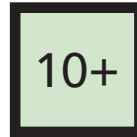


# CLERIC

A chaotic priestess channeling the magic of dark forbidden gods.



## Cursed Mace ♦ At-Will

Standard Action



*Hit:* 5 damage, and you or one ally you can see regains 5 hit points.



## Unholy Strength ♦ Twice

Standard Action



*Hit:* 20 damage, and the next attack roll made against the monster by any dungeoneer gains a +2 bonus to hit.



## Bestow Curse ♦ Twice

Minor Action

*Effect:* One monster you can see becomes vulnerable until the end of your next turn. Attacks made against a vulnerable monster deal 5 extra damage.



## Insect Plague ♦ Once

Standard Action



*Hit:* 20 damage to up to three nearby monsters in a group, and each monster is poisoned (save ends). A poisoned monster takes 5 damage each time it makes a move.

*Effect:* You form a protective cloud of stinging and biting insects around yourself. Gain a +1 bonus to all saving throws.



## Speak with Dead ♦ Once

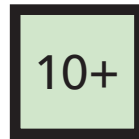
Minor Action

*Effect:* You compel one corpse, skull, or spirit you can touch to reveal one trap, deception, or twist the Dungeon Master has yet to reveal this battle.



# CLERIC

A faithful knight carrying the light of the Sun to lands of shadow.



## Blessed Mace ♦ At-Will

Standard Action



*Hit:* 5 damage, and you or one ally you can see regains 5 hit points.



## Spiritual Weapon ♦ Twice

Standard Action



*Hit:* 20 damage, and you or one ally you can see gains a +2 bonus to the next saving throw they would make during this battle.



## Cure Wounds ♦ Twice

Minor Action

*Effect:* You or one nearby ally you can see regains 20 hit points.



## Flame Strike ♦ Once

Standard Action



*Hit:* 30 damage to up to three monsters you can see in a group, and you or one ally you can see is cured of an ongoing condition, curse, or disease.

*Effect:* You may drive back in fear any undead or minion monsters caught in your spell's area of effect. Monsters driven back in fear can't advance towards you or intercept until the end of your next turn.



## Augury ♦ Once

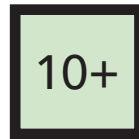
Minor Action

*Effect:* Name one action you or an ally might take in the immediate future, such as "take the glowing gem." The Dungeon Master truthfully tells you what would happen if you took that action.



# DWARF

A stout underworld warrior unshakeable in his resolve.



## Enchanted Axe ♦ At-Will

Standard Action



*Special:* You may pull a nearby monster into melee with you before making this attack.  
*Hit:* 10 damage.



## Gauntlets of Ogre Power ♦ Twice

Standard Action



*Hit:* 15 damage, and you gain a +2 bonus to your next saving throw.



## Stoneskin ♦ Twice

Reaction

*Effect:* Re-roll a saving throw you just failed against a physical attack made by a monster, trap, or hazard.



## Hammer of Thunderbolts ♦ Once

Standard Action



*Hit:* 20 damage to each nearby monster, and each monster is dazed (save ends). A dazed monster can't pop free or intercept, and may only take one action on its turn.

*Effect:* Name a hazard you can see, such as a pit, cave-in, or lava flow. You may make one attack with that hazard against the monster nearest to it. The Dungeon Master will tell you the effect of the hazard's attack.



## Speak with Stone ♦ Once

Minor Action

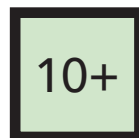
*Effect:* Ask one stone terrain feature you can touch (wall, statue, pillar, etc.) a single question about the dungeon's construction, such as hidden traps or secret doors. The feature animates and truthfully answers your question to the best of its knowledge.





# ELF

An ageless adventurer skilled in melee, missiles, and magic.



## Silver Short Sword ♦ At-Will

Standard Action



*Hit:* 10 damage, and you mark the monster until the start of your next turn. A marked monster can't pop free, make ranged attacks, or make attacks that don't include you.



## Enchanted Longbow ♦ Twice

Standard Action



*Special:* You may pop free before making this attack, even if you're restrained or blocked.  
*Hit:* 15 damage to up to two different monsters you can see, or 20 damage to a single monster.



## Cloak of Elvenkind ♦ Twice

Minor Action

*Effect:* Switch positions with a nearby creature you can see.



## Staff of Lightning Bolt ♦ Once

Standard Action



*Hit:* 30 damage, and the target is dazed (hard save ends). A dazed monster can't pop free or intercept, and may only take one action on its activation.  
*Effect:* You are energized—regain 15 hit points.



## Animal Companion ♦ Once

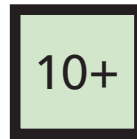
Minor Action

*Effect:* You send your animal companion to retrieve or manipulate an object you can see but can't reach, such as a distant lever or magical item on a pedestal. Your animal companion can fly, but it can't pass through walls of force and triggers any traps laid on the object.



# FIGHTER

A mercenary warrior collecting weapons and armor from his defeated rivals.



## Enchanted Flail ♦ At-Will

Standard Action



**Hit:** 10 damage, and you mark the monster until the end of your next turn. A marked monster can't pop free, make ranged attacks, or make attacks that don't include you.  
**Miss:** 5 damage.



## Potion of Dragon Breath ♦ Twice

Standard Action



**Hit:** 15 damage to up to three nearby monsters in a group, and each monster takes ongoing 5 fire damage (save ends).



## Bracers of Might ♦ Twice

Reaction

**Effect:** Re-roll an attack roll you just made with a +1 bonus.



## Sword of Slaying ♦ Once

Standard Action



**Hit:** 40 damage, and the monster is vulnerable (hard save ends). A vulnerable monster takes 10 extra damage from all attacks.  
**Effect:** You may recharge and use your *horn of blasting* as a free action after making this attack.



## Horn of Blasting ♦ Once

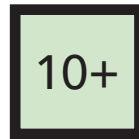
Minor Action

**Effect:** Destroy up to 5 nearby minion monsters in a group.



# FIGHTER

An armored guardian sworn to protect his half-goddess queen.



## Enchanted Longsword ♦ At-Will

Standard Action



**Hit:** 10 damage, and you mark the monster until the end of your next turn. A marked monster can't pop free, make ranged attacks, or make attacks that don't include you.  
**Miss:** 5 damage.



## Potion of Heroism ♦ Twice

Standard Action



**Special:** You may pull a nearby monster into melee with you before making an attack when drinking the *potion of heroism*.  
**Hit:** 20 damage, plus 10 damage to another monster in melee with you.



## Shield of Deflection ♦ Twice

Reaction

**Effect:** Cancel one ranged attack just made against you by a monster or trap.



## Horn of Valhalla ♦ Once

Standard Action



**Hit:** 35 damage to up to three nearby monsters in a group.  
**Effect:** Three warrior spirits (minion monsters) appear anywhere in the blast. The warrior spirits serve you without question and can be given commands as a minor action.



## Boots of Speed ♦ Once

Minor Action or Reaction

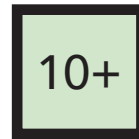
**Effect:** Move safely past a monster, trap, or hazard requiring reflexes to avoid. You can activate the *boots of speed* as a reaction to escape from an attacking monster or trap.





# FIGHTER

A feared slayer of kings seeking her next crown to claim.



## Enchanted Gauntlets ♦ At-Will

Standard Action



**Hit:** 10 damage, and you mark the monster until the end of your next turn. A marked monster can't pop free, make ranged attacks, or make attacks that don't include you.

**Miss:** 5 damage.



## Javelin of Lightning ♦ Twice

Standard Action



**Hit:** 15 damage, and you gain a +2 bonus to the next attack roll you would make against the monster.



## Bracers of Defense ♦ Twice

Reaction

**Effect:** Cancel one melee attack just made against you by a monster.



## Ring of the Ram ♦ Once

Standard Action



**Hit:** 40 damage, and you may push the monster back into the path of a trap or hazard and knock it down. A knocked-down monster can't move until it spends an action to stand.

**Effect:** You are invigorated—regain 10 hit points.



## Belt of Giant Strength ♦ Once

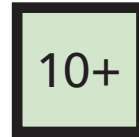
Reaction

**Effect:** Deal 20 extra damage with a melee attack you just hit a monster with.



# HALFLING

A scoundrel in search of the dungeon's most valuable treasures.



## Enchanted Dagger ♦ At-Will

Standard Action



*Hit:* 5 damage, and you may steal something small the monster is wearing or carrying other than its weapon.



## Silver Sling ♦ Twice

Standard Action



*Special:* If the monster is blinded, dazed, or unaware of you, deal 15 extra damage.

*Hit:* 15 damage.



## Cloak of Arachnida ♦ Twice

Minor Action

*Effect:* Until the end of your next turn, you can crawl along walls and ceilings. Non-flying monsters can't intercept you.



## Wand of Prismatic Spray ♦ Once

Standard Action



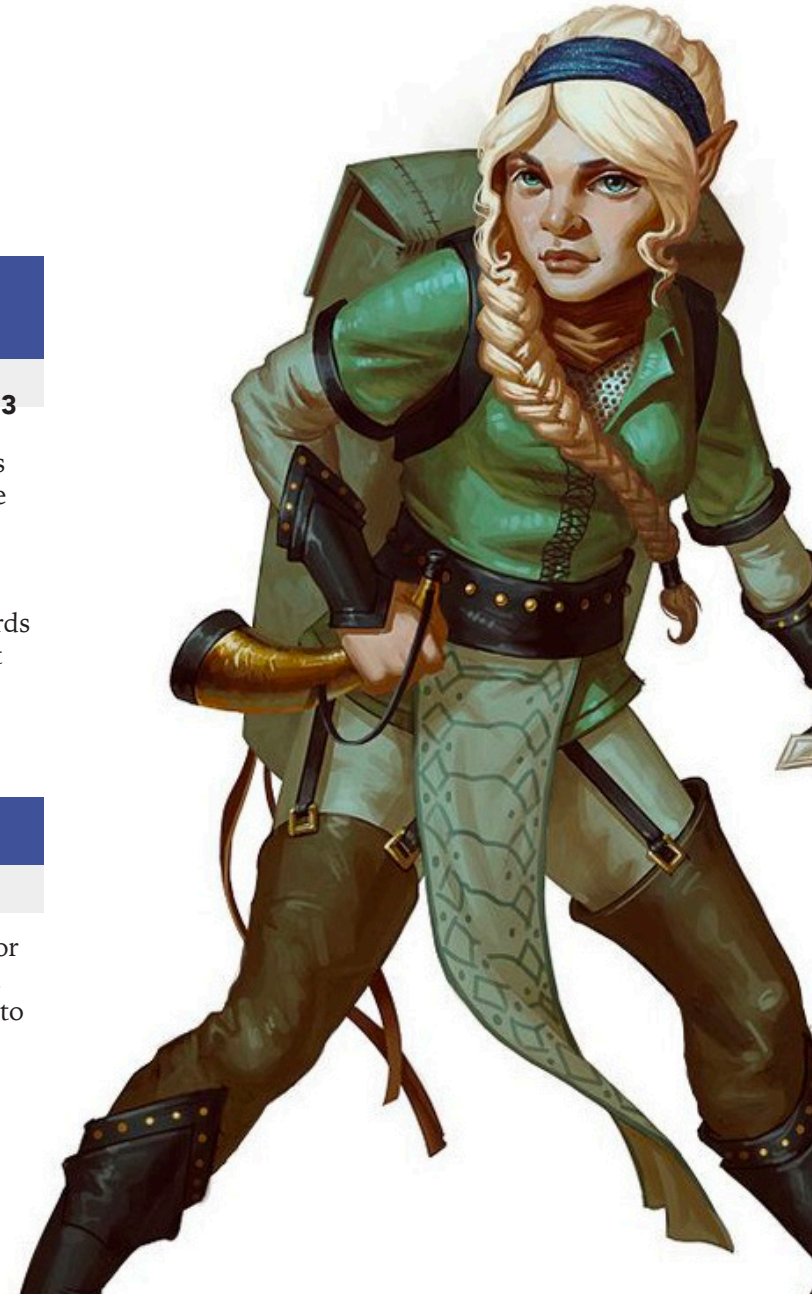
*Hit:* 35 damage to up to two nearby monsters in a group, and each monster is blinded (save ends). A blinded monster can only make melee attacks, and attacks made against a blinded monster gain a +2 bonus to hit.  
*Effect:* You may tumble behind cover or towards something valuable. Monsters can't intercept you, and you safely pass through traps and hazards requiring reflexes to avoid.



## Ring of Invisibility ♦ Once

Minor Action or Reaction

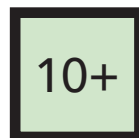
*Effect:* You become invisible until you attack or fail a saving throw. While invisible, you can't be the target of attacks and gain a +2 bonus to attack rolls. You can activate the *ring of invisibility* as a reaction to escape from an attacking monster.





# WIZARD

A gifted sorceress who commands the destructive forces of nature.



## **Magic Missiles** ♦ At-Will

Standard Action



**Hit:** 5 damage to up to two different monsters you can see. You don't need line of sight to target a monster with *magic missile*.

## **Burning Hands** ♦ Twice

Standard Action



**Hit:** 15 damage to up to two nearby monsters in a group, and you may pop free afterwards.

## **Dimension Door** ♦ Twice

Minor Action or Reaction

**Effect:** Teleport to an open spot you can see. You may cast *dimension door* as a reaction to escape from an attacking monster or trap.

## **Earthquake** ♦ Once

Standard Action



**Hit:** 35 damage to up to three nearby monsters in a group, and the force of your spell knocks the monsters down. A knocked-down monster can't move until it spends an action to stand up.  
**Effect:** Destroy all non-magical traps or terrain pieces in the area of your spell's effect.

## **Summon Monster** ♦ Once

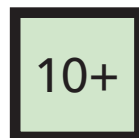
Minor Action

**Effect:** You summon a human-sized monster from the Underworld. The monster has 20 hit points, deals 10 damage with its attacks, and has abilities appropriate to the monster summoned (wings, scales, horns, etc.). The summoned monster obeys you without question – you can give it a two-word command (such as “attack dragon”) as a minor action.



# WIZARD

A recluse driven to madness by secrets never meant for mortal eyes.



## **Acid Arrow** ♦ At-Will

Standard Action



**Hit:** 5 damage, and the monster is vulnerable until the end of your next turn. A vulnerable monster takes 5 extra damage from attacks made against it.

## **Ray of Enfeeblement** ♦ Twice

Standard Action



**Hit:** 15 damage, and the monster is weakened (save ends). A weakened monster only deals half damage with its attacks.

## **Legend Lore** ♦ Twice

Minor Action

**Effect:** Ask the Dungeon Master one “yes or no” question about the dungeon. The Dungeon Master answers truthfully. If the answer is “it depends”, you don’t spend a use of this power.

## **Cone of Cold** ♦ Once

Standard Action



**Hit:** 25 damage to up to three nearby monsters in a group, and the monsters are frozen (save ends). A frozen monster can’t advance, retreat, pop free, or intercept.

**Effect:** Create a wall of ice in the area of your spell’s effect that lasts until the end of the battle. The wall of ice blocks movement and line of sight for creatures other than you.

## **Mage Armor** ♦ Once

Reaction

**Effect:** Cancel one physical attack made against you by a monster, trap, or hazard. You are immune to that attack until you next roll a 6-.

