

ARGENT ARROW

Arcane, Teleportation, Weapon

Standard Action **ATTACK** Ranged weapon
DEX vs AC **TARGET** One creature

Hit: 2[W] + Dexterity modifier damage, and you teleport the target 1 square.

Special: This attack ignores cover, including total cover. (You must still have line of sight to attack the target.)

You whisper a magic word over the arrow nocked on your bow, and it glows with a silver radiance. When you loose it, the arrow throws your target a short distance through the Feywild.

High Forest Scout Attack 11

FRPG-57

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

DEMONSLAYER'S HINDRANCE

Martial, Weapon

Standard Action **ATTACK** Melee weapon
STR vs AC **TARGET** One or two creatures

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 1[W] + Strength modifier damage per attack, and the target is slowed until the end of your next turn. If the target is a demon, it takes 2[W] + Strength modifier damage per attack, and it is immobilized until the end of your next turn.

You deal crippling blows to two different adversaries.

Impilturan Demonslayer Attack 11

FRPG-58

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

DEMONWARD

Arcane

Immediate Interrupt **ATTACK** Personal

Trigger: You take damage of a specific type, such as radiant or fire.

Effect: You gain resist 15 against damage of that type or types until the end of your next turn.

You quickly adapt to the energy your attacker is using against you.

Impilturan Demonslayer Utility 12

FRPG-58

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

STRIKE TERROR

Fear, Martial, Weapon

Standard Action **ATTACK** Melee weapon
STR or DEX vs REF **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 **ATTACK** Personal

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 irrepresible. 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
		←		*		
ATTACK	VS	DEFENSE		TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION		+		↗		RANGE
		←		*		
ATTACK	VS	DEFENSE		TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION		+		↗		RANGE
		←		*		
ATTACK	VS	DEFENSE		TARGET		

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CLASS LEVEL PAGE

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

UNRESTRICTED MOVEMENT

KEYWORDS
Arcane

Minor Action Close burst 10

ATTACK You and each ally in burst

Effect: Until the end of the encounter, the targets ignore difficult terrain.

You whisper to the wind, and the trees silently twist to ease your path. You and those under your care enjoy safe and swift passage for a time.

High Forest Scout Utility 12 FRPG-57

DAILY EXPLOIT DUNGEONS & DRAGONS

BINDING ARROWS

KEYWORDS
Arcane, Weapon, Zone

Standard Action Ranged weapon

DEX vs REF One, two, or three creatures and/or unoccupied squares

Attack: Dexterity vs. Reflex (or Dexterity vs. 10 if square is unoccupied), one attack per target.

Hit: If a creature is hit: 3[W] + Dexterity modifier damage, and the target is slowed (save ends). If a square is hit: Creates a 1-square-radius zone centered on the square until the end of the encounter. A creature passing through the zone or starting its turn in the zone is slowed until the end of its turn.

Your arrows suddenly sprout vines and roots after they strike, latching onto nearby trees and burrowing into the earth at your enemy's feet.

High Forest Scout Attack 20 FRPG-57

DAILY EXPLOIT DUNGEONS & DRAGONS

DEMONBANE FLURRY

KEYWORDS
Arcane, Weapon

Standard Action Melee weapon

STR vs AC One creature

Attack: Strength vs. AC (main weapon and off-hand weapon), two attacks.

Hit: 3[W] + Strength modifier damage per attack, and the first attack that hits also deals ongoing 10 damage (save ends). If the target is a demon, in addition this damage ignores all resistances, and until the end of this encounter, when the demon takes ongoing damage, its allies within 2 squares take the same amount of damage.

Your weapons work in deadly concert to unravel the very essence of your foe and singe its nearby allies.

Impilturan Demonslayer Attack 20 FRPG-58

DAILY EXPLOIT DUNGEONS & DRAGONS

KEELHAUL

KEYWORDS
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

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DAILY EXPLOIT DUNGEONS & DRAGONS