

## ARROW MARKS THE SPOT

Warlord  
Attack 1

*You fire a shot that diverts your foe's attention, giving your ally the chance to attack*

### Encounter ♦ Martial

**Minor** Action **Close** burst 5

**Requirement:** You must have made a ranged attack this turn

**Target:** One ally in your *warlord's aura*, and one enemy you have made a ranged attack against this turn

**Effect:** The target ally either charges or makes a *melee basic attack* against the target enemy, and deals additional damage equal to your Intelligence modifier or your Wisdom modifier.

**Inspiring Presence:** If either you or the target ally bloodied the target enemy, the target ally gains temporary hit points equal to your Charisma modifier.

**Skirmishing Presence:** The target ally gains a bonus to all defenses triggered by making a charge attack as part of this power. The bonus equals your Intelligence modifier.

**Tactical Presence:** The target ally gains a bonus to the attack roll equal to one-half your Intelligence modifier.

## DIABOLIC STRATAGEM

Warlord  
Attack 1

*A feint draws an opponent's attention and seemingly leaves you defenseless, but it is just a cunning ploy*

### Encounter ♦ Martial, Weapon

**Minor** Action **Melee** weapon

**Target:** One creature

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

While it remains marked, it gains combat advantage on attacks that only target you, but its attacks against you trigger *opportunity attack* from your allies.

The target is not aware that its attacks trigger *opportunity attacks* before at least one has been made against it.

## HAMMER AND ANVIL

Warlord  
Attack 1

*You press hard on an enemy, encouraging a nearby ally to do the same, even harder*

### Encounter ♦ Martial

**Minor** Action **Close** burst 5

**Requirement:** You must have made an attack this turn

**Target:** One ally in your *warlord's aura*

**Effect:** The target makes a *basic attack* against a creature that you have attacked this turn. The attack deals extra damage equal to your Intelligence modifier or your Wisdom modifier.

If your attack against the enemy was a critical, the ally also gains a +1 bonus to the attack roll.

**Inspiring Presence:** If you are bloodied, the target deals additional damage equal to your Charisma modifier instead.

**Skirmishing Presence:** The target can shift a number of squares equal to one-half your Intelligence modifier as a free interrupt either before or after making the attack.

**Tactical Presence:** The target gains a +2 bonus to the attack roll, or +4 if your attack was a critical hit.

## INSPIRED OFFENSIVE

Warlord  
Attack 1

*Your eyes meet your ally's as he or she looks to you for inspiration, and the message is clear: 'We fight!'*

### Encounter ♦ Martial

**Immediate** Reaction **Close** burst 5

**Trigger:** An ally uses the Draw Inspiration action of your *warlord's aura*

**Target:** The triggering ally

**Effect:** The triggering ally's next attack before the end of his or her current turn deals an additional +1[W] damage (or +1d8 if it is not a Weapon attack).

**Inspiring Presence:** Choose one defense. The ally also gains a power bonus to that defense equal to your Charisma modifier until the end of his or her next turn.

**Resourceful Presence:** The ally gains a bonus to all defenses equal to one-half your Wisdom modifier until the end of his or her next turn.

**Skirmishing Presence:** The ally also gains a +2 bonus to speed, and gains a bonus to all defenses against attacks triggered by movement equal to your Intelligence modifier. These bonuses last until his or her next turn.

**Tactical Presence:** The ally's next attack before the end of his or her current turn also gains a bonus to all attack rolls equal to one-half your Intelligence modifier.

## LEAF ON THE WIND

Warlord  
Attack 1

*As if your enemy were a leaf on the wind, you commands blow it before your allies*

### Encounter ♦ Martial

**Minor** Action **Close** burst 5

**Target:** One ally in your *warlord's aura*

**Effect:** The next melee attack the target makes before the end of its next turn deals additional damage equal to +1[W] (or +1d8 if it is not a Weapon attack).

Additionally, the target can push one creature it hit with the attack 1 square and shift the same distance into a square adjacent to the creature.

If the target's attack already pushes, increase the push by 1 square instead and the ally also gain a +2 bonus to the attack roll.

**Inspiring Presence:** The creature hit by the target takes a penalty to its first attack before the end of its next turn equal to your Charisma modifier.

**Skirmishing Presence:** The target can push or increase the push by a number of squares equal to one-half your Intelligence modifier, and increases the number of squares it can shift by one-half your Intelligence modifier.

## MYRMIDON FORMATION

Warlord  
Attack 1

*Knowing that regrouping increases morale, you call your allies to gather together*

### Encounter ♦ Martial

**Minor** Action      **Personal**

**Effect:** Until the end of your next turn, your *warlord's aura* gains the following benefits:

- ▶ When adjacent to you or an ally, you and allies in the aura gain a +2 power bonus to AC. This increases to +3 when adjacent to you and another ally or two allies.
- ▶ You and allies in the aura gain a +1 bonus to attack rolls when attacking an enemy threatened by an ally.
- ▶ The fist melee damage roll against an enemy that has been hit by you or an ally's ranged attack deals additional damage equal to one-half your Intelligence modifier or one-half your Wisdom modifier.

**Inspiring Presence:** The power bonus to AC also applies to Will

**Skirmishing Presence:** You and allies also gain a bonus to all defenses against *opportunity attacks* while adjacent to you or another ally.

**Tactical Presence:** The attack bonus equals one-half your Intelligence modifier.

## NIMBLE FOOTWORK

Warlord  
Attack 1

*You step to one side, allowing an ally to slip closer*

### Encounter ♦ Martial

**Move** Action      **Close** burst 5

**Target:** You and one ally in your *warlord's aura*

**Skirmishing Presence:** You and two allies

**Effect:** You shift a number of squares equal to one-half your Intelligence modifier or one-half your Wisdom modifier.

The target ally gains a bonus to damage equal to your Intelligence modifier or Wisdom modifier on his or her first melee attack against any enemy you were adjacent to before the shift. The attack must come before the end of your next turn.

## OVERWHELMING TRAP

Warlord  
Attack 1

*You keep the order to spring the trap ready, allowing your ally to spring into action on a moment's notice*

### Encounter ♦ Martial

**Immediate** Interrupt      **Close** burst 5

**Trigger:** An ally in the burst makes a *melee basic attack*

**Target:** The triggering ally

**Effect:** The target uses one of his or her melee at-will attack powers in place of the *melee basic attack*.

If the attack hits, the target of that attack is also dazed until the end of the triggering ally's next turn.

## POWERFUL WARNING

Warlord  
Attack 1

*Your watchful eyes notice a flaw in an enemy's swing*

### Encounter ♦ Martial

**Immediate** Interrupt      **Close** burst 5

**Trigger:** An enemy in your *warlord's aura* makes an attack

**Target:** The targets of the triggering attack

**Effect:** The targets add one-half your Wisdom modifier or one-half your Charisma modifier to their AC and Reflex against the triggering attack.

Targets that are still hit by the attack gain a +2 bonus to their first attack roll against the triggering enemy before the end of their next turn.

If at least one target was critically hit by the attack, choose one ally in your *warlord's aura*. That ally can make a *basic attack* against the triggering enemy as an opportunity reaction.

**Inspiring Presence:** The bonus to AC and Reflex equals your Charisma modifier.

If the triggering attack was a critical hit, the chosen ally's attack deals additional damage equal to your Charisma modifier.

**Resourceful Presence:** Targets also gain a bonus to Fortitude and Will against the triggering attack equal to one-half your Wisdom modifier.

**Skirmishing Presence:** Targets that are hit can shift a number of squares equal to one-half your Intelligence modifier as a free reaction.

**Tactical Presence:** Targets that are hit instead gain a bonus equal to your Intelligence modifier on the first attack roll against the triggering enemy.

## PROVOCATIVE ORDER

Warlord  
Attack 1

*You prompt an ally to take the fight to the enemy*

### Encounter ♦ Martial

**Standard** Action      **Close** burst 10

**Target:** One enemy in the burst, and one ally in your *warlord's aura*

**Effect:** The target ally makes a charge against the target enemy, and deals +1[W] damage on the attack.

## SEIZE THE UPPER HAND

Warlord  
Attack 1

*You press your advantage against a foe, or force it to concentrate on its advantage against you at the cost of its defense*

### Encounter ♦ Martial

**Minor** Action      **Personal**

**Effect:** Until the end of your next turn, your *warlord's aura* gains the following benefits:

- ▶ When you make an attack against an enemy and have combat advantage on the attack, allies in the aura deal extra damage against that enemy equal to one-half your Intelligence modifier or one-half your Wisdom modifier.
- ▶ When an enemy makes an attack against you and it has combat advantage on the attack, allies in the aura deal additional damage against that enemy equal to one-half your Wisdom modifier or one-half your Charisma modifier.

## VENGEANCE IS MINE

Warlord  
Attack 1

*You respond to an enemy's attack with a riposte, and call for an ally to join you against the offender*

### Encounter ♦ Martial

**Immediate** Reaction **Close** burst 5

**Tactical Presence:** You can use this power as an immediate interrupt

**Trigger:** An enemy hits you

**Target:** You and one ally in your *warlord's aura*

**Effect:** You make a *basic attack* against the triggering enemy, and the target ally can make a *basic attack* against the triggering enemy as a free reaction.

**Inspiring Presence:** The target ally gains a bonus to the damage roll of his or her attack equal to your Charisma modifier.

**Skirmishing Presence:** Before making the attack, the target ally can either move a number of squares equal to your Intelligence modifier, or shift a number of squares equal to one-half your Intelligence modifier.

## WARLORD'S FAVOUR

Warlord  
Attack 1

*With a precise offense, you leave an enemy open for a comrade's blow*

### Encounter ♦ Martial

**Minor** Action **Close** burst 5

**Requirement:** You must have made an attack this turn

**Target:** One ally in your *warlord's aura*

**Effect:** The target gains a +2 bonus to attack rolls against one enemy of your choice that you have attacked during this turn. This lasts until the end of your next turn

The first time the target hits the chosen enemy before the end of your next turn, it deals an extra +1[W] damage (or +1d8 if the attack is not a Weapon attack).

**Inspiring Presence:** The target also gains temporary hit points equal to your Charisma modifier, or regains that many hit points instead if he or she is bloodied.

**Resourceful Presence:** The target also gains a bonus to all defenses against the chosen enemy. The bonus equals one-half your Wisdom modifier and lasts until the end of your next turn.

**Skirmishing Presence:** Until the end of your next turn, the target can shift a number of squares equal to your Intelligence modifier as a move action.

**Tactical Presence:** The bonus to attack equals your Intelligence modifier.