

Grumph

6

Action Points
Max HP: **54**

bloodied: 27

Surges:
Deaths Saving Throws:

value: 13
bonus: **+7**

- 18** Strength **+7**
- 16** Constitution **+6**
- 12** Dexterity **+4**
- 10** Intelligence **+3**
- 16** Wisdom **+6**
- 8** Charisma **+2**

- 18** AC
- 18** Fortitude
- 15** Reflex
- 20** Will
- 4** Initiative
- 6** Speed



General Information

Class: **Hybrid Warden** You draw on the primal spirits to protect the natural world from corrupting forces.
Class: **Hybrid Invoker** Imbued with divine power, you speak the words of creation to shape the world to your will.
Race: **Wilden** Born of the Feywild, wilden strive to preserve the land against growing corruption.
Background: **Wrathwood** Emerald shadows, tall trees, a profusion of sun-dappled sylvan splendor
Theme: **Guardian**
Languages: **Common • Elven**
Proficiencies: **Simple Melee • Military Melee • Simple Ranged • Armor (Cloth) • Armor (Leather) • Armor (Hide) • Implement (Rod) • Implement (Staff)**

Class Features

Covenant Manifestation: Gain a covenant manifestation
Font of Life: At the start of your turn, roll a saving throw
Level 1 Guardian Feature: You gain the guardian's counter power.
Level 5 Guardian Feature: You gain a +2 power bonus to Insight checks and Perception checks.
Manifestation of Malediction: Push divine encounter or daily attack power target 1 square
Nature's Wrath (Hybrid): On your turn, you can mark one adjacent enemy as a free action until the end of your next turn

Racial Features

Aspect of the Ancients: Can use the voyage of the ancients power
Aspect of the Destroyer: Can use the wrath of the destroyer power
Aspect of the Hunter: Can use the pursuit of the hunter power
Fey Origin: You have the fey origin
Hardy Form: +1 to Fortitude, Reflex, or Will
Hardy Form Will: +1 to Will
Nature's Aspect: Choose aspect of nature after extended rest

Feats

Disciple of Death: +5 to death saving throws
Hybrid Talent: Gain a hybrid talent option for one of your hybrid class entries
Staff Expertise: +1/+2/+3 (by tier) to staff attacks; ranged and area implement attacks with staff don't provoke OAs; +1 to reach with staff weapon attacks
Unfailing Vigor: Spend healing surge if you roll 18-20 on death saving throw

Skills

- Acrobatics **4**
- Arcana **3**
- Athletics **6**
- Bluff **2**
- Diplomacy **2**
- Dungeoneering **6**
- Endurance** **10**
- Heal **6**
- History **3**
- Insight **8**
- Intimidate **2**
- Nature** **13**
- Perception** **15**
- Religion **3**
- Stealth **5**
- Streetwise **2**
- Thievery **3**

Basic Info

Gender: **Male**
Alignment: **Unaligned**
Vision: **Low-light**
Passive Perception: **25**
Passive Insight: **18**
Size: **Medium**
Age: **77**
Height: **5'10**
Weight: **145 lb**

● Bull Rush Attack
Standard

+7 vs. Fortitude
Hit: You can push the target 1 square and then shift 1 square into the space it left.
You hurl yourself at your foe and push it back.
Attack
Core

● Grab Attack
Standard

+7 vs. Reflex
Requirement: You must have a hand free.
Hit: You grab the target until the end of your next turn. You can end the grab as a free action.
You reach out and grasp your foe, preventing it from moving.
Attack
Core

● Hand of Radiance
Standard

+8 vs. Reflex Up to three creatures within 10
Hit: 1d4+4 radiant damage.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
Tendrils of radiance streak from your fingertips across the battlefield. The beams strike your enemies, raining sparks of light on impact.
Divine • Implement • Radiant • Invoker 1
Divine Power

● Melee Basic Attack
Standard

+11 vs. AC
Hit: 1d8+5 damage.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
You resort to the simple attack you learned when you first picked up a melee weapon.
Weapon • Basic
Core

● Ranged Basic Attack
Standard

+4 vs. AC One creature within weapon
Hit: 1d4+1 damage.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
You resort to the simple attack you learned when you first picked up a ranged weapon.
Weapon • Basic
Core

● Weight of Earth
Standard

+11 vs. AC
Hit: 1d8+5 damage, and the target is slowed until the end of your next turn.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
Your attack sends the primal energy of earth flowing into your enemy, slowing its movement.
Primal • Weapon • Warden 1
PHB2

⚡ Opportunity Attack
Opportunity

Trigger: An enemy that you can see either leaves a square adjacent to you or uses a ranged or an area power while adjacent to you.
Effect: You make a melee basic attack against the target.
Your foe drops its guard for a moment, and you exploit the opportunity.
Attack
Core

⚡ Warden's Fury
Int

+11 vs. Fortitude
Trigger: An enemy marked by you makes an attack that does not include you as a target
Hit: 1d8+5 damage, and the target grants combat advantage to you and your allies until the end of your next turn.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
You lash out with nature's wrath at a foe that has attacked your ally and diminish its defenses.
Primal • Weapon • Warden
PHB2

⚡ Warden's Grasp
React

The triggering enemy in 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
Effect: You slide the target 1 square. The target is slowed and cannot shift until the end of its turn.
Spectral vines clutch at a foe that has attacked your ally, impeding your enemy's movement.
Primal • Warden
PHB2

● Form of Mountain's Thunder Attack
Std

+11 vs. Reflex Each enemy you can see in close burst 1
Requirement: The Form of Mountain's Thunder power must be active in order to use this power.
Hit: 1d8+5 thunder damage, and you knock the target prone.
Miss: Half damage.
Effect: Each enemy marked by you takes 5 lightning damage
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
Lightning • Polymorph • Primal • Thunder •
Primal Power
Weapon •

● Knives of the Soul
Standard

+8 vs. Reflex One or two creatures within 5
Hit: 2d10+4 force damage, or 2d12+4 force damage if you target only one creature. You push the target 1 square.
Effect: You take 5 damage.
Covenant of Malediction: The number of squares you push the target equals your Constitution modifier.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
Two translucent blades burst out of your body and streak toward your enemies. You stagger from the unleashed power.
Divine • Force • Implement • Invoker 3
Divine Power

● Second Wind
Standard

Effect: Spend a healing surge and gain a +2 bonus to all defenses until the start of your next turn.
You take a moment to catch your breath and gather your strength.
Utility
Core

● Wildblood Frenzy
Standard

+11 vs. AC
Hit: 1d8+5 damage.
Effect: Make the attack one more time against the same target or a different one.
Wildblood: The attack deals extra damage equal to your Wisdom modifier.
+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).
Primal power boils in your blood, and you surge into a frenzy, making two powerful attacks.
Primal • Weapon • Warden 1
PHB2

○ Voyage of the Ancients
Free

Trigger: You hit an enemy with a close or area attack
Effect: You teleport 3 squares. Choose a single enemy you hit with the attack. You and one ally you can see gain combat advantage against that enemy until the end of your next turn.
Using the cover of your assault, you vanish and leave a bewildered foe in your wake.
Teleportation • Wilden Power
PHB3

⚡ Demand Justice
Int

The triggering creature within 10
Trigger: A creature within 10 squares of you makes a saving throw
Effect: The target rerolls the saving throw and must use the new result.
Whether an ally labors under a deadly effect or a foe seeks to escape the just end wrought by your magic, you tilt fate in your favor.
Divine • Invoker Utility 6
PHB2

⚡ Guardian's Counter

Int

Close burst 2

Trigger: An ally within 2 squares of you is hit by an attack and you are not included in the attack.

Effect: You and the ally shift up to 2 squares as a free action, swapping positions. You become the target of the triggering attack, in place of the ally. After the attack is resolved, you can make a basic attack against the attacker.

Seeing a friend in danger, you step up to take the attack meant for your ally-and then you strike back.

Martial • GuardianDragon 399

⚡ Pursuit of the Hunter

React

Trigger: An enemy within 2 squares of you moves on its turn

Effect: You shift 3 squares. Until the end of your next turn, you deal 1d6 extra damage to the triggering enemy when you hit it, and you don't take the -2 penalty to attack rolls for attacking it when it has cover or concealment.

Your prey tries to maneuver away, but there is no escape.

Wilden PowerPHB3

⚡ Wrath of the Destroyer

React

Trigger: A bloodied enemy attacks you or your ally adjacent to you

Effect: You either make a melee basic attack against the triggering enemy or charge it. If your attack hits, the enemy is also dazed until the end of your next turn.

The destroyer aspect responds with deadly force to an attack, taking your battered enemy aback with your savagery.

Wilden PowerPHB3

● Silent Malediction

Standard

+8 vs. Fortitude

Hit: 2d6+4 thunder damage, and the target is stunned (save ends).

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

Effect: You are dazed until the end of your next turn.

+2 to damage rolls against bloodied targets - Gauntlets of Blood (heroic tier).

You enter a trance as your lips move. Your enemies don't hear what you're saying because of the thunder rumbling around them.

Divine • Implement • Thunder • Invoker 1Divine Power

○ Form of Mountain's Thunder

Minor

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 4 thunder damage

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.

Lightning • Polymorph • Primal • Thunder • Primal PowerWarden 1

⚡ Endure Pain

Immediate Interrupt

Trigger: You are hit by an attack

Effect: Until the end of your next turn, you gain 8 resistance to all damage

You grin and bear it, shrugging off the pain of a new wound.

Endurance Utility 2PHB3

Haunted Armor +1

Armor

Common • 520gp

Enhancement: +1 AC

Property: You gain a +2 power bonus to death saving throws. This bonus increases by 1 for each death saving throw you have failed during the current encounter.

At first glance, this looks like a standard suit of armor. Still, you sense a strange, disquieting presence about it.

Dragon 400

⚡ Brooch of Shielding +1

Int/Daily

Uncommon • 680gp

Enhancement: +1 Fortitude, Reflex, and Will

Property: Gain resist 10 force.

Immediate Interrupt: Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

This ornate silver shield pin absorbs force attacks against you.

Adventurer's Vault

○ Battle Staff +1

Free/Daily

Uncommon • 840gp

Enhancement: +1 attack rolls and damage rolls

Property: Whenever you make a weapon attack with this staff, you can score a critical hit on a roll of 19–20.

Critical: +1d8 damage

Free: Trigger: You miss with a melee attack using this staff. Effect: Reroll the attack roll and use the second result, even if it is lower than the first.

This steel-shod staff is useful for staff wielders who prefer to get into the thick of battle.

Eberron Player's Guide

○ Acrobat Boots

Minor/At-Will

Uncommon • 520gp

Property: Gain a +1 item bonus to Acrobatics checks.

Minor: Stand up from prone.

These enchanted boots enhance your acrobatic skills.

Player's Handbook

Gauntlets of Blood

Hands

Uncommon • 840gp

Property: You gain a +2 bonus to damage rolls against bloodied targets.

The blood of wounded foes streams along the joints of these rusty-looking steel gauntlets.

Adventurer's Vault 2

Crown of Winter

Enc / Daily

Rare • 3,400gp

Property: You gain resist 5 cold

Power (Encounter • Cold Psychic): Immediate Reaction - Trigger: An enemy damages you. Effect: The triggering enemy takes 5 cold and psychic damage, and it is immobilized until the end of its next turn

Power (Daily): Free Action - Trigger: You make an attack roll for a cold power and you dislike the result. Effect: Reroll the attack and use the new result

This imposing crown appears to be made of ice and is chilly to the touch.