Double Claw Druid Attack 13	Dementia Gaze Druid Attack 13
You call upon the instincts of the form you've taken, reaching out with your raking claws to pull your foe in for a horrendous bite from your menacing beak.	With a reserve of psionic energy available to you in underhulk form, you glare at your enemies, sending them into a mad- dened state of confusion.
<ul> <li>Encounter ◆ Beast Form, Implement, Primal Standard Action Melee touch</li> <li>Requirement: You must be using wild shape to take on the form of an owlbear.</li> <li>Target: One or two creatures</li> <li>Attack: Wisdom [] vs. Reflex, two attacks</li> <li>Hit: 1d8 + Wisdom modifier [] damage. If both attacks hit the same target, the target is grabbed (escape ends) and you may bite the target on your next turn as a standard action if it's still grabbed: Wisdom + 4 [] vs. Reflex; 3d8 + Wis- dom modifier [] damage.</li> </ul>	<ul> <li>Encounter ◆ Beast Form, Gaze, Implement, Primal, Psychic</li> <li>Standard Action Close blast 3</li> <li>Requirement: You must be using wild shape to take on the form of an underhulk.</li> <li>Targets: Each enemy in blast Attack: Wisdom [] vs. Will</li> <li>Hit: Slide the target 3 squares and it's dazed (save ends).</li> </ul>
Red Dragon Breath Druid Attack 13	Shifting Displacement Druid Utility 16
You breathe in deep the air around you, then breathe out a gout of flame to envelop those in front of you in sizzling terror.	As you dodge your enemy's attack, your inky fur shimmers and bends the light around you, causing you to appear three feet from your actual position.
Encounter ◆ Beast Form, Fire, Implemenet, PrimalStandard ActionClose blast 5Requirement:You must be using wild shape to take on the form of a red dragonoid.	Encounter ◆ Beast Form, Illusion, Primal Free Action Personal Requirement: You must be using wild shape to take on the form of a feral displacer. Trigger: A melee or ranged attack misses you.
Target: Each creature in blast	
Target: Each creature in blast         Attack: Wisdom [       ] vs. Reflex         Effect: 3d6 + Wisdom modifier [       ] fire damage.	<b>Effect:</b> Your body goes somewhat out of phase, granting you concealment and causing melee and ranged attacks that would hit you to have a 25% chance to miss instead. This