

Table 4
Classes, Their Affiliations,
and Conflicts Between Classes
Ascending the Ranks

According to surviving tomes of the Ancients, druids and monks were organized in rigid hierarchies, and there could be only one holder of each of the uppermost titles. To rise to the top ranks of the monastic Order, or to gain the primal powers that lay beyond the innermost Circle, it was necessary to usurp the current holder of the position. Bards and barbarians are, by nature, less structured in their relationships to one another. However, there is still ample internal strife within the august halls of a bardic college and the raucous longhouses of a barbarian horde. The primary difference for barbarians and bards is that it's more difficult to know when you might need to compete to defend your status within the group.

Ancient protocols typically required the challengers to fight alone, without the aid of their allies and often armed with only their bare hands or their innate magic. This can be a fun side quest for one player, but to make the best use of your gaming group's time, you'll probably want to make sure that each within-class conflict gives every player a role. Ancient classes that stand on protocol might allow both sides to choose seconds to stand by them, as in a duel. Primal classes that value the survival of the fittest might take it for granted that the best contender is the one who can recruit the best allies and overcome all the defenders the incumbent can muster. Table 5 provides some examples of contests for each class, and when they might arise.

Class	Affiliation	Thematic Goals	Conflict Situation
Barbarian	Primal	Embrace the destruction of decadent civilization, follow the survival instincts of animal totem.	The ruins of the ancient monastery defile a sacred hunting ground. An order of monks has taken up residence, bringing in a team of bards to decipher the runes in its training hall.
Bard	Ancient	Roam the far corner of the world in search of the lore of the past, keep it alive through songs and sagas.	A bardic college keeps a centuries-old vampire prisoner, fascinated by her memories of the court of the Twilight Empire. Druid sages still enflame barbarian war-leaders with stories of her crimes against their tribe in the days when she ruled the land.
Druid	Primal	Prevent disruption of nature's balance, which relies on cycles of destruction and renewal.	A bard's traveling emporium of instructive wonders includes a menagerie of exotic animals, one of which carries a disease that's ravaging local wildlife.
Monk	Ancient	Pass fighting techniques from master to student, maintaining an unbroken line of descent to the knowledge of the old world.	The steppes are home to barbarian horsemen and an isolated monastery, both led by renowned grapplers. After a series of strangling murders, each side believes the other's leader is the killer.

FORGOTTEN HEROES

Table 5
Conflicts Within the Classes

Class	When You Are:	You Must Challenge:	Sample Contest
Barbarian	Seeking to achieve an objective that requires gathering a horde of warriors, or standing in the way of such a horde's goal.	Influential tribal hetmans, or the barbarian currently leading the horde.	Three rounds: boasting, drinking, and wrestling.
Bard	The creator of a legendary performance that inspires jealousy among influential members of your bardic college.	The Dean or Chancellor	Competing performances judged by the Seelie Court.
Druid	An Initiate of the 9 th Circle	The Archdruid, and then the Great Druid	Find the grove of power, drive out its previous tenant.
Monk	A Superior Master	Three Masters of Dragons: the Green, the Red, and the White.	Duel on a monastery rooftop during a hurricane.

PLAY ON

You should have everything you need to run an exciting 4th Edition game with the barbarian, bard, druid, and monk, and with or without an apocalypse. But if you have questions, don't hesitate to visit the Goodman Games forums at <http://www.goodman-games.com/forum.php> to get rules clarifications from the authors, or just let us know how our creation is fitting into yours!

TOURNAMENT WINNERS

At Gen Con 2008, Goodman Games ran a competitive RPG tournament based on the character classes in this book. The tournament involved using these classes to complete a simple delve around killing monsters and seizing treasures. We are pleased to announce the winners of the first tournament to celebrate the *Forgotten Heroes* book: In first place, Team "Absolute Perfection," was notable for doing what we would have considered impossible—seizing every treasure and killing every monster! When next year's tournament is even tougher, this team is the reason why. "Absolute Perfection" consisted of Shawn Chandler, Blake Zimmer, Aaron Koelman, Joe Alfano, and Thomas Krebs. In second place, Team "We Flunked Flank," overcame many obstacles and made an unexpectedly strong showing! Watch your flanks if you play in next year's tournament — these guys are up and coming. "We Flunked Flank" consisted of Andy Brogan, Matt Cappel, Tom Kumner, Tim Cifilli, Keith Adams, and Chris Foley. In third place, Team "Dicebag," forever famous for the improbable escapes of their bear-in-the-helmet! "Dicebag" consisted of Ryan Peot, Denis Grandquist, and David Olds.

The authors of *Forgotten Heroes: Fist, Fang, and Song* and DMs of the tournament — Tavis Allison, Eytan Bernstein, Brian Cortijo, and Greg Tito — congratulate the winning teams, and thank everyone who played!

BARBARIAN

"Come and fight, coward. No? Then I'll fight you!"

Class Traits

Role: Defender. You have the ability to absorb astounding amounts of punishment, and to intercept the attacks and movements of your enemies.

Power Source: Primal. You gain strength from animal spirits, which have granted you great power over the battlefield.

Key Abilities: Strength, Constitution, Dexterity

Armor Training: Leather, hide; light shield, heavy shield.

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged.

Bonus to Defense: +1 Fortitude, +1 Reflex

Hit Points at 1st Level: 15 + Constitution score

Hit Points per Level Gained: 6

Healing Surges: 10 + Constitution modifier

Trained Skills: Endurance plus three others. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Athletics (Str), Endurance (Con), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

Class Features: Fury's Bounty, Mark of Wrath, Rage, Primal Armor, Totem Spirit

Barbarians are savage warriors who channel the spirits of animal totems—ageless paragons of strength, speed, endurance, and ferocity—to gain mastery over themselves and the battlefield. Barbarians absorb the attacks of their enemies, draw opponents away from their allies, and can even disrupt the intentions of foes on the battlefield. Swift, strong, and indomitable, the barbarian is the embodiment of the fury of the natural world at the depredations of humanoid.

Armed with spear, axe, or blade, your rage seeks out enemies both civilized and natural. Yours is the choice to take up arms against the bastions of civilization or to walk the outskirts, defending its soft and pampered citizens against threats more terrifying than you.

CREATING A BARBARIAN

Barbarians can select any powers they wish, with the notable exception of the at-will power associated with the chosen totem spirit. All barbarian attack powers rely on Strength. Steadfast barbarians depend on a high Constitution score, and furious barbarians rely on a high Dexterity score.

Furious Barbarian

Your feral rage is channeled against your foes. The best way to defend your allies—your primary concern—is to overwhelm your enemies with attacks until none remain standing to threaten you. You should choose the eagle or wolf spirit as your totem. Your attack powers depend on a high Strength, so make that your highest ability score. For your second-highest score, choose Dexterity to improve your ability to strike first in combat, your Reflex defense, and Dexterity-based powers. Make Constitution your third-highest ability score to increase your hit points and healing surges, and improve Constitution-based powers. When choosing powers, you should select those powers that offer you freedom of movement and access to your enemies. Powers from both the wolf and eagle totems offer you plenty of options.

Suggested Feat: Power Attack (Human feat: Powerful Charge)

Suggested Skills: Endurance, Intimidate, Perception, Stealth

Suggested At-Will Powers: Swift Talon, To the Center of the Pack

Suggested Encounter Power: Totem's Reins

Suggested Daily Power: Dive the Foe

Steadfast Barbarian

Your position on the battlefield is to draw and survive attacks that might otherwise target your compatriots. You are the guardian of your pack, the sentinel of your den, focused as much on surviving vicious attacks as you are on dealing them yourself. Pick the bear or wolf as your totem spirit. Your highest ability score should be Strength, as your attacks depend on that score. Assign your second-highest score to Constitution, to add to your hit points and healing surges, and improve your bear and some wolf attacks. If you choose the bear totem, your third highest score should be Dexterity, to help boost your AC and protect you from assault. When selecting powers, part of your focus should be on those wildings that offer temporary hit points, grant healing, or allow you to expend healing surges, as your place at the front of combat means you will take the brunt of your opponents' attacks.

Suggested Feat: Toughness (Human feat: Durable)

Suggested Skills: Athletics, Endurance, Nature, Perception

Suggested At-Will Powers: Sustaining Strike, Totemic Shield

Suggested Encounter Power: Sap the Strength

Suggested Daily Power: Renewing Blow

Barbarian Overview

Characteristics: You dominate the battlefield by dealing damage and drawing the attacks of your enemies, interrupting their assaults and restricting their movement. You excel at melee rather than ranged combat, and while you may suffer a great number of strikes in battle, you are capable of absorbing and healing more damage than any of your allies.

Religion: Barbarians tend to favor deities of nature or war. In addition to formal deities, barbarians also honor countless animal and ancestor spirits, from whom they draw their power.

Races: Barbarians come from any race, but are represented most among humans, dwarves, and elves. Humans are likely to select any totem spirit, while dwarves are more often drawn to the bear and elves to the eagle totem. Although they are rare, the superior strength of the dragonborn makes excellent barbarians as well.

BARBARIAN CLASS FEATURES

Your weapon and the skins of animals you wear are by far the most important aspects of your trade. In addition, your ability to channel the strength and fury of the animal spirits you honor lends power to your attacks, and to your ability to withstand them.

Primal Armor

You depend on your natural durability rather than cumbersome metal to defend you. When wearing cloth, leather, or hide armor (or nothing at all), add the better of your Constitution, Dexterity, or Intelligence modifiers to your Armor Class.

Fury's Bounty

Once per encounter, you can call on your totem spirit to fill you with its power in reaction to blood spilled on the battlefield. This special power is known as *fury's bounty*. The effect of your *fury's bounty* is determined by your choice of totem, although you can learn other uses through the Totem Initiate feat. Regardless of the number of different uses for *fury's bounty* you know, you can use only one such ability per encounter. The special power or ability you invoke works just like your other powers.



Mark of Wrath

Turning away from a barbarian to address another foe in combat is unwise. Every time you attack an enemy, whether the attack hits or misses, you can choose to mark that target. The mark lasts until the end of your next turn. While an enemy is marked, it takes a -2 penalty on attack rolls if its attack does not include you as a target. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place.

In addition, as an immediate interrupt, whenever a marked enemy makes an attack that does not include you as a target, you can shift 1 square and make a melee basic attack against that enemy.

Rage

Barbarians are potent foes on the battlefield; although fully capable of defending themselves, they can drop their defenses in order to create an even greater threat to their enemies. You can use *rage* as an at-will power to channel the fury of your totem spirit into your attacks.

Totem Spirit

You have spent your life in communion with various animal totems—guide spirits that lends you strength, direction, and power. Choose one of the following totem spirits: bear spirit, eagle spirit, or wolf spirit. The totem spirit you choose determines the following barbarian abilities:

Benefit: Each totem spirit provides a continuous benefit to barbarians that select that particular totem.

At-Will Powers: Your totem spirit determines one of the at-will powers you know.

Your choice of totem spirit also determines the effect of your *fury's bounty* power (see above) and provides bonuses to some other barbarian powers. Individual powers detail the additional effects (if any) your choice of totem has to those powers.

Bear Spirit

You seek guidance from the bear totem, a symbol of loyalty and endurance even in the face of overwhelming adversity. The Great Bear offers you solace, guarding you from grievous damage, improving your ability to recover from injury, and granting you the strength to carry on even when your wounds might seem fatal.

Benefit: +1 to saving throws

At-Will Power: Sustaining Strike

Eagle Spirit

Your guide is the noble eagle totem, lord of the winds and king of the skies. Like the eagle, you are mobile and terrible on the battlefield: moving in to strike and springing away just as swiftly, while remaining close enough to resume your assault.

Benefit: Increase speed by 1

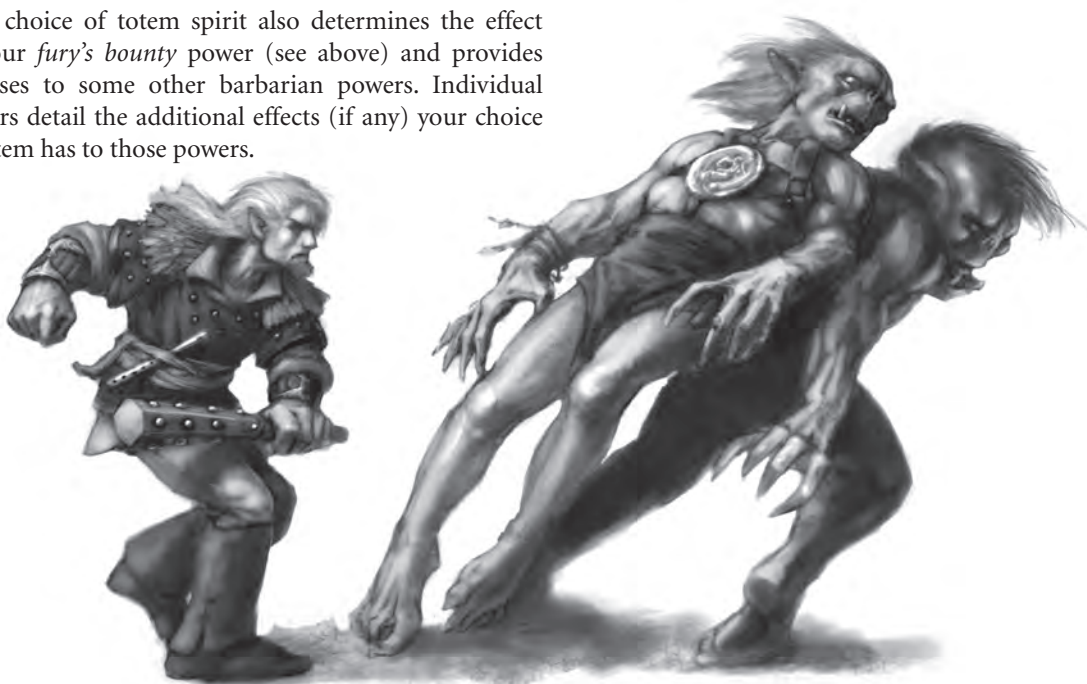
At-Will Power: Swift Talon

Wolf Spirit

The Mythic Wolf Mother is your totem, guiding and protecting you while she teaches the ways of the pack, its methods of hunting, and the purity of the kill. To you she lends the strength of all of her children, granting you the power to drag down foes, and to harry your quarry until it can no longer run from its inevitable doom.

Benefit: +2 damage to targets against which you have combat advantage

At-Will Power: To the Center of the Pack



BARBARIAN POWERS

Your powers are called wildings. Each of your powers is associated with one of the three primary barbarian totems, but you are not restricted to selecting powers associated with your totem. Most barbarians select a range of powers from other totems to obtain a greater variety of options.

All barbarian powers use your Strength score as a primary ability. Powers of the various totems use a secondary ability score as well. The bear totem channels itself as endurance and resistance, and its powers gain additional benefit from a high Constitution. Eagle totem powers rely on mobility and movement, and rely on your Dexterity. Powers of the wolf totem require you to be both swift and durable. These powers may depend either on your Constitution or your Dexterity score.

Class Features

The barbarian has two class features that work like powers: *fury's bounty* and *rage*.

Fury's Bounty Barbarian Feature

The spilling of blood has brought forth the animal within.

Encounter ♦ Primal

Immediate Reaction Personal

Trigger: An enemy marked by you becomes bloodied, or bloodies you or one of your allies

Bear Totem Effect: You gain temporary hit points equal to your level + your Constitution modifier.

Eagle Totem Effect: You may shift a number of squares equal to your Dexterity modifier and make a basic melee attack.

Wolf Totem Effect: You can slide a number of allies equal to your Constitution modifier, or a number of enemies equal to your Dexterity modifier, 1 square each. Each creature must begin within 5 squares of you.

Rage Barbarian Feature

You channel the fury of nature, lowering your guard to better strike your foes.

At-Will ♦ Primal

No Action Personal

Special: You can use this power only at the start of your turn.

Effect: You take a -2 penalty to all defenses and gain a +2 bonus to attack rolls against adjacent enemies until the start of your next turn.

In addition, if you are struck by an opportunity attack, you can make a basic melee attack against the attacker as a free action. You can make one such attack before the end of your turn.

Level 1 At-Will Wildings

Sustaining Strike Barbarian (Bear) Attack I

Putting all the power you can behind the blow, it bolsters your strength, sustaining you for a longer battle.

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.

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

Swift Talon Barbarian (Eagle) Attack I

Like the king of the skies, you strike your target before he is even aware of your presence.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Special: Shift 1 square before or after your attack.

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

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

To the Center of the Pack

Barbarian (Wolf) Attack I

Your blow connects, and the force of its impact moves the victim into better position for one of your fellows to strike.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

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

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

Totemic Shield Barbarian (All) Attack I

You slash quickly at your target, keeping your weapon extended to ward off any incoming blows.

At-Will ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you and one adjacent ally gain a +1 power bonus to AC until the beginning of your next turn.

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

Level 1 Encounter Wildings

Beak and Talon Barbarian (Eagle) Attack I

Swinging at your target, you do not wait to see whether the blow truly connects before sweeping past and taking a swipe at another foe.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Effect: Shift 1 square after attacking. Make a secondary attack.

Secondary Target: One creature other than the primary target.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

Eagle Totem: Add your Dexterity modifier to the damage of your secondary attack.

Sap the Strength Barbarian (Bear) Attack I

You weapon connects with muscle rather than tender flesh, hampering your enemy's attacks.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target takes a -2 penalty to damage rolls until the end of your next turn.

Bear Totem: You gain a bonus to the damage roll equal to your Constitution modifier.

Split the Herd Barbarian (Wolf) Attack I

Your vicious strike injures your target and scatters his allies.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage. Make a secondary attack.

Secondary Target: Two adjacent enemies.

Secondary Attack: Dexterity vs. Reflex

Hit: Slide the target 1 square.

Wolf Totem: You can attack a number of secondary targets equal to your Dexterity modifier.

Totem's Reins Barbarian (All) Attack I

You connect with your foe, adding the weight of your totem spirit to his burdens.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is slowed until the start of your next turn.

Bear Totem: You gain a bonus to the damage roll equal to your Constitution modifier.

Eagle or Wolf Totem: You gain a bonus to the damage roll equal to your Dexterity modifier.

Level 1 Daily Wildings

Dive the Foe Barbarian (Eagle) Attack I

You strike your target swiftly, retreating a few steps only to spring forward and renew your attack.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage

Effect: You can shift 2 squares away from the target and make a secondary attack against the original target.

Secondary Attack: Strength vs. AC. You must charge as part of this attack.

Hit: 1[W] + Strength modifier + Dexterity modifier damage.

Special: If you miss with both the primary and secondary attack, this power is not expended.

Harrying Strike Barbarian (Wolf) Attack I

The spirit of the wolf pack holds your enemy in place, better positioning you to strike again.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and make a secondary attack against the same target.

Secondary Attack: Constitution vs. Reflex

Hit: The target is immobilized until the end of your next turn.

Sustain Minor: Repeat the secondary attack. If you miss, you can no longer sustain the power.

Miss: Half damage, and the target is slowed until the end of your next turn. You do not make a secondary attack, and cannot sustain the power.

Renewing Blow Barbarian (Bear) Attack I

As your attack connects solidly, you can feel the power of the bear spirit renewing your vigor.

Daily ♦ Healing, Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage.

Effect: You can spend a healing surge. Add your Constitution modifier to the amount of damage healed.

Level 2 Utility Wildings

Bear Mother's Fury **Barbarian (Bear) Utility 2**

The blow bites hard into your flesh, but it only serves to strengthen you against what is to come.

Daily ♦ Healing, Primal

Immediate Reaction Personal

Trigger: You become bloodied

Effect: You regain a number of hit points equal to 3 + your Constitution modifier.

Sustain Minor: Repeat the effect. You can only sustain this power when you are bloodied.

Nudge the Quarry **Barbarian (Wolf) Utility 2**

Striding up to your foe, you shove him aside, prepared to strike him down.

Encounter ♦ Primal

Move Action Personal

Effect: You can shift a number of squares equal to one-half your Dexterity modifier. After moving, you can slide one adjacent enemy 1 square.

Swift Stride **Barbarian (Eagle) Utility 2**

As the enemy approaches your friend, you follow to meet him, ready to strike.

Encounter ♦ Primal

Immediate Interrupt Close burst 3

Trigger: An enemy moves adjacent to one of your allies within the burst

Effect: You can move a number of squares equal to your Dexterity modifier. Your movement must leave you adjacent to the triggering creature. The triggering creature is marked until the end of your next turn.

Wildcloak **Barbarian Utility 2**

Calling on the power of your totem spirits, you bolster yourself against all threats.

Daily ♦ Primal

Standard Action Personal

Effect: You gain a +1 power bonus to all defenses until the end of the encounter.

Level 3 Encounter Wildings

Homing Strike **Barbarian (Eagle) Attack 3**

Just as your javelin hits home, you rush forward and swing your axe.

Encounter ♦ Primal, Weapon

Standard Action Close 5

Requirement: You must be wielding a weapon.

Target: One creature

Attack: Strength vs. AC. You throw your weapon as part of this attack. Your weapon lands at your enemy's feet in his square.

Hit: 1[W] + Strength modifier damage.

Effect: You can draw a melee weapon and charge the primary target as a secondary attack.

Secondary Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and you can pick up the original thrown weapon as a free action.

Lead the Prey **Barbarian (Wolf) Attack 3**

You beckon your target closer, and then cut off his escape.

Encounter ♦ Primal, Weapon

Standard Action Close burst 2

Target: One creature in burst

Effect: You pull the target 2 squares. You can then make a melee attack against the target.

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and the target is slowed until the end of your next turn.

Swatting Paw **Barbarian (Bear) Attack 3**

Your mighty blow sends your enemy reeling back.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is pushed 1 square and knocked prone.

Level 5 Daily Wildings

Among the Sheep **Barbarian (Wolf) Attack 5**

Like a wolf sneaking into a flock of sheep, you unleash a flurry of blows against all within reach.

Daily ♦ Primal, Weapon

Standard Action Close burst 1

Target: Each enemy in burst

Special: You can shift 1 square before making this attack.

Attack: Strength vs. AC

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

Miss: Half damage.

Guard the Den **Barbarian (Bear) Attack 5**

You strike a firm blow, warding those around you from attack in the process.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage. Until the end of the encounter, your allies receive a +2 power bonus to AC whenever they are adjacent to you.

Miss: Half damage, and allies that are adjacent to you receive a +1 power bonus to AC until the end of your next turn.

Snatching Claw Barbarian (Eagle) Attack 5

You hook your weapon into your target, dragging him with you.

Daily ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and you can move up to half your speed, pulling the target 1 square for each square you move.

Miss: Half damage, and you can slide the target 1 square.

Level 6 Utility Wildings

Bear's Hide Barbarian (Bear) Utility 6

Your opponent's strike only fuels you rage.

Encounter ♦ Primal

Immediate Reaction Personal

Trigger: You are hit by an attack

Effect: Reduce the amount of damage by your Constitution modifier. You gain a bonus equal to one-half your Constitution modifier on the next attack roll you make before the end of your next turn.

Guide the Pack Barbarian (Wolf) Utility 6

You lead your allies through the dark, sneaking up on your enemies.

Daily ♦ Primal

No Action Ranged sight

Target: All allies within the burst

Effect: When one or more of your allies are detected by an opponent that you can see, use this power to grant a number of allies equal to 1 + your Dexterity modifier a +4 bonus to Stealth checks to avoid detection.

Shielding Wing Barbarian (Eagle) Utility 6

Calling on the strength of your totem, you gird yourself against attack.

Encounter ♦ Primal

Minor Action Personal

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Level 7 Encounter Wildings

Bearhug Barbarian (Bear) Attack 7

The power of your attack is not as powerful as the grip that follows.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage, and the target is immobilized until the end of your next turn.

Drag it Down Barbarian (Wolf) Attack 3

You strike and pull downward, dragging your target to the ground.

Encounter ♦ Primal, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] damage, and the target is knocked prone.

Flying Claw Barbarian (Eagle) Attack 7

Your weapon bounces from foe to foe before returning to your hand like a trained hawk.

Encounter ♦ Primal, Weapon

Standard Action Close blast 3

Target: Two creatures in blast

Attack: Strength vs. AC

Hit: 1[W] + Strength modifier damage.

