

### Warden's Fury Warden Feature

At-Will \_ Primal, Weapon

Immediate Interrupt Melee weapon

**Trigger:** An enemy marked by you makes an attack that does not include you as a target

**Target:** The triggering enemy

**Attack:** Strength vs. Fortitude

**Hit:** 1[W] + Strength modifier damage, and the target grants combat advantage to you and your allies until the end of your next turn.

**Level 21:** 2[W] + Strength modifier damage.

### Strength of Stone Warden Attack 1

At-Will \_ Primal, Weapon

Standard Action Melee weapon

**Target:** One creature

**Attack:** Strength vs. AC

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

**Level 21:** 2[W] + Strength modifier damage.

### Stone's Endurance Goliath Racial

Encounter

Minor Action Personal

**Effect:** You gain resist 5 to all damage until the end of your next turn.

**Level 11:** Resist 10 to all damage.

**Level 21:** Resist 15 to all damage.

### Form of the Fearsome Ram Warden

Daily \_ Polymorph, Primal

Minor Action Personal

**Effect:** You assume the guardian form of the fearsome ram until the end of the encounter.

While you are in this form, you gain a +2 power bonus to speed and a +2 bonus to charge attack rolls. In addition, when you hit a target with an at-will attack, you push the target 1 square. If the attack already pushes the target, the distance of the push increases by 1 square. Once during this encounter, you can make the following weapon attack while you are in this form. Standard Action Melee weapon

**Effect:** Before the attack, you shift your speed.

**Target:** One creature

**Attack:** Strength vs. Fortitude

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

You then shift into a space that must be adjacent to the target.

**Miss:** Half damage, and you push the target 1 square. You then shift into a square the target vacated.

### Warden's Grasp Warden Feature

At-Will \_ Primal

Immediate Reaction Close burst 5

**Trigger:** An enemy marked by you that is within 5 squares of you makes an attack that does not include you as a target

**Target:** The triggering enemy in burst

**Effect:** You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.

### Thorn Strike Warden Attack 1

At-Will \_ Primal, Weapon

Standard Action Melee 2

**Target:** One creature

**Attack:** Strength vs. AC

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

**Level 21:** 2[W] + Strength modifier damage.

### Thunder Ram Assault Warden Attack 1

Encounter \_ Primal, Thunder, Weapon

Standard Action Melee weapon

**Primary Target:** One creature

**Primary Attack:** Strength vs. AC

**Hit:** 1[W] + Strength modifier thunder damage.

Make a secondary attack that is a close blast 3.

**Earthstrength:** You also push the primary target a number of squares equal to your Constitution modifier.

**Secondary Target:** Each creature in blast

**Secondary Attack:** Strength vs. Fortitude

**Hit:** 1d6 thunder