

ANDROS OF HATH HALL

Attack Powers

Guiding Strike Bard Attack 1

At-Will ♦ Arcane, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: +19 vs. AC

Hit: 1d6+9 damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn. Crit: 15+3d6 damage.

Misdirected Mark Bard Attack 1

At-Will ♦ Arcane, Implement

Standard Action **Ranged** 10

Target: One creature

Attack: +16 vs. Reflex

Hit: 1d8+9 damage, and the target is marked by an ally within 5 squares of you until the end of your next turn. Crit: 17+3d6 damage.

Vicious Mockery Bard Attack 1

At-Will ♦ Arcane, Charm, Implement, Psychic

Standard Action **Ranged** 10

Target: One creature

Attack: +16 vs. Will

Hit: 1d6+9 psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn. It takes an additional -2 on the next attack roll it makes. Crit: 15+3d6 damage.

Blunder Bard Attack 1

Encounter ♦ Arcane, Charm, Implement

Standard Action **Ranged** 5

Target: One creature

Attack: +16 vs. Will

Hit: 1d6+9 damage, and you slide the target 2 squares. During the slide, you or one of your allies can make a melee basic attack against the target as a free action, with a +3 power bonus to the attack roll. Crit: 15+3d6 damage.

Distracting Shout Bard Attack 7

Encounter ♦ Arcane, Implement, Thunder

Standard Action **Ranged** 10

Target: One creature

Attack: +16 vs. Will

Hit: 2d8+9 thunder damage, and the target takes a -7 penalty to opportunity attack rolls until the end of your next turn. Crit: 25+3d6 damage.

Effect: You gain a +2 bonus to Fortitude, Reflex, or Will defense (your choice) until the end of your next turn.

Foolhardy Fighting Bard Attack 13

Encounter ♦ Arcane, Charm, Implement, Psychic

Standard Action **Ranged** 10

Target: One creature

Attack: +16 vs. Will

Hit: 1d10+9 psychic damage, and until the end of your next turn any attack the target makes provokes opportunity attacks. The target takes a -3 penalty to attack rolls it makes until the end of your next turn, with an extra -2 penalty to the very next attack it makes. Crit: 19+3d6 damage.

Unluck Bard Attack 7

Encounter ♦ Arcane, Implement, Necrotic

Standard Action **Ranged** 5

Target: One creature

Attack: +16 vs. Reflex

Hit: 1d8+9 necrotic damage. The next time the target makes an attack roll before the end of your next turn, you roll 1d20 and can replace the target's roll with yours. In addition, choose an ally within 5 squares of you. The next time that ally attacks the target before the end of your next turn, you roll 1d20 and can replace the ally's roll with yours. Crit: 17+3d6 damage.

Hymn of the Daring Rescue Bard Attack 9

Daily ♦ Arcane, Teleportation, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: +19 vs. Reflex

Hit: 3d6+9 damage. Crit: 27+3d6 damage.

Effect: Choose an ally within 5 squares of you. Until the end of the encounter, that ally can teleport to a space adjacent to you as a move action.

Song of Discord Bard Attack 5

Daily ♦ Arcane, Charm, Implement

Standard Action **Ranged** 10

Attack: +16 vs. Will

Hit: Target is dominated until the end of your next turn.

Effect: The target makes a basic attack against a foe of your choice as a free action.

Stirring Shout Bard Attack 1

Daily ♦ Arcane, Healing, Implement, Psychic

Standard Action **Ranged** 10

Attack: +16 vs. Will

Hit: 2d6+9 psychic damage, and the target takes a -2 penalty on the next attack roll it makes.

Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains 6 hp.

Utility and Item Powers

Destined for Greatness Adroit Explorer Utility 12

Encounter ♦ Healing

No Action **Personal**

Trigger: You fail a saving throw and you are not dying.

Effect: You reroll the saving throw with a +4 power bonus. In addition, you can spend a healing surge.

Majestic Word Bard Feature

Encounter (Special) ♦ Arcane, Healing

Special: You can use this power twice per encounter, but only once per round.

Minor Action **Close** burst 10

Target: You or one ally

Effect: The target can spend a healing surge, regain an additional 2d6+6 hit points, and gains 6 temporary hp. You can slide the target 1 square.

Words of Friendship Bard Feature

Encounter ♦ Arcane, Charm

Minor Action **Personal**

Effect: You gain a +5 power bonus to the next Diplomacy check you make before the end of your next turn.

Song of Courage Bard Utility 2**Daily ♦ Arcane, Zone****Minor Action** Close burst 5**Effect:** The burst creates a zone of inspirational shouts that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, any ally gains a +1 power bonus to attack rolls.**Sustain Minor:** The zone persists.**Trickster's Healing** Bard Utility 6**Daily ♦ Arcane, Healing****Immediate Reaction** Close burst 20**Trigger:** An attack misses an ally within 10 squares of you.**Target:** Each ally in burst missed by the triggering attack.**Effect:** Each target regains 10 hp.**Word of Life** Bard Utility 10**Daily ♦ Arcane, Healing****Immediate Reaction** Close burst 20**Trigger:** A foe's attack reduces an ally within 20 squares to 0 hp or fewer.**Target:** Triggering ally in burst.**Effect:** The target can spend a healing surge. In addition, the attacking enemy takes a -5 penalty to add defenses until the end of your next turn.**Boots of Spider Climbing** Level 5**Property:** When you make an Athletics check to climb, you can climb at your normal speed.**Power (Daily):** Move Action. On this move action, you move with a climb speed equal to your speed.**Burglar's Gloves** Level 1**Property:** Gain a +1 item bonus to Thievery checks.**Clearwater Solution** Level 1**Power (Consumable):** Minor Action. Apply this to a volume of liquid fill a cube 1 square on a side (approx. 935 gallons). The solution removes any poison or disease present in the liquid after 1 minute. It cannot remove poison or disease already in a creature's system. If applied to liquid greater than the listed volume, it has no effect.**Cli Lyre +3** Level 12**Power (Daily):** Standard Action. You and each ally within 20 squares of you gains a +5 power bonus to their next Bluff, Diplomacy, or Intimidate check before the end of their next rest.**Song of Rest:** The power bonus equals +10.**Deathcut Leather +3** Level 15**Property:** Gain resist 5 necrotic and resists 5 poison.**Power (Daily ♦ Necrotic):** Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 2d10+6 necrotic damage to that foe.**Duelist's Short Sword +3** Level 13**Property:** If you have combat advantage when you score a crit, you deal +3d8 damage instead of +3d6.**Power (Daily):** Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.**Flameburst Shortbow +1** Level 3**Power (Daily ♦ Fire):** Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus, but vs. Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).**Goggles of Night** Level 14**Property:** Gain darkvision.**Ironskin Belt** Level 5**Power (Daily):** Minor Action. Gain resist 5 to all weapon damage until the end of your next turn.**Class Features****Ambitious Effort:** You gain an extra level 7 encounter attack power.**Bardic Training:** You can perform two bard rituals per day without expending components. The bard rituals you know are Traveler's Chant and Aria of Revelation.**Bloody Determination:** The first time you are bloodied during an encounter, you gain a +5 power bonus to your next attack roll before the end of your next turn against the foe that bloodied you.**Song of Rest:** When you play an instrument or sing during a short rest, you and each ally who can hear you are affected by your Song of Rest. When an affected character spends healing surges at the end of the rest, that character regains +10 hp with each surge.**Virtue of Cunning:** Once per round, when an enemy attack misses an ally within 8 squares, you can slide that ally 1 square as a free action. Additionally, you can slide any foe that was adjacent to the ally into the square the ally just vacated.**Rituals****Aria of Revelation**

Time: 10 minutes

Duration: Instantaneous

Component Cost: 400 gp

When you finish performing the ritual, each ally who heard it can make an Arcana, a Dungeoneering, a History, a Nature, or a Religion check to uncover a clue or recall a bit of useful information. The ally must be trained in the skill and gains a bonus to the check based on your Arcana check result.

Arcana Check Result	Bonus
19 or lower	+5
20-29	+10
30-39	+15
40 or higher	+20

The information learned is equivalent to that gained from a successful knowledge check or monster knowledge check.

Focus: A musical instrument you play as part of performing the ritual

Endure Elements

Time: 10 minutes

Duration: 24 hours

Component Cost: 20 gp

The Endure Elements ritual lets you designate up to five ritual participants, including yourself, who ignore penalties associated with extremes of nonmagical weather.

An affected creature suffers no ill effects from ambient temperatures between –50 and 140 degrees Fahrenheit, and the creature's equipment is likewise protected from the ravages of these temperatures and of precipitation.

Magic Mouth

Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp

You bind a message into a surface you touch. When conditions you set are met, the surface manifests a mouth and conveys your message, discharging the ritual. The mouth appears to be made out of the same material as the surface, but you otherwise decide the mouth's appearance.

Traveler's Chant

Time: 10 minutes

Duration: 8 hours

Component Cost: 10 gp

For the ritual's duration, you and up to eight allies who heard the whole performance of the ritual can travel farther than normal. For the purpose of determining how far you and the allies can travel in an hour or a day, treat the group's speed as the slowest member's speed +2.

Focus: A musical instrument you play as part of performing the ritual.