

### MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON** **TACTIC**  Melee weapon

STR vs AC **TACTIC** **TARGET** One creature

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

**Special:** You can use an unarmed attack as a weapon to make a melee basic attack.


*You resort to the simple attack you learned when you first picked up a melee weapon.*

Basic Attack PHB-287

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

### RANGED BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON** **TACTIC**  Ranged weapon

DEX vs AC **TACTIC** **TARGET** One creature

**Hit:** 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

**Special:** Weapons with the heavy thrown property (see Player's Handbook, page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

Basic Attack PHB-287

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

### COMMANDER'S STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TACTIC**  Melee weapon

ATTACK **TACTIC** **TARGET** One creature

**Attack:** An ally of your choice makes a melee basic attack against the target

**Hit:** Ally's basic attack damage + your Intelligence modifier.

*With a shout, you command an ally to attack.*

Warlord Attack 1 PHB-145

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

### FURIOUS SMASH

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TACTIC**  Melee weapon

STR vs FORT **TACTIC** **TARGET** One creature

**Hit:** Deal damage equal to your Strength modifier, and then choose one ally adjacent to either you or the target. This ally applies your Charisma modifier as a power bonus to the attack roll and the damage roll on his or her next attack against the target. If the ally does not attack the target by the end of his or her next turn, the bonus is lost.

*You slam your shield into your enemy, bash him with your weapon's haft, or drive your shoulder into his gut. Your attack doesn't do much damage—but your anger inspires your ally to match your ferocity.*

Warlord Attack 1 PHB-145

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

### VIPER'S STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TACTIC**  Melee weapon

STR vs AC **TACTIC** **TARGET** One creature

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

**Effect:** If the target shifts before the start of your next turn, it provokes an opportunity attack from an ally of your choice.


*You trick your adversary into making a tactical error that gives your comrade a chance to strike.*

Warlord Attack 1 PHB-145

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

### WOLF PACK TACTICS

Martial, Weapon **KEYWORDS**

Standard Action **ON** **TACTIC**  Melee weapon

STR vs AC **TACTIC** **TARGET** One creature

**Special:** Before you attack, you let one ally adjacent to either you or the target shift 1 square as a free action.

**Hit:** 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

*Step by step, you and your friends surround the enemy.*

Warlord Attack 1 PHB-145

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION			RANGE
ATTACK	vs	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS USED

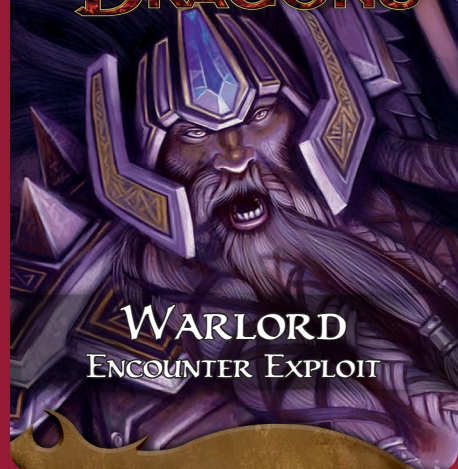
ACTION			RANGE
ATTACK	vs	DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

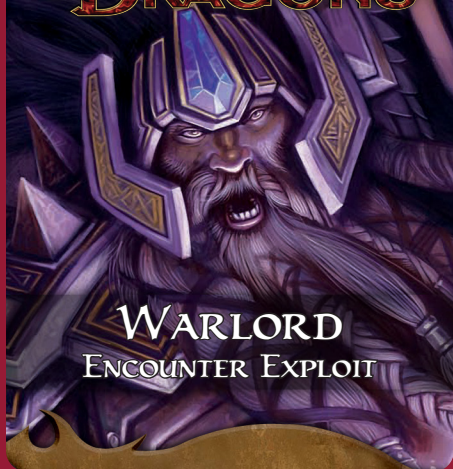
AT-WILL EXPLOIT **DUNGEONS & DRAGONS**

# DUNGEONS & DRAGONS



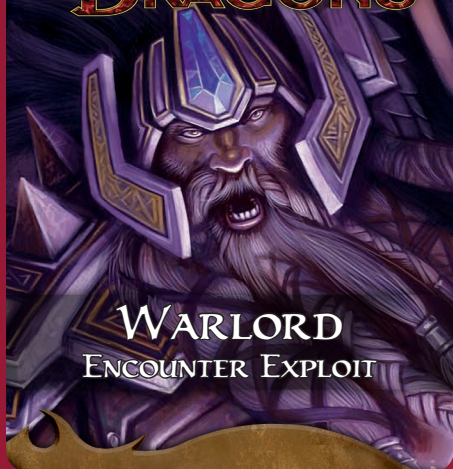
WARLORD  
ENCOUNTER EXPLOIT

# DUNGEONS & DRAGONS



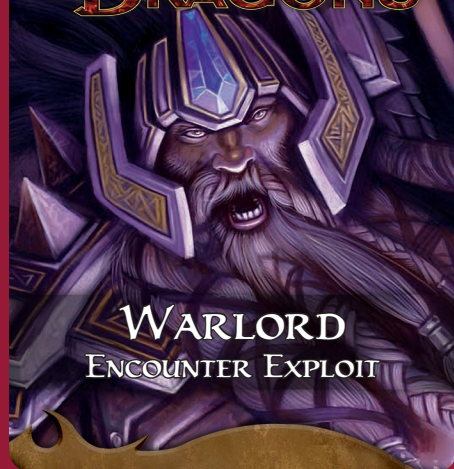
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ENCOUNTER EXPLOIT

# DUNGEONS & DRAGONS



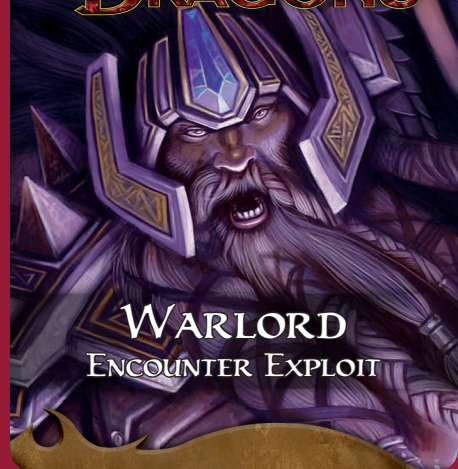
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ENCOUNTER EXPLOIT

# DUNGEONS & DRAGONS



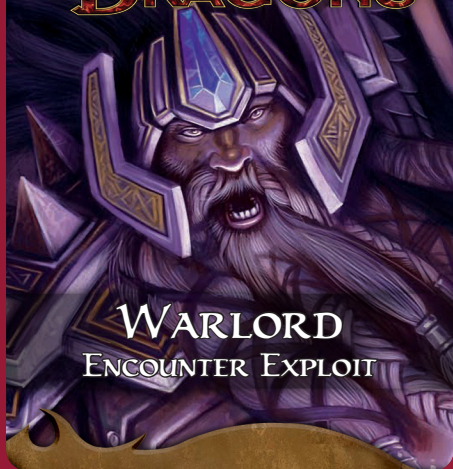
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# DUNGEONS & DRAGONS



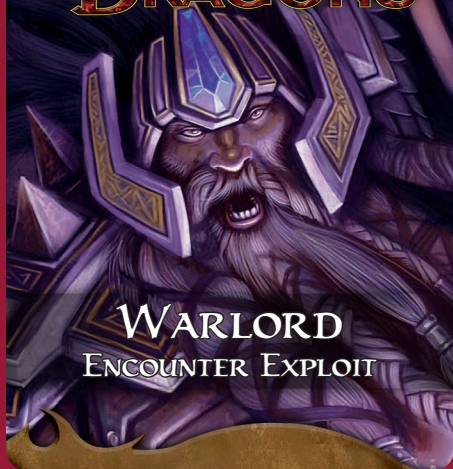
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# DUNGEONS & DRAGONS



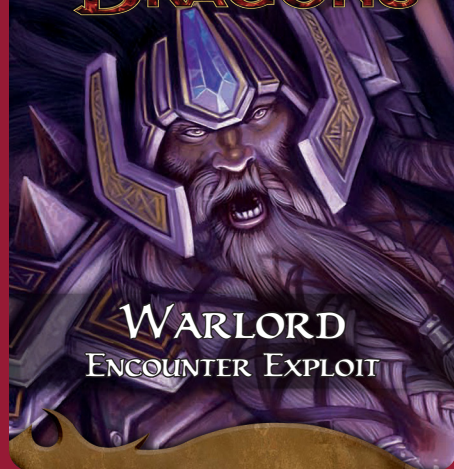
WARLORD  
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# DUNGEONS & DRAGONS



WARLORD  
ENCOUNTER EXPLOIT

# DUNGEONS & DRAGONS



WARLORD  
ENCOUNTER EXPLOIT



## INSPIRING WORD

Martial, Healing **WORDS**

Minor Action **ION** ← Close burst 5 (10 at 11th, 15 at 21st)

**ATTACK** You or one ally in burst

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use inspiring word three times per encounter.

**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points. The amount of additional hit points regained is 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

*You call out to a wounded ally and offer inspiring words of courage and determination that helps that ally heal.*

Warlord Feature

PHB-145

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## GUARDING ATTACK

Martial, Weapon **WORDS**

Standard Action **ON** ↓ Melee weapon

STR vs AC **ATTACK** One creature

**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, one ally adjacent to either you or the target gains a +2 power bonus to AC against the target's attacks.

**Inspiring Presence:** The power bonus to AC equals 1 + your Charisma modifier.

*With a calculated strike, you knock your adversary off balance and grant your comrade-in-arms some protection against the villain's attacks.*

Warlord Attack 1

PHB-145

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## HAMMER AND ANVIL

Martial, Weapon **WORDS**

Standard Action **ON** ↓ Melee weapon

STR vs REF **ATTACK** One creature

**Hit:** 1[W] + Strength modifier damage. One ally adjacent to the target makes a melee basic attack against it as a free action. The ally adds your Charisma modifier to the damage.

*You land a ringing blow against your foe, inspiring a nearby ally to strike a blow of his own.*

Warlord Attack 1

PHB-145

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## LEAF ON THE WIND

Martial, Weapon **WORDS**

Standard Action **ON** ↓ Melee weapon

STR vs AC **ATTACK** One creature

**Hit:** 2[W] + Strength modifier damage. You or an ally adjacent to the target swaps places with the target.

*Like a leaf caught in the autumn wind, your foe is driven by the flow of battle. Your fierce attacks force him to give ground.*

Warlord Attack 1

PHB-145

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## WARLORD'S FAVOR

Martial, Weapon **WORDS**

Standard Action **ON** ↓ Melee weapon

STR vs AC **ATTACK** One creature

**Hit:** 2[W] + Strength modifier damage. One ally within 5 squares of you gains a +2 power bonus to attack rolls against the target until the end of your next turn.

**Tactical Presence:** The bonus to attack rolls that you grant equals 1 + your Intelligence modifier.

*With a calculated blow, you leave your adversary exposed to an imminent attack from one of your closest allies.*

Warlord Attack 1

PHB-145

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## AID THE INJURED

Healing, Martial **WORDS**

Standard Action **ON** ↓ Melee touch

**ATTACK** You or one adjacent ally

**Effect:** The target can spend a healing surge.

*Your presence is both a comfort and an inspiration.*

Warlord Utility 2

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ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## CRESCENDO OF VIOLENCE

Martial **WORDS**

Immediate Reaction **YWORDS** Ranged 5

**ATTACK** An ally within range scores a critical hit

**Effect:** The ally gains temporary hit points equal to your Charisma modifier.

*A timely critical hit affords you the opportunity to rally a wounded ally.*

Warlord Utility 2

PHB-146

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## KNIGHT'S MOVE

Martial **WORDS**

Move Action **ION** Ranged 10

**ATTACK** One ally

**Effect:** The target takes a move action as a free action.

*With a sharp wave of your arm, you direct one of your allies to a more tactically advantageous position.*

Warlord Attack 2

PHB-146

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## SHAKE IT OFF

Martial **KEYWORDS**

Minor Action **ON** Ranged 10  
**ATTACK** You or one ally

**Effect:** The target makes a saving throw with a power bonus equal to your Charisma modifier.

*You convince yourself or an ally to shake off a debilitating effect.*

Warlord Utility 2

PHB-146

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## HOLD THE LINE

Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee weapon  
**ATTACK** One creature

**Hit:** 1[W] + Strength modifier damage.

**Effect:** Until the end of your next turn, allies adjacent to you gain a +2 power bonus to AC and cannot be pulled, pushed, or slid.

*With a snap series of commands, you keep your allies in formation and well defended as you assault your adversary.*

Warlord Attack 3

PHB-146

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## INSPIRING WAR CRY

Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee weapon  
**ATTACK** One creature

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

**Effect:** One ally who can hear you and is within 5 squares of you makes a saving throw.

*As you strike, you shout a fierce war cry that heartens a nearby ally: He immediately attempts to shake off whatever condition troubles him most.*

Warlord Attack 3

PHB-146

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## STEEL MONSOON

Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee weapon  
**ATTACK** One creature

**Hit:** 2[W] + Strength modifier damage, and one ally within 5 squares of you can shift 1 square.

**Tactical Presence:** The number of allies who can shift equals your Intelligence modifier.

*You leap into the fray with a wild, whirling attack—but your movements are carefully calculated to distract nearby enemies and give your allies a chance to move into position.*

Warlord Attack 3

PHB-147

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## WARLORD'S STRIKE

Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee weapon  
**ATTACK** One creature

**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, all of your allies gain a +2 bonus to damage rolls against the target.

**Inspiring Presence:** The bonus to damage rolls equals 1 + your Charisma modifier.

*One convincing cut is all you need to reveal the enemy's weakness and spur your allies into finishing him off.*

Warlord Attack 3

PHB-147

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## GUIDE THE CHARGE

Martial **KEYWORDS**

Immediate Interrupt **ON** Ranged 10  
**ATTACK** An ally charges

**Effect:** If the ally hits, he or she adds your Intelligence modifier to the damage roll and pushes the attack's target 2 squares. The ally can shift 2 squares to remain adjacent to the target.

*You direct your ally's charge, allowing him to strike a deadlier blow and push his foe backward.*

Warlord Utility 6

PHB-147

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## INSPIRING REACTION

Healing, Martial **KEYWORDS**

Immediate Reaction **ON** Melee touch  
**ATTACK** You or an adjacent ally takes damage

**Effect:** You or the ally can spend a healing surge and regain additional hit points equal to your Charisma modifier.

*As soon as an ally is wounded, you spring forward with help and healing.*

Warlord Utility 6

PHB-147

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## LION'S ROAR

Healing, Martial, Weapon **KEYWORDS**

Standard Action **ON** Melee weapon  
**ATTACK** One creature

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

**Effect:** You or one ally within 5 squares of you can spend a healing surge.

**Inspiring Presence:** Your ally (but not you) gains additional hit points equal to your Charisma modifier.

*With a bloodcurdling roar, you swing your weapon in a wide, sweeping arc that breaks through your enemy's defenses. The blow reinvigorates you or one of your allies in need.*

Warlord Attack 7

PHB-148

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## SUNDER ARMOR

Martial, Weapon  
Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 2[W] + Strength modifier damage. Until the end of your next turn, any attack roll against the target can score a critical hit on a roll of 18-20.

*You probe your opponent's defenses and eventually land a blow that creates a momentary chink in his armor.*

Warlord Attack 7

PHB-148

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## SURPRISE ATTACK

Martial, Weapon  
Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 1[W] + Strength modifier damage. An ally within 5 squares of you makes a basic attack with combat advantage as a free action against a target of his or her choice.

**Tactical Presence:** The ally gains a bonus to the attack roll equal to your Intelligence modifier.

*Despite the chaos of battle, you see a golden opportunity for an ally to make a surprising attack.*

Warlord Attack 7

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ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## SURROUND FOE

Martial, Weapon  
Standard Action **Melee weapon**  
STR vs AC **One creature**

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

**Effect:** You slide one willing ally who is adjacent to the target to any other square adjacent to the target. The ally can move through the target's square.

*You contain your foe, enabling one of your allies to move around behind him.*

Warlord Attack 7

PHB-148

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## BEAT THEM INTO THE GROUND

Martial, Weapon  
Standard Action **Melee weapon**  
STR vs FORT **One creature**

**Hit:** 2[W] + Strength modifier damage, and the target is knocked prone. Every ally within 5 squares of you makes a basic attack on one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.

**Tactical Presence:** Your allies gain a bonus to the attack rolls granted by this power equal to your Intelligence modifier.

*You sweep the legs out from under your adversary and knock him to the ground with a mighty overhead swing. Your allies, inspired by the sight, follow suit.*

Warlord Attack 13

PHB-149

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## BOLSTERING BLOW

Martial, Weapon  
Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 3[W] + Strength modifier damage, and you grant 10 temporary hit points to an ally within 5 squares of you.

**Inspiring Presence:** You grant your ally temporary hit points equal to 10 + your Charisma modifier.

*Your attack inspires a nearby ally, keeping her in the fight.*

Warlord Attack 13

PHB-149

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## DENYING SMITE

Martial, Weapon  
Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 3[W] + Strength modifier damage.

**Effect:** Choose one ally within 5 squares of you. The target cannot attack that ally with melee attacks or ranged attacks until the end of your next turn.

*No matter how he maneuvers, something comes between the villain and his quarry—and that something is you!*

Warlord Attack 13

PHB-149

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## FURY OF THE SIROCCO

Martial, Weapon  
Standard Action **Close burst 1**  
STR vs AC **Each enemy in burst you can see**

**Hit:** 1[W] + Strength modifier damage, and you slide the target 1 square.

*The sirocco drives the desert sands in a thousand directions. So too does your furious attack scatter your enemies and drive them where you want them to go.*

Warlord Attack 13

PHB-149

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## WARLORD'S BANNER

Healing, Martial  
Standard Action **Close burst 5**  
**Each ally in burst**

**Effect:** Each target can spend a healing surge. Until the end of your next turn, each target gains a +2 power bonus to attack rolls.

*You rally your closest troops before sending them into battle.*

Warlord Utility 16

PHB-150

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**



## BATTLE ON

Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage, and every ally within 5 squares of you makes a saving throw.

**Inspiring Presence:** Your allies gain a bonus to the saving throw equal to your Charisma modifier.

*You rally your forces with a battle cry and a calculated blow against the enemy.*

Warlord Attack 17

PHB-150

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## HAIL OF STEEL

Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 2[W] + Strength modifier damage, and every ally within 5 squares of you makes a basic attack against the target.

*You level your weapon at your enemy, then pull it back and lunge forward. As your attack strikes true, your allies rain death down upon him.*

Warlord Attack 17

PHB-150

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## THUNDEROUS FURY

Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature

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

**Tactical Presence:** Until the end of your next turn, your allies gain a power bonus to attack rolls against the target equal to your Intelligence modifier.

*The ferocity of your blow quiets the storm of battle for a moment.*

Warlord Attack 17

PHB-150

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## WARLORD'S RUSH

Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage. Allies who have line of sight to you can move their speed.

**Miss:** One ally who has line of sight to you (your choice) can move his or her speed.

*Like a wild, terrible storm, you hurl yourself at your foe. Your allies are swept along on the force of your wrath.*

Warlord Attack 17

PHB-150

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## GREAT DRAGON WAR CRY

Fear, Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature

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

**Inspiring Presence:** Until the end of the encounter, your allies gain a power bonus to their attack rolls against weakened enemies equal to your Charisma modifier.

*You unleash a terrifying battle cry as you attack. The veins of your foes run cold whenever your allies strike.*

Warlord Attack 23

PHB-151

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## PILLAR TO POST

Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature flanked by you and an ally

**Hit:** 3[W] + Strength modifier damage, and the ally can make a melee basic attack against the target as a free action. If the ally's attack hits, you make a secondary attack against the target.

**Secondary Attack:** Strength vs. AC

**Secondary Hit:** 1[W] + Strength modifier damage.

*You strike your foe and send him careening into a waiting ally, who sends the foe stumbling back toward you.*

Warlord Attack 23

PHB-151

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## RABBITS AND WOLVES

Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 4[W] + Strength modifier damage. Any two allies of your choice within 10 squares of you can shift their speed.

*Between swings and parries, you direct beleaguered allies to safety while calling in fresh reinforcements.*

Warlord Attack 23

PHB-151

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## SUDDEN ASSAULT

Martial, Weapon

Standard Action **WARLORD'S RUSH** **WORDS** **WORDS**  
STR vs AC **ON** **R** † Melee weapon  
**ATTACK** **TARGET** One creature

**Hit:** 1[W] + Strength modifier damage, and an ally of your choice within 5 squares of you takes a standard action.

**Tactical Presence:** Your ally gains a power bonus to attack rolls against targets adjacent to you equal to your Intelligence modifier. This bonus applies only to attack rolls made using the standard action granted by this power.

*Your slashing blow spurs an ally into action.*

Warlord Attack 23

PHB-151

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

## CHIMERA BATTLESTRIKE

Martial, Weapon

Standard Action **Close burst 1**

STR vs REF Each enemy in burst you can see

**Hit:** 3[W] + Strength modifier damage, and you slide the target 2 squares.

**Tactical Presence:** You slide the target a number of squares equal to 1 + your Intelligence modifier.

*With a roaring battle cry, you strike nearby foes and thrust them back, changing the complexion of the battlefield.*

Warlord Attack 27

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ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

## DEVASTATING CHARGE

Martial, Weapon

Standard Action **Melee weapon**

STR vs AC One creature

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

**Hit:** 4[W] + Strength modifier damage. Until the end of your next turn, any ally who has line of sight to you gains a bonus to damage rolls equal to your Charisma modifier when he or she makes a melee basic attack as part of a charge.

*The fury of your assault is as shocking as the gaping wound you open in your enemy.*

Warlord Attack 27

PHB-152

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

## INCITE HEROISM

Martial, Weapon

Standard Action **Melee weapon**

STR vs AC One creature

**Hit:** 4[W] + Strength modifier damage, and each ally in your line of sight gains 20 temporary hit points.

**Inspiring Presence:** You grant each ally additional temporary hit points equal to your Charisma modifier.

*You deliver a massive blow to your enemy and usher your allies ever closer toward victory. Your words and deeds raise their spirits and inspire them to new acts of heroism.*

Warlord Attack 27

PHB-152

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

## WARLORD'S DOOM

Martial, Weapon

Standard Action **Melee weapon**

STR vs AC One creature

**Hit:** 4[W] + Strength modifier damage, and until the end of your next turn, you can choose an effect currently on the target. The target fails its next saving throw against that effect.

*You break your adversary's resolve with a ferocious strike.*

Warlord Attack 27

PHB-152

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

## FORCE RETREAT

Martial, Weapon

Standard Action **Melee weapon**

STR vs REF One creature

**Hit:** 1[W] damage, and you push the target a number of squares equal to your Intelligence modifier. Make a secondary attack.

**Secondary Target:** Each enemy that was adjacent to the primary target, is its size or smaller, and is within your melee reach.

**Secondary Attack:** Strength vs. Fortitude

**Secondary Hit:** 2d6 + Strength modifier damage, and you push the secondary target 1 square.

*You hurl yourself into your adversary, knocking him back into his allies and causing them all to stumble away from you.*

Battle Captain Attack 11

PHB-153

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

## SKIRMISH PLOY

Martial, Weapon

Standard Action **Melee weapon**

STR vs REF One creature

**Hit:** 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn. In addition, you slide the target 2 squares, and an ally within 2 squares of you shifts 1 square nearer to the target.

*You score a glancing blow, which you turn into an opportunity to thrust your enemy out of position and into the path of a nearby ally.*

Combat Veteran Attack 11

PHB-154

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

## MISS ME ONCE

Martial

Immediate Interrupt **Ranged 10**

ATTACK TARGET

**Trigger:** An enemy within range and in your line of sight misses you with an attack.

**Effect:** The enemy grants combat advantage to each ally who has line of sight to it until the start of its next turn.

*You dodge an enemy's attack, then look at him as though he were already dead.*

Combat Veteran Utility 12

PHB-154

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS

## SLASH AND PRESS

Martial, Weapon

Standard Action **Melee weapon**

STR vs AC One creature

**Hit:** 3[W] + Strength modifier damage.

**Effect:** After making the attack, you push all adjacent enemies 1 square.

*You slash your enemy across the midsection and push it back. You then turn with a snarl and beat back all other nearby foes.*

Knight Commander Attack 11

PHB-155

ENCOUNTER EXPLOIT DUNGEONS & DRAGONS



# BREAK THEIR NERVE

Martial **KEYWORDS** USED

Minor Action **RAI** Melee 1  
**ATTACK** **TARGET** One enemy

**Effect:** The target is marked until the end of your next turn.

*You make your enemy second-guess its decision to face you and your comrades in battle.*

Knight Commander Utility 12 PHB-155

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

# BLADE FLURRY

Martial, Weapon **KEYWORDS** USED

Standard Action **RAI** Melee weapon  
**ATTACK** **TARGET** One creature

**Requirement:** You must be wielding a heavy blade.  
**Hit:** 2[W] + Strength modifier damage, and you can shift 1 square. Make a secondary attack.

**Secondary Target:** One creature  
**Secondary Attack:** Strength vs. AC  
**Secondary Hit:** 1[W] + Strength modifier damage.

*You slash a foe, swoop to one side, and swing your blade against the same foe or another enemy within your reach.*

Sword Marshal Attack 11 PHB-155

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

**KEYWORDS** USED

**ACTION** **RANGE**

**ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

**CLASS** **LEVEL** **PAGE**

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

**KEYWORDS** USED

**ACTION** **RANGE**

**ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

**CLASS** **LEVEL** **PAGE**

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

**KEYWORDS** USED

**ACTION** **RANGE**

**ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

**CLASS** **LEVEL** **PAGE**

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

**KEYWORDS** USED

**ACTION** **RANGE**

**ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

**CLASS** **LEVEL** **PAGE**

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

**KEYWORDS** USED

**ACTION** **RANGE**

**ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

**CLASS** **LEVEL** **PAGE**

ENCOUNTER EXPLOIT **DUNGEONS & DRAGONS**

**KEYWORDS** USED

**ACTION** **RANGE**

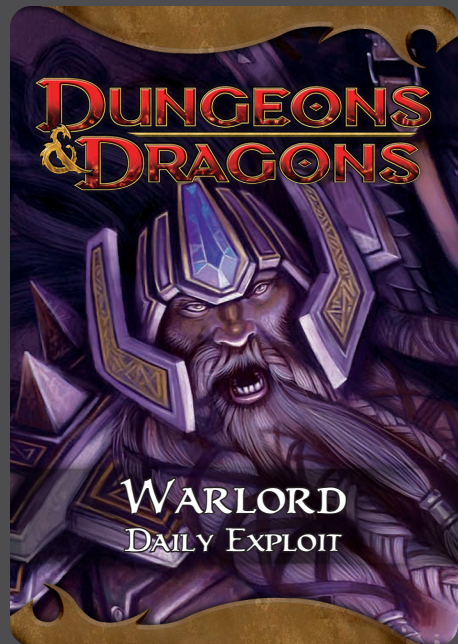
**ATTACK** **DEFENSE** **TARGET**

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

**CLASS** **LEVEL** **PAGE**

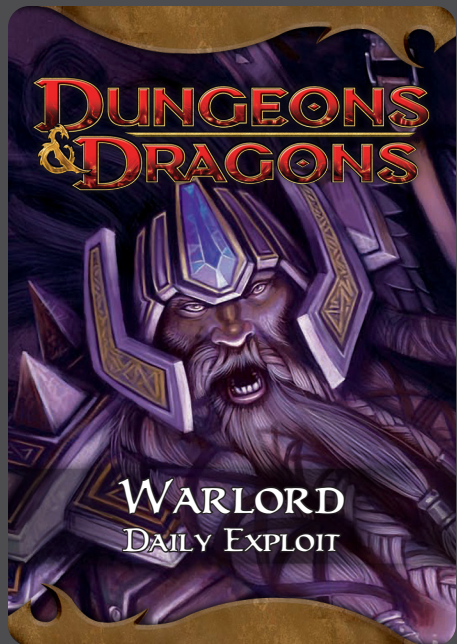
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**DUNGEONS  
& DRAGONS**



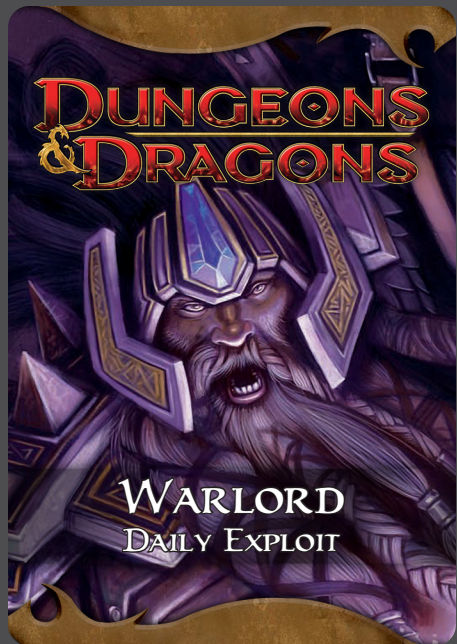
**WARLORD**  
DAILY EXPLOIT

**DUNGEONS  
& DRAGONS**



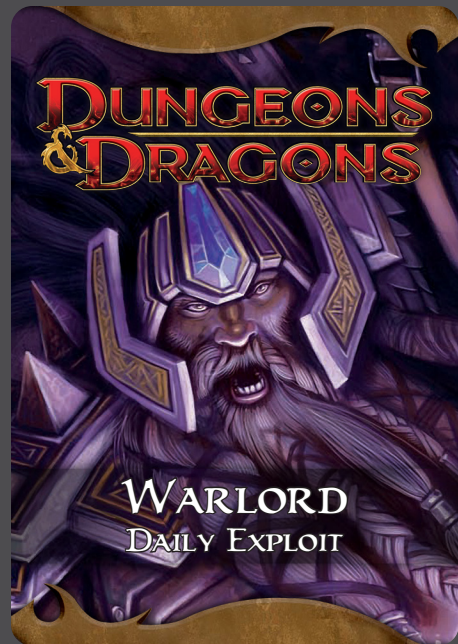
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DAILY EXPLOIT

**DUNGEONS  
& DRAGONS**



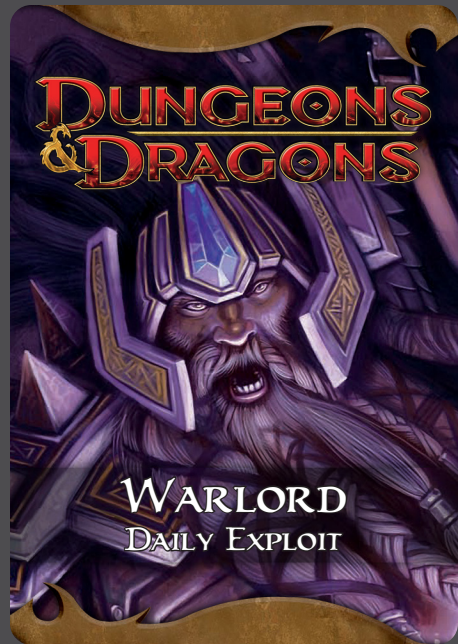
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DAILY EXPLOIT

**DUNGEONS  
& DRAGONS**



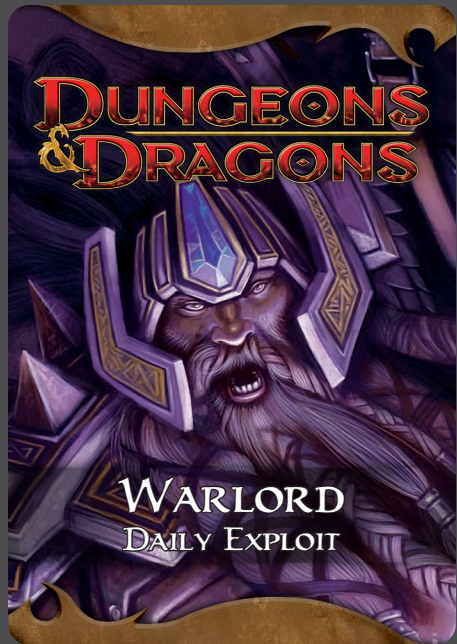
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DAILY EXPLOIT

**DUNGEONS  
& DRAGONS**



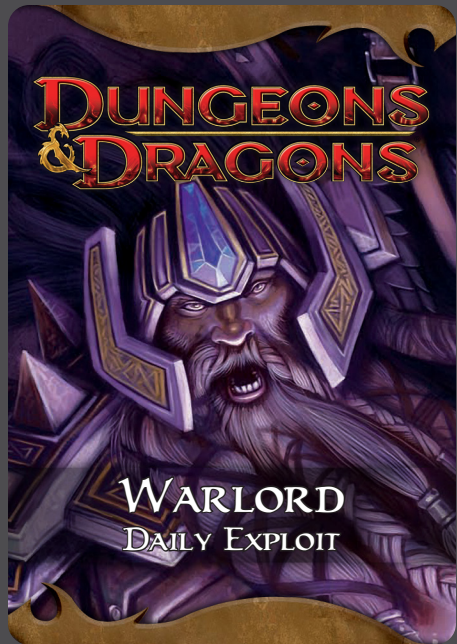
**WARLORD**  
DAILY EXPLOIT

**DUNGEONS  
& DRAGONS**



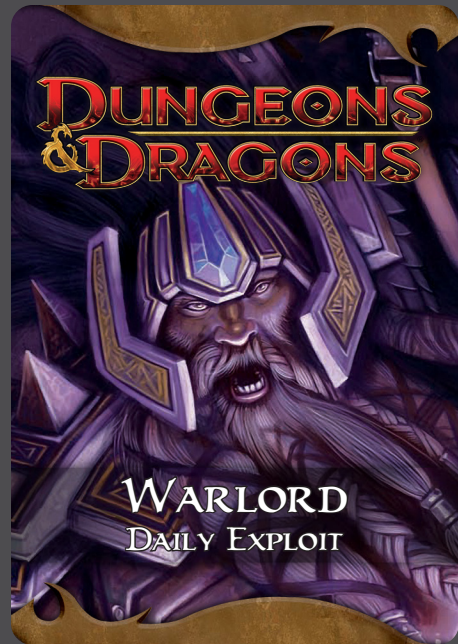
**WARLORD**  
DAILY EXPLOIT

**DUNGEONS  
& DRAGONS**



**WARLORD**  
DAILY EXPLOIT

**DUNGEONS  
& DRAGONS**



**WARLORD**  
DAILY EXPLOIT

## BASTION OF DEFENSE

Martial, Weapon

Standard Action **WARLORD ATTACK** **R** † Melee weapon  
STR vs AC **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage. Allies within 5 squares of you gain a +1 power bonus to all defenses until the end of the encounter.

**Effect:** Allies within 5 squares of you gain temporary hit points equal to 5 + your Charisma modifier.

*Honorable warriors never fall!*

Warlord Attack 1

PHB-146

DAILY EXPLOIT

DUNGEONS & DRAGONS

## LEAD THE ATTACK

Martial, Weapon

Standard Action **WARLORD ATTACK** **R** † Melee weapon  
STR vs AC **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage. Until the end of the encounter, you and each ally within 5 squares of you gain a power bonus to attack rolls against the target equal to 1 + your Intelligence modifier.

**Miss:** Until the end of the encounter, you and each ally within 5 squares of you gain a +1 power bonus to attack rolls against the target.

*Under your direction, arrows hit their marks and blades drive home.*

Warlord Attack 1

PHB-146

DAILY EXPLOIT

DUNGEONS & DRAGONS

## PIN THE FOE

Martial, Weapon

Standard Action **WARLORD ATTACK** **R** † Melee weapon  
STR vs AC **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage.

**Effect:** Until the end of the encounter, the target cannot shift if at least two of your allies (or you and one ally) are adjacent to it.

*No matter where your foe turns, one of your allies is waiting for him.*

Warlord Attack 1

PHB-146

DAILY EXPLOIT

DUNGEONS & DRAGONS

## WHITE RAVEN ONSLAUGHT

Martial, Weapon

Standard Action **WARLORD ATTACK** **R** † Melee weapon  
STR vs AC **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage, and you slide an adjacent ally 1 square. Until the end of the encounter, whenever you or an ally within 10 squares of you makes a successful attack, the attacker slides an adjacent ally 1 square.

**Miss:** Choose one ally within 10 squares. Until the end of the encounter, the ally slides an adjacent ally 1 square after making a successful attack.

*You lead the way with a powerful attack, using your success to create an opportunity for one of your allies. Each of your comrades in turn seizes on your example and begins to display true teamwork.*

Warlord Attack 1

PHB-146

DAILY EXPLOIT

DUNGEONS & DRAGONS

## STAND THE FALLEN

Healing, Martial, Weapon

Standard Action **WARLORD ATTACK** **R** † Melee weapon  
STR vs AC **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage.

**Effect:** Each ally within 10 squares can spend a healing surge and regain additional hit points equal to your Charisma modifier.

*You will not be denied victory! A determined strike lifts the spirits of your beleaguered allies and restores their fighting spirit.*

Warlord Attack 5

PHB-147

DAILY EXPLOIT

DUNGEONS & DRAGONS

## TURNING POINT

Martial, Weapon

Standard Action **WARLORD ATTACK** **R** † Melee weapon  
STR vs AC **TARGET** One creature

**Hit:** 2[W] + Strength modifier damage. You or one ally within 5 squares makes a saving throw.

**Miss:** You or one ally makes a saving throw against one effect that the target caused and that a save can end.

*A well-placed strike catches your foe off guard and allows you or a nearby ally to shake off some effect.*

Warlord Attack 5

PHB-147

DAILY EXPLOIT

DUNGEONS & DRAGONS

## VILLAIN'S NIGHTMARE

Martial, Weapon

Standard Action **WARLORD ATTACK** **R** † Melee weapon  
STR vs REF **TARGET** One creature

**Hit:** 3[W] + Strength modifier damage.

**Effect:** Until the end of the encounter, when you are adjacent to the target and it walks or runs, you can cancel that movement as an immediate interrupt.

*You use weapon thrusts, lunges, and parries to hedge in your adversary, preventing him from moving away from you.*

Warlord Attack 5

PHB-147

DAILY EXPLOIT

DUNGEONS & DRAGONS

## QUICK STEP

Martial

Minor Action **WARLORD ATTACK** **R** † Ranged 10  
vs **TARGET** One ally

**Effect:** Increase the ally's speed by 2 until the end of the encounter.

*You spur an ally to move faster.*

Warlord Utility 6

PHB-147

DAILY EXPLOIT

DUNGEONS & DRAGONS



## STAND TOUGH

Healing, Martial **WORDS**

Minor Action **ON** **R** ↔ Close burst 5  
**ATTACK** You and each ally in burst

**Effect:** The targets regain hit points equal to 10 + your Charisma modifier.

*You fortify your allies with a few words of encouragement.*

Warlord Utility 6

PHB-147

DAILY EXPLOIT

DUNGEONS & DRAGONS

## IRON DRAGON CHARGE

Martial, Weapon **WORDS**

Standard Action **ON** **R** ↓ Melee weapon  
**ATTACK** STR vs AC One creature

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

**Hit:** 3[W] + Strength modifier damage.

**Effect:** Until the end of the encounter, as an immediate reaction, an ally of your choice within 5 squares of you can charge a target that you charge.

*Like a rampaging iron dragon, you hurl yourself at your adversary, landing a terrific blow that inspires your allies to charge as well.*

Warlord Attack 9

PHB-148

DAILY EXPLOIT

DUNGEONS & DRAGONS

## KNOCK THEM DOWN

Martial, Weapon **WORDS**

Standard Action **ON** **R** ↓ Melee weapon  
**ATTACK** STR vs AC One creature

**Hit:** 3[W] + Strength modifier damage, and the target is knocked prone. Every ally within 10 squares of you can move 3 squares and make a melee basic attack against one target of his or her choice as a free action. These attacks deal no damage but knock a target prone on a hit.

**Miss:** Half damage, and the target is knocked prone.

*The rhythm of your enemies hitting the ground is music to your ears.*

Warlord Attack 9

PHB-148

DAILY EXPLOIT

DUNGEONS & DRAGONS

## WHITE RAVEN STRIKE

Martial, Weapon **WORDS**

Standard Action **ON** **R** ↓ Melee weapon  
**ATTACK** STR vs AC One creature

**Hit:** 3[W] + Strength modifier damage.

**Effect:** One or two allies within 10 squares gain 15 temporary hit points. If you dropped the target to 0 hit points or fewer with this attack, add your Charisma modifier to the temporary hit points your allies gain.

*You land a punishing blow that ignites the fire within your allies and keeps them alive on the battlefield.*

Warlord Attack 9

PHB-149

DAILY EXPLOIT

DUNGEONS & DRAGONS

## DEFENSIVE RALLY

Healing, Martial **WORDS**

Standard Action **ON** **R** ↔ Close burst 5  
**ATTACK** Each ally in burst

**Effect:** Each target can spend a healing surge and make a saving throw against any single effect that a save can end. In addition, all targets gain a +2 power bonus to all defenses until the end of your next turn.

*You marshal your comrades and provide instructions to help them prevail.*

Warlord Utility 10

PHB-149

DAILY EXPLOIT

DUNGEONS & DRAGONS

## EASE SUFFERING

Martial **WORDS**

Minor Action **ON** **R** Personal  
**ATTACK** TARGET

**Effect:** Allies ignore ongoing damage on any turn they start adjacent to you, neither taking ongoing damage nor making saving throws to end it. This effect persists until the end of the encounter or for 5 minutes.

*Your nearby presence is enough to ease the suffering of your allies.*

Warlord Utility 10

PHB-149

DAILY EXPLOIT

DUNGEONS & DRAGONS

## TACTICAL SHIFT

Martial **WORDS**

Immediate Interrupt **ON** **R** Ranged 10  
**ATTACK** TARGET

**Trigger:** A creature hits your ally with a melee or a ranged attack.

**Effect:** The ally can shift a number of squares equal to 1 + your Intelligence modifier.

*Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.*

Warlord Utility 10

PHB-149

DAILY EXPLOIT

DUNGEONS & DRAGONS

## MAKE THEM BLEED

Martial, Weapon **WORDS**

Standard Action **ON** **R** ↓ Melee weapon  
**ATTACK** STR vs AC One creature

**Hit:** 3[W] + Strength modifier damage, and ongoing 5 damage (save ends).

**Effect:** Until the end of the encounter, when you or an ally hits the target, that attack also deals ongoing 5 damage (save ends).

*You bleed your foe with a wicked strike, exposing a fatal flaw in its armor.*

Warlord Attack 15

PHB-149

DAILY EXPLOIT

DUNGEONS & DRAGONS

## RENEW THE TROOPS

Healing, Martial, Weapon

Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 3[W] + Strength modifier damage. Each ally who has line of sight to you regains hit points as if he or she had spent a healing surge. Add your Charisma modifier to the hit points regained.

**Miss:** Each ally who has line of sight to you regains hit points equal to 10 + your Charisma modifier.

*Seeing the beast quail before your onslaught gives your allies the courage to fight on.*

Warlord Attack 15

PHB-149

DAILY EXPLOIT

DUNGEONS & DRAGONS

## WARLORD'S GAMBIT

Martial, Weapon

Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 4[W] + Strength modifier damage.

**Effect:** The target gains a +2 bonus to attack rolls and damage rolls against you until the end of the encounter. When the target attacks you, an ally of your choice within a number of squares equal to your Intelligence modifier can make a basic attack against the target as an immediate interrupt.

*You provoke your adversary with a bold stroke. Each time he lunges at you, he recklessly sets up your forces for victory.*

Warlord Attack 15

PHB-150

DAILY EXPLOIT

DUNGEONS & DRAGONS

## HERO'S DEFIANCE

Martial

Standard Action **Ranged 10**  
ATTACK **You or one ally**

**Effect:** The target succeeds on a saving throw.

*You fight off an adverse affliction or enable an ally to do the same.*

Warlord Utility 16

PHB-150

DAILY EXPLOIT

DUNGEONS & DRAGONS

## WHITE RAVEN FORMATION

Martial

Standard Action **Close burst 5**  
ATTACK **Each ally in burst**

**Effect:** Each target can take a move action.

*You forego attacks and focus on redirecting your allies.*

Warlord Utility 16

PHB-150

DAILY EXPLOIT

DUNGEONS & DRAGONS

## BREAK THE TEMPO

Martial, Weapon

Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 4[W] + Strength modifier damage.

**Effect:** If the target attacks before the end of your next turn, you can use an immediate interrupt to move 4 squares and make a melee basic attack against the target. If you deal damage, the target takes a penalty to its attack roll equal to your Intelligence modifier.

**Sustain Minor:** The effect continues until the end of your next turn.

*You dash about while assailing your foe with a multitude of wellaimed blows, throwing it off balance.*

Warlord Attack 19

PHB-150

DAILY EXPLOIT

DUNGEONS & DRAGONS

## VICTORY SURGE

Martial, Weapon

Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 2[W] + Strength modifier damage. Until the start of your next turn, every ally within 10 squares of you can follow up a standard action with a basic attack made as a free action.

**Miss:** Until the start of your next turn, one ally of your choice within 10 squares of you can follow up a standard action with a basic attack made as a free action.

**Sustain Minor:** Until the start of your next turn, one ally of your choice within 10 squares of you can follow up a standard action with a basic attack made as a free action.

*Victory is within your grasp, so with a mighty roar, you push your allies to seize every opportunity and fight like never before.*

Warlord Attack 19

PHB-151

DAILY EXPLOIT

DUNGEONS & DRAGONS

## WINDMILL OF DOOM

Martial, Weapon

Standard Action **Melee weapon**  
STR vs AC **One creature**

**Hit:** 3[W] + Strength modifier damage. Each ally who is adjacent to the target makes a melee basic attack against it as a free action.

**Miss:** One ally of your choice adjacent to the target makes a melee basic attack against it as a free action.

*You cleverly maneuver your adversary into a perfect flanking position. As you land the deciding blow, your surrounding allies strike hard from all sides.*

Warlord Attack 19

PHB-151

DAILY EXPLOIT

DUNGEONS & DRAGONS

## HEART OF THE TITAN

Martial

Standard Action **Ranged 10**  
ATTACK **You or one ally**

**Effect:** The target gains temporary hit points equal to his or her healing surge value + your Charisma modifier. Until the target loses as many temporary hit points as he or she gained from this power, the target adds your Charisma modifier to damage rolls and can't be dazed, immobilized, pulled, pushed, restrained, slid, slowed, stunned, or weakened.

*You level your weapon at your enemies and utter a grim threat that leaves them fearing for their lives. With great words, you turn yourself or an ally into a battle-hardened juggernaut.*

Warlord Utility 22

PHB-151

DAILY EXPLOIT

DUNGEONS & DRAGONS

## HEROIC SURGE

Healing, Martial **KEYWORDS**

Immediate Reaction **ON TARGET** ← Close burst 5

**ATTACK** **TARGET**

**Trigger:** You or an ally within 5 squares of you takes damage.

**Effect:** You and each ally in the burst can spend a healing surge. Add your Charisma modifier to the hit points regained.

*The sight of one of your allies taking a hit fills you with resolve and compassion, and you turn that dark moment into a heroic surge toward victory.*

Warlord Utility 22

PHB-151

DAILY EXPLOIT

DUNGEONS & DRAGONS

## OWN THE BATTLEFIELD

Martial **KEYWORDS**

Standard Action **ON TARGET** ← Close burst 10

**ATTACK** Each enemy in burst you can see

**Effect:** You slide each target a number of squares equal to your Intelligence modifier.

*Like a puppet master, you position your enemies exactly where you want them.*

Warlord Utility 22

PHB-151

DAILY EXPLOIT

DUNGEONS & DRAGONS

## RELENTLESS ASSAULT

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ↓ Melee weapon

STR vs AC **ATTACK** **TARGET** One creature

**Hit:** 5[W] + Strength modifier damage.

**Effect:** Until the end of the encounter, when you or an ally scores a critical hit, you and each ally can make a basic attack as a free action.

*You bring your weapon down hard, and your enemy is engulfed by a cloud of crimson mist. A fierce battle cry throws your allies into a blood-stoked frenzy.*

Warlord Attack 25

PHB-152

DAILY EXPLOIT

DUNGEONS & DRAGONS

## STIR THE HORNET'S NEST

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ↗ Ranged weapon

STR vs AC **ATTACK** **TARGET** One creature

**Requirement:** You must be wielding a heavy thrown weapon.

**Hit:** 6[W] + Strength modifier damage. Until the end of the encounter, your allies add your Intelligence modifier to attack rolls and damage rolls when making ranged attacks against the target.

**Miss:** Each ally makes a ranged basic attack against the target as a free action, gaining a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

*"Have at thee, villain! Feel the sting of a thousand angry hornets."*

Warlord Attack 25

PHB-152

DAILY EXPLOIT

DUNGEONS & DRAGONS

## WHITE RAVEN'S CALL

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ↓ Melee weapon

STR vs AC **ATTACK** **TARGET** One creature

**Hit:** 6[W] + Strength modifier damage, and you and all of your allies within 10 squares of you make saving throws against any single effect that a save can end.

**Miss:** Each of your allies within 10 squares of you makes a saving throw against any effect that the target caused and that a save can end.

*You unleash a brutal deluge of attacks upon your hated foe, calling out to your allies to stand their ground and shake off their weariness.*

Warlord Attack 25

PHB-152

DAILY EXPLOIT

DUNGEONS & DRAGONS

## DEFY DEATH

Healing, Martial, Weapon **KEYWORDS**

Immediate Interrupt **ON TARGET** ↓ Melee weapon

STR vs AC **ATTACK** **TARGET** The attacking creature

**Trigger:** A creature attacks your ally.

**Special:** As part of this action, you can move twice your speed to reach the target without provoking opportunity attacks.

**Hit:** 7[W] + Strength modifier damage, and the target's attack misses.

**Miss:** Half damage, and the target's attack deals half damage if it hits.

**Effect:** As an immediate reaction, the attacked ally can spend a healing surge.

*You leap to your ally's side and spare him from the jaws of death.*

Warlord Attack 29

PHB-152

DAILY EXPLOIT

DUNGEONS & DRAGONS

## STAND INVINCIBLE

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ↓ Melee weapon

STR vs AC **ATTACK** **TARGET** One creature

**Hit:** 7[W] + Strength modifier damage.

**Effect:** You and each ally within 5 squares of you gain a +4 power bonus to all defenses and resist 5 to all damage until the end of your next turn.

**Sustain Minor:** The effect continues.

*You throw everything you have at the enemy and become a beacon of strength and perseverance for your allies.*

Warlord Attack 29

PHB-153

DAILY EXPLOIT

DUNGEONS & DRAGONS

## BOLT OF GENIUS

Martial **KEYWORDS**

Standard Action **ON TARGET** ↗ Ranged 5

**ATTACK** **TARGET** One ally

**Effect:** The target regains an encounter power he or she has already used.

*You share a moment of brilliant clarity with a close comrade.*

Battle Captain Utility 12

PHB-154

DAILY EXPLOIT

DUNGEONS & DRAGONS



### CUNNING FLURRY

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ← Close burst 1

STR vs AC **ATTACK** Each enemy in burst you can see

**Attack:** Strength vs. AC, one attack per target.

**Hit:** 2[W] + Strength modifier damage, and you push the target 1 square or knock the target prone.

**Miss:** Half damage, no push, and the target is not knocked prone.

*You whirl around like a cyclone of steel terror, slashing at foes. With each landed blow, you knock your enemy prone or send it stumbling backward.*

Battle Captain Attack 20 PHB-154

DAILY EXPLOIT **DUNGEONS & DRAGONS**

### SUPERIOR TACTICS

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ↓ Melee weapon

STR vs AC **ATTACK** One creature

**Hit:** 3[W] + Strength modifier damage, and you grant an action point to an ally within 10 squares of you. The action point disappears if it's not used by the end of the encounter.

**Miss:** An ally within 10 squares of you makes a basic attack as a free action.

*Your experience on the battlefield allows you to deal terrible wounds to your enemy and also brings out the best in your allies.*

Combat Veteran Attack 20 PHB-154

DAILY EXPLOIT **DUNGEONS & DRAGONS**

### CONTROL THE FIELD

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ↓ Melee weapon

STR vs AC **ATTACK** One creature

**Hit:** 3[W] + Strength modifier damage.

**Effect:** All of your enemies within 5 squares of you are marked until the end of your next turn. All enemies take ongoing damage equal to your Charisma modifier while the mark lasts.

*You dominate the field of battle to the extent that enemies find your mere presence overwhelming.*

Knight Commander Attack 20 PHB-155

DAILY EXPLOIT **DUNGEONS & DRAGONS**

### SWORD MARSHAL'S BOON

Martial **KEYWORDS**

Free Action **ON TARGET** → Personal

**Trigger:** You use a power that targets your allies but not you.

**Effect:** You are also targeted by the power.

*Warlord, help thyself!*

Sword Marshal Utility 12 PHB-155

DAILY EXPLOIT **DUNGEONS & DRAGONS**

### DIAMOND BLADE OF VICTORY

Martial, Weapon **KEYWORDS**

Standard Action **ON TARGET** ↓ Melee weapon

STR vs AC **ATTACK** One creature

**Requirement:** You must be wielding a heavy blade.

**Hit:** 2[W] + Strength modifier damage. For each ally within 2 squares of you, deal an extra 1[W] damage (maximum 6[W] + Strength modifier damage).

**Miss:** Half damage.

*The presence of stalwart allies adds to the fury of your strike, which slices through the armored shell of your enemy and cuts deep into bone.*

Sword Marshal Attack 20 PHB-155

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+	→
ACTION	←	*
VS		
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+	→
ACTION	←	*
VS		
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**

KEYWORDS		USED
ACTION	+	→
ACTION	←	*
VS		
ATTACK	DEFENSE	TARGET
ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.		
CLASS	LEVEL	PAGE

DAILY EXPLOIT **DUNGEONS & DRAGONS**