

GAIN HEART

Divine, Healing, Weapon

Standard Action **RA** Melee weapon
STR vs FORT **TARGET** One creature

Hit: 3[W] damage. If you are bloodied when you use this power, you regain hit points equal to one-half your level + your Constitution modifier.

You draw on the power of the earth to heal your wounds and lend weight to your attack.

Eartheart Defender Attack 11 FRPG-52

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

EARTHSIGHT

Divine, Keywords

Standard Action **RA** Personal
ATTACK **TARGET**

Effect: Until the end of your next turn, so long as you are touching the ground, you gain a +5 bonus on Perception checks and can see invisible creatures.

The earth speaks silently to you, telling you when a foe draws near no matter what might deceive your eyes.

Eartheart Defender Utility 12 FRPG-52

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

RALLYING ATTACK

Martial, Weapon

Standard Action **RA** Melee weapon
STR vs AC **ATTACK** **TARGET** One creature

Hit: 2[W] + Strength modifier damage, and your allies gain a +2 power bonus to attack rolls against the target until the end of your next turn.

As you lay into your foe with another powerful swing, the ring of steel and your mighty war cry show your allies that victory is yours for the taking.

Purple Dragon Knight Attack 11 FRPG-60

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

RALLYING CRY

Martial, Keywords

Minor Action **RA** Close burst 5
ATTACK You and each ally in burst

Effect: Until the end of your next turn, all targets gain a +2 power bonus to speed and a +1 power bonus to saving throws.

You shout an inspiring war cry, and your voice rings above the din of battle. Your allies surge into the fight.

Purple Dragon Knight Utility 12 FRPG-60

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

STRIKE TERROR

Fear, Martial, Weapon

Standard Action **RA** Melee weapon
STR or DEX vs REF **ATTACK** **TARGET** One creature

Hit: 2[W] + Strength or Dexterity modifier damage, and you push the target 5 squares.

You attack with a bloodcurdling cry. Your enemy gives ground in fear.

Sword Coast Corsair Attack 11 FRPG-66

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

NERVES OF STEEL

Martial, Keywords

Free Action **RA** Personal
ATTACK **TARGET**

Effect: Make a saving throw against a condition affecting you that a save can end. If it is a fear effect, you gain a +5 power bonus to the saving throw.

You are irrepensible. When others would fold up, you shake off your despair and fear.

Sword Coast Corsair Utility 12 FRPG-66

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

EARTHSURGE

Divine, Weapon, Zone

Standard Action Close burst 3
STR vs FORT Each enemy in burst

Hit: 5[W] damage.

Effect: The burst creates a zone that lasts until the end of the encounter. An enemy that begins its turn within 3 squares of you, or that moves to within 3 squares of you, is slowed.

Special: The zone always remains centered on you, even if you move after casting the spell.

You bring your weapon crashing down on the ground at your feet. The earth answers, roiling like a storm-tossed sea and hampering nearby foes.

Earthheart Defender Attack 20

FRPG-52

DAILY EXPLOIT

DUNGEONS & DRAGONS

FOR CORMYR!

Fear, Martial

Standard Action Close burst 5
CHA+5 vs WILL Each enemy in burst

Hit: You push the target 2 squares. The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Miss: The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Effect: Each ally in the burst gains 25 temporary hit points.

Your battle cry becomes a chant as one after another of your allies join in. The enemy recoils in fear.

Purple Dragon Knight Attack 20

FRPG-60

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEELHAUL

Martial, Weapon

Standard Action Melee 1
STR vs AC One creature

Hit: 5[W] + Strength modifier damage, and you shift 3 squares while pulling the target 3 squares. The target must remain adjacent to you.

Miss: Half damage, and you do not shift, nor do you pull the target.

You staple your foe with your weapon and drag the creature behind you as you bull your way across the battlefield.

Sword Coast Corsair Attack 20

FRPG-66

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION			RANGE
ATTACK	VS	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION			RANGE
ATTACK	VS	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION			RANGE
ATTACK	VS	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION			RANGE
ATTACK	VS	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION			RANGE
ATTACK	VS	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

DAILY EXPLOIT

DUNGEONS & DRAGONS