you regain your honor? Do you want to return and claim your rightful title, or is the adventuring life more appealing to you now?

Perhaps political rather than primal factors led to your banishment. Were you falsely charged with a crime you didn't commit? Were you expelled on the whim of your jealous father or mother? Or did you renounce your people voluntarily?

Associated Skills: Arcana, Diplomacy

FAILED THANE

Once you were a leader of your people—perhaps a thaneborn barbarian using your magnetism and power to bend them to your will, or possibly a wise shaman or druid guiding them with your insight and magic. However, your leadership brought them to disaster. You might have urged them into a war they couldn't win, coaxed them to migrate to land that couldn't support them, or angered the primal spirits by defying a taboo. The consequences were disastrous, and the remnant of your people banished you in hopes of appeasing the angry spirits. Now you live with the weight of that failure on your conscience. Are you repentant, or do you defiantly believe you did the right thing? Perhaps your decision was an unpleasant alternative to a far worse fate. What will happen if your destiny leads you into a similar decision, when the lives of your adventuring companions are at stake?

Associated Skills: Diplomacy, Insight

ISOLATED

You have lived most of your life isolated in the wilderness, and you're unfamiliar with the customs of those who dwell in cities and villages. Perhaps you were raised by preternaturally intelligent animals in the wild, under the tutelage of the primal spirits, or you might have been born in a very remote tribe. You're accustomed to the natural order and to nature's form of justice. You enjoy a deep connection to the primal spirits, and you might never have heard of the distant gods of the Astral Sea. You are reverent toward plants and animals, and might call them friends far more readily than you extend that term to other humanoids.

How and by whom were you raised? How do you react to civilization once you encounter it? With wide-eyed wonder or grim disdain?

Associated Skills: Endurance, Nature

BIRTH

These background elements speak to the harsh realities of life in the wilder places of the world.

FOUND IN THE WILD

You were discovered wandering in the wilderness at a very young age, and you have little memory of your early past. You spent your youth working on a farm not far from the area where you were found. That life might have been enough for you, for you've always felt a deep connection to the earth. However, when your new homeland was attacked by goblin raiders and its citizens were murdered, you felt a presence within your blood that called you to action, and you have been following that call ever since.

Who took you in when you were found? Was that person a loving foster parent or a cruel taskmaster? What experiences in your youth nurtured your apparently inborn connection to the primal spirits, and how has that connection flourished in your adulthood?

Associated Skills: Heal, Streetwise

PRIMAL OMEN

Great Watcher sent signs to herald your birth: patterns in the sky or in the flights of birds, whispers in the leaves of the forest, rumblings in the earth, or a song in the thunder. The omens were said to point to the primal spirits' favor, and no one was surprised when you mastered the evocations of your class. However, just before her death, your mother tried to tell you that there was more to the omen—something more troubling, perhaps even sinister. She couldn't get the words out, and no one else knew or was willing to tell you what the elders had said about your birth. You left your home partly to prove that you are the master of your own destiny, and you still don't know what destiny Great Watcher foresaw for you.

Associated Skills: Arcana, Nature

REFUGEE

You were once a champion among your people, but your life changed when your community was attacked by trolls. You fought bravely, and it was only through your prowess that you were able to survive. You escaped to a nearby settlement and from there made your way through the world for a time. Yet you never forgot what happened to your people, and you have sworn vengeance against the creatures responsible.

Are there other survivors of your people? Do you know where they are? Do you hope to reunite them?

Associated Skills: Intimidate, Thievery

OCCUPATION

Primal characters often have occupational backgrounds that involve spending time in the wilderness.

RENEGADE

You have spent many years walking the roads, and though many know you, few know your origin. You are the lone survivor of a mystic enclave that possessed a terrible secret. The only way you have found to avoid those who might try to seize the knowledge you have is to keep moving, always just ahead of your pursuers. You use your allies among the primal spirits to help you stay one step ahead of your enemies. However, it's a hard life always being on the move, and you wonder how long you can keep it up.

Associated Skills: Arcana, Streetwise

REVERED ELDER

You are no brash youth embarking on a life of adventure before settling into a respectable adulthood. Your younger days are behind you, though your body and mind are still strong thanks to the favor of the spirits. You have communed with the spirits all your life, and until recently you used their wisdom to guide your people. You might have been the head of a family following the spirit way in the midst of a town or city, or you could have advised the chieftain of a vast tribe in the wilderness. Perhaps you sat on a council of elders in a village, or even led that council.

But something changed, and the sedate life of an elder is no longer possible for you. What happened to spur you into adventure? Did you have a vision that summoned you to a dangerous place? Did a younger member of your family venture into a dungeon and never return? Perhaps you lost your ability to easily slip into the spirit world and commune with the spirits, and you want to find out why.

Associated Skills: Insight, Nature

SAGE

You have dedicated your life to a careful study of nature, learning its cycles and rhythms. You see the world in a very different way from others, and for

that reason, people come from far and wide to seek your wisdom on matters of nature. You have read the spirits' signs and omens, and you know something is coming that no one is prepared for. You might be alone in this knowledge, but the fact that you have the knowledge suggests that you can help avert whatever disaster is imminent.

Associated Skills: Arcana, Nature

WILD HUNTER

Ordinary hunters stalk deer and other game quietly, and they prefer to strike from a distance with javelin, sling, or bow. But you are no ordinary hunter. You seek the nastiest dire tiger or bulette in the area and beat it to death with your club to tenderize the meat. You might be protecting your people by driving off dangerous predators, or you might kill these monsters just to prove your strength. As a wild hunter, you are truly happy only in areas populated by dangerous prey such as mastodons and behemoths.

Associated Skills: Athletics, Nature

RACIAL BACKGROUNDS

Racial traditions color the way that primal heroes interact with the primal spirits and might shape the way you build your character. These backgrounds reflect the specific primal slants of different races. Some of them have less to do with the events of your past than with the beliefs or traditions of your people.

A few races don't have background entries here.

For goliaths and shifters who have primal classes, the racial backgrounds in *Player's Handbook 2* are appropriate. If you want to play an elf who has strong ties to the primal spirits, consider the wild elf background in *Player's Handbook 2*. Human characters should consider geography, society, or other background elements from that book or this one.

DEVA

Spirit Soul: You believe that your race has a dual essence, that upon your death one part of that essence reincarnates in a new body while another joins the great cloud of primal spirits. The spirits of your past incarnations are like your ancestors, and you seek to commune with them above all other primal spirits, striving to assimilate all the wisdom you have acquired in your past lives.

Associated Skills: Arcana, History

DRAGONBORN

Dragon Totem Warrior: In the way that some barbarians adopt totem animals that embody the qualities they aspire to, you look to the qualities of drakes and dragons as a model for your own ferocity. You might come from a tribe of dragonborn that serves a living dragon ruler, or perhaps you venerate

a long-dead dragon spirit that once ruled your ancestors. Gray dragons and cobalt dragons are the most common totem dragons for dragonborn characters, because they are the most rapacious hunters among dragonkind.

Associated Skills: Athletics, Endurance

DROW

Underdark Survivor: You never saw the lightless depths beneath the earth as a place of death and unmoving stone. To your eyes, it teemed with life—not just the life of fungi and crawling things, but the whispers of the Deep Winds and other primal spirits. Even the terrible spider symbol of Lolth you saw as an echo of the Fate Weaver, a being of far greater wisdom than the dread and demented Spider Queen. Your beliefs and strange behavior earned you exile from your home city, but you didn't mind much—you always felt more at home in the wild caverns anyway.

Associated Skills: Dungeoneering, Nature

DWARF

Earth Steward: It is your duty to safeguard the natural stone and be a steward for the gifts the spirits offer to your people. You call upon the dwarf ancestors and the spirits of rock and mountain, seeing both groups of spirits as the venerable elders of your people. The riches of the earth are not to be used for personal profit or glory, but for the good of the people.

Associated Skills: Endurance, History

ELADRIN OR GNOME

Primal Fey: The primal spirits inhabit and protect the natural world. The echo planes—the Feywild and the Shadowfell—are not entirely cut off from the spirits' power, but the spirits are much weaker there, where other powers hold sway. You are native to the Feywild, where arcane magic courses through every leaf and blade of grass. You always felt an affinity for and a sensitivity to that magic, a constant awareness of its hum through the wild places of your home. Then you visited the world, and your ear naturally listened for the same vibrant hum. You found it, but it was different—it was the song of the primal spirits. You found that you could naturally communicate with those spirits and call on their power.

Associated Skills: Arcana, Nature

GENASI

Primal Soul: Many genasi gravitate toward the places in the world that reflect the elemental nature of their own being; earthsoul genasi live in mountainous regions, while watersoul genasi live by the sea. For you, however, this natural attraction led to a far deeper communion. Your nature is closely tied to the Elemental Chaos, but in the world you found powerful spirits inhabiting the same features that called to your

elemental soul. Your earthsoul spoke to the spirit of the great mountains. Your firesoul called to the spirits dancing in the volcano's heart. Your stormsoul sang as the storm spirits thundered in the sky. Your watersoul found its kindred in the spirits of wave and current. Your windsoul howled in harmony with the spirits of the air. You recognized your kin, and they recognized you, gifting you with power and wisdom.

Associated Skills: Athletics, Nature

HALF-ELF OR HALF-ORC

Spirit of Two Worlds: You are the child of a city-dwelling human and either an elf from a particularly wild tribe or an orc from a relatively civilized one. You inherited a keen awareness of nature and an affinity for the primal spirits from your nonhuman parent, and a fondness for civilization and a reverence for the gods from your human parent. You see no conflict between these two worlds, and you move easily between the rites you use to invoke the spirits' favor and the prayers you offer in the temples of the gods. You venerate your elf or orc ancestors and seek deeper understandings of your human side's primal roots. Some people—perhaps even one of your parents—might pressure you to choose one path or the other, but for now, you choose to walk them both.

Associated Skills: Nature, Religion

HALFLING

Free Spirit: The ultimate symbol of primal power, to your eyes, is the ever-changing, relentless rush of water. The spirits you evoke are nature spirits of lakes, rivers, and rain, or animal spirits of fish, waterfowl, and songbirds. Water is everywhere, a sign of freedom that encourages you to stay on the move. You might come from a halfling tribe that wanders a marsh, a river, or a coastline. Or you could come from a city, where artificial pools and aviaries are your only connection to the spirits you revere.

Associated Skills: Athletics, Nature

TIEFLING

Feral Exile: After the fall of Bael Turath, thousands of tieflings wandered through the wild. Your ancestors discovered the primal magic in the wildest places of the world, long ignored by the arcane magicians of the empire, and adopted a new lifestyle suited to the savage wilderness. More than many other primal characters, you might be drawn to the ferocity and bloodthirsty nature of some beast spirits, and you might be more at home in desolate, blasted wastelands than in verdant swamps or forests. Is primal magic a means by which you hope to atone for the evil of your ancestors? Or do you view it as a tool to acquire power of your own—power that might one day exceed that of Bael Turath?

Associated Skills: Arcana, Intimidate

NEW FEATS

The feats presented here are tailored for primal characters, although a few of them can be used by characters who use any power source.

You must meet a feat's prerequisites, if any, to take the feat. If you ever lose a prerequisite for a feat, you can't use the feat until you meet the prerequisite again. A feat that has a class as a prerequisite is available only to members of that class, including characters who have joined the class through a class-specific multiclass feat.

TRIBAL FEATS

The core of primal power rests in understanding the connections that bind all living things. Groups that have such an understanding learn to strengthen their bonds of blood and friendship, and they are capable of extraordinary coordination based on a deep familiarity, trust, and kinship, rather than hours of training. Tribal feats represent such coordination.

A tribal feat grants a bonus to you that increases if your allies also have the feat. An adventuring party that uses these feats might feature similar tattoos, carry totems or charms, or adopt a symbol that adorns their shields, cloaks, and armor.

HEROIC TIER FEATS

Feats in this section are available to characters of any level who meet the prerequisites.

AGILE FORM

Prerequisite: Druid, *wild shape* power

Benefit: When you use *wild shape* to change from your humanoid form to beast form, you shift 1 square.

ANIMAL EMPATHY

Prerequisite: Trained in Nature

Benefit: You gain a +2 feat bonus to Nature checks. Also, when you would make an Insight check against a natural beast, you can make a Nature check instead.

AUDACIOUS CROW [TRIBAL]

Benefit: You gain a +2 feat bonus to Thievery checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

BLOODIED SPEAR [TRIBAL]

Benefit: You gain a +1 feat bonus to attack rolls and damage rolls when making opportunity attacks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

BLOODY TRIUMPH

Prerequisite: Barbarian, Thaneborn Triumph class feature

Benefit: When you bloody an enemy, you or an ally gains a bonus to the next damage roll against that enemy before the end of the encounter equal to your Charisma modifier.

COURAGEOUS HEART [TRIBAL]

Benefit: You gain a +2 feat bonus to saving throws against charm effects or fear effects. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

CRIPPLING CRUSH

Prerequisite: Warden

Benefit: When you immobilize or slow an enemy with a weapon attack using a hammer or a mace, that enemy takes extra damage equal to your Constitution modifier.

DEEP SAGE

Prerequisite: Trained in Dungeoneering

Benefit: You gain a +5 feat bonus to Dungeoneering knowledge checks and to monster knowledge checks to identify aberrant creatures.

In addition, you can now speak, read, and write Deep Speech fluently.

DRUID OF DARKNESS

Prerequisite: Drow, druid, *wild shape* power

Benefit: While you are in beast form, you gain a +2 bonus to damage rolls against enemies granting combat advantage to you.

EARTHSTRENGTH RESILIENCE

Prerequisite: Warden, Earthstrength class feature

Benefit: When you use your second wind, you gain resist 2 to all damage until the end of your next turn. The resistance increases to 5 at 11th level and 8 at 21st level.

ELEMENTAL BARBARIAN

Prerequisite: Genasi, barbarian

Benefit: When you use your *firepulse* or *promise of storm* racial power while raging, you gain a +2 bonus to attack rolls until the end of your next turn.

ENDURING MOUNTAIN [TRIBAL]

Benefit: Whenever you spend a healing surge, you regain 2 additional hit points. You regain 1 more additional hit point for each ally within 10 squares of you who has this feat, to a maximum of 5 additional hit points.

EYES OF THE SPIRITS

Prerequisite: Elf, any primal class

Benefit: Each ally affected by your Group Awareness racial trait doesn't take the -2 penalty for attacking an enemy that has concealment.

FADING SPIRIT

Prerequisite: Gnome, shaman

Benefit: While you are hidden from a creature, your spirit companion is also hidden from that creature.

FEARSOME CHARGE

Prerequisite: Barbarian, Rageblood Vigor class feature

Benefit: When you hit with the charge attack granted by *swift charge*, you can push the target 1 square.

FEARSOME HOST [TRIBAL]

Benefit: You gain a +2 feat bonus to Intimidate checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

FERAL FEY STEP

Prerequisite: Eladrin, any primal class

Benefit: The first time you are bloodied during an encounter, you can use your *fey step* racial power as an immediate reaction, even if you have already used it during this encounter.

FOCUS THE SPIRITS' LIVES

Prerequisite: Deva, any primal class

Benefit: When you use your *memory of a thousand lifetimes* racial power to make a Nature check or an attack roll using a beast form or a spirit power, you add 1d10 to the roll, rather than 1d6.

FOUR WINDS [TRIBAL]

Benefit: You gain a +2 feat bonus to Athletics checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

HALF-ELF SPIRIT SPEAKER

Prerequisite: Half-elf, any primal class

Benefit: The first time you are bloodied during an encounter, you and each ally within 10 squares of you gain a +1 bonus to all defenses until the end of your next turn.

In addition, allies within 10 squares of you gain a +1 racial bonus to Insight checks and Nature checks.



HERBALIST

Prerequisite: Trained in Dungeoneering or Nature, trained in Heal

Benefit: You gain a +5 bonus to Heal checks to treat disease.

In addition, when you reach 5th level, you master the ritual Brew Potion and can perform it without a ritual book.

HIDE ARMOR EXPERTISE

Prerequisite: Con 15, any primal class, proficiency with hide armor

Benefit: While wearing hide armor, you can use your Constitution modifier in place of your Dexterity or Intelligence modifier to determine your AC.

HEROIC TIER FEATS

Any Class	Prerequisites	Benefit
Audacious Crow	–	+2 to Thievery checks; increase by 1 for each ally with feat
Bloodied Spear	–	+1 to attack and damage with opportunity attacks; increase by 1 for each ally with feat
Courageous Heart	–	+2 to saving throws against charm or fear; increase by 1 for each ally with feat
Enduring Mountain	–	Regain 2 additional hp with healing surge; increase by 1 for each ally with feat
Fearsome Host	–	+2 to Intimidate checks; increase by 1 for each ally with feat
Four Winds	–	+2 to Athletics checks; increase by 1 for each ally with feat
Herbalist	Trained in Dungeoneering or Nature, trained in Heal	+5 to Heal checks for disease; gain Brew Potion ritual
Inner Compass	Trained in Dungeoneering or Nature	Roll twice for Dungeoneering and Nature checks in natural environment
Midnight Stalker	–	+2 to Stealth checks; increase by 1 for each ally with feat
Swift Jaguar	–	+2 to initiative; increase by 1 for each ally with feat
Watchful Owl	–	+2 to Perception checks; increase by 1 for each ally with feat
Wild Sage	Trained in Nature	+5 to Nature knowledge and monster knowledge checks to identify natural creatures, and gain a ritual

Any Primal Class	Other Prerequisites	Benefit
Animal Empathy	Trained in Nature	+2 to Nature checks, and substitute Nature for Insight when dealing with beasts
Deep Sage	Trained in Dungeoneering	+5 to Dungeoneering knowledge and aberrant creature monster knowledge checks, and gain fluency in Deep Speech
Eyes of the Spirits	Elf	Allies affected by Group Awareness ignore -2 concealment penalty
Feral Fey Step	Eladrin	Use <i>fey step</i> again the first time you're bloodied
Focus the Spirits' Lives	Deva	Roll d10 instead of d6 for <i>memory of a thousand lifetimes</i> on some rolls
Half-Elf Spirit Speaker	Half-elf	+1 to all defenses for you and allies when you're first bloodied; +1 to Insight and Nature for allies
Hide Armor Expertise	Con 15, proficiency with hide armor	Substitute Con modifier for Dex or Int to determine AC
Human Nature Lore	Human	Roll twice for Endurance or Nature checks
Longtooth Spirit Shifter	Longtooth shifter	<i>Longtooth shifting</i> regeneration increases by 2
Manifest Healing	Genasi	Gain 5 temporary hp when you use a racial power
Markings of the Elements	Goliath	Give up resistance to all damage from <i>stone's endurance</i> to gain resist 5 to chosen damage type
Markings of the Predator	Goliath	+1 to all defenses when you bloody a creature
Primal Halfling Counterattack	Halfling	+4 to damage against target of <i>second chance</i>
Primal Resilience	Half-orc	Increase temporary hp from Half-Orc Resilience
Razorclaw Spirit Shifter	Razorclaw shifter	Shift 1 when damaged by attack against AC or Reflex while using <i>razorclaw shifting</i>
Reckless Charge	–	-2 to AC for +1 to attack while charging
Rites of Spirits' Blood	Tiefling	+2 to attack roll with <i>Bloodhunt</i> and <i>infernal wrath</i>
Skins of the Slain	Proficiency with hide armor	Gain bonus to Intimidate checks equal to hide armor's enhancement bonus
Spider's Swiftiness	Drow	+1 to speed, or +2 when affected by polymorph or rage power
Spirits of Stealth	Gnome	+3 damage against bloodied creatures while you're hidden
Spirits of Stone	Dwarf	+2 to next attack roll when you use <i>second wind</i>
Spirits of the Primal Dragons	Dragonborn	Deal 1d8 extra damage of same type as <i>dragon breath</i> after becoming bloodied
Staggering Smash	–	Push target 1 when you daze or stun it with primal power
Stone Step Spirits	Dwarf	Ignore 1 square of difficult terrain when you move, or all difficult terrain when you charge

Barbarian Feat	Other Prerequisites	Benefit
Bloody Triumph	Thaneborn Triumph	Gain bonus to next damage roll against enemy you bloody
Elemental Barbarian	Genasi	+2 to attack roll when you use <i>firepulse</i> or <i>promise of storm</i> while raging
Fearsome Charge	Rageblood Vigor	Target of <i>swift charge</i> is also pushed 1
Hurl Weapon	–	Treat one-handed off-hand weapons as heavy thrown
Improvised Missile	–	+2 to attack and damage with thrown improvised melee
Raging Bloodcut	–	Reduce rage power damage to deal ongoing damage
Swift Slayer	Whirling Slayer	Shift your Dex modifier with Whirling Slayer
Targeted Assault	–	+2 to attacks against creatures marking you
Thunderborn Rage	Thunderborn Wrath	+5 to thunder damage of Thunderborn Wrath

Druid Feat	Other Prerequisites	Benefit
Agile Form	<i>Wild shape</i>	Shift 1 when you use <i>wild shape</i>
Druid of Darkness	Drow, <i>wild shape</i>	+2 damage when you have combat advantage in beast form
Predator's Burst	Primal Predator, <i>wild shape</i>	While in beast form, +2 to speed, +1 to attack while charging
Quick Stow	<i>Wild shape</i>	Items change with you in beast form
Stinging Swarm	Primal Swarm, <i>wild shape</i>	While you're in beast form, enemies that damage you grant combat advantage to you
Strong-Willed Summoning	–	Creatures you summon gain +1 to attack with instinctive actions
Watchful Guardian	Primal Guardian, <i>wild shape</i>	While you're in beast form, you and allies adjacent to you gain +2 to opportunity attack rolls
Wild Bull Rush	<i>Wild shape</i>	While in beast form, +2 to bull rush attacks and use bull rush against any size target

Shaman Feat	Other Prerequisites	Benefit
Fading Spirit	Gnome	Spirit companion is hidden while you're hidden
Invigorating Spirit	<i>Healing spirit</i>	Ally adjacent to spirit companion shifts 1 after you use <i>healing spirit</i>
Precise Fangs	Stalker Spirit	+2 to attack roll when you use <i>spirit's fangs</i>
Protector's Shield	Protector Spirit	Deal 1d8 extra damage with <i>spirit's shield</i>
Rejuvenating Spirit	<i>Healing spirit</i>	Target of <i>healing spirit</i> makes a saving throw
Resilient Spirit	–	+2 to defenses for spirit companion
Spirit Tribe	<i>Speak with spirits</i>	Allies gain +2 to checks with <i>speak with spirits</i> chosen skill
Spirit's Fey Step	Eladrin	Teleport your spirit companion when you use <i>fey step</i>
Strengthening Spirit	<i>Healing spirit</i>	Allies adjacent to spirit companion gain temporary hp when you use <i>healing spirit</i>
Sudden Call	–	Use <i>call spirit companion</i> as a free action
Vigorous Spirit	<i>Healing spirit</i>	Target of <i>healing spirit</i> regains additional hp
Watcher Spirit Adept	Watcher Spirit	Allies adjacent to companion gain +2 to Insight, Perception
World Speaker Spirit Adept	World Speaker Spirit	You and allies ignore difficult terrain while adjacent to spirit companion

Warden Feat	Other Prerequisites	Benefit
Crippling Crush	–	Deal extra damage to targets you slow or immobilize with hammer or mace attacks
Earthstrength Resilience	Earthstrength	Gain resist 2 to all damage when you use second wind
Impaling Thrust	–	Treat critical as normal hit to immobilize target when using heavy blade or spear
Lifespirt Vigor	Lifespirt	Another ally makes saving throw when you use second wind
Primal Breath	Dragonborn	Mark each target of your <i>dragon breath</i>
Stormheart Push	Stormheart	Push target 2 with Stormheart instead of sliding it
Wildblood Fury	Wildblood	Gain bonus to damage rolls against enemies you've marked when you use second wind

HUMAN NATURE LORE

Prerequisite: Human, any primal class

Benefit: Whenever you make an Endurance check or a Nature check, you can roll twice and use either result.

HURL WEAPON

Prerequisite: Barbarian

Benefit: You can use any one-handed off-hand weapon as a heavy thrown weapon. Normal range for weapons you wield this way is 5 squares, and long range is 10 squares.

IMPALING THRUST

Prerequisite: Warden

Benefit: Whenever you score a critical hit with a heavy blade or a spear, you can choose to treat the critical hit as a normal hit. If you do so, the target is immobilized until the start of your next turn.

IMPROVISED MISSILE

Prerequisite: Barbarian

Benefit: You can use improvised melee weapons (not including unarmed attacks) as heavy thrown weapons with a normal range of 5 squares and a long range of 10 squares.

In addition, whenever you use an improvised melee weapon this way, you gain a +2 feat bonus to attack rolls and damage rolls.

INNER COMPASS

Prerequisite: Trained in Dungeoneering or Nature

Benefit: You always know which way is north. When making a Dungeoneering check or a Nature check to find your way in a natural environment, you can roll twice and use either result.

INVIGORATING SPIRIT

Prerequisite: Shaman, *healing spirit* power

Benefit: When you use *healing spirit*, each ally adjacent to your spirit companion can shift 1 square as a free action.

LIFESPIRIT VIGOR

Prerequisite: Warden, Lifespirit class feature

Benefit: You can grant a saving throw to a second ally within 5 squares of you when you use your second wind.

LONGTOOTH SPIRIT SHIFTER

Prerequisite: Longtooth shifter, any primal class

Benefit: While you are under the effect of your *longtooth shifting* racial power, the regeneration you gain increases by 2.

MANIFEST HEALING

Prerequisite: Genasi, any primal class

Benefit: When you use a genasi racial power, you gain 5 temporary hit points. The temporary hit points increase to 10 at 11th level and 15 at 21st level. If you have two or more elemental manifestations, the temporary hit points increase by 5.

MARKINGS OF THE ELEMENTS

Prerequisite: Goliath, any primal class

Benefit: Whenever you use your *stone's endurance* racial power, you can choose cold, fire, lightning, poison, radiant, or thunder. If you do so, you gain resistance to that damage type instead of resistance to all damage, and the resistance increases by 5.

MARKINGS OF THE PREDATOR

Prerequisite: Goliath, any primal class

Benefit: When you bloody a creature, you gain a +1 bonus to all defenses until the end of your next turn.

MIDNIGHT STALKER [TRIBAL]

Benefit: You gain a +2 feat bonus to Stealth checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

PRECISE FANGS

Prerequisite: Shaman, Stalker Spirit class feature

Benefit: When you use your *spirit's fangs* power, you gain a +2 bonus to the attack roll.

PREDATOR'S BURST

Prerequisite: Druid, Primal Predator class feature, *wild shape* power

Benefit: When you charge while you are in beast form, you gain a +2 bonus to speed and a +1 bonus to the damage rolls of the charge attack.

PRIMAL BREATH

Prerequisite: Dragonborn, warden

Benefit: When you use your *dragon breath* racial power, you can choose to mark each target.

PRIMAL HALFLING COUNTERATTACK

Prerequisite: Halfling, any primal class

Benefit: When you use your *second chance* racial power, you gain a +4 bonus to damage rolls against the creature that attacked you until the end of your next turn. This bonus increases to +6 at 11th level and +8 at 21st level.



PRIMAL RESILIENCE

Prerequisite: Half-orc, any primal class

Benefit: You gain additional temporary hit points from your Half-Orc Resilience racial trait equal to your Constitution modifier.

PROTECTOR'S SHIELD

Prerequisite: Shaman, Protector Spirit class feature

Benefit: When you hit with your *spirit's shield* power, the attack deals 1d8 extra damage.

QUICK STOW

Prerequisite: Druid, *wild shape* power

Benefit: When you use *wild shape* to change from your humanoid form to beast form, you don't automatically drop handheld items that aren't implements. Such items become part of your beast form. However, you gain no benefit from a handheld item, such as a shield, that must be wielded to be functional, and you can use only the properties and powers of the item that don't require you to make an attack with it.

RAGING BLOODCUT

Prerequisite: Barbarian

Benefit: When you hit a target with any rage power, you have the option of reducing the damage to that target by 1[W] before you roll damage. If you do so, the target takes ongoing 5 damage (save ends).

At 11th level, you gain the option of reducing the damage by 2[W] to increase the ongoing damage to 10. At 21st level, you gain the option of reducing the damage by 3[W] to increase the ongoing damage to 15. You can't take away more damage dice than the power has. For example, if a power normally deals 2[W] damage, you can't reduce the damage by 3[W].

RAZORCLAW SPIRIT SHIFTER

Prerequisite: Razorclaw shifter, any primal class

Benefit: While you're under the effect of your *razorclaw shifting* racial power, when an enemy damages you with an attack against AC or Reflex, you can shift 1 square as an immediate reaction.

RECKLESS CHARGE

Prerequisite: Any primal class

Benefit: When you make a charge attack, you can take a -2 penalty to AC until the start of your next turn to gain a +1 bonus to the attack rolls of that attack.

REJUVENATING SPIRIT

Prerequisite: Shaman, *healing spirit* power

Benefit: When you use *healing spirit*, the target can make a saving throw.

RESILIENT SPIRIT

Prerequisite: Shaman

Benefit: Your spirit companion gains a +2 bonus to all defenses.

rites of SPIRITS' BLOOD

Prerequisite: Tiefling, any primal class

Benefit: Your bonus to attack rolls from your *Bloodhunt* racial trait increases to +2. When you use your *infernal wrath* racial power, you gain a +2 power bonus to the attack roll, instead of +1.

SKINS OF THE SLAIN

Prerequisite: Any primal class, proficiency with hide armor

Benefit: While wearing hide armor, you gain a feat bonus to Intimidate checks equal to 1 + the armor's enhancement bonus.

SPIDER'S SWIFTNESS

Prerequisite: Drow, any primal class

Benefit: You gain a +1 feat bonus to speed. The bonus increases to +2 while you're under the effect of a primal polymorph or rage power.

SPIRIT TRIBE

Prerequisite: Shaman, *Speak with Spirits* power

Benefit: When you use *Speak with Spirits* to gain a bonus to a skill check, each ally within 5 squares of you gains a +2 power bonus to checks with that skill until the end of your next turn.

SPIRIT'S FEY STEP

Prerequisite: Eladrin, shaman

Benefit: When you use your *fey step* racial power, you can teleport your spirit companion a number of squares equal to the distance you teleported.

SPIRITS OF STEALTH

Prerequisite: Gnome, any primal class

Benefit: You gain a +3 feat bonus to damage rolls against bloodied creatures you are hidden from. This bonus increases to +5 at 11th level and +7 at 21st level.

SPIRITS OF STONE

Prerequisite: Dwarf, any primal class

Benefit: When you use your second wind, you gain a +2 bonus to your next attack roll with a primal power before the end of your next turn.

SPIRITS OF THE PRIMAL DRAGONS

Prerequisite: Dragonborn, any primal class

Benefit: The first time you are bloodied during an encounter, your attacks deal 1d8 extra damage until the end of your next turn. This damage is the type you initially chose for your *dragon breath* racial power.

STAGGERING SMASH

Prerequisite: Any primal class

Benefit: Whenever you daze or stun an enemy with a primal power, you push that enemy 1 square.

STINGING SWARM

Prerequisite: Druid, Primal Swarm class feature, *wild shape* power

Benefit: Once per round when an enemy damages you with a melee attack while you are in beast form, that enemy grants combat advantage to you until the end of your next turn.

STONE STEP SPIRITS

Prerequisite: Dwarf, any primal class

Benefit: While you're not wearing heavy armor, you can ignore 1 square of difficult terrain when you move and ignore all difficult terrain when you move as part of a charge.

STORMHEART PUSH

Prerequisite: Warden, Stormheart class feature

Benefit: When you use Stormheart to slide an enemy, you can push the enemy 2 squares instead of sliding it.

STRENGTHENING SPIRIT

Prerequisite: Shaman, *healing spirit* power

Benefit: When you use *healing spirit*, each ally adjacent to your spirit companion gains temporary hit points equal to your Wisdom modifier.

STRONG-WILLED SUMMONING

Prerequisite: Druid

Benefit: When a creature you summon uses an instinctive action to attack, it gains a +1 bonus to the attack roll.

SUDDEN CALL

Prerequisite: Shaman

Benefit: You can use your *call spirit companion* power as a free action on your turn.

SWIFT JAGUAR [TRIBAL]

Benefit: You gain a +2 feat bonus to initiative checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

SWIFT SLAYER

Prerequisite: Barbarian, Whirling Slayer class feature

Benefit: When you use Whirling Slayer to shift, you can shift a number of squares equal to your Dexterity modifier, instead of 2 squares.

TARGETED ASSAULT

Prerequisite: Barbarian

Benefit: You gain a +2 bonus to attack rolls against any creature marked by you.

THUNDERBORN RAGE

Prerequisite: Barbarian, Thunderborn Wrath class feature

Benefit: The thunder damage of your Thunderborn Wrath increases by 5.

VIGOROUS SPIRIT

Prerequisite: Shaman, *healing spirit* power

Benefit: When you use *healing spirit*, the target regains additional hit points equal to your Wisdom modifier.

WATCHER SPIRIT ADEPT

Prerequisite: Shaman, Watcher Spirit class feature

Benefit: Allies gain a +2 bonus to Insight checks and Perception checks while adjacent to your spirit companion.

WATCHFUL GUARDIAN

Prerequisite: Druid, Primal Guardian class feature, *wild shape* power

Benefit: While you are in beast form, you and each ally adjacent to you gain a +2 feat bonus to attack rolls when making opportunity attacks.

WATCHFUL OWL [TRIBAL]

Benefit: You gain a +2 feat bonus to Perception checks. This bonus increases by 1 for each ally within 10 squares of you who has this feat, to a maximum of +5.

WILD BULL RUSH

Prerequisite: Druid, *wild shape* power

Benefit: While you are in beast form, you gain a +2 feat bonus to bull rush attack rolls, and you can bull rush targets of any size.

WILD SAGE

Prerequisite: Trained in Nature

Benefit: You gain a +5 feat bonus to Nature knowledge checks and to monster knowledge checks to identify a natural creatures.

In addition, choose one of the following rituals: Dowsing Rod, Portend Weather, or Traveler's Camouflage. You master that ritual and can perform it once per day without a ritual book and without expending components.

WILDBLOOD FURY

Prerequisite: Warden, Wildblood class feature

Benefit: When you use your second wind, you gain a bonus to damage rolls against each enemy marked by you equal to your Wisdom modifier until the end of your next turn.

WORLD SPEAKER SPIRIT ADEPT

Prerequisite: Shaman, World Speaker Spirit class feature

Benefit: You and your allies ignore difficult terrain while adjacent to your spirit companion.

PARAGON TIER FEATS

A character must be at least 11th level to select any of the feats in this section.

ARCING THROW

Prerequisite: 11th level, warden

Benefit: When you use a spear as a thrown weapon, the target doesn't gain cover from its allies.

BOLSTERED SWARM

Prerequisite: 11th level, druid, Primal Swarm class feature, *wild shape* power

Benefit: When you use *wild shape* to change from your humanoid form to beast form, you gain 5 + your Constitution modifier temporary hit points. The temporary hit points increase to 10 + your Constitution modifier at 21st level.

BOLSTERING GUARDIAN

Prerequisite: 11th level, druid, Primal Guardian class feature

Benefit: When you reduce an enemy to 0 hit points with a druid attack power, one ally adjacent to you gains temporary hit points equal to your Constitution modifier.

COMMANDING FORM

Prerequisite: 11th level, druid, *wild shape* power

Benefit: Once per round while you are in beast form, you can use a free action to give one of your summoned creatures a command that normally requires a minor action.

CYCLONE SPIRIT

Prerequisite: 11th level, shaman, World Speaker Spirit class feature

Benefit: Whenever you or an ally pulls, pushes, or slides a target, the distance of the forced movement can be increased by 1 square if the target began the forced movement adjacent to your spirit companion.

DOUBLE LUNGE

Prerequisite: 11th level, barbarian, *whirling lunge* power

Benefit: When you use *whirling lunge*, you deal extra damage to the target equal to your Strength modifier.

EARTHSTRENGTH DEFENSES

Prerequisite: 11th level, warden, Earthstrength class feature

Benefit: When you use your second wind, you gain a bonus to Fortitude, Reflex, and Will equal to your Constitution modifier until the end of your next turn.

EPHEMERAL SPIRIT

Prerequisite: 11th level, shaman

Benefit: Your spirit companion takes half damage from ranged attacks.

EXPLOSIVE RAGE STRIKE

Prerequisite: 11th level, barbarian, *rage strike* power

Benefit: When you use *rage strike*, you can reduce the damage it deals by 2[W]. If you do so, the power becomes a close burst 1.

PARAGON TIER FEATS

Any Primal Class	Other Prerequisites	Benefit
Thundering Bull Rush	–	Target 2 creatures with bull rush and choose space you shift into
Two-Handed Grasp	–	Wield a versatile spear in two hands to gain high crit

Barbarian Feat	Other Prerequisites	Benefit
Double Lunge	<i>Whirling lunge</i>	Deal extra damage to target of <i>whirling lunge</i>
Explosive Rage Strike	<i>Rage strike</i>	Reduce rage strike damage by 2[W] to treat range as close burst 1
Reckless Rage	–	-2 to attack roll to deal 1[W] extra damage with a rage power
Thirsty Blade	–	Deal Strength modifier damage to adjacent enemies when you drop target with charge using axe or heavy blade
Thunderous Cry	<i>War cry</i>	Targets of your <i>war cry</i> grant combat advantage to you
Violent Reminder	Rageblood Vigor	+5 to next damage roll when you drop enemy
Withering Roar	Thaneborn Triumph	Target grants combat advantage or takes -2 to all defenses when you hit with <i>roar of triumph</i>

Druid Feat	Other Prerequisites	Benefit
Bolstered Swarm	Primal Swarm, <i>wild shape</i>	Gain temporary hp when you use <i>wild shape</i>
Bolstering Guardian	Primal Guardian	Grant adjacent ally temporary hit points when you drop enemy
Commanding Form	<i>Wild shape</i>	Command a creature you summoned with a free action
Pouncing Form	Primal Predator, <i>wild shape</i>	Shift your Dex modifier in squares when you use <i>wild shape</i>
Scattering Swarm	Primal Swarm, <i>wild shape</i>	Shift 2 if an area or close attack damages you in beast form
Vital Form	<i>Wild shape</i>	Regain second wind when you use <i>wild shape</i>
Warning Guardian	Primal Guardian	Adjacent allies don't grant combat advantage while flanked

Shaman Feat	Other Prerequisites	Benefit
Cyclone Spirit	World Speaker Spirit	Increase by 1 the forced movement of enemies adjacent to your spirit companion
Ephemeral Spirit	–	Spirit companion takes half damage from ranged attacks
Retributive Spirit	<i>Call spirit companion</i>	-2 to defenses of creature that destroys spirit companion
Sentinel Spirit	Watcher Spirit	+2 to opportunity attack rolls for allies adjacent to spirit companion
Shielding Spirit	Protector Spirit, <i>healing spirit</i>	+2 to all defenses for allies adjacent to spirit companion when you use <i>healing spirit</i>
Spirit's Eyes	–	Roll twice for Perception checks if spirit companion present
Vicious Spirit	<i>Healing spirit</i> , Stalker Spirit	+2 to damage against bloodied enemies for allies adjacent to your spirit companion when you use <i>healing spirit</i>

Warden Feat	Other Prerequisites	Benefit
Arcing Throw	–	Target of a thrown spear doesn't gain cover from allies
Earthstrength Defenses	Earthstrength	Gain bonus to Fortitude, Reflex, and Will when you use second wind
Forceful Smash	Con 15	Critical hit using a hammer or mace also knocks target prone
Lifespirt Healing	–	Second ally can spend healing surge and make saving throw when you use second wind
Maneuvering Attack	–	Enemies you forcibly move using a polearm or a spear grant combat advantage to you
Stormheart Thunder	Stormheart	Target gains vulnerable 5 thunder when slowed by your Stormheart
Wellspring of Life	Font of Life	Adjacent allies gain +1 to saving throws when you succeed on Font of Life saving throw
Wildblood Retribution	Wildblood	Make melee basic attack as a free action against marked target when you use your second wind

FORCEFUL SMASH

Prerequisite: 11th level, warden

Benefit: Whenever you score a critical hit with a hammer or a mace, the target is knocked prone.

LIFESPIRIT HEALING

Prerequisite: 11th level, warden, Lifespirt class feature

Benefit: When you use your second wind, a second ally within 5 squares of you can spend a healing surge and make a saving throw.

MANEUVERING ATTACK**Prerequisite:** 11th level, warden**Benefit:** When you pull, push, or slide a target with an attack using a polearm or a spear, that target grants combat advantage to you until the end of your next turn.**POUNCING FORM****Prerequisite:** 11th level, druid, Primal Predator class feature, *wild shape* power**Benefit:** When you use *wild shape* to change from your humanoid form to beast form, you can shift a number of squares equal to your Dexterity modifier.**RECKLESS RAGE****Prerequisite:** 11th level, barbarian**Benefit:** When you attack an enemy with a rage power, you can take a -2 penalty to the attack roll against that enemy to deal 1[W] extra damage to it.**RETRIBUTIVE SPIRIT****Prerequisite:** 11th level, shaman, *call spirit companion* power**Benefit:** When your spirit companion is destroyed, the creature that destroyed it takes a -2 penalty to all defenses until the end of your next turn.**SCATTERING SWARM****Prerequisite:** 11th level, druid, Primal Swarm class feature, *wild shape* power**Benefit:** While you are in beast form, if you take damage from an area or a close attack, you can shift 2 squares as a free action.**SENTINEL SPIRIT****Prerequisite:** 11th level, shaman, Watcher Spirit class feature**Benefit:** Allies gain a +2 bonus to attack rolls when making opportunity attacks while adjacent to your spirit companion.**SHIELDING SPIRIT****Prerequisite:** 11th level, shaman, Protector Spirit class feature, *healing spirit* power**Benefit:** When you use *healing spirit*, each ally adjacent to your spirit companion gains a +2 bonus to all defenses until the end of your next turn.**SPIRIT'S EYES****Prerequisite:** 11th level, shaman**Benefit:** Whenever you make a Perception check while your spirit companion is present, you can roll twice and use either result.**STORMHEART THUNDER****Prerequisite:** 11th level, warden, Stormheart class feature**Benefit:** When you use Stormheart to slow an enemy, that enemy gains vulnerable 5 thunder until the end of your next turn.**THIRSTY BLADE****Prerequisite:** 11th level, barbarian**Benefit:** When you reduce an enemy to 0 hit points with a charge attack using an axe or a heavy blade, each enemy adjacent to you at the end of the charge takes damage equal to your Strength modifier.**THUNDERING BULL RUSH****Prerequisite:** 11th level, any primal class**Benefit:** When you bull rush, you can target two creatures adjacent to you. If you hit and push both targets, you choose which vacated space you shift into.**THUNDEROUS CRY****Prerequisite:** 11th level, barbarian, *war cry* power**Benefit:** When you use *war cry*, the targets grant combat advantage to you until the end of your next turn.**TWO-HANDED GRASP****Prerequisite:** 11th level, any primal class**Benefit:** While you wield a spear with the versatile property in two hands, the spear gains the high crit property.**VICIOUS SPIRIT****Prerequisite:** 11th level, shaman, *healing spirit* power, Stalker Spirit class feature**Benefit:** When you use *healing spirit*, each ally adjacent to your spirit companion gains a +2 bonus to damage rolls against bloodied enemies until the end of your next turn.**VIOLENT REMINDER****Prerequisite:** 11th level, barbarian, Rageblood Vigor class feature**Benefit:** When you reduce an enemy to 0 hit points, you gain a +5 bonus to the next damage roll you make before the end of your next turn.**VITAL FORM****Prerequisite:** 11th level, druid, *wild shape* power**Benefit:** Once per encounter, when you use *wild shape*, you regain the use of your second wind if you have already used it during this encounter.

WARNING GUARDIAN

Prerequisite: 11th level, druid, Primal Guardian class feature

Benefit: Any ally adjacent to you doesn't grant combat advantage for being flanked.

WELLSPRING OF LIFE

Prerequisite: 11th level, warden, Font of Life class feature

Benefit: When you succeed on a saving throw granted by your Font of Life, each ally adjacent to you gains a +1 bonus to saving throws until the end of your next turn.

WILDBLOOD RETRIBUTION

Prerequisite: 11th level, warden, Wildblood class feature

Benefit: When you use your second wind, if any enemy marked by you makes an attack that doesn't include you as a target before the start of your next turn, you can make a melee basic attack against that enemy as a free action during your next turn.

WITHERING ROAR

Prerequisite: 11th level, barbarian, Thaneborn Triumph class feature

Benefit: When you use your *roar of triumph* power, you choose for each target either to grant combat advantage until the end of your next turn or to take the -2 penalty to all defenses.

EPIC TIER FEATS

A character must be at least 21st level to select any of the feats in this section.

EARTHSTRENGTH MIGHT

Prerequisite: 21st level, warden, Earthstrength class feature

Benefit: When you use your second wind, you can make a melee basic attack as a free action.

FAR-REACHING GRASP

Prerequisite: 21st level, warden, *warden's grasp* power

Benefit: Your *warden's grasp* is a close burst 10 instead of a close burst 5, and the range of the trigger increases to 10 squares.

GRAVE SPIRIT

Prerequisite: 21st level, shaman, Stalker Spirit class feature

Benefit: When an enemy adjacent to your spirit companion drops to 0 hit points, each ally adjacent to your spirit companion regains 10 hit points.

GUARDIAN RESURGENCE

Prerequisite: 21st level, druid, Primal Guardian class feature

Benefit: When an ally adjacent to you uses his or her second wind, that ally regains additional hit points equal to your Constitution modifier.



EPIC TIER FEATS

Any Primal Class	Other Prerequisites	Benefit
Second Skin	Con 17, proficiency with hide armor	+2 to AC with hide armor, reduce check penalty by 1, and +1 to attack with primal fear powers

Barbarian Feat	Other Prerequisites	Benefit
Overpowering Charge	–	Knock target prone when you hit with a charge attack
Slayer's Shift	–	Shift 1 as a free action when you bloody or drop a creature
Sweeping Blade	–	Damage adjacent enemies when you hit with an opportunity attack using an axe or a heavy blade

Druid Feat	Other Prerequisites	Benefit
Guardian Resurgence	Primal Guardian	Adjacent ally regains additional hit points with second wind
Primal Summoning Expertise	–	Use a minor action to command a creature you summoned with a primal summoning power
Swift Predator	Primal Predator, <i>wild shape</i>	+1 to speed in beast form, and increase shift by 1
Wild Surge	<i>Wild shape</i>	Use second wind as free action when you use <i>wild shape</i>

Shaman Feat	Other Prerequisites	Benefit
Grave Spirit	Stalker Spirit	Allies regain 10 hp when enemy adjacent to spirit companion drops
Ironheart Spirit	Protector Spirit	Ally adjacent to spirit companion shifts 1 when hit
Purging Spirit	<i>Healing spirit</i>	Allies adjacent to spirit companion make a saving throw when you use <i>healing spirit</i> adjacent to spirit companion
Spirit of Health	Protector Spirit	Allies adjacent to spirit companion spend a healing surge when you use second wind
Stone Heart Spirit	World Speaker	Spirit companion provides cover
Triumphant Spirit	Stalker Spirit	Ally makes melee basic attack as a free action when he or she drops an enemy
Vexing Spirit	Watcher Spirit	Allies don't grant combat advantage to enemies adjacent to spirit companion

Warden Feat	Other Prerequisites	Benefit
Earthstrength Might	Earthstrength	Make a melee basic attack as free action when you use second wind
Far-Reaching Grasp	<i>Warden's grasp</i>	<i>Warden's grasp</i> has a range of close burst 10 and triggers on an enemy within 10 squares
Tangling Grasp	<i>Warden's grasp</i>	Targets of <i>warden's grasp</i> are immobilized instead of slowed

IRONHEART SPIRIT

Prerequisite: 21st level, shaman, Protector Spirit class feature

Benefit: When an enemy hits an ally adjacent to your spirit companion, that ally can shift 1 square as a free action.

OVERPOWERING CHARGE

Prerequisite: 21st level, barbarian

Benefit: When you hit a target with a charge attack, you can knock the target prone.

PRIMAL SUMMONING EXPERTISE

Prerequisite: 21st level, druid

Benefit: You can use a minor action to give a standard action command to a creature you summoned with a primal summoning power.

PURGING SPIRIT

Prerequisite: 21st level, shaman, *healing spirit* power

Benefit: When you use *healing spirit*, each ally adjacent to your spirit companion can make a saving throw.

SECOND SKIN

Prerequisite: 21st level, Con 17, any primal class, proficiency with hide armor

Benefit: While you are wearing hide armor, you gain a +2 feat bonus to AC, and the armor's check penalty is reduced by 1.

In addition, you gain a +1 bonus to the attack rolls of primal fear powers you use.

MULTICLASS FEATS

Name	Prerequisites	Benefit
Hunting Predator	Initiate of the Old Faith	+1 to speed in beast form
Mending Spirit	Spirit Talker	Gain <i>healing spirit</i> power, 1/encounter
Rampant Fury	Berserker's Fury	Gain Rampage class feature
Warden's Endurance	Defender of the Wild	Once per encounter, make a saving throw at start of your turn

SLAYER'S SHIFT

Prerequisite: 21st level, barbarian

Benefit: When you bloody a creature or reduce a creature to 0 hit points, you can shift 1 square as a free action.

SPIRIT OF HEALTH

Prerequisite: 21st level, shaman, Protector Spirit class feature

Benefit: When you use your second wind, each ally adjacent to your spirit companion can spend a healing surge.

STONE HEART SPIRIT

Prerequisite: 21st level, shaman, World Speaker Spirit class feature

Benefit: Your spirit companion can provide cover to you and your allies.

SWEEPING BLADE

Prerequisite: 21st level, barbarian

Benefit: When you hit an enemy with an opportunity attack using an axe or a heavy blade, any other enemies adjacent to you take 4 + your Strength modifier damage.

SWIFT PREDATOR

Prerequisite: 21st level, druid, Primal Predator class feature, *wild shape* power

Benefit: While you are in beast form, you gain a +1 feat bonus to speed, and whenever you shift, you can increase the distance by 1 square.

TANGLING GRASP

Prerequisite: 21st level, warden, *warden's grasp* power

Benefit: You can immobilize the target of your *warden's grasp* until the end of its next turn, instead of slowing it.

TRIUMPHANT SPIRIT

Prerequisite: 21st level, shaman, Stalker Spirit class feature

Benefit: When an ally reduces an enemy adjacent to your spirit companion to 0 hit points, that ally can make a melee basic attack as a free action.

VEXING SPIRIT

Prerequisite: 21st level, shaman, Watcher Spirit class feature

Benefit: Your allies don't grant combat advantage to enemies adjacent to your spirit companion.

WILD SURGE

Prerequisite: 21st level, druid, *wild shape* power

Benefit: When you use *wild shape* to change from beast form to your humanoid form, you can use your second wind as a free action.

MULTICLASS FEATS

The following multiclass feats allow you to benefit further from taking the multiclass feats in *Player's Handbook 2*.

HUNTING PREDATOR [MULTICLASS DRUID]

Prerequisite: Initiate of the Old Faith feat

Benefit: While you are in beast form, you gain a +1 bonus to speed.

MENDING SPIRIT [MULTICLASS SHAMAN]

Prerequisite: Spirit Talker feat

Benefit: You gain the shaman power *healing spirit*, but you can use it only once per encounter.

RAMPANT FURY [MULTICLASS BARBARIAN]

Prerequisite: Berserker's Fury feat

Benefit: You gain the barbarian class feature Rampage.

WARDEN'S ENDURANCE [MULTICLASS WARDEN]

Prerequisite: Defender of the Wild feat

Benefit: Once per encounter, you can make a saving throw against one effect that a save can end at the start of your turn. On a save, the effect immediately ends, preventing it from affecting you on your current turn. If you fail the saving throw, you still make a saving throw against the effect at the end of your turn.

Your epic destiny brings you in tune with the world you strive to protect, making your connection to the primal world unbreakable. Those who achieve primal epic destinies become known as great spirits by the lesser spirits and by the tribes and people who revere and acknowledge the power of primal spirits.

FANG OF THE WORLD SERPENT

When the slumbering World Serpent awakes, its fury incarnates—in you.

Prerequisite: 21st level, any primal class

The role of the primal spirits is to protect and preserve the world. Even the World Serpent, whose coils could crush a god and whose fangs could pierce a primordial, exists to protect the natural order and balance of the world, not simply to destroy. Though the motions of the World Serpent's mighty coils can shake the earth, he enfold the world to shield it from harm, not to crush away its life.

You, though, are a living embodiment of the World Serpent's anger. His venom courses through your veins, and your sinews carry the strength of his coils. You are meant to face some terrible foe—a demon prince or a primordial, perhaps, or even a destructive god who seeks the world's demise. The World Serpent has invested you with his power for a single purpose: to destroy that threat and preserve the world's balance.

IMMORTALITY

You were born for this one purpose: to carry the World Serpent's wrath to the enemies of the world. When that purpose is accomplished, what fate awaits you?

Striking Serpent: The power of the World Serpent burns within you, and that power need not return to him when your mortal life has ended. When the greatest threat to the world's existence is finally defeated and your Destiny Quest is complete, your spirit joins the world you fought so hard to protect. You become a new elder spirit—Striking Serpent—ready to invest a new champion with your power when another threat to the world arises.

FANG OF THE WORLD SERPENT FEATURES

Serpent's Fury (21st level): When you hit an enemy with a primal melee attack power, your next melee attack against that enemy before the end of your next turn deals extra damage equal to your Strength modifier.

Rampant Slaughter (24th level): When you bloody an enemy or score a critical hit with a primal melee attack power, you can make two melee basic attacks as a free action. Only one of these attacks can target the creature you bloodied or scored a critical hit against.

Serpent's Resilience (30th level): Any creature that scores a critical hit against you must make the attack roll again with a -5 penalty. If the second attack roll would hit, the attack is indeed a critical hit. Otherwise, the critical hit becomes a normal hit, and you can spend a healing surge as a free action.

FANG OF THE WORLD SERPENT POWER

Serpent's Retaliation

Fang of the World Serpent Utility 26

Your enemies' strikes fuel the fury of your counterattacks.

Daily ♦ Primal, Stance

Minor Action

Personal

Effect: Until the stance ends, whenever an enemy hits you, you gain a +2 power bonus to speed and a +2 bonus to attack rolls until the end of your next turn.



FURY OF THE WILD

Your anger can never be quenched as long as cruel beings despoil the natural world.

Prerequisite: 21st level, any primal class

You are an incarnation of nature's wrath, rampaging against all who would destroy the bounty of nature. Your enemies are many: the demons that seek destruction of life and land, the aberrant monsters that stain the beauty of the world, and the impetuous creatures that destroy forests and rivers for the sake of creating grotesque cities from stone torn from the earth. You feel the pain of the natural world around you when it's burned by unnatural fire or polluted with the presence of those who dishonor the wild, and you hear the spirits cry out in agony as they die. Wild, unbridled fury rages in you and is unleashed without warning against the foes of the natural world.



IMMORTALITY

Your eternal fate depends on the state of the world when you die.

Fury Made Placid: If your death stops the destruction of nature, you can sleep in peace. By defeating a great enemy of the natural world, or creating a great expanse of untouched wilderness, you can overcome the rage that drives you. You become one of the great spirits, but one that is peaceful. The speakers of primal lore will tell tales of your change and how your great sacrifice prevented nature's decline, thus quelling your anger. You now live as a more benevolent spirit of peace or beauty.

The Fury Eternal: Despite all your effort and all your rage, nature is subjected to more transgressions every day. You can no longer contain your outrage, and you permanently become a spirit of fury. You stalk the wilderness and rampage into cities indiscriminately, wreaking agony and destruction on all in your path. Your story is a cautionary one. Tribal leaders warn youths to avoid your path and say that you are proof that no matter how hard one fights, the enemies of nature can corrupt and destroy.

FURY OF THE WILD FEATURES

Fury's Strength (21st level): Your Strength or Wisdom score increases by 2.

Land's Fury (24th level): When you score a critical hit, each unbloodied enemy within 10 squares of you takes damage equal to your level + your Strength or Wisdom modifier.

Unstoppable Fury (30th level): When you miss a creature that isn't bloodied with an at-will attack power, you can reroll that attack but must use the second result.

FURY OF THE WILD POWER

Fury's Form

Fury of the Wild Utility 26

Your blood is nature's blood, and when you are harmed, you become a spirit of fury bent on avenging nature's pain.

Encounter ♦ **Primal**

Immediate Reaction **Personal**

Trigger: An enemy bloodies you

Effect: You gain temporary hit points equal to your level.

Until the end of your next turn, you gain a +2 power bonus to attack rolls, all defenses, and speed. In addition, you gain a bonus to damage rolls against unbloodied creatures equal to your Strength or Wisdom modifier.

HONORED ANCESTOR

The spirits that have clustered around you all your life reveal their final secret—you have always been one of them.

Prerequisite: 21st level, any primal class

As you have risen toward epic power, it has become increasingly clear that you have a unique relationship with the ancestor spirits that other primal heroes know as guides and allies. If you're a druid, you hear the voices of the ancestors each time you shift shapes. If you're a barbarian, your rages are always tempered by a third perspective, and sometimes a fourth, fifth, and sixth, as if you were observing yourself from above and on each side, seeing through more than your own rage-filled eyes. If you're a warden, you understand that the tribe's ancient protectors are your peers, not just your ancestors. If you're a shaman, you have realized the truth before attaining your epic destiny: The ancestors are more than guides and allies—they were once your comrades, your friends, and your helpers when you walked the world in earlier lifetimes, helping the people as an ancestor spirit.

You are an ancient ancestor reborn into a new life. You share understandings and communication with other primal spirits beyond anything that most primal heroes experience because you know all the voices of the spirits, all the subtle ways and swift whispers by which they make themselves known. You can see the spirits everywhere in the world as they inhabit trees and rocks or flow through the bodies of you and your allies.

IMMORTALITY

As an ancient spirit returned to mortal flesh, you strive to fulfill the mission that returned you to the world.

Great Ancestor: What is your great cause, your mission? It must be something huge, something that the natural course of the world could not have accomplished. If you don't already know your cause as you move into the epic tier, work with your DM to arrange a great a mission that befits a returned Honored Ancestor.

When you have completed your Destiny Quest, you might stay within the world for one more season to fix each of the world's textures in your memory. Then you must return to the world of the ancestors. As a spirit, you will remember this life, and all the others. It was a good life. Perhaps it was the last time you will walk the earth. Perhaps not.



HONORED ANCESTOR FEATURES

Spirit Guide (21st level): You can no longer be surprised, and you don't grant combat advantage for being flanked, dazed, or prone.

Spirit Migration (24th level): When you spend an action point to take an extra action, you can teleport 5 squares as a free action, either before or after the extra action.

Spirit's Protection (30th level): The first time you are reduced to 0 hit points or fewer during an encounter, you can spend a healing surge and regain additional hit points equal to your Wisdom or Charisma score.

HONORED ANCESTOR POWER

Spirit Warning

Honored Ancestor Utility 26

The spirits that guide you warn you of impending doom.

Encounter ♦ Primal

Immediate Interrupt Personal

Trigger: An enemy hits you

Target: The triggering enemy

Effect: The target rerolls the attack with a -5 penalty and must use the new result. The target can't score a critical hit with the rerolled attack.

MYTHIC SPIRIT

Your mortal deeds warrant your inclusion in the legends of the elder spirits. As you shape the world, you find your place in eternity.

Prerequisite: 21st level, any primal class

The greatest primal spirits are immortalized in the stories recounted by your people. Told and retold around campfires, these tales warn the young against foolish mistakes and inspire greatness from living heroes. Each telling changes a tale; each speaker alters minor details or fabricates new adventures. These adaptations do not make the tales any less true, however. The primal spirits and their place in the world are fluid, changing with mortal expectation and need.

Although you have learned to count the great primal spirits as allies, you never expected to be included in the stories of the ancestors and elder spirits. Even more disconcerting is that the storytellers

incorporate you in the most famous tales, placing you alongside Great Bear and the World Serpent. In these evolving recitations, you play a small part at first, but your role grows with each telling. As you travel the world and beyond, battling foes and righting wrongs, you find truth in these tales and a dim awareness that somehow, you have always been and always will be.

IMMORTALITY

Each victory and defeat cements your place in history. In the end, you fade from the present to live on in legend.

Stuff of Legend: Your adventures permeate the world, carried on the wind. Where the motes of your myth fall, primal tribes weave them into their tales, binding you to the past, setting your deeds alongside those of the other great spirits. You might deny the details of these tales at first, but in time, the stories become familiar and you begin to remember the events as they are recounted, not necessarily as they happened. Your place in legend is secured when you complete your Destiny Quest and join the cast of hundreds who guide the primal people through myth into the uncertain future. You fade away, your body dissolving into the wind and the earth as your spirit flows out into the world.

MYTHIC SPIRIT FEATURES

Foretold Destiny (21st level): An ability score of your choice increases by 2. You gain a +2 bonus to saving throws while you are not bloodied.

It Is Written (24th level): Whenever you save, each ally adjacent to you can make a saving throw.

Mythic Rebirth (30th level): While you are dying, you do not need to make death saving throws, and you can use your second wind without taking an action.

MYTHIC SPIRIT POWER

Fate Averted

Mythic Spirit Utility 26

You alter fate, rewriting your people's myths to serve your purpose.

Daily ♦ Healing, Primal, Teleportation

Immediate Interrupt Close burst 20

Trigger: An ally within 20 squares of you is reduced to 0 hit points or fewer by an attack

Target: The triggering ally in burst

Effect: You teleport the target to a square adjacent to you. The target regains hit points equal to 1 + his or her bloodied value and can make a basic attack as a free action.



PERFECT GUARDIAN

Blessed by your destiny as a great protector, your natural form shifts to accommodate the power of the elder spirits.

Prerequisite: 21st level, warden

Force fills the winds that tear your clothes. Strength wells up from the stones beneath your feet. Having drawn this power into your being, you bend it to serve your will. Nature's might buttresses your attacks. Primeval resilience safeguards you and your companions. Your reshaped flesh demonstrates your true mastery over primal power. Long practice with your evocations allows you to fully apprehend nature's magic. You blend the gifts of your various guardian forms, until you start to acquire a resemblance to the Primal Beast of which those forms are all aspects.

The ease with which you harness primal power comes partly from your experience with nature's bounty, but also because the spirits entrust you with even greater energy. They willingly lend you their wisdom and might each time you draw from their abundant well. These spirits chose you to be their champion, and as such, they create new pathways for you to seize their strength and bind it to your body in incredible ways. This boon ensures that no despoiler of the world can stand against your wrath.

IMMORTALITY

The primal spirits entrust their guardian with fabulous power in exchange for eternal vigilance against nature's many foes.

Eternal Defender:

The flood of power intensifies with each victory on the road toward fulfilling your Destiny Quest. As you near your quest's end, nature's hold on you manifests even when you are not wielding your power. Your natural appearance becomes more bestial and predatory, something like an echo of the Primal Beast even when you are not in a guardian form.

When you seize your destiny, your instincts guide you to the fate you have earned. You travel the world until you come upon an ancient stone circle. The menhirs come to life, welcoming you as a brother or a sister and inviting you to stand vigil with them over the world. You take your place alongside these mighty wardens. You feel your skin hardening and your heartbeat slowing as you assume the final transformation. But your spirit roars, leaping into the sky to hunt down the enemies of the primal way with the aid of the rest of the elder spirits. Future generations won't just know your name—they will call on you as their ally and guardian.

PERFECT GUARDIAN FEATURES

Beast Strike (21st level): Once per round, when you hit a target with a melee attack, you knock that target prone. If the target is already prone, the attack instead deals 2d8 extra damage, or 2d10 extra damage if the target is marked by you.

Eyes of the Sentinel (24th level): You can see invisible creatures within 5 squares of you, and you gain a +5 bonus to Perception checks to notice hidden creatures.

Perfect Mark (30th level): As the first action of each of your turns, you can use a free action to mark each enemy adjacent to you until the start of your next turn. If you supersede this mark with another one on an enemy, that enemy takes a -5 penalty to attack rolls for any attack that doesn't include you as a target, instead of a -2 penalty, until the second mark ends.

PERFECT GUARDIAN POWER

Guardian's Pounce

Perfect Guardian Utility 26

You leap forward to absorb an attack meant for your friend.

Encounter ♦ **Primal**

Immediate Interrupt **Personal**

Trigger: A melee or a ranged attack hits an ally within 5 squares of you

Effect: You shift a number of squares equal to twice your speed to a square adjacent to the creature that made the triggering attack. The attack hits you instead, and you mark the creature that made it.



REINCARNATE CHAMPION

You remember the exploits of your earlier incarnations—each a champion of the spirit way. It's now time to teach the world a new heroic story.

Prerequisite: 21st level, any primal class

You know that some primal souls leave the world behind to join the mystery after death. Other transcendent heroes join the spirits, flowing through the world to give it life and preserve its natural order. Still other primal champions reincarnate into new bodies, returning as new exemplars of nature.

You long suspected that you were one of the spirits who regularly return to the world in new bodies, though you could not be certain until the day you attained epic power. As your epic destiny opened before you, so did the memories of your past lives, a long chain of heroes, leaders, humble souls, and conquerors who lived in harmony with the spirits.

You are a champion of the spirit way, a defender of the world's primal cycles. In this life, you finally have the chance to put the knowledge and power of all your incarnations together.

IMMORTALITY

One of the great elder spirits, Blood Cousin, had dozens of lives as a champion of the spirit way, teaching people across the world initiation rites so that tribes could adopt members of any race who proved worthy. You revere Blood Cousin for this work in strengthening primal tribes. You will do the same, but in a different a manner.

A New Story: Generations from now, people will tell stories about you. You harnessed dozens of past lives as a primal champion as you accomplished mighty heroic deeds. Tales of your exploits will inspire people on the spirit way as they battle evil deities and demon princes. The best part of these stories is that somewhere, someone hearing them will be touched by your spirit and will create a new piece of the primal story.

REINCARNATE CHAMPION FEATURES

Past Spirit (21st level): Choose a race other than your own. You are considered a member of that race for the purpose of meeting feat prerequisites. If that race has any racial encounter powers, you gain one of your choice.

At 24th level, you choose a second race and gain the same benefits with it.

Many Perspectives (21st level): You gain a +2 bonus to Intelligence-, Wisdom-, and Charisma-based skill checks and ability checks.

Epic Vitality (24th level): An ability score of your choice increases by 2.

The Champion Returned (30th level): You gain access to every racial encounter power. To use a racial encounter power that you don't have, you expend the use of one of your racial encounter powers.

REINCARNATE CHAMPION POWER

Swift

Reincarnate Champion Utility 26

Reincarnation

In an instant, you move from death to new life in a different form, hastening the natural cycle.

Daily ♦ Healing, Primal

Immediate Interrupt Personal

Trigger: You drop to 0 hit points or fewer

Effect: You regain hit points equal to your bloodied value.

Choose a race other than your own. You appear as a member of that race.

If the race is not one of your Past Spirit races, you gain one of that race's racial encounter powers, if any, until the end of your next extended rest.

If the race is one of your Past Spirit races, you can choose to replace your current race with that race at the end of your next extended rest, but only if your current race is not a prerequisite for any of your attributes, such as feats. If you do so, your previous race becomes one of your Past Spirit races.



SOVEREIGN BEAST

You have focused the savagery of the Primal Beast through your nobility of spirit to become a monarch among the beasts of the wild.

Prerequisite: 21st level, druid, wild shape power

You have channeled the ferocity of the Primal Beast through your limbs countless times, adopting a form that echoes the great spirit, the archetype of all beasts. Yet you are not a beast; you are more than just a reflection of the Primal Beast's manifold nature. By bringing its savage nature into balance with your humanoid spirit, you have become a synthesis that is more than either part. You are the Sovereign Beast, the quintessence of all that is noble and true in nature.

You are striking out on a path that none have previously walked to its conclusion, staking out a middle path between the way of beasts and the ways of the humanoid races. In you is incarnate the potential for the races to live in closer harmony with the world, in tune with their instincts but still awake to their finest qualities and highest ideals.

IMMORTALITY

For now, you are an incarnation of a new ideal, the first of your kind. When your time in the world is fulfilled, though, you will become an elder spirit in your own right, a pattern that future druids will attempt to follow.

A New Elder Spirit: Your work in the world complete, you transcend your physical form and become a primal spirit. No longer simply in the world, you are now of it, part of the circle of spirits that protects and preserves it. In your spirit form, you roam free, sometimes wearing the shape of a noble beast, sometimes appearing as a humanoid, but always holding the twin aspects of your nature in perfect and everlasting balance.

SOVEREIGN BEAST FEATURES

Magnificent Beast (21st level): When you use *wild shape* to change from your humanoid form to beast form, you can change your size to Large. While you are in a Large beast form, you gain a +2 bonus to damage rolls and speed.

Sovereign's Charge (24th level): Once per encounter when you charge while in beast form, you can use one of your beast form encounter attack powers in place of a melee basic attack. If the attack hits, the target is also knocked prone.



Sovereign's Inheritance (30th level): When you reduce a nonminion enemy to 0 hit points with a beast form attack power, you can choose either to spend a healing surge or to regain the use of an encounter attack power that you have used during this encounter.

SOVEREIGN BEAST POWER

Resplendent Beast

Sovereign Beast Utility 26

Your sudden transformation casts your enemies aside and fills them with terror at what you have become.

At-Will ♦ Fear, Primal

Free Action Close burst 1

Trigger: You use *wild shape* to change into beast form and increase your size to Large

Target: Each creature in burst

Effect: You push each target 1 square. In addition, enemies that have line of sight to you grant combat advantage to you and take a -2 penalty to attack rolls until the end of your next turn.

WORLD TREE GUARDIAN

The wise and powerful World Tree finds a kindred spirit in you. In your pledge to defend that ancient spirit from harm, the wider world falls under your protection.

Prerequisite: 21st level, any primal class

You have seen the World Tree, the most ancient primal spirit of the forest. Legends say that the roots of the World Tree are the roots of the world itself and that any harm done to this ancient entity shakes the earth and cracks the sky. You chose to defend the World Tree, and in doing so, you were able to speak to it and gain its favor. You can now call on its power, granting you the strength and resilience of nature itself. The World Tree is intertwined with the world so that any harm to one hurts the other—an outcome you are sworn to prevent.

IMMORTALITY

The World Tree has existed since the beginning of time. If you have your way, it will live longer still.

The Tree's Counterpart: You become the World Tree's counterpart among the races of the world—a primal symbol of life and a worldly representative

among the great spirits of nature. Accepted into the company of the most powerful and ancient primal spirits, you abandon your mortal form to become a being of pure primal essence.

You are no longer as active as you once were in shaping the fate of the world; the actions that led to your immortality have kept the world safe for some time. Instead, you sleep soundly in verdant groves or walk the wider world invisible to the eyes of mortals. However, when the greatest dangers threaten the world, you heed the summons to convene with other great spirits to rally against those perils.

WORLD TREE GUARDIAN FEATURES

Bark of the World Tree (21st level): Whenever an enemy hits you, you can use an immediate reaction to gain resistance to all damage equal to 5 + your Constitution modifier. This resistance lasts until the start of your next turn.

Boon of the World Tree (24th level): Once per day, you can die in place of an ally. The moment an ally dies, you can choose to die instead, and that ally gains hit points equal to his or her bloodied value. At the end of your next turn, you return to life with hit points equal to your healing surge value. Until the end of the encounter, you gain regeneration 10 while you are bloodied.

World Tree's Growth (30th level): You have regeneration equal to the number of healing surges you have remaining.

WORLD TREE GUARDIAN POWER

Boughs of the World Tree

World Tree Guardian Utility 26

Gnarled branches burst from the battlefield, granting benefits to your allies and hindering your foes with twisting vines.

Daily ♦ **Conjuration, Primal**

Standard Action **Close** burst 20

Effect: You conjure boughs of the World Tree in five unoccupied squares in the burst that aren't adjacent to one another. The boughs last until the end of your next turn. The boughs are solid obstacles, and each square adjacent to them is difficult terrain for your enemies.

The boughs can be attacked. Each has resist 20 to all damage, and a bough is destroyed if it takes any damage.

When you use this power, choose one of the following benefits:

- ♦ Your allies gain a +1 bonus to attack rolls while adjacent to a bough.
- ♦ Your allies gain a +1 bonus to all defenses while adjacent to a bough.
- ♦ Any ally who begins his or her turn adjacent to a bough gains temporary hit points equal to your Strength or Wisdom modifier.

Sustain Minor: The boughs persist.



NEW RITUALS

As a primal character, you have access to the same wide range of rituals available to any other ritual caster. The new rituals here expand the options available to you and all other ritual casters, with an emphasis on rituals that invoke the power of primal spirits.

See Chapter 10 of the *Player's Handbook* for instructions on how to use a ritual in the D&D game.

RITUALS BY LEVEL

Lvl	Ritual	Key Skill
1	Dowsing Rod	Nature
1	Portend Weather	Nature
1	Traveler's Camouflage	Nature
5	Starshine	Nature
10	Eagles' Flight	Nature
10	Water's Gift	Nature
14	Primal Prison	Nature
19	Primal Grove	Nature

DOWSING ROD

You find a gnarled branch, and it turns as you hold it, pointing the way to a natural feature.

Level: 1
Category: Divination
Time: 1 minute
Duration: 12 hours or until discharged

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Nature (no check)

You transform a stick or other natural object into a dowsing rod. When you do so, name a natural feature of the environment, such as mountains, rivers, forests, or caves. The dowsing rod points the way to the nearest place that fits the description. You can't name a specific place, such as Mount Baneflame, and the rod can't find magically concealed locations. When you reach the destination, the ritual is discharged.

EAGLES' FLIGHT

Great eagle spirits thunder through the sky, carrying you and your allies to a far-off location.

Level: 10
Category: Exploration
Time: 10 minutes
Duration: 12 hours

Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Nature

Up to eight giant eagle spirits appear to carry you and your allies. Each eagle can carry one Medium creature. The eagles have a fly speed and an overland flight speed determined by your Nature check.

Nature Check Result	Speed	Overland Flight
24 or lower	8	10
25-29	10	15
30-39	12	20
40 or higher	15	30

Creatures take a -4 penalty to attack rolls and defenses while carried by the eagles.

The eagles can't attack or affect other creatures in any way. The eagles' defenses are equal to yours, and if an eagle is hit by an attack, it descends to a solid surface to drop off the creature it carries, then flies away. Eagles who have flown away during combat can be called back as a standard action outside combat.

PORTEND WEATHER

You see what the weather will be in the near future.

Level: 1
Category: Divination
Time: 5 minutes
Duration: Instantaneous

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Nature (no check)

You determine what the weather will be like for the next 24 hours within a 50-mile radius of you. You and any allies present for the ritual gain a +5 bonus to Endurance checks to endure extreme weather you have foreseen.

PRIMAL GROVE

You create a hidden grove, concealed by primal spirits, which grows lush and peaceful and awaits your return.

Level: 19
Category: Travel
Time: 10 minutes
Duration: Permanent (special)

Component Cost: 12,000 gp to create a grove and entrance; 4,000 gp to create an entrance
Market Price: 21,000 gp
Key Skill: Nature

A primal grove is a haven that is magically hidden by primal spirits. You use this ritual either to create a grove and an entrance to it or to create an entrance to a grove that you or someone else created.

Creating a Grove: When you create a grove, it appears in a hidden location in the world or the Feywild, and you determine its password. You also create an entrance to it (see "Creating an Entrance" below).

A grove generates enough food and drink to sustain its occupants and has a moderate, unchanging climate. If you move objects into a grove, they remain there when you leave, but food and other resources created by the grove disappear when removed.

Your Nature check determines the grove's size in squares and how many creatures it can accommodate.

Nature Check		
Result	Size	Capacity
24 or lower	5 × 5	25 Medium creatures
25-34	7 × 7	50 Medium creatures
35-44	10 × 10	100 Medium creatures
45 or higher	14 × 14	200 Medium creatures

Creating an Entrance: A primal grove is inaccessible, except to those who know its password and pass through an entrance to it. You use this ritual to create an entrance to a primal grove, the password of which you must know.

When you create an entrance to a grove, the entrance appears in a square adjacent to you. If a creature that knows the grove's password enters that square, the creature can teleport to a square in the grove. Anyone inside the grove can exit it as part of a move action, teleporting either to an active entrance or to the most recent entrance if none are active.

Your Nature check determines the duration of the entrance. When you create a grove, you use a single check to create both the grove and an entrance to it. As a minor action, you can close an entrance you created.

Nature Check Result	Entrance Duration
24 or lower	1 hour
25-34	24 hours
35-44	1 month
45 or higher	1 year

Extraordinary magic might allow someone to enter a grove against the creator's will.

PRIMAL PRISON

Your foe is swallowed up by the land, to be entrapped and taunted by spirits.

Level: 14 **Component Cost:** 1,600 gp
Category: Binding **Market Price:** 4,200 gp
Time: 1 hour **Key Skill:** Nature
Duration: Permanent (special)

You imprison an adjacent creature in a tree, a boulder, or another solid natural object. The subject must be helpless or willing, and the object you imprison it inside must be larger than it. Your Nature check determines the maximum level of the subject.

Nature Check Result	Maximum Level
14 or lower	Your level - 5
15-24	Your level
25 or higher	Your level + 2

The subject remains imprisoned until you choose to discharge the ritual or until you die. In addition, you must take a personal effect from the subject and hide it or carry it with you. If the personal effect is brought to the subject's location, the subject can be released.

You choose whether the subject ages while imprisoned, and the subject is unaware of its surroundings. Destroying the imprisoning object releases the subject, who appears in the object's space, bloodied and unconscious. You know if the object is destroyed, regardless of your distance from it.

The imprisoning object you takes on a faint resemblance to the subject. Knots in the shape of the subject's face might form on a tree, or a stone might take on coloration faintly depicting the subject's silhouette.

STARSHINE

The blue glow from your fey lamps might not be bright, but it reveals those who stalk in shadows.

Level: 5 **Component Cost:** 40 gp
Category: Warding **Market Price:** 250 gp
Time: 10 minutes **Key Skill:** Nature
Duration: 8 hours

When you complete the ritual, you create motes of blue light within 10 squares of you. Each mote hovers in a square of your choice and sheds dim light in a 2-square radius. The motes are intangible and cannot be interacted with. While within the radius of a mote's light, a creature takes a -5 penalty to Stealth checks.

Your Nature check determines the number of motes you create.

Nature Check Result	Motes Created
19 or lower	One
20-29	Three
30-39	Six
40 or higher	Nine

TRAVELER'S CAMOUFLAGE

You and your allies take on the textures and colors of the world around you.

Level: 1

Category: Deception

Time: 10 minutes

Duration: 10 hours

Component Cost: 10 gp

Market Price: 50 gp

Key Skill: Nature

You cloak yourself and any allies present for the ritual in a camouflaging shroud. The subjects of this ritual gain a bonus to Stealth checks while traveling, and other creatures take a penalty when using Perception to find your tracks.

Your Nature check determines the bonus you and your allies gain and the penalty others take.

Nature Check Result	Bonus to Stealth	Penalty to Find Tracks
19 or lower	+2	-2
20-29	+5	-5
30 or higher	+10	-10

This camouflage protects you and your allies as you travel, but not during battle. Any subject who rolls initiative or makes an attack roll loses the benefit of this ritual until the end of the encounter. If a subject is hidden when he or she makes an attack, that subject loses the bonus before making the attack roll, which could cause him or her to lose the benefit of being hidden for that attack.

WATER'S GIFT

You and your allies take on the traits of aquatic creatures.

Level: 10

Category: Exploration

Time: 10 minutes

Duration: Special

Component Cost: 400 gp

Market Price: 1,000 gp

Key Skill: Nature

You and up to seven other creatures present for the ritual take on certain aquatic abilities: the ability to breathe water as easily as air, to speak underwater normally, and to fight underwater without penalty. Each subject also gains a +5 power bonus to Athletics checks to swim.

Your Nature check result determines the duration of the effect.

Nature Check Result	Duration
14 or lower	3 hours
15-24	6 hours
25 or higher	12 hours

ABOUT THE DESIGNERS

MIKE MEARLS is the Lead Designer for the *DUNGEONS & DRAGONS*® roleplaying game. His recent credits include *H1: Keep on the Shadowfell*™ and *Player's Handbook*® 2.

EYTAN BERNSTEIN hails from New York City. He spends his days writing and editing history books for a major educational publisher. By night, he works as a game designer, editor, and developer. His many previous credits for *Wizards of the Coast* include *Adventurer's Vault*™, *Open Grave: Secrets of the Undead*™, and *Arcane Power*™.

LOGAN BONNER has worked on *D&D*® Miniatures, the *FORGOTTEN REALMS*® *Player's Guide*, *Adventurer's Vault*, *Player's Handbook 2*, and *Arcane Power* in his time as a designer at *Wizards of the Coast*. He has designed both

familiars and alchemy, encouraging people to be both social and antisocial.

ROB HEINSOO led the design of the 4th Edition *D&D*® Roleplaying Game. His 4th Edition design credits include *Martial Power*™ and the *FORGOTTEN REALMS Player's Guide*. His other game designs include *Three-Dragon Ante*™ and *Dungeons & Dragons Inn-Fighting*™.

ROBERT J. SCHWALB works as a freelance designer for *Wizards of the Coast*. His recent credits include *Martial Power*, *Draconomicon*™, and the *FORGOTTEN REALMS Player's Guide*. Robert lives in Tennessee with his incredibly patient wife, Stacey, and his pride of fiendish werecats, but is happiest when chained to his desk, toiling for his dark masters in Seattle.



SHARE YOUR ADVENTURES. SHAPE YOUR WORLD.

Explore Faerûn with a band of adventurers gathered from around the globe and make a real impact on the world of Toril.

The RPGA's Living Forgotten Realms campaign offers dozens of official D&D® adventures every year—adventures that will help guide how the Realms will continue to evolve.

And best of all, you can do it wherever you play D&D—at home, your favorite game store, conventions—anywhere.

GET MORE INFORMATION AT: WIZARDS.COM/RPGA

DUNGEONS & DRAGONS®
LIVING FORGOTTEN REALMS

 **RPGA**
NETWORK

All trademarks are property of Wizards of the Coast, LLC
©2002 Wizards





TAKE A WALK ON THE WILD SIDE

You haunt a vast and untamed wilderness, a terrifying domain of ferocious beasts and natural perils, yet you do not fear its mystery. With fierce resolve, you draw power from the spirits that preserve and sustain the world, destroying the monsters that threaten it. You are a primal creature, and evil cowers before you.

This DUNGEONS & DRAGONS® supplement presents never-before-seen options for primal characters, including new powers, tribal feats, paragon paths, and epic destinies designed for the barbarian, druid, shaman, and warden classes. *Primal Power*™ also provides information on major primal spirits, as well as builds and class features that allow you to play new versions of your favorite primal classes.

For use with these 4th Edition DUNGEONS & DRAGONS® products:

Player's Handbook® core rulebooks

Dungeon Master's Guide® core rulebooks

Monster Manual® core rulebooks

D&D® Miniatures *D&D*™ *Dungeon Tiles*



ISBN: 978-0-7869-5023-2



5 2 9 9 5



EAN

9 780786 950232

Sug. Retail: U.S. \$29.95 CAN \$37.00

Printed in the U.S.A.

219117200