

Movement

Fast

Dash

Teleport

Instant Disengage

Fly

Hover

general

summon allies

negates attack ability on weakened foes (ex. make it so staggered foe can't attack)

ghost form - change to spirit form, moves, reforms elsewhere

mirror image/blur

magic immunity

half damage from opp attacks

suckerpunch - upon being engaged, creature rolls save, success gives it a free attack

fury - bonus to attack when staggered

death rattle - on hitting zero HP, gets a free attack on attacker

pack bonus

pack bonus 2 - monster hits target, all allies get bonus to focus that target

press the advantage - does extra dmg versus foes worse initiative

cancel out foe's action

defensive formation - if x # of allies are in the area, they all gain defense bonuses

riposte - if enemy misses an attack, monster makes a save, success = free attack

area control - summon dirt/rock walls, energy waves, cave ins, fire rings

inspire allies - give 1+ allies a bonus/boon for a round

Defensive

Block/Parry

Immunity

Grabs incoming

offensive

mutli attack

multiple targets

knockdown

knockback/push

throws target away

pull

sticky

acidic/dissolver

ranged only

melee only

causes effect on hit - weaken, daze, etc

adjust self initiative

change player init

do extra damage but takes self damage

damaging aura

reach attack

keep enemy at range (reach plus pushback)

tanks - can soak ally damage

thorny/splashy acid - when hit, the attacker also takes some form of damage

mega crit - 3x 4x damage

trip/topple

cause fear

magic-type of attack

Bad luck - target gets reduced die rolls (or bane on roll) for a round

Explode - upon death, the creature does a burst of damage due to exploding!

grapple/entangle



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