

Inspiring Word

Warlord Feature

You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.

Encounter (Special) ♦ Martial, Healing

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use *inspiring word* three times per encounter.

Minor Action Close burst 5
(10 at 11th level, 15 at 21st level)

Target: You or one ally in burst

Effect: The target can spend a healing surge and regain an additional 1d6 hit points.

The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

LEVEL 1 AT-WILL EXPLOITS

Commander's Strike

Warlord Attack 1

With a shout, you command an ally to attack.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: An ally of your choice makes a melee basic attack against the target

Hit: Ally's basic attack damage + your Intelligence modifier.

Furious Smash

Warlord Attack 1

You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage—but your anger inspires your ally to match your ferocity.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: Deal damage equal to your Strength modifier, and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

Viper's Strike

Warlord Attack 1

You trick your adversary into making a tactical error that gives your comrade a chance to strike.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

Effect: If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.

Wolf Pack Tactics

Warlord Attack 1

Step by step, you and your friends surround the enemy.

At-Will ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Special: Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

LEVEL 1 ENCOUNTER EXPLOITS

Guarding Attack

Warlord Attack 1

With a calculated strike, you knock your adversary off balance and grant your comrade-in-arms some protection against the villain's attacks.

Encounter ♦ Martial, 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, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.

Inspiring Presence: The power bonus to AC equals 1 + your Charisma modifier.

Hammer and Anvil

Warlord Attack 1

You land a ringing blow against your foe, inspiring a nearby ally to strike a blow of his own.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier to the damage.

Leaf on the Wind

Warlord Attack 1

Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. You or an ally adjacent to the target swaps places with the target.

Warlord's Favor

Warlord Attack 1

With a calculated blow, you leave your adversary exposed to an imminent attack from one of your closest allies.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

Tactical Presence: The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

LEVEL 1 DAILY EXPLOITS

Bastion of Defense

Warlord Attack 1

Honorable warriors never fall!

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.

Effect: Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier.

Lead the Attack

Warlord Attack 1

Under your direction, arrows hit their marks and blades drive home.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.

Miss: Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

Pin the Foe

Warlord Attack 1

No matter where your foe turns, one of your allies is waiting for him.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

White Raven Onslaught

Warlord Attack 1

You lead the way with a powerful attack, using your success to create an opportunity for one of your allies. Each of your comrades in turn seizes on your example and begins to display true teamwork.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the encounter, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

Miss: Choose one ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after making a successful attack.

LEVEL 2 UTILITY EXPLOITS

Aid the Injured

Warlord Utility 2

Your presence is both a comfort and an inspiration.

Encounter ♦ Healing, Martial

Standard Action **Melee touch**

Target: You or one adjacent ally

Effect: The target can spend a healing surge.

Crescendo of Violence

Warlord Utility 2

A timely critical hit affords you the opportunity to rally a wounded ally.

Encounter ♦ Martial

Immediate Reaction **Ranged 5**

Trigger: An ally within range scores a critical hit

Effect: The ally gains temporary hit points equal to your Charisma modifier.

Knight's Move

Warlord Utility 2

With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.

Encounter ♦ Martial

Move Action **Ranged 10**

Target: One ally

Effect: The target takes a move action as a free action.

Shake It Off

Warlord Utility 2

You convince yourself or an ally to shake off a debilitating effect.

Encounter ♦ Martial

Minor Action **Ranged 10**

Target: You or one ally

Effect: The target makes a saving throw with a power bonus equal to your Charisma modifier.

LEVEL 3 ENCOUNTER EXPLOITS

Hold the Line

Warlord Attack 3

With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

Inspiring War Cry

Warlord Attack 3

As you strike, you shout a fierce war cry that heartens a nearby ally. He immediately attempts to shake off whatever condition troubles him most.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: One ally who can hear you and is within 5 squares of you makes a saving throw.

Steel Monsoon

Warlord Attack 3

You leap into the fray with a wild, whirling attack—but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.

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

Hit: 2[W] + Strength modifier damage, and one ally within 5 squares of you can shift 1 square.

Tactical Presence: The number of allies who can shift equals your Intelligence modifier.

Warlord's Strike

Warlord Attack 3

One convincing cut is all you need to reveal the enemy's weakness and spur your allies into finishing him off.

Encounter ♦ Martial, 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, all of your allies gain a +2 bonus to damage rolls against the target.

Inspiring Presence: The bonus to damage rolls equals 1 + your Charisma modifier.

LEVEL 5 DAILY EXPLOITS

Stand the Fallen

Warlord Attack 5

You will not be denied victory! A determined strike lifts the spirits of your beleaguered allies and restores their fighting spirit.

Daily ♦ Healing, Martial, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Strength vs. AC**Hit:** 3[W] + Strength modifier damage.

Effect: Each ally within 10 squares can spend a healing surge and regains additional hit points equal to your Charisma modifier.

Turning Point

Warlord Attack 5

A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off some effect.

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

Hit: 2[W] + Strength modifier damage. You or one ally within 5 squares makes a saving throw.

Miss: You or one ally makes a saving throw against one effect that the target caused and that a save can end.

Villain's Nightmare

Warlord Attack 5

You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing him from moving away from you.

Daily ♦ Martial, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Strength vs. Reflex**Hit:** 3[W] + Strength modifier damage.

Effect: Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

LEVEL 6 UTILITY EXPLOITS

Guide the Charge

Warlord Utility 6

You direct your ally's charge, allowing him to strike a deadlier blow and push his foe backward.

Encounter ♦ Martial**Immediate Interrupt** Ranged 10**Trigger:** An ally charges

Effect: If the ally hits, he or she adds your Intelligence modifier to the damage roll and pushes the attack's target 2 squares. The ally can shift 2 squares to remain adjacent to the target.

Inspiring Reaction

Warlord Utility 6

As soon as an ally is wounded, you spring forward with help and healing.

Encounter ♦ Healing, Martial**Immediate Reaction** Melee touch**Trigger:** You or an adjacent ally takes damage

Effect: You or the ally can spend a healing surge and regain additional hit points equal to your Charisma modifier.

Quick Step

Warlord Utility 6

You spur an ally to move faster.

Daily ♦ Martial**Minor Action**

Ranged 10

Target: One ally

Effect: Increase the ally's speed by 2 until the end of the encounter.

Stand Tough

Warlord Utility 6

You fortify your allies with a few words of encouragement.

Daily ♦ Healing, Martial**Minor Action**

Close burst 5

Targets: You and each ally in burst

Effect: The targets regain hit points equal to 10 + your Charisma modifier.



LEVEL 7 ENCOUNTER EXPLOITS

Lion's Roar Warlord Attack 7

With a bloodcurdling roar, you swing your weapon in a wide, sweeping arc that breaks through your enemy's defenses. The blow reinvigorates you or one of your allies in need.

Encounter ♦ Healing, Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You or one ally within 5 squares of you can spend a healing surge.

Inspiring Presence: Your ally (but not you) gains additional hit points equal to your Charisma modifier.

Sunder Armor Warlord Attack 7

You probe your opponent's defenses and eventually land a blow that creates a momentary chink in his armor.

Encounter ♦ Martial, 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, any attack roll against the target can score a critical hit on a roll of 18–20.

Surprise Attack Warlord Attack 7

Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.

Tactical Presence: The ally gains a bonus to the attack roll equal to your Intelligence modifier.

Surround Foe Warlord Attack 7

You contain your foe, enabling one of your allies to move around behind him.

Encounter ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You slide one willing ally who is adjacent to the target to any other square adjacent to the target. The ally can move through the target's square.

LEVEL 9 DAILY EXPLOITS

Iron Dragon Charge Warlord Attack 9

Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Special: You must charge as part of this attack.

Hit: 3[W] + Strength modifier damage.

Effect: Until the end of the encounter, as an immediate reaction, an ally of your choice within 5 squares of you can charge a target that you charge.

Knock Them Down Warlord Attack 9

The rhythm of your enemies hitting the ground is music to your ears.

Daily ♦ Martial, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.
Miss: Half damage, and the target is knocked prone.

White Raven Strike

Warlord Attack 9

You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: One or two allies within 10 squares gain 15 temporary hit points. If you dropped the target to 0 hit points or fewer with this attack, add your Charisma modifier to the temporary hit points your allies gain.

LEVEL 10 UTILITY EXPLOITS

Defensive Rally

Warlord Utility 10

You marshal your comrades and provide instructions to help them prevail.

Daily ♦ Healing, Martial

Standard Action Close burst 5

Target: Each ally in burst

Effect: Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of your next turn.

Ease Suffering

Warlord Utility 10

Your nearby presence is enough to ease the suffering of your allies.

Daily ♦ Martial

Minor Action Personal

Effect: Allies ignore ongoing damage on any turn they start adjacent to you, neither taking ongoing damage nor making saving throws to end it. This effect persists until the end of the encounter or for 5 minutes.

Tactical Shift

Warlord Utility 10

Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.

Daily ♦ Martial

Immediate Interrupt Ranged 10

Trigger: A creature hits your ally with a melee or a ranged attack

Effect: The ally can shift a number of squares equal to 1 + your Intelligence modifier.

LEVEL 13 ENCOUNTER EXPLOITS

Beat Them into the Ground

Warlord Attack 13

You sweep the legs out from under your adversary and knock him to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. Fortitude

Hit: 2[W] + Strength modifier damage, and the target is knocked prone. Every ally within 5 squares of you makes a basic attack on one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.

Tactical Presence: Your allies gain a bonus to the attack rolls granted by this power equal to your Intelligence modifier.

Bolstering Blow

Warlord Attack 13

Your attack inspires a nearby ally, keeping her in the fight.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you grant 10 temporary hit points to an ally within 5 squares of you.

Inspiring Presence: You grant your ally temporary hit points equal to 10 + your Charisma modifier.

Denying Smite

Warlord Attack 13

No matter how he maneuvers, something comes between the villain and his quarry—and that something is you!

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: Choose one ally within 5 squares of you. The target cannot attack that ally with melee attacks or ranged attacks until the end of your next turn.

Fury of the Sirocco

Warlord Attack 13

The sirocco drives the desert sands in a thousand directions. So too does your furious attack scatter your enemies and drive them where you want them to go.

Encounter ♦ Martial, Weapon

Standard Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC

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

LEVEL 15 DAILY EXPLOITS

Make Them Bleed

Warlord Attack 15

You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.

Daily ♦ Martial, Weapon

Standard Action

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and ongoing 5 damage (save ends).

Effect: Until the end of the encounter, when you or an ally hits the target, that attack also deals ongoing 5 damage (save ends).

Renew the Troops

Warlord Attack 15

Seeing the beast quail before your onslaught gives your allies the courage to fight on.

Daily ♦ Healing, Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Each ally who has line of sight to you regains hit points as if he or she had spent a healing surge. Add your Charisma modifier to the hit points regained.

Miss: Each ally who has line of sight to you regains hit points equal to 10 + your Charisma modifier.

Warlord's Gambit

Warlord Attack 15

You provoke your adversary with a bold stroke. Each time he lunges at you, he recklessly sets up your forces for victory.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: The target gains a +2 bonus to attack rolls and damage rolls against you until the end of the encounter. When the target attacks you, an ally of your choice within a number of squares equal to your Intelligence modifier can make a basic attack against the target as an immediate interrupt.

LEVEL 16 UTILITY EXPLOITS**Hero's Defiance**

Warlord Utility 16

You fight off an adverse affliction or enable an ally to do the same.

Daily ♦ Martial

Standard Action Ranged 10

Target: You or one ally

Effect: The target succeeds on a saving throw.

Warlord's Banner

Warlord Utility 16

You rally your closest troops before sending them into battle.

Encounter ♦ Healing, Martial

Standard Action Close burst 5

Target: Each ally in burst

Effect: Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

White Raven Formation

Warlord Utility 16

You forego attacks and focus on redirecting your allies.

Daily ♦ Martial

Standard Action Close burst 5

Target: Each ally in burst

Effect: Each target can take a move action.

LEVEL 17 ENCOUNTER EXPLOITS**Battle On**

Warlord Attack 17

You rally your forces with a battle cry and a calculated blow against the enemy.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and every ally within 5 squares of you makes a saving throw.

Inspiring Presence: Your allies gain a bonus to the saving throw equal to your Charisma modifier.

Hail of Steel

Warlord Attack 17

You level your weapon at your enemy, then pull it back and lunge forward. As your attack strikes true, your allies rain death down upon him.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and every ally within 5 squares of you makes a basic attack against the target.

Thunderous Fury

Warlord Attack 17

The ferocity of your blow quiets the storm of battle for a moment.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

Tactical Presence: Until the end of your next turn, your allies gain a power bonus to attack rolls against the target equal to your Intelligence modifier.

Warlord's Rush

Warlord Attack 17

Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along on the force of your wrath.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Allies who have line of sight to you can move their speed.

Miss: One ally who has line of sight to you (your choice) can move his or her speed.

LEVEL 19 DAILY EXPLOITS**Break the Tempo**

Warlord Attack 19

You dash about while assailing your foe with a multitude of well-aimed blows, throwing it off balance.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.

Sustain Minor: The effect continues until the end of your next turn.

Victory Surge

Warlord Attack 19

Victory is within your grasp, so with a mighty roar, you push your allies to seize every opportunity and fight like never before.

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

Hit: 2[W] + Strength modifier damage. Until the start of your next turn, every ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.

Miss: Until the start of your next turn, one ally of your choice within 10 squares of you can follow up a standard action with a basic attack made as a free action.

Sustain Minor: Until the start of your next turn, one ally of your choice within 10 squares of you can follow up a standard action with a basic attack made as a free action.

Windmill of Doom

Warlord Attack 19

You cleverly maneuver your adversary into a perfect flanking position. As you land the deciding blow, your surrounding allies strike hard from all sides.

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

Hit: 3[W] + Strength modifier damage. Each ally who is adjacent to the target makes a melee basic attack against it as a free action.

Miss: One ally of your choice adjacent to the target makes a melee basic attack against it as a free action.

LEVEL 22 UTILITY EXPLOITS**Heart of the Titan**

Warlord Utility 22

You level your weapon at your enemies and utter a grim threat that leaves them fearing for their lives. With great words, you turn yourself or an ally into a battle-hardened juggernaut.

Daily ♦ Martial**Standard Action** Ranged 10**Target:** You or one ally

Effect: The target gains temporary hit points equal to his or her healing surge value + your Charisma modifier. Until the target loses as many temporary hit points as he or she gained from this power, the target adds your Charisma modifier to damage rolls and can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened.

Heroic Surge

Warlord Utility 22

The sight of one of your allies taking a hit fills you with resolve and compassion, and you turn that dark moment into a heroic surge toward victory.

Daily ♦ Healing, Martial**Immediate Reaction** Close burst 5**Trigger:** You or an ally within 5 squares of you takes damage

Effect: You and each ally in the burst can spend a healing surge. Add your Charisma modifier to the hit points regained.

Own the Battlefield

Warlord Utility 22

Like a puppet master, you position your enemies exactly where you want them.

Daily ♦ Martial**Standard Action** Close burst 10**Target:** Each enemy in burst you can see

Effect: You slide each target a number of squares equal to your Intelligence modifier.

LEVEL 23 ENCOUNTER EXPLOITS**Great Dragon War Cry**

Warlord Attack 23

You unleash a terrifying battle cry as you attack. The veins of your foes run cold whenever your allies strike.

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

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

Inspiring Presence: Until the end of the encounter, your allies gain a power bonus to their attack rolls against weakened enemies equal to your Charisma modifier.

Pillar to Post

Warlord Attack 23

You strike your foe and send him careening into a waiting ally, who sends the foe stumbling back toward you.

Encounter ♦ Martial, Weapon**Standard Action** Melee weapon**Target:** One creature flanked by you and an ally**Attack:** Strength vs. AC

Hit: 3[W] + Strength modifier damage, and the ally can make a melee basic attack against the target as a free action. If the ally's attack hits, you make a secondary attack against the target.

Secondary Attack: Strength vs. AC**Hit:** 1[W] + Strength modifier damage.**Rabbits and Wolves**

Warlord Attack 23

Between swings and parries, you direct beleaguered allies to safety while calling in fresh reinforcements.

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

Hit: 4[W] + Strength modifier damage. Any two allies of your choice within 10 squares of you can shift their speed.

Sudden Assault

Warlord Attack 23

Your slashing blow spurs an ally into action.

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

Hit: 1[W] + Strength modifier damage, and an ally of your choice within 5 squares of you takes a standard action.

Tactical Presence: Your ally gains a power bonus to attack rolls against targets adjacent to you equal to your Intelligence modifier. This bonus applies only to attack rolls made using the standard action granted by this power.

LEVEL 25 DAILY EXPLOITS

Relentless Assault

Warlord Attack 25

You bring your weapon down hard, and your enemy is engulfed by a cloud of crimson mist. A fierce battle cry throws your allies into a blood-stoked frenzy.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 5[W] + Strength modifier damage.

Effect: Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as a free action.

Stir the Hornet's Nest

Warlord Attack 25

"Have at thee, villain! Feel the sting of a thousand angry hornets."

Daily ♦ Martial, Weapon

Standard Action Ranged weapon

Requirement: You must be wielding a heavy thrown weapon.

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage. Until the end of the encounter, your allies add your Intelligence modifier to attack rolls and damage rolls when making ranged attacks against the target.

Miss: Each ally makes a ranged basic attack against the target as a free action, gaining a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

White Raven's Call

Warlord Attack 25

You unleash a brutal deluge of attacks upon your hated foe, calling out to your allies to stand their ground and shake off their weariness.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 6[W] + Strength modifier damage, and you and all of your allies within 10 squares of you make saving throws against any single effect that a save can end.

Miss: Each of your allies within 10 squares of you makes a saving throw against any effect that the target caused and that a save can end.

LEVEL 27 ENCOUNTER EXPLOITS

Chimera Battlestrike

Warlord Attack 27

With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.

Encounter ♦ Martial, Weapon

Minor Action Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. Reflex

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

Tactical Presence: You slide the target a number of squares equal to 1 + your Intelligence modifier.

Devastating Charge

Warlord Attack 27

The fury of your assault is as shocking as the gaping wound you open in your enemy.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Special: You must charge as part of this attack.

Hit: 4[W] + Strength modifier damage. Until the end of your next turn, any ally who has line of sight to you gains a bonus to damage rolls equal to your Charisma modifier when he or she makes a melee basic attack as part of a charge.

Incite Heroism

Warlord Attack 27

You deliver a massive blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and each ally in your line of sight gains 20 temporary hit points.

Inspiring Presence: You grant each ally additional temporary hit points equal to your Charisma modifier.

Warlord's Doom

Warlord Attack 27

You break your adversary's resolve with a ferocious strike.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage, and until the end of your next turn, you can choose an effect currently on the target. The target fails its next saving throw against that effect.

LEVEL 29 DAILY EXPLOITS

Defy Death

Warlord Attack 29

You leap to your ally's side and spare him from the jaws of death.

Daily ♦ Healing, Martial, Weapon

Immediate Interrupt Melee weapon

Trigger: A creature attacks your ally

Target: The attacking creature

Special: As part of this action, you can move twice your speed to reach the target without provoking opportunity attacks.

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage, and the target's attack misses.

Miss: Half damage, and the target's attack deals half damage if it hits.

Effect: As an immediate reaction, the attacked ally can spend a healing surge.

Stand Invincible

Warlord Attack 29

You throw everything you have at the enemy and become a beacon of strength and perseverance for your allies.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 7[W] + Strength modifier damage.

Effect: You and each ally within 5 squares of you gain a +4 power bonus to all defenses and resist 5 to all damage until the end of your next turn.

Sustain Minor: The effect continues.

PARAGON PATHS

BATTLE CAPTAIN

"Follow me, and victory will be ours!"

Prerequisite: Warlord class

You become the epitome of the combat leader in action, an inspiring battle captain who easily flows from issuing commands to engaging the enemy and back again as conditions on the battlefield warrant. As a leader who fights as well as he leads, you have earned the loyalty and respect of your allies, and together you have been forged into a cohesive combat team.

BATTLE CAPTAIN PATH FEATURES

Battle Action (11th level): When you spend an action point to take an extra action, your allies gain a +1 bonus to attack rolls until the start of your next turn. Your allies need to be able to see and hear you to gain this bonus.

Cry Havoc (11th level): On the first round of combat (or both the first and the surprise round if your allies gain a surprise round), allies who start their turn within 10 squares of you gain a +2 bonus to attack rolls.

Battle Inspiration (16th level): When you use your *inspiring word* power, allies you heal gain a +1 power bonus to attack rolls and a +1 power bonus to speed until the end of your next turn. If you selected the Tactical Presence class feature, the ally gains bonuses equal to your Intelligence modifier instead.

BATTLE CAPTAIN EXPLOITS

Force Retreat

Battle Captain Attack 11

You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble away from you.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Primary Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] damage, and you push the target a number of squares equal to your Intelligence modifier. Make a secondary attack.

Secondary Target: Each enemy that was adjacent to the primary target, is its size or smaller, and is within your melee reach

Secondary Attack: Strength vs. Fortitude

Hit: 2d6 + Strength modifier damage, and you push the secondary target 1 square.



Bolt of Genius

Battle Captain Utility 12

You share a moment of brilliant clarity with a close comrade.

Daily ♦ Martial

Standard Action

Ranged 5

Target: One ally

Effect: The target regains an encounter power he or she has already used.

Cunning Flurry

Battle Captain Attack 20

You whirl around like a cyclone of steel terror, slashing at foes. With each landed blow, you knock your enemy prone or send it stumbling backward.

Daily ♦ Martial, Weapon

Standard Action

Close burst 1

Target: Each enemy in burst you can see

Attack: Strength vs. AC, one attack per target

Hit: 2[W] + Strength modifier damage, and you push the target 1 square or knock the target prone.

Miss: Half damage, no push, and the target is not knocked prone.

COMBAT VETERAN

“Stick with me. I’ll keep you alive, and I may even figure out a way to win this fight while we’re at it.”

Prerequisite: Warlord class

You are a veteran of many battles, and it shows. You have learned tricks and techniques that can only be picked up on the field of battle, and you have learned how to not only survive—you have learned how to win! Moreover, your combat skills and innate leadership translate to those who fight beside you. You make those around you better, and your allies are happy to have you fighting at their side.

COMBAT VETERAN PATH FEATURES

Combat Veteran’s Action (11th level): When you spend an action point to take an extra action, one of your allies within 10 squares of you can take a move action as a free action.

Tough as Nails (11th level): You gain an extra healing surge. When you spend a healing surge, add your Constitution modifier to the hit points you regain.

Battle Healer (16th level): When you use your *inspiring word* power, the target can also make a saving throw.

COMBAT VETERAN EXPLOITS

Skirmish Blow

Combat Veteran Attack 11

You score a glancing blow, which you turn into an opportunity to thrust your enemy out of position and into the path of a nearby ally.

Encounter ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. Reflex

Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. In addition, you slide the target 2 squares, and an ally within 2 squares of you shifts 1 square nearer to the target.

Miss Me Once

Combat Veteran Utility 12

You dodge an enemy’s attack, then look at him as though he were already dead.

Encounter ♦ Martial

Immediate Interrupt

Ranged 10

Trigger: An enemy within range and in your line of sight misses you with an attack

Effect: The enemy grants combat advantage to each ally who has line of sight to it until the start of its next turn.

Superior Tactics

Combat Veteran Attack 20

Your experience on the battlefield allows you to deal terrible wounds to your enemy and also brings out the best in your allies.

Daily ♦ Martial, Weapon

Standard Action

Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you grant an action point to an ally within 10 squares of you. The action point disappears if it’s not used by the end of the encounter.

Miss: An ally within 10 squares of you makes a basic attack as a free action.

KNIGHT COMMANDER

“Chivalry and honor are my sword and shield, and strategy and tactics my armor.”

Prerequisite: Warlord class, proficiency with heavy armor

Your path as a warlord has led you to take on the role of a knight commander, an armored paragon of leadership and combat who has no fear of leading from the front—and who has the requisite skills and abilities to handle that role. You inspire by example, you press every attack, and you rally your allies with powerful attacks and amazing tactics.



KNIGHT COMMANDER PATH FEATURES

Honor and Glory (11th level): Allies gain a +2 bonus to attack rolls whenever they are adjacent to you.

Knight Commander's Action (11th level): When you spend an action point to take an extra action, your allies gain a +1 bonus to all defenses until the start of your next turn. Your allies need to be able to see and hear you to gain this bonus.

Press of Arms (16th level): You and allies within 3 squares of you gain a bonus to damage rolls when making opportunity attacks equal to your Charisma modifier.

KNIGHT COMMANDER EXPLOITS

Slash and Press Knight Commander Attack 11

You slash your enemy across the midsection and push it back. You then turn with a snarl and beat back all other nearby foes.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: After making the attack, you push all adjacent enemies 1 square.

Break Their Nerve Knight Commander Utility 12

You make your enemy second-guess its decision to face you and your comrades in battle.

Encounter ♦ Martial

Minor Action Melee 1

Target: One enemy

Effect: The target is marked until the end of your next turn.

Control the Field Knight Commander Attack 20

You dominate the field of battle to the extent that enemies find your mere presence overwhelming.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage.

Effect: All of your enemies within 5 squares of you are marked until the end of your next turn. All enemies take ongoing damage equal to your Charisma modifier while the mark lasts.

SWORD MARSHAL

"This weapon is my symbol of office, and it shines over the field of battle as I wield it against our enemies."

Prerequisite: Warlord class, proficiency with heavy blade

You have extensively studied the use of light blades and heavy blades, and your weapon of choice has become a symbol of your power and leadership. You never enter a battle without your blade in hand, and your allies know to look for the gleaming weapon when they need help or inspiration.

SWORD MARSHAL PATH FEATURES

Disciplined Blade (11th level): When you miss with a melee attack when using a heavy blade, you gain a +2 bonus to your next attack roll against the same enemy.

Sword Marshal's Action (11th level): You can spend an action point to regain one warlord encounter power you have already used, instead of taking an extra action.

Skewer the Weak (16th level): When you score a critical hit using a heavy blade, you and all your allies gain combat advantage against the enemy you struck until the end of your next turn.

SWORD MARSHAL EXPLOITS

Blade Flurry Sword Marshal Attack 11

You slash a foe, swoop to one side, and swing your blade against the same foe or another enemy within your reach.

Encounter ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a heavy blade.

Primary Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you can shift 1 square. Make a secondary attack.

Secondary Target: One creature

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Sword Marshal's Boon Sword Marshal Utility 12

Warlord, help thyself!

Daily ♦ Martial

Free Action Personal

Trigger: You use a power that targets your allies but not you

Effect: You are also targeted by the power.

Diamond Blade of Victory Sword Marshal Attack 20

The presence of stalwart allies adds to the fury of your strike, which slices through the armored shell of your enemy and cuts deep into bone.

Daily ♦ Martial, Weapon

Standard Action Melee weapon

Requirement: You must be wielding a heavy blade.

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. For each ally within 2 squares of you, deal an extra 1[W] damage (maximum 6[W] + Strength modifier damage).

Miss: Half damage.