**I wanna do a(n)…. I’ve gotta type… Like this…**

Monster attack !ma [“monster name”][attack type]\* !ma “Owlbear” beak

NPC attack !ma [name of published NPC] [attack type] !ma Artus Cimber longbow

Monster/NPC spell !mcast [monster/NPC name] [spell name] !mcast Lich Cloudkill

Multiattack !ma [“monster name”] [attack type] [dash reroll #] !ma “Black Bear” claws -rr 2

Attack with a flanking bonus !ma [“monster name”] [attack type] [dash bonus amount] !ma Acererak Paralyzing Touch -b 2

Attack with extra damage !ma [“monster name”] [attack type] [dash damage amount] !ma “Boar” tusk -d 1

*\*You don’t technically need the quotation marks, but sometimes Avrae gets confused and asks you to make a selection from a list of possible monsters. Adding the quote marks around the monster name bypasses the list.*

The following commands will give you info you might need to run your game or tell your players:

**I wanna know… I’ve gotta type… Like this…**

Monster/NPC stats !monster [name of monster/NPC] !monster Acolyte

Monster attack options !ma [name of monster] !ma Bulette

Condition details lookup !condition [name of condition] !condition Charmed

Racial details lookup !race [name of race] !race Dwarf

Spell details lookup !spell [name of spell] !spell Polymorph

Item details lookup !item [name of item] !item Bracers of Defense

Feat details lookup !feat [name of feat] !feat Sharpshooter

Class feature details lookup !classfeat [name of class feature] !classfeat Wild Shape

All of the dice commands can be compounded, even for monsters. Say your party picks a fight with a rakshasa, but the fighter manages to land a hit with a poisoned rapier and the rakshasa fails his CON save and is poisoned:

Rakshasa multiattack at disadvantage !ma [“name of monster”] [attack type] [dash reroll #] dis !ma “Rakshasa” claw -rr 2 dis

Need to roll HP for a group of baddies? There’s no command for that, but this code works (many thanks to littleshack!). Just copy & paste:

!test <drac2>

out = []

for i in range(5):

 out.append(roll("2d8+6"))

return out

</drac2>

The 5 in parentheses is how many results you will get, and the argument in quotations is how you roll hit points for an orc. The above code will therefore spit out randomly rolled HP for 5 orcs. Change the numbers in both parentheses to suit your needs. Want HP for 3 imps? Type 3 instead of 5 and 3d4+3 instead of 2d8+6. Presto!