

DUNGEONS & DRAGONS

4TH EDITION SYSTEM REFERENCE DOCUMENT



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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, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL. 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 wyrm Priest or the lich template in a Licensed Product, nor may you define these 4E References. You may, however, print a kobold

wyrm Priest 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.

D&D 4E *PLAYER'S HANDBOOK* TABLES

Making Characters

Ability Modifiers (Modifiers; page 17)

Language (Languages and speakers; page 25)

Races

Applied mechanical results of racial traits for individual races; pages 34-49)

Classes

Applied mechanical results of class abilities for individual character classes; pages 60-169—*does not* include paragon paths.

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

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

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

Equipment

Armor (Statistics and applied mechanical results; page 214)

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

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

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

Adventuring Gear (Statistics; page 222)

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

Mount or Transport (Statistics; page 222)

Magic Item Prices (Purchase prices; page 223)

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

Combat

Attack Modifiers (applied mechanical results; page 279)

D&D 4E *DUNGEON MASTER'S GUIDE* TABLES

Combat Encounters

Listening Through a Door (DCs; page 37)

Search the Room DCs (DC suggestions; page 41)

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

Building Encounters

Experience Point Awards (XP Numbers; page 56)

—You may also total the XP.

Skill Check Difficulty Class (DCs; page 61)

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

DCs to Break Down Doors (DCs; page 64)

DCs to Open Portcullises (DCs; page 65)

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

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

Example Light Sources (Radius and Brightness; page 67)

Noncombat Encounters

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

Rewards

Quest XP Rewards (XP numbers; page 122)

Treasure Parcels (Value numbers; pages 126-129)

The World

Environmental Conditions (DCs; page 159)

DM's Toolbox

Monster Magic Threshold (Applied mechanical results of Level Bonus, as well as of enhancement bonus - Magic Threshold; 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; page 184)

Damage by Level (Damage Expressions; page 185)

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

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

D&D 4E *MONSTER MANUAL* TABLES

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

Racial Traits (Applied mechanical results of racial traits for individual races; pages 276-279)

D&D 4E *PLAYER'S HANDBOOK* 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)

HALF-ELF

Dilettante
Dual heritage
Group Diplomacy

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

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

Blinking 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

FIGHTER

Marital 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

Careful Attack	Ranger Attack 1
Hit and Run	Ranger Attack 1
Nimble Strike	Ranger Attack 1
Twin Strike	Ranger Attack 1

LEVEL 1 ENCOUNTER EXPLOITS

Dire Wolverine Strike	Ranger Attack 1
Evasive Strike	Ranger Attack 1
Fox's Cunning	Ranger Attack 1
Two-Fanged Strike	Ranger Attack 1

LEVEL 1 DAILY EXPLOITS

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

LEVEL 2 UTILITY EXPLOITS

Crucial Advice (Encounter)	Ranger Utility 2
Unbalancing Parry (Encounter)	Ranger Utility 2
Yield Ground (Encounter)	Ranger Utility 2

LEVEL 3 ENCOUNTER EXPLOITS

Cut and Run	Ranger Attack 3
Disruptive Strike	Ranger Attack 3
Shadow Wasp Strike	Ranger Attack 3
Thundertusk Boar Strike	Ranger Attack 3

LEVEL 5 DAILY EXPLOITS

Excruciating Shot	Ranger Attack 5
Frenzied Skirmish	Ranger Attack 5
Splintering Shot	Ranger Attack 5
Two-Wolf Pounce	Ranger Attack 5

LEVEL 6 UTILITY EXPLOITS

Evade Ambush (Daily)	Ranger Utility 6
Skilled Companion (Daily)	Ranger Utility 6
Weave through the Fray (Encounter)	Ranger Utility 6

LEVEL 7 ENCOUNTER EXPLOITS

Claws of the Griffon	Ranger Attack 7
Hawk's Talon	Ranger Attack 7
Spikes of the Manticore	Ranger Attack 7
Sweeping Whirlwind	Ranger Attack 7

LEVEL 9 DAILY EXPLOITS

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

LEVEL 10 UTILITY EXPLOITS

Expeditious Stride (Encounter)	Ranger Utility 10
Open the Range (Daily)	Ranger Utility 10
Undaunted Stride (Daily)	Ranger Utility 10

LEVEL 13 ENCOUNTER EXPLOITS

Armor Splinter	Ranger Attack 13
Knockdown Shot	Ranger Attack 13
Nimble Defense	Ranger Attack 13
Pinning Strike	Ranger Attack 13

LEVEL 15 DAILY EXPLOITS

Blade Cascade	Ranger Attack 15
Bleeding Wounds	Ranger Attack 15
Confounding Arrows	Ranger Attack 15
Stunning Steel	Ranger Attack 15

LEVEL 16 UTILITY EXPLOITS

Evade the Blow (Daily)	Ranger Utility 16
Longstrider (Daily)	Ranger Utility 16
Momentary Respite (Daily)	Ranger Utility 16

LEVEL 17 ENCOUNTER EXPLOITS

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

LEVEL 19 DAILY EXPLOITS

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

LEVEL 22 UTILITY EXPLOITS

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

LEVEL 23 ENCOUNTER EXPLOITS

Blade Ward	Ranger Attack 23
Cloak of Thorns	Ranger Attack 23
Hammer Shot	Ranger Attack 23
Manticore's Volley	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

<i>Deft Strike</i>	Rogue Attack 1
<i>Piercing Strike</i>	Rogue Attack 1
<i>Riposte Strike</i>	Rogue Attack 1
<i>Sly Flourish</i>	Rogue Attack 1

LEVEL 1 ENCOUNTER EXPLOITS

<i>Dazing Strike</i>	Rogue Attack 1
<i>King's Castle</i>	Rogue Attack 1
<i>Positioning Strike</i>	Rogue Attack 1
<i>Torturous Strike</i>	Rogue Attack 1

LEVEL 1 DAILY EXPLOITS

<i>Blinding Barrage</i>	Rogue Attack 1
<i>Easy Target</i>	Rogue Attack 1
<i>Trick Strike</i>	Rogue Attack 1

LEVEL 2 UTILITY EXPLOITS

<i>Fleeting Ghost</i> (At-will)	Rogue Utility 2
<i>Great Leap</i> (At-will)	Rogue Utility 2
<i>Master of Deceit</i> (Encounter)	Rogue Utility 2
<i>Quick Fingers</i> (Encounter)	Rogue Utility 2
<i>Tumble</i> (Encounter)	Rogue Utility 2

LEVEL 3 ENCOUNTER EXPLOITS

<i>Bait and Switch</i>	Rogue Attack 3
<i>Setup Strike</i>	Rogue Attack 3
<i>Topple Over</i>	Rogue Attack 3
<i>Trickster's Blade</i>	Rogue Attack 3

LEVEL 5 DAILY EXPLOITS

<i>Clever Riposte</i>	Rogue Attack 5
<i>Deep Cut</i>	Rogue Attack 5
<i>Walking Wounded</i>	Rogue Attack 5

LEVEL 6 UTILITY EXPLOITS

<i>Chameleon</i> (At-will)	Rogue Utility 6
<i>Ignoble Escape</i> (Encounter)	Rogue Utility 6
<i>Mob Mentality</i> (Encounter)	Rogue Utility 6
<i>Nimble Climb</i> (At-will)	Rogue Utility 6
<i>Slippery Mind</i> (Encounter)	Rogue Utility 6

LEVEL 7 ENCOUNTER EXPLOITS

<i>Cloud of Steel</i>	Rogue Attack 7
<i>Imperiling Strike</i>	Rogue Attack 7
<i>Rogue's Luck</i>	Rogue Attack 7
<i>Sand in the Eyes</i>	Rogue Attack 7

LEVEL 9 DAILY EXPLOITS

<i>Crimson Edge</i>	Rogue Attack 9
<i>Deadly Positioning</i>	Rogue Attack 9
<i>Knockout</i>	Rogue Attack 9

LEVEL 10 UTILITY EXPLOITS

<i>Certain Freedom</i> (Daily)	Rogue Utility 10
<i>Close Quarters</i> (Daily)	Rogue Utility 10
<i>Dangerous Theft</i> (Encounter)	Rogue Utility 10
<i>Shadow Stride</i> (At-will)	Rogue Utility 10

LEVEL 13 ENCOUNTER EXPLOITS

<i>Fool's Opportunity</i>	Rogue Attack 13
<i>Stunning Strike</i>	Rogue Attack 13
<i>Tornado Strike</i>	Rogue Attack 13
<i>Unbalancing Attack</i>	Rogue Attack 13

LEVEL 15 DAILY EXPLOITS

<i>Bloody Path</i>	Rogue Attack 15
<i>Garrote Grip</i>	Rogue Attack 15
<i>Slaying Strike</i>	Rogue Attack 15

LEVEL 16 UTILITY EXPLOITS

<i>Foil the Lock</i> (Daily)	Rogue Utility 16
<i>Hide in Plain Sight</i> (Encounter)	Rogue Utility 16
<i>Leaping Dodge</i> (Encounter)	Rogue Utility 16
<i>Raise the Stakes</i> (Daily)	Rogue Utility 16

LEVEL 17 ENCOUNTER EXPLOITS

<i>Dragon Tail Strike</i>	Rogue Attack 17
<i>Hounding Strike</i>	Rogue Attack 17
<i>Stab and Grab</i>	Rogue Attack 17

LEVEL 19 DAILY EXPLOITS

<i>Feinting Flurry</i>	Rogue Attack 19
<i>Flying Foe</i>	Rogue Attack 19
<i>Snake's Retreat</i>	Rogue Attack 19

LEVEL 22 UTILITY EXPLOITS

<i>Cloud Jump</i> (Encounter)	Rogue Utility 22
<i>Dazzling Acrobatics</i> (Encounter)	Rogue Utility 22
<i>Hide from the Light</i> (Daily)	Rogue Utility 22

LEVEL 23 ENCOUNTER EXPLOITS

<i>Knave's Gambit</i>	Rogue Attack 23
<i>Scorpion Strike</i>	Rogue Attack 23
<i>Steel Entrapment</i>	Rogue Attack 23

LEVEL 25 DAILY EXPLOITS

<i>Biting Assault</i>	Rogue Attack 25
<i>Ghost on the Wind</i>	Rogue Attack 25
<i>Hamstring</i>	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

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

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

LEVEL 23 ENCOUNTER SPELLS

<i>Dark Transport</i>	Warlock (Star) Attack 23
<i>Spiteful Darts</i>	Warlock (Infernal) Attack 23
<i>Thorns of Venom</i>	Warlock (Fey) Attack 23

LEVEL 25 DAILY SPELLS

<i>Curse of the Twin Princes</i>	Warlock (Fey) Attack 25
<i>Tartarean Tomb</i>	Warlock (Infernal) Attack 25
<i>Thirteen Baleful Stars</i>	Warlock (Star) Attack 25

LEVEL 27 ENCOUNTER SPELLS

<i>Banish to the Void</i>	Warlock (Star) Attack 27
<i>Curse of the Fey King</i>	Warlock (Fey) Attack 27
<i>Hellfire Curse</i>	Warlock (Infernal) Attack 27

LEVEL 29 DAILY SPELLS

<i>Curse of the Dark Delirium</i>	Warlock (Fey) Attack 29
<i>Doom of Delban</i>	Warlock (Star) Attack 29
<i>Hurl through Hell</i>	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

Charm
Conjuration
Fear
Healing
Illusion
Poison
Polymorph
Reliable
Sleep
Stance
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]]

[[FEAT STATBLOCK TEMPLATE]]

FEAT NAME [FEAT TYPE]

Prerequisite(s): @

Benefit: @

Special: @if any

[[END FEAT STATBLOCK TEMPLATE]]

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

FEAT

Class feat
Divinity feat
Multiclass feat
Racial feat
Feat description

HEROIC TIER FEAT

Action Surge [Human]
Agile Hunter [Ranger]
Alertness
Armor Proficiency (Chainmail)
Armor Proficiency (Hide)
Armor Proficiency (Leather)
Armor Proficiency (Plate)
Armor Proficiency (Scale)
Astral Fire
Backstabber
Blade Opportunist
Burning Blizzard
Combat Reflexes
Dark Fury
Defensive Mobility
Distracting Shield [Fighter]
Dodge Giants [Dwarf]
Dragonborn Frenzy [Dragonborn]
Dragonborn Senses [Dragonborn]
Durable
Dwarven Weapon Training [Dwarf]
Eladrin Soldier [Eladrin]
Elven Precision [Elf]
Enlarged Dragon Breath [Dragonborn]
Escape Artist
Expanded Spellbook
Far Shot
Far Throw
Fast Runner
Ferocious Rebuke [Tiefling]
Group Insight [Half-Elf]
Halfling Agility [Halfling]
Healing Hands [Paladin]
Hellfire Blood [Tiefling]
Human Perseverance [Human]
Improved Dark One's Blessing [Warlock]
Improved Fate of the Void [Warlock]
Improved Initiative
Improved Misty Step [Warlock]
Inspired Recovery [Warlord]
Jack of All Trades
Lethal Hunter [Ranger]
Light Step [Elf]
Linguist
Long Jumper
Lost in the Crowd [Halfling]
Mounted Combat

Nimble Blade
Potent Challenge [Fighter]
Power Attack
Powerful Charge
Precise Hunter [Ranger]
Press the Advantage [Rogue]
Quick Draw
Raging Storm
Ritual Caster
Shield Proficiency (Heavy)
Shield Proficiency (Light)
Shield Push [Fighter]
Skill Focus
Skill Training
Sure Climber
Surprise Knockdown [Rogue]
Tactical Assault [Warlord]
Toughness
Two-Weapon Defense
Two-Weapon Fighting
Weapon Focus
Weapon Proficiency
Wintertouched

PARAGON TIER FEAT

Action Recovery [Human]
Agile Athlete
Arcane Reach
Armor Specialization (Chainmail)
Armor Specialization (Hide)
Armor Specialization (Plate)
Armor Specialization (Scale)
Back to the Wall
Blood Thirst
Combat Anticipation
Combat Commander [Warlord]
Danger Sense
Deadly Axe
Defensive Advantage
Devastating Critical
Distant Shot
Dwarven Durability [Dwarf]
Empowered Dragon Breath [Dragonborn]
Evasion
Feywild Protection [Eladrin]
Fiery Rebuke [Tiefling]
Fleet-Footed
Great Fortitude
Hammer Rhythm
Heavy Blade Opportunity
Improved Second Wind
Inescapable Force
Iron Will
Lasting Frost
Light Blade Precision
Lightning Arc
Lightning Reflexes

Mettle
Point-Blank Shot
Polearm Gamble
Psychic Lock
Resounding Thunder
Running Shot [Elf]
Scimitar Dance
Second Implement [Wizard]
Secret Stride
Seize the Moment
Shield Specialization
Sly Hunter
Solid Sound
Spear Push
Spell Focus [Wizard]
Steady Shooter
Sweeping Flail
Twofold Curse [Warlock]
Uncanny Dodge
Underfoot [Halfling]

EPIC TIER FEAT

Arcane Mastery [Wizard]
Axe Mastery
Blind-Fight
Bludgeon Mastery
Epic Resurgence
Flail Mastery
Flanking Maneuver
Font of Radiance
Heavy Blade Mastery
Irresistible Flame
Light Blade Mastery
Pick Mastery
Spear Mastery
Spell Accuracy [Wizard]
Triumphant Attack
Two-Weapon Flurry
Unfettered Stride

MULTICLASS FEAT

Arcane Initiate [Multiclass Wizard]
Initiate of the Faith [Multiclass Cleric]
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]

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
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

Club
Dagger
Javelin
Mace
Sickle
Spear
Greatclub
Morningstar
Quarterstaff
Scythe
Battleaxe
Flail
Handaxe
Longsword
Scimitar
Short sword
Throwing hammer
Warhammer
War pick
Falchion
Glaive
Greataxe
Greatsword
Halberd
Heavy flail
Longspear
Maul
Bastard sword
Katar
Rapier
Spiked chain
Unarmed attack
Hand crossbow
Sling
Crossbow
Longbow
Shortbow
Shuriken

Silvered Weapons

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
Ritual book
Ritual components
Rope, silk
Spellbook
Tent
Thieves' tools
Torch

FOOD, DRINK, AND LODGING

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

MOUNTS AND TRANSPORT

Cart or wagon
Riding horse
Rowboat
Sailing ship
Warhorse

CARRYING, LIFTING, AND DRAGGING

Carrying capacity

Normal load
Heavy load
Maximum drag load

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

[[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]]

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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

SAMPLE DISEASES

Blinking 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

Flavor text (context and goal in story terms)

Setup: Context and goal in game terms.

Complexity: # (requires # successes before # failures).

Primary Skills: List skills.

Skill (DC): Actions and results.

Success: What happens if the PCs succeed?

Failure: What happens if the PCs fail? What's the cost?

[[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	
Trap/Hazard: @Description	
Perception	
@DC to perceive the trap/hazard or part of it	
Additional Skill: @If applicable	
Attack	
@Action	@Range
Target: @	
Attack: +# vs. [Defense]	
Hit: @Damage and/or effects	
Miss: @If applicable; damage and/or effects	
Effect: @If applicable, results on a hit or a miss	
Countermeasures	
◆ @Method and DC to counter all or part of the trap/hazard. Repeated as needed	
Upgrade to [Elite or Solo] (# XP)	
◆ @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	
Body Slot: @If applicable	
Enhancement: @If applicable	
Critical: @If applicable	
Property: @If applicable	
Power (@Usage Timing ♦ @Keywords): @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 #d#
@Event	+/- # or #d#
@Event	+/- # or #d#

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 MONSTER MANUAL 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

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

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

BALHANNOOTH

Tentacle
Whipping Tentacles
Invisibility
Reality Shift

BANSHRAE

Slam
Blowgun Dart

BANSHRAE DARTSWARMER

Dart Flurry

BANSHRAE WARRIOR

Staggering Palm
Melee Agility
Mantid Dance
Skirmish

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

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

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

COLOSSUS

GODFORGED COLOSSUS

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

CROCODILE

Bite
Clamping Jaw

VISEJAW 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

Dark Step

Killing Dark

DARK CREEPER

Dagger

DARK STALKER

Scimitar

Dagger

Dark Fog

Invisibility

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

DESTRACHAN

Claw

Sound Pulse

Bellowing Blast

DESTRACHAN FAR VOICE

Reverberate

DEVIL

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

DOPPELGANGER

Shapeshifter Feint

Change Shape

DOPPELGANGER SNEAK

Short Sword

DOPPELGANGER ASSASSIN

Dagger

Shapeshifter Feint

Cloud Mind

DRAGON

Claw

Breath Weapon

Bloodied Breath

YOUNG BLACK DRAGON

Bite

Double Attack

Tail Slash

Cloud of Darkness

ADULT BLACK DRAGON

Bite

Double Attack

Tail Slash

Cloud of Darkness

ELDER BLACK DRAGON

Bite
Double Attack
Tail Slash
Cloud of Darkness
Vitriolic Spray

ANCIENT BLACK DRAGON

Bite
Double Attack
Tail Slash
Acid Gloom
Cloud of Darkness
Vitriolic Spray

YOUNG BLUE DRAGON

Gore
Draconic Fury
Lightning Burst

ADULT BLUE DRAGON

Gore
Draconic Fury
Lightning Burst

ELDER BLUE DRAGON

Gore
Draconic Fury
Thunderclap
Lightning Burst

ANCIENT BLUE DRAGON

Gore
Draconic Fury
Wingclap
Thunderclap
Lightning Burst

YOUNG GREEN DRAGON

Bite
Double Attack
Flyby Attack
Tail Sweep
Luring Glare

ADULT GREEN DRAGON

Lashing Tail
Bite
Double Attack
Flyby Attack
Tail Sweep
Luring Glare

ELDER GREEN DRAGON

Lashing Tail
Bite
Double Attack
Flyby Attack
Tail Sweep
Luring Glare

ANCIENT GREEN DRAGON

Lashing Tail
Bite
Double Attack
Flyby Attack
Tail Sweep
Luring Glare
Mind Poison

YOUNG RED DRAGON

Bite
Double Attack
Tail Strike

ADULT RED DRAGON

Bite
Double Attack
Tail Strike

ELDER RED DRAGON

Bite
Double Attack
Tail Strike
Immolate Foe

ANCIENT RED DRAGON

Inferno
Bite
Double Attack
Tail Strike
Immolate Foe

YOUNG WHITE DRAGON

Bite
Dragon's Fury

ADULT WHITE DRAGON

Bite
Dragon's Fury

ELDER WHITE DRAGON

Bite
Dragon's Fury
Icy Tomb

ANCIENT WHITE DRAGON

Aura of Winter
Bite
Dragon's Fury
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

DRYAD

Claws
Deceptive Veil
Treestride

BRIAR WITCH DRYAD

Curse of Thorns
Thorn Boon
Briar Cage
Thorny Body

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

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

HILL GIANT

Greatclub
Sweeping Club
Hurl Rock

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

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

Slam
Double Attack
Golem Rampage

FLESH GOLEM

Berserk Attack

STONE GOLEM

Death Burst

GORGON

Gore
Trample

IRON GORGON

Earthshaking Charge
Petrifying Breath

STORM GORGON

Tempest's Fury
Mobile Melee Attack
Storming Breath

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

GRIFTON

HIPPOGRIF

Bite
Diving Overrun
Flyby Attack
Aerial Agility

HIPPOGRIF DREAMMOUNT

Bite
Wing Slam
Sturdy Mount

GRIFTON

Claws
Rabid Charger
Blood Frenzy
Thunder Charge

RIMEFIRE GRIFTON

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

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

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, HUMAN WIZARD

Frostburn
Indestructible
Second Wind

LICH, ELADRIN WIZARD

Necrotic Orb
Entropic Pulse
Indestructible
Second Wind

LICH VESTIGE

Death's Touch
Orb of Obliteration

LICH TRANSFORMATION

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

WERERAT

Short Sword
Bite

WEREWOLF

Greatclub
Bite
Blood Rage

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

Slam

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

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

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

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

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

DEATHJUMP SPIDER

Bite
Death from Above
Prodigious Leap
Soft Fall

BLOODWEB SPIDER SWARM

Swarm Attack
Swarm of Fangs

BLADE SPIDER

Claw
Double Attack
Combined Attack

STIRGE

STIRGE

Bite

DIRE STIRGE

Bite

STIRGE SWARM

Swarm Attack
Bloodsucking Swarm

SWORDWING

Armblade

SWORDWING

Sudden Strike
Vicious Opportunist

CROWNWING

Armblade
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

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

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

DARK GIFT OF THE UNDYING

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

Souldraining Longsword
Soul Reaping

BATTLE WIGHT COMMANDER

Souldraining Longsword
Soul Harvest

SLAUGHTER WIGHT

Claw
Death Wail

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

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