

# DUNGEONS & DRAGONS<sup>®</sup>

## 4TH EDITION SYSTEM REFERENCE DOCUMENT



Last Updated: February 27, 2009



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## USAGE GUIDELINES

These Usage Guidelines are presented to help you use this System Reference Document (SRD) and the 4E References it contains, as well as to help you in using the DUNGEONS & DRAGONS® (D&D) Core Rulebooks to create your own Licensed Product. Despite appearing in this SRD, these Usage Guidelines are not 4E References, and they may not be reprinted or otherwise reproduced. For these guidelines, the Core Rulebooks are defined as the D&D 4th Edition (4E) PLAYER'S HANDBOOK® (PH), PLAYER'S HANDBOOK® 2 (PH2), DUNGEON MASTER'S GUIDE® (DMG), MONSTER MANUAL® (MM), MONSTER MANUAL® 2 (MM2), and ADVENTURER'S VAULT™ (AV). Your use of the SRD is subject to your continued compliance with the 4E Game System License (GSL) and these Usage Guidelines.

### USING THE SRD

The SRD that follows these Usage Guidelines is a straightforward list of 4E References, which you may use in your Licensed Product. It also contains blank formatting templates (statblock templates) for presentations such as monster statistics, poison statistics, skill challenges, and so on. These Usage Guidelines also tell you how to use needed material that doesn't appear as a specific 4E Reference.

You may use any 4E Reference in your Licensed Product, assuming the reader knows or can learn the meaning of that 4E Reference from the Core Rulebooks. Differing forms of a 4E Reference, such as a plural form, are assumed to be part of that 4E Reference. You may use such differing forms as needed to allow a clear exchange of ideas in your Licensed Product.

Use the stat block templates identified and included in the SRD as guidelines (not constraints) for producing your own original content requiring such formatting. Since your content will resemble like content in the Core Rulebooks, it will be more readily usable. You may not reproduce the blank stat block templates included in the SRD in a Licensed Product.

To remain in compliance with the GSL, you may not reproduce any running text, statistics block, or table from the Core Rulebooks, nor may you define, redefine, or alter the definition of any 4E Reference. Nothing in these guidelines should be taken as contrary to these GSL requirements.

### ADDING ORIGINAL MATERIAL

Per Section 4.1 of the GSL, you can add functions to 4E References as long as, in doing so, you don't redefine that 4E Reference. For example, simply adding a use for the Athletics skill doesn't redefine the whole skill, so you could create such a new use.

### APPLIED MECHANICAL RESULTS

You may print the results of applied mechanics within the context of your Licensed Product. For example, you may not reprint the statistics of a kobold wrympriest or the lich

template in a Licensed Product, nor may you define these 4E References. You may, however, print a kobold wrympriest lich that you create and that is relevant to your Licensed Product. Similarly, when you create an NPC, you may apply the NPC Magic Threshold (D&D 4E *Dungeon Master's Guide*, page 187) rule to that NPC. You might also print the specific attack bonus and damage for an NPC's paladin power, even though you cannot reprint the power text from the D&D 4E *Player's Handbook*.

### CITATION

You may, as needed, cite the source of a 4E Reference for ease of player use. When you do so, you may cite the Core Rulebook the 4E Reference comes from by title alone. The proper format for such citation is: See the [Core Rulebook Title]. The first citation of a particular Core Rulebook in your Licensed Product should appear in small caps. Later Citations may appear in italics. You may alter the citation to fit your running text. Examples:

This encounter uses the rules for Aquatic Combat (see the D&D 4E DUNGEON MASTER'S GUIDE).

**Hazard:** Treacherous Ice Sheet (see the D&D 4E *Dungeon Master's Guide*).

**Monsters** (see the D&D 4E MONSTER MANUAL): Bugbear Strangler, 2 Bugbear Warriors, and 3 hobgoblin soldiers.

Since the grimlocks have blindsight, you should review the rules for that sense, which are found in the D&D 4E *Monster Manual*.

The evil wizard might use a power to push a PC off the ledge. See the D&D 4E PLAYER'S HANDBOOK for rules on Pull, Push, and Slide and on Falling.

**Adamantine Strike** (Level 27 Fighter Encounter Attack Exploit; see the D&D 4E *Player's Handbook*).

### MAP SYMBOLS

Your maps may use symbols identical to or like those depicted in the D&D 4E *Dungeon Master's Guide*, page 112.

### RULES INFLUENCE

While you may not reproduce running text and tables from the Core Rulebooks, you may create original material that reflects the influence of rules and guidelines in the Core Rulebooks.

For instance, you may create powers that resemble those in D&D 4E *Player's Handbook*. You may use the guidelines in Chapter 6: Adventures of the D&D 4E *Dungeon Master's Guide* to influence how you create your own adventures. Similarly, you may use the rules for Treasure

Parcels (D&D 4E *Dungeon Master's Guide*, page 126) to create treasure hoards in your adventure.

## TABLE USAGE

Although you can't reproduce any table excluded from the SRD, you can use the mechanical expressions identified in association with the tables listed in this section. This usage must be in context relevant to your original work in your Licensed Product. The section on Applied Mechanical Results reasonably covers parts of this section, but such tables are nevertheless included here for maximum clarity. In all cases, you should use the versions of these tables modified by the latest updates (@).

## D&D 4E PH, PH2, AND TABLES

### MAKING CHARACTERS

*Ability Modifiers* (Modifiers; page 17)

*Language* (Languages and speakers; page 25)

### RACES

Applied mechanical results of racial traits for individual races; PH pages 34-49; gnome, PH2 pages 10-11; half-orc, PH2 pages 14-15.

### CLASSES

Applied mechanical results of class abilities for individual character classes; PH pages 60-169; barbarian, PH2 pages 48-61; bard, PH 2 pages 66-77; druid, PH2 82-95; sorcerer, PH2 pages 136-147.

*Good, Lawful Good, and Unaligned Deities* (alignment and areas of influence; PH page 62)

*Evil and Chaotic Evil Deities* (alignment and areas of influence; PH page 62)

Skill Tables (Tasks and DCs; PH pages 180-189)

### EQUIPMENT

*Adventuring Gear* (Statistics; PH page 222)

*Alchemical Formulas* (Statistics; AV page 21)

*Alchemical Items* (Statistics; AV pages 21-23)

*Armor* (Statistics and applied mechanical results; PH page 214; AV pages 9-10)

*Barding* (Statistics and applied mechanical results; AV page 14)

*Enhancement* (Applied results of levels as they affect enhancement bonus; PH page 225)

*Food, Drink, and Lodging* (Statistics; PH page 222)

*Magic Item Prices* (Purchase prices; PH page 223)

*Melee Weapons* (Statistics and applied mechanical results; pages PH 218-219)

*Mount or Transport* (Statistics; PH page 222)

*Mounts* (Statistics; AV page 11)

*Ranged Weapons* (Statistics and applied mechanical results; PH page 219)

*Vehicle and Mount Speeds* (Statistics; AV page 15)

*Weapons and Size, One Handed and Two-Handed* (applied mechanical results; PH page 220)

### COMBAT

*Attack Modifiers* (applied mechanical results; PH page 279)

## D&D 4E DMG TABLES

### COMBAT ENCOUNTERS

*Listening Through a Door* (DCs; DMG page 37)

*Search the Room DCs* (DC suggestions; DMG page 41)

*Difficulty Class and Damage by Level* (DCs and Damage Expressions; DMG page 42)

### BUILDING ENCOUNTERS

*Experience Point Awards* (XP Numbers; DMG page 56)

–You may also total the XP.

*Skill Check Difficulty Class* (DCs; DMG page 61)

*DCs to Climb or Break through Walls* (DCs; DMG page 64)

*DCs to Break Down Doors* (DCs; DMG page 64)

*DCs to Open Portcullises* (DCs; DMG page 65)

*Object Properties* (AC, Reflex, Fortitude, Base HP; DMG page 65)

*Material or Composition* (Applied mechanical result of base HP x Hit Point Multiplier; DMG page 65)

*Example Light Sources* (Radius and Brightness; DMG page 67)

### NONCOMBAT ENCOUNTERS

*Skill Challenge Complexity* (Complexity, Successes, and Failures numbers in the context of a new skill challenge; DMG page 72)

### REWARDS

*Quest XP Rewards* (XP numbers; DMG page 122)

*Treasure Parcels* (Value numbers; DMG pages 126-129)

### THE WORLD

*Environmental Conditions* (DCs; DMG page 159)

### DM'S TOOLBOX

*Monster Magic Threshold* (Applied mechanical results of Level Bonus, as well as of enhancement bonus - Magic Threshold; DMG page 174)

*Monster Statistics by Role* (Applied mechanical result of Initiative bonus, Hit points, AC, Other defenses, Attack vs. AC, Attack vs. other defenses, and reduction for attacks that affect multiple creatures; DMG page 184)

*Damage by Level* (Damage Expressions; DMG page 185)

*NPC Ability Scores* (Applied mechanical results of ability score bonuses; DMG page 187)

*NPC Level Bonus and Magic Threshold* (Applied mechanical results of Level Bonus, as well as of enhancement bonus - Magic Threshold; DMG page 187)

## D&D 4E MM AND MM2 TABLES

*Monster Size* (Applied mechanical results of space and reach; page 6)

*Racial Traits* (Applied mechanical results of racial traits for individual races; MM pages 276-279; and duergar, MM2 page 220. *Does not include* Githyanki, Githzerai, Shadar-Kai, Shifter, or Warforged.

# D&D 4E PH, PH2, AND AV SRD

Player Character (PC)

## DICE

d4  
d6  
d8  
d10  
d12  
d20  
d100 (percentile dice or percentage dice)

## PLAYER CHARACTER

Level

## TIER

Heroic  
Paragon  
Epic

## ABILITY SCORE

Strength  
Constitution  
Dexterity  
Intelligence  
Wisdom  
Charisma

## ALIGNMENT

Lawful Good  
Good  
Unaligned  
Evil  
Chaotic Evil

## RACE

Racial Traits  
Speed

## VISION

Normal  
Low-light  
Darkvision

## LANGUAGE

Abyssal  
Common  
Deep Speech  
Draconic  
Dwarven  
Elven  
Giant  
Goblin  
Primordial  
Supernal

Script  
Rellanic  
Iokharic  
Davek  
Barazhad

## RACIAL POWER

[[SEE POWERS SECTION](#)]

## DRAGONBORN

Dragonborn fury  
Draconic heritage  
*Dragon Breath* (power)

## DWARF

Cast iron stomach  
Dwarven resilience  
Dwarven weapon proficiency  
Encumbered speed  
Stand your ground

## ELADRIN

Eladrin education  
Eladrin weapon proficiency  
Eladrin will  
Fey origin  
Trance  
*Fey Step* (power)

## ELF

Elven weapon proficiency  
Fey origin  
Group awareness  
Wild step  
*Elven Accuracy* (power)

## GNOME

Elven weapon proficiency  
Fey origin  
Master Trickster  
Reactive Stealth  
Trickster's Cunning  
*Fade Away* (power)

## HALF-ELF

Dilettante  
Dual heritage  
Group Diplomacy

## HALF-ORC

Half-Orc Resilience  
Swift Charge  
*Furious Assault* (power)

## HALFLING

Bold  
Nimble Reaction  
*Second Chance* (power)

## HUMAN

Human defense bonus

## TIEFLING

Bloodhunt  
Fire resistance  
*Infemal Wrath* (power)

[ [SEE ALSO 4E D&D MONSTER MANUAL SRD] ]

[ [RACIAL STATBLOCK TEMPLATE] ]

## RACE NAME

@*Flavor*

### RACIAL TRAITS

**Average Height:** @#

**Average Weight:** @# lb.

**Ability Scores:** +# [ability score], +# [ability score]

**Size:** @

**Speed:** # squares

**Vision:** @

**Languages:** @

**Skill Bonuses:** @

**Racial Trait:** @

**Racial Power:** @You can use [racial power] as a [power type] power.

@

Play a [race name] if you want . . .

◆ @

◆ @

◆ @

## PHYSICAL QUALITIES

@

## PLAYING A [RACE NAME]

@

[Race Name] **Characteristics:** @personality traits

**Names:** @Sometimes divided into gender lists.

## [RACE NAME] ADVENTURERS

@

[ [SEE ALSO POWER STATBLOCK TEMPLATES] ]

[ [END RACIAL STATBLOCK TEMPLATE] ]

## CLASS

Key Abilities

Armor Proficiencies

Weapon Proficiencies

Implement

Bonus to Defense

Hit Points

Healing Surges

Trained Skills

Class skills list

Class Skills

Class Feature

Power

Multiclass

Paragon Multiclassing

## ROLE

Controller

Defender

Leader

Striker

# BARBARIAN

Primal striker

## BARBARIAN BUILD OPTIONS

Rageblood barbarian

Thaneborn barbarian

## BARBARIAN CLASS FEATURES

Barbarian Agility

Feral Might

Rageblood Vigor

Thaneborn Triumph

Rage Strike

Rampage

## BARBARIAN POWERS

Evocation

### CLASS FEATURE EVOCATIONS

Rage Strike Barbarian Feature

Roar of Triumph Barbarian Feature

Swift Charge Barbarian Feature

### LEVEL 1 AT-WILL EVOCATIONS

Devastating Strike Barbarian Attack 1

Howling Strike Barbarian Attack 1

Pressing Strike Barbarian Attack 1

Recuperating Strike Barbarian Attack 1

### LEVEL 1 ENCOUNTER EVOCATIONS

Avalanche Strike Barbarian Attack 1

Bloodletting Barbarian Attack 1

Great Cleave Barbarian Attack 1

Vault the Fallen Barbarian Attack 1

### LEVEL 1 DAILY EVOCATIONS

Bloodhunt Rage Barbarian Attack 1

Macetail's Rage Barbarian Attack 1

Rage Drake's Frenzy Barbarian Attack 1

Swift Panther Rage Barbarian Attack 1

### LEVEL 2 UTILITY EVOCATIONS

Combat Sprint (Encounter) Barbarian Utility 2

Primal Vitality (Daily) Barbarian Utility 2

Stonebreaker (Encounter) Barbarian Utility 2

Tiger's Leap (Encounter) Barbarian Utility 2

### LEVEL 3 ENCOUNTER EVOCATIONS

Blade Sweep Barbarian Attack 3

Blood Strike Barbarian Attack 3

Daring Charge Barbarian Attack 3

Hammer Fall Barbarian Attack 3

Shatterbone Strike Barbarian Attack 3

### LEVEL 5 DAILY EVOCATIONS

Frost Wolf Rage Barbarian Attack 5

Silver Phoenix Rage Barbarian Attack 5

Thunder Hawk Rage Barbarian Attack 5

Vengeful Storm Rage Barbarian Attack 5

### LEVEL 6 UTILITY EVOCATIONS

Combat Surge (Daily) Barbarian Utility 6

Indomitable Shift (Daily) Barbarian Utility 6

Instinctive Charge (Daily) Barbarian Utility 6

Loss of Will (Encounter) Barbarian Utility 6

### LEVEL 7 ENCOUNTER EVOCATIONS

Curtain of Steel Barbarian Attack 7

Great Shout Barbarian Attack 7

Feast of Violence Barbarian Attack 7

Tide of Blood Barbarian Attack 7.

### LEVEL 9 DAILY EVOCATIONS

Black Dragon Rage Barbarian Attack 9

Oak Hammer Rage Barbarian Attack 9

Stone Bear Rage Barbarian Attack 9

White Tiger Rage Barbarian Attack 9

### LEVEL 10 UTILITY EVOCATIONS

Deny Death (Daily) Barbarian Utility 10

Heart Strike (Daily) Barbarian Utility 10

Mountain Roots (Daily) Barbarian Utility 10

Wellspring of Renewal (Encounter) Barbarian Utility 10

### LEVEL 13 ENCOUNTER EVOCATIONS

Blade Whirlwind Barbarian Attack 13

Crack the Skull Barbarian Attack 13

Storm of Blades Barbarian Attack 13

Terror's Cry Barbarian Attack 13

Thunderfall Barbarian Attack 13

### LEVEL 15 DAILY EVOCATIONS

Flameheart Rage Barbarian Attack 15

Hunting Lion Rage Barbarian Attack 15

Iron Hammer Rage Barbarian Attack 15

Thunderfury Rage Barbarian Attack 15

### LEVEL 16 UTILITY EVOCATIONS

Fuel the Fire (Encounter) Barbarian Utility 16

Great Stomp (Daily) Barbarian Utility 16

Primal Resistance (Daily) Barbarian Utility 16

Spur the Cycle (Daily) Barbarian Utility 16

### LEVEL 17 ENCOUNTER EVOCATIONS

Devastating Blow Barbarian Attack 17

Mountain Grasp Barbarian Attack 17

Shoulder Slam Barbarian Attack 17

Threatening Fury Barbarian Attack 17

Vigorous Strike Barbarian Attack 17

### LEVEL 19 DAILY EVOCATIONS

Ghost Viper Rage Barbarian Attack 19

Hydra Rage Barbarian Attack 19

Storm Drake Rage Barbarian Attack 19

Winter Phoenix Rage Barbarian Attack 19

### LEVEL 22 UTILITY EVOCATIONS

Last Stand (Daily) Barbarian Utility 22

Primal Instinct (Daily) Barbarian Utility 22

Primal Vigor (Daily) Barbarian Utility 22

Untouched (Daily) Barbarian Utility 22

### LEVEL 23 ENCOUNTER EVOCATIONS

<i>Arcing Throw</i>	Barbarian Attack 23
<i>Berserker's Shout</i>	Barbarian Attack 23
<i>Crater Fall</i>	Barbarian Attack 23
<i>Fatal Strike</i>	Barbarian Attack 23
<i>Feral Scythe</i>	Barbarian Attack 23
<i>Staggering Strike</i>	Barbarian Attack 23

### LEVEL 25 DAILY EVOCATIONS

<i>Ash Hammer Rage</i>	Barbarian Attack 25
<i>Blood Hunger Rage</i>	Barbarian Attack 25
<i>Blue Dragon Rage</i>	Barbarian Attack 25
<i>Stone Tempest Rage</i>	Barbarian Attack 25

### LEVEL 27 ENCOUNTER EVOCATIONS

<i>Blood Wrath</i>	Barbarian Attack 27
<i>Bonebreaker</i>	Barbarian Attack 27
<i>Butcher's Feast</i>	Barbarian Attack 27
<i>Hurricane of Blades</i>	Barbarian Attack 27
<i>Rampaging Dragon Strike</i>	Barbarian Attack 27

### LEVEL 29 DAILY EVOCATIONS

<i>Crimson Phoenix Rage</i>	Barbarian Attack 29
<i>Rage of the Primal Beast</i>	Barbarian Attack 29
<i>Winter Ghost Rage</i>	Barbarian Attack 29
<i>World Serpent Rage</i>	Barbarian Attack 29

# BARD

Arcane leader

## BARD BUILD OPTIONS

Cunning Bard

Valorous Bard

## BARD CLASS FEATURES

Bardic Training

Bardic Virtue

Virtue of Cunning

Virtue of Valor

Majestic Word

Multiclass Versatility

Skill Versatility

Song of Rest

Words of Friendship

## IMPLEMENT

Wand

Songblade

Magic musical instrument

## BARD POWERS

Spell

### CLASS FEATURE SPELLS

Majestic Word Bard Feature

Words of Friendship Bard Feature

### LEVEL 1 AT-WILL SPELLS

Guiding Strike Bard Attack 1

Misdirected Mark Bard Attack 1

Vicious Mockery Bard Attack 1

War Song Strike Bard Attack 1

### LEVEL 1 ENCOUNTER SPELLS

Blunder Bard Attack 1

Fast Friends Bard Attack 1

Inspiring Refrain Bard Attack 1

Shout of Triumph Bard Attack 1

### LEVEL 1 DAILY SPELLS

Echoes of the Guardian Bard Attack 1

Slayer's Song Bard Attack 1

Stirring Shout Bard Attack 1

Verse of Triumph Bard Attack 1

### LEVEL 2 UTILITY SPELLS

Hunter's Tune (Daily) Bard Utility 2

Inspire Competence (Encounter) Bard Utility 2

Song of Courage (Daily) Bard Utility 2

Song of Defense (Daily) Bard Utility 2

### LEVEL 3 ENCOUNTER SPELLS

Charger's Call Bard Attack 3

Cunning Ferocity Bard Attack 3

Dissonant Strain Bard Attack 3

Impelling Force Bard Attack 3

### LEVEL 5 DAILY SPELLS

Satire of Bravery Bard Attack 5

Song of Discord Bard Attack 5

Tune of Ice and Wind Bard Attack 5

Word of Mystic Warding Bard Attack 5

### LEVEL 6 UTILITY SPELLS

Allegro Bard (Daily) Utility 6

Ode to Sacrifice (Encounter) Bard Utility 6

Song of Conquest (Encounter) Bard Utility 6

Trickster's Healing (Daily) Bard Utility 6

### LEVEL 7 ENCOUNTER SPELLS

Deflect Attention Bard Attack 7

Distracting Shout Bard Attack 7

Scorpion's Claw Strike Bard Attack 7

Unluck Bard Attack 7

### LEVEL 9 DAILY SPELLS

Forceful Conduit Bard Attack 9

Hideous Laughter Bard Attack 9

Hymn of the Daring Rescue Bard Attack 9

Thunder Blade Bard Attack 9

### LEVEL 10 UTILITY SPELLS

Illusory Erasure (Encounter) Bard Utility 10

Song of Recovery (Encounter) Bard Utility 10

Veil (Daily) Bard Utility 10

Word of Life (Daily) Bard Utility 10

### LEVEL 13 ENCOUNTER SPELLS

Earthquake Strike Bard Attack 13

Foolhardy Fighting Bard Attack 13

Harmony of the Two Bard Attack 13

Song of Storms Bard Attack 13

### LEVEL 15 DAILY SPELLS

Confusing Chorus Bard Attack 15

Dance of Biting Wind Bard Attack 15

Menacing Thunder Bard Attack 15

Quick Steel Dance Bard Attack 15

### LEVEL 16 UTILITY SPELLS

Blink Zone (Daily) Bard Utility 16

Chorus of Recovery (Daily) Bard Utility 16

Elegy of the Undefeated (Daily) Bard Utility 16

Song of Sublime Snowfall (Daily) Bard Utility 16

### LEVEL 17 ENCOUNTER SPELLS

Masks of Menace Bard Attack 17

Shout of Evasion Bard Attack 17

Song of Summons Bard Attack 17

Word of Vulnerability Bard Attack 17

### LEVEL 19 DAILY SPELLS

Encircling Dance Bard Attack 19

Increasing the Tempo Bard Attack 19

Irresistible Dance Bard Attack 19

Satire of Prowess Bard Attack 19

### LEVEL 22 UTILITY SPELLS

<i>Elegy Unwritten</i> (Daily)	Bard Utility 22
<i>Invisible Troupe</i> (Encounter)	Bard Utility 22
<i>Mirrored Entourage</i> (Daily)	Bard Utility 22
<i>Song of Transition</i> (Daily)	Bard Utility 22

### LEVEL 23 ENCOUNTER SPELLS

<i>Echoes in Time</i>	Bard Attack 23
<i>Rhythm of Disorientation</i>	Bard Attack 23
<i>Song of Liberation</i>	Bard Attack 23
<i>Weal and Woe</i>	Bard Attack 23

### LEVEL 25 DAILY SPELLS

<i>Adversarial Song</i>	Bard Attack 25
<i>Fraught with Failure</i>	Bard Attack 25
<i>Frenzied Rhythm</i>	Bard Attack 25
<i>Vision Distortion</i>	Bard Attack 25

### LEVEL 27 ENCOUNTER SPELLS

<i>Bond of Malediction</i>	Bard Attack 27
<i>Kaleidoscopic Burst</i>	Bard Attack 27
<i>Surge of Valor</i>	Bard Attack 27

### LEVEL 29 DAILY SPELLS

<i>Hero's Beacon</i>	Bard Attack 29
<i>Satire of Leadership</i>	Bard Attack 29
<i>Spellbind</i>	Bard Attack 29

# CLERIC

Divine leader

## CLERIC BUILD OPTIONS

Battle cleric

Devoted cleric

## CLERIC CLASS FEATURES

Channel divinity

Healer's lore

Healing word

Ritual casting

## IMPLEMENT

Holy symbol

## CLERIC POWERS

Prayer

### CLASS FEATURE PRAYERS

Channel Divinity: Divine Fortune Cleric Feature

Channel Divinity: Turn Undead Cleric Feature

Healing Word Cleric Feature

### LEVEL 1 AT-WILL PRAYERS

Lance of Faith Cleric Attack 1

Priest's Shield Cleric Attack 1

Righteous Brand Cleric Attack 1

Sacred Flame Cleric Attack 1

### LEVEL 1 ENCOUNTER PRAYERS

Cause Fear Cleric Attack 1

Divine Glow Cleric Attack 1

Healing Strike Cleric Attack 1

Wrathful Thunder Cleric Attack 1

### LEVEL 1 DAILY PRAYERS

Avenging Flame Cleric Attack 1

Beacon of Hope Cleric Attack 1

Cascade of Light Cleric Attack 1

Guardian of Faith Cleric Attack 1

### LEVEL 2 UTILITY PRAYERS

Bless (Daily) Cleric Utility 2

Cure Light Wounds (Daily) Cleric Utility 2

Divine Aid (Encounter) Cleric Utility 2

Sanctuary (Encounter) Cleric Utility 2

Shield of Faith (Daily) Cleric Utility 2

### LEVEL 3 ENCOUNTER PRAYERS

Blazing Beacon Cleric Attack 3

Command Cleric Attack 3

Daunting Light Cleric Attack 3

Split the Sky Cleric Attack 3

### LEVEL 5 DAILY PRAYERS

Consecrated Ground Cleric Attack 5

Rune of Peace Cleric Attack 5

Spiritual Weapon Cleric Attack 5

Weapon of the Gods Cleric Attack 5

### LEVEL 6 UTILITY PRAYERS

Bastion of Health (Encounter) Cleric Utility 6

Cure Serious Wounds (Daily) Cleric Utility 6

Divine Vigor (Daily) Cleric Utility 6

Holy Lantern (At-will) Cleric Utility 6

### LEVEL 7 ENCOUNTER PRAYERS

Awe Strike Cleric Attack 7

Break the Spirit Cleric Attack 7

Searing Light Cleric Attack 7

Strengthen the Faithful Cleric Attack 7

### LEVEL 9 DAILY PRAYERS

Astral Defenders Cleric Attack 9

Blade Barrier Cleric Attack 9

Divine Power Cleric Attack 9

Flame Strike Cleric Attack 9

### LEVEL 10 UTILITY PRAYERS

Astral Refuge (Daily) Cleric Utility 10

Knights of Unyielding Valor (Daily) Cleric Utility 10

Mass Cure Light Wounds (Daily) Cleric Utility 10

Shielding Word (Encounter) Cleric Utility 10

### LEVEL 13 ENCOUNTER PRAYERS

Arc of the Righteous Cleric Attack 13

Inspiring Strike Cleric Attack 13

Mantle of Glory Cleric Attack 13

Plague of Doom Cleric Attack 13

### LEVEL 15 DAILY PRAYERS

Holy Spark Cleric Attack 15

Purifying Fire Cleric Attack 15

Seal of Warding Cleric Attack 15

### LEVEL 16 UTILITY PRAYERS

Astral Shield (Encounter) Cleric Utility 16

Cloak of Peace (Daily) Cleric Utility 16

Divine Armor (Daily) Cleric Utility 16

Hallowed Ground (Daily) Cleric Utility 16

### LEVEL 17 ENCOUNTER PRAYERS

Blinding Light Cleric Attack 17

Enthrall Cleric Attack 17

Sentinel Strike Cleric Attack 17

Thunderous Word Cleric Attack 17

### LEVEL 19 DAILY PRAYERS

Fire Storm Cleric Attack 19

Holy Wrath Cleric Attack 19

Indomitable Spirit Cleric Attack 19

Knight of Glory Cleric Attack 19

### LEVEL 22 UTILITY PRAYERS

Angel of the Eleven Winds (Daily) Cleric Utility 22

Clarion Call of the Astral Sea (Daily) Cleric Utility 22

Cloud Chariot (Daily) Cleric Utility 22

Purify (Daily) Cleric Utility 22

Spirit of Health (Daily) Cleric Utility 22

### LEVEL 23 ENCOUNTER PRAYERS

<i>Astral Blades of Death</i>	Cleric Attack 23
<i>Divine Censure</i>	Cleric Attack 23
<i>Haunting Strike</i>	Cleric Attack 23
<i>Healing Torch</i>	Cleric Attack 23

### LEVEL 25 DAILY PRAYERS

<i>Nimbus of Doom</i>	Cleric Attack 25
<i>Sacred Word</i>	Cleric Attack 25
<i>Seal of Binding</i>	Cleric Attack 25
<i>Seal of Protection</i>	Cleric Attack 25

### LEVEL 27 ENCOUNTER PRAYERS

<i>Punishing Strike</i>	Cleric Attack 27
<i>Sacrificial Healing</i>	Cleric Attack 27
<i>Scourge of the Unworthy</i>	Cleric Attack 27
<i>Sunburst</i>	Cleric Attack 27

### LEVEL 29 DAILY PRAYERS

<i>Astral Storm</i>	Cleric Attack 29
<i>Godstrike</i>	Cleric Attack 29

# DRUID

Primal controller

## DRUID BUILD OPTIONS

Guardian Druid

Predator Druid

## DRUID CLASS FEATURES

Balance of Nature

Primal Aspect

Primal Guardian

Primal Predator

Ritual Casting

Wild Shape

## IMPLEMENTS

Staff

Totem

## DRUID POWERS

Evocation

### CLASS FEATURE EVOCATIONS

Wild Shape Druid Feature

### LEVEL 1 AT-WILL EVOCATIONS

<i>Call of the Beast</i>	Druid Attack 1
<i>Chill Wind</i>	Druid Attack 1
<i>Flame Seed</i>	Druid Attack 1
<i>Grasping Claws</i>	Druid Attack 1
<i>Pounce</i>	Druid Attack 1
<i>Savage Rend</i>	Druid Attack 1
<i>Storm Spike</i>	Druid Attack 1
<i>Thorn Whip</i>	Druid Attack 1

### LEVEL 1 ENCOUNTER EVOCATIONS

<i>Cull the Herd</i>	Druid Attack 1
<i>Darting Bite</i>	Druid Attack 1
<i>Frost Flash</i>	Druid Attack 1
<i>Twisting Vines</i>	Druid Attack 1

### LEVEL 1 DAILY EVOCATIONS

<i>Faerie Fire</i>	Druid Attack 1
<i>Fires of Life</i>	Druid Attack 1
<i>Savage Frenzy</i>	Druid Attack 1
<i>Wind Prison</i>	Druid Attack 1

### LEVEL 2 UTILITY EVOCATIONS

<i>Barkskin</i> (Encounter)	Druid Utility 2
<i>Fleet Pursuit</i> (Daily)	Druid Utility 2
<i>Obscuring Mist</i> (Daily)	Druid Utility 2
<i>Skittering Sneak</i> (Daily)	Druid Utility 2

### LEVEL 3 ENCOUNTER EVOCATIONS

<i>Battering Claws</i>	Druid Attack 3
<i>Call Lightning</i>	Druid Attack 3
<i>Predator's Flurry</i>	Druid Attack 3
<i>Tundra Wind</i>	Druid Attack 3

### LEVEL 5 DAILY EVOCATIONS

<i>Hobbling Rend</i>	Druid Attack 5
<i>Primal Wolverine</i>	Druid Attack 5
<i>Roar of Terror</i>	Druid Attack 5
<i>Wall of Thorns</i>	Druid Attack 5

### LEVEL 6 UTILITY EVOCATIONS

<i>Black Harbinger</i> (Daily)	Druid Utility 6
<i>Camouflage Cloak</i> (Encounter)	Druid Utility 6
<i>Chant of Sustenance</i> (Daily)	Druid Utility 6
<i>Stalker's Eyes</i> (Daily)	Druid Utility 6

### LEVEL 7 ENCOUNTER EVOCATIONS

<i>Feast of Fury</i>	Druid Attack 7
<i>Latch On</i>	Druid Attack 7
<i>Swirling Winds</i>	Druid Attack 7
<i>Tremor</i>	Druid Attack 7

### LEVEL 9 DAILY EVOCATIONS

<i>Entangle</i>	Druid Attack 9
<i>Feral Mauling</i>	Druid Attack 9
<i>Primal Wolf</i>	Druid Attack 9
<i>Sunbeam</i>	Druid Attack 9

### LEVEL 10 UTILITY EVOCATIONS

<i>Armor of the Wild</i> (Daily)	Druid Utility 10
<i>Feywild Sojourn</i> (Encounter)	Druid Utility 10
<i>Roots of Rescue</i> (Encounter)	Druid Utility 10
<i>Winter Storm</i> (Daily)	Druid Utility 10

### LEVEL 13 ENCOUNTER EVOCATIONS

<i>Claws of Retribution</i>	Druid Attack 13
<i>Expose Weakness</i>	Druid Attack 13
<i>Thunder Crash</i>	Druid Attack 13
<i>Tidal Surge</i>	Druid Attack 13

### LEVEL 15 DAILY EVOCATIONS

<i>Baleful Polymorph</i>	Druid Attack 15
<i>Call Lightning Storm</i>	Druid Attack 15
<i>Devouring Ice</i>	Druid Attack 15
<i>Revitalizing Pounce</i>	Druid Attack 15
<i>Slashing Claws</i>	Druid Attack 15

### LEVEL 16 UTILITY EVOCATIONS

<i>Howl of the Wild</i> (Daily)	Druid Utility 16
<i>Insect Plague</i> (Daily)	Druid Utility 16
<i>Primal Restoration</i> (Daily)	Druid Utility 16
<i>Wall of Stone</i> (Daily)	Druid Utility 16

### LEVEL 17 ENCOUNTER EVOCATIONS

<i>Windstorm</i>	Druid Attack 17
<i>Lightning Cascade</i>	Druid Attack 17
<i>Scavenger's Prize</i>	Druid Attack 17
<i>Shifting Rake</i>	Druid Attack 17

### LEVEL 19 DAILY EVOCATIONS

<i>Entangling Thorns</i>	Druid Attack 19
<i>Lunge and Vanish</i>	Druid Attack 19
<i>Primal Bear</i>	Druid Attack 19
<i>Winter Hailstorm</i>	Druid Attack 19

### LEVEL 22 UTILITY EVOCATIONS

<i>Phantom Beast (Daily)</i>	Druid Utility 22
<i>Sky Talon (Daily)</i>	Druid Utility 22
<i>Unseen Beast (Daily)</i>	Druid Utility 22
<i>Unyielding Roots (Daily)</i>	Druid Utility 22

### LEVEL 23 ENCOUNTER EVOCATIONS

<i>Grasping Earth</i>	Druid Attack 23
<i>Primal Roar</i>	Druid Attack 23
<i>Stormburst</i>	Druid Attack 23
<i>Strength of the Hunt</i>	Druid Attack 23

### LEVEL 25 DAILY EVOCATIONS

<i>Ferocious Maul</i>	Druid Attack 25
<i>Fey Lure</i>	Druid Attack 25
<i>Primal Storm</i>	Druid Attack 25
<i>Primal Tiger</i>	Druid Attack 25

### LEVEL 27 ENCOUNTER EVOCATIONS

<i>Explosive Wind</i>	Druid Attack 27
<i>Feral Whirlwind</i>	Druid Attack 27
<i>Leaping Rake</i>	Druid Attack 27
<i>Polar Blast</i>	Druid Attack 27

### LEVEL 29 DAILY EVOCATIONS

<i>Blinding Blizzard</i>	Druid Attack 29
<i>Gaze of the Beast</i>	Druid Attack 29
<i>Lifeleech Thorns</i>	Druid Attack 29
<i>Primal Archetype</i>	Druid Attack 29

# FIGHTER

Martial defender

## FIGHTER BUILD OPTIONS

Great Weapon fighter

Guardian fighter

## FIGHTER CLASS FEATURES

Combat challenge

Combat superiority

Fighter weapon talent

## FIGHTER POWERS

Exploit

### LEVEL 1 AT-WILL EXPLOITS

<i>Cleave</i>	Fighter Attack 1
<i>Reaping Strike</i>	Fighter Attack 1
<i>Sure Strike</i>	Fighter Attack 1
<i>Tide of Iron</i>	Fighter Attack 1

### LEVEL 1 ENCOUNTER EXPLOITS

<i>Covering Attack</i>	Fighter Attack 1
<i>Passing Attack</i>	Fighter Attack 1
<i>Spinning Sweep</i>	Fighter Attack 1
<i>Steel Serpent Strike</i>	Fighter Attack 1

### LEVEL 1 DAILY EXPLOITS

<i>Brute Strike</i>	Fighter Attack 1
<i>Comeback Strike</i>	Fighter Attack 1
<i>Villain's Menace</i>	Fighter Attack 1

### LEVEL 2 UTILITY EXPLOITS

<i>Boundless Endurance</i> (Daily)	Fighter Utility 2
<i>Get Over Here</i> (Encounter)	Fighter Utility 2
<i>No Opening</i> (Encounter)	Fighter Utility 2
<i>Unstoppable</i> (Daily)	Fighter Utility 2

### LEVEL 3 ENCOUNTER EXPLOITS

<i>Armor-Piercing Thrust</i>	Fighter Attack 3
<i>Crushing Blow</i>	Fighter Attack 3
<i>Dance of Steel</i>	Fighter Attack 3
<i>Precise Strike</i>	Fighter Attack 3
<i>Rain of Blows</i>	Fighter Attack 3
<i>Sweeping Blow</i>	Fighter Attack 3

### LEVEL 5 DAILY EXPLOITS

<i>Crack the Shell</i>	Fighter Attack 5
<i>Dizzying Blow</i>	Fighter Attack 5
<i>Rain of Steel</i>	Fighter Attack 5

### LEVEL 6 UTILITY EXPLOITS

<i>Battle Awareness</i> (Daily)	Fighter Utility 6
<i>Defensive Training</i> (Daily)	Fighter Utility 6
<i>Unbreakable</i> (Encounter)	Fighter Utility 6

### LEVEL 7 ENCOUNTER EXPLOITS

<i>Come and Get It</i>	Fighter Attack 7
<i>Griffon's Wrath</i>	Fighter Attack 7
<i>Iron Bulwark</i>	Fighter Attack 7
<i>Reckless Strike</i>	Fighter Attack 7
<i>Sudden Surge</i>	Fighter Attack 7

### LEVEL 9 DAILY EXPLOITS

<i>Shift the Battlefield</i>	Fighter Attack 9
<i>Thicket of Blades</i>	Fighter Attack 9
<i>Victorious Surge</i>	Fighter Attack 9

### LEVEL 10 UTILITY EXPLOITS

<i>Into the Fray</i> (Encounter)	Fighter Utility 10
<i>Last Ditch Evasion</i> (Daily)	Fighter Utility 10
<i>Stalwart Guard</i> (Daily)	Fighter Utility 10

### LEVEL 13 ENCOUNTER EXPLOITS

<i>Anvil of Doom</i>	Fighter Attack 13
<i>Chains of Sorrow</i>	Fighter Attack 13
<i>Giant's Wake</i>	Fighter Attack 13
<i>Silverstep</i>	Fighter Attack 13
<i>Storm of Blows</i>	Fighter Attack 13
<i>Talon of the Roc</i>	Fighter Attack 13

### LEVEL 15 DAILY EXPLOITS

<i>Dragon's Fangs</i>	Fighter Attack 15
<i>Serpent Dance Strike</i>	Fighter Attack 15
<i>Unyielding Avalanche</i>	Fighter Attack 15

### LEVEL 16 UTILITY EXPLOITS

<i>Interposing Shield</i> (Encounter)	Fighter Utility 16
<i>Iron Warrior</i> (Daily)	Fighter Utility 16
<i>Surprise Step</i> (Encounter)	Fighter Utility 16

### LEVEL 17 ENCOUNTER EXPLOITS

<i>Exacting Strike</i>	Fighter Attack 17
<i>Exorcism of Steel</i>	Fighter Attack 17
<i>Harrying Assault</i>	Fighter Attack 17
<i>Mountain Breaking Blow</i>	Fighter Attack 17
<i>Vorpal Tornado</i>	Fighter Attack 17
<i>Warrior's Challenge</i>	Fighter Attack 17

### LEVEL 19 DAILY EXPLOITS

<i>Devastation's Wake</i>	Fighter Attack 19
<i>Reaving Strike</i>	Fighter Attack 19
<i>Strike of the Watchful Guard</i>	Fighter Attack 19

### LEVEL 22 UTILITY EXPLOITS

<i>Act of Desperation</i> (Daily)	Fighter Utility 22
<i>No Surrender</i> (Daily)	Fighter Utility 22

### LEVEL 23 ENCOUNTER EXPLOITS

<i>Cage of Chains</i>	Fighter Attack 23
<i>Fangs of Steel</i>	Fighter Attack 23
<i>Hack 'n' Slash</i>	Fighter Attack 23
<i>Paralyzing Strike</i>	Fighter Attack 23
<i>Skullcrusher</i>	Fighter Attack 23
<i>Warrior's Urging</i>	Fighter Attack 23

### **LEVEL 25 DAILY EXPLOITS**

<i>Reaper's Stance</i>	Fighter Attack 25
<i>Reign of Terror</i>	Fighter Attack 25
<i>Supremacy of Steel</i>	Fighter Attack 25

### **LEVEL 27 ENCOUNTER EXPLOITS**

<i>Adamantine Strike</i>	Fighter Attack 27
<i>Cruel Reaper</i>	Fighter Attack 27
<i>Diamond Shield Defense</i>	Fighter Attack 27
<i>Indomitable Battle Strike</i>	Fighter Attack 27

### **LEVEL 29 DAILY POWERS**

<i>Force the Battle</i>	Fighter Attack 29
<i>No Mercy</i>	Fighter Attack 29
<i>Storm of Destruction</i>	Fighter Attack 29

# PALADIN

Divine defender

## PALADIN BUILD OPTIONS

Avenging paladin  
Protecting paladin

## PALADIN CLASS FEATURES

Channel divinity  
Divine challenge  
Lay on hands

### IMPLEMENT

Holy symbol  
Holy avenger

## PALADIN POWERS

Prayer

### CLASS FEATURE PRAYERS

Channel Divinity: Divine Mettle	Paladin Feature
Channel Divinity: Divine Strength	Paladin Feature
Divine Challenge	Paladin Feature
Lay on Hands	Paladin Feature

### LEVEL 1 AT-WILL PRAYERS

Bolstering Strike	Paladin Attack 1
Enfeebling Strike	Paladin Attack 1
Holy Strike	Paladin Attack 1
Valiant Strike	Paladin Attack 1

### LEVEL 1 ENCOUNTER PRAYERS

Fearsome Smite	Paladin Attack 1
Piercing Smite	Paladin Attack 1
Radiant Smite	Paladin Attack 1
Shielding Smite	Paladin Attack 1

### LEVEL 1 DAILY PRAYERS

On Pain of Death	Paladin Attack 1
Paladin's Judgment	Paladin Attack 1
Radiant Delirium	Paladin Attack 1

### LEVEL 2 UTILITY PRAYERS

Astral Speech (Daily)	Paladin Utility 2
Martyr's Blessing (Daily)	Paladin Utility 2
Sacred Circle (Daily)	Paladin Utility 2

### LEVEL 3 ENCOUNTER PRAYERS

Arcing Smite	Paladin Attack 3
Invigorating Smite	Paladin Attack 3
Righteous Smite	Paladin Attack 3
Staggering Smite	Paladin Attack 3

### LEVEL 5 DAILY PRAYERS

Hallowed Circle	Paladin Attack 5
Martyr's Retribution	Paladin Attack 5
Sign of Vulnerability	Paladin Attack 5

### LEVEL 6 UTILITY PRAYERS

Divine Bodyguard (Daily)	Paladin Utility 6
One Heart, One Mind (Daily)	Paladin Utility 6
Wrath of the Gods (Daily)	Paladin Utility 6

### LEVEL 7 ENCOUNTER PRAYERS

Beckon Foe	Paladin Attack 7
Benign Transposition	Paladin Attack 7
Divine Reverence	Paladin Attack 7
Thunder Smite	Paladin Attack 7

### LEVEL 9 DAILY PRAYERS

Crown of Glory	Paladin Attack 9
One Stands Alone	Paladin Attack 9
Radiant Pulse	Paladin Attack 9

### LEVEL 10 UTILITY PRAYERS

Cleansing Spirit (Encounter)	Paladin Utility 10
Noble Shield (Daily)	Paladin Utility 10
Turn the Tide (Daily)	Paladin Utility 10

### LEVEL 13 ENCOUNTER PRAYERS

Entangling Smite	Paladin Attack 13
Radiant Charge	Paladin Attack 13
Renewing Smite	Paladin Attack 13
Whirlwind Smite	Paladin Attack 13

### LEVEL 15 DAILY PRAYERS

Bloodied Retribution	Paladin Attack 15
Break the Wall	Paladin Attack 15
True Nemesis	Paladin Attack 15

### LEVEL 16 UTILITY PRAYERS

Angelic Intercession (Daily)	Paladin Utility 16
Death Ward (Daily)	Paladin Utility 16

### LEVEL 17 ENCOUNTER PRAYERS

Enervating Smite	Paladin Attack 17
Fortifying Smite	Paladin Attack 17
Hand of the Gods	Paladin Attack 17
Terrifying Smite	Paladin Attack 17

### LEVEL 19 DAILY PRAYERS

Corona of Blinding Radiance	Paladin Attack 19
Crusader's Boon	Paladin Attack 19
Righteous Inferno	Paladin Attack 19

### LEVEL 22 UTILITY PRAYERS

Angelic Rescue (Daily)	Paladin Utility 22
Cleansing Burst (Daily)	Paladin Utility 22
Gift of Life (Daily)	Paladin Utility 22
United in Faith (Daily)	Paladin Utility 22

### LEVEL 23 ENCOUNTER PRAYERS

Here Waits Thy Doom	Paladin Attack 23
Martyr's Smite	Paladin Attack 23
Resounding Smite	Paladin Attack 23
Sublime Transposition	Paladin Attack 23

### LEVEL 25 DAILY PRAYERS

Exalted Retribution	Paladin Attack 25
To the Nine Hells with You	Paladin Attack 25

### LEVEL 27 ENCOUNTER PRAYERS

<i>Blinding Smite</i>	Paladin Attack 27
<i>Brand of Judgment</i>	Paladin Attack 27
<i>Deific Vengeance</i>	Paladin Attack 27
<i>Restricting Smite</i>	Paladin Attack 27
<i>Stunning Smite</i>	Paladin Attack 27

### LEVEL 29 DAILY PRAYERS

<i>Even Hand of Justice</i>	Paladin Attack 29
<i>Powerful Faith</i>	Paladin Attack 29

# RANGER

Martial striker

## RANGER BUILD OPTIONS

Archer ranger

Two-blade ranger

## RANGER CLASS FEATURES

Fighting Style

Archer fighting style

Two-blade fighting style

Hunter's Quarry

Prime shot

## RANGER POWERS

Exploit

### LEVEL 1 AT-WILL EXPLOITS

<i>Careful Attack</i>	Ranger Attack 1
<i>Hit and Run</i>	Ranger Attack 1
<i>Nimble Strike</i>	Ranger Attack 1
<i>Twin Strike</i>	Ranger Attack 1

### LEVEL 1 ENCOUNTER EXPLOITS

<i>Dire Wolverine Strike</i>	Ranger Attack 1
<i>Evasive Strike</i>	Ranger Attack 1
<i>Fox's Cunning</i>	Ranger Attack 1
<i>Two-Fanged Strike</i>	Ranger Attack 1

### LEVEL 1 DAILY EXPLOITS

<i>Hunter's Bear Trap</i>	Ranger Attack 1
<i>Jaws of the Wolf</i>	Ranger Attack 1
<i>Split the Tree</i>	Ranger Attack 1
<i>Sudden Strike</i>	Ranger Attack 1

### LEVEL 2 UTILITY EXPLOITS

<i>Crucial Advice</i> (Encounter)	Ranger Utility 2
<i>Unbalancing Parry</i> (Encounter)	Ranger Utility 2
<i>Yield Ground</i> (Encounter)	Ranger Utility 2

### LEVEL 3 ENCOUNTER EXPLOITS

<i>Cut and Run</i>	Ranger Attack 3
<i>Disruptive Strike</i>	Ranger Attack 3
<i>Shadow Wasp Strike</i>	Ranger Attack 3
<i>Thundertusk Boar Strike</i>	Ranger Attack 3

### LEVEL 5 DAILY EXPLOITS

<i>Excruciating Shot</i>	Ranger Attack 5
<i>Frenzied Skirmish</i>	Ranger Attack 5
<i>Splintering Shot</i>	Ranger Attack 5
<i>Two-Wolf Pounce</i>	Ranger Attack 5

### LEVEL 6 UTILITY EXPLOITS

<i>Evade Ambush</i> (Daily)	Ranger Utility 6
<i>Skilled Companion</i> (Daily)	Ranger Utility 6
<i>Weave through the Fray</i> (Encounter)	Ranger Utility 6

### LEVEL 7 ENCOUNTER EXPLOITS

<i>Claws of the Griffon</i>	Ranger Attack 7
<i>Hawk's Talon</i>	Ranger Attack 7
<i>Spikes of the Manticore</i>	Ranger Attack 7
<i>Sweeping Whirlwind</i>	Ranger Attack 7

### LEVEL 9 DAILY EXPLOITS

<i>Attacks on the Run</i>	Ranger Attack 9
<i>Close Quarters Shot</i>	Ranger Attack 9
<i>Spray of Arrows</i>	Ranger Attack 9
<i>Swirling Leaves of Steel</i>	Ranger Attack 9

### LEVEL 10 UTILITY EXPLOITS

<i>Expeditious Stride</i> (Encounter)	Ranger Utility 10
<i>Open the Range</i> (Daily)	Ranger Utility 10
<i>Undaunted Stride</i> (Daily)	Ranger Utility 10

### LEVEL 13 ENCOUNTER EXPLOITS

<i>Armor Splinter</i>	Ranger Attack 13
<i>Knockdown Shot</i>	Ranger Attack 13
<i>Nimble Defense</i>	Ranger Attack 13
<i>Pinning Strike</i>	Ranger Attack 13

### LEVEL 15 DAILY EXPLOITS

<i>Blade Cascade</i>	Ranger Attack 15
<i>Bleeding Wounds</i>	Ranger Attack 15
<i>Confounding Arrows</i>	Ranger Attack 15
<i>Stunning Steel</i>	Ranger Attack 15

### LEVEL 16 UTILITY EXPLOITS

<i>Evade the Blow</i> (Daily)	Ranger Utility 16
<i>Longstrider</i> (Daily)	Ranger Utility 16
<i>Momentary Respite</i> (Daily)	Ranger Utility 16

### LEVEL 17 ENCOUNTER EXPLOITS

<i>Arrow of Vengeance</i>	Ranger Attack 17
<i>Cheetah's Rake</i>	Ranger Attack 17
<i>Triple Shot</i>	Ranger Attack 17
<i>Two-Weapon Eviscerate</i>	Ranger Attack 17

### LEVEL 19 DAILY EXPLOITS

<i>Cruel Cage of Steel</i>	Ranger Attack 19
<i>Great Ram Arrow</i>	Ranger Attack 19
<i>Two-in-One Shot</i>	Ranger Attack 19
<i>Wounding Whirlwind</i>	Ranger Attack 19

### LEVEL 22 UTILITY EXPLOITS

<i>Forest Ghost</i> (Daily)	Ranger Utility 22
<i>Hit the Dirt</i> (Daily)	Ranger Utility 22
<i>Master of the Hunt</i> (Daily)	Ranger Utility 22
<i>Safe Stride</i> (Encounter)	Ranger Utility 22

### LEVEL 23 ENCOUNTER EXPLOITS

<i>Blade Ward</i>	Ranger Attack 23
<i>Cloak of Thorns</i>	Ranger Attack 23
<i>Hammer Shot</i>	Ranger Attack 23
<i>Manticore's Volley</i>	Ranger Attack 23

### LEVEL 25 DAILY EXPLOITS

<i>Bloodstorm</i>	Ranger Attack 25
<i>Tiger's Reflex</i>	Ranger Attack 25
<i>Unstoppable Arrows</i>	Ranger Attack 25

### LEVEL 27 ENCOUNTER EXPLOITS

<i>Death Rend</i>	Ranger Attack 27
<i>Hail of Arrows</i>	Ranger Attack 27
<i>Lightning Shot</i>	Ranger Attack 27
<i>Wandering Tornado</i>	Ranger Attack 27

### LEVEL 29 DAILY EXPLOITS

<i>Follow-up Blow</i>	Ranger Attack 29
<i>Three-in-One Shot</i>	Ranger Attack 29
<i>Weave a Web of Steel</i>	Ranger Attack 29

# ROGUE

Martial Striker

## ROGUE BUILD OPTIONS

Brawny rogue

Trickster rogue

## ROGUE CLASS FEATURES

First strike

Rogue tactics

Artful dodger

Brutal scoundrel

Rogue weapon talent,

Sneak attack

## ROGUE POWERS

Exploit

### LEVEL 1 AT-WILL EXPLOITS

*Deft Strike* Rogue Attack 1

*Piercing Strike* Rogue Attack 1

*Riposte Strike* Rogue Attack 1

*Sly Flourish* Rogue Attack 1

### LEVEL 1 ENCOUNTER EXPLOITS

*Dazing Strike* Rogue Attack 1

*King's Castle* Rogue Attack 1

*Positioning Strike* Rogue Attack 1

*Torturous Strike* Rogue Attack 1

### LEVEL 1 DAILY EXPLOITS

*Blinding Barrage* Rogue Attack 1

*Easy Target* Rogue Attack 1

*Trick Strike* Rogue Attack 1

### LEVEL 2 UTILITY EXPLOITS

*Fleeting Ghost* (At-will) Rogue Utility 2

*Great Leap* (At-will) Rogue Utility 2

*Master of Deceit* (Encounter) Rogue Utility 2

*Quick Fingers* (Encounter) Rogue Utility 2

*Tumble* (Encounter) Rogue Utility 2

### LEVEL 3 ENCOUNTER EXPLOITS

*Bait and Switch* Rogue Attack 3

*Setup Strike* Rogue Attack 3

*Topple Over* Rogue Attack 3

*Trickster's Blade* Rogue Attack 3

### LEVEL 5 DAILY EXPLOITS

*Clever Riposte* Rogue Attack 5

*Deep Cut* Rogue Attack 5

*Walking Wounded* Rogue Attack 5

### LEVEL 6 UTILITY EXPLOITS

*Chameleon* (At-will) Rogue Utility 6

*Ignoble Escape* (Encounter) Rogue Utility 6

*Mob Mentality* (Encounter) Rogue Utility 6

*Nimble Climb* (At-will) Rogue Utility 6

*Slippery Mind* (Encounter) Rogue Utility 6

### LEVEL 7 ENCOUNTER EXPLOITS

*Cloud of Steel* Rogue Attack 7

*Imperiling Strike* Rogue Attack 7

*Rogue's Luck* Rogue Attack 7

*Sand in the Eyes* Rogue Attack 7

### LEVEL 9 DAILY EXPLOITS

*Crimson Edge* Rogue Attack 9

*Deadly Positioning* Rogue Attack 9

*Knockout* Rogue Attack 9

### LEVEL 10 UTILITY EXPLOITS

*Certain Freedom* (Daily) Rogue Utility 10

*Close Quarters* (Daily) Rogue Utility 10

*Dangerous Theft* (Encounter) Rogue Utility 10

*Shadow Stride* (At-will) Rogue Utility 10

### LEVEL 13 ENCOUNTER EXPLOITS

*Fool's Opportunity* Rogue Attack 13

*Stunning Strike* Rogue Attack 13

*Tornado Strike* Rogue Attack 13

*Unbalancing Attack* Rogue Attack 13

### LEVEL 15 DAILY EXPLOITS

*Bloody Path* Rogue Attack 15

*Garrote Grip* Rogue Attack 15

*Slaying Strike* Rogue Attack 15

### LEVEL 16 UTILITY EXPLOITS

*Foil the Lock* (Daily) Rogue Utility 16

*Hide in Plain Sight* (Encounter) Rogue Utility 16

*Leaping Dodge* (Encounter) Rogue Utility 16

*Raise the Stakes* (Daily) Rogue Utility 16

### LEVEL 17 ENCOUNTER EXPLOITS

*Dragon Tail Strike* Rogue Attack 17

*Hounding Strike* Rogue Attack 17

*Stab and Grab* Rogue Attack 17

### LEVEL 19 DAILY EXPLOITS

*Fainting Flurry* Rogue Attack 19

*Flying Foe* Rogue Attack 19

*Snake's Retreat* Rogue Attack 19

### LEVEL 22 UTILITY EXPLOITS

*Cloud Jump* (Encounter) Rogue Utility 22

*Dazzling Acrobatics* (Encounter) Rogue Utility 22

*Hide from the Light* (Daily) Rogue Utility 22

### LEVEL 23 ENCOUNTER EXPLOITS

*Knave's Gambit* Rogue Attack 23

*Scorpion Strike* Rogue Attack 23

*Steel Entrapment* Rogue Attack 23

### LEVEL 25 DAILY EXPLOITS

*Biting Assault* Rogue Attack 25

*Ghost on the Wind* Rogue Attack 25

*Hanstring* Rogue Attack 25

### LEVEL 27 ENCOUNTER EXPLOITS

<i>Dance of Death</i>	Rogue Attack 27
<i>Hurricane of Blood</i>	Rogue Attack 27
<i>Perfect Strike</i>	Rogue Attack 27

### LEVEL 29 DAILY EXPLOITS

<i>Assassin's Point</i>	Rogue Attack 29
<i>Immobilizing Strike</i>	Rogue Attack 29
<i>Moving Target</i>	Rogue Attack 29

# SORCERER

Arcane striker

## SORCERER BUILD OPTIONS

Chaos Sorcerer

Dragon Sorcerer

## SORCERER CLASS FEATURES

Spell Source

Dragon Magic

Draconic Power

Draconic Resilience

Dragon Soul

Scales of the Dragon

Wild Magic

Chaos Burst

Chaos Power

Unfettered Power

Wild Soul

## IMPLEMENTS

Dagger

Staff

## SORCERER POWERS

Spell

### LEVEL 1 AT-WILL SPELLS

<i>Acid Orb</i>	Sorcerer Attack 1
<i>Burning Spray</i>	Sorcerer Attack 1
<i>Chaos Bolt</i>	Sorcerer Attack 1
<i>Dragonfrost</i>	Sorcerer Attack 1
<i>Storm Walk</i>	Sorcerer Attack 1

### LEVEL 1 ENCOUNTER SPELLS

<i>Bedeviling Burst</i>	Sorcerer Attack 1
<i>Explosive Pyre</i>	Sorcerer Attack 1
<i>Frostbind</i>	Sorcerer Attack 1
<i>Tempest Breath</i>	Sorcerer Attack 1
<i>Thunder Slam</i>	Sorcerer Attack 1

### LEVEL 1 DAILY SPELLS

<i>Chromatic Orb</i>	Sorcerer Attack 1
<i>Dazzling Ray</i>	Sorcerer Attack 1
<i>Dragonfang Bolt</i>	Sorcerer Attack 1
<i>Lightning Breath</i>	Sorcerer Attack 1

### LEVEL 2 UTILITY SPELLS

<i>Dragonflame Mantle</i> (Encounter)	Sorcerer Utility 2
<i>Elemental Shift</i> (Daily)	Sorcerer Utility 2
<i>Stretch Spell</i> (Encounter)	Sorcerer Utility 2
<i>Unseen Aid</i> (Encounter)	Sorcerer Utility 2

### LEVEL 3 ENCOUNTER SPELLS

<i>Dancing Lightning</i>	Sorcerer Attack 3
<i>Flame Spiral</i>	Sorcerer Attack 3
<i>Ice Dragon's Teeth</i>	Sorcerer Attack 3
<i>Poisonous Exhalation</i>	Sorcerer Attack 3
<i>Spectral Claw</i>	Sorcerer Attack 3

### LEVEL 5 DAILY SPELLS

<i>Acid Implantation</i>	Sorcerer Attack 5
<i>Palest Flames</i>	Sorcerer Attack 5
<i>Reeling Torment</i>	Sorcerer Attack 5
<i>Serpentine Blast</i>	Sorcerer Attack 5
<i>Thunder Leap</i>	Sorcerer Attack 5

### LEVEL 6 UTILITY SPELLS

<i>Arcane Empowerment</i> (Daily)	Sorcerer Utility 6
<i>Energetic Flight</i> (Daily)	Sorcerer Utility 6
<i>Sudden Scales</i> (Encounter)	Sorcerer Utility 6
<i>Swift Escape</i> (Encounter)	Sorcerer Utility 6

### LEVEL 7 ENCOUNTER SPELLS

<i>Chaos Storm</i>	Sorcerer Attack 7
<i>Crushing Sphere</i>	Sorcerer Attack 7
<i>Rimestorm</i>	Sorcerer Attack 7
<i>Shout</i>	Sorcerer Attack 7

### LEVEL 9 DAILY SPELLS

<i>Adamantine Echo</i>	Sorcerer Attack 9
<i>Contagious Curse</i>	Sorcerer Attack 9
<i>Prime the Fire</i>	Sorcerer Attack 9
<i>Staggering Blast</i>	Sorcerer Attack 9

### LEVEL 10 UTILITY SPELLS

<i>Chaos Link</i> (Daily)	Sorcerer Utility 10
<i>Devour Magic</i> (Daily)	Sorcerer Utility 10
<i>Invert Resistance</i> (Daily)	Sorcerer Utility 10
<i>Narrow Escape</i> (Encounter)	Sorcerer Utility 10

### LEVEL 13 ENCOUNTER SPELLS

<i>Chains of Fire</i>	Sorcerer Attack 13
<i>Jaws of the Earth</i>	Sorcerer Attack 13
<i>Mind Hammer</i>	Sorcerer Attack 13
<i>Thunder Breath</i>	Sorcerer Attack 13

### LEVEL 15 DAILY SPELLS

<i>Frost Eddies</i>	Sorcerer Attack 15
<i>Hostility Charm</i>	Sorcerer Attack 15
<i>Scintillating Starburst</i>	Sorcerer Attack 15
<i>Spitfire Furnace</i>	Sorcerer Attack 15

### LEVEL 16 UTILITY SPELLS

<i>Breath of the Desert Dragon</i> (Encounter)	Sorcerer Utility 16
<i>Chaos Echoes</i> (Daily)	Sorcerer Utility 16
<i>Chaos Sanctuary</i> (Encounter)	Sorcerer Utility 16
<i>Comrades' Mantle</i> (Daily)	Sorcerer Utility 16
<i>Draconic Majesty</i> (Encounter)	Sorcerer Utility 16

### LEVEL 17 ENCOUNTER SPELLS

<i>Breath of Winter</i>	Sorcerer Attack 17
<i>Dragon Tail Meditation</i>	Sorcerer Attack 17
<i>Poisonous Evasion</i>	Sorcerer Attack 17
<i>Thunder Summons</i>	Sorcerer Attack 17

### LEVEL 19 DAILY SPELLS

<i>Baleful Gaze of the Basilisk</i>	Sorcerer Attack 19
<i>Blackfire Serpent</i>	Sorcerer Attack 19
<i>Prismatic Explosion</i>	Sorcerer Attack 19
<i>Split Strike</i>	Sorcerer Attack 19

## LEVEL 22 UTILITY SPELLS

<i>Dragon Fear</i> (Encounter)	Sorcerer Utility 22
<i>Platinum Scales</i> (Daily)	Sorcerer Utility 22
<i>Shared Sorcery</i> (Daily)	Sorcerer Utility 22
<i>Wind Shape</i> (Encounter)	Sorcerer Utility 22

## LEVEL 23 ENCOUNTER SPELLS

<i>Black Breath</i>	Sorcerer Attack 23
<i>Chaos Orbs</i>	Sorcerer Attack 23
<i>Iron Chains</i>	Sorcerer Attack 23
<i>Plates of Ice</i>	Sorcerer Attack 23

## LEVEL 25 DAILY SPELLS

<i>Draconic Incarnation</i>	Sorcerer Attack 25
<i>Force Storm</i>	Sorcerer Attack 25
<i>Words of Chaos</i>	Sorcerer Attack 25

## LEVEL 27 ENCOUNTER SPELLS

<i>Lightning Eruption</i>	Sorcerer Attack 27
<i>Poison Ward</i>	Sorcerer Attack 27
<i>Thunder Pulse</i>	Sorcerer Attack 27
<i>Wildfire Curse</i>	Sorcerer Attack 27

## LEVEL 29 DAILY SPELLS

<i>Endless Acid</i>	Sorcerer Attack 29
<i>Entropic Whirlwind</i>	Sorcerer Attack 29
<i>Prismatic Storm</i>	Sorcerer Attack 29

# WARLOCK

Arcane striker

## WARLOCK BUILD OPTIONS

Deceptive warlock

Scourge warlock

## WARLOCK CLASS FEATURES

Eldritch blast

Prime shot

Shadow walk

Warlock's curse

## IMPLEMENT

Rod

Wand

## ELDRITCH PACT

At-will spell

Pact boon

## FEY PACT

Eyebite

Misty step

## INFERNAL PACT

Hellish rebuke

Dark one's blessing

## STAR PACT

Dire radiance

Fate of the void

Implement

## WARLOCK POWERS

Spell

### LEVEL 1 AT-WILL SPELLS

<i>Dire Radiance</i>	Warlock (Star) Attack 1
<i>Eldritch Blast</i>	Warlock (All) Attack 1
<i>Eyebite</i>	Warlock (Fey) Attack 1
<i>Hellish Rebuke</i>	Warlock (Infernal) Attack 1

### LEVEL 1 ENCOUNTER SPELLS

<i>Diabolic Grasp</i>	Warlock (Infernal) Attack 1
<i>Dreadful Word</i>	Warlock (Star) Attack 1
<i>Vampiric Embrace</i>	Warlock (Infernal) Attack 1
<i>Witchfire</i>	Warlock (Fey) Attack 1

### LEVEL 1 DAILY SPELLS

<i>Armor of Agathys</i>	Warlock (Infernal) Attack 1
<i>Curse of the Dark Dream</i>	Warlock (Fey) Attack 1
<i>Dread Star</i>	Warlock (Star) Attack 1
<i>Flames of Phlegethos</i>	Warlock (Infernal) Attack 1

### LEVEL 2 UTILITY SPELLS

<i>Beguiling Tongue</i> (Encounter)	Warlock (Fey) Utility 2
<i>Ethereal Stride</i> (Encounter)	Warlock (Star) Utility 2
<i>Fiendish Resilience</i> (Daily)	Warlock (Infernal) Utility 2
<i>Shadow Veil</i> (Encounter)	Warlock (Star) Utility 2

### LEVEL 3 ENCOUNTER SPELLS

<i>Eldritch Rain</i>	Warlock (Fey) Attack 3
<i>Fiery Bolt</i>	Warlock (Infernal) Attack 3
<i>Frigid Darkness</i>	Warlock (Star) Attack 3
<i>Otherwind Stride</i>	Warlock (Fey) Attack 3

### LEVEL 5 DAILY SPELLS

<i>Avernian Eruption</i>	Warlock (Infernal) Attack 5
<i>Crown of Madness</i>	Warlock (Fey) Attack 5
<i>Curse of the Bloody Fangs</i>	Warlock (Fey) Attack 5
<i>Hunger of Hadar</i>	Warlock (Star) Attack 5

### LEVEL 6 UTILITY SPELLS

<i>Dark One's Own Luck</i> (Daily)	Warlock (Star) Utility 6
<i>Fey Switch</i> (Encounter)	Warlock (Fey) Utility 6
<i>Shroud of Black Steel</i> (Daily)	Warlock (Infernal) Utility 6
<i>Spider Climb</i> (Encounter)	Warlock (Infernal) Utility 6

### LEVEL 7 ENCOUNTER SPELLS

<i>Howl of Doom</i>	Warlock (Infernal) Attack 7
<i>Infernal Moon Curse</i>	Warlock (Infernal) Attack 7
<i>Mire the Mind</i>	Warlock (Fey) Attack 7
<i>Sign of Ill Omen</i>	Warlock (Star) Attack 7

### LEVEL 9 DAILY SPELLS

<i>Curse of the Black Frost</i>	Warlock (Fey) Attack 9
<i>Iron Spike of Dis</i>	Warlock (Infernal) Attack 9
<i>Summons of Khirad</i>	Warlock (Star) Attack 9
<i>Thief of Five Fates</i>	Warlock (Star) Attack 9

### LEVEL 10 UTILITY SPELLS

<i>Ambassador Imp</i> (Daily)	Warlock (Infernal) Utility 10
<i>Shadow Form</i> (Daily)	Warlock (Star) Utility 10
<i>Shielding Shades</i> (Daily)	Warlock (Star) Utility 10
<i>Warlock's Leap</i> (Daily)	Warlock (Fey) Utility 10

### LEVEL 13 ENCOUNTER SPELLS

<i>Bewitching Whispers</i>	Warlock (Fey) Attack 13
<i>Coldfire Vortex</i>	Warlock (Star) Attack 13
<i>Harrowstorm</i>	Warlock (Infernal) Attack 13
<i>Soul Flaying</i>	Warlock (Infernal) Attack 13

### LEVEL 15 DAILY SPELLS

<i>Curse of the Golden Mist</i>	Warlock (Fey) Attack 15
<i>Fireswarm</i>	Warlock (Infernal) Attack 15
<i>Tendrils of Thuban</i>	Warlock (Star) Attack 15
<i>Thirsting Maw</i>	Warlock (Infernal) Attack 15

### LEVEL 16 UTILITY SPELLS

<i>Cloak of Shadow</i> (Encounter)	Warlock (Infernal) Utility 16
<i>Eye of the Warlock</i> (Daily)	Warlock (Star) Utility 16
<i>Infuriating Elusiveness</i> (Encounter)	Warlock (Fey) Utility 16

### LEVEL 17 ENCOUNTER SPELLS

<i>Strand of Fate</i>	Warlock (Star) Attack 17
<i>Thirsting Tendrils</i>	Warlock (Fey) Attack 17
<i>Warlock's Bargain</i>	Warlock (Infernal) Attack 17

### LEVEL 19 DAILY SPELLS

<i>Delusions of Loyalty</i>	Warlock (Fey) Attack 19
<i>Minions of Malbolge</i>	Warlock (Infernal) Attack 19
<i>Wrath of Acamar</i>	Warlock (Star) Attack 19

## LEVEL 22 UTILITY SPELLS

*Entropic Ward* (Encounter)      Warlock (Star) Utility 22  
*Raven's Glamor* (Daily)      Warlock (Fey) Utility 22  
*Wings of the Fiend* (Daily)      Warlock (Infernal) Utility 22

## LEVEL 23 ENCOUNTER SPELLS

*Dark Transport*      Warlock (Star) Attack 23  
*Spiteful Darts*      Warlock (Infernal) Attack 23  
*Thorns of Venom*      Warlock (Fey) Attack 23

## LEVEL 25 DAILY SPELLS

*Curse of the Twin Princes*      Warlock (Fey) Attack 25  
*Tartarean Tomb*      Warlock (Infernal) Attack 25  
*Thirteen Baleful Stars*      Warlock (Star) Attack 25

## LEVEL 27 ENCOUNTER SPELLS

*Banish to the Void*      Warlock (Star) Attack 27  
*Curse of the Fey King*      Warlock (Fey) Attack 27  
*Hellfire Curse*      Warlock (Infernal) Attack 27

## LEVEL 29 DAILY SPELLS

*Curse of the Dark Delirium*      Warlock (Fey) Attack 29  
*Doom of Delban*      Warlock (Star) Attack 29  
*Hurl through Hell*      Warlock (Infernal) Attack 29

# WARLORD

Martial leader

## WARLORD BUILD OPTIONS

Inspiring warlord

Tactical warlord

## WARLORD CLASS FEATURES

Combat leader

Commanding presence

Inspiring presence

Tactical presence

Inspiring word

## WARLORD POWERS

Exploit

### CLASS FEATURE EXPLOIT

*Inspiring Word* Warlord Feature

### LEVEL 1 AT-WILL EXPLOITS

*Commander's Strike* Warlord Attack 1  
*Furious Smash* Warlord Attack 1  
*Viper's Strike* Warlord Attack 1  
*Wolf Pack Tactics* Warlord Attack 1

### LEVEL 1 ENCOUNTER EXPLOITS

*Guarding Attack* Warlord Attack 1  
*Hammer and Anvil* Warlord Attack 1  
*Leaf on the Wind* Warlord Attack 1  
*Warlord's Favor* Warlord Attack 1

### LEVEL 1 DAILY EXPLOITS

*Bastion of Defense* Warlord Attack 1  
*Lead the Attack* Warlord Attack 1  
*Pin the Foe* Warlord Attack 1  
*White Raven Onslaught* Warlord Attack 1

### LEVEL 2 UTILITY EXPLOITS

*Aid the Injured* (Encounter) Warlord Utility 2  
*Crescendo of Violence* (Encounter) Warlord Utility 2  
*Knight's Move* (Encounter) Warlord Utility 2  
*Shake It Off* (Encounter) Warlord Utility 2

### LEVEL 3 ENCOUNTER EXPLOITS

*Hold the Line* Warlord Attack 3  
*Inspiring War Cry* Warlord Attack 3  
*Steel Monsoon* Warlord Attack 3  
*Warlord's Strike* Warlord Attack 3

### LEVEL 5 DAILY EXPLOITS

*Stand the Fallen* Warlord Attack 5  
*Turning Point* Warlord Attack 5  
*Villain's Nightmare* Warlord Attack 5

### LEVEL 6 UTILITY EXPLOITS

*Guide the Charge* (Encounter) Warlord Utility 6  
*Inspiring Reaction* (Encounter) Warlord Utility 6  
*Quick Step* (Daily) Warlord Utility 6  
*Stand Tough* (Daily) Warlord Utility 6

### LEVEL 7 ENCOUNTER EXPLOITS

*Lion's Roar* Warlord Attack 7  
*Sunder Armor* Warlord Attack 7  
*Surprise Attack* Warlord Attack 7  
*Surround Foe* Warlord Attack 7

### LEVEL 9 DAILY EXPLOITS

*Iron Dragon Charge* Warlord Attack 9  
*Knock Them Down* Warlord Attack 9  
*White Raven Strike* Warlord Attack 9

### LEVEL 10 UTILITY EXPLOITS

*Defensive Rally* (Daily) Warlord Utility 10  
*Ease Suffering* (Daily) Warlord Utility 10  
*Tactical Shift* (Daily) Warlord Utility 10

### LEVEL 13 ENCOUNTER EXPLOITS

*Beat Them into the Ground* Warlord Attack 13  
*Bolstering Blow* Warlord Attack 13  
*Denying Smite* Warlord Attack 13  
*Fury of the Sirocco* Warlord Attack 13

### LEVEL 15 DAILY EXPLOITS

*Make Them Bleed* Warlord Attack 15  
*Renew the Troops* Warlord Attack 15  
*Warlord's Gambit* Warlord Attack 15

### LEVEL 16 UTILITY EXPLOITS

*Hero's Defiance* (Daily) Warlord Utility 16  
*Warlord's Banner* (Encounter) Warlord Utility 16  
*White Raven Formation* (Daily) Warlord Utility 16

### LEVEL 17 ENCOUNTER EXPLOITS

*Battle On* Warlord Attack 17  
*Hail of Steel* Warlord Attack 17  
*Thunderous Fury* Warlord Attack 17  
*Warlord's Rush* Warlord Attack 17

### LEVEL 19 DAILY EXPLOITS

*Break the Tempo* Warlord Attack 19  
*Victory Surge* Warlord Attack 19  
*Windmill of Doom* Warlord Attack 19

### LEVEL 22 UTILITY EXPLOITS

*Heart of the Titan* (Daily) Warlord Utility 22  
*Heroic Surge* (Daily) Warlord Utility 22  
*Own the Battlefield* (Daily) Warlord Utility 22

### LEVEL 23 ENCOUNTER EXPLOITS

*Great Dragon War Cry* Warlord Attack 23  
*Pillar to Post* Warlord Attack 23  
*Rabbits and Wolves* Warlord Attack 23  
*Sudden Assault* Warlord Attack 23

### LEVEL 25 DAILY EXPLOITS

*Relentless Assault* Warlord Attack 25  
*Stir the Hornet's Nest* Warlord Attack 25  
*White Raven's Call* Warlord Attack 25

### LEVEL 27 ENCOUNTER EXPLOITS

<i>Chimera Battlestrike</i>	Warlord Attack 27
<i>Devastating Charge</i>	Warlord Attack 27
<i>Incite Heroism</i>	Warlord Attack 27
<i>Warlord's Doom</i>	Warlord Attack 27

### LEVEL 29 DAILY EXPLOITS

<i>Defy Death</i>	Warlord Attack 29
<i>Stand Invincible</i>	Warlord Attack 29

# WIZARD

Arcane controller

## WIZARD BUILD OPTIONS

Control wizard

War wizard

## WIZARD CLASS FEATURES

Arcane implement mastery

Orb of imposition

Staff of defense

Wand of accuracy

Cantrips

Ritual casting

Spellbook

Rituals

Daily and utility spells

Capacity

## IMPLEMENTS

Orb

Staff

Wand

## WIZARD POWERS

Spell

### CLASS FEATURE SPELLS

<i>Ghost Sound</i>	Wizard Cantrip
<i>Light</i>	Wizard Cantrip
<i>Mage Hand</i>	Wizard Cantrip
<i>Prestidigitation</i>	Wizard Cantrip

### LEVEL 1 AT-WILL SPELLS

<i>Cloud of Daggers</i>	Wizard Attack 1
<i>Magic Missile</i>	Wizard Attack 1
<i>Ray of Frost</i>	Wizard Attack 1
<i>Scorching Burst</i>	Wizard Attack 1
<i>Thunderwave</i>	Wizard Attack 1

### LEVEL 1 ENCOUNTER SPELLS

<i>Burning Hands</i>	Wizard Attack 1
<i>Chill Strike</i>	Wizard Attack 1
<i>Force Orb</i>	Wizard Attack 1
<i>Icy Terrain</i>	Wizard Attack 1
<i>Ray of Enfeeblement</i>	Wizard Attack 1

### LEVEL 1 DAILY SPELLS

<i>Acid Arrow</i>	Wizard Attack 1
<i>Flaming Sphere</i>	Wizard Attack 1
<i>Freezing Cloud</i>	Wizard Attack 1
<i>Sleep</i>	Wizard Attack 1

### LEVEL 2 UTILITY SPELLS

<i>Expeditious Retreat</i> (Daily)	Wizard Utility 2
<i>Feather Fall</i> (Daily)	Wizard Utility 2
<i>Jump</i> (Encounter)	Wizard Utility 2
<i>Shield</i> (Encounter)	Wizard Utility 2

### LEVEL 3 ENCOUNTER SPELLS

<i>Color Spray</i>	Wizard Attack 3
<i>Fire Shroud</i>	Wizard Attack 3
<i>Icy Rays</i>	Wizard Attack 3
<i>Shock Sphere</i>	Wizard Attack 3

### LEVEL 5 DAILY SPELLS

<i>Icy Grasp</i>	Wizard Attack 5
<i>Fireball</i>	Wizard Attack 5
<i>Stinking Cloud</i>	Wizard Attack 5
<i>Web</i>	Wizard Attack 5

### LEVEL 6 UTILITY SPELLS

<i>Dimension Door</i> (Daily)	Wizard Utility 6
<i>Disguise Self</i> (Daily)	Wizard Utility 6
<i>Dispel Magic</i> (Daily)	Wizard Utility 6
<i>Invisibility</i> (Daily)	Wizard Utility 6
<i>Levitate</i> (Daily)	Wizard Utility 6
<i>Wall of Fog</i> (Daily)	Wizard Utility 6

### LEVEL 7 ENCOUNTER SPELLS

<i>Fire Burst</i>	Wizard Attack 7
<i>Lightning Bolt</i>	Wizard Attack 7
<i>Spectral Ram</i>	Wizard Attack 7
<i>Winter's Wrath</i>	Wizard Attack 7

### LEVEL 9 DAILY SPELLS

<i>Ice Storm</i>	Wizard Attack 9
<i>Lightning Serpent</i>	Wizard Attack 9
<i>Wizard's Sword</i>	Wizard Attack 9
<i>Wall of Fire</i>	Wizard Attack 9

### LEVEL 10 UTILITY SPELLS

<i>Arcane Gate</i> (Daily)	Wizard Utility 10
<i>Blur</i> (Daily)	Wizard Utility 10
<i>Mirror Image</i> (Daily)	Wizard Utility 10
<i>Resistance</i> (Daily)	Wizard Utility 10

### LEVEL 13 ENCOUNTER SPELLS

<i>Frostburn</i>	Wizard Attack 13
<i>Mesmeric Hold</i>	Wizard Attack 13
<i>Prismatic Burst</i>	Wizard Attack 13
<i>Thunderlance</i>	Wizard Attack 13

### LEVEL 15 DAILY SPELLS

<i>Grasping Hands</i>	Wizard Attack 15
<i>Blast of Cold</i>	Wizard Attack 15
<i>Resilient Sphere</i>	Wizard Attack 15
<i>Prismatic Beams</i>	Wizard Attack 15
<i>Wall of Ice</i>	Wizard Attack 15

### LEVEL 16 UTILITY SPELLS

<i>Displacement</i> (Encounter)	Wizard Utility 16
<i>Fly</i> (Daily)	Wizard Utility 16
<i>Greater Invisibility</i> (Daily)	Wizard Utility 16
<i>Stoneskin</i> (Daily)	Wizard Utility 16

### LEVEL 17 ENCOUNTER SPELLS

<i>Combust</i>	Wizard Attack 17
<i>Crushing Titan's Fist</i>	Wizard Attack 17
<i>Force Volley</i>	Wizard Attack 17
<i>Ice Tomb</i>	Wizard Attack 17

### LEVEL 19 DAILY SPELLS

<i>Acid Wave</i>	Wizard Attack 19
<i>Cloudkill</i>	Wizard Attack 19
<i>Disintegrate</i>	Wizard Attack 19
<i>Black Tentacles</i>	Wizard Attack 19

### LEVEL 22 UTILITY SPELLS

<i>Mass Fly (Daily)</i>	Wizard Utility 22
<i>Mansion (Daily)</i>	Wizard Utility 22
<i>Time Stop (Daily)</i>	Wizard Utility 22

### LEVEL 23 ENCOUNTER SPELLS

<i>Acid Storm</i>	Wizard Attack 23
<i>Chain Lightning</i>	Wizard Attack 23
<i>Thunderclap</i>	Wizard Attack 23

### LEVEL 25 DAILY SPELLS

<i>Elemental Maw</i>	Wizard Attack 25
<i>Maze</i>	Wizard Attack 25
<i>Necrotic Web</i>	Wizard Attack 25
<i>Prismatic Spray</i>	Wizard Attack 25

### LEVEL 27 ENCOUNTER SPELLS

<i>Black Fire</i>	Wizard Attack 27
<i>Confusion</i>	Wizard Attack 27
<i>Forcecage</i>	Wizard Attack 27

### LEVEL 29 DAILY SPELLS

<i>Greater Ice Storm</i>	Wizard Attack 29
<i>Legion's Hold</i>	Wizard Attack 29
<i>Meteor Swarm</i>	Wizard Attack 29

[ [CLASS STATBLOCK TEMPLATE] ]

## CLASS NAME

@Flavor text

### CLASS TRAITS

**Role:** @  
**Power Source:** @  
**Key Abilities:** @

**Armor Proficiencies:** @  
**Weapon Proficiencies:** @  
**Implement:** @if needed  
**Bonus to Defense:** +# [defense]

**Hit Points at 1st Level:** # + Constitution score  
**Hit Points per Level Gained:** #  
**Healing Surges:** # + Constitution modifier

**Trained Skills:** @  
**Build Options:** @  
**Class Features:** @

## CREATING A [CLASS NAME]

@

### [BUILD NAME]

@Repeat as needed

## [CLASS NAME] CLASS FEATURES

@

[CLASS FEATURE]  
@ Repeat as needed

**IMPLEMENT**  
@ If needed

### [CLASS NAME] OVERVIEW

**Characteristics:** @  
**Religion:** @  
**Races:** @

## [CLASS NAME] [POWER TYPE]S

@ In level order by type

[ [SEE ALSO POWER STATBLOCK TEMPLATES] ]

[ [END CLASS STATBLOCK TEMPLATE] ]

## PARAGON PATH

Prerequisite  
Path Feature  
Power

[ [PARAGON PATH STATBLOCK TEMPLATE] ]

## PARAGON PATH NAME

@Flavor

**Prerequisite:** @

@Text

### [PATH NAME] PATH FEATURES

**Feature (11th level):** @action point feature  
**Feature (11th level):** @  
**Feature (16th level):** @

### [PATH NAME] [POWER TYPE]S

@Attack 11, Utility 12, Attack 20

[ [SEE ALSO POWER STATBLOCK TEMPLATES] ]

[ [END PARAGON PATH STATBLOCK TEMPLATE] ]

## EPIC DESTINY

Prerequisite  
Destiny Feature  
Power

[ [EPIC DESTINY STATBLOCK TEMPLATE] ]

## DESTINY NAME

@Flavor

**Prerequisite:** @

@Text

### IMMORTALITY

@Text

[Immortality]: @

### [DESTINY NAME] FEATURES

**Feature (21st level):** @  
**Feature (24th level):** @  
**Feature (30th level):** @

### [DESTINY NAME] POWER

@Utility 29

[ [SEE ALSO POWER STATBLOCK TEMPLATES] ]

[ [END EPIC DESTINY STATBLOCK TEMPLATE] ]

## POWERS

At-Will Power  
Encounter Power  
Daily Power

Prayer  
Exploit  
Spell

## KEYWORD

### POWER SOURCE

Arcane  
Divine  
Martial  
Elemental  
Ki  
Primal  
Psionic  
Shadow

### DAMAGE TYPE

Acid  
Cold  
Fire  
Force  
Lighting  
Necrotic  
Poison  
Psychic  
Radiant  
Thunder

### EFFECT TYPE

Beast  
Beast Form  
Charm  
Conjuration  
Fear  
Healing  
Illusion  
Invigorating  
Poison  
Polymorph  
Rage  
Rattling  
Reliable  
Sleep  
Spirit  
Stance  
Summoning  
Teleportation  
Zone

### ACCESSORIES

Implement  
Weapon

## ACTION TYPE

Standard action  
Move action  
Minor action  
Immediate interrupt  
Immediate reaction  
Free action  
No action  
Trigger

## ATTACK TYPE AND RANGE

### MELEE

Melee weapon  
Melee 1  
Melee touch

### RANGED

Ranged weapon  
Ranged [#]  
Ranged sight

### CLOSE

Close burst [#]  
Close blast [#]

### AREA

Area burst [#] within [#] squares  
Area wall [#] within [#] squares  
Contiguous squares

### PERSONAL

## PREREQUISITE OR REQUIREMENT

### TARGET

Ally  
Creature  
Enemy  
You  
Object  
Square  
Secondary Target  
Tertiary Target

### ATTACK

Secondary Attack  
Tertiary Attack

### HIT

Damage

### MISS

Half Damage

### EFFECT

Aftereffect

## DURATION

Until the start of your next turn

Until the end of your next turn

Until the end of the encounter

Save ends

Sustain

Overlapping duration

[ [POWER STATBLOCK TEMPLATES] ]

[ [AT-WILL] ]

**Power Name** [Class/Racial/Feat] [Attack or Utility] #

@Flavor

**At-Will** ◆ [Keywords]

[Action Type] Action [Range] [Range modifier]

**Special:** @Effect

**Target:** @

**Attack:** [Ability Score] vs. [Defense]

**Hit:** @Damage expression and/or effect

**Miss:** @Damage expression and/or effect

**Effect:** @Effect

**Sustain [Action]:** @Effect

[ [ENCOUNTER] ]

**Power Name** [Class/Racial/Feat] [Attack or Utility] #

@Flavor

**Encounter** ◆ [Keywords]

[Action Type] Action [Range] [Range modifier]

**Special:** @Effect

**Target:** @

**Attack:** [Ability Score] vs. [Defense]

**Hit:** @Damage expression and/or effect

**Miss:** @Damage expression and/or effect

**Effect:** @Effect

**Sustain [Action]:** @Effect

[ [DAILY] ]

**Power Name** [Class/Racial/Feat] [Attack or Utility] #

@Flavor

**Daily** ◆ [Keywords]

[Action Type] Action [Range] [Range modifier]

**Special:** @Effect

**Target:** @

**Attack:** [Ability Score] vs. [Defense]

**Hit:** @Damage expression and/or effect

**Miss:** @Damage expression and/or effect

**Effect:** @Effect

**Sustain [Action]:** @Effect

[ [END POWER STATBLOCK TEMPLATES] ]

## SKILL

Skill training  
Trained only

## CHECK

Ability check  
Skill check  
    Base skill check bonus  
Skill check bonus  
Passive check  
Cooperation  
Skill challenge  
Check result  
Difficulty Class  
Opposed check  
Modifier  
Bonus  
Penalty  
Take 10

## KNOWLEDGE SKILLS

Knowledge check  
    Common knowledge  
    Expert knowledge  
    Master knowledge  
Monster knowledge check  
    Monster knowledge

## ACROBATICS (DEX)

Acrobatic stunt  
Balance  
Escape from a grab  
Escape from restraints  
Reduced falling damage

## ARCANA (INT)

Arcana knowledge  
Detect magic

## ATHLETICS (STR)

Climb  
Escape from a grab  
Jump  
    High jump  
    Long jump  
Swim

## BLUFF (CHA)

Gain combat advantage  
Create a diversion to hide

## DIPLOMACY (CHA)

## DUNGEONEERING (WIS)

Dungeoneering knowledge  
Forage

## ENDURANCE (CON)

## HEAL (WIS)

First aid  
Treat disease

## HISTORY (INT)

## INSIGHT (WIS)

Sense motives, attitudes  
Sense outside influence  
Recognize illusion

## INTIMIDATE (CHA)

## NATURE (WIS)

Forage  
Handle animal  
Nature knowledge

## PERCEPTION (WIS)

Listen  
Search  
Spot  
Find tracks

## RELIGION (INT)

Religion knowledge

## STEALTH (DEX)

## STREETWISE (CHA)

Settlement  
Information

## THIEVERY (DEX)

Disable device  
Open lock  
Pick pocket  
Sleight of hand

# BACKGROUND

Associated Skills

## FEAT

Class feat  
Divinity feat  
Multiclass feat  
Racial feat  
Feat description

## HEROIC TIER FEAT

Action Surge  
Advantage of Cunning  
Agile Hunter  
Alchemy  
Alertness  
Anger Unleashed  
Arcane Spellfury  
Armor Proficiency (Chainmail)  
Armor Proficiency (Hide)  
Armor Proficiency (Leather)  
Armor Proficiency (Plate)  
Armor Proficiency (Scale)  
Astral Fire  
Backstabber  
Bardic Knowledge  
Blade Opportunist  
Burning Blizzard  
Combat Reflexes  
Dark Fury  
Deadly Rage  
Defensive Mobility  
Disciplined Wild Soul  
Distracting Shield  
Dodge Giants  
Dragonborn Frenzy  
Dragonborn Senses  
Durable  
Dwarven Weapon Training  
Eladrin Soldier  
Elven Precision  
Enlarged Dragon Breath  
Enraged Boar Form  
Escape Artist  
Expanded Spellbook  
Far Shot  
Far Throw  
Fast Runner  
Ferocious Rebuke  
Ferocious Tiger Form  
Fey Trickster  
Group Insight  
Group Stealth  
Halfling Agility  
Healing Hands

Hellfire Blood  
Human Perseverance  
Improved Bull Rush  
Improved Dark One's Blessing  
Improved Dragon Soul  
Improved Fate of the Void  
Improved Grab  
Improved Initiative  
Improved Majestic Word  
Improved Misty Step  
Improved Roar of Triumph  
Insightful Preservation  
Inspired Recovery  
Jack of All Trades  
Lethal Hunter  
Light Step  
Linguist  
Long Jumper  
Lost in the Crowd  
Mounted Combat  
Nimble Blade  
Potent Challenge  
Power Attack  
Powerful Charge  
Precise Hunter  
Press the Advantage  
Primal Fury  
Primal Instinct  
Quick Draw  
Raging Storm  
Rising Fury  
Ritual Caster  
Savage Assault  
Shadow Skulk  
Shield Proficiency (Heavy)  
Shield Proficiency (Light)  
Shield Push  
Skill Focus  
Skill Training  
Sorcerous Blade Channeling  
Strength of Valor  
Sure Climber  
Surprise Knockdown  
Tactical Assault  
Thirst for Battle  
Toughness  
Two-Weapon Defense  
Two-Weapon Fighting  
Weapon Focus  
Weapon Proficiency  
Wintertouched

## PARAGON TIER FEAT

Action Recovery  
Agile Athlete  
Arcane Flexibility  
Arcane Reach  
Armor Specialization (Chainmail)  
Armor Specialization (Hide)  
Armor Specialization (Plate)  
Armor Specialization (Scale)  
Back to the Wall  
Blood Thirst  
Charging Rampage  
Combat Anticipation  
Combat Commander  
Danger Sense  
Deadly Axe  
Defensive Advantage  
Devastating Critical  
Distant Shot  
Draconic Spellfury  
Dwarven Durability  
Empowered Dragon Breath  
Evasion  
Fade Ally  
Feywild Protection  
Fiery Rebuke  
Fleet-Footed  
Great Fortitude  
Hammer Rhythm  
Heavy Blade Opportunity  
Hunting Wolf Form  
Improved Cunning  
Improved Second Wind  
Improved Valor  
Inescapable Force  
Iron Will  
Lasting Frost  
Light Blade Precision  
Lightning Arc  
Lightning Reflexes  
Lyric of Rejuvenation  
Mettle  
Nimble Spirit  
Point-Blank Shot  
Polearm Gamble  
Psychic Lock  
Quick Wild Shape  
Rageblood Recovery  
Resounding Thunder  
Running Shot  
Scimitar Dance  
Second Implement  
Secret Stride  
Seize the Moment  
Shield Specialization  
Sly Hunter

Solid Sound  
Spear Push  
Spell Focus  
Stalking Panther Form  
Steady Shooter  
Strength from Pain  
Surprising Disappearance  
Sweeping Flail  
Thaneborn Advance  
Twofold Curse  
Uncanny Dodge  
Underfoot  
Unrelenting Assault  
Versatile Master  
Wild Spellfury

## EPIC TIER FEAT

Arcane Mastery  
Axe Mastery  
Blind-Fight  
Bludgeon Mastery  
Enduring Rage  
Epic Resurgence  
Ferocious Critical  
Flail Mastery  
Flanking Maneuver  
Font of Radiance  
Heavy Blade Mastery  
Irresistible Flame  
Light Blade Mastery  
Long Arm of Virtue  
Pick Mastery  
Primal Aspect Form  
Primal Resurgence  
Sorcerous Flux  
Spear Mastery  
Spell Accuracy  
Thaneborn Conqueror  
Triumphant Attack  
Two-Weapon Flurry  
Unfettered Stride  
Vanishing Act

## MULTICLASS FEAT

Arcane Initiate [Multiclass Wizard]  
Arcane Prodigy [Multiclass Sorcerer]  
Bardic Dilettante [Multiclass Bard]  
Berserker's Fury [Multiclass Barbarian]  
Initiate of the Faith [Multiclass Cleric]  
Initiate of the Old Faith [Multiclass Druid]  
Pact Initiate [Multiclass Warlock]  
Sneak of Shadows [Multiclass Rogue]  
Soldier of the Faith [Multiclass Paladin]  
Student of Battle [Multiclass Warlord]  
Student of the Sword [Multiclass Fighter]  
Warrior of the Wild [Multiclass Ranger]

## POWER SWAP FEAT

Novice Power [Multiclass]

Acolyte Power [Multiclass]

Adept Power [Multiclass]

[ [FEAT STATBLOCK TEMPLATE] ]

**FEAT NAME** [FEAT TYPE]

**Prerequisite(s):** @

**Benefit:** @

**Special:** @if any

[ [END FEAT STATBLOCK TEMPLATE] ]

# COMBAT

## COMBAT SEQUENCE

### ROUND

#### INITIATIVE

Roll initiative  
Initiative order

#### SURPRISE

surprise round  
surprised  
limited action

### TURN

Start of your turn  
Actions on your turn  
End of your turn

### ACTION

Action type  
Standard action  
Move action  
Minor action  
Free action  
Trigger  
Opportunity action  
Immediate action

- Immediate interrupt
- Immediate reaction

No action  
Action point

- Extra action
- Spend an action point

### ATTACK

#### ATTACK TYPE

Basic attack

- Melee basic attack
- Ranged basic attack

Melee

- Targeted
- Melee reach

Ranged

- Range

Close

- Area of effect
- Origin square

Area

- Opportunity attack
  - Provoke opportunity attack

#### TARGET

Line of sight  
Line of effect

### ATTACK ROLL

Base attack bonus

### ATTACK MODIFIER

Combat advantage  
Cover

- Superior cover
- Determining cover

Concealment

- Total concealment

Invisible

### DEFENSE

Armor Class (AC)  
Fortitude  
Reflex  
Will

### ATTACK RESULT

Hit  
Miss

### CRITICAL HIT

Crit  
Natural 20  
Maximum damage  
Extra damage

### DAMAGE

Damage roll  
Damage type  
Weapon damage dice  
Ongoing damage

### DAMAGE MODIFIER

Immune  
Insubstantial  
Resist  
Vulnerable

### MODIFIER

Bonus

- Higher bonus
- Worst bonus

Armor bonus  
Enhancement bonus  
Feat bonus  
Item bonus  
Power bonus  
Proficiency bonus  
Racial bonus  
Shield bonus  
Untyped bonus  
Penalty

- Lower penalty
- Worst penalty

## CONDITIONS

Blinded  
Dazed  
Deafened  
Dominated  
Dying  
Helpless  
Immobilized  
Marked  
Petrified  
Prone  
Restrained  
Slowed  
Stunned  
Surprised  
Unconscious  
Weakened

## SAVING THROW

Save

## SIZE

Space  
Reach  
  
Tiny  
Small  
Medium  
Large  
Huge  
Gargantuan

## MOVEMENT

### SPEED

Crawl  
Double move  
Phasing  
Run  
Shift  
Squeeze  
Stand up  
Teleportation  
Walk

### TACTICAL MOVEMENT

Diagonal movement  
Occupied square  
    Ally occupied  
    Enemy occupied  
Unoccupied square  
Flanking

### FORCED MOVEMENT

Pull  
Push  
Slide

## TERRAIN

Difficult terrain  
Obstacle  
    Obstacle filling square  
    Obstacle between squares

## FALLING

Falling damage  
Prone  
Jumping down  
Catching yourself

## ACTIONS IN COMBAT

Open a door  
Close a door  
Administer a potion  
Drink a potion  
Draw a weapon  
Sheath a weapon  
Equip a shield  
Stow a shield  
Drop held items  
Pick up an item  
Retrieve an item  
Stow an item  
Drop prone  
Talk

## AID ANOTHER

On an attack roll  
On an ability check  
On a skill check

## BULL RUSH

Strength attack

## CHARGE

## COUP DE GRACE

## DELAY

## ESCAPE

## GRAB

Strength attack

## OPPORTUNITY ATTACK

Provoke  
Threatening reach

## READY AN ACTION

Trigger

## SECOND WIND

## TOTAL DEFENSE

## HEALING

### HIT POINTS

Maximum hit points  
Bloodied  
Bloodied value  
Temporary hit points

### HEALING SURGES

Healing surge value

### REGENERATION

## DEATH AND DYING

### DYING

Death saving throw  
Death, Dead  
Unconscious

# ADVENTURING

## ENCOUNTER

- Combat encounter
- Noncombat encounter
- Skill challenge

## REWARD

- Experience points (XP)
- Milestone
- Quest

## TREASURE

- Monetary treasure
- Art items
- Gems and jewelry
- Magic items

## EXPLORATION

### MOVEMENT

- Marching order
- Base overland speed
  - Speed per day
  - Speed per hour
  - Speed per minute

- Terrain

- Mount

- Vehicle

### LIGHT

- Categories of Light (Brightness)

  - Bright light

  - Dim light

  - Darkness

- Light source

  - Radius

  - Brightness

  - Duration

### REST AND RECOVERY

- Short rest

- Extended rest

- Interrupted rest

- Sleep

- Keeping watch

## RITUAL

Mastering a ritual  
Ritual book  
Selling a ritual book

## ACQUIRING A RITUAL

Buying a ritual  
Finding a ritual  
Creating a ritual

## PERFORM A RITUAL

Assisting in a ritual  
Interrupting a ritual

## RITUAL SCROLL

Buying a ritual scroll  
Finding a ritual scroll  
Creating a ritual scroll  
Ritual scroll limitation  
Using a ritual scroll  
Selling a ritual scroll

## RITUAL FORMAT

Time  
Duration  
Component cost  
Market price  
Key Skill  
Effects

## RITUAL CATEGORY

Binding  
Creation  
Deception  
Divination  
Exploration  
Restoration  
Scrying  
Travel  
Warding

## RITUAL COMPONENT

Alchemical reagent  
Mystic slaves  
Rare herbs  
Sanctified incense  
Residuum

## RITUALS

*Animal Messenger*  
*Arcane Lock*  
*Brew Potion*  
*Commune with Nature*  
*Comprehend Language*  
*Consult Mystic Sages*  
*Consult Oracle*  
*Cure Disease*

*Detect Object*  
*Detect Secret Doors*  
*Discern Lies*  
*Disenchant Magic Item*  
*Instant Summons*  
*Enchant Magic Item*  
*Endure Elements*  
*Eye of Alarm*  
*Eye of Warning*  
*Forbiddance*  
*Gentle Repose*  
*Hallucinatory Creature*  
*Hallucinatory Item*  
*Hand of Fate*  
*Knock*  
*Secret Chest*  
*Linked Portal*  
*Loremaster's Bargain*  
*Magic Circle*  
*Magic Mouth*  
*Make Whole*  
*Observe Creature*  
*Passwall*  
*Phantom Steed*  
*Planar Portal*  
*Raise Dead*  
*Remove Affliction*  
*Secret Page*  
*Sending*  
*Shadow Walk*  
*Silence*  
*Speak with Dead*  
*Floating Disk*  
*Travelers' Feast*  
*True Portal*  
*View Location*  
*View Object*  
*Voice of Fate*  
*Water Breathing*  
*Water Walk*  
*Wizard's Sight*

[ [RITUAL STATBLOCK TEMPLATE] ]

## RITUAL NAME

@Flavor

**Level:** #

**Category:** @

**Time:** @

**Duration:** @

**Component Cost:** # gp

**Market Price:** # gp

**Key Skill:** @

@Effects

[ [END RITUAL STATBLOCK TEMPLATE] ]

## EQUIPMENT

Currency  
Armor  
Weapon  
Adventuring gear

### COINS

Copper piece (cp)  
Silver piece (sp)  
Gold piece (gp)  
Platinum piece (pp)  
Astral Diamonds (ad)

### ARMOR TYPE

#### LIGHT ARMOR

Cloth Armor  
Leather Armor  
Hide Armor

#### HEAVY ARMOR

Chainmail  
Scale Armor  
Plate Armor

#### MASTERWORK ARMOR

Feyweave armor  
Starweave armor  
Feyleather armor  
Starleather armor  
Darkhide armor  
Elderhide armor  
Forgemail  
Spiritmail  
Wyrmscale armor  
Elderscale armor  
Warplate armor  
Godplate armor

### SHIELD TYPE

Light shield  
Heavy shield

### ARMOR TABLE

Armor bonus  
Shield bonus  
Minimum enhancement bonus  
Check  
Speed  
Price  
Weight

## WEAPON CATEGORIES

Improvised weapon  
Simple weapon  
Military weapon  
Superior weapon  
Melee weapon  
Ranged weapon  
One-handed weapon  
Two-handed weapon

### WEAPON GROUP

Axe  
Bow  
Crossbow  
Flail  
Hammer  
Heavy Blade  
Light Blade  
Mace  
Pick  
Polearm  
Sling  
Spear  
Staff  
Unarmed

### WEAPON PROPERTY

Heavy thrown  
Light thrown  
High crit  
Load  
    Load minor  
    Load free  
Off-hand  
Reach  
Small  
Versatile

### WEAPON TABLE

Weapon  
Prof. (proficiency bonus)  
Damage  
Range  
Weight  
Group  
Properties

## WEAPONS

Bastard sword  
Battleaxe  
Broadsword  
Club  
Craghammer  
Crossbow  
Dagger  
Double axe  
Double flail  
Double sword  
Execution axe  
Falchion  
Flail  
Fullblade  
Glaive  
Greataxe  
Greatbow  
Greatclub  
Greatspear  
Greatsword  
Halberd  
Hand crossbow  
Handaxe  
Heavy flail  
Javelin  
Katar  
Khopesh  
Kukri  
Light war pick  
Longbow  
Longspear  
Longsword  
Mace  
Maul  
Mordenkrad  
Morningstar  
Parrying dagger  
Quarterstaff  
Rapier  
Repeating crossbow  
Scimitar  
Scourge  
Scythe  
Short sword  
Shortbow  
Shuriken  
Sickle  
Silvered Weapons  
Sling  
Spear  
Spiked chain  
Spiked Gauntlet  
Spiked shield  
Superior crossbow  
Throwing hammer

Tratnyr  
Trident  
Triple-headed flail  
Unarmed attack  
Urgrosh  
War pick  
Waraxe  
Warhammer

## ADVENTURING GEAR

Standard adventurer's kit  
Backpack  
Bedroll  
Flint and steel  
Pouch, belt  
Rations, trail  
Rope, hempen  
Sunrod  
Waterskin  
Ammunition  
Arrows  
Crossbow bolts  
Sling bullets  
Arcane implement  
    Orb  
    Rod  
    Staff  
    Wand  
Candle  
Chain  
Chest  
Climber's kit  
Grappling hook  
Hammer  
Pitons  
Everburning torch  
Fine clothing  
Flask  
Holy symbol  
Journeybread  
Lantern  
Musical instrument  
    Drum  
    Flute  
    Harp  
    Horn  
    Lute  
    Lyre  
    Woodwind  
Ritual book  
Ritual components  
Rope, silk  
Spellbook  
Tent  
Thieves' tools  
Torch  
Totem

## FOOD, DRINK, AND LODGING

Meal, common  
Meal, feast  
Ale, pitcher  
Wine, bottle  
Inn stay (per day)  
Typical room  
Luxury room

## CARRYING, LIFTING, AND DRAGGING

Carrying capacity  
  
Normal load  
Heavy load  
Maximum drag load

## MOUNTS

**BLADE SPIDER**  
*See MM SRD*

**CAMEL**  
Kick

**DIRE BOAR**  
*See MM SRD*

**ELEPHANT**  
Tusk Slam  
Stomp  
Trampling Charge

**GIANT ANT**  
Bite  
Skitter

**GIANT LIZARD, DRAFT**  
Bite

**GIANT LIZARD, RIDING**  
Bite  
Claw  
Combined Attack

**GRIFFON**  
*See MM SRD*

**GRIFFON, RIMEFIRE**  
*See MM SRD*

**HIPPOGRIFF**  
*See MM SRD*

**HIPPOGRIFF DREAMMOUNT**  
*See MM SRD*

**HORSE, CELESTIAL CHARGER**  
*See MM SRD*

**HORSE, RIDING**  
*See MM SRD*

**HORSE, SEA**  
Tail Slap  
Aquatic Charge  
Waterborn

**HORSE, SKELETAL**  
Kick  
Shadow Symbiosis

**HORSE, WARHORSE**  
*See MM SRD*

**MANTICORE**  
*See MM SRD*

**NIGHTMARE**  
*See MM SRD*

**RAGE DRAKE**  
*See MM SRD*

**RHINOCEROS**  
Gore  
Crushing Charge

**SHARK, DIRE**  
Bite  
Deft Swimmer  
Waterborn

**SHARK, RIDING**  
Bite  
Deft Swimmer  
Waterborn

**TRIHORN BEHEMOTH**  
Gore  
Protective Crest

**WOLF, DIRE**  
*See MM SRD*

**WYVERN**  
*See MM SRD*

**BARDING**  
Light barding  
Heavy barding  
Huge creature

## VEHICLES

Pilot  
Crew  
Load  
Out of Control

### AIRSHIP

Decks  
Fragile Control

### CART

### CHARIOT, HEAVY

Creature-Drawn  
Cover

### CHARIOT, LIGHT

Creature-Drawn  
Cover

### GREATSHIP

Decks  
Sails

### LONGSHIP

Sails

### ORNITHOPTER

### PINNACE

Decks  
Sails

### ROWBOAT

### WAGON

Creature-Drawn  
Cover

[ [VEHICLE STATBLOCK TEMPLATE] ]

#### @Vehicle Name

@Size vehicle

**HP #**    **Space #** squares by # squares    **Cost #** gp

**AC #**; Fortitude #, Reflex 2

**Speed #**

**Pilot**

@Pilot rules.

**Crew**

@Crew rules, if any crew members are required.

**Load**

@Load capacity

**Out of Control**

@Out-of-control rules

**@Compartments**

@Description of areas, such as decks.

**@Special Rules**

@Specific rules for this vehicle, such as submersible or fragile controls.

[ [END VEHICLE STATBLOCK TEMPLATE] ]

## MAGIC ITEM

Identifying magic items

### ITEM FORMAT

Name

Level

Description

Category

Price

Enhancement

+1

+2

+3

+4

+5

+6

Critical

Property

Special

### POWER

At-will

Encounter

Daily

Healing surge

Consumable

### ITEM SLOT

Arms

Feet

Hands

Head

Neck

Ring

Waist

Wondrous Item

### MAGIC ARMOR

Angelsteel armor

Barkskin armor

Battleforged armor

Black Iron armor

Bloodcut armor

Bloodthread armor

Curseforged armor

Darkleaf armor

Deathcut armor

Delver's armor

Dwarven armor

Eladrin armor

Elven battle armor

Exalted armor

Fireburst armor

Flamedrinker armor

Ghostphase armor

Hydra armor

Magic armor

Mantle of the Seventh Wind

Mountain armor

Razor armor

Shadowflow armor

Soulforged armor

Sunleaf armor

Sylvan armor

Tombforged armor

Trollskin armor

### MAGIC WEAPON

Berserker weapon

Dancing weapon

Dragonslayer weapon

Duelist's weapon

Flameburst weapon

Flaming weapon

Frost weapon

Holy Avenger

Lifedrinker weapon

Lightning weapon

Magic weapon

Pact Blade

Perfect Hunter's weapon

Phasing weapon

Resounding weapon

Terror weapon

Thunderburst weapon

Thundering weapon

Vicious weapon

Vorpal weapon

### HOLY SYMBOL

Magic holy symbol

Symbol of battle

Symbol of hope

Symbol of life

Symbol of power

Symbol of radiance

Symbol of victory

### ORB

Magic orb

Orb of drastic resolutions

Orb of indisputable gravity

Orb of inevitable continuance

Orb of invasive fortune

Orb of reversed polarities

Orb of sanguinary repercussions

## ROD

*Magic rod*  
*Rod of corruption*  
*Rod of dark reward*  
*Rod of death's grasp*  
*Rod of first blood*  
*Rod of harvest*  
*Rod of reaving*  
*Rod of the pyre*

## STAFF

*Magic staff*  
*Staff of fiery might*  
*Staff of power*  
*Staff of storms*  
*Staff of the war mage*  
*Staff of winter*  
*Staff of wizardry*  
*Thunderwave staff*

## WAND

*Magic wand*  
*Wand of eldritch rain*  
*Wand of fiery bolt*  
*Wand of fire burst*  
*Wand of icy rays*  
*Wand of ray of enfeeblement*  
*Wand of shield*  
*Wand of soul flaying*  
*Wand of witchfire*

## ARMS SLOT ITEM

*Bashing shield*  
*Bracers of defense*  
*Bracers of mighty striking*  
*Bracers of the perfect shot*  
*Dragondaunt shield*  
*Guardian shield*  
*Shield of defiance*  
*Shield of deflection*  
*Shield of protection*  
*Shield of warding*

## FEET SLOT ITEM

*Acrobat boots*  
*Battlestrider greaves*  
*Boots of balance*  
*Boots of spider climbing*  
*Boots of striding*  
*Boots of striding and springing*  
*Boots of the infinite stride*  
*Catstep boots*  
*Dwarven greaves*  
*Eladrin boots*  
*Elven boots*  
*Wavestrider boots*  
*Winged boots*

## HANDS SLOT ITEM

*Burglar's gloves*  
*Gauntlets of destruction*  
*Gauntlets of ogre power*  
*Gauntlets of the ram*  
*Gloves of piercing*  
*Guildmaster's gloves*  
*Rogue's gloves*  
*Shadowfell gloves*

## HEAD SLOT ITEM

*Basilisk helm*  
*Circlet of authority*  
*Crown of command*  
*Diadem of acuity*  
*Goggles of night*  
*Halo of fallen stars*  
*Helm of battle*  
*Helm of ghostly defense*  
*Helm of heroes*  
*Helm of the eagle*  
*Horned helm*  
*Iron of spite*  
*Phoenix helm*

## NECK SLOT ITEM

*Amulet of false life*  
*Amulet of health*  
*Amulet of protection*  
*Amulet of protection*  
*Cloak of feywild escape*  
*Cloak of invisibility*  
*Cloak of resistance*  
*Cloak of survival*  
*Elven cloak*  
*Guardian's cape*  
*Periapt of wisdom*  
*Safewing amulet*  
*Scarab of invulnerability*  
*Stormwalker's cloak*

## RINGS

*Iron ring of the dwarf lords*  
*Ring of flight*  
*Ring of freedom of movement*  
*Ring of invisibility*  
*Ring of protection*  
*Ring of regeneration*  
*Ring of true seeing*  
*Ring of wizardry*  
*Star opal ring*

## WAIST SLOT ITEM

Belt of giant strength  
Belt of sacrifice  
Belt of titan strength  
Belt of vigor  
Dynamic belt  
Ironskin belt

## WONDROUS ITEM

Bag of holding  
Dimensional shackles  
Dust of appearance  
Everlasting provisions  
Feather boat  
Flying carpet  
Handy haversack  
Portable hole  
Revenant ankh  
Ritual candle  
Rope of climbing  
Sending stones (pair)

## POTION

Potion of healing  
Potion of life  
Potion of recovery  
Potion of vitality

## ALCHEMY

Alchemical formula  
Category  
    Curative  
    Oil  
    Poison  
    Volatile  
    Other  
Modifications  
Consumable

## ALCHEMICAL ITEMS

Alchemical Silver  
Alchemist's Acid  
Alchemist's Fire  
Alchemist's Frost  
Antivenom  
Beastbane  
Blastpatch  
Blinding Bomb  
Bloodstinger Poison  
Clearsense Powder  
Clearwater Solution  
Dragonfire Tar  
Ghoststrike Oil  
Goodnight Tincture  
Herbal Poultice  
Jolt Flask  
Lockbust Chalk

Salve of Slipperiness  
Slow-Step Oil  
Smokestick  
Sovereign Glue  
Tanglefoot Bag  
Thunderstone  
Tracking Dust  
Universal Solvent

[ [ALCHEMICAL FORMULA STATBLOCK TEMPLATE] ]

@FORMULA NAME

Level: #

Category: @

Time: @

Component Cost: @

Market Price: @

Key Skill: @

@Description.

[ [END ALCHEMICAL FORMULA STATBLOCK TEMPLATE] ]

[ [MAGIC ITEM STATBLOCK TEMPLATE] ]

Item Name		Level #+			
@Flavor					
Lvl #	+#	# gp	Lvl #	+#	# gp
Lvl #	+#	# gp	Lvl #	+#	# gp
Lvl #	+#	# gp	Lvl #	+#	# gp

Item Slot: @or Armor, Consumable, Potion, Weapon, Wondrous Item

Enhancement: @Armor: AC; Weapon: Attack rolls and damage rolls; Neck: Fortitude, Reflex, and Will

Critical: @Effect (usually +1d6 per plus)

Property: @Effect

Power (Type): @Activation Action. Effect.

[ [END MAGIC ITEM STATBLOCK TEMPLATE] ]

# D&D 4E DMG SRD

## COMBAT ENCOUNTERS

### MONSTER READINESS

Asleep  
Distracted  
Ready  
Alert

### AQUATIC COMBAT

Underwater Terrain  
Current

### MOUNTED COMBAT

Mount  
Mount Benefits  
Mounting  
Dismounting  
Dismounted

### FLYING

Fly  
Landing  
Crash, Crashes, Crashing  
Double Fly  
Altitude Limit  
Clumsy Flying  
Clumsy Grounded  
Hover  
Overland Flight

### AERIAL COMBAT

Aerial Terrain  
Reference Point

### DISEASE

Infection  
Disease Track  
Disease Progression  
Improve  
Maintain  
Worsen

[ [DISEASE STATBLOCK TEMPLATE] ]

@Disease Name	Level @ Disease
@Flavor text	
Endurance improve DC @@, maintain DC @, worsen DC @@ or lower	
Attack: +@@ vs. [Defense]	
[Left] The target is cured.	
[Left Middle] Initial Effect: @Effect.	
[Right Middle] @Effect.	
[Right] Final State: @Effect.	

[ [END DISEASE STATBLOCK TEMPLATE] ]

### SAMPLE DISEASES

Blinding Sickness  
Cackle Fever  
Hellfever  
Mindfire  
Mummy Rot  
Shakes  
Slimy Doom

### POISON

Poison Vector

[ [POISON STATBLOCK TEMPLATE] ]

@Poison Name	Level # Poison
@Flavor text	
Poison	# gp
Attack: +# vs. [Defense]; damage and/or effects.	
@[Ordinal #] Failed Save: If applicable; damage and/or effects.	
Repeat as needed.	
@Aftereffect: If applicable; damage and/or effects.	
Special: @If applicable; special conditions and effects.	

[ [END POISON STATBLOCK TEMPLATE] ]

### SAMPLE POISONS

Black Lotus  
Blood of the Snake  
Carrion Crawler Brain Juice  
Dark Toxin  
Deathjump Spider Venom  
Demonweb Terror Venom  
Drow Poison  
Ground Thassil Root  
Hellstinger Scorpion Venom  
Insanity Mist  
Pit Toxin  
Stormclaw Scorpion Venom

## BUILDING ENCOUNTERS

### MONSTER ROLES

Artillery  
Brute  
Controller  
Lurker  
Skirmisher  
Soldier  
Leader  
Minion  
Elite  
Solo

### ENCOUNTER COMPONENTS

Encounter Level  
Experience Points  
XP

### ENCOUNTER SETTINGS

Terrain Features  
Difficult Terrain  
Blocking Terrain  
Challenging Terrain  
Hindering Terrain  
Obscured Terrain  
    Lightly Obscured  
    Heavily Obscured  
Precipitous Terrain  
Cover Terrain

### DUNGEON DRESSING

Curtain  
Door  
    Secret Door  
    Trapdoor  
Ladder  
Ledge  
Pillar  
Platform  
Pool  
Portcullis  
Stairs  
Statue  
Tapestry  
Wall

### OUTDOOR TERRAIN

Foliage, Leaves, Vines  
Hill  
Ice  
Sand, Dirt  
Swamp  
Tree  
Undergrowth

## CONSTRUCTED TERRAIN

Arrow Slit  
Catwalk  
Furniture  
Murder Hole  
Street  
Window

### LIGHT SOURCES

Candle  
Torch  
Lantern  
Campfire  
Sunrod  
Phosphorescent fungi  
Sacrificial brazier  
Fireplace/oven  
Forge  
Magma  
Tiny fire creature  
Small fire creature  
Medium fire creature  
Large fire creature  
Huge or Gargantuan fire creature

### FANTASTIC TERRAIN

Blood Rock  
Cave Slime  
Choke Frost  
Cloudspore  
Ember Moss  
Font of Power  
Grab Grass  
Grasping Slime  
Illusions  
Illusory Wall  
Loadstone  
Mirror Crystal  
Pillar of Life  
Sacred Circle  
Slide  
Spiderwebs  
Teleporter  
Whirlwind

# NONCOMBAT ENCOUNTERS

## SKILL CHALLENGE

Goal  
Context  
Level  
Complexity  
Skills  
Condition  
Consequences

[ [SKILL CHALLENGE STATBLOCK TEMPLATE] ]

@Skill Challenge Name	Level #
Skill Challenge	XP #

@Flavor text.  
@Overview.  
**Complexity #** (requires # successes before 3 failures).  
**Primary Skills** @List skills  
**Secondary Skills** @List skills  
**Victory** @Effect  
**Defeat** @Effect  
**Skill DC #** (# success, maximum # successes). @Parameters  
@Description

[ [END SKILL CHALLENGE STATBLOCK TEMPLATE] ]

## SAMPLE SKILL CHALLENGES

The Negotiation  
The Dead Witness  
Urban Chase  
The Interrogation  
Lost in the Wilderness  
Discovering Secret Lore  
Combat Encounter

## PUZZLES

Crossword  
Cryptogram  
Logic  
Maze  
Quotation  
Riddle  
Word Search

## TRAPS AND HAZARDS

### TRAP AND HAZARD ROLES

Blaster  
Lurker  
Obstacle  
Warder  
Elite  
Solo

[ [TRAP/HAZARD STATBLOCK TEMPLATE] ]

@Trap/Hazard Name	Level # [Role]
Trap/Hazard	XP #
@Flavor text	
<b>Trap/Hazard:</b> @Description	
<b>Perception</b>	
@DC to perceive the trap/hazard or part of it	
<b>Additional Skill:</b> @If applicable	
<b>Attack</b>	
<b>@Action</b>	<b>@Range</b>
<b>Target:</b> @	
<b>Attack:</b> +# vs. [Defense]	
<b>Hit:</b> @Damage and/or effects	
<b>Miss:</b> @If applicable; damage and/or effects	
<b>Effect:</b> @If applicable, results on a hit or a miss	
<b>Countermeasures</b>	
◆ @Method and DC to counter all or part of the trap/hazard. Repeated as needed	
<b>Upgrade to [Elite or Solo] (# XP)</b>	
◆ @Increase to make trap/hazard more dangerous. Repeated as needed.	

[ [END TRAP/HAZARD STATBLOCK TEMPLATE] ]

## SAMPLE TRAPS

False-Floor Pit  
Rockslide  
Spear Gauntlet  
Magic Crossbow Turret  
Doomspore  
Pendulum Scythes  
Whirling Blades  
Poisoned Dart Wall  
Treacherous Ice Sheet  
Glyph of Warding  
Daggerthorn Briar  
Flame Jet  
Caustic Geyser  
Electrified Floor  
Spectral Tendrils  
Cave-In  
Altar of Zealotry  
Field of Everflame  
Kinetic Wave  
Entropic Collapse  
Symbol of Suffering  
Soul Gem  
Sphere of Annihilation

## ADVENTURES

Map

Random Encounter  
Wandering Monster

Monster  
Nonplayer Character (NPC)  
Trap  
Hazard

## QUESTS

Major quest  
Minor quest

[ [QUEST STATBLOCK TEMPLATE] ]

### QUEST NAME

*Flavor text (context and goal in story terms)*

**Level:** Level of PCs when quest is completed.

**Start:** All the “who, what, when, where, why, and how” about the quest’s beginning.

**Goal:** All the “who, what, when, where, why, and how” about what the PCs have to do to succeed on the quest.

**Outcome:** The rewards for success and the costs of failure.

[ [END STATBLOCK TEMPLATE] ]

## CAST

Ally  
Patron  
Enemy  
Extra

## REWARDS

Experience Points  
XP  
Quest Reward  
Milestone  
Action Point

## TREASURE

Money  
    Copper piece (cp)  
    Silver piece (sp)  
    Gold piece (gp)  
    Platinum piece (pp)  
    Astral Diamonds (ad)  
Gem  
Gemstone  
Art Object  
Magic Item

Treasure Parcel

## CAMPAIGNS

Super Adventure

## TIERS

Heroic Tier  
Paragon Tier  
Epic Tier  
Immortality

## WORLD

God  
Deity  
Primordial

## CIVILIZATION

Village  
Town  
City

Government  
Defense  
Commerce  
Organizations

Teleportation Circle

[ [SETTLEMENT STATBLOCK TEMPLATE] ]

### SETTLEMENT NAME

@Brief Description

**Population:** @Numbers and brief description of people and where they live.

**Government:** @Who rules and how they rule.

**Defense:** @Guard, militia, and other defenses.

**Commerce:** @Businesses in the town.

**Organizations:** @Important groups in the town.

[ [END SETTLEMENT STATBLOCK TEMPLATE] ]

## THE WILD

Weather  
Starvation  
Thirst  
Suffocation

[ [GOD DESCRIPTION TEMPLATE] ]

### GOD NAME

Description of the god, ending with a lead-in to the god’s creed.

◆ Dogma description (repeated as necessary, usually up to three).

[ [END GOD DESCRIPTION TEMPLATE] ]

## ARTIFACTS

Concordance  
 Pleased  
 Satisfied  
 Normal  
 Unsatisfied  
 Angered  
 Moving On

[ [ARTIFACT TEMPLATE] ]

## ARTIFACT NAME

@Artifact Name	@Tier Level
@Flavor text	
@General artifact magic item statistics	
<b>Body Slot:</b> @If applicable	
<b>Enhancement:</b> @If applicable	
<b>Critical:</b> @If applicable	
<b>Property:</b> @If applicable	
<b>Power (@Usage Timing ♦ @Keywords):</b> @If applicable	

### GOALS OF THE [ARTIFACT NAME]

♦ Item's purpose (repeated as needed).

### ROLEPLAYING THE [ARTIFACT NAME]

Item's personality.

## CONCORDANCE

Starting Score	#
@Event	+/- # or ##
@Event	+/- # or ##
@Event	+/- # or ##

## PLEASED

*Flavor quote from user.*  
 How item acts toward user.  
 Changes in properties or powers.

## SATISFIED

*Flavor quote from user.*  
 How item acts toward user.  
 Changes in properties or powers.

## NORMAL

*Flavor quote from user.*  
 How item acts toward user.  
 Changes in properties or powers.

## UNSATISFIED

*Flavor quote from user.*  
 How item acts toward user.  
 Changes in properties or powers.

## ANGERED

*Flavor quote from user.*  
 How item acts toward user.  
 Changes in properties or powers.

## MOVING ON

*Flavor quote from user.*  
 How item acts toward user.  
 Changes in properties or powers.

[ [END ARTIFACT TEMPLATE] ]

## LANGUAGE

Abyssal  
 Common  
 Deep Speech  
 Draconic  
 Dwarven  
 Elven  
 Giant  
 Goblin  
 Primordial  
 Supernal  
 Words of Power  
  
 Script  
 Rellanic  
 Iokharic  
 Davek  
 Barazhad

# DM's TOOLBOX

## TEMPLATES

Functional Template

Class Template

[ [TEMPLATE STATBOCK TEMPLATE] ]

### TEMPLATE NAME

Description of template story and function.

**Prerequisite:** List of requirements.

[ [SEE MONSTER STATBOCK TEMPLATE] ]

[ [END TEMPLATE STATBOCK TEMPLATE] ]

## FUNCTIONAL TEMPLATES

### BATTLE CHAMPION

Battle Lord Tactics

Battle Talent

Inspiring Assault

### BODYGUARD

Indomitable Presence

Shieldbearer

### DEATH KNIGHT

Marshal Undead

Soul Weapon

Unholy Flames

### DEATH MASTER

Shroud of the Grave

Call of the Grave

### DEMAGOGUE

Deathless Fanaticism

Mob Defense

Clever Escape

### DEMONIC ACOLYTE

Shield of Abyssal Majesty

Abyssal Might

Consume Soul

### DEVASTATOR

Spell Shaper

Endless Power

### FEYBORN

Step through the Mists

Undefinable Beauty

Lure of the Wild

### FROST ADEPT

Body of Ice

Ice Master

### LICH

Spellmaster

Necromantic Aura

Necrotic Master

### MUMMY CHAMPION

Despair

Rotting Slam

### MUMMY LORD

Despair

Mummy's Curse

### SAVAGE BERSERKER

Murderous Frenzy

Savage Rebuke

### SCION OF FLAME

Body of Flame

Fire Master

### SHADOWBORN STALKER

Cloak of Shadows

Cloud of Darkness

### VAMPIRE LORD

Blood Drain

Dominating Gaze

Mist Form

## CLASS TEMPLATES

Cleric

Fighter

Paladin

Ranger

Rogue

Warlock

Warlord

Wizard

## CREATING MONSTERS

[ [MONSTER STATBLOCK TEMPLATE] ]

**@Name**      **Level # @Elite/Solo @Role (Leader)**  
**@Size @origin @type (@keywords)**      **XP #**

**Initiative** +#      **Senses Perception** +#; @other senses  
**@Aura** aura #; @effect.  
**HP #; Bloodied #**; see also @power reference  
**AC #; Fortitude #, Reflex #, Will #**  
**Immune** @immunity; **Resist** @resistance; **Vulnerable** @vulnerability  
**Saving Throws** +#  
**Speed** #, climb (spider climb), fly # (altitude limit #, clumsy flying, clumsy grounded, hover), overland flight #, swim #  
**Action Points** #

⊕ **@Melee Basic** (standard; at-will) ◆ **@Keywords**  
Reach 2; +# vs. @Def; #d# + # damage, and @other.

⊗ **@Ranged Basic** (standard; at-will) ◆ **@Keywords**  
Ranged #/#; +# vs. @Def; #d# + # damage, and @other.

↓ **@Melee** (@action; @usability) ◆ **@Keywords**  
Reach #; +# vs. @Def; #d# + # @type damage, and @other.

↓ **@Melee Recharge** (@action; recharge ☞ ☞ ☞) ◆  
**@Keywords**  
Reach #; +# vs. @Def; #d# + # @type damage, and @other.

↘ **@Ranged** (@action; @usability) ◆ **@Keywords**  
Ranged #/#; +# vs. @Def; #d# + # @type damage, and @other.

↘ **@Ranged Recharge** (@action; recharge ☞ ☞ ☞) ◆  
**@Keywords**  
Ranged #/#; +# vs. @Def; #d# + # @type damage, and @other.

↙ **@Close** (@action; @usability) ◆ **@Keywords**  
Close @blast/burst #size; +# vs. @Def; #d# + # @type damage, and @other.

↙ **@Close Recharge** (@action; recharge ☞ ☞ ☞) ◆  
**@Keywords**  
Close @blast/burst #size; +# vs. @Def; #d# + # @type damage, and @other.

✦ **@Area** (@action; @usability) ◆ **@Keywords**  
Area @burst/wall #size within #range; +# vs. @Def; #d# + # @type damage, and @other.

✦ **@Area Recharge** (@action; recharge ☞ ☞ ☞) ◆  
**@Keywords**  
Area @burst/wall #size within #range; +# vs. @Def; #d# + # @type damage, and @other.

**@Continuous Effect**  
@Effect.

**@Non-Attack Power** (@action, usable only @; @usability)  
@Effect.

**@No Action, Triggered Effect** (when @trigger)  
@Effect.

**Alignment** @Alignment      **Languages** @  
**Skills** @Skillname +#  
**Str** # (+#) **Dex** # (+#)      **Wis** # (+#)  
**Con** # (+#)      **Int** # (+#) **Cha** # (+#)  
**Equipment** @  
**Description** @adventure only

[ [END MONSTER STATBLOCK TEMPLATE] ]

## CREATING NPCs

Occupation  
Description  
Attributes and Skills  
Values and Motivations  
Behavior  
Mannerisms

[ [SEE MONSTER STATBLOCK TEMPLATE] ]

# D&D 4E MM AND MM2 SRD

## MONSTER NAME

## LEVEL

## ROLE

Artillery  
Brute  
Controller  
Lurker  
Skirmisher  
Soldier  
Leader  
Minion  
Elite  
Solo

## SIZE

Tiny  
Small  
Medium  
Large  
Huge  
Gargantuan

## ORIGIN

Aberrant  
Elemental  
Fey  
Immortal  
Natural  
Shadow

## TYPE

Animate  
Beast  
Humanoid  
Magical Beast

## KEYWORDS

Acid  
Air  
Angel  
Aquatic  
Charm  
Cold  
Conjuration  
Construct  
Demon  
Devil  
Disease  
Dragon  
Earth

Fear  
Fire  
Force  
Gaze  
Giant  
Healing  
Homunculus  
Illusion  
Lightning  
Living Construct  
Mount  
Necrotic  
Ooze  
Poison  
Polymorph  
Plant  
Psychic  
Radiant  
Reptile  
Shapechanger  
Sleep  
Spider  
Swarm  
Teleportation  
Thunder  
Undead  
Water  
Zone

## EXPERIENCE POINTS (XP)

## INITIATIVE

## SENSES

All-Around Vision  
Blind  
Blindsight  
Darkvision  
Low-Light Vision  
Tremorsense  
Truesight

## AURA

## HIT POINTS (HP)

Bloodied

## DEFENSES

AC  
Fortitude  
Reflex  
Will

## IMMUNE

## RESIST

## VULNERABLE

## SAVING THROWS

## SPEED

- Movement Mode
- Burrow
  - Tunneling
- Climb
  - Spider Climb
- Earth Walk
- Fly
  - Altitude Limit
  - Clumsy
  - Hover
  - Overland Flight
- Forest Walk
- Ice Walk
- Swamp Walk
- Terrain Walk

## ACTION POINTS

## POWERS

- ⊕ Area Basic
- ⊖ Close Basic
- ⊕ Melee Basic
- ⊖ Ranged Basic
- ✱ Area
- ← Close
- ↓ Melee
- ↘ Ranged

## ACTION

- Free
- Immediate Interrupt
- Immediate Reaction
- Minor
- Move
- Standard

## RECHARGE

- At-will
- Encounter
- Daily
- Recharge
  - □ ◦ ◦ ◦ ◦ ◦ ◦
- when ...

## REACH

## RANGE, AREA, OR TARGETS

## ATTACK BONUS

## TARGET DEFENSE

## EFFECT

- Pull
- Push
- Slide
- Sustain
- Ongoing Damage

## SECONDARY ATTACK

## AFTEREFFECT

## ALIGNMENT

- Any
- Chaotic Evil
- Evil
- Good
- Lawful Good
- Unaligned

## SKILLS

- Acrobatics
- Arcana
- Athletics
- Bluff
- Diplomacy
- Dungeoneering
- Endurance
- Heal
- History
- Insight
- Intimidate
- Nature
- Perception
- Religion
- Stealth
- Streetwise
- Thievery

## ABILITY SCORES

- Strength
- Constitution
- Dexterity
- Intelligence
- Wisdom
- Charisma

## HEALING SURGES

## MONSTER ABILITIES

- Change Shape (Polymorph)
- Combat Advantage
- Deceptive Veil (Illusion)
- Gaseous Form
- Insubstantial
- Regeneration
- Phasing
- Telepathy
- Threatening Reach
- Weapons

## **ABOLETH**

Mucus Haze  
Tentacle

## **ABOLETH LASHER**

### **ABOLETH SLIME MAGE**

Slime Orb  
Dominate  
Slime Burst

### **ABOLETH OVERSEER**

Psychic Slime  
Dominate  
Enslave  
Invisibility

### **ABOLETH SERVITOR**

Slam  
Aboleth Devotion

## **ABOMINATION**

### **ASTRAL STALKER**

Claw  
Throat Dart  
Quick Claws  
Invisibility  
Stalker's Quarry

### **ATROPAL**

Shroud of Death  
Necrotizing Touch  
Atropos Burst

### **BLOOD FIEND**

Claws  
Bloodthirsty Bite  
Terror Gaze

### **PHANE**

Temporal Touch  
Wizening Ray  
Wizening Tempest  
Temporal Fugue

### **RETRIEVER**

Claws  
Retrieve  
Eye Rays  
    Acid Ray  
    Cold Ray  
    Fire Ray  
    Thunder Ray  
Self-Repair  
Unerring Accuracy

## **TARRASQUE**

Bite  
Earthbinding  
Elder of Annihilation  
Eternal Slumber  
Frenzy  
Fury of the Tarrasque  
Rending Bite  
Tail Slap  
Trample

## **ANGEL**

Angelic Presence

### **ANGEL OF BATTLE**

Falchion  
Mobile Melee Attack  
Storm of Blades  
Chosen Foe

### **ANGEL OF PROTECTION**

Angelic Shield  
Greatsword  
Ward

### **ANGEL OF VALOR**

Longsword  
Dagger  
Blade Fury  
Lightning Strike  
Fiery Blades

### **ANGEL OF VALOR COHORT**

Greatsword

### **ANGEL OF VALOR VETERAN**

Greatsword

### **ANGEL OF VALOR LEGIONNAIRE**

Greatsword

### **ANGEL OF VENGEANCE**

Longsword  
Double Attack  
Sign of Vengeance  
Coldfire Pillar  
Cloak of Vengeance

### **ARCHANGEL (FUNCTIONAL TEMPLATE)**

Avenging Strike  
Overwhelming Presence

## ANKHEG

Claw

## ANKHEG

Mandible Grab  
Gnaw and Scuttle  
Acid Spray  
Mandible Carry

## ANKHEG BROODLING

Mandible Rip  
Brood Swarm

## ANT, GIANT

### HIVE WORKER

Bite  
Hive Worker Frenzy

### HIVE WARRIOR

Piercing Bite  
Hive Warrior Frenzy

### HIVE SOLDIER

Grasping Mandibles  
Acid Sting  
Death Convulsion  
Hive Soldier Frenzy

### WINGED DRONE

Acid Sting  
Hive Drone Frenzy  
Flyby Attack  
Shredding Wings

### HIVE QUEEN

In the Presence of the Queen  
Bite  
Kick  
Hive Queen Frenzy  
Acidic Cloud  
Acidic Blast  
Call to Arms

## ARCHON

### FIRE ARCHON EMBERGUARD

Ember Cloud  
Greataxe  
Immolating Strike

### FIRE ARCHON BLAZESTEEL

Scimitar  
Wounded Fireburst

### FIRE ARCHON ASH DISCIPLE

Flaming Fist  
Rain of Fire  
Flame Wave  
Cinder Burst  
Death Embers  
Flame Step

### ICE ARCHON HAILSCOURGE

Slam  
Ice Shuriken  
Double Attack  
Hail Storm  
Frost Shield

### ICE ARCHON RIMEHAMMER

Icy Ground  
Maul

### ICE ARCHON FROSTSHAPER

Icy Aura  
Ice Blade  
Ice Javelin  
Icy Burst

## AZER

Warding Flame

### AZER WARRIOR

Warhammer

### AZER FOOT SOLDIER

Warhammer

### AZER RAGER

Spiked Gauntlet  
Chains of Flame

### AZER TASKMASTER

Scourge  
Clinging Flame

### AZER BEASTLORD

Battleaxe  
On My Command  
Spur the Beast

## BALHANNOTH

Tentacle  
Whipping Tentacles  
Invisibility  
Reality Shift

## BANSHRAE

Slam  
Blowgun Dart

## BANSHRAE DARTSWARMER

Dart Flurry

## BANSHRAE WARRIOR

Staggering Palm  
Melee Agility  
Mantid Dance  
Skirmish

## BARGHEST

Bite  
Change Shape

## BARGHEST SAVAGER

Battleaxe  
Jump Strike  
Power Feed

## BARGHEST BATTLE LORD

Greatsword  
Psychic Howl  
Life Feed  
Get Some Distance

## BASILISK

Bite

## VENOM-EYE BASILISK

Venomous Gaze

## STONE-EYE BASILISK

Baleful Gaze  
Petrifying Gaze

## BAT

### SHADOWHUNTER BAT

Tail Slash  
Flyby Attack

### FIRE BAT

Fiery Touch  
Fiery Swoop

## BATTLEBRIAR

### WARTHORN BATTLEBRIAR

Grasping Thorns  
Claw  
Thorn Burst

### EARTHRAGE BATTLEBRIAR

Grasping Vines  
Claw  
Trample  
Threatening Reach

## BEAR

Claw

## CAVE BEAR

Cave Bear Fury

## DIRE BEAR

Maul  
Ursine Crush

## BEETLE

Bite

## FIRE BEETLE

Fire Spray

## TANGLER BEETLE

Entangling Spittle

## ROT SCARAB SWARM

Swarm Attack  
Swarm of Mandibles

## BEHEMOTH

### MACETAIL BEHEMOTH

Tail Bludgeon  
Tail Sweep

### BLOODSPIKE BEHEMOTH

Spiked Tail  
Tail Sweep  
Bloodied Sweep

## BEHIR

Claw  
Bite

### BEHIR

Devour  
Lightning Breath  
Thunderleg Stomp

### BEHIR BOLTER WHELP

Knockdown Rush  
Rip-Claw Response  
Jumping Shock

## BERBALANG

Claw  
Summon Duplicate  
Absorb Duplicate  
Berbalang Sneak Attack  
Sacrifice  
Psychic Deflection

## BOAR

Gore  
Death Strike

## DIRE BOAR

Gore  
Rabid Charger  
Furious Charge

## THUNDERFURY BOAR

Gore  
Thunderfury  
Thunderous Charge

## BODAK

Agonizing Gaze  
Death Gaze

## BODAK SKULK

Slam  
Spectral Form

## BODAK REAVER

Greataxe  
Death Drinker

## BONECLAW

Claw  
Necrotic Pulse  
Relentless Opportunist

## BULETTE

Bite  
Rising Burst  
Earth Furrow  
Ground Eruption  
Second Wind

## DIRE BULETTE

## CARRION CRAWLER

Tentacles  
Bite

## ENORMOUS CARRION CRAWLER

Tentacle Flurry

## CHIMERA

Lion's Bite  
Ram's Charge  
Triple Threat  
Lion's Bite  
Dragon's Bite  
Ram's Gore  
Dragon Breath  
Bloodied Breath

## CENTAUR

Quick Kick

## CENTAUR HUNTER

Bastard Sword  
Lightning-Fast Shots  
Charger Arrow  
Triple Shot  
Close-Combat Archer

## CENTAUR RAVAGER

Greatsword  
Berserk Rush  
Brash Retaliation

## CENTAUR MYSTIC

Quarterstaff  
Rootwhip Staff  
Ancestral Chargers  
Biting Earth  
Mystic Resonance

## CENTAUR FEY CHARGER

Bastard Sword  
Storming Charge  
Thunder Hooves  
Stab of Lightning

## CENTAUR CAMPAIGNER

Longsword  
Hoofed Tornado  
Light Hoof  
Shock Trooper  
Sky Bound  
Three-Thunder Assault

## CENTIPEDE

## CENTIPEDE SWARM

Swarm Attack  
Swarm of Mandibles  
Survival Instinct

## CENTIPEDE SCUTTLE

Bite  
Feed  
Scuttle

## CHOKER

Tentacle Claw  
Choke  
Body Shield  
Chameleon Hide

## CAVERN CHOKER

## FEYGROVE CHOKER

Vine Fetter

## CHUUL

Claw  
Double Attack  
Tentacle Net

## CHUUL JUGGERNAUT

Psychic Moan  
Psychic Lure

## COCKATRICE

Bite  
Buffeting Wings

## COLOSSUS

### GODFORGED COLOSSUS

Reverberating Presence  
Force Weapon  
Defensive Strike  
Force Missile  
Voice of the Demiurge

## COUATL

Bite  
Twist Free

### COUATL STAR SERPENT

Couatl Radiance  
Righteous Coils  
Constrict  
Purifying Scream  
Radiant Absorption

### COUATL CLOUD SERPENT

Hurling Coils  
Sky Bolt  
Snaking Arcs  
Radiant Absorption

## CROCODILE

Bite  
Clamping Jaw

### WISEJAW CROCODILE

### FEYMIRE CROCODILE

Regeneration  
Swallow

## CYCLOPS

Evil Eye

### CYCLOPS GUARD

Battleaxe

### CYCLOPS WARRIOR

Battleaxe

### CYCLOPS IMPALER

Spear  
Impaling Volley

### CYCLOPS RAMBLER

Mocking Eye  
Greatsword  
Feywild Alacrity

### CYCLOPS HEWER

Battleaxe

### CYCLOPS BATTLEWEAVER

Glaive  
Sweeping Glaive  
Effect Transfer

### CYCLOPS STORM SHAMAN

Quarterstaff  
Tempest Orb  
Storm Burst  
Wind Flight

## DARK ONE

Dagger  
Dark Step  
Killing Dark

### DARK CREEPER

### DARK STALKER

Scimitar  
Dark Fog  
Invisibility

## DARKMANTLE

### DARKMANTLE ENVELOPER

Shadowy Field  
Tentacle Lash  
Engulf  
Shadowcry  
Darkjump

### DARKMANTLE PIERCER

## DEATH KNIGHT

Marshal Undead  
Soulsword  
Unholy Flames  
Second Wind

## DEATH KNIGHT, HUMAN FIGHTER

Containing Strike  
Warrior's Challenge  
Combat Challenge

## DEATH KNIGHT, DRAGONBORN PALADIN

Valiant Strike  
Terrifying Smite  
Divine Challenge

## DEMON

Resist variable

## BALOR

Flaming Body  
Lightning Sword  
Flame Whip  
Fire and Lightning  
Demonic Accuracy  
Death Burst

## BEBILITH

Spectral Death Web  
Reaving Claw  
Flashing Claws  
Venomous Bite  
Flaming Web  
Dangersense Scuttle  
Hunter's Fury

## DRETCH

Sickening Miasma  
Savage Claws  
Frenzy of Claws  
Vile Death

## GLABREZU

Pincer Claw  
Double Attack  
Abyssal Bolt  
Blasphemous Word  
Chaos Word  
Arcane Fury

## HEZROU

Noxious Stench  
Slam  
Bite  
Combination Attack  
Demonic Step

## MARILITH

Scimitar  
Hacking Blades  
Shroud of Steel  
Weapon Dance

## VROCK

Claw  
Flyby Attack  
Stunning Screech  
Spores of Madness

## DESTRACHAN

Claw  
Sound Pulse  
Bellowing Blast

## DESTRACHAN FAR VOICE

Reverberate

## DEVIL

### BEARDED DEVIL (BARBAZU)

Beard Tendrils  
Glaive  
Claw  
Battle Frenzy  
Devilish Teamwork

### BONE DEVIL (OSYLUTH)

Aura of Fear  
Aura of Obedience  
Claw  
Poison Sting  
Double Attack  
Fiendish Focus

### CHAIN DEVIL (KYTON)

Spiked Chain  
Double Attack  
Chains of Vengeance  
Hellish Chains  
Dance of Battle  
Dance of Defiance

### ERINYES

Blade Shield  
Compelling Strike  
Flitting Blade  
Bloody Spiral  
Devastating Opportunist

### ICE DEVIL (GELUGON)

Cold Aura  
Icy Longspear  
Claw  
Freezing Breath  
Chilling Command

## IMP

Bite  
Tail Sting  
Vanish (standard; at-will)

## LEGION DEVIL GRUNT

Longsword  
Squad Defense

## LEGION DEVIL HELLGUARD

Longsword  
Squad Defense

## LEGION DEVIL VETERAN

Longsword  
Squad Defense

## LEGION DEVIL LEGIONNAIRE

Longsword  
Squad Defense

## PIT FIEND

Aura of Fear  
Aura of Fire  
Flametouched Mace  
Tail Sting  
Pit Fiend Frenzy  
Point of Terror  
Irresistible Command  
Infernal Summons  
Tactical Teleport

## SUCCUBUS

Corrupting Touch  
Charming Kiss  
Dominate  
Change Shape

## DEVOURER

Claw

## SPIRIT DEVOURER

Trap Spirit  
Spirit Rupture  
Devour Spirit  
Spirit Ward

## VISCERA DEVOURER

Hungry Viscera  
Devour Viscera  
Visceral Ward

## SOULSPIKE DEVOURER

Soulspike Ward  
Soul Shatter  
Devour Spirit  
Soulspiked Spirit

## DJINN

### DJINN THUNDERER

Scepter  
Rage of Storms  
Imperious Thunder  
Thunderburst  
Zephyr Step

### DJINN WINDBOW

Slash of Thunder  
Windbow  
Blowback  
Brutal Zephyr

### DJINN STORMSWORD

Scimitar  
Come to Me  
Spinning Vortex  
Whirlwind Dervish

### DJINN SKYLORD

Storm Staff  
Elemental Command  
Mystic Hail  
Sandstorm  
Storm Shout

## DOPPELGANGER

Shapeshifter Feint  
Change Shape

### DOPPELGANGER SNEAK

Short Sword

### DOPPELGANGER ASSASSIN

Dagger  
Shapeshifter Feint  
Cloud Mind

## DRAGON

Chromatic Dragon  
Metallic Dragon  
Claw  
Breath Weapon  
Bloodied Breath  
Frightful Presence

## BLACK DRAGON

Bite  
Double Attack  
Tail Slash  
Cloud of Darkness

## YOUNG BLACK DRAGON

## ADULT BLACK DRAGON

ELDER BLACK DRAGON  
Vitriolic Spray

## ANCIENT BLACK DRAGON

Acid Gloom  
Vitriolic Spray

## BLUE DRAGON

Gore  
Draconic Fury  
Lightning Burst

## YOUNG BLUE DRAGON

## ADULT BLUE DRAGON

ELDER BLUE DRAGON  
Thunderclap

## ANCIENT BLUE DRAGON

Wingclap  
Thunderclap  
Lightning Burst

## COPPER DRAGON

Bite  
Double Attack  
Cutwing Step

## YOUNG COPPER DRAGON

Flyby Attack

## ADULT COPPER DRAGON

Flyby Attack  
Unfettered Wings

## ELDER COPPER DRAGON

Breath Weapon Recovery  
Flyby Attack  
Unfettered Wings

## ANCIENT COPPER DRAGON

Breath Weapon Recovery  
Double Flyby Attack  
Unfettered Wings

## GOLD DRAGON

Bite  
Double Attack  
Fiery Wing Riposte

## YOUNG GOLD DRAGON

## ADULT GOLD DRAGON

Burning Tomb

## ELDER GOLD DRAGON

Weakening Flames  
Beguiling Glow  
Burning Tomb

## ANCIENT GOLD DRAGON

Weakening Flames  
Ancient Radiance  
Beguiling Glow  
Burning Tomb

## GREEN DRAGON

Bite  
Double Attack  
Flyby Attack  
Tail Sweep  
Luring Glare

## YOUNG GREEN DRAGON

## ADULT GREEN DRAGON

Lashing Tail

## ELDER GREEN DRAGON

Lashing Tail

## ANCIENT GREEN DRAGON

Lashing Tail  
Mind Poison

## RED DRAGON

Bite  
Double Attack  
Tail Strike

## YOUNG RED DRAGON

## ADULT RED DRAGON

## ELDER RED DRAGON

Immolate Foe

## ANCIENT RED DRAGON

Inferno  
Immolate Foe

## SILVER DRAGON

Bite  
Wing Slice

## YOUNG SILVER DRAGON

Dragon Onslaught

## ADULT SILVER DRAGON

Dragon Onslaught  
Threatening Reach

## ELDER SILVER DRAGON

Tail Slam  
Furious Dragon Onslaught  
Threatening Reach  
Unstoppable

## ANCIENT SILVER DRAGON

Tail Slam  
Furious Dragon Onslaught  
Threatening Reach  
Unstoppable

## WHITE DRAGON

Bite  
Dragon's Fury

## YOUNG WHITE DRAGON

## ADULT WHITE DRAGON

## ELDER WHITE DRAGON

Icy Tomb

## ANCIENT WHITE DRAGON

Aura of Winter  
Icy Tomb

## DRAGONBORN

Dragon Breath  
Dragonborn Fury

## DRAGONBORN SOLDIER

Longsword  
Impetuous Spirit  
Martial Recovery

## DRAGONBORN GLADIATOR

Bastard Sword  
Finishing Blow  
Gladiator's Strike  
Lone Fighter

## DRAGONBORN RAIDER

Katar  
Twin Katar Strike  
Infiltrating Stride

## DRAGONBORN CHAMPION

Bastard Sword  
Furious Blade  
No Remorse  
Shake It Off

## DRAKE

Bite

## SPIRETOP DRAKE

Snatch  
Flyby Attack

## GUARD DRAKE

## NEEDLEFANG DRAKE SWARM

Swarm Attack  
Swarm of Teeth  
Pull Down

## PSEUDODRAGON

Sting  
Flyby Attack  
Invisibility

## SPITTING DRAKE

Caustic Spit

## RAGE DRAKE

Claw  
Raking Charge  
Bloodied Rage  
Raging Mount

## DRIDER

Cloud of Darkness  
Darkfire  
Web

## DRIDER FANLORD

Greatsword  
Quick Bite

## DRIDER SHADOWSPINNER

Short Sword  
Slashing Darkness  
Melee Agility  
Shifting Shadows

## **DROW**

Cloud of Darkness  
Darkfire

### **DROW WARRIOR**

Rapier  
Hand Crossbow  
Drow Poison

### **DROW ARACHNOMANCER**

Spider Rod  
Venom Ray  
Lolth's Grasp  
Spider Curse  
Venom Blast  
Lolth's Judgment

### **DROW BLADEMASTER**

Longsword  
Short Sword  
Blade Mastery  
Excruciating Stab  
Whirling Riposte  
Whirlwind Attack

### **DROW PRIEST**

Lolth's Authority  
Mace  
Bite of the Spider  
Pain Web  
Lolth's Wrath  
Spider Link

## **DRYAD**

Claws  
Deceptive Veil  
Treestride

### **BRIAR WITCH DRYAD**

Curse of Thorns  
Thorn Boon  
Briar Cage  
Thorny Body

## **DUERGAR**

### **DUERGAR GUARD**

Warhammer  
Quills  
Infernal Anger

### **DUERGAR SCOUT**

Warhammer  
Crossbow  
Quills  
Shadow Attack  
Underdark Sneak

### **DUERGAR THEURGE**

Warhammer  
Hellbolt  
Quills  
Wave of Despair  
Brimstone Hail  
Vile Fumes

### **DUERGAR SHOCK TROOPER**

Maul  
Quills  
Expand

### **DUERGAR FLESHTEARER**

Claw  
Quill Stab  
Quills  
Shadow Scourge  
Underdark Sneak

### **DUERGAR HELLCALLER**

Mace  
Infernal Quills  
Quick Quill Strike  
Asmodeus's Ruby Curse  
Quill Storm  
Devilish Sacrifice

### **DUERGAR BLACKGUARD**

Blighted Waraxe  
Darkfire Mark  
Quill Burst  
Infernal Footwork

### **DUERGAR BLASPHEMER**

Crush Nonbelievers  
Greatclub  
Sinner's Slip  
Eyes of Asmodeus  
Infernal Quills  
Quick Quill Strike  
Preach Submission

## **DWARF**

Stand Your Ground

### **DWARF BOLTER**

Warhammer  
Crossbow  
Aimed Shot

### **DWARF HAMMERER**

Warhammer  
Shield Bash  
Throwing Hammer  
Stubborn

## EFREET

### EFREET FIREBLADE

Scimitar  
Hurl Scimitar  
Whirling Firesteel Strike

### EFREET CINDERLORD

Blazing Soul  
Scimitar  
Firebolt  
Curse of the Efreet  
Fan the Flames  
Fiery Shield

### EFREET FLAMESTRIDER

Blazing Soul  
Scimitar  
Fiery Grasp  
Fiery Teleport

### EFREET PYRESINGER

Fiery Soul  
Scimitar  
Fire Bolt  
Fiery Chains  
Sheets of Flame

### EFREET KARADJIN

Scimitar of Horrendous Flame  
Fiery Vendetta  
Elemental Command

## EIDOLON

Fearless Followers  
Slam  
Divine Retribution  
Vengeful Flames  
Hallowed Stance

## ELADRIN

Fey Step

### ELADRIN FEY KNIGHT

Feywild Tactics  
Stab of the Entangling Wild  
Feywild Challenge  
Harvest's Sorrow

### ELADRIN TWILIGHT INCANTER

Spear  
Binding Bolt  
Teleporting Bolt  
Dazzling Blast

### BRALANI OF AUTUMN WINDS

Cloak of Autumn Gusts  
Longsword  
Autumn Chill  
Whirlwind Blast

## COURE OF MISCHIEF AND STRIFE

Rapier  
Spark of Strife  
Winds of Luck's Mischief  
Invisibility

## GHAELE OF WINTER

Winter's Touch  
Freezing Ray  
Chilling Defiance  
Imperious Wrath

## ELEMENTAL

### FIRELASHER

Fire Lash  
Wildfire Cyclone  
Whirlwind Dash  
Mutable Shape

### ROCKFIRE DREADNOUGHT

Waves of Flame  
Fist of Flame  
Brimstone Rock

### EARTHWIND RAVAGER

Slam  
Wind Devil  
Whirlwind  
Buffeting Blast

### THUNDERBLAST CYCLONE

Lightning Arc  
Lightning Bolt  
Thunderclap  
Charged Mist  
Lightning Storm  
Thunder

## ELF

Group Awareness  
Elven Accuracy  
Wild Step

### ELF ARCHER

Short Sword  
Longbow  
Archer's Mobility  
Not So Close

### ELF SCOUT

Longsword  
Short Sword  
Two-Weapon Rend

## ETTERCAP

Spider Bite  
Web Walker

## ETTERCAP FANG GUARD

Greataxe  
Web Tangle  
Web Reaper

## ETTERCAP WEBSPINNER

Longspear  
Web Net  
Webbed Terrain

## ETTIN

Double Actions  
Dual Brain

## ETTIN MARAUDER

Club  
Swat

## ETTIN SPIRIT-TALKER

Club  
Curse of Shattered Bone  
Spirit Call

## FOMORIAN

Evil Eye

## FOMORIAN WARRIOR

Mace  
Skullcracker

## FOMORIAN PAINBRINGER

Flail  
Funnel Pain  
Painful Visions  
Studied Foe

## FOULSPAWN

### FOULSPAWN GRUE

Claw  
Mindworm  
Whispers of Madness

### FOULSPAWN MANGLER

Bone Dagger  
Dagger Dance  
Bone Daggers  
Mangler's Mobility

### FOULSPAWN BERSERKER

Berserker Aura  
Greatsword  
Berserker's Charge  
Mental Feedback

## FOULSPAWN SEER

Foul Insight  
Twisted Staff  
Warp Orb  
Distortion Blast  
Bend Space

## FOULSPAWN HULK

Slam

## GALEB DUHR

Slam

## GALEB DUHR EARTHBREAKER

Hurl Stones  
Shock Wave

## GALEB DUHR ROCKCALLER

Rolling Attack  
Earthen Grasp  
Rocky Terrain

## GARGOYLE

Claw  
Stone Form

## GARGOYLE

Flyby Attack

## NABASSU GARGOYLE

Bloodfire Gaze  
Savage Bite

## GHOST

### PHANTOM WARRIOR

Phantom Sword  
Phantom Tactics

### TRAP HAUNT

Grave Touch  
Ghostly Presence  
Trapbound

### WAILING GHOST (BANSHEE)

Spirit Touch  
Death's Visage  
Terrifying Shriek

### TORMENTING GHOST

Spirit Touch  
Ghostly Possession  
Burst of Terror  
Ghostly Terrain  
Spectral Shift

## GHOUL

Claws

## GHOUL

Ghoulish Bite

## HORDE GHOUL

### ABYSSAL GHOUL

Sepulchral Stench

Bite

Dead Blood

### ABYSSAL GHOUL HUNGERER

Dead Blood

### ABYSSAL GHOUL MYRMIDON

Dead Blood

## GIANT

### DEATH GIANT

Soulcatcher

Greataxe

Soulfire Burst

Consume Soul Shard

Soul Shroud

### DEATH TITAN

Soulburner

Greataxe

Double Attack

Soul Devourer

Soulfire Burst

Consume Soul Shard

Soul Shroud

### EARTH TITAN

Slam

Double Attack

Hurl Rock

Earth Shock

### FIRE GIANT

Searing Greatsword

Sweeping Sword

Iron Javelin

### FIRE GIANT FORGECALLER

Smoldering Mace

Fire Pillar

Flame Burst

### FIRE TITAN

Fireraging Greatsword

Double Attack

Hurl Lava

Burning Wave

## FROST GIANT

Icy Greataxe

Dying Swipe

Chilling Strike

Icy Handaxe

Icebound Footing

## FROST GIANT ICE SHAPER

Freezing Flail

Freezing Bolt

Ice Slide

Wall of Frost

Ice Armor

Icebound Footing

## FROST TITAN

Fimbulwinter Breath

Icy Greataxe

Furious Swipe

Cold-Blooded Kick

Ice Bolts

Blast of Winter

Glacial Footing

## HILL GIANT

Greatclub

Sweeping Club

Hurl Rock

## STONE GIANT

Stone Greatclub

Hardened Threat

Hurl Rock

Staggering Sweep

Stone Bones

## STONE GIANT RUNECARVER

Hardened Focus

Enruned War Pick

Rune of Stony Sleep

Rune of Thundering Echo

Stone Bones

## STONE TITAN

Slipstone Distortion

Slam

Hardened Threat

Launch Boulder

Avalanche Stomp

Launch Quakestone

Stone Bones

## STORM GIANT

Storm Fury

Crackling Greatsword

Sweeping Sword

Hurl Thunderbolt

Howling Winds

## STORM TITAN

Storm Fury  
Roaring Greatsword  
Double Attack  
Hurl Thunderbolt  
Howling Winds

## GIBBERING BEAST

Gibbering

## GIBBERING MOUTHER

Warped Ground  
Bite  
Gibbering Feast

## GIBBERING ABOMINATION

Unnatural Utterances  
Tentacles  
Eye of Despair

## GIBBERING ORB

Merciless Eyes  
Bite  
Eye Rays  
Mindcarving Ray  
Flesheating Ray  
Bonewarping Ray  
Bloodfeasting Ray  
Farsending Ray  
Souleating Ray

## GNOLL

Pack Attack

## GNOLL HUNTMASTER

Handaxe  
Longbow

## GNOLL CLAW FIGHTER

Claw  
Clawing Charge  
Mobile Melee Attack

## GNOLL MARAUDER

Spear  
Quick Bite

## GNOLL DEMONIC SCOURGE

Leader of the Pack  
Heavy Flail  
Bloodthirst  
Overwhelming Attack

## GNOME

Fade Away  
Reactive Stealth

## GNOME SKULK

War Pick  
Hand Crossbow  
Shadow Skulk

## GNOME ARCANIST

Aura of Illusion  
Dagger  
Scintillating Bolt  
Startling Glamor  
Illusory Terrain  
Fey Step

## GOBLIN

## BUGBEAR WARRIOR

Morningstar  
Skullthumper  
Predatory Eye

## BUGBEAR STRANGLER

Morningstar  
Strangle  
Body Shield  
Predatory Eye

## GOBLIN CUTTER

Short Sword  
Goblin Tactics

## GOBLIN BLACKBLADE

Short Sword  
Goblin Tactics  
Sneaky

## GOBLIN WARRIOR

Spear  
Javelin  
Mobile Ranged Attack  
Great Position  
Goblin Tactics

## GOBLIN SHARPSHOOTER

Short Sword  
Hand Crossbow  
Sniper  
Goblin Tactics

## GOBLIN HEXER

Hexer Rod  
Blinding Hex  
Stinging Hex  
Vexing Cloud  
Incite Bravery  
Goblin Tactics  
Lead from the Rear

## GOBLIN SKULLCLEAVER

Battleaxe  
Bloodied Rage  
Goblin Tactics

### GOBLIN UNDERBOSS

Short Sword  
Superior Goblin Tactics  
Survival Instinct

### HOBGOBLIN GRUNT

Longsword  
Hobgoblin Resilience  
Phalanx Soldier

### HOBGOBLIN WARRIOR

Longsword  
Hobgoblin Resilience  
Phalanx Soldier

### HOBGOBLIN ARCHER

Longsword  
Longbow  
Hobgoblin Resilience

### HOBGOBLIN SOLDIER

Flail  
Formation Strike  
Hobgoblin Resilience  
Phalanx Soldier

### HOBGOBLIN WARCASTER

Quarterstaff  
Shock Staff  
Force Lure  
Force Pulse  
Hobgoblin Resilience

### HOBGOBLIN COMMANDER

Spear  
Tactical Deployment  
Lead from the Front  
Hobgoblin Resilience  
Phalanx Soldier

### HOBGOBLIN HAND OF THE DARK GOD

Flail of Dread  
Flail of Tyranny  
Bane's Blessing  
Hobgoblin Resilience

### GOLEM

#### CLAY GOLEM

Aura of Misjudgment  
Slam  
Clay Smash  
Berserk Attack  
Hasty Reaction  
Unstoppable

#### FLESH GOLEM

Slam  
Double Attack  
Berserk Attack  
Golem Rampage

### IRON GOLEM

Noxious Fumes  
Iron Blade  
Cleave  
Dazing Fist  
Breath Weapon  
Toxic Death

### STONE GOLEM

Slam  
Double Attack  
Golem Rampage  
Death Burst

### GORGON

Gore  
Trample

### IRON GORGON

Earthshaking Charge  
Petrifying Breath

### STORM GORGON

Tempest's Fury  
Mobile Melee Attack  
Storming Breath

### GRAY RENDER

Claw  
Double Attack  
Body Sweep  
Dismembering Bite  
Rampage

### GRELL

Tentacle Rake

### GRELL

Tentacle Grab  
Venomous Bite

### GRELL PHILOSOPHER

Lightning Lance  
Psychic Storm  
Venomous Mind

### GRICK

Tentacle Rake  
Expert Flanker

### GRICK ALPHA

Vicious Bite  
Pinning Grip

## GRIFFON

### HIPPOGRIF

Bite  
Diving Overrun  
Flyby Attack  
Aerial Agility

### HIPPOGRIF DREAMMOUNT

Bite  
Wing Slam  
Sturdy Mount

### GRIFFON

Claws  
Rabid Charger  
Blood Frenzy  
Thunder Charge

### RIMEFIRE GRIFFON

Bite  
Flyby Attack  
Rimefire Blast  
Rider Resistance

## GRIMLOCK

Greataxe

### GRIMLOCK MINION

### GRIMLOCK FOLLOWER

### GRIMLOCK AMBUSER

Offensive Shift

### GRIMLOCK BERSERKER

Power Attack  
Frenzied Attack  
Grimlock Rage

## GUARDIAN

Slam

### SHIELD GUARDIAN

Shield Other

### BATTLE GUARDIAN

Slam  
Block Charge  
Cover Retreat

## HAG

Change Shape

### HOWLING HAG

Baleful Whispers  
Quarterstaff  
Howl  
Shriek of Pain  
Fey Step

## BOG HAG

Unwholesome Presence  
Claw  
Rending Claws  
Evasive Charge

## NIGHT HAG

Shroud of Night  
Claw  
Dream Haunting  
Wave of Sleep

## DEATH HAG

Claw  
Life Drain

## HALFLING

Nimble Reaction  
Second Chance

### HALFLING SLINGER

Dagger  
Sling  
Stone Rain  
Sniper

### HALFLING STOUT

Short Sword  
Sling

### HALFLING THIEF

Dagger  
Mobile Melee Attack

### HALFLING PROWLER

Short Sword  
Hand Crossbow  
Catfall  
Crowd Shield

## HARPY

Claw

### HARPY

Alluring Song  
Deadly Screech

### BLOODFIRE HARPY

Burning Song  
Cloud of Ash

## HAWK

Flyby Attack

### BLOOD HAWK

Claw Rake

### FROST HAWK

Ice Talons  
Freezing Screech  
Shattering Strike

## HELMED HORROR

Elemental Greatsword  
Blade Sweep  
Tactical Step

## GREATER HELMED HORROR

Elemental Burst

## HOMUNCULUS

Bite

## CLAY SCOUT

Mind Touch  
Guard Object  
Limited Invisibility  
Redirect

## IRON DEFENDER

Guard Creature  
Pursue and Attack

## IRON COBRA

Poison the Mind  
Guard Area  
Slithering Shift

## HORSE

Kick

## RIDING HORSE

## WARHORSE

Trample  
Charger

## CELESTIAL CHARGER

Trample  
Celestial Charge  
Zephyr Footing

## HOUND

Bite

## HELL HOUND

Fire Shield  
Fiery Breath

## FIREBRED HELL HOUND

Fire Shield  
Fiery Breath  
Fiery Burst

## SHADOW HOUND

Shroud of Night  
Baying  
Shadow Ambush

## WILD HUNT HOUND

Menacing Growl  
Mobile Melee Attack

## HUMAN

## HUMAN RABBLE

Club  
Mob Rule

## HUMAN LACKEY

Club  
Mob Rule

## HUMAN BANDIT

Mace  
Dagger  
Dazing Strike

## HUMAN GUARD

Halberd  
Powerful Strike  
Crossbow

## HUMAN BERSERKER

Greataxe  
Battle Fury  
Handaxe

## HUMAN MAGE

Quarterstaff  
Magic Missile  
Dancing Lightning  
Thunder Burst

## HYDRA

Bite  
Hydra Fury  
Many-Headed

## FEN HYDRA

## MORDANT HYDRA

Acid Spit

## PRIMORDIAL HYDRA

Flaming Acid Spit

## HYENA

Bite  
Pack Attack  
Harrier

## CACKLEFIEND HYENA

Fiendish Cackle  
Acid Bloodspurt

## KOBOLD

Shifty  
Trap Sense

## KOBOLD MINION

Javelin

## KOBOLD SKIRMISHER

Spear  
Mob Attack  
Shifty  
Trap Sense

## KOBOLD SLINGER

Dagger  
Sling  
Special Shot  
Stinkpot  
Firepot  
Gluepot

## KOBOLD DRAGONSHIELD

Short Sword  
Dragonshield Tactics  
Mob Attack

## KOBOLD WYRMPRIEST

Spear  
Energy Orb  
Incite Faith  
Dragon Breath

## KOBOLD SLYBLADE

Short Sword  
Twin Slash  
Sly Dodge

## KRENSHAR

Fearsome Visage  
Unnerving Skull

## KRENSHAR

Hooking Swipe  
Roaring Skull

## KRENSHAR BLOOD SLAYER

Claw  
Grabbing Claws  
Bite

## LAMIA

Swarm's Embrace  
Cursed Touch  
Devouring Swarm  
Pacifying Burst  
Squeezing Swarm

## LARVA MAGE

Corrupting Touch  
Horrific Visage  
Ray of Cold Death  
Worm's Feast  
Withering Flame  
Squeezing Swarm

## LICH

Necrotic Aura  
Shadow Ray

*Lich Transformation* (ritual)

## LICH, HUMAN WIZARD

Frostburn  
Indestructible  
Second Wind

## LICH, ELADRIN WIZARD

Necrotic Orb  
Entropic Pulse  
Indestructible  
Second Wind

## LICH VESTIGE

Death's Touch  
Orb of Obliteration

## LIZARDFOLK

### GREENSCALE HUNTER

Spear  
Sidestep Attack

### GREENSCALE DARTER

Club  
Blowgun  
Sniper

### GREENSCALE MARSH MYSTIC

Marsh Blessing  
Spear  
Swamp's Grasp  
Bog Cloud

### BLACKSCALE BRUISER

Greatclub  
Tail Slap

## LYCANTHROPE

Change Shape

## WEREBOAR

Maul  
Gore  
Death Strike  
Bloodied Resilience

## WERETIGER

Katar  
Bite  
Feline Fury  
Pounce  
Slashing Recoil

## WERERAT

Short Sword  
Bite

## WEREWOLF

Greatclub  
Bite  
Blood Rage

## WEREWOLF LORD

Blood Moon  
Falchion  
Bite  
Canine Fury  
Speed of the Wolf  
Savage Howl

## MAGMA BEAST

### MAGMA CLAW

Claw  
Spew Lava

### MAGMA HURLER

Slam  
Magma Ball

### MAGMA STRIDER

Blazing Heat  
Bite  
Burn Across the Battlefield  
Burning Mobility

### MAGMA BRUTE

Slam

## MANTICORE

Claw  
Spike  
Manticore's Fury  
Spike Volley  
Guided Sniper

## MARUT

### MARUT BLADEMASTER

Greatsword  
Double Attack

### MARUT CONCORDANT

Slam  
Dictum  
Fortune's Chains  
Thunderous Edict

## MEDUSA

### MEDUSA ARCHER

Snaky Hair  
Longbow  
Petrifying Gaze

### MEDUSA WARRIOR

Longsword  
Longbow  
Double Attack  
Venomous Gaze

### MEDUSA SHROUD OF THE SNAKE GOD

Short Sword  
Fangs of Death  
Snaky Hair  
Petrifying Gaze

## MINOTAUR

Goring Charge  
Ferocity

### MINOTAUR WARRIOR

Battleaxe

### MINOTAUR CABALIST

Baphomet's Boon  
Great Cursed Mace  
Call Out the Beast  
Horns of Force

### SAVAGE MINOTAUR

Greataxe  
Thrashing Horns

## MUMMY

Despair

### MUMMY GUARDIAN

Rotting Slam

### MUMMY LORD

Shielding Mace

Awe Strike

Plague of Doom

Mummy's Curse

Unholy Aid

Second Wind

### GIANT MUMMY

Rotting Slam

Dust of Blinding Death

## NAGA

### GUARDIAN NAGA

Tail Slap

Word of Pain

Spit Poison

Thunderstrike

### BONE NAGA

Death Rattle

Bite

Death Sway

### DARK NAGA

Tail Sting

Lure

Psychic Miasma

### PRIMORDIAL NAGA

Energy Cascade

Bite

Flailing Heads

Spit Fire

Wind Slam

Freezing Breath

## NIGHTMARE

Hooves

Hell's Ride

Hooves of Hell

## NIGHTWALKER

Void Chill

Slam

Finger of Death

Void Gaze

## OGRE

### OGRE THUG

Greatclub

### OGRE BLUDGEONEER

Greatclub

### OGRE SAVAGE

Greatclub

Angry Smash

### OGRE SKIRMISHER

Club

Javelin

Hurling Charge

Skirmish

### OGRE WARHULK

Heavy Flail

Flail Hurricane

## ONI

Deceptive Veil

### ONI NIGHT HAUNTER

Morningstar

Hypnotic Breath

Devour Soul

Gaseous Form

### ONI MAGE

Greatsword

Freezing Blast

Lightning Storm

Invisibility

## OOZE

### ABOLETHIC SKUM

Psychic Dissonance

Slam

Aqueous Form

### BLACK PUDDING

Slam

Engulf

Mercurial Body

Split

### BLACK PUDDING SPAWN

Slam

Mercurial Body

### OCHRE JELLY

Slam

Flowing Form

Split

## GELATINOUS CUBE

Slam  
Engulf  
Translucent

## GRAY OOZE

Stench  
Bone Melt  
Slimy

## GREEN SLIME

Engulf  
Rapid Dissolution

## ORC

### ORC DRUDGE

Club

### ORC WARRIOR

Battleaxe

### ORC RAIDER

Greataxe  
Handaxe  
Killer's Eye

### ORC BERSERKER

Greataxe  
Warrior's Surge

### ORC EYE OF THE ORCISH GOD

Wrath of the Orcish God  
Spear  
Warrior's Surge  
Death Strike  
Eye of Wrath  
Swift Arm of Destruction  
Chaos Hammer

### ORC BLOODRAGER

Greataxe  
Warrior's Surge  
Wounded Retaliation  
Blood for Blood

### ORC CHIEFTAIN

Blood of the Enemy  
Greataxe  
Inspire Ferocity  
Warrior's Surge

## OTYUGH

Otyugh Stench  
Tentacle  
Diseased Bite  
Spying Eye

## OWLBEAR

Double Attack

## OWLBEAR

Claw  
Bite  
Stunning Screech

## WINTERCLAW OWLBEAR

Winterclaw  
Frost Wail

## PANTHER

### FEY PANTHER

Bite  
Charging Pounce  
Fey Step

### SPECTRAL PANTHER

Claws  
Tail Spike  
Invisibility  
Spectral Form

## PURPLE WORM

Bite  
Clamping Jaws  
Swallow

## ELDER PURPLE WORM

## QUICKLING

### QUICKLING RUNNER

Short Sword  
Quick Cuts  
Fey Shift  
Maintain Mobility

### QUICKLING ZEPHYR

Short Sword  
Blinding Speed  
Unstoppable

## RAKSHASA

Deceptive Veil

### RAKSHASA WARRIOR

Longsword  
Claw  
Tiger Pounce

### RAKSHASA ARCHER

Claw  
Longbow  
Double Attack  
Ghost Arrow

### RAKSHASA ASSASSIN

Short Sword  
Double Attack  
Phantom Distraction  
Shadow Form

### RAKSHASA NOBLE

Claw  
Mind Twist  
Phantom Lure  
Frightful Phantom  
Phantom Image

### RAKSHASA DREAD KNIGHT

Aura of Doom  
Longsword  
Claw  
Triple Attack  
Knight's Move

### RAT

Bite

### GIANT RAT

### DIRE RAT

### RAT SWARM

Swarm Attack  
Swarm of Teeth

### REMORHAZ

Blistering Heat  
Bite  
Swallow  
Trample  
Immolating Carapace  
Enraged Heat

### ROC

Bite

### Roc

Claw Snatch

### PHOENIX

Fiery Body  
Radiant Burst  
Immolation

### THUNDERHAWK

Bite  
Windrush

### ROPER

Tentacle  
Double Attack  
Reel  
Bite  
Stony Body  
Tentacle Grab

### ROT HARBINGER

Rotting Claw

### ROT SLINGER

Rotting Claw

### RUST MONSTER

### RUST MONSTER

Bite  
Dissolve Metal  
Rusting Defense  
Residuum Recovery

### YOUNG RUST MONSTER SWARM

Swarm Attack  
Swarm of Teeth  
Rusting Defense

### DWEOMER EATER

Bite  
Dissolve Item  
Magic Consumption  
Residuum Recovery

### SAHUAGIN

Trident

### SAHUAGIN GUARD

Blood Frenzy

### SAHUAGIN RAIDER

Opportunistic Strike  
Blood Frenzy

### SAHUAGIN PRIEST

Water Bolt (standard; at-will)  
Spectral Jaws  
Blood Frenzy

### SAHUAGIN BARON

Blood Healing  
Claw  
Baron's Fury  
Blood Hunger

### SALAMANDER

Tail Lash

### SALAMANDER LANCER

Longspear  
Whirlwind of Fire

### SALAMANDER FIRETAIL

Scimitar  
Double Attack  
Trail of Fire

### SALAMANDER ARCHER

Longbow  
Tail Thrust  
Double Attack

## SALAMANDER NOBLE

Tail Crush  
Longspear  
Fire Cage

## SATYR

### SATYR RAKE

Short Sword  
Shortbow  
Feint  
Harrying Attack

### SATYR PIPER

Gore  
Longbow  
Wooden Pipes  
Dazing Melody  
Feral Overture  
Leaping Stag Dance  
Song of Freedom

## SCORPION

Claws  
Reactive Sting

### STORMCLAW SCORPION

Sting

### HELLSTINGER SCORPION

Hellish Sting

## SHAMBLING MOUND

Tendrils  
Lightning Affinity

### SHAMBLING MOUND

Enveloping Double Attack

### STORMRAGE SHAMBLER

Lightning Aura  
Double Attack  
Lightning Blast

## SHARK

Bite  
Feeding Frenzy  
Waterborn

### FLESHTEARER SHARK

Lockjaw Charge  
Shredding Teeth

## SKELETON

### DECREPIT SKELETON

Longsword  
Shortbow

### SKELETON

Longsword  
Speed of the Dead

### BLAZING SKELETON

Fiery Aura  
Blazing Claw  
Flame Orb

### BONESHARD SKELETON

Scimitar  
Boneshard  
Boneshard Burst

### SKELETAL TOMB GUARDIAN

Twin Scimitar Strike  
Cascade of Steel  
Sudden Strike

## SKULL LORD

Master of the Grave  
Bone Staff  
Skull of Bonechilling Fear  
Skull of Death's Command  
Skull of Withering Flame  
Triple Skulls

## SNAKE

Bite

### DEATHRATTLE VIPER

Death Rattle

### CRUSHGRIP CONSTRUCTOR

Constrict

### FLAME SNAKE

Spit Fire

### SHADOW SNAKE

Double Attack  
Shifting Shadowstrike  
Vanish into the Night

## SORROWSWORN

Bleak Visage

### SORROWSWORN SOULRIPPER

Claw  
Flutter and Strike  
Sorrow's Rush

### SORROWSWORN REAPER

Sorrow's Scythe  
Reaping Blow

## SORROWSWORN DEATHLORD

Mournful whispers  
Dark Scythe  
Reap and Fade

## SHADOWRAVEN SWARM

Swarm Attack  
Swarm of Talons  
Murder's Wrath

## SPECTER

Spectral Touch

## SPECTER

Spectral Chill  
Spectral Barrage  
Invisibility

## VOIDSOUL SPECTER

Spectral Cold  
Life Siphon  
Invisibility

## SPHINX

Claw  
Pounce  
Frightful Roar  
Second Wind  
Sphinx's Challenge

## SPIDER

### BLOODWEB SPIDER SWARM

Swarm Attack  
Swarm of Fangs

### BLADE SPIDER

Claw  
Double Attack  
Combined Attack

### DEATHJUMP SPIDER

Bite  
Death from Above  
Prodigious Leap  
Soft Fall

### PHASE SPIDER

Bite  
Ethereal Bite  
Ethereal Repulsion

## STIRGE

### STIRGE

Bite

### DIRE STIRGE

Bite

### STIRGE SWARM

Swarm Attack  
Bloodsucking Swarm

## SWORDWING

Armlade

### SWORDWING

Sudden Strike  
Vicious Opportunist

### CROWNWING

Armlade  
Flyby Attack  
Mark of Death

## TIEFLING

Infernal Wrath

### TIEFLING HERETIC

Dagger  
Balefire  
Serpent Curse  
Cloak of Escape

### TIEFLING DARKBLADE

Poisoned Short Sword  
Cloak of Lurking

## TIGER

Bite  
Feral Surge

### TIGER

Blur of Fur  
Charging Pounce

### DIRE TIGER

Leaping Pounce  
Hunter's Instinct

## TREANT

Slam

### TREANT

Grasping Roots  
Awaken Forest  
Earthshaking Stomp

### BLACKROOT TREANT

Blackrot Aura  
Entangling Roots

## TROGLODYTE

Troglodyte Stench

## TROGLODYTE WARRIOR

Club

## TROGLODYTE MAULER

Greatclub

Claw

Bite

Javelin

## TROGLODYTE IMPALER

Spear

Claw

Javelin

Impaling Shot

## TROGLODYTE CURSE CHANTER

Quarterstaff

Claw

Poison Ray

Cavern Curse

Tunnel Grace

Chant of Renewal

## TROLL

Claw

Troll Healing

## TROLL

Frenzied Strike

## WAR TROLL

Greatsword

Longbow

Sweeping Strike

Blood Pursuit

## FELL TROLL

Backhand Slam

Blood Frenzy

## UNICORN

Fey Warding

Hooves

Piercing Charge

Horn Touch

Fey Step

## UNICORN

Fey Beguiling

## DUSK UNICORN

Fey Wisp

Twilight Teleport

## VAMPIRE

*Dark Gift of the Undying* (ritual)

## PENNAGGOLAN

Entrail Lash

Viscera Tangle

Blood Seep

Deceptive Veil

Hypnotic Gaze

## VAMPIRE LORD, HUMAN ROGUE

Short Sword

Spiked Chain

Deft Strike

Imperiling Strike

Blood Drain

Dominating Gaze

Combat Advantage

Mist Form

Second Wind

## VAMPIRE SPAWN FLESHRIPPER

Claws

Destroyed by Sunlight

## VAMPIRE SPAWN BLOODHUNTER

Claws

Destroyed by Sunlight

## VARGOUILLE

Bite

Kiss

Reactive Kiss

Shriek

## VARGOUILLE HUSK

Slam

Vargouille Bolstered

## VINE HORROR

Claw

Malleability

## VINE HORROR

Vicious Vines

## VINE HORROR SPELLFIEND

Shock Orb

Lashing Vine of Dread

Caustic Cloud

## WIGHT

## DEATHLOCK WIGHT

Claw

Grave Bolt

Reanimate

Horrific Visage

## WIGHT

Claw

## BATTLE WIGHT

Soul draining Longsword

Soul Reaping

## BATTLE WIGHT COMMANDER

Soul draining Longsword

Soul Harvest

## SLAUGHTER WIGHT

Claw

Death Wail

## WILL-O'-WISP

Glimmer Wisp

Spirit Drain

Luring Glow

Blink Out

Fey Light

## WINTER WOLF

Bite

## WINTER WOLF

Takedown

Freezing Breath

Drag

## WINTER WOLF SNOWFANG

Frigid Breath

Icy Rending

Snow Zephyr

## RIME HOUND

Ice Spikes

Takedown

Frost Storm

Drag

## WOLF

Bite

## GRAY WOLF

## DIRE WOLF

Pack Hunter

## WORG

Bite

## WORG

Frightful Growl

## WRAITH

Spawn Wraith

## WRAITH

Shadow Touch

Shadow Glide

## MAD WRAITH

Mad Whispers

Touch of Madness

Touch of Chaos

## SWORD WRAITH

Shadow Sword

Death Strike

Shadow Glide

## DREAD WRAITH

Shroud of Night

Dread Blade

Death Shriek

Shadow Glide

## WYVERN

Bite

Claws

Flyby Attack

## WYVERN

Sting

Aerial Agility

## FELL WYVERN

Necrovenom Sting

Pestilent Breath

## XORN

Claw

Triple Strike

Earthy Maw

Earth Glide

Retreat

Submerge

## DIAMONDHIDE XORN

Undermine

## ZOMBIE

## ZOMBIE ROTTER

Slam

## ZOMBIE

Slam

Zombie Grab

Zombie Weakness

## GRAVEHOUND

Bite

Death Jaws

Zombie Weakness

## CORRUPTION CORPSE

Grave Stench

Slam

Mote of Corruption

Death Burst

### ROTWING ZOMBIE

Slam  
Flying Charge  
Zombie Weakness

### CHILLBORN ZOMBIE

Chillborn Aura  
Slam  
Death Burst  
Ice Reaper

### ZOMBIE HULK

Slam  
Zombie Smash  
Rise Again