



## ENCOUNTER POWERS

### Backstab Free Action

**Effect:** When you attack an enemy within 5 squares granting combat advantage, gain +3 attack and +2d6 damage.

### Dirty Deed Standard Action †

**Target:** One creature granting combat advantage to you

**Attack:** +14 vs. Reflex **Hit:** Knocked prone.

**Effect:** One ally of yours adjacent to the target can make a melee basic attack against them as a free action.

### Low Slash Minor Action †

**Target:** One creature **Attack:** +20 vs. Reflex

**Hit:** 1d8+14 damage, slide the target 1 square, and they are slowed until the end of your next turn. Deal an extra +2 damage if you're flanking.

### Striker's Gate Standard Action †

**Target:** One creature

**Effect:** Teleport 5 squares to a space adjacent to target, gain combat advantage against them until the end of your turn and make the following attack.

**Attack:** +20 vs. AC **Hit:** 2d8+14 damage.

**Special (Rift Dancer Boots):** After this attack, at any point before your turn ends, teleport up to your speed.

## UTILITY POWERS & MISC.

### Fey Step Move Action

**Effect:** Teleport up to 5 squares.

### Second Wind Standard Action

**Effect:** Spend a healing surge, and gain +2 defenses until start of your next turn.

### Cunning Escape Interrupt

**Effect:** When an enemy attacks you, gain +4 defenses against their attack, and at end of their turn shift 3 squares.

### Acrobat's Escape Reaction

**Trigger:** An enemy enters a square adjacent to you

**Effect:** The enemy is immobilized until start of its next turn, and you shift 6 squares to a space not adjacent to them.

### Agile Recovery Minor Action

**Effect:** You stand up from prone.

### Chameleon Interrupt

**Trigger:** When you're hidden and lose cover or concealment

**Effect:** Make a Stealth check. If your check beats the triggering enemy's passive Perception you remain hidden from it, and until the end of your next turn, you can remain hidden from it without needing any cover or concealment.

## CONSUMABLE ITEMS

### Hag's Doorknob Minor Action

**Effect:** You place the doorknob on a wall adjacent to you and create a 5-foot-diameter passageway. The opening can be up to 2 squares long, and it leads to the area directly on the other side of the wall. Until the end of the encounter, creatures can use the passageway to move through the wall. The doorknob does not work on a horizontal surface. If a creature is in the passageway when it vanishes, the creature is shunted to the nearest unoccupied space. The passageway does not compromise the wall's structural integrity.

### Potion of Fire Resistance Minor Action

**Effect:** You drink the potion and instead of normal healing gain resist 5 fire damage until the end of the encounter.

### Elixir of Gaseous Form Minor Action

**Effect:** You drink the elixir and take the form of a misty cloud until the end of the encounter or until you end the effect as a standard action. All your gear is absorbed into the cloud and is inaccessible. While gaseous, you are insubstantial, gain fly speed 6, can hover, and can move unhindered through tiny openings; however, you cannot attack.

### Goodnight Tincture Minor Action

**Effect:** You apply this elixir to food or drink. A creature that consumes the food or drink is subject to the following attack after 1 minute: +17 vs. Fortitude; on a hit the creature falls unconscious for 1 hour or until is attacked or moved violently.

### Potion of Vigor Minor Action

**Effect:** When you drink this potion, spend a healing surge and instead of normal healing gain 15 temporary hit points.

## MAGIC ITEM POWERS

### Quicksilver Blade Free Action

**Effect:** When you score a critical hit with this weapon, gain a move action that you must use on your turn.

### Knifethrower's Gloves Free Action

**Effect:** When you hit with a thrown dagger, add +5 damage.

### Periapt of Health Minor Action

**Effect:** End one condition on you that a save can end.