

CLOUD OF DARKNESS

KEYWORDS

Minor Action **REACTION** Close burst 1

ATTACK **TARGET**

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

A shroud of blackness descends around you, hiding you from sight.

Drow Racial Power

FRPG-8

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

DARKFIRE

KEYWORDS

Minor Action **REACTION** Ranged 10

INT+4, WIS+4, or CHA+4 vs REF **TARGET** One creature

Attack: Increase to +6 bonus at 11th level and +8 bonus at 21st level.

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

A flickering halo of purple light surrounds the target, making it easier to hit.

Drow Racial Power

FRPG-8

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

EARTHSHOCK

KEYWORDS

Minor Action **REACTION** Close burst 1

STR+2, DEX+2, or CON+2 vs FORT **TARGET** Enemies in burst touching ground

Attack: Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: The target is knocked prone.

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

The earth moves in response to your stomping foot or slapping hand, buckling to knock your enemy to its knees.

Earthsoul Genasi Racial Power

FRPG-10

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

FIREPULSE

KEYWORDS

Fire **REACTION** Melee 1

Immediate Reaction STR+2, DEX+2, or CON+2 vs REF **TARGET** The triggering enemy

Trigger: An enemy hits you with a melee attack.

Attack: Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: 1d6 + Strength, Constitution, or Dexterity modifier fire damage. Increase to 2d6 + Strength, Constitution, or Dexterity modifier fire damage at 11th level, and to 3d6 + Strength, Constitution, or Dexterity modifier fire damage at 21st level.

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

As an enemy lands a blow, retributive fire ignites from your arms and fists.

Firesoul Genasi Racial Power

FRPG-10

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

PROMISE OF STORM

KEYWORDS

Lightning, Thunder

Minor Action **REACTION** Personal

ATTACK **TARGET**

Effect: Until the end of your next turn, you deal an extra 1d8 damage with any lightning or thunder power you use. At 11th level, increase your extra damage to 2d8. At 21st level, increase your extra damage to 3d8.

The lightning living within you calls out to its companion, the thunder. Sparks dance across your skin, and the air around you seems to darken and rumble.

Stormsoul Genasi Racial Power

FRPG-10

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

SWIFTCURRENT

KEYWORDS

Move Action **REACTION** Personal

ATTACK **TARGET**

Effect: You can shift up to your speed over ground or liquid terrain. You take no penalties for squeezing during this movement, can move through enemy spaces, ignore difficult terrain, and take no damage if the surface or substance you move across would ordinarily deal damage to you.

Your form ripples like water as you flow forward, whipping past enemies and rubble in a graceful but deadly surge.

Watersoul Genasi Racial Power

FRPG-10

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

WINDWALKER

KEYWORDS

Move Action **REACTION** Personal

ATTACK **TARGET**

Effect: Fly 8 squares. If you don't end your move on solid ground, you float to the ground without taking falling damage.

You harness the power of the winds. Air swirls about you, lifting you from the earth.

Windsoul Genasi Racial Power

FRPG-11

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

FROM OUT OF NOWHERE

KEYWORDS

Weapon **REACTION** Melee weapon

Standard Action STR, DEX, or CON vs AC **TARGET** One creature

Hit: 2[W] + Strength, Dexterity, or Constitution modifier damage.

Special: If the target grants combat advantage to you, the target is also dazed until the end of your next turn.

You launch an attack. If your foe doesn't know you're there, your blow dazes your enemy for a short time.

Drow Wanderer Attack 11

FRPG-51

ENCOUNTER RACIAL **DUNGEONS & DRAGONS**

TEMPEST BURST

Acid, Cold, Fire, Force, or Lightning

Standard Action **Close burst 1**
STR, DEX, or CON vs REF Each enemy in burst

Hit: 2d10 + Constitution modifier acid, cold, fire, force, or lightning damage.

Special: See the Elemental Attacks path feature for determining the type of damage this power deals. This power has the appropriate keyword or keywords for the manifestation or manifestations you are using.

You flood your surroundings with the force, fire, lightning, acid or cold that manifests within you.

Elemental Tempest Attack 11 FRPG-53

ENCOUNTER RACIAL DUNGEONS & DRAGONS

ABSORB ELEMENTS

KEYWORDS

Immediate Reaction **Personal**
ATTACK TARGET

Trigger: Your resistance to fire, lightning, or cold damage prevents damage to you.

Effect: Once before the end of the encounter, you can deal damage of the same type (of one of those three types) equal to your resistance value. You must choose to gain this bonus to damage after the result of the attack roll is known, but before damage is dealt.

An enemy assails you with elemental power, and you absorb it and use it to strengthen your own attacks.

Elemental Tempest Utility 12 FRPG-53

ENCOUNTER RACIAL DUNGEONS & DRAGONS

LIBERATOR'S BLOW

Divine, Weapon

Standard Action **Ranged 10**
STR vs AC One creature

Hit: 2[W] + Strength modifier damage. If the target is Large or larger, any ally adjacent to the target can shift 1 square.

The spirits of generations of slaves who chose to fight and die free guide your righteous blade.

Steelsky Liberator Attack 11 FRPG-65

ENCOUNTER RACIAL DUNGEONS & DRAGONS

TUMBLING GALE

KEYWORDS

Standard Action **Area burst 2**
INT+4, WIS+4, or CHA+4 vs FORT Each creature in burst

Attack: Increase the bonus on attack rolls to +6 at 21st level.

Hit: 5d4 + Intelligence modifier, Wisdom modifier, or Charisma modifier damage, and you push the target 3 squares.

With a mere thought, you direct a surge of punishing wind to assail your foes and drive them back.

Whirlwind Genasi Attack 11 FRPG-70

ENCOUNTER RACIAL DUNGEONS & DRAGONS

WINDSOUL ZEPHYR

KEYWORDS

Move Action **Close burst 5**
ATTACK You and one or two allies in burst

Effect: You fly 8 squares. Each ally targeted by the power can fly 8 squares as a free action.

You whisper to the wind, and currents of air gently lift you and your allies off the ground.

Whirlwind Genasi Utility 12 FRPG-70

ENCOUNTER RACIAL DUNGEONS & DRAGONS

FIRESOUL COMBUSTION

Fire KEYWORDS

Standard Action **Close burst 5**
STR+4, DEX+4, or CON+4 vs REF Each enemy in burst

Attack: Increase the bonus on attack rolls to +6 at 21st level.

Hit: 3d6 + Strength modifier or Constitution modifier fire damage, and the target gains vulnerable 5 fire until the end of your next turn.

Searing gouts of flame roar from your body, rolling over nearby foes.

Wildfire Genasi Attack 11 FRPG-71

ENCOUNTER RACIAL DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
	←	*	

ATTACK	VS	DEFENSE	TARGET
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ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER RACIAL DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
	←	*	

ATTACK	VS	DEFENSE	TARGET
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ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER RACIAL DUNGEONS & DRAGONS

STRENGTH IN DARKNESS

Healing **KEYWORDS**

Minor Action **ON** **RA** **Personal**

ATTACK **TARGET**

Effect: Spend a healing surge. If you are inside darkness, add your Constitution modifier to the number of hit points you regain.

The cold embrace of darkness flows into your wounds, replacing your life's blood with its ebon power.

Drow Wanderer Utility 12

FRPG-51

DAILY RACIAL

DUNGEONS & DRAGONS

DARKBLADE

Weapon **KEYWORDS**

Standard Action **ON** **RA** **Melee weapon**

STR, DEX, or CON vs AC **TARGET** One creature

Hit: 5[W] + Strength, Dexterity, or Constitution modifier damage.

Effect: As a free action, use your cloud of darkness power centered on your target instead of you. The power otherwise behaves as normal.

Sustain Minor: The cloud persists, and you can move it 3 squares.

You fix your cloud of darkness to the foe you strike, shrouding your enemy in gloom. It remains in place, obscuring your foe's sight.

Drow Wanderer Attack 20

FRPG-51

DAILY RACIAL

DUNGEONS & DRAGONS

ELEMENTAL FURY

Acid, Cold, Fire, Force, or Lightning **KEYWORDS**

Standard Action **ON** **RA** **Ranged 20**

STR, DEX, or CON vs REF **TARGET** One creature

Hit: 5d10 + Constitution modifier acid, cold, force, fire, or lightning damage, and all resistances you have increase by 10 until the end of the encounter.

Miss: Half damage, and your resistances are unchanged.

Special: See the Elemental Attacks path feature for determining the type of damage this power deals. This power has the appropriate keyword or keywords for the manifestation or manifestations you are using.

With a thought, you bring your ancestors' elemental fury to bear, obliterating your foe with acid, cold, force, fire, or lightning.

Elemental Tempest Attack 20

FRPG-53

DAILY RACIAL

DUNGEONS & DRAGONS

STEELSKY STANCE

Divine, Stance **KEYWORDS**

Minor Action **ON** **RA** **Personal**

ATTACK **TARGET**

Effect: If you hit a dragon or an elemental with a melee attack, that target is weakened until the end of your next turn.

Focused into your blade, the ancient power that shaped Abeir's skies shakes Abeir's would-be masters.

Steelsky Liberator Utility 12

FRPG-65

DAILY RACIAL

DUNGEONS & DRAGONS

BREAK THE CHAINS

Divine, Reliable, Weapon **KEYWORDS**

Standard Action **ON** **RA** **Melee weapon**

STR vs REF **ATTACK** **TARGET** One creature

Hit: 4[W] + Strength modifier damage, and any allies within 10 squares of you under the influence of a charm or fear effect created by the target can make a saving throw, even if the effect is not normally one that a save can end.

Wild energy plays along your blade. The strike of your sword disrupts the enchantments that dragons and other monsters use to enslave mortals to their will.

Steelsky Liberator Attack 20

FRPG-65

DAILY RACIAL

DUNGEONS & DRAGONS

WINDSOUL WHIRLWIND

Conjuration, Zone **KEYWORDS**

Standard Action **ON** **RA** **Area burst 1 within 10 squares**

INT+5, WIS+5, or CHA+5 vs FORT **TARGET** Each creature in burst

Attack: Increase the bonus on attack rolls to +7 at 26th level.

Hit: 3d10 + Intelligence modifier, Wisdom modifier, or Charisma modifier damage, and you slide the target 2 squares.

Effect: The zone lasts until the end of your next turn.

Sustain Minor: You can move the burst 3 squares, then slide each target in the burst 1 square.

A twisting cyclone of rending winds forms around you, flinging foes into the air. The whirlwind moves at your command, wreaking havoc on the enemy.

Whirlwind Genasi Attack 20

FRPG-70

DAILY RACIAL

DUNGEONS & DRAGONS

EMBERS OF LIFE

Healing **KEYWORDS**

Immediate Interrupt **ON** **RA** **Personal**

ATTACK **TARGET**

Trigger: You take damage that would reduce you to 0 hit points or fewer

Effect: Spend a healing surge.

Within your wounds, a lively flickering flame glows and surges. Ribbons of fire seal your wounds.

Wildfire Genasi Utility 12

FRPG-71

DAILY RACIAL

DUNGEONS & DRAGONS

FIRESOUL CONFLAGRATION

Fire **KEYWORDS**

Standard Action **ON** **RA** **Close burst 5**

STR+5, DEX+5, or CON+5 vs REF **TARGET** Each enemy in burst

Attack: Increase the bonus on attack rolls to +7 at 26th level.

Hit: 4d6 + Strength or Constitution fire damage, and ongoing 10 fire damage and the target is dazed (save ends both).

Miss: Half damage, and ongoing 5 fire damage (save ends).

Special: This attack ignores fire resistance and fire immunity.

You reach out with your power and set an enemy's blood aflame inside its body.

Wildfire Genasi Attack 20

FRPG-71

DAILY RACIAL

DUNGEONS & DRAGONS