

**The Two Moonblades** Crescent Striker Attack 1

*Your crescent blades glow fiercely as they slash the flesh of your enemy, stifling him with pain.*

**Encounter ♦ Lunar, Weapon**

**Standard Action** Melee or Ranged weapon

**Target:** One creature

**Attack:** Strength or Dexterity [ ] vs. AC (melee; main weapon and off-hand weapon) or Dexterity [ ] vs. AC (ranged), two attacks

**Hit:** 1[W] + Strength or Dexterity modifier [ ] damage per attack. If both attacks hit, the target is dazed until the end of your next turn. If the target was already dazed, it is now stunned instead (for the same duration).

*Level 21:* 2[W] + Strength or Dexterity modifier per attack.

**Twilight Avenger** Crescent Striker Attack 20

*Seemingly defeated, you invoke the ultimate restorative power of the moon, and rain lunar judgment on your enemies.*

**Daily ♦ Healing, Implement, Lunar, Radiant**

**Free Action** Close burst 3

**Trigger:** You are reduced to 0 hit points or you die while you have any healing surges remaining and haven't used your second wind.

**Targets:** Each enemy in burst

**Attack:** Mental [ ] vs. Reflex

**Special:** This attack automatically hits the enemy that reduced you to 0 hit points if that creature is in range.

**Hit:** 3d10 + Mental modifier [ ] radiant damage and the target is dazed (save ends). If the target was already dazed, it is now stunned instead (save ends).

**Effect:** If you were dead, you come back to life. You stand up and use your second wind (spending a healing surge and gaining a bonus to defenses as normal). You are stunned until the end of your next turn. *Aftereffect:* You are dazed (save ends).

**Lunar Afterimage** Crescent Striker Utility 6

*Ambient magical moonlight bends into the image of you, creating illusory duplicates across the battlefield.*

**Daily ♦ Illusion, Lunar**

**Standard Action** Ranged 10

**Effect:** Two illusions appears, each in an unoccupied square within range. They look just like you, even breathing and imitating your combat stance. A DC 15 Insight check reveals that the duplicates are illusions, but a Perception check with DC 15 + your level [ ] is required to pinpoint which is the real you (although creatures may remember which square you're standing in). You may move a duplicate as a move action using your movement speed. When another creature touches a duplicate (including by attacking it), that duplicate immediately disappears. When you or a duplicate move from an adjacent square into a square occupied by a duplicate or you, the other automatically moves into the other's previous square. This switch also takes place if you teleport into a duplicate's square. Whenever you attack, each target attacked can pinpoint the real you.

*Level 16:* Create three illusions.

*Level 26:* Create five illusions.

**Searing Beam** Crescent Striker Attack 11

*You spread your arms wide, and moonlight seeps from your hands, eyes and mouth as you transform into a blinding blast of lunar energy. You streak across the battlefield, searing everything in the wake of your radiant beam.*

**Encounter ♦ Implement, Lunar, Polymorph, Radiant**

**Standard Action** Ranged 10

**Effect:** Move directly to one unoccupied square within range you can see, ignoring objects, terrain and creatures. You are large size for this movement and you do not provoke opportunity attacks. From each space you enter other than your initial square and your final square, make an attack against each creature and object whose square you are in. You can't attack the same target more than once with this power.

**Attack:** Mental [ ] vs. Reflex

**Hit:** 2d8 radiant damage and the target is dazed (save ends). If the target was already dazed, it is now stunned instead (save ends).

**Asteroid Leap** Crescent Striker Attack 9

*You have the drop on your foes, and you take advantage of it by taking a gigantic jump and falling into the midst of your enemies, raining moonfire down on them and striking a particular target with your crescent blades.*

**Daily ♦ Implement, Lunar, Radiant, Weapon**

**Standard Action** Melee weapon

**Requirement:** You can only use this power during the surprise round.

**Special:** You jump 6 squares (and up to 6 squares high) and summon your crescent blades before the attack.

**Target:** One surprised creature

**Attack:** Strength or Dexterity [ ] vs. AC; with weapon

**Hit:** 3[W] + Strength or Dexterity modifier [ ] damage and the target is stunned until the end of your next turn.

**Effect:** Make a secondary attack in a close burst 2.

**Secondary Target:** Each surprised creature in burst except for the primary target.

**Attack:** Mental [ ] vs. Reflex; with implement

**Hit:** 2d6 radiant damage, and the target is dazed (save ends). It may make an immediate saving throw against the dazed effect.

*Level 21:* 4[W] + Strength or Dexterity modifier damage primary and 3d6 radiant damage secondary.

**Trickswap** Crescent Striker Utility 12

*Your opponent has finally figured out which of the illusions is actually you . . . and you go and switch it on him.*

**Daily ♦ Illusion, Lunar, Teleportation**

**Immediate Interrupt** Personal

**Trigger:** An enemy attacks you while you have at least one illusory double from *lunar afterimage* within 6 squares.

**Effect:** You and one of your illusions within 6 squares teleport into each other's square. Your enemy's attack now targets the double instead of you.

<p><b>Moonstrike</b> Lunar Controller Feature</p> <p><i>A powerful declaration of lunar energy allows you to dazzle and burn your foe.</i></p> <p><b>Encounter</b> ♦ Lunar, Implement, Radiant  <b>Minor Action</b> Ranged 10  <b>Target:</b> One creature  <b>Attack:</b> Mental [ ] vs. Fortitude  <b>Hit:</b> The target is moonstruck.</p>	<p><b>Moonfire</b> Lunar Controller Attack 1</p> <p><i>A pillar of light strikes from the sky with but a gesture.</i></p> <p><b>Encounter</b> ♦ Implement, Lunar, Radiant  <b>Standard Action</b> Area burst 1 within 10 squares  <b>Targets:</b> Each creature in burst  <b>Attack:</b> Mental [ ] vs. Fortitude  <b>Hit:</b> 1d10 radiant damage and the target is moonstruck (save ends).  <i>Level 21:</i> 2d10 radiant damage.</p>	<p><b>Spotlight Column</b> Lunar Controller Utility 6</p> <p><i>You summon a column of moonlight that burns your enemies and helps cleanse allies.</i></p> <p><b>Daily</b> ♦ Lunar, Zone  <b>Standard Action</b> Area burst 2 within 5 squares  <b>Effect:</b> You create a zone in the burst where moonlight beams down from above. Enemies are moonstruck as long as they are in the zone, while you and your allies in the zone get a +2 bonus to all saving throws. The zone disappears at the end of your next turn.  <b>Sustain Minor:</b> The zone persists until the end of your next turn.</p>
<p><b>Midnightfire</b> Lunar Controller Attack 5</p> <p><i>Day turns to night for an instant as every star in the sky becomes visible, with the full moon shining brightly in their midst. The light above lashes and blasts downward as you lick your wrist. Your enemies are engulfed in the blast.</i></p> <p><b>Daily</b> ♦ Implement, Lunar, Radiant  <b>Standard Action</b> Area burst 2 within 10 squares  <b>Targets:</b> Each enemy in burst  <b>Attack:</b> Mental [ ] vs. Fortitude  <b>Hit:</b> 2d6 + Mental modifier [ ] radiant damage and the target is moonstruck (save ends). If it was already moonstruck, the condition lasts until the end of the encounter instead of its previous duration.  <i>Level 21:</i> 4d6 + Mental modifier radiant damage.</p>	<p><b>Moonstrike Eruption</b> Lunar Controller Attack 11</p> <p><i>As your foe struggles to expel the blinding light from his eyes and the burning radiance from his flesh, you snap your fingers and ignite the moonlight that is pervading his body.</i></p> <p><b>Encounter</b> ♦ Implement, Lunar, Radiant  <b>Standard Action</b> Ranged 10  <b>Target:</b> One moonstruck creature  <b>Attack:</b> Mental +4 [ ] vs. Fortitude  <b>Effect:</b> 3d8 + Mental modifier [ ] radiant damage and the target can't make saving throws against the moonstruck condition until the end of the encounter.</p>	<p><b>Radiant Cyclone</b> Lunar Controller Attack 20</p> <p><i>A twirl of your finger stirs up ambient lunar energy, which grabs your target and cascades it with swirling radiant force.</i></p> <p><b>Daily</b> ♦ Implement, Lunar, Radiant  <b>Standard Action</b> Ranged 10  <b>Target:</b> One enemy  <b>Attack:</b> Mental [ ] vs. Fortitude  <b>Hit:</b> 3d8 + Mental modifier [ ] radiant damage and slide the target 3 squares, making a secondary attack against each enemy the primary target slides past (but no target more than once). The target is dazed until the beginning of your next turn. You may sustain the power.  <b>Secondary attack:</b> Mental [ ] vs. Fortitude  <b>Hit:</b> 1d8 + Mental modifier [ ] radiant damage and push the target 1 square away from the primary target.  <b>Miss:</b> Half damage and slide the target 1 square, but no secondary attacks or sustaining.  <b>Sustain Standard:</b> Make another attack as above and against the same primary target, but ignoring the miss entry. If you miss, you can no longer sustain the power.</p>
	<p><b>Moonglow</b> Lunar Controller Utility 12</p> <p><i>Your attack on a foe causes it to glow with a radiance that spreads to damage its allies.</i></p> <p><b>At-Will</b> ♦ Lunar  <b>Minor Action</b> Ranged 10  <b>Target:</b> One creature that you have hit with an attack this turn  <b>Effect:</b> Whenever you make a close or area attack and hit your <i>moonglow</i> target with that attack, you deal radiant damage equal to your Mental [ ] modifier to each of the target's allies in the burst or blast. You can designate only one target with your <i>moonglow</i> at a time. (A new target supersedes a previous target.)</p>	

**Full Force Sphere** Moonleader Attack 3

*A powerful bubble of lunar force bursts into existence around an ally, knocking enemies back from him and preventing their approach.*

**Encounter** ♦ Force, Implement, Lunar, Zone  
**Standard Action** Ranged 10

**Effect:** One ally within range gets a +3 moonshield bonus to its AC and defenses and an area 1 zone around the target becomes difficult terrain. The zone moves with the target. Each time the target is attacked, decrease the moonshield bonus by 1. When the bonus is gone, the zone of difficult terrain disappears as well.

**Targets:** Each enemy adjacent to the chosen ally

**Attack:** Mental [ ] vs. Fortitude

**Hit:** 1d8 + Mental modifier [ ] force damage and the target is pushed 1 square from the chosen ally and knocked prone.

**Miss:** The target is pushed 1 square unless the attack missed by 5 or more.

*Level 21:* 2d8 + Mental modifier damage.

**Lunar Hemisphere** Moonleader Utility 12

*A dome of moonforce protects you and its contents from external attacks.*

**Daily** ♦ Force, Lunar, Zone  
**Immediate Interrupt** Area burst 2 within 2 squares

**Trigger:** An effect outside the area attempts to move into or attacks something within the area

**Effect:** The area creates a zone where creatures, objects and squares gain a +2 moonshield bonus to AC and other defenses against effects outside the zone. Creatures cannot move into the zone unless they succeed at a Strength attack against your Mental defense [ ] as part of the move. If they succeed, the effect ends. Otherwise, the zone lasts until the start of your next turn.

**Sustain Standard:** The effect persists.

**Moonlight Shield** Moonleader Utility 6

*You are able to conjure up a thin field of energy just strong enough to keep that pesky foe away from you.*

**Daily** ♦ Force, Lunar, Conjunction  
**Immediate Interrupt** Ranged 5

**Trigger:** An enemy tries to move closer to you than 3 squares.

**Effect:** That enemy cannot move closer to you than 3 squares this round.

**Vengeful Charge** Moonleader Attack 20

*The defeat of your allies inspires your most powerful lunar sphere. You conjure it around yourself and charge into the midst of your foes.*

**Daily** ♦ Force, Healing, Lunar  
**Standard Action** Melee 1

**Target:** One creature

**Attack:** Any [ ] vs. AC; +2 for each ally you can see with 0 hit points or fewer

**Special:** You must charge as part of this attack

**Hit:** 3d10 + Any modifier [ ] damage, plus 1d10 for each ally you can see with 0 hit points or fewer. Each enemy you end your charge adjacent to must make a saving throw or be pushed 1 square and knocked prone.

**Miss:** Half damage and no pushing or knocking prone.

**Effect:** Each ally within 5 squares with 0 hit points or fewer regains hit points as if it had spent a healing surge, but this healing starts at the ally's current total, not 0.

**Special:** If you have 0 hit points or fewer, but you are not dead, you may grant your daily use of this power to a conscious ally within 5 squares.

**Rising Moon** Moonleader Attack 5

*You encapsulate an ally in a moonshield and raise him above the battlefield, both shielding him and granting him an advantageous tactical position.*

**Daily** ♦ Force, Implement, Lunar, Radiant  
**Standard Action** Ranged 5

**Effect:** One ally within range gets a +4 moonshield bonus to AC and hovers immobilized 1 square above its initial square as you surround the ally in a lunar force sphere. It has combat advantage against any creature it's higher than. These effects last until the end of your next turn.

**Targets:** Each enemy adjacent to the chosen ally

**Attack:** Mental [ ] vs. Fortitude

**Hit:** 3d8 radiant damage.

**Sustain Minor:** The effects of the power persist. You can sustain the power with a move action in order to slide your ally horizontally a number of squares equal to your Mental modifier [ ]. You can sustain the power with a standard action in order to make another attack. You can sustain the power with multiple actions, but doing so does not extend the duration of the power by more than 1 turn.

*Level 21:* 5d8 radiant damage.

**Swift Deflection** Moonleader Attack 11

*With a swift gesture you invoke a filmy layer of lunar deflection capable of turning a projectile attack back at its origin.*

**Encounter** ♦ Force, Implement, Lunar  
**Immediate Interrupt** Ranged 5

**Trigger:** A ranged attack targets one ally within range  
**Effect:** Make a Mental [ ] attack roll. If your roll is higher than the attack roll of the attack that triggered this power, the triggering attack is reflected back at its attacker. Compare its original attack roll against the attacker's appropriate defense to see if the attack hits. If it does, add 1d6 plus your implement's enhancement bonus force damage and the target is knocked prone.

**Pull Through Moonlight** Silver Defender Attack 3

Lunar light and the force of your presence force an enemy to teleport to you. You punish it for attacking your allies.

**Encounter** ♦ Lunar, Teleportation, Weapon

**Standard Action** Close burst 3

**Target:** One creature in burst

**Attack:** Mental [ ] vs. Will

**Hit:** Teleport the target to an unoccupied space adjacent to you on a surface that can support it and make a secondary attack against it.

**Secondary Attack:** Strength [ ] + 2 vs. AC

**Hit:** 2[W] + Strength modifier [ ] damage

*Level 21:* 3[W] + Strength modifier damage.

**Silver Comets** Silver Defender Attack 11

Streamers of light erupt from the lunar power within you, striking foes across the battlefield and drawing their attention.

**Encounter** ♦ Implement, Lunar

**Standard Action** Ranged 5

**Targets:** Up to three creatures. You may choose up to four creatures instead. If you do, the light from your silver moonlight power is expended. (You cannot do this if your light is not active or is already expended.)

**Attack:** Mental [ ] vs. Reflex

**Hit:** 2d6 + Mental modifier [ ] radiant damage, and ongoing 5 radiant damage and the target is marked (save ends both).

**Silver Moonlight** Silver Defender Utility 2

Your body and possessions glow with the lunar rays of the moon, granting you illumination and protection from some surprises.

**At-Will** ♦ Lunar

**Minor Action** Personal

**Effect:** You, your clothing, armor, weapon, and other possessions glow with bright light. The light fills your square and all squares within 4. Putting out the light is a free action.

**Special:** As an immediate interrupt action against an attack where you are granting combat advantage, you may negate the combat advantage you are granting to that attack. If you do, you expend your light, and it goes out after the attack. When you expend your light for any reason, you cannot reactivate it until after you've taken an extended rest.

**Moonlit Challenge** Silver Defender Attack 5

A moonlit spotlight beams down, highlighting you and your chosen foe, thus commencing your duel.

**Daily** ♦ Lunar, Weapon

**Standard Action** Melee 1

**Target:** One creature

**Attack:** Strength [ ] vs. AC

**Hit:** 2[W] + Strength [ ] modifier damage.

**Effect:** You and the target are immobilized and cannot teleport (or be teleported) and you both ignore push, pull and slide effects. Each attack either of you makes must include the other as a target. As long as you are under natural moonlight, you may add a +2 power bonus to your damage rolls against that target. These effects last until either of you falls unconscious, or you may choose at any time as a free action that the effect will end at the end of your next turn. Also, the target may spend a standard action to make an Intelligence, Wisdom or Charisma attack against your Mental defense [ ] to immediately end the effect.

*Level 21:* 3[W] + Strength modifier damage.

**Midnight Reprieve** Silver Defender Utility 12

You take a short but deep breath and feel your strength refilled.

**Daily** ♦ Healing, Lunar

**Minor Action** Personal

**Effect:** You use your second wind as part of this action, but it doesn't count as your use of that power this encounter. If you are under natural moonlight, you gain additional hit points equal to your Mental modifier [ ].

**Tide of Blows** Silver Defender Attack 20

At the end of your rope, you let loose a flurry of attacks against any enemy unfortunate enough to be near you. Your strength pummels your foes as the power of the moonlight reinvigorates you.

**Daily** ♦ Healing, Lunar, Weapon

**Standard Action** Close burst 1

**Targets:** Each enemy in burst you can see

**Attack:** Strength [ ] vs. AC

**Hit:** 3[W] + Strength modifier [ ] damage and you regain hit points equal to your Strength modifier.

**Glowform**

Moon Sovereign Utility 26

*You transform into semi-corporeal moonlight, while maintaining some semblance of your humanoid shape.*

**Daily ♦ Lunar, Radiant****Minor Action****Personal**

**Effect:** Until the end of the encounter or until 5 minutes have passed, you are insubstantial and gain phasing, gain resist 20 radiant, and have a fly speed of 6 (hover). In addition, you gain a +3 bonus to damage rolls with powers that have the lunar and/or radiant keywords. While in this form, you can use at-will and encounter powers, but not daily powers, magic item powers or rituals.