

Orcus Monsters

A retroclone of 4th Edition

Version 0.3 (Alpha)

Dedicated to the hobbyists, designers, developers and publishers that have released their work under the Open Game License.

Orcus is a work in progress. All feedback is welcome.



Monster Statistics

A monster has a rank, a role, a source, a type, tags and a level. For example, a giant frog might be a Standard Lurker (rank and role), Natural Beast (source and type), with the Aquatic tag, and be level 4.

Rank

Standard

Standard monsters are the default, so this is usually left out of the description (a "Standard Assassin" is just described as an "Assassin").

Mooks

Mooks are weaker monsters that can be cut down in large numbers in a single turn. Four mooks are worth one standard monster.

- 1 HP only. A mook takes no damage from attacks that miss them.
- x1/4 XP

Mooks usually do not have a role specified, because mooks - by virtue of their low health and large numbers - usually fulfill their own role.

Elites

Elites are stronger monsters. Two standard monsters are worth one elite.

- x2 HP
- +2 bonus on saving throws
- 1 Action Point per encounter
- x2 XP

Bosses

Bosses are very strong monsters. Five standard monsters are worth one boss.

- x4 HP
- +5 bonus on saving throws
- 2 Action Points per encounter
- x5 XP

Role

Assassin

Do devastating attacks every so often, interspersed with hiding or escaping.

Striker

Take advantage of mobility to make attacks and avoid being tied down in combat.

Archers

Make powerful Ranged or Far attacks, or both.

Blockers

Protect their allies.

Leaders

Help other monster allies fight better. "Leader" is a bonus added to other roles, like Blocker (Leader) or Spoiler (Leader), rather than a pure role.

Spoilers

Mess the PCs up with attacks that inflict harmful effects instead of or in addition to hit point damage.

Wreckers

Bring the pain.

Source

A monster's source describes where its species or type has come from. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular source.

Cosmic creatures are utterly alien, aberrant beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world.

Elemental creatures are native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements. Others have biological forms infused with elemental energy.

Fey creatures are closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Plane of Faerie.

Shadow creatures are tied to the Plane of Shadow.

Natural creatures are native to the Prime Material Plane, i.e. the world.

Outsider creatures are at least partially composed of the essence (but not necessarily the material) of some Outer Plane. Some creatures start out as some other source and become outsiders when they attain a higher (or lower) state of spiritual existence.

Type

A monster's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type.

The game includes the following monster types, which have no rules of their own.

Beasts are nonhumanoid creatures that are a natural part of the fantasy ecology. Some of them have magical powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals, as well as fantastical animals like winged cats or elf hounds.

Automatons do not have organs or coherent bodily systems. They may be very simple creatures, like a gelatinous cube, or masses of a material that is magically animated, like a fire elemental or bronze golem. Undead that have been reanimated from a body or body parts, like skeletons and zombies, are automatons, whereas undead that have been transformed from their living form, like vampires, or undead that are a separate soul, like specters, are humanoids.

Humanoids have bipedal forms, and typically are sapient and sentient, and capable of language and culture. Humanoid races include those commonly found as player characters - humans, dwarves, elves, halflings, goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds - as well as fey like nymphs and dryads and outsiders with humanoid forms like many devils.

Monstrosities are monsters in the strictest sense - frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry (such as owlbears), and others are the product of terrible curses (including minotaurs and medusae). Others are creatures with elemental or other magical influences, like dragons.

Tags

A monster might have one or more tags appended to its type. For example, a couatl is listed as Monstrosity, Dragon, Celestial. The tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a magic item, might refer to them. For instance, a spear that is especially effective at fighting demons would work against any monster that has the demon tag.

The most common tags follow, in some cases with some descriptive text.

1. **Dragons** are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons.
2. **Undead** are once-living creatures brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.
3. **Constructs** are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent

thought. Golems are the iconic automatons.

4. **Giants** tower over humans and their kind. They are humanlike in shape, though some have multiple heads (ettins) or strange forms (fomorians). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.
5. **Earth** creatures are particularly linked to the element of earth.
6. **Fire** creatures are particularly linked to the element of fire.
7. **Water** creatures are particularly linked to the element of water.
8. **Air** creatures are particularly linked to the element of air.
9. **Celestials** are creatures native to the Upper Planes. Many of them are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. A celestial who strays from a good alignment is a horrifying rarity. Celestials include angels and pegasi.
10. **Aquatic** creatures are comfortable underwater.
11. **Cold** creatures are particularly linked to cold energy.
12. **Demons** are chaotic evil creatures of wickedness that are native to the Lower Planes. Along with demons, they are classified as fiends. A few are the servants of deities, but many more labor under the leadership of demon princes. Evil priests and mages sometimes summon fiends to the material world to do their bidding.
13. **Devils** are evil creatures of wickedness that are native to the Lower Planes. Along with demons, they are classified as fiends. A few are the servants of deities, but many more labor under the leadership of archdevils. Evil priests and mages sometimes summon fiends to the material world to do their bidding.
14. **Plants** in this context are vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as the gas spore also fall into this category.
15. **Reptiles** are scaled, cold-blooded creatures.
16. **Shapechangers** have the innate ability to change forms.
17. **Spiders** are eight-legged arachnids.
18. **Swarms** are groups of creatures that act as one, like a swarm of rats or spiders.
19. **Oozes** are gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.
20. **Mounts** give their riders special benefits.

Alignment

A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with and might attack characters on sight, whereas an unaligned monster might be willing to negotiate.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign.

Some creatures can have **any alignment**. In other words, you choose the monster's alignment.

Hit Points

A monster usually dies or is destroyed when it drops to 0 hit points.

Speed

A monster's speed tells you how far it can move with a Walk action. It can also take other actions that use speed, like Run and Charge.

Some creatures have one or more of the following additional movement modes.

Burrow

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so.

Climb

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

Wall-climber means that the monster does not have to make Athletics checks to climb, even while climbing upside down.

Fly

A monster that has a flying speed can use all or part of its movement to fly.

If a monster is flying, it typically has to move at least 2 squares per round, or it crashes to earth. It cannot shift or make opportunity attacks while flying.

Some monsters have the ability to **hover**, which makes them hard to knock out of the air. Such a monster stops hovering when it dies. A hovering monster does not have to move at least 2 squares per round, can shift and can make opportunity attacks.

Some monsters will specify how high they can fly ("maximum altitude"), in squares. If they fly beyond that height, they crash.

If a creature has the **clumsy on ground** trait, they suffer a -4 penalty to attack rolls and defences while on the ground. If a creature has the **clumsy in air** trait, they suffer a -4 penalty to attack rolls and defences while flying.

Swim

A monster that has a swim speed doesn't need to spend extra movement to swim.

Phasing

A monster with phasing can move through difficult terrain, obstacles (like walls) and creatures (including enemies) without penalty.

Terrain Stride

Terrain Stride describes a set of traits, each of which allows the monster to ignore difficult terrain in some conditions:

- Ice Stride: Ice, snow or slurry.
- Swamp Stride: Mud, swamp or shallows.
- Stone Stride: Broken ground, uneven stone or rubble.
- Woodland Stride: Shrubbery, trees or plants.
- Web Stride: Webs, like those from a spider.

Ability Scores

Every monster has six ability scores (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma) and corresponding modifiers.

Skills

The Skills entry is reserved for monsters that are trained in one or more skills. For example, a monster that is very perceptive and stealthy might have bonuses to Perception and Stealth checks.

A skill bonus is the sum of a monster's relevant ability modifier and half its level. Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus to account for its heightened expertise.

Vulnerabilities, Resistances, and Immunities

Some creatures have vulnerability, resistance, or immunity to certain types of damage. In addition, some creatures are immune to certain conditions.

Two special resistances are described below:

Incorporeal: A creature that is incorporeal takes half damage on all attacks.

Reactive Resistance X (immediate (counter) action, encounter): The first time a creature is damaged by an attack that does acid, cold, lightning, fire or thunder damage, the creature gains resistance to that energy X. This lasts until the end of the encounter.

Senses

The Senses entry notes a monster's passive Perception score, as well as any special senses the monster might have. Special senses are described in the main Rulebook.

Languages

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A "-" indicates that a creature neither speaks nor understands any language.

Telepathy

Telepathy is a magical ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

Level

A monster's **level** tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat four monsters that each have a level equal to the adventurers' level without suffering any deaths. For example, a party of four 3rd-level characters should find four level 3 monsters to be a worthy challenge, but not a deadly one.

Recoveries

Although they rarely get a chance to use them, all monsters (unless otherwise mentioned) have at least 1 recovery. Level 11+ monsters have 2, and Level 21+ monsters have 3.

Experience Points

The number of experience points (XP) a monster is worth is based on its level. Typically, XP is awarded for defeating the monster, although the GM may also award XP for neutralizing the threat posed by the monster in some other manner.

A monster's XP is also used to calculate how many monsters should be included in an encounter.

Table - Monster XP (Adventurer Tier)

Level	Mook Monster XP	Standard Monster XP	Elite Monster XP	Boss Monster XP
1	25	100	200	500
2	31	125	250	625
3	38	150	300	750
4	44	175	350	875
5	50	200	400	1,000
6	63	250	500	1,250
7	75	300	600	1,500
8	88	350	700	1,750
9	100	400	800	2,000
10	125	500	1,000	2,500

Table - Monster XP (Prestige Tier)

Level	Mook Monster XP	Standard Monster XP	Elite Monster XP	Boss Monster XP
11	150	600	1,200	3,000
12	175	700	1,400	3,500
13	200	800	1,600	4,000
14	250	1,000	2,000	5,000
15	300	1,200	2,400	6,000
16	350	1,400	2,800	7,000
17	400	1,600	3,200	8,000
18	500	2,000	4,000	10,000
19	600	2,400	4,800	12,000
20	700	2,800	5,600	14,000

Table - Monster XP (Epic Tier)

Level	Mook Monster XP	Standard Monster XP	Elite Monster XP	Boss Monster XP
21	800	3,200	6,400	16,000
22	1,000	4,000	8,000	20,000
23	1,200	4,800	9,600	24,000
24	1,400	5,600	11,200	28,000
25	1,600	6,400	12,800	32,000
26	2,000	8,000	16,000	40,000
27	2,400	9,600	19,200	48,000
28	2,800	11,200	22,400	56,000
29	3,200	12,800	25,600	64,000
30	4,000	16,000	32,000	80,000

Auras

A creature's aura has effects on creatures within a burst X equal to the aura X listed in the monster description.

Actions

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the Rulebook.

See the Rulebook for more details of how to interpret powers.

Special symbols are used to indicate whether an attack is a basic attack, and what its range is:



Basic Melee Attack



Melee Attack



Basic Ranged Attack



Ranged Attack



Near Attack



Far Attack

Limited Usage

Some special abilities have restrictions on the number of times they can be used.

Refresh X, Y: The notation "Refresh X, Y" means a monster can use a special ability once and that the ability then has a random chance of refreshing during each subsequent round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the numbers in the refresh notation, the monster regains the use of the special ability. The ability also refreshes when the monster finishes a short or long rest.

For example, "Refresh 5, 6" means a monster can use the special ability once. Then, at the start of the monster's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Encounter: This notation means that a monster can use a special ability once and then must finish a short or long rest to use it again.

Equipment

A stat block rarely refers to equipment, other than armor or weapons used by a monster. A creature that customarily wears clothes, such as a humanoid, is assumed to be dressed appropriately.

You can equip monsters with additional gear and trinkets however you like, and you decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable. A battered suit of armor made for a monster is rarely usable by someone else, for instance.

Monster Templates

Certain creatures are created by adding a template to an existing creature. A templated creature can represent a unique creature, the individual creation of a single experimenter, or the first generation of offspring from parents of different species. Other templates represent a thing that can happen to a creature, like becoming a ghost.

A template usually turns a standard monster into an elite monster. Applying an elite template to a monster that is already an elite turns it into a boss monster.

Standard Bonuses

If you apply a template to a monster, it gets the following standard bonuses depending on whether it ends up as an elite or as a boss:

Elites

From Standard to Elite:

- x2 HP
- +2 bonus on saving throws
- 1 Action Point per encounter
- x2 XP

Bosses

From Standard to Boss:

- x4 HP
- +5 bonus on saving throws
- 2 Action Points per encounter
- x5 XP

From Elite to Boss:

- x2 HP
- +5 bonus on saving throws total (doesn't stack)
- +1 Action Point per encounter
- x2.5 XP

Ghost

Speed: fly 6 (hover).

Incorporeal: Take half damage from all attacks. See *vulnerabilities*.

Vulnerable to: radiant damage 10, force damage 10. If you take radiant or force damage, you lose incorporeal until the start of your next turn.

Drain Lifeforce

While you are adjacent to a creature that is staggered or dying, you gain regeneration 5 (10 at Level 11, 15 at Level 21).

 **Malevolence** (standard, refresh 5, 6) • Psychic

Ranged 5, 1 target; Level +2 vs Will; target is controlled (save ends). You are removed from play until the target succeeds on their save, then you are placed in an unoccupied space adjacent to them. While removed from play, you do not take turns, suffer persistent damage or make saving throws.

Half-Fiend

Defenses: +2 Fortitude, +2 Reflex.

Darkness Aura 6: Bright light within the aura is reduced to dim light.

Senses: Darkvision .

Resistance to: acid 5, cold 5, fire 5.

Level 11: Acid 10, cold 10, fire 10; *Level 21:* Acid 15, cold 15, fire 15.

Immunity to: Poison.

Smite Good: Attacks against Good and Lawful Good aligned creatures do +2 damage (+4 at Level 11, +6 at Level 21)

Blasphemous Word (standard, refresh 5, 6)

Near burst 5, enemies only; Level +2 vs Will; target dazed (save ends) or, if the target is Staggered, stunned (save ends).

Forlorn Shade

Senses: Darkvision

Defenses: +2 AC; +1 Reflex, +1 Will

Shadow Walk (swift, encounter) • Illusion, Teleportation

The shade shifts 3 and is invisible until the end of its next turn.

Dark Challenge

When a shade strikes a target in melee, the target is marked until the end of the shade's next turn.

Adventurer

You can apply a character class to a monster using the simple Adventurer template below.

As with other templates, the move from standard to elite doubles a creature's HP, gives them a saving throw bonus and an additional action point.

Defenses: As per the class.

Trained Skills: Choose two from the class skills.

Class Features: As per the class.

Powers: Choose from those powers available to the class, of the creature's level or lower. Do not choose two powers of the same frequency *and* level (e.g., do not choose two level 13 encounter powers or two level 25 daily powers).

- One at-will power.
- One encounter power (two from level 11).
- One daily power (two from level 21).
- One utility power (two from level 11, three from level 21).

Monsters

Animals

Animals are mundane beasts, like those found in the real world.

Eagle

Level 1 Striker (100 XP)

Small Natural Beast (Unaligned)

Senses: Perception +8; low-light vision

Str 12 (+1), **Con** 14 (+2), **Dex** 17 (+3), **Int** 3 (-3), **Wis** 14 (+2), **Cha** 13 (+1)

Initiative: +5

AC: 15; **Fort:** 14, **Ref:** 16, **Will** 14

HP: 30, **Staggered:** 15

Speed 2, fly 8 (hover)



Talons (standard, at-will)

+6 vs. AC; 1d6+3 damage (1d6+6 damage with flyby attack).



Flyby Attack (standard, at-will)

The eagle flies up to 8. At one point during the movement, they can make one melee basic attack. Moving away from the target of the attack does not provoke opportunity attacks.

Raven of Doom

Level 1 Assassin (100 XP)

Small Natural Beast (Unaligned)

Senses: Perception +1; low-light vision

Str 8 (-1), **Con** 14 (+2), **Dex** 16 (+3), **Int** 6 (-2), **Wis** 12 (+1), **Cha** 10 (+0)

Initiative: +7

AC: 15; **Fort:** 13, **Ref:** 14, **Will** 12

HP: 26, **Staggered:** 13

Speed 2, fly 6 (hover)



Harrying Bite (standard, at-will)

+6 vs. AC; 1d4+1 damage, and the target receives a -2 penalty to all attacks until the end of its next turn.

Murder of Crows

When a raven of doom is killed, all other ravens of doom within 2 squares gain a +4 bonus on attacks rolls until the end of their next turn.

Giant Tarantula

Level 2 Wrecker (125 XP)

Medium Natural Beast, Spider (Unaligned)

Senses: Perception +1; low-light vision

Skills: Athletics +10

Str 18 (+5), **Con** 14 (+3), **Dex** 14 (+3), **Int** 1 (-3), **Wis** 10 (+1), **Cha** 8 (+0)

Initiative: +3

AC: 15; **Fort:** 16, **Ref:** 14, **Will** 12

HP: 44, **Staggered:** 22

Speed 6, climb 3



Bite (standard, at-will)

+6 vs. AC; 1d10+4 damage.



Bristle Burst (standard, encounter)

Near burst 3; the giant tarantula fires a cloud of stinging hairs from its back +4 vs. Ref; 1d4+2 damage, and the target is blinded until the end of the giant tarantula's next turn.

Rattlesnake Swarm

Level 2 Striker (125 XP)

Medium Natural Beast, Swarm (Unaligned)

Senses: Perception +7; low-light vision

Skills: Stealth +10

Str 11 (+1), **Con** 12 (+2), **Dex** 18 (+5), **Int** 2 (-3), **Wis** 12 (+2), **Cha** 10 (+1)

Initiative: +7

AC: 16; **Fort:** 13, **Ref:** 16, **Will** 13

HP: 36, **Staggered:** 18

Resistance to: Melee and Ranged attacks (half damage), **Vulnerability to:** Near and Far attacks 5

Aura 1: The rattlesnake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Speed 6, climb 6



Plague of Fangs (standard, at-will) • Poison

+7 vs. AC; 1d6+4 damage, and the rattlesnake swarm makes a secondary attack on the same target. **Secondary Attack:** +5 vs. Fort 1d6+1 poison damage, and persistent 2 poison damage.

Sticky-Tongue Toad

Level 2 Wrecker (125 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +6; low-light vision

Skills: Athletics +10 (+15 jumping), Stealth +8

Str 18 (+5), **Con** 16 (+4), **Dex** 15 (+3), **Int** 2 (-3), **Wis** 11 (+1), **Cha** 8 (+0)

Initiative: +3

AC: 14; **Fort:** 16, **Ref:** 14, **Will** 12

HP: 46, **Staggered:** 23

Speed 4, swim 4; see also *leap*



Bite (standard, at-will)

+5 vs. AC; 1d8+4 damage, or 1d8+8 against a grappled target.



Tongue Lash (swift, at-will)

Ranged 3; +3 vs. Reflex; the target is grappled (until escape) and pulled adjacent to the giant frog.

Leap (move, at-will)

The giant frog shifts 4 squares.

Great Ape

Level 3 Wrecker (150 XP)

Large Natural Beast (Unaligned)

Senses: Perception +7; low-light vision

Skills: Athletics

Str 19 (+5), **Con** 14 (+3), **Dex** 15 (+3), **Int** 2 (-3), **Wis** 12 (+2), **Cha** 10 (+1)

Initiative: +3

AC: 15; **Fort:** 17, **Ref:** 15, **Will** 14

HP: 54, **Staggered:** 27

Speed 6, climb 6



Slam (standard, at-will)

+7 vs AC; 1d8+4 damage.

Bounding Smash (standard, encounter)

The ape shifts 6 squares and makes a slam attack. If the attack hits, the target is pushed 1 square.

Phantom Cat

Level 4 Striker (175 XP)

Medium Fey Beast (Unaligned)

Senses: Perception +8; low-light vision

Skills: Stealth +11

Str 14 (+4), **Con** 14 (+4), **Dex** 18 (+6), **Int** 2 (-2), **Wis** 13 (+3), **Cha** 11 (+2)

Initiative: +8

AC: 18; **Fort:** 16, **Ref:** 18, **Will** 15

HP: 54, **Staggered:** 27

Speed 8, climb 6; see also *shadow pounce*



Bite (standard, at-will)

+9 vs. AC; 1d6+4 damage, and the phantom cat shifts 1.

Shadow Pounce (move, encounter)

The shadow cat teleports 5 squares, and then attacks, dealing an extra 2d6 damage and knocking the target prone.

Poison-Tongue Toad

Level 4 Archer (175 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +2

Skills: Athletics +9 (+14 jumping)

Str 15 (+4), **Con** 16 (+5), **Dex** 18 (+6), **Int** 2 (-2), **Wis** 11 (+2), **Cha** 8 (+1)

Initiative: +6

AC: 16; **Fort:** 16, **Ref:** 17, **Will** 14

HP: 46, **Staggered:** 23

Speed 4, climb 4 (wall-climber); see also *leap*



Bite (standard, at-will)

+9 vs. AC; 1d6+2 damage.



Venomous Spittle (standard, at-will)

Ranged 10; +9 vs. Reflex; 1d8+3 poison damage and the target is blinded until the end of the spitting frog's next turn.

Leap (move, refresh 5, 6)
The spitting frog shifts 4 squares.

Ragged Tooth Shark

Level 4 Striker (175 XP)

Medium Natural Beast, Aquatic (Unaligned)

Senses: Perception +9; low-light vision

Str 18 (+6), **Con** 15 (+4), **Dex** 15 (+4), **Int** 2 (-2), **Wis** 15 (+4), **Cha** 6 (+0)

Initiative: +6

AC: 18; **Fort:** 17, **Ref:** 16, **Will** 15

HP: 55, **Staggered:** 27

Speed swim 8



Bite (standard, at-will)

+9 vs. AC; 1d10+4 damage.



Swimby Attack (standard, at-will)

The shark swims up to 8. At one point during the movement, they can make one melee basic attack. Moving away from the target of the attack does not provoke opportunity attacks.

Blood Frenzy

A tropical shark gains +1 bonus to attack rolls and a +2 bonus to damage rolls against staggered enemies.

Wisent Bison

Level 4 Wrecker (175 XP)

Large Natural Beast (Unaligned)

Senses: Perception +3; low-light vision

Skills: Endure +12

Str 25 (+9), **Con** 21 (+7), **Dex** 14 (+4), **Int** 2 (-2), **Wis** 12 (+3), **Cha** 8 (+1)

Initiative: +4

AC: 16; **Fort:** 20, **Ref:** 14, **Will** 14

HP: 71, **Staggered:** 35

Speed 6 (ice stride)



Gore (standard, at-will)

+7 vs. AC; 1d10+7 damage.

Trample (standard, at-will)

The wisent can move up to its speed and enter a foe's space. This movement provokes opportunity attacks, and the bison must end its move in an unoccupied space. When it enters a foe's space, the bison makes a secondary attack; *Secondary Attack*: +5 vs. Reflex; 2d8+7 damage, and the target is knocked prone. Against prone creatures, this attack deals an extra 1d6 damage.

Ancient Hermit Crab

Level 5 Boss Blocker (1,000 XP)

Large Natural Monstrosity, Aquatic (Unaligned)

Senses: Perception +10; low-light vision

Languages: Common

Skills: History +9, Religion +9

Str 20 (+7), **Con** 18 (+6), **Dex** 12 (+3), **Int** 16 (+5), **Wis** 16 (+5), **Cha** 15 (+4)

Initiative: +5

AC: 23; **Fort:** 20, **Ref:** 18, **Will:** 16; **Saving Throws:** +5

HP: 264, **Staggered:** 132

Resistance to: attacks that target AC 5

Speed 6, swim 6



Claw (standard, at-will)

Reach 2; +12 vs. AC; 2d8+5 damage, and a Medium or smaller target is grappled (until escape).



Crushing Claw (standard, at-will)

Affects a target the hermit crab has grappled; +10 vs. Fortitude; 2d8+10 damage, and persistent 5 damage until the target escapes the grapple.



Spiky Charge (standard, refresh 5, 6)

The hermit crab makes a charge attack with its spiny shell: +13 vs. AC; 3d6+5 damage, and the target is pushed 1 square. If the target is pushed against an immovable object, such as a wall, it is immobile and takes persistent 5 damage (save ends both).



Spiky Shell (immediate (react), at-will)

+10 vs. Reflex; 1d6+5 damage.

Dog-faced Baboon

Level 5 Elite Wrecker (400 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +5; low-light vision

Skills: Athletics +12

Str 20 (+7), **Con** 15 (+4), **Dex** 13 (+3), **Int** 2 (-2), **Wis** 14 (+4), **Cha** 12 (+3)

Initiative: +4

AC: 19; **Fort:** 21, **Ref:** 18, **Will:** 16; **Saving Throws:** +2

HP: 150, **Staggered:** 75, see also *bounding pounce*

Speed 8, climb 5



Bite (standard, at-will)

+9 vs. AC; 1d10+5 damage.



Bounding Pounce (standard, at-will)

The baboon shifts 8 squares and makes a bite attack. If the attack hits, the target is knocked prone.



Baboon Frenzy (standard, refreshes when first staggered)

Near burst 1; targets enemies +7 vs. AC; 1d10+5 damage.

Scintillating Boa

Level 5 Elite Blocker (400 XP)

Large Natural Monstrosity, Reptile (Unaligned)

Senses: Perception +9; low-light vision

Languages: Common, Draconic

Skills: Stealth +10

Str 20 (+7), **Con** 16 (+5), **Dex** 16 (+5), **Int** 10 (+2), **Wis** 15 (+4), **Cha** 10 (+2)

Initiative: +7

AC: 21; **Fort:** 18, **Ref:** 17, **Will:** 16; **Saving Throws:** +2

HP: 128, **Staggered:** 64

Speed 6, climb 6



Bite (standard, at-will)

+12 vs. AC; 1d10+5 damage.



Grab and Swallow (standard, at-will)

stunned target only; +12 vs. AC; 1d10+5 damage, the target is grappled, and the scintillating boa makes a secondary attack on the same target. *Secondary Attack:* The scintillating boa attempts to swallow a Medium or smaller creature it is grappling; +10 vs. Fort; on a hit, the target is swallowed and restrained (no save) and takes 5 damage plus 5 acid damage on subsequent rounds at the start of the scintillating boa's turn. The swallowed creature can make melee basic attacks with one-handed or natural weapons. If the scintillating boa dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the scintillating boa. If the scintillating boa fails to swallow a target, the target is still grappled, and the scintillating boa can attempt to swallow it on its next turn. However, if the target is no longer stunned, it cannot be swallowed, although it is still grappled.

☼ **Shimmering Scales** (swift, refresh 5, 6) • Charm

Near burst 5; +8 vs. Will; the target is stunned (save ends). *Aftereffect:* The target is dazed (save ends).

Quipper Swarm

Level 6 Striker (250 XP)

Medium Natural Beast, Aquatic, Swarm (Unaligned)

Senses: Perception +3; low-light vision

Str 12 (+4), **Con** 16 (+6), **Dex** 19 (+7), **Int** 1 (-1), **Wis** 10 (+3), **Cha** 12 (+4)

Initiative: +9

AC: 20; **Fort:** 17, **Ref:** 19, **Will:** 15

HP: 73, **Staggered:** 36

Resistance to: Melee and Ranged attacks (half damage), **Vulnerability to:** Near and Far attacks 10

Swarm Attack aura 1: If an enemy begins their turn in this aura, makes a melee basic attack against them as a free action.

Frenzied Aura aura 2: The quipper swarm's swarm attack aura increase to 2 squares the first time an adjacent enemy becomes staggered.

Speed swim 6



Razor Storm (standard, at-will)

+11 vs. AC; 1d8+4 damage, and the target takes persistent 5 damage (save ends).

Pleisiosaur

Level 10 Wrecker (500 XP)

Huge Natural Beast, Aquatic, Reptile (Unaligned)

Senses: Perception +8; low-light vision

Str 22 (+11), **Con** 20 (+10), **Dex** 15 (+7), **Int** 2 (+1), **Wis** 17 (+8), **Cha** 8 (+4)

Initiative: +7

AC: 24; **Fort:** 22, **Ref:** 19, **Will** 20

HP: 130, **Staggered:** 65

Speed 2, swim 8



Bite (standard, at-will)

Reach 3; +13 vs. AC; 3d6+6 damage, and target is weakened (save ends).



Tail Snap (immediate action, at-will)

When a foe in reach gets up from prone; Reach 3; +13 vs. AC; 2d6+6 damage and foe is pushed 3 squares.

Tail Sweep (standard, refresh 4, 5, 6)

Near burst 3; +11 vs. Reflex; 4d8+6 damage, and the target is knocked prone if it is Medium size or smaller.

Tyrannosaur

Level 10 Elite Striker (1,000 XP)

Huge Natural Beast, Reptile (Unaligned)

Senses: Perception +7; low-light vision

Skills: Athletics +16, Stealth +13

Str 22 (+11), **Con** 18 (+9), **Dex** 16 (+8), **Int** 2 (+1), **Wis** 14 (+7), **Cha** 10 (+5)

Initiative: +10

AC: 26; **Fort:** 24, **Ref:** 21, **Will** 18; **Saving Throws:** +2

HP: 212, **Staggered:** 106

Speed 8



Bite (standard, at-will)

Reach 3; +15 vs. AC; 2d6+6 damage, and the target is grappled (until escape).



Gaping Charge (standard, at-will)

The tyrannosaur makes a charge attack: +16 vs. AC; 2d6+12 damage, and the target is knocked prone and stunned (save ends).



Jaws of Doom (standard, at-will)

Grappled target only; automatic hit; 4d6+6 damage.

Apefolk

Apefolk are humanoids reminiscent of humankind's closest relatives: gorillas, orang utans and chimpanzees. Apefolk tend to form city-states, populated by philosophers, soldiers and slaves.

Apefolk Legionnaire

Level 1 Blocker (100 XP)

Medium Natural Humanoid, Apefolk (Any)

Senses: Perception +2; low-light vision

Languages: Common, Giant

Skills: Athletics +10, Endure +7

Str 20 (+5), **Con** 15 (+2), **Dex** 14 (+2), **Int** 10 (+0), **Wis** 14 (+2), **Cha** 10 (+0)

Equipment scale armor, heavy shield, short sword, three javelins

Initiative: +4

AC: 19; **Fort:** 16, **Ref:** 13, **Will** 13

HP: 31, **Staggered:** 15

Speed 6



Short Sword (standard, at-will) • Weapon

+8 vs. AC; 1d6+5 damage.



Javelin (standard, at-will) • Weapon

Ranged 10/20; +6 vs. AC; 1d6+5 damage.



Cull the Weak (standard, encounter)

The legionnaire can make 2 short sword attacks against a staggered opponent.

Heart of the Legion

When adjacent to at least 2 apefolk allies, the legionnaire receives a +1 bonus to all defenses.

Apefolk Infantry

Level 2 Mook (31 XP)

Medium Natural Humanoid, Apefolk (Any)

Senses: Perception +2; low-light vision

Languages: Common, Giant

Skills: Athletics +6, Endure +4

Str 19 (+5), **Con** 15 (+3), **Dex** 14 (+3), **Int** 10 (+1), **Wis** 13 (+2), **Cha** 9 (+1)

Equipment leather armor, longspear

Initiative: +3

AC: 17; **Fort:** 16, **Ref:** 14, **Will** 13

HP: 1, missed attack never damages a mook

Speed 7



Longspear (standard, at-will) • Weapon

Reach 2; +5 vs. AC; 5 damage.

Heart of the Legion

When adjacent to at least 2 apefolk allies, the apefolk infantry receives a +1 bonus to all defenses.

Apefolk Signifier

Level 2 Spoiler (Leader) (125 XP)

Medium Natural Humanoid, Apefolk (Any)

Senses: Perception +5; low-light vision

Languages: Common, Giant

Skills: Athletics +10, Endure +5, Religion +7

Str 16 (+4), **Con** 15 (+3), **Dex** 14 (+3), **Int** 12 (+2), **Wis** 18 (+5), **Cha** 16 (+4)

Equipment scale armor, signum spear

Initiative: +3

AC: 17; **Fort:** 15, **Ref:** 14, **Will** 16

HP: 39, **Staggered:** 19

Speed 6



Signum Spear (standard, at-will) • Weapon

+7 vs. AC; 1d8+3 damage.



Wrath of the Legion (standard, at-will) • Psychic

Ranged 10; +6 vs. Will; 2d4+4 psychic damage.



Sigil of Succor (standard, encounter) • Healing

Near burst 5; all allies within the burst regain 5 hit points and all persistent effect upon the target end.



Sigil of Destruction (standard, refresh 5, 6) • Force

Near burst 3; target enemies +5 vs. Ref; 2d8+4 force damage, and the target is knocked prone.



Sigil of Terror (standard, refresh 6) • Psychic, Fear

Near burst 3; +5 vs. Will; the target is dazed and weakened (save ends both).

Heart of the Legion

When adjacent to at least 2 apefolk allies, the signifer receives a +1 bonus to all defenses.

Apefolk Centurion

Level 3 Soldier (Leader) (150 XP)

Medium Natural Humanoid, Apefolk (Any)

Senses: Perception +4; low-light vision

Languages: Common, Giant

Skills: Athletics +13, Endure +11

Str 21 (+6), **Con** 16 (+4), **Dex** 14 (+3), **Int** 12 (+2), **Wis** 16 (+4), **Cha** 13 (+2)

Equipment chainmail, heavy shield, longsword

Initiative: +5

AC: 20; **Fort:** 18, **Ref:** 14, **Will** 15

HP: 48, **Staggered:** 24

Speed 6



Longsword (standard, at-will) • Weapon

+10 vs. AC; 1d8+5 damage.



Cull the Weak (standard, encounter)

The centurion can make 2 longsword attacks against a staggered opponent.



Rally Point (standard, refresh 5, 6)

Near burst 5; allies in the burst shift 3 squares. Allies that end up adjacent to the centurion gain a +1 bonus to attack and damage rolls until the end of the centurion's next turn.

Heart of the Legion

When adjacent to at least 2 apefolk allies, the centurion receives a +1 bonus to all defenses.

Apefolk Infiltrator

Level 5 Assassin (200 XP)

Medium Natural Humanoid, Apefolk (Any)

Senses: Perception +9; low-light vision

Languages: Common, Giant

Skills: Athletics +12, Endure +6, Stealth +11

Str 16 (+5), **Con** 15 (+4), **Dex** 19 (+6), **Int** 14 (+4), **Wis** 14 (+4), **Cha** 10 (+2)

Equipment leather armor, short sword

Initiative: +10

AC: 19; **Fort:** 17, **Ref:** 18, **Will** 16

HP: 56, **Staggered:** 28

Speed 7



Short Sword (standard, at-will) • Weapon

+10 vs. AC; 1d6+3 damage.



Cull the Weak (standard, encounter)

The infiltrator can make 2 short sword attacks against a staggered opponent.



Assassin's Mark (swift, refresh 4, 5, 6)

the target is marked and grants the infiltrator combat advantage until the end of the infiltrator's next turn.

Combat Advantage

The infiltrator deals an additional 2d6 damage on melee attacks against any target it has combat advantage against.

Dragon, Feathered

Couatl, also known as feathered dragons, are dragons sent from the heavens to do good on earth. Despite their holy mission, they remain carnivores - and they hunger for the meat of those intellectually beneath them.

Young Couatl

Level 3 Boss Striker (750 XP)

Medium Natural Monstrosity, Dragon, Celestial (Lawful good)

Senses: Perception +7; darkvision

Languages: Common, Draconic

Skills: Arcana +9, Insight +7, Religion +9, Stealth +10

Str 16 (+4), **Con** 14 (+3), **Dex** 18 (+5), **Int** 16 (+4), **Wis** 13 (+2), **Cha** 16 (+4)

Initiative: +7

AC: 19; **Fort:** 17, **Ref:** 19, **Will** 17; **Saving Throws:** +5

HP: 184, **Staggered:** 92, see also *bloodied breath*

Resistance to: poison 15

Speed 4, fly 8 (hover), overland flight 12; see also *flyby attack*



Bite (standard, at-will) • Poison

+8 vs. AC; 1d6+4 damage, the target takes persistent 5 poison damage (save ends).



Tail Slap (standard, at-will)

+8 vs. AC; 1d8+4 damage, and the target is grappled (until escape).



Constrict (standard, at-will)

Affects a target the couatl has grappled; +6 vs. Fortitude; 1d8+8 damage, and the target is dazed until the end of the couatl's next turn.



Flyby Attack (standard, at-will)

The couatl flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target.



Breath Weapon (standard, refresh 5, 6) • Poison

Near blast 5; +4 vs. Fortitude; 1d8+2 poison damage, and the target is weakened and takes persistent 5 poison damage (save ends).



Bloodied Breath (free, when first staggered, encounter) • Poison

The couatl's breath weapon recharges, and the couatl uses it immediately.



Blinding Presence (standard, encounter) • Radiant

Near burst 5; targets enemies; +4 vs. Will; the target is blinded until the end of the couatl's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Adult Couatl

Level 8 Boss Striker (1,750 XP)

Large Natural Monstrosity, Dragon, Celestial (Lawful good)

Senses: Perception +11; darkvision

Languages: Common, Draconic, telepathy 10

Skills: Arcana +13, Insight +11, Religion +13, Stealth +14

Str 18 (+8), **Con** 16 (+7), **Dex** 20 (+9), **Int** 18 (+8), **Wis** 14 (+6), **Cha** 18 (+8)

Initiative: +11

AC: 24; **Fort:** 21, **Ref:** 23, **Will:** 21; **Saving Throws:** +5

HP: 352, **Staggered:** 176, see also *bloodied breath*

Resistance to: poison 20

Speed 4, fly 10 (hover), overland flight 15; see also *flyby attack*



Bite (standard, at-will) • Poison

Reach 2; +13 vs. AC; 1d8+5 damage, the target takes persistent 5 poison damage (save ends).



Tail Slap (standard, at-will)

Reach 2; +13 vs. AC; 1d10+5 damage, and the target is grappled (until escape).



Constrict (standard, at-will)

Affects a target the couatl has grappled; +11 vs. Fortitude; 1d10+10 damage, and the target is dazed until the end of the couatl's next turn.



Flyby Attack (standard, at-will)

The couatl flies up to 10 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target.



Breath Weapon (standard, refresh 5, 6) • Poison

Near blast 5; +11 vs. Fortitude; 1d10+3 poison damage, and the target is weakened and takes persistent 5 poison damage (save ends).



Bloodied Breath (free, when first staggered, encounter) • Poison

The couatl's breath weapon recharges, and the couatl uses it immediately.

☠ **Blinding Presence** (standard, encounter) • Radiant

Near burst 5; targets enemies; +11 vs. Will; the target is blinded until the end of the couatl's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Cloak of Invisibility (standard, refresh 5, 6) • Illusion

The couatl becomes invisible until it attacks.

Elder Couatl

Level 15 Boss Striker (6,000 XP)

Large Natural Monstrosity, Dragon, Celestial (Lawful good)

Senses: Perception +16; darkvision

Languages: Common, Draconic, telepathy 10

Skills: Arcana +17, Insight +15, Religion +17, Stealth +19

Str 20 (+12), **Con** 18 (+11), **Dex** 24 (+14), **Int** 20 (+12), **Wis** 17 (+10), **Cha** 20 (+12)

Initiative: +16

AC: 31; **Fort**: 26, **Ref**: 29, **Will** 26; **Saving Throws**: +5

HP: 730, **Staggered**: 365, see also *bloodied breath*

Resistance to: poison 25

Detect Thoughts aura 10: Couatl has a +2 bonus to all defenses against attacks from enemies in aura. Enemies in aura cannot use Stealth to hide from couatl; couatl receives +10 bonus on Insight when opposing Bluff checks made by creatures in aura.

Speed 6, fly 12 (hover), overland flight 18; see also *flyby attack*



Bite (standard, at-will) • Poison

Reach 2; +20 vs. AC; 1d10+6 damage, the target takes persistent 10 poison damage (save ends).



Tail Slap (standard, at-will)

Reach 2; +20 vs. AC; 2d6+6 damage, and the target is grappled (until escape).



Constrict (standard, at-will)

Affects a target the couatl has grappled; +18 vs. Fortitude; 2d6+12 damage, and the target is dazed until the end of the couatl's next turn.



Flyby Attack (standard, at-will)

The couatl flies up to 12 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target.



Breath Weapon (standard, refresh 5, 6) • Poison

Near blast 5; +16 vs. Fortitude; 3d6+4 poison damage, and the target is weakened and takes persistent 10 poison damage (save ends).



Bloodied Breath (free, when first staggered, encounter) • Poison

The couatl's breath weapon recharges, and the couatl uses it immediately.



Blinding Presence (standard, encounter) • Radiant

Near burst 5; targets enemies; +16 vs. Will; the target is blinded until the end of the couatl's next turn. *Aftereffect*: The target takes a -2 penalty to attack rolls (save ends).

Cloak of Invisibility (standard, refresh 5, 6) • Illusion

The couatl becomes invisible until it attacks.

Ethereal Step (move, refresh 5, 6) • Teleportation

The couatl becomes incorporeal and teleports 12 squares. It remains incorporeal until the end of its next turn.

Ancient Couatl

Level 22 Boss Striker (20,000 XP)

Huge Natural Monstrosity, Dragon, Celestial (Lawful good)

Senses: Perception +20; darkvision

Languages: Common, Draconic, telepathy 10

Skills: Arcana +22, Insight +20, Religion +22, Stealth +25

Str 24 (+18), **Con** 20 (+16), **Dex** 28 (+20), **Int** 22 (+17), **Wis** 19 (+15), **Cha** 22 (+17)

Initiative: +22

AC: 38; **Fort:** 35, **Ref:** 38, **Will:** 33; **Saving Throws:** +5

HP: 1020, **Staggered:** 510, see also *bloodied breath*

Resistance to: poison 30

Detect Thoughts aura 10: Couatl has a +2 bonus to all defenses against attacks from enemies in aura. Enemies in aura cannot use Stealth to hide from couatl; couatl receives +10 bonus on Insight when opposing Bluff checks made by creatures in aura.

Speed 8, fly 14 (hover), overland flight 18; see also *flyby attack*



Bite (standard, at-will) • Poison

Reach 3; +27 vs. AC; 2d6+9 damage, the target takes persistent 15 poison damage (save ends).



Tail Slap (standard, at-will)

Reach 3; +27 vs. AC; 3d6+9 damage, and the target is grappled (until escape).



Constrict (standard, at-will)

Affects a target the couatl has grappled; +25 vs. Fortitude; 3d6+18 damage, and the target is dazed until the end of the couatl's next turn.



Flyby Attack (standard, at-will)

The couatl flies up to 12 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target.



Serpent's Gaze (minor, 1/round, at-will) • Charm, Gaze

Ranged 10; +25 vs. Will; the target is stunned (save ends).



Breath Weapon (standard, refresh 5, 6) • Poison

Near blast 5; +23 vs. Fortitude; 4d6+5 poison damage, and the target is weakened and takes persistent 15 poison damage (save ends).



Bloodied Breath (free, when first staggered, encounter) • Poison

The couatl's breath weapon recharges, and the couatl uses it immediately.



Blinding Presence (standard, encounter) • Radiant

Near burst 5; targets enemies; +23 vs. Will; the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target takes a -2 penalty to attack rolls (save ends).

Cloak of Invisibility (standard, refresh 5, 6) • Illusion

The couatl becomes invisible until it attacks.

Ethereal Step (move, refresh 5, 6) • Teleportation

The couatl becomes incorporeal and teleports 12 squares. It remains incorporeal until the end of its next turn.

Dwellers in the Deep

In cliffside caves and sunken ruins dwell strange beings.

Deepfolk

Level 6 Wrecker (250 XP)

Medium Cosmic Humanoid, Aquatic (Evil)

Senses: Perception +9

Languages: Deep Speech

Skills: Athletics +14, Stealth +11

Str 22 (+9), **Con** 16 (+6), **Dex** 16 (+6), **Int** 5 (+1), **Wis** 12 (+4), **Cha** 6 (+1)

Initiative: +6

AC: 18; **Fort:** 20, **Ref:** 17, **Will** 14

HP: 86, **Staggered:** 43

Speed 6, swim 8



Claw (standard, at-will)

+9 vs. AC; 1d10+6 damage, and the deepfolk makes a secondary attack on the same target.

Secondary Attack: +7 vs. Reflex; the target is grappled (until escape).



Worrying Bite (standard, at-will)

Grappled target only; +9 vs. AC; 2d8+6 damage, and the target is dazed until the end of the deepfolk's next turn.



Blinding Mucus (standard, refresh 5, 6)

Ranged 5; +7 vs. Reflex; 1d8+3 damage, and the target is blinded until the end of the deepfolk's next turn.

Enthralled Servant

Level 6 Blocker (250 XP)

Medium Natural Humanoid (Chaotic evil)

Senses: Perception +4; low-light vision

Languages: Common

Str 20 (+8), **Con** 14 (+5), **Dex** 14 (+5), **Int** 10 (+3), **Wis** 12 (+4), **Cha** 10 (+3)

Initiative: +7

AC: 22; **Fort:** 19, **Ref:** 16, **Will** 15

HP: 70, **Staggered:** 35

Immunity to: charm

Speed 7, swim 6



Dagger (standard, at-will) • Weapon

+13 vs. AC; 1d4+5 damage, and the target is marked until the end of the encounter.



Dagger (standard, at-will) • Weapon

Ranged 5/10; +11 vs. AC; 1d4+5 damage.

Marked Strike

A servant gains a +1 bonus to attack and damage rolls if a target bears a mark from it or one of its allies.

One Mind, One Advantage

If a servant gains any combat advantage against a target, all servants within 5 squares also gain combat advantage against the target.

Half-Aboleth

Level 6 Boss Wrecker (1,250 XP)

Medium Cosmic Humanoid (Chaotic evil)

Senses: Perception +4; darkvision

Languages: Common

Str 22 (+9), **Con** 20 (+8), **Dex** 14 (+5), **Int** 10 (+3), **Wis** 12 (+4), **Cha** 10 (+3)

Initiative: +5

AC: 20; **Fort:** 22, **Ref:** 18, **Will:** 15; **Saving Throws:** +5

HP: 304, **Staggered:** 152

Immunity to: charm

Speed 7, swim 6



Falchion (standard, at-will) • Weapon

+9 vs. AC; 2d4+6 damage (2d4+14 on a critical hit), and the target is marked until the end of the half-aboleth's next turn.



Tentacle Rake (swift, at-will)

+7 vs. AC; 1d4+2 damage, and the target is blinded until the end of the half-aboleth's next turn.



Slimy Spew (standard, refresh 5, 6) • Acid

Ranged 5; +7 vs. Reflex; 1d8+2 acid damage, and the target is slowed (save ends).

Sure Strike

When attacking a marked target, the half-aboleth makes two attack rolls and uses the better result.

One Mind, One Advantage

If a half-aboleth gains any combat advantage against a target, all half-aboleths within 5 squares also gain combat advantage against the target.

Aquatic Gargoyle

Level 8 Assassin (350 XP)

Medium Elemental Humanoid, Aquatic, Earth (Evil)

Senses: Perception +12; darkvision

Languages: Primordial

Skills: Stealth +12

Str 21 (+9), **Con** 17 (+7), **Dex** 17 (+7), **Int** 5 (+2), **Wis** 17 (+7), **Cha** 17 (+7)

Initiative: +11

AC: 24; **Fort:** 20, **Ref:** 18, **Will:** 18

HP: 71, **Staggered:** 35

Speed 6, swim 6



Claw (standard, at-will)

+13 vs. AC; 2d6+5 damage.

Stone Form (standard, at-will)

The aquatic gargoyle gains resist all 25, regeneration 3, and tremorsense 10 (losing all other senses). The gargoyle can leave stone form as a swift action; otherwise it cannot act.

Sudden Violence (immediate, at-will)

When the gargoyle leaves stone form, it gets a melee basic attack against all adjacent enemies and shifts 3.

Transformed Servant

Level 8 Blocker (350 XP)

Medium Natural Humanoid, Aquatic (Chaotic evil)

Senses: Perception +5; low-light vision

Languages: Common

Str 22 (+10), **Con** 18 (+8), **Dex** 14 (+6), **Int** 10 (+4), **Wis** 12 (+5), **Cha** 10 (+4)

Initiative: +8

AC: 24; **Fort:** 21, **Ref:** 17, **Will** 16

HP: 90, **Staggered:** 45

Immunity to: charm

Speed 6, swim 8



Greatsword (standard, at-will) • Weapon

+15 vs. AC; 1d10+6 damage, and the target is marked until the end of the encounter.



Surging Strike (standard, refresh 5, 6) • Weapon

The transformed servant makes a charge attack while swimming; +16 vs. AC; 2d10+6 damage, and the target is stunned (save ends).

Marked Strike

A servant gains a +2 bonus to attack and damage rolls if a target bears a mark from it or one of its allies.

One Mind, One Advantage

If a servant gains combat advantage against a target, all servants within 5 squares also gain combat advantage against the target.

Goblinoids

Goblinoids include goblins, hobgoblins and bugbears.

Wolf-Goblin

Level 6 Elite Striker (500 XP)

Medium Fey Humanoid, Shapechanger (Evil)

Senses: Perception +10; low-light vision

Languages: Common, Goblin

Skills: Athletics +12, Stealth +11

Str 19 (+7), **Con** 15 (+5), **Dex** 17 (+6), **Int** 12 (+4), **Wis** 14 (+5), **Cha** 16 (+6)

Initiative: +8

AC: 22; **Fort:** 21, **Ref:** 20, **Will** 17; **Saving Throws:** +2

HP: 142, **Staggered:** 71

Speed 8



Bite (standard, at-will)

+11 vs. AC; 1d10+4 damage, and the target is grappled (until escape).



Feed (standard, at-will) • Healing, Necrotic

Grappled target only; +9 vs. Fortitude; 2d6+2 necrotic damage, the target loses 1 healing surge, and the wolf-goblin regains 10 temporary hit points. In addition, for each successful feeding, the wolf-goblin gains a non-cumulative +2 bonus on attack and damage rolls until the end of its next turn.

☠ **Howl of the Damned** (standard, refresh 5, 6) • Fear, Psychic

Near blast 3; +7 vs. Will; 3d6+3 psychic damage, and the target takes a -2 penalty to attack rolls (save ends).

Shapechange (minor, at-will) • Polymorph

A wolf-goblin can assume the shape of a giant black dog or a goblin-like humanoid. It loses its bite attack in goblin form.

Fey Step

A wolf-goblin may shift up to 4 squares as part of any move action it takes.

Greater Wolf-Goblin

Level 11 Elite Striker (1,200 XP)

Large Fey Humanoid, Shapechanger (Evil)

Senses: Perception +12; low-light vision

Languages: Common, Goblin

Skills: Athletics +16, Intimidate +14, Insight +12, Stealth +14

Str 22 (+11), **Con** 17 (+8), **Dex** 19 (+9), **Int** 14 (+7), **Wis** 15 (+7), **Cha** 18 (+9)

Initiative: +11

AC: 27; **Fort:** 26, **Ref:** 23, **Will:** 21; **Saving Throws:** +2

HP: 226, **Staggered:** 113

Speed 8



Bite (standard, at-will)

+16 vs. AC; 2d6+6 damage, and the target is grappled (until escape).

☠ **Feed** (standard, at-will) • Healing, Necrotic

Grappled target only; +14 vs. Fortitude; 4d6+3 necrotic damage, the target loses 2 healing surges, and the greater wolf-goblin regains 10 hit points. If a target is reduced to 0 hit points in this fashion, the greater wolf-goblin gains a cumulative +2 bonus to attack rolls, damage rolls, and all

☠ **Howl of the Damned** (standard, refresh 5, 6) • Fear, Psychic

Near blast 5; +12 vs. Will; 4d6+4 psychic damage, and the target is dazed and weakened (save ends both).

Shifting Shapechange (minor, once a round) • Polymorph

A greater wolf-goblin can assume the shape of a giant black dog or a goblin-like humanoid. It loses its bite attack in goblin form. Each time a greater wolf-goblin changes shape it can shift 3 squares as a free action.

Golems

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic and elemental forces. The animating force for a golem is a spirit. The process of creating the golem binds the unwilling spirit to the artificial body and subjects it to the will of the golem's creator.

Squirming Mound

Level 1 Striker (100 XP)

Medium Natural Automaton, Construct (Chaotic evil)

Senses: Perception +0; darkvision

Languages: Common

Skills: Acrobatics +8, Stealth +8

Str 16 (+3), **Con** 14 (+2), **Dex** 16 (+3), **Int** 6 (-2), **Wis** 10 (+0), **Cha** 15 (+2)

Initiative: +5

AC: 15; **Fort:** 13, **Ref:** 15, **Will** 13

HP: 27, **Staggered:** 13

Speed 7



Hooked Glaive (standard, at-will) • Weapon

+6 vs. AC; 1d8+3 damage.



Disarm (immediate (react), when an enemy misses the mound with a melee attack, at-will) •

Weapon

+4 vs. Reflex; the target's weapon is ripped from its grasp and lands 1d6 squares away in a random direction.

Vermin Rebuke (immediate (react), the mound is hit with a melee attack, encounter) • Poison

The target takes 1d6+2 poison damage.

Swift Withdraw (swift, at-will)

The mound shifts 1 square.

Wicker Golem

Level 1 Striker (100 XP)

Medium Natural Automaton, Construct (Unaligned)

Senses: Perception +0; darkvision

Skills: Athletics +8

Str 16 (+3), **Con** 14 (+2), **Dex** 14 (+2), **Int** 7 (-1), **Wis** 10 (+0), **Cha** 11 (+0)

Initiative: +4

AC: 15; **Fort:** 15, **Ref:** 14, **Will** 13

HP: 30, **Staggered:** 15

Immunity to: disease, poison, sleep, **Resistance to:** attacks that target AC 5, **Vulnerability to:** fire 10

Speed 6



Slam (standard, at-will)

+6 vs. AC; 1d8+3 damage, and the target is grappled (until escape).



Clench (standard, at-will)

Affects a target the wicker golem is grappling; +4 vs. Fortitude; 1d8+6 damage.

Vigilant Statue

Level 6 Boss Blocker (1,250 XP)

Large Natural Automaton, Construct (Unaligned)

Senses: Perception +2; darkvision; see also *vigilance*

Languages: Common

Str 20 (+8), **Con** 20 (+8), **Dex** 9 (+3), **Int** 8 (+2), **Wis** 10 (+3), **Cha** 14 (+5)

Initiative: +4

AC: 25; **Fort:** 21, **Ref:** 20, **Will:** 20; **Saving Throws:** +5

HP: 304, **Staggered:** 152

Immunity to: disease, poison, sleep, **Resistance to:** all 10

Suppressive Aura (Necrotic) aura 2: Enemies in the aura only regain half the standard amount of hit points from healing effects.

Speed 6; can't shift



Slam (standard, at-will)

Reach 2; +13 vs. AC; 1d10+5 damage.



Double Attack (standard, at-will)

The vigilant statue makes two slam attacks. A target hit by both attacks is pushed 2 squares and knocked prone.



Castigate (standard, refresh 5, 6) • Psychic

Near burst 3; +9 vs. Will; 3d8+2 psychic damage, and the target is dazed until the end of the vigilant statue's next turn.



Menacing Visage (standard, encounter) • Fear

Near burst 5; +9 vs. Will; the target takes a -2 penalty to attack rolls (save ends).

Vigilance

A vigilant statue is instantly aware of all creatures entering or leaving its enshrined area. It does not know the exact location of intruders, but is aware of their presence, making it all but impossible to surprise.

Hags

Hags are cruel witches from the Plane of Faerie.

Blood-Drinker Hag

Level 3 Boss Spoiler (750 XP)

Medium Shadow Humanoid, Undead (Any)

Senses: Perception +5; darkvision

Languages: Common

Skills: Bluff +8

Str 19 (+5), **Con** 14 (+3), **Dex** 14 (+3), **Int** 12 (+2), **Wis** 9 (+1), **Cha** 14 (+3)

Initiative: +3

AC: 21; **Fort:** 19, **Ref:** 17, **Will:** 14; **Saving Throws:** +5

HP: 184, **Staggered:** 92

Immunity to: disease, poison, **Resistance to:** necrotic 10, **Vulnerability to:** radiant 5

Speed 6



Claw (standard, at-will)

+8 vs. AC; 1d8+4 damage.



Toothed Tongue (standard, at-will) • Necrotic

Reach 2; +8 vs. AC; 1d6+4 damage, and the target is grappled (until escape).



Tooth and Claw (standard, at-will)

The hag makes a *claw* and a *toothed tongue* attack in either order.

Drink Salt (minor, at-will) • Healing, Necrotic

The hag deals 1d6+2 necrotic damage to a grappled target. She gains temporary hit points equal to the amount of necrotic damage dealt to the target.



Hungry Tongues (standard, refresh 5, 6)

Near burst 2; +7 vs. AC; 1d6+4 damage, and the target is grappled (until escape). The hag can grapple up to three targets with hungry tongues.

Feeding Ward

The hag gains a +2 bonus to all defenses while she is grappling one or more foes.

Ice Hag

Level 12 Elite Striker (1,400 XP)

Medium Fey Humanoid, Cold (Any)

Senses: Perception +10; low-light vision, can see through concealment granted by magical or mundane precipitation

Languages: Common, Giant

Skills: Intimidate +13, Nature +11, Stealth +15

Str 23 (+12), **Con** 19 (+10), **Dex** 18 (+10), **Int** 11 (+6), **Wis** 18 (+10), **Cha** 14 (+8)

Initiative: +12

AC: 28; **Fort:** 26, **Ref:** 24, **Will:** 22; **Saving Throws:** +2

HP: 246, **Staggered:** 123

Immunity to: cold

Unceasing Sleet (Cold) aura 1: Squares in aura are heavily obscured and creatures that enter or begin their turns in the aura take 1d6 cold damage.

Speed 4 (ice stride), fly 10 (hover), overland flight 15



Claw (standard, at-will)

+17 vs. AC; 2d6+6 damage.



Fierce Gust (standard, at-will)

+17 vs. AC; 2d6+6 damage, and the ice hag shifts 2 squares (usually up).



Snowblind Strike (immediate, refreshes when first staggered)

When the ice hag is hit with a melee attack; +17 vs. AC; 3d8+5 damage, and the target is blinded (save ends).



Reaving Wind (standard, refresh 5, 6)

The ice hag flies up to 10 squares and makes two claw attacks at any point during that movement. It can combine the attacks on one target or attack multiple targets, and does not provoke opportunity attacks when moving away from the first target.

Change Shape (swift, at-will) • Polymorph

An ice hag can alter their physical form to appear as an old wolf or an old woman of any Medium humanoid race.

Humans

Humans need no introduction. These profiles can be easily adapted to represent other humanoids, like high elves, wood elves, half-orcs, half-elves, tieflings, dragonborn and dwarves.

Bodyguard

Level 1 Blocker (100 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +1

Languages: Common

Skills: Acrobatics +7, Athletics +8

Str 16 (+3), **Con** 13 (+1), **Dex** 14 (+2), **Int** 11 (+0), **Wis** 12 (+1), **Cha** 10 (+0)

Initiative: +4

AC: 17; **Fort:** 14, **Ref:** 13, **Will** 12

HP: 29, **Staggered:** 14

Speed 6



Spiked Chain (standard, at-will) • Weapon

Reach 2; +8 vs. AC; 2d4+3 damage.



Tripping Strike (standard, refresh 5, 6) • Weapon

+8 vs. AC; 2d4+3 damage, and the target is knocked prone.

Chain Brawler

Level 1 Striker (100 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +4

Languages: Common

Skills: Intimidate +5, Stealth +7, Sleight of Hand +7

Str 12 (+1), **Con** 10 (+0), **Dex** 14 (+2), **Int** 10 (+0), **Wis** 9 (+0), **Cha** 10 (+0)

Initiative: +4

AC: 15; **Fort:** 13, **Ref:** 14, **Will** 13

HP: 26, **Staggered:** 13

Speed 6



Length of Chain (standard, at-will) • Weapon

Reach 2; +6 vs. AC; 1d6+3 damage (1d6+6 vs. prone target). The chain brawler can choose to knock the target prone instead of inflicting damage.

Ill-Equipped Combatant

Level 1 Mook Striker (25 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +4

Languages: Common

Skills: Intimidate + 5, Sleight of Hand +5

Str 12 (+1), **Con** 10 (+0), **Dex** 13 (+1), **Int** 10 (+0), **Wis** 8 (-1), **Cha** 10 (+0)

Initiative: +3

AC: 18; **Fort:** 15, **Ref:** 14, **Will** 14

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Hatchet (standard, at-will) • Weapon

+6 vs. AC; 5 damage.



Bow (standard, at-will) • Weapon

Ranged 10/20; +5 vs. AC; 5 damage.

Warden

Level 1 Striker (100 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +5

Languages: Common

Skills: Stealth +8, Thievery +8

Str 12 (+1), **Con** 13 (+1), **Dex** 16 (+3), **Int** 10 (+0), **Wis** 11 (+0), **Cha** 12 (+1)

Initiative: +5

AC: 15; **Fort:** 12, **Ref:** 14, **Will** 12

HP: 29, **Staggered:** 14

Speed 6



Longspear (standard, at-will) • Weapon

Reach 2; +3 vs. AC; 1d10+1 damage.



Short Sword (standard, at-will) • Weapon

+5 vs. AC; 1d6+3 damage.



Weighted Net (standard, at-will) • Weapon

Range 5; 1d4+1 damage. *Secondary Attack:* Strength vs Reflex, on a hit target immobilised (save ends).



Sliding Strike (standard, encounter) • Weapon

+3 vs. Will; 1d6+3 damage, and the warden shunts the target 1 square.

Combat Advantage

The warden deals an additional 1d6 damage against any target it has combat advantage against.

Clubman

Level 2 Mook Striker (31 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +6

Languages: Common

Skills: Intimidate +6

Str 12 (+2), **Con** 14 (+3), **Dex** 12 (+2), **Int** 10 (+1), **Wis** 9 (+1), **Cha** 10 (+1)

Initiative: +4

AC: 19; **Fort:** 16, **Ref:** 15, **Will** 15

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Club (standard, at-will) • Weapon

+7 vs. AC; 4 damage.

Grenadier

Level 2 Archer (125 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +6

Languages: Common

Skills: Endure + 9

Str 12 (+2), **Con** 14 (+3), **Dex** 12 (+2), **Int** 10 (+1), **Wis** 9 (+1), **Cha** 10 (+1)

Initiative: +2

AC: 14; **Fort:** 14, **Ref:** 14, **Will** 13

HP: 32, **Staggered:** 16

Speed 6



Crossbow (standard, at-will) • Weapon

Ranged 10/20; +8 vs. AC; 1d8+4 damage.

Grenadier (standard, refresh 5, 6) • Weapon

The grenadier shifts 3 squares and makes a *grenade* attack.



Grenade (standard and move, at-will) • Weapon

Far burst 2 within 15 (creatures in burst); +8 vs. Reflex; 1d6+4 damage.

Siege Engineer

Level 2 Archer (125 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +1

Languages: Common

Skills: Athletics +7

Str 12 (+2), **Con** 13 (+2), **Dex** 17 (+4), **Int** 10 (+1), **Wis** 11 (+1), **Cha** 12 (+2)

Equipment leather armor, dagger

Initiative: +4

AC: 15; **Fort:** 13, **Ref:** 15, **Will** 13

HP: 31, **Staggered:** 15

Speed 6



Dagger (standard, at-will) • Weapon

+7 vs. AC; 1d4+1 damage; 1d4+1 damage.



Crossbow (standard, at-will) • Weapon

Range 15/30; +9 vs. AC; 1d8+3 damage.



Fire Ballista! (standard, refresh 5, 6) • Weapon

Range 20/40; +9 vs. AC; 2d10+3 damage; must be adjacent to another siege engineer, and at a ballista to use.

Daggermaster

Level 3 Blocker (150 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +6

Languages: Common

Skills: Intimidate +7, Stealth +9, Athletics +6

Str 14 (+3), **Con** 12 (+2), **Dex** 16 (+4), **Int** 11 (+1), **Wis** 10 (+1), **Cha** 10 (+1)

Initiative: +6

AC: 19; **Fort:** 14, **Ref:** 15, **Will** 14

HP: 44, **Staggered:** 22

Speed 6



Knife (standard, at-will) • Weapon

+8 vs. AC; 1d6+5 damage.



Knifefighter (standard, at-will) • Weapon

The qualified combatant may make two *knife* attacks.

Knifer

Level 3 Mook Striker (38 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +5

Languages: Common

Skills: Intimidate +6, Stealth +9

Str 14 (+3), **Con** 11 (+1), **Dex** 16 (+4), **Int** 10 (+1), **Wis** 8 (+0), **Cha** 10 (+1)

Initiative: +6

AC: 19; **Fort:** 18, **Ref:** 18, **Will** 16

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Assorted Knives (standard, at-will) • Weapon

+8 vs. AC; 5 damage.

Scurvy Pirate

Level 3 Blocker (150 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +6

Languages: Common

Skills: Athletics +9

Str 16 (+4), **Con** 15 (+3), **Dex** 14 (+3), **Int** 10 (+1), **Wis** 11 (+1), **Cha** 12 (+2)

Equipment leather armor, boat hook, crossbow, case with 10 bolts

Initiative: +5

AC: 14; **Fort:** 16, **Ref:** 15, **Will** 14

HP: 47, **Staggered:** 23

Speed 6



Boat Hook (standard, at-will) • Weapon

Reach 2; +10 vs. AC; 1d6+3 damage.



Crossbow (standard, at-will) • Weapon

Range 15/30; +8 vs. AC; 1d8+2 damage.



Powerful Strike (standard, refresh 5, 6) • Weapon

Reach 2; +10 vs. AC; 1d6+7 damage, and target is knocked prone.



Think Again! (immediate, at-will)

When a foe moves or shifts within reach; Reach 2; +8 vs. Fortitude; target ends its movement, losing its action (although it can take another action to continue moving).

Shadowblast Warlock

Level 3 Assassin (150 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +10

Languages: Common

Skills: Intimidate +7, Stealth +7, Athletics +6

Str 14 (+3), **Con** 12 (+2), **Dex** 13 (+2), **Int** 11 (+1), **Wis** 18 (+5), **Cha** 10 (+1)

Initiative: +6

AC: 17; **Fort:** 14, **Ref:** 15, **Will** 16

HP: 44, **Staggered:** 22

Speed 6



Knife (standard, at-will) • Weapon

+8 vs. AC; 1d6+3 damage.



Shadowblast (standard, at-will) • Necrotic

Ranged 40/80; +9 vs. AC; 1d8+6 damage; Ap 5, and the target is immobile (save ends).



Shadowblast Headshot (standard and move, refresh 6) • Necrotic

Ranged 40/80; +9 vs. AC; 2d8 +6 damage, and the target is dazed (save ends); *Miss:* The bell-tower bastard regains the use of this power

Gang Leader

Level 4 Elite Spoiler (Leader) (350 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +8

Languages: Common

Skills: Intimidate +10, Bluff +10, Stealth +9

Str 11 (+2), **Con** 13 (+3), **Dex** 14 (+4), **Int** 14 (+4), **Wis** 12 (+3), **Cha** 16 (+5)

Initiative: +4

AC: 20; **Fort:** 18, **Ref:** 18, **Will** 20; **Saving Throws:** +2

HP: 106, **Staggered:** 53

Speed 6



Arbalest (standard, at-will) • Weapon

Ranged 5/10; +9 vs. AC; 2d6+5 damage, and the target is knocked prone.

Enough Screwing Around (standard, refresh 5, 6)

Allies in a Near burst 4 can make a saving throw or make a basic attack.

Redeployment (move, at-will)

One ally in a Near burst 5 shift 3 squares.

Help Me! (immediate (react), at-will)

An ally is staggered: All allies in line of sight of the cell lieutenant shift 3 squares.

Gang Member

Level 4 Mook Striker (44 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +7

Languages: Common

Skills: Intimidate +7, Stealth +10

Str 12 (+3), **Con** 11 (+2), **Dex** 16 (+5), **Int** 11 (+2), **Wis** 11 (+2), **Cha** 10 (+2)

Initiative: +7

AC: 20; **Fort:** 18, **Ref:** 18, **Will** 15

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Iron Knuckles (standard, at-will) • Weapon

+8 vs. AC; 7 damage, and the target is pushed 1 square. If the target cannot be pushed, it takes 2 extra damage.



Bow (standard, at-will) • Weapon

Ranged 10/20; +9 vs. AC; 8 damage.

Snake Bearer

Level 4 Mook (44 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +2

Languages: Common

Str 16 (+5), **Con** 14 (+4), **Dex** 10 (+2), **Int** 8 (+1), **Wis** 10 (+2), **Cha** 9 (+2)

Initiative: +2

AC: 16; **Fort:** 16, **Ref:** 12, **Will** 12

HP: 1,

Speed 6 (8 while charging)



Club (standard, at-will) • Weapon

+9 vs. AC; 5 damage.



Cobra Strike (standard, at-will) • Poison, Weapon

Requires snake; ranged 5; +9 vs. AC; 5 damage, and the snake bearer makes a secondary attack on the same target. *Secondary Attack:* +7 vs. Fortitude; persistent 5 poison damage (save ends).

Cowled Assassin

Level 5 Assassin (200 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +9

Languages: Common

Skills: Bluff +11, Intimidate +10, Stealth +11

Str 10 (+2), **Con** 12 (+3), **Dex** 18 (+6), **Int** 16 (+5), **Wis** 16 (+5), **Cha** 18 (+6)

Initiative: +10

AC: 19; **Fort:** 17, **Ref:** 19, **Will** 19

HP: 48, **Staggered:** 24

Speed 6



Concealed Knife (standard, at-will) • Weapon

+10 vs. AC; 1d8+6 damage, and the target takes persistent 5 damage (save ends).

A Looker

Until the cowled assassin hits with his concealed knife, he gains a +3 bonus to all defenses and a +3 bonus to Bluff and Intimidate skill checks.

Slip-Out

(move, at-will)

Shift 4 squares and gain a +1 bonus to AC until the start of the cowled assassin's next turn.

Relay Information

(move, at-will)

Ranged 20; +8 vs. Will; The target grants combat advantage to all allied adversaries of the same type as the cowled assassin until the start of the cowled assassin's next turn.

Repeater Crossbow Master

Level 5 Archer (200 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +9

Languages: Common

Skills: Intimidate +7, Athletics +10

Str 13 (+3), **Con** 16 (+5), **Dex** 13 (+3), **Int** 12 (+3), **Wis** 14 (+4), **Cha** 11 (+2)

Initiative: +3

AC: 18; **Fort:** 18, **Ref:** 17, **Will** 17

HP: 52, **Staggered:** 26

Speed 5



Repeater Crossbow (standard, at-will) • Weapon

Ranged 25/50; +12 vs. AC; 2d6+6 damage.

Bring Down the Rain

(standard, at-will) • Weapon

Far wall 4 (range 25/50); +10 vs. Reflex (each creature in wall); 1d8+6 damage.

Repeater Crossbowman

Level 5 Mook Archer (50 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +7

Languages: Common

Skills: Intimidate +7, Stealth +9

Str 13 (+3), **Con** 12 (+3), **Dex** 14 (+4), **Int** 12 (+3), **Wis** 12 (+3), **Cha** 11 (+2)

Initiative: +4

AC: 21; **Fort:** 18, **Ref:** 19, **Will** 17

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Repeater Crossbow (standard, at-will) • Weapon

Ranged 10/20; +13 vs. AC; 7 damage.

Wild Spray (move, at-will) • Weapon

The repeater crossbowman hits with *repeater crossbow* this turn: The repeater crossbowman makes one *repeater crossbow* attack against one enemy within 2 squares of the original target.

Hulk

Level 6 Wrecker (250 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +10

Languages: Common

Skills: Intimidate +11, Athletics +12

Str 18 (+7), **Con** 16 (+6), **Dex** 14 (+5), **Int** 12 (+4), **Wis** 14 (+5), **Cha** 12 (+4)

Initiative: +5

AC: 18; **Fort:** 18, **Ref:** 17, **Will** 17

HP: 86, **Staggered:** 43

Resistance to: all 5

Speed 6



Club (standard, at-will) • Weapon

+10 vs. AC; 1d8+6 damage, and the target is dazed until the end of the hulk's next turn.



Bow (standard, at-will) • Weapon

Ranged 20/40; +11 vs. AC; 2d6+7 damage.

Hulking (move, refresh 4, 5, 6)

The hulk saves from any and all of the following conditions: dazed, immobile (but not if restrained), slowed and weakened.

Wolfshead Bandit

Level 6 Mook Archer (63 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +10

Languages: Common

Skills: Intimidate +9, Stealth +11

Str 14 (+5), **Con** 14 (+5), **Dex** 16 (+6), **Int** 13 (+4), **Wis** 14 (+5), **Cha** 12 (+4)

Initiative: +6

AC: 22; **Fort:** 20, **Ref:** 19, **Will** 19

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Bow (standard, at-will) • Weapon

Ranged 20/40; +14 vs. AC; 7 damage.

King of Thieves

Level 7 Elite Blocker (Leader) (600 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +10

Languages: Common

Skills: Acrobatics +12, Intimidate +9, Stealth +12

Str 14 (+5), **Con** 16 (+6), **Dex** 18 (+7), **Int** 15 (+5), **Wis** 14 (+5), **Cha** 12 (+4)

Initiative: +9

AC: 25; **Fort:** 21, **Ref:** 23, **Will** 23; **Saving Throws:** +2

HP: 160, **Staggered:** 80

Sleep When You're Dead aura 5: When an ally in the aura is staggered or reduced to 0 hit points or fewer, it makes a basic attack. If at 0 hit points or lower, the target drops after the attack.

Speed 6



Crossbow (standard, at-will) • Weapon

Range 10/20; +12 vs. AC; 2d8+6 damage.

Empty The Quirrel (free, refresh 6)

The king of thieves hits with a *crossbow* attack: The king of thieves makes a *crossbow* attack. This repeats until the king of thieves misses or hits 4 times.

Intimidating (immediate (counter), at-will)

The king of thieves is hit: The attacker must re-roll their attack and take the lower result.

Sniper Bandit

Level 7 Mook Striker (75 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +9

Languages: Common

Skills: Intimidate +9, Stealth +11

Str 13 (+4), **Con** 15 (+5), **Dex** 17 (+6), **Int** 12 (+4), **Wis** 14 (+5), **Cha** 12 (+4)

Initiative: +8

AC: 23; **Fort:** 21, **Ref:** 22, **Will** 21

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Repeater Arbalest (standard, at-will) • Weapon

Ranged 10/20; +13 vs. AC; 6 damage, and the target is knocked prone.

Sprint Shot (standard, at-will) • Weapon

Shifts 4 squares then attack. Ranged 10/20; +9 vs. AC; 6 damage, and the target is knocked prone.

Fire Magician

Level 8 Archer (350 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +10

Languages: Common

Skills: Athletics +11, Intimidate +12

Str 16 (+7), **Con** 17 (+7), **Dex** 14 (+6), **Int** 12 (+5), **Wis** 14 (+6), **Cha** 12 (+5)

Initiative: +6

AC: 20; **Fort:** 18, **Ref:** 16, **Will** 17

HP: 71, **Staggered:** 35

Smoke 'Em if You've Got 'Em (fire) aura 1: Enemies in the aura when the fire magician uses their *scorching ray* or *fire wall* attacks suffers 5 fire damage.

Speed 6



Scorching Ray (standard, at-will) • Fire

Near arc 5; +15 vs. Reflex (each creature in arc); 2d6+5 damage, and the target takes persistent 5 fire damage (save ends).



Fire Wall (standard, at-will) • Fire

Far wall 5 within 10; +15 vs. Reflex (each creature in wall); 2d6 +5 damage, and the target takes persistent 5 fire damage (save ends).

Longbowman

Level 8 Mook Archer (88 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +11

Languages: Common

Skills: Intimidate +9, Stealth +13

Str 14 (+6), **Con** 15 (+6), **Dex** 18 (+8), **Int** 12 (+5), **Wis** 14 (+6), **Cha** 13 (+5)

Initiative: +8

AC: 25; **Fort:** 21, **Ref:** 21, **Will** 19

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Longbow (standard, at-will) • Weapon

Ranged 20/40; +16 vs. AC; 8 damage.

Snapshot (move, at-will) • Weapon

The longbowman makes a *longbow* attack.

Insidious Assassin

Level 9 Assassin (400 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +13

Languages: Common

Skills: Acrobatics +13, Stealth +16

Str 16 (+7), **Con** 14 (+6), **Dex** 18 (+8), **Int** 16 (+7), **Wis** 18 (+8), **Cha** 16 (+7)

Initiative: +12

AC: 23; **Fort:** 21, **Ref:** 23, **Will** 21

HP: 74, **Staggered:** 37

Speed 6



Knife (standard, at-will) • Weapon

+14 vs. AC; 2d8+8 damage, and the target is weakened (save ends).

Combat Advantage

The insidious assassin deals 8 extra damage against targets that grant the insidious assassin combat advantage.

Prime Position

(move, at-will)

Shift to any adjacent square of an adjacent enemy and all adjacent enemies grant the insidious assassin combat advantage.

Pervasive Wound

(free, encounter)

The insidious assassin hits a target granting combat advantage to the insidious assassin: The target takes persistent 5 damage until the end of the encounter or until the target drops.

Martial Artist

Level 10 Mook Striker (125 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +11

Languages: Common

Skills: Athletics +14, Intimidate +12

Str 18 (+9), **Con** 18 (+9), **Dex** 18 (+9), **Int** 12 (+6), **Wis** 14 (+7), **Cha** 12 (+6)

Initiative: +11

AC: 27; **Fort:** 25, **Ref:** 26, **Will** 25

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 7



One Chance Hit (standard, at-will)

+16 vs. AC; 14 damage.

Headstrong

(move, at-will)

The martial artist gains a +2 bonus to AC and Reflex defense and shifts 1 square.

Mercenary Lord

Level 10 Elite Spoiler (Leader) (1000 XP)

Medium Natural Humanoid, Human (Unaligned)

Senses: Perception +13

Languages: Common

Skills: Bluff +13, Diplomacy +13, Endure +13, Athletics +13, Intimidate +13

Str 16 (+8), **Con** 16 (+8), **Dex** 16 (+8), **Int** 18 (+9), **Wis** 16 (+8), **Cha** 14 (+7)

Initiative: +8

AC: 24; **Fort:** 23, **Ref:** 24, **Will** 22

HP: 208, **Staggered:** 104

Speed 6



Crossbow (standard, at-will) • Weapon

Ranged 15/30; +16 v. AC; 2d6+5 damage.

Inspiring Presence

All allied creatures in the encounter gain a +2 bonus to damage rolls and saving throws. If the mercenary lord is killed, all allied creatures suffer a -2 penalty to damage rolls and saving throws until the end of the encounter.

Double Shot (standard, at-will) • Weapon

The mercenary lord makes two *crossbow* attacks.

Get Up! (standard, refresh 5, 6) • Healing

One non-elite, non-boss ally regains hit points equal to one quarter the target's original hit points.

Relay Command (swift, at-will)

One ally makes a basic attack. If that ally misses, select another ally to make a basic attack. Only one ally can make a basic attack this way per round.

Loyalty (immediate (counter), at-will)

The mercenary lord is hit by a ranged attack: One ally within 4 squares swaps location with the mercenary lord and suffers the hit instead.

Dark Knight

Level 11 Boss Wrecker (3000 XP)

Medium Natural Humanoid, Human (Unaligned)

Senses: Perception +13

Languages: Common

Skills: Endure +19, Athletics +17, Intimidate +13

Str 28 (+14), **Con** 28 (+14), **Dex** 16 (+8), **Int** 10 (+5), **Wis** 8 (+4), **Cha** 8 (+4)

Initiative: +11

AC: 25; **Fort:** 25, **Ref:** 24, **Will** 20; **Saving Throws:** +5

HP: 620, **Staggered:** 310

Resistance to: all 5

Speed



Mancatcher (standard, at-will) • Weapon

Reach 2; +16 vs. AC; 3d6+9, and the target is grappled.



Concealed Blowgun (standard, at-will) • Weapon, Poison

Ranged 10/20; +16 vs. AC; 2d6+6, and the target is stunned until the start of the dark knight's next turn.



Double Attack (standard, at-will) • Weapon

The dark knight makes two *mancatcher* attacks.



Rend (standard, refresh 4, 5, 6) • Weapon

The dark knight inflicts 3d6+11 damage to any target it is grappling.

Regeneration

If the dark knight is staggered, it regains 5 hit points at the start of its turn.

Indomitable

The dark knight cannot be dazed, marked, or weakened.

Armored Warmage

Level 12 Wrecker (700 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +10

Languages: Common

Skills: Intimidate +10, Athletics +11

Str 18 (+10), **Con** 18 (+10), **Dex** 12 (+7), **Int** 12 (+7), **Wis** 14 (+8), **Cha** 12 (+7)

Initiative: +7

AC: 24; **Fort:** 24, **Ref:** 20, **Will** 22

HP: 148, **Staggered:** 74

Speed 3



Lightning Bolt (standard, at-will) • Lightning

Ranged 30/60; +17 vs. AC; 3d6+10 damage.

Supercharged Bolt (standard and move, at-will) • Lightning

Ranged 30/60; +16 vs. AC; 2d6+18 damage.



Sweep the Enemy (standard and move, refresh 6) • Lightning

Far burst 5 within 40; +15 vs. Reflex (each creature in burst); 1d8+14 damage and the target is marked until the armored warmage is dropped.

Master Assassin

Level 12 Elite Assassin (1400 XP)

Medium Natural Humanoid, Human (Unaligned)

Senses: Perception +17

Languages: Common

Skills: Bluff +14, Diplomacy +14, Intimidate +14, Stealth +20

Str 16 (+9), **Con** 16 (+9), **Dex** 22 (+12), **Int** 20 (+11), **Wis** 16 (+9), **Cha** 15 (+8)

Initiative: +16

AC: 24; **Fort:** 23, **Ref:** 24, **Will** 22; **Saving Throws:** +2

HP: 188, **Staggered:** 94

Speed 6



Close & Personal (standard, at-will) • Weapon

+17 vs. AC; 2d8+6 damage, and the master assassin follow up with an identical attack. The master assassin can repeat this until they hit 3 times.



Hand Crossbow (standard, at-will) • Weapon

Ranged 10/20; +17 vs. AC; 3d6+10 damage, and the target takes persistent 1 damage until the end of the encounter or until the target drops. This damage is cumulative with successive hits with hand crossbow (maximum persistent 10 damage).

Instinctual Camouflage

When the master assassin benefits from any cover or concealment, enemies suffer an additional -2 penalty to attack him.

Love Your Work

When the master assassin scores a critical hit, they gain an action point.



Rain of Knives (standard, at-will) • Weapon

Near arc 8; +15 vs. Reflex (all enemies in arc); 2d6+6 and the target is slowed (save ends).

Cover to Cover (move, at-will)

The master assassin shifts 4 squares and can make a Stealth check.

Martial Arts Master

Level 13 Boss Blocker (4000 XP)

Medium Natural Humanoid, Human (Unaligned)

Senses: Perception +19; darkvision, blindsight 10

Languages: Common

Str 22 (+12), **Con** 22 (+12), **Dex** 22 (+12), **Int** 14 (+8), **Wis** 16 (+9), **Cha** 15 (+8)

Initiative: +8

AC: 31; **Fort:** 31, **Ref:** 31, **Will** 29; **Saving Throws:** +5

HP: 670, **Staggered:** 335

Immunity to: poison, disease

Speed 6



Unarmed Strike (standard, at-will)

+18 vs. AC; 3d6+10 damage, and the target is knocked prone.



Roundhouse (standard, at-will)

Near burst 1 (all creatures in burst); +16 vs. Reflex; 2d8+7 damage, and the target is dazed until the start of the martial arts master's next turn.



Front Kick (standard, refresh 4, 5, 6)

+18 vs. AC; 3d6+10 damage, and the target is rendered unconscious (save ends). If the target suffers any damage, it is no longer unconscious.

In a Flash

When the martial arts master runs, they gain a +4 bonus to AC and Reflex defense. When they charge, they do not miss on the attack roll.

Backbreaker (move, at-will)

+16 vs. Fortitude; 3d6+12 damage, and the target is dazed, slowed, and weakened (save ends each).

Berserker

Level 14 Elite Striker (2000 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +14

Languages: Common

Skills: Acrobatics +16, Athletics +17, Intimidate +14

Str 18 (+11), **Con** 20 (+12), **Dex** 18 (+11), **Int** 15 (+9), **Wis** 14 (+9), **Cha** 12 (+8)

Initiative: +14

AC: 30; **Fort:** 30, **Ref:** 28, **Will** 28

HP: 280, **Staggered:** 140

Resistance to: all 5

Speed 6



Improvised Weapon (standard, at-will) • Weapon

+19 vs. AC; 3d6+12 damage.

One-Handed Choke (standard, refresh 5, 6)

+19 vs. AC; 3d8+12 damage, and the target grappled.

Rage (standard, at-will)

The berserker shifts 4 squares and gains 10 temporary hit points.



Menacing Lift (standard and move, at-will)

+19 vs. AC (must be grappling the target); 3d8+12 damage and the target is dazed and takes persistent 5 damage (save ends both).

Blademaster

Level 14 Mook Striker (250 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +14

Languages: Common

Skills: Acrobatics +16, Athletics +16, Intimidate +14

Str 18 (+11), **Con** 18 (+11), **Dex** 18 (+11), **Int** 12 (+8), **Wis** 14 (+9), **Cha** 12 (+8)

Initiative: +13

AC: 30; **Fort:** 28, **Ref:** 30, **Will** 26

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Longsword (standard, at-will) • Weapon

+19 vs. AC; 16 damage.

Wild Strike (standard, at-will) • Weapon

The blademaster gains a +2 bonus to attack and makes a *longsword* attack. They then suffer a -2 penalty to AC and Reflex defense until the start of their next turn.

Formidable Archer

Level 15 Archer (1200 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +14

Languages: Common

Skills: Acrobatics +16, Intimidate +14, Stealth +16

Str 16 (+10), **Con** 16 (+10), **Dex** 18 (+11), **Int** 15 (+9), **Wis** 14 (+9), **Cha** 14 (+9)

Initiative: +11

AC: 27; **Fort:** 26, **Ref:** 27, **Will** 26

HP: 112, **Staggered:** 56

Speed 6



Knife (standard, at-will) • Weapon

+20 vs. AC; 2d8+8 damage.



Composite Longbow (standard, at-will) • Weapon

Ranged 40/70 +22 vs. AC; 3d6+15 damage and the target is weakened or slowed (save ends).

Called Shot (move, refresh 5, 6)

The formidable archer hits with their next *composite longbow* attack this turn.

Head Shot (free, encounter)

The formidable archer hits with a *composite longbow* attack: The triggered attack is a critical hit.

Archvillain

Level 16 Elite Wrecker (Leader) (2800 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +15

Languages: Common

Skills: Acrobatics +12, Intimidate +9, Stealth +12

Str 18 (+12), **Con** 20 (+13), **Dex** 16 (+11), **Int** 16 (+11), **Wis** 14 (+10), **Cha** 10 (+8)

Initiative: +11

AC: 30; **Fort:** 30, **Ref:** 28, **Will** 30; **Saving Throws:** +5

HP: 380, **Staggered:** 190

Resistance to: all 5

Speed 6



Gauntlet (standard, at-will) • Weapon

+21 vs. AC; 3d8+11 damage and, the target is knocked prone.



Acid Splash (standard, at-will) • Acid

Ranged 30/60; +21 vs. AC (two adjacent creatures); 3d6+8 damage.

Regeneration

At the start of its turn, if the archvillain is not staggered, they regain 5 hit points.

Weak Point

When an enemy scores a critical hit on the big boss, the archvillain suffers 20 extra damage.



Thunderball (standard, refresh 5, 6) • Thunder

Far burst 1 in 10 (all creatures in burst); +19 vs. Reflex; 3d6+8 damage and the target is knocked

prone and dazed stunned until the start of the archvillain's next turn.

Second Phase (immediate (react), encounter)

The archvillain is reduced to 0 hit points or lower: The archvillain regains 190 hit points and all their standard actions are reduced to move actions.

Veteran Crossbowman

Level 16 Mook Archer (350 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +14

Languages: Common

Skills: Acrobatics +18, Athletics +15, Intimidate +15

Str 14 (+10), **Con** 14 (+10), **Dex** 20 (+13), **Int** 16 (+11), **Wis** 14 (+10), **Cha** 12 (+9)

Initiative: +13

AC: 30; **Fort:** 28, **Ref:** 30, **Will** 26

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 8



Crossbow (standard, at-will) • Weapon

Ranged 15/30; +23 vs. AC; 10 damage.

Quick Shift

The pistol packer can shift a square as a swift action.

Longshot Berserker

Level 19 Mook Striker (600 XP)

Medium Natural Humanoid, Human (Any)

Senses: Perception +14

Languages: Common

Skills: Acrobatics +18, Athletics +15, Intimidate +15

Str 14 (+11), **Con** 14 (+11), **Dex** 20 (+14), **Int** 16 (+12), **Wis** 14 (+11), **Cha** 12 (+10)

Initiative: +15

AC: 34; **Fort:** 34, **Ref:** 32, **Will** 31

HP: 1, missed attack never damages a mook; see also *rugged*

Speed



Crossbow (standard, at-will) • Weapon

Ranged 15/30; +23 vs. AC; 10 damage.

Resilient (immediate (counter), encounter)

The longshot berserker is hit with an attack: The attack misses.

Infected

The Infected come about because of a disease, which creates lesions, warts, and boils on the skin as well as causing inflammation within the brain. Those infected think only of eating and destroying. The disease is extremely infectious and can render the target violently ill for days or weeks, bringing them near the point of death, but most of those infected make a full recovery - if they are given time.

Infected Animal

Infected animals are mostly dogs with the occasional bear thrown in. They prefer running at full speed, pouncing an opponent with the basic strike, and then keeping them in place by raking at them constantly.

Level 3 Wrecker (175 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +1; darkvision

Str 16 (+4), **Con** 12 (+2), **Dex** 13 (+2), **Int** 1 (-3), **Wis** 10 (+1), **Cha** 3 (-2)

Initiative: +2

AC: 15; **Fort:** 14, **Ref:** 15, **Will** 14

HP: 52, **Staggered:** 26, see also *nerve shot*

Immunity to: disease, poison

Speed 8, climb 4



Bite (standard, at-will)

+8 vs. AC; 1d8+6 damage, and if the target is Medium or smaller, it is knocked prone.

Nerve Shot

Any critical hit to the Infected animal reduces it to 0 hit points instantly.

Brains ...

The Infected animal ignores any marks if there is an adjacent prone enemy.



Rake (move, at-will)

+8 vs. AC, one prone enemy; 1d8+6 damage, and the target is immobile until the start of the Infected animal's next turn.

Infected Drone

The infected drone was a normal human but has become physically larger due to the mutation.

Level 3 Wrecker (150 XP)

Medium Natural Humanoid (Unaligned)

Senses: Perception +0; darkvision

Str 14 (+3), **Con** 10 (+1), **Dex** 6 (-1), **Int** 1 (-3), **Wis** 8 (+0), **Cha** 3 (-2)

Initiative: --1

AC: 15; **Fort:** 15, **Ref:** 14, **Will** 14

HP: 50, **Staggered:** 25, see also *nerve shot*

Immunity to: disease, poison

Speed 5, climb 3



Slam (standard, at-will)

+8 vs. AC; 1d8+6 damage.

Nerve Shot

Any critical hit to the Infected drone reduces it to 0 hit points instantly.

Inhuman Burst (free, encounter)

The speed of the Infected drone increases to 6 until the end of its turn.



Infected Grab (immediate (counter), at-will)

Trigger: An enemy leaves an adjacent square; +5 vs. Reflex; The target is unable to move from the square.

Infected Guard

Infected guards were soldiers or guards who were infected while they were still in armor. They are also physically larger.

Level 4 Wrecker (150 XP)

Medium Natural Humanoid (Unaligned)

Senses: Perception +0; darkvision

Str 14 (+4), **Con** 10 (+2), **Dex** 6 (+0), **Int** 1 (-2), **Wis** 8 (+1), **Cha** 3 (-1)

Initiative: --1

AC: 16; **Fort:** 16, **Ref:** 14, **Will** 12

HP: 60, **Staggered:** 30, see also *nerve shot*

Immunity to: disease, poison

Speed 4, climb 2



Slam (standard, at-will)

+9 vs. AC; 2d6+5 damage.

Nerve Shot

Any critical hit to the Infected guard reduces it to 0 hit points instantly.

Force of Attack

If the Infected guard scores a critical hit, it knocks the opponent prone and can immediately follow up with a slam attack.



Infected Grab (immediate (counter), at-will)

Trigger: An enemy leaves an adjacent square; +5 vs. Reflex; The target is unable to move from the square.

Shreds of Armor (immediate (counter), encounter)

The guard is hit: The guard takes no damage and is dazed until the end of its next turn.

Infected Grub

Infected grubs are normal humans infected by the virus. They prefer running towards a target and ripping it apart.

Level 5 Striker Mook (50 XP)

Medium Natural Humanoid (Unaligned)

Senses: Perception -1; darkvision

Str 16 (+5), **Con** 10 (+2), **Dex** 10 (+2), **Int** 1 (-2), **Wis** 8 (+1), **Cha** 3 (-1)

Initiative: +0

AC: 19; **Fort:** 17, **Ref:** 17, **Will** 16

HP: 1, missed attack never damages a mook; see also *rugged*

Immunity to: disease, poison

Speed 4, climb 2



Slam (standard, at-will)

+10 vs. AC; 5 damage.

Rugged

At the start of the grub's turn, it regains 10 hit points.

Infected Behemoth

The behemoth has had their body and muscles expand until they reach a massive size. The behemoth will use debris throw (if no debris is readily to hand, it will rip up a chunk of tarmac or a large rock) to knock down opponents and run up to fallen targets to use hulk rend.

Level 8 Wrecker (350 XP)

Large Natural Beast (Unaligned)

Senses: Perception +3; darkvision

Str 21 (+9), **Con** 18 (+8), **Dex** 10 (+4), **Int** 1 (+0), **Wis** 8 (+3), **Cha** 3 (+1)

Initiative: +5

AC: 20; **Fort:** 23, **Ref:** 17, **Will** 18

HP: 108, **Staggered:** 54

Immunity to: disease, poison

Speed 5, climb 2



Slam (standard, at-will)

Reach 2; +13 vs. AC; 2d8+7 damage or 2d6+5 damage, and the target is grappled.



Debris Throw (standard, refresh 4, 5, 6)

Far burst 2 within 20 (each creature in burst); +11 vs. Reflex; 2d6+5 damage, and the target is knocked prone.



Hulk Rend (standard, at-will) • Weapon

Reach 2; +13 vs. AC (one creature it is grappling); 2d8+7 damage, and the target is dazed and weakened (save ends both).

Invaders

The Invaders represent an alien invasion. This mixing of genres will not suite all fantasy campaigns, but it has been a part of the hobby since the very beginning. The Invaders may be merely an exploratory force, or a misdirected unit intended for a fight on another planet, or the full force of an interstellar armada. In any case, the creatures outlined here represent bodies (also called "shells") cobbled together by the aliens from supplies on their spaceship and whatever materials - inorganic and otherwise - that they find.

The invasion force consists of "skinner" shock troops and "widows", which provide command and control. Mobile artillery units are called "chanks" and the flying vehicles are "screamers". There are also rarely seen larger "beast" mobile strongpoints.

The Invaders have basic intelligence and, with the help of a widow, can coordinate their actions and formulate tactics. However, their overarching strategy of the entire force depends on the "Tri-Pod"—the alien commander.

Punk

The punk is a larger infantry support unit with four legs, capable of laying down heavy fire against single or multiple targets. What's left of its organic head has been supplanted with considerable tracking equipment to pinpoint distant targets. The punk is also often seen an anti-aircraft weapon. It is often flanked by at least a half-dozen skimmers.

Level 13 Elite Wrecker (1,600 XP)

Large Cosmic Automaton, Living Construct (Unaligned)

Senses: Perception +8

Skills: Intimidate +12, Athletics +15

Str 18 (+10), **Con** 18 (+10), **Dex** 12 (+7), **Int** 12 (+7), **Wis** 14 (+8), **Cha** 12 (+7)

Initiative: +7

AC: 27; **Fort:** 28, **Ref:** 25, **Will** 23; **Saving Throws:** +2

HP: 316, **Staggered:** 158

Speed 4



Slam (standard, at-will)

+18 vs. AC; 2d8+7 damage, and the target is pushed 1 square.



Weapon Arm (standard, at-will) • Weapon

Ranged 40/80; +18 vs. AC; 3d6+13 damage.

Chaos Fire (move, at-will)

The punk must hit with its weapon arm this turn: The punk makes another weapon arm attack.

Too Close (move, at-will)

The punk makes a slam attack.

Tracking (move, at-will)

Ranged 40/80 (one square of cover); Ignore cover provided by thast source.

Anarchy Response (swift, refresh 6)

The punk must hit with its weapon arm using chaos fire: The punk makes another weapon arm attack.

Skinner

Skimmers are jumbled collections of cybernetic and organic parts. They are produced in the thousands from on-site materials.

Level 13 Archer Mook (350 XP)

Medium Cosmic Automaton, Living Construct (Unaligned)

Senses: Perception +14

Skills: Acrobatics +16, Athletics +15

Str 14 (+8), **Con** 14 (+8), **Dex** 20 (+11), **Int** 16 (+9), **Wis** 14 (+8), **Cha** 12 (+7)

Initiative: +13

AC: 30; **Fort:** 28, **Ref:** 30, **Will** 26

HP: 1, missed attack never damages a mook; see also *rugged*

Speed 6



Merged Weapon (standard, at-will) • Weapon

Ranged 15/30; +23 vs. AC; 10 damage.

Backup System (immediate (counter), encounter)

The skinner is reduced to 0 or fewer hit points by a non-critical hit: The skinner regains one hit point. It can stand up on its turn.

Beast

Also known as a conversion unit, the beast is a mobile command node that expands the Invaders' influence and sphere of control. Although capable of combat, the beast prefers to remain back, while constructing more Invaders. While fixed and defended facilities produce larger units like screamers and punks, beasts expand though uncontrolled and populated areas producing ground units as fast as they can acquire raw materials. To destroy one is to cripple the enemy advancement in that area. Unfortunately, beasts are incredibly difficult to defeat. Unlike many Invaders, the beast, although cybernetic, has no visible human features.

Level 14 Boss Striker (5000 XP)

Large Cosmic Automaton, Living Construct (Unaligned)

Senses: Perception +14

Skills: Athletics +16, Perception +14

Str 18 (+11), **Con** 16 (+10), **Dex** 16 (+10), **Int** 16 (+10), **Wis** 14 (+9), **Cha** 6 (+5)

Initiative: +12

AC: 30; **Fort:** 28, **Ref:** 25; **Saving Throws:** +5

HP: 680, **Staggered:** 340

Speed 7



Slam (standard, at-will)

+19 vs. AC; 2d8+15 damage.

Raw Materials

Place six corpses within a Near burst 10 around the beast at the start of the encounter. The beast must be in an adjacent square to a body to create a skinner.

Grey Infection (standard, at-will) • Weapon

+16 vs. Reflex; 2d8+7 damage, and the target suffers persistent 1 damage until the end of the encounter.

Shoulder-Mounted Plasma Caster (standard, at-will) • Weapon

Near burst 1 (within 20/40); +16 vs. Reflex (each creature in burst); 2d8+7 damage, and the target suffers persistent 5 fire damage (save ends).

Flesh Hooks (standard, refresh 5, 6)

Ranged 20; +16 vs. Reflex; 3d6+13 damage, the target is pulled into an adjacent square, and the beast immediately makes a *gray infection* attack.

Convert (move, at-will)

Target one adjacent corpse or killed creature. The target is replaced with a skinner. A skinner placed this way acts on the beast's initiative and can act immediately after being placed.

Nano-Propagation (swift, at-will)

Select one enemy suffering from persistent damage from grey infection. Increase the persistent damage by 1.

Chank

This unfortunately nicknamed cybernetic mobile artillery unit is only seen coupled with larger units. It has few organic components in its assembly, mostly consisting of recoil absorption hardware and armament. As the chank has no close combat capacity, it depends on its guards to protect it.

Level 14 Archer (1000 XP)

Large Cosmic Automaton, Living Construct (Unaligned)

Senses: Perception +8

Skills: Athletics +12

Str 10 (+7), **Con** 8 (+6), **Dex** 16 (+10), **Int** 14 (+9), **Wis** 14 (+9), **Cha** 8 (+6)

Initiative: +7

AC: 26; **Fort:** 24, **Ref:** 26, **Will** 24

HP: 98, **Staggered:** 49

Speed 3



Self Propelled Plasma Artillery System (standard and move, at-will) • Weapon

Far burst 1 (within 5 and 120); +19 vs. Reflex (each creatures in burst); 2d8+8 damage (Ap10), and the target is knocked prone. *Miss:* Half damage.



Perimeter Blast (standard and move, refresh 4, 5, 6) • Weapon

Far burst 1 (within 5 and 120); +19 vs. Reflex (each creatures in burst); *Secondary Attack:* The target is pushed 4 squares. If the target cannot be pushed 4 squares, it takes 2d8+8 damage. Buildings, objects, non-moving vehicles, and terrain take 40 points of damage.

Secured Position

As long as there is at least one ally adjacent to the chank, the chank is immune to being immobile, knocked prone, pushed, slowed or marked.

Charge Capacitor (standard, at-will)

Increase the damage of the chank's next *self propelled plasma artillery system* attack by 1d8.

Capacitor Purge (immediate (react), encounter)

The chank is reduced to zero hit points or fewer: The chank makes a *perimeter blast* attack.

Mother Screamer

Screamer is an umbrella term for one-manned aircraft operated by the shells. Both are considered attack vehicles as neither can be used as a transport. The smaller screamer is used in close quarters as a high-ground support platform for ground based infantry shells while the larger one is an anti-vehicle / crowd disposal device. The only organic compound used in the screamer is a brain (the baby often sports an exposed human skull).

Level 14 Assassin (Leader) (1000 XP)

Large Cosmic Automaton, Living Construct (Unaligned)

Senses: Perception +12

Skills: Perception +12

Str 14 (+9), **Con** 18 (+11), **Dex** 16 (+10), **Int** 12 (+8), **Wis** 10 (+7), **Cha** 8 (+6)

Initiative: +7

AC: 28; **Fort:** 27, **Ref:** 28, **Will** 26

HP: 108, **Staggered:** 54

Speed -, fly 5



Pulse Rifle (standard, at-will) • Weapon

Ranged 30/60; +19 vs. AC; 3d6+12 damage.

Repulsor Shield

The screamer does not provoke opportunity attacks when attacking. The screamer is immune to all hits from attacks made from 30 squares away or more.

Deploy Support Unit (move, at-will)

Place a screamer baby in an adjacent square. The mother can only have three baby units in the encounter at a time. A baby placed this way acts on the mother's initiative and can act immediately after being placed.

Dash

Shift 2 squares.

The Tri-Pod

Spirit, the Invader commander, is locked in a three-legged mobile command robot known inventively as the Tri-Pod.

Level 15 Boss Striker (6000 XP)

Gargantuan Cosmic Automaton, Vehicle (Unaligned)

Senses: Perception +16

Skills: Athletics +16, Bluff +16, Intimidate +16, Perception +16

Str 18 (+11), **Con** 16 (+10), **Dex** 14 (+9), **Int** 20 (+12), **Wis** 18 (+11), **Cha** 16 (+10)

Initiative: +11

AC: 31; **Fort:** 29, **Ref:** 28, **Will:** 31; **Saving Throws:** +5

HP: 720, **Staggered:** 360

Speed 5



Heat Ray (standard, at-will) • Weapon

Ranged 50/100 (minimum range 4); +20 vs. AC; 24 damage. This is considered a critical hit. Spirit does not provoke opportunity attacks with its heat ray. Spirit cannot use heat ray on a creature it is grappling.

Force Field

Spirit is immune to all damage until a **single hit** inflicts 50 damage or more.



Dual Turrets (standard, at-will) • Weapon

Spirit makes two *heat ray* attacks. They cannot target the same creature.

Tentacle Whip (move, at-will) • Weapon

Reach 4; +18 vs. Reflex (two creatures); 2d8+8 damage, and the target is either grappled or pushed 6 squares. If the target hits an obstruction, it takes 2d8 additional damage.

Tentacle Crush (move, at-will)

Reach 4; +18 vs. Fortitude (one creature Spirit is grappling); 3d6+13 damage.

Power System's Repaired (immediate (react), encounter)

Spirit is reduced to 0 hit points or lower: Spirit's force field is re-activated; it stands up (if prone) and regains 300 hit points.

Widow

The widow is an advanced skinner that has the capacity to influence if not outright control the skimmers around it. The widow has very few organic components, sometimes as little as 2%. It also doesn't always completely follow the humanoid form. Some have synthetic tentacles while others have multiple legs. Individual units have been nicknamed "scorpion," "centaur," "tarantula," and "octopus".

Level 15 Spoiler (Leader) (1,200 XP)

Medium Cosmic Automaton, Living Construct (Unaligned)

Senses: Perception +14

Skills: Acrobatics +16, Intimidate +14, Stealth +16

Str 16 (+10), **Con** 16 (+10), **Dex** 18 (+11), **Int** 15 (+9), **Wis** 14 (+9), **Cha** 14 (+9)

Initiative: +11

AC: 29; **Fort:** 25, **Ref:** 25, **Will** 29

HP: 144, **Staggered:** 72

Speed 6



No Other Solution (standard, at-will)

+20 vs. AC; 3d6+13 damage (Ap2).



Direct Control (standard, at-will)

One skinner in the encounter makes a basic attack and automatically hits its target.

Pulse Sequence (move, refresh 4, 5, 6)

Place one skinner in an adjacent square.

Uplink (swift, at-will) • Stance

One skinner in the encounter can shift one square and make a basic attack as a swift action on its turn. Can select a new skinner as the target of this stance as a swift action.

Baby Screamer

Level 16 Mook Archer (350 XP)

Medium Cosmic Automaton, Living Construct (Unaligned)

Senses: Perception +12

Skills: Perception +12

Str 14 (+10), **Con** 10 (+8), **Dex** 18 (+12), **Int** 12 (+9), **Wis** 10 (+8), **Cha** 8 (+7)

Initiative: +15

AC: 30; **Fort:** 28, **Ref:** 30, **Will** 28

HP: 1, missed attack never damages a mook; see also *rugged*

Speed -, fly 7



Pulse Rifle (standard, at-will) • Weapon

Ranged 20/40; +22 vs. AC; 10 damage, and the screamer can shift one square.

Dash (move, at-will)

Shift 2 squares.

Pulse Engine (immediate (counter), encounter)

An enemy hits the screamer: The screamer shifts one square, and the attack misses.

Juggernauts

Juggernauts are the golem-like constructs created by a long-ago empire. Each juggernaut has room in its torso for a humanoid rider, who can direct the juggernaut.

The Minotaur

The original use of the Minotaur was to breach walls and other defenses during siege warfare.

Level 5 Elite Wrecker (400 XP)

Large Natural Automaton, Construct (Unaligned)

Senses: Perception +12; darkvision

Skills: Athletics +15, Endure +16, Intimidate +9

Str 26 (+10), **Con** 28 (+11), **Dex** 10 (+2), **Int** 12 (+3), **Wis** 14 (+4), **Cha** 12 (+3)

Initiative: +2

AC: 19; **Fort:** 19, **Ref:** 19, **Will:** 19; **Saving Throws:** +2

HP: 176, **Staggered:** 88

Immunity to: 19, **Resistance to:** all 10

Speed 7



Slam (standard, at-will)

Reach 2; +10 vs. AC; 2d6+6 damage.



Lightning Shot (standard, at-will) • Lightning

Ranged 30/60; +10 vs. AC; 2d8+6 damage.

Minotaur Rush

The minotaur is immune to opportunity attacks. When the minotaur moves, it ignores difficult terrain and squares occupied by enemies. Shunt enemies in squares the minotaur enters 1 square. The minotaur cannot be knocked prone.

Iron Onslaught (standard, refresh 6)

The minotaur shifts up to 9 squares in a straight line. The minotaur makes a *slam* attack against each enemy in reach during this movement. On a hit, the target is knocked prone. The minotaur can only attack each target once.

Eruption (immediate (react), encounter)

The minotaur is staggered: The minotaur immediately stands up if prone and recovers from all conditions it suffers from. The minotaur makes an *iron onslaught* attack.

The Emperor

The Emperor is built in the shape of a gigantic, powerful human. The exposed copper and bronze wires that make up its artificial musculature give it the appearance of a skinless, gleaming gold giant floating through the air.

Level 9 Elite Archer (800 XP)

Large Natural Automaton, Construct (Unaligned)

Senses: Perception +11; darkvision

Skills: Acrobatics +14, Athletics +13, Endure +16

Str 20 (+9), **Con** 24 (+11), **Dex** 20 (+9), **Int** 14 (+6), **Wis** 14 (+6), **Cha** 13 (+5)

Initiative: +9

AC: 23; **Fort:** 23, **Ref:** 23, **Will** 21; **Saving Throws:** +2

HP: 168, **Staggered:** 84

Resistance to: all 10

Speed 6, fly 8



Slam (standard, at-will)

+14 vs. AC; 1d8+6 damage and the target is knocked prone.



Lightning Shot (standard, at-will) • Lightning

Ranged 40/80; +16 vs. AC; 2d8+8 damage.

Alpha Strike (standard, refresh 5, 6)

The emperor flies 7 squares and makes 3 *lightning shot* attacks.



Floating Orbs (swift, at-will) • Lightning

Ranged 15/30; +16 vs. AC; 2d6+6 damage.

Armored Shell (free, encounter)

The emperor is staggered: The emperor's ground and fly speed increases by 1, is healed to full hit points and loses all resistances.

The Awoken

The Awoken is the only juggernaut in recorded history to become self-aware, and able to direct itself without a rider in its torso.

Level 15 Boss Striker (6000 XP)

Large Natural Automaton, Living Construct (Good)

Senses: Perception +19; darkvision, blindsight 10

Languages: Common

Str 30 (+17), **Con** 26 (+15), **Dex** 12 (+8), **Int** 14 (+9), **Wis** 21 (+12), **Cha** 19 (+11)

Initiative: +9

AC: 31; **Fort:** 3, **Ref:** 129, **Will** 29; **Saving Throws:** +5

HP: 770, **Staggered:** 385

Immunity to: poison, disease, **Resistance to:** all 10

Speed 6



Slam (standard, at-will)

Reach 2; +18 vs. AC; 3d8+13 damage, and the target is pushed 3 squares or grappled.



Force Boom (standard, at-will) • Force

Range 20/40; +20 vs. AC; 3d6+13, and the target takes persistent 10 damage (save ends).

Unfeeling

The Awoken cannot be marked, dominated, or surprised.



Firebomb (standard, refresh 5, 6) • Fire

Far burst 3 within 20/40; +18 vs. Reflex (all creatures in burst); 2d8+8, and the target takes persistent 10 fire damage (save ends).

Direct Kill (move, at-will) • Force, Weapon

Reach 2; +18 vs. Fortitude (one creature the Awoken is grappling); 3d6+13, and the target takes persistent 10 damage (save ends).

Regeneration (swift, at-will) • Healing

The Awoken regains 10 hit points.

Scan the Area (swift, at-will)

The Awoken gains a +2 bonus to attack rolls and can ignore difficult terrain until the start of the Awoken's next turn.

Force Shield (swift, at-will)

The Awoken gains a +1 bonus to all defenses until the start of the Awoken's next turn and can shift 1 square.

The Scorpion

The Scorpion is in the shape of a many-legged insect, but with the animated stone and bronze of the other juggernauts. The rider must lie supine in the "body" of the Scorpion, in a small dark room called the "coffin".

Level 15 Elite Archer (2400 XP)

Large Natural Automaton, Construct (Unaligned)

Senses: Perception +13; darkvision

Skills: Acrobatics +16, Athletics +24, Endure +24

Str 30 (+17), **Con** 30 (+17), **Dex** 18 (+11), **Int** 14 (+9), **Wis** 12 (+8), **Cha** 13 (+8)

Initiative: +9

AC: 27; **Fort:** 29, **Ref:** 26, **Will** 25; **Saving Throws:** +2

HP: 252, **Staggered:** 126

Resistance to: all 10

Speed 6



Heavy Piton Leg (standard, at-will)

Reach 2; +19 vs. AC; 3d6+13 damage, and the target is pushed 3 squares and knocked prone.



Lightning Shot (standard, at-will) • Lightning

Ranged 30/60; +22 vs. AC; 3d6+13 damage and the target is knocked prone.

Fortified Platform

The Harm cannot be knocked prone or subject to unwilling movement.

Lightning Field (standard, at-will) • Lightning

Near burst 2 (all creatures in burst); +19 vs. AC; 2d8+8 damage, and the target is pushed 3 squares and knocked prone.

Second Arc (standard, at-will) • Lightning

The Harm makes a *lightning shot* attack. If it hits, it makes a second attack against the same target.



Thunder Fall (standard and move, at-will) • Thunder

Far burst within 30/60; +20 vs. Reflex (all creatures in burst); 3d6+10 and the target is knocked prone.

Deployment (move, at-will) • Stance

The scorpion cannot move or be moved until it deactivates deployment. Its AC increases to 29 but its Reflex defense decreases to 24. The scorpion can no longer make *heavy piton leg* or *thunder fall* attacks.

Miscellaneous

Witchcrawler

Level 5 Spoiler (200 XP)

Tiny Natural Monstrosity (Evil)

Senses: Perception +9; blindsight 10

Skills: Stealth +11

Str 16 (+5), **Con** 15 (+4), **Dex** 19 (+6), **Int** 9 (+2), **Wis** 14 (+4), **Cha** 10 (+2)

Initiative: +6

AC: 19; **Fort:** 16, **Ref:** 18, **Will** 15

HP: 63, **Staggered:** 31

Speed 6, climb 6



Mandibles (standard, at-will)

+10 vs. AC; 1d8+4 damage.



Suffocating Trance (standard, encounter) • Psychic

Near burst 5; targets enemies; +7 vs. Reflex; the target is restrained and takes persistent 10 damage (save ends both).

Squish Small

A witchcrawler can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the witchcrawler at all.

Ogre Wretch

Level 9 Mook (100 XP)

Large Natural Humanoid (Any)

Senses: Perception -4

Languages: Dwarvish, Giant

Str 21 (+9), **Con** 21 (+9), **Dex** 11 (+4), **Int** 8 (+3), **Wis** 14 (+6), **Cha** 6 (+2)

Initiative: +4

AC: 21; **Fort:** 23, **Ref:** 18, **Will** 18

HP: 1, missed attack never damages a mook

Speed 8



Maul (standard, at-will) • Weapon

Reach 2; +12 vs. AC; 7 damage.

Burrower Wurm

Level 10 Elite Striker (1000 XP)

Huge Cosmic Monstrosity (Evil)

Senses: Perception +13

Skills: Stealth +15

Str 21 (+10), **Con** 17 (+8), **Dex** 20 (+10), **Int** 4 (+2), **Wis** 17 (+8), **Cha** 12 (+6)

Initiative: +12

AC: 26; **Fort:** 24, **Ref:** 24, **Will** 22; **Saving Throws:** +2

HP: 210, **Staggered:** 105

Speed 8, burrow 8



Bite (standard, at-will)

Reach 2; +15 vs. AC; 2d8+6 damage, and the target is knocked prone



Death from Below (standard, at-will)

The wurm moves below the surface up to its burrow speed, avoiding opportunity attacks, and then bursts up from the ground and makes a bite attack with combat advantage: +17 vs. AC; 2d8+6 damage, and the target is grappled.

☠ **Acidic Spew** (standard, refresh 4, 5, 6) • Acid

Far burst 1 (range 10); +15 vs. AC; 1d8+5 damage.

Oozes

Oozes are amorphous creatures.

Shapeshifter Slime - Human Form

The shapeshifter slime begins in human form. Once sufficiently damaged, it transforms into its original ooze form. You get separate XP for defeating each form.

Level 6 Archer (250 XP)

Medium Cosmic Humanoid, Shapechanger (Unaligned)

Senses: Perception +6

Languages: Common, Draconic

Skills: Arcana +12, Bluff +9, History +12

Str 10 (+3), **Con** 12 (+4), **Dex** 14 (+5), **Int** 18 (+7), **Wis** 17 (+6), **Cha** 12 (+4)

Initiative: +5

AC: 18; **Fort:** 14, **Ref:** 18, **Will** 17

HP: 54, **Staggered:** 27

Vulnerability to: poison 10

Speed 6



Dagger (standard, at-will) • Weapon

+9 vs. AC; 1d4 damage.



Magic Missile (standard, at-will) • Force

Ranged 20; +11 vs. AC; 2d4+4 force damage.

Fading (immediate, encounter)

When first staggered: the monster regresses to its natural form.

Shapeshifter Slime - Slime Form

Level 6 Assassin (250 XP)

Medium Cosmic Automaton, Blind, Shapechanger (Unaligned)

Senses: Perception +12; blindsight 10, tremorsense 10

Languages: telepathy 15

Skills: Bluff +6, Stealth +6

Str 10 (+3), **Con** 17 (+6), **Dex** 14 (+5), **Int** 10 (+3), **Wis** 18 (+7), **Cha** 6 (+1)

Initiative: +9

AC: 20; **Fort:** 18, **Ref:** 18, **Will** 18

HP: 59, **Staggered:** 29

Vulnerability to: poison 10

Speed 6, climb 6 (wall-climber), swim 6



Slam (standard, at-will)

+11 vs. AC; 1d10+4 damage.

Lethargy

Any time the monster takes cold damage, it is slowed (save ends). If the effect that caused the cold damage also causes the target to become slowed, ignore this ability.

Plane of Shadow

The Plane of Shadow coexists alongside the Prime Material Plane, the world. It is a twisted shadow of the world.

Shadow Bat Swarm

Level 3 Assassin (150 XP)

Medium Shadow Beast, Swarm (Unaligned)

Senses: Perception +7; darkvision

Skills: Stealth +10

Str 13 (+2), **Con** 14 (+3), **Dex** 18 (+5), **Int** 2 (-3), **Wis** 13 (+2), **Cha** 11 (+1)

Initiative: +9

AC: 17; **Fort:** 15, **Ref:** 17, **Will** 14

HP: 38, **Staggered:** 19, Regeneration 5

Resistance to: cold 5, necrotic 5, Melee and Ranged attacks (half damage), **Vulnerability to:** radiant 5, Near and Far attacks 5

Aura 1: The shadow bat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Speed 2, fly 8; clumsy while flying



Cloud of Teeth (standard, at-will) • Cold, Necrotic

+8 vs. AC; 1d6+4 damage, persistent 2 cold and necrotic damage (save ends).

✂ **Blinding Wings** (standard, encounter)

Near burst 2; +6 vs. Fortitude; 1d6+4 damage, and the target is blinded (save ends).

Umbra Healing • Healing

The shadow bat swarm heals 5 points of damage per round as long as an allied monster lives.

Shadow Drake

Level 3 Boss Assassin (750 XP)

Large Shadow Beast (Evil)

Senses: Perception +8; darkvision

Languages: Common, Draconic

Skills: Arcana +7, Stealth +10

Str 18 (+5), **Con** 16 (+4), **Dex** 18 (+5), **Int** 12 (+2), **Wis** 15 (+3), **Cha** 10 (+1)

Initiative: +9

AC: 20; **Fort:** 19, **Ref:** 19, **Will** 15; **Saving Throws:** +5

HP: 192, **Staggered:** 96, see also *umbra burst*

Resistance to: cold 10, necrotic 10, **Vulnerability to:** radiant 10

Speed 6, fly 8



Bite (standard, at-will) • Cold, Necrotic

Reach 2; +8 vs. AC; 1d6+4 damage, persistent 5 cold and necrotic damage (save ends).



Tail Slap (standard, at-will) • Cold, Necrotic

+8 vs. AC; 1d6+4 damage, and the target is knocked prone.

Umbra Rage (standard, at-will)

The umbra drake makes a bite and a tail slap attack. If both attacks strike the same target, the target is weakened (save ends).



Breath Weapon (standard, refresh 5, 6) • Cold, Necrotic

Near blast 5; +6 vs. Reflex; 1d12+3 damage, and the target takes 5 persistent cold and necrotic damage and is blinded (save ends all).



Umbra Burst (immediate (react), encounter) • Cold, Necrotic

when reduced to 0 or fewer hit points; Near burst 1; +6 vs. Fortitude; 3d6+3 cold and necrotic damage, and the target is weakened.

Umbral Mass

Level 4 Elite Assassin (350 XP)

Large Shadow Monstrosity (Evil)

Senses: Perception +3; darkvision

Languages: Common, telepathy 10

Skills: Stealth +10

Str 17 (+5), **Con** 16 (+5), **Dex** 17 (+5), **Int** 13 (+3), **Wis** 15 (+4), **Cha** 12 (+3)

Initiative: +11

AC: 20; **Fort:** 19, **Ref:** 19, **Will** 16; **Saving Throws:** +2

HP: 92, **Staggered:** 46

Immunity to: disease, poison, **Resistance to:** cold 10, necrotic 10, **Vulnerability to:** radiant 10

Speed can't move



Tentacle (standard, at-will) • Cold, Necrotic

Reach 3; +9 vs. AC; 1d8+3 cold and necrotic damage and the target is grappled (until escape). The umbral mass deals an automatic 1d8+3 damage at the beginning of its turn each round it maintains the grapple.



Fist of Madness (standard, refresh 5, 6) • Psychic

Ranged 10; +7 vs. Will; 1d8+2 psychic damage, and the target is weakened and slowed (save ends both).



Flailing Burst (standard, encounter) • Cold, Necrotic

Near burst 3; +9 vs. AC (all enemies); 1d8+3 cold and necrotic damage.

Opportunistic Reach

The range of the umbral mass's opportunity attacks is its reach (3).

Flying Head

Level 5 Striker (200 XP)

Small Shadow Monstrosity (Evil)

Senses: Perception +3; darkvision

Skills: Stealth +11

Str 12 (+3), **Con** 15 (+4), **Dex** 18 (+6), **Int** 7 (+1), **Wis** 12 (+3), **Cha** 10 (+2)

Initiative: +8

AC: 19; **Fort:** 16, **Ref:** 18, **Will** 15

HP: 63, **Staggered:** 31

Immunity to: fear, **Resistance to:** necrotic 10, **Vulnerability to:** radiant 5

Speed fly 7 (hover)



Bite (standard, at-will) • Necrotic

+10 vs. AC; 1d6+4 necrotic damage, and the flying head makes a secondary attack on the same target. *Secondary Attack:* +8 vs. Fortitude; the target loses the ability to regain hit points until the end of the encounter.

Flyby Attack (standard, refresh 5, 6)

The flying head flies up to 7. At one point during the movement, they can make one melee basic attack. Moving away from the target of the attack does not provoke opportunity attacks.

☠ **Horrifying Screech** (standard, encounter) • Fear

Near blast 3; +7 vs. Will; The target is immobile (save ends). *First Failed Save:* The target is stunned (save ends).

Shadow Prince

Level 5 Elite Spoiler (400 XP)

Medium Shadow Humanoid, Human (Any)

Senses: Perception +11; darkvision

Languages: Common

Skills: Arcana +9, Insight +11, Religion +9

Str 8 (+1), **Con** 14 (+4), **Dex** 8 (+1), **Int** 14 (+4), **Wis** 18 (+6), **Cha** 17 (+5)

Initiative: +1

AC: 17; **Fort:** 18, **Ref:** 16, **Will** 21; **Saving Throws:** +2

HP: 124, **Staggered:** 62, see also *shadow burst*

Resistance to: cold 5, necrotic 5, **Vulnerability to:** radiant 5

Shadow Haze aura 1: Enemies that end or start their turn in the aura take 5 points of necrotic damage.

Speed 6



Shadow Bolt (standard, at-will) • Cold, Necrotic

Ranged 10; +9 vs. Reflex; 2d4+4 damage, persistent 2 cold and necrotic damage (save ends).

☠ **Flame Gout** (minor, refresh 5, 6) • Fire

Ranged 10; +9 vs. Reflex; 1d12+4 fire damage.

☠ **Shadow Burst** (immediate, encounter) • Necrotic, Healing

Near burst 5; +9 vs. Fortitude; 10 necrotic damage, and all undead and creatures with the shadow ancestry within the burst regain 10 hit points.

Shadow Jump (move, at-will) • Teleportation

Ranged 10; the Shadow Prince can teleport a single ally 3 squares.

Flying Head Swarm

Level 29 Elite Striker (25,600 XP)

Huge Shadow Monstrosity, Swarm (Evil)

Senses: Perception +19; darkvision

Skills: Stealth +31

Str 26 (+22), **Con** 22 (+20), **Dex** 34 (+26), **Int** 7 (+13), **Wis** 21 (+19), **Cha** 18 (+18)

Initiative: +28

AC: 45; **Fort:** 38, **Ref:** 45, **Will** 36; **Saving Throws:** +2

HP: 524, **Staggered:** 262

Immunity to: fear, **Resistance to:** necrotic 20, Melee and Ranged attacks (half damage),

Vulnerability to: radiant 10, Near and Far attacks 10

Swarm Attack aura 3: The swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

Speed fly 10 (hover)



Screeching Storm (standard, at-will) • Necrotic

+34 vs. AC; 3d8+12 necrotic damage, persistent 10 necrotic damage (save ends), and the swarm makes a secondary attack on the same target. *Secondary Attack:* +32 vs. Fortitude; the target loses 2 healing surges and the ability to regain hit points (save ends, but with a -2 penalty to the roll).



Engulfing Swarm (standard, refresh 5, 6) • Necrotic

The swarm attacks up to three Medium or smaller targets; +32 vs. Reflex (automatically hits an immobile or stunned creature); On a hit, the target is grappled and pulled into the swarm's space; the target is dazed and takes persistent 20 necrotic damage and may not regain hit points until it escapes the grapple. A creature that escapes the grapple shifts to a square of its choice



Cacophony of Doom (standard, refresh 5, 6) • Fear, Psychic

Near blast 5; +30 vs. Will; 4d8+4 psychic damage, and the target is immobile (save ends). *First Failed Save:* The target is stunned (save ends).

Undead

Undead are those creatures that were once alive; whether what remains is the deceased's body, spirit or soul.

Smoldering Skeleton

Level 2 Archer (125 XP)

Medium Natural Undead (Unaligned)

Senses: Perception +9; low-light vision

Str 15 (+3), **Con** 13 (+2), **Dex** 17 (+4), **Int** 3 (-2), **Wis** 14 (+3), **Cha** 12 (+2)

Initiative: +7

AC: 14; **Fort:** 14, **Ref:** 15, **Will** 14

HP: 31, **Staggered:** 15

Immunity to: disease, poison, **Resistance to:** fire 10, necrotic 10, **Vulnerability to:** radiant 10

Speed 6



Claw (standard, at-will) • Fire

+7 vs. AC; 1d4+2 damage, persistent 2 fire damage (save ends).



Blazing Orb (standard, at-will) • Fire

Ranged 10; +9 vs. Reflex; 1d8+3 fire damage, and persistent 2 fire damage (save ends).

Failed Sacrifice

Level 6 Wrecker (250 XP)

Medium Natural Humanoid, Undead (Chaotic evil)

Senses: Perception +3; darkvision

Languages: Common

Skills: Stealth +10

Str 20 (+8), **Con** 17 (+6), **Dex** 15 (+5), **Int** 8 (+2), **Wis** 10 (+3), **Cha** 12 (+4)

Initiative: +5

AC: 18; **Fort:** 19, **Ref:** 16, **Will** 15

HP: 87, **Staggered:** 43

Immunity to: disease, poison, **Resistance to:** necrotic 10, **Vulnerability to:** radiant 5

Speed 6



Claw (standard, at-will)

9 vs. AC; 1d8+5 damage, and the target is weakened (save ends).



Flesh Ripper (standard, refresh 5, 6) • Healing

The failed sacrifice makes two claw attacks against a single target. If both attacks hit, the target takes an additional 5 damage and the failed sacrifice regains 5 hit points.

Blood Frenzy (only while staggered)

The failed sacrifice gains a +2 bonus to attack rolls.

Slaugh (Skeletal Revenant)

Level 6 Elite Wrecker (500 XP)

Medium Natural Humanoid, Undead (Evil)

Senses: Perception +4; darkvision

Languages: Common

Str 19 (+7), **Con** 14 (+5), **Dex** 16 (+6), **Int** 11 (+3), **Wis** 12 (+4), **Cha** 10 (+3)

Initiative: +5

AC: 20; **Fort:** 21, **Ref:** 20, **Will** 16; **Saving Throws:** +2

HP: 168, **Staggered:** 84

Resistance to: necrotic 15, **Vulnerability to:** radiant 5

Speed 8



Claw (standard, at-will) • Necrotic

+9 vs. AC; 1d6+5 damage, and the target takes persistent 5 necrotic damage (save ends).



Claw Fury (standard, at-will) • Necrotic

The slaugh makes two claw attacks. If both claw attacks hit the same target, the target is knocked prone.



Shadowswarm (standard, encounter) • Zone

Near blast 5; +7 vs. AC; The slaugh vomits forth a cloud of screaming, shadowy bats. The cloud grants concealment to all creatures within it and blocks line of sight. Any enemy within the cloud that makes a Ranged or Far attack suffers an opportunity attack, 1d4+1 damage, and the

Specter of Chivalry

Level 6 Blocker (250 XP)

Medium Shadow Humanoid, Undead (Unaligned)

Senses: Perception +10; darkvision

Languages: Common

Str 14 (+5), **Con** 12 (+4), **Dex** 12 (+4), **Int** 10 (+3), **Wis** 11 (+3), **Cha** 14 (+5)

Initiative: +6

AC: 22; **Fort:** 18, **Ref:** 16, **Will** 18

HP: 68, **Staggered:** 34

Immunity to: disease, poison, **Resistance to:** incorporeal

Speed 6, fly 6 (hover), phasing



Ghostly Sword (standard, at-will) • Necrotic, Weapon

+13 vs. Reflex; 1d8+2 necrotic damage, and the target is marked until the end of the knightly spectre's next turn.

Knightly Tactics

A knightly spectre has combat advantage against any target marked by any ghostly sword power.

Specter of Sorrow

Level 6 Spoiler (250 XP)

Medium Shadow Humanoid, Undead (Chaotic evil)

Senses: Perception +6; darkvision

Languages: Common

Str 6 (+1), **Con** 12 (+4), **Dex** 20 (+8), **Int** 11 (+3), **Wis** 6 (+1), **Cha** 19 (+7)

Initiative: +8

AC: 20; **Fort:** 15, **Ref:** 19, **Will** 18

HP: 68, **Staggered:** 34

Immunity to: disease, poison, **Resistance to:** necrotic 10, incorporeal, **Vulnerability to:** radiant 5

Regretful Whispers (Psychic) aura 1: Any enemy that enters or starts its turn in the aura takes 5 psychic damage and cannot shift until the start of its next turn. If the spectre of sorrow takes radiant damage, the aura is negated until the end of its n

Speed fly 6 (hover), phasing



Touch of Misery (standard, at-will) • Psychic

+10 vs. Reflex; 1d6+5 psychic damage, and the target takes -2 penalty to Will defense (save ends).



Touch of Grief (standard, refresh 5, 6) • Psychic

+10 vs. Reflex; 2d6+4 psychic damage, and target is weakened (save ends).

Spawn Wraith

Any humanoid killed by a wraith of sorrow rises as a free-willed basic wraith (use these stats, but without the regretful whispers power) at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

Zombified Wyvern

Level 7 Wrecker (300 XP)

Large Natural Automaton, Undead (Evil)

Senses: Perception +4; darkvision

Str 21 (+8), **Con** 18 (+7), **Dex** 12 (+4), **Int** 5 (+1), **Wis** 12 (+4), **Cha** 6 (+1)

Initiative: +4

AC: 19; **Fort:** 21, **Ref:** 16, **Will** 16

HP: 98, **Staggered:** 49

Immunity to: disease, poison, **Resistance to:** necrotic 10, **Vulnerability to:** radiant 10

Speed 3, fly 6 (hover)



Bite (standard, at-will)

Reach 2; +10 vs. AC; 2d6+5 damage.



Claws (standard, at-will)

The wyvern zombie can attack with its claws only while flying; +10 vs. AC; 1d10+5 damage, and the target is knocked prone.

 **Necrotic Sting** (standard, at-will) • Necrotic

Reach 2; +10 vs. AC; 1d8+5 damage, and persistent 5 necrotic damage.

Greater Failed Sacrifice

Level 14 Wrecker (1,000 XP)

Medium Natural Humanoid, Undead (Chaotic evil)

Senses: Perception +9; darkvision

Languages: Common

Skills: Athletics +19, Stealth +16

Str 24 (+14), **Con** 20 (+12), **Dex** 19 (+11), **Int** 11 (+7), **Wis** 14 (+9), **Cha** 15 (+9)

Initiative: +11

AC: 26; **Fort:** 27, **Ref:** 24, **Will** 22

HP: 170, **Staggered:** 85


Immunity to: disease, poison, **Resistance to:** necrotic 15, **Vulnerability to:** radiant 10

Speed 8



Claw (standard, at-will)

+17 vs. AC; 2d8+7 damage, and the target is weakened (save ends) and grappled (until escape).

 **Heart Ripper** (standard, refresh 5, 6) • Healing

+15 vs. Fortitude (grappled target only); 4d8+7 damage, and the greater failed sacrifice regains 10 hit points. If this power reduces a target to 0 hit points or fewer, the greater failed sacrifice rips out the target's heart, killing it instantly.

Blood Frenzy (only while staggered)

The greater failed sacrifice gains a +2 bonus to attack rolls and can take an extra standard action each round.

Appendix: Monsters by Level

Table - Adventurer Monsters (level 1 to level 4)

Name	Level	Role
Ill-Equipped Combatant	1	Mook Striker
Apefolk Legionnaire	1	Blocker
Bodyguard	1	Blocker
Chain Brawler	1	Striker
Eagle	1	Striker
Raven of Doom	1	Assassin
Squirming Mound	1	Striker
Warden	1	Striker
Wicker Golem	1	Striker
Apefolk Infantry	2	Mook
Clubman	2	Mook Striker
Apefolk Signifier	2	Spoiler (Leader)
Giant Tarantula	2	Wrecker
Grenadier	2	Archer
Rattlesnake Swarm	2	Striker
Siege Engineer	2	Archer
Smoldering Skeleton	2	Archer
Sticky-Tongue Toad	2	Wrecker
Knifer	3	Mook Striker
Apefolk Centurion	3	Blocker (Leader)
Daggermaster	3	Blocker
Great Ape	3	Wrecker
Infected Drone	3	Wrecker
Scurvy Pirate	3	Blocker
Shadow Bat Swarm	3	Assassin
Shadowblast Warlock	3	Assassin
Infected Animal	3	Wrecker
Blood-Drinker Hag	3	Boss Spoiler
Shadow Drake	3	Boss Assassin
Young Couatl	3	Boss Striker

Name	Level	Role
Gang Member	4	Mook Striker
Snake Bearer	4	Mook
Infected Guard	4	Wrecker
Phantom Cat	4	Striker
Poison-Tongue Toad	4	Archer
Ragged Tooth Shark	4	Striker
Wisent Bison	4	Wrecker
Gang Leader	4	Elite Spoiler (Leader)
Umbral Mass	4	Elite Assassin

Table - Adventurer Monsters (level 5 to level 10)

Name	Level	Role
Infected Grub	5	Striker Mook
Repeater Crossbowman	5	Mook Archer
Apefolk Infiltrator	5	Assassin
Cowled Assassin	5	Assassin
Flying Head	5	Striker
Repeater Crossbow Master	5	Archer
Witchcrawler	5	Spoiler
Dog-faced Baboon	5	Elite Wrecker
Scintillating Boa	5	Elite Blocker
Shadow Prince	5	Elite Spoiler
The Minotaur	5	Elite Wrecker
Ancient Hermit Crab	5	Boss Blocker
Wolfshead Bandit	6	Mook Archer
Deepfolk	6	Wrecker
Enthralled Servant	6	Blocker
Failed Sacrifice	6	Wrecker
Hulk	6	Wrecker
Quipper Swarm	6	Striker
Shapeshifter Slime - Human Form	6	Archer
Shapeshifter Slime - Slime Form	6	Assassin
Specter of Chivalry	6	Blocker
Specter of Sorrow	6	Spoiler
Slaugh (Skeletal Revenant)	6	Elite Wrecker
Wolf-Goblin	6	Elite Striker
Half-Aboleth	6	Boss Wrecker
Vigilant Statue	6	Boss Blocker
Sniper Bandit	7	Mook Striker
Zombified Wyvern	7	Wrecker
King of Thieves	7	Elite Blocker (Leader)
Longbowman	8	Mook Archer

Name	Level	Role
Aquatic Gargoyle	8	Assassin
Fire Magician	8	Archer
Infected Behemoth	8	Wrecker
Transformed Servant	8	Blocker
Adult Couatl	8	Boss Striker
Ogre Wretch	9	Mook
Insidious Assassin	9	Assassin
The Emperor	9	Elite Archer
Martial Artist	10	Mook Striker
Pleisiosaur	10	Wrecker
Burrower Wurm	10	Elite Striker
Mercenary Lord	10	Elite Spoiler (Leader)
Tyrannosaur	10	Elite Striker

Table - Prestige Monsters (level 11 to level 20)

Name	Level	Role
Greater Wolf-Goblin	11	Elite Striker
Dark Knight	11	Boss Wrecker
Armored Warmage	12	Wrecker
Ice Hag	12	Elite Striker
Master Assassin	12	Elite Assassin
Skinner	13	Archer Mook
Punk	13	Elite Wrecker
Martial Arts Master	13	Boss Blocker
Blademaster	14	Mook Striker
Chunk	14	Archer
Greater Failed Sacrifice	14	Wrecker
Mother Screamer	14	Assassin (Leader)
Berserker	14	Elite Striker
Beast	14	Boss Striker
Formidable Archer	15	Archer
Widow	15	Spoiler (Leader)
The Scorpion	15	Elite Archer
Elder Couatl	15	Boss Striker
The Awoken	15	Boss Striker
The Tri-Pod	15	Boss Striker
Baby Screamer	16	Mook Archer
Veteran Crossbowman	16	Mook Archer
Archvillain	16	Elite Wrecker (Leader)
Longshot Berserker	19	Mook Striker

Table - Epic Monsters (level 21 and higher)

Name	Level	Role
Ancient Couatl	22	Boss Striker
Flying Head Swarm	29	Elite Striker

Appendix: Creating New Monsters

This guide will step you through the process of creating a new monster.

Level and Rank

At what level do you expect heroes to fight this monster? That is the monster's level.

If a monster has a resistance or vulnerability "X" listed, this is equal to 5 for monsters level 1-10, 10 for monsters level 11-20 and 15 for monsters level 21-30.

When the heroes fight the monster, do you expect it to challenge four or five heroes (Boss rank), two or three heroes (Elite rank), one hero (Standard rank) or only to challenge one hero when there are about four of the monster (Mook rank)?

Size, Source, Type and Tags

This is a naturalistic description of how large the monster is, which plane of existence it comes from, what form its body takes and any additional categories it falls into.

Sizes

- Tiny: Cat sized or smaller
- Small: Dog sized
- Medium: Human sized
- Large: Cow sized
- Huge: Elephant sized
- Gargantuan: Blue whale sized or larger

Sources

- Alien to this universe: Cosmic. Resistance to radiant X, vulnerable to psychic X.
- Native to elemental planes: Elemental
- Native to outer planes: Outsider. Resistance to radiant X, vulnerable to necrotic X.
- Native to the Plane of Faerie: Fey. Vulnerability to poison X.
- Native to the Plane of Shadow: Shadow. Resistance to necrotic X, vulnerable to radiant X.
- Native to the world: Natural

Type

- Humanoid body and physiology: Humanoid
- Animal body and physiology: Beast
- Unnatural body and physiology: Monstrosity
- Assembled from raw matter or materials: Automaton

Tags

Origin:

- Comes from the evil elemental planes: Demon. Reactive resistance X.
- Comes from Hell: Devil. Resistance to fire X.
- Comes from the Heavens: Celestial.
- Created from a dead body, spirit or soul: Undead. Resistance to poison X, vulnerability to radiant X.
- Created from non-living matter: Construct. Resistance to poison and psychic X, vulnerability to acid X.
- Lives partially or entirely underwater: Aquatic.

Elemental Connection:

- Has a special connection to elemental earth: Earth.
- Has a special connection to elemental water: Water. Resistance to acid X.
- Has a special connection to elemental air: Air.
- Has a special connection to elemental fire or to fire energy: Fire. Resistance to fire X, vulnerability to cold X.
- Has a special connection to cold energy: Cold. Resistance to cold X, vulnerability to fire X.

Physiology:

- Eight-legged arachnid: Spider.
- Formless: Ooze. Resistance to acid X.
- Reptilian: Reptile.
- Is an animated plant: Plant. Resistance to radiant and psychic X, vulnerability to poison and fire X.
- Reptilian creature of elemental power, usually winged: Dragon.
- Large or larger humanoid related to ogres or true giants: Giant.
- Can freely or regularly change its form: Shapechanger.
- Is made up of many smaller creatures: Swarm. Resistance to Melee and Ranged X, vulnerability to Near and Far X.
- Gives the rider one or more benefits or powers: Mount.

Role

The role is the function that the monster plays in combat. It determines defenses, HP and the damage that the monster does.

Spoiler

AC: 14 + level; *Fort:* 12 + level; *Ref:* 11 + level; *Will:* 13 + level.

HP: 24 + (8 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level

Wrecker

AC: 12 + level; *Fort:* 13 + level; *Ref:* 11 + level; *Will:* 12 + level.

HP: 26 + (7 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level

Blocker

AC: 16 + level; *Fort:* 13 + level; *Ref:* 12 + level; *Will:* 12 + level.

HP: 24 + (5 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level

Assassin

AC: 14 + level; *Fort:* 12 + level; *Ref:* 13 + level; *Will:* 11 + level.

HP: 21 + (4 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level

Archer

AC: 12 + level; *Fort:* 11 + level; *Ref:* 12 + level; *Will:* 12 + level.

HP: 21 + (4 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level

Striker

AC: 14 + level; *Fort:* 11 + level; *Ref:* 13 + level; *Will:* 12 + level.

HP: 24 + (5 * level) (double for Elite, quadruple for Boss)

Attack: +5 + level

Senses

- The monster is blind: Blind tag, resistance to radiant X.
- The monster can see in the dark: Darkvision.
- The monster can see well in poor lighting: Low-light vision.
- The monster can accurately sense the presence of creatures without seeing, e.g. through echolocation: Blindsight 10.
- The monster can accurately sense the presence of creatures in contact with the ground, e.g. through vibrations: Tremorsense 10.
- The monster can see through shapechanging magic, illusions, invisibility, etc.: Truesight 10.

Movement

Most monsters have a regular speed, which is their speed on land (walking). A monster that is as fast as a human should have a speed of 6.

Some monsters can also swim, climb, fly, burrow or teleport.

There are a number of special movement properties:

- The monster can move unimpeded through certain difficult terrain: Terrain Stride.
- The monster's feet are grippy, allowing it to travel across sheer surfaces and upside down across ceilings: Wall-Walker.
- The monster can move through obstacles as if they weren't there: Phasing.
- The monster is a good flier or swimmer but clumsy on the ground: Clumsy on Ground -4.
- The monster is a poor flier but comfortable on the ground: Clumsy in Air -4.
- The monster is a poor swimmer but comfortable on the ground: Clumsy in Water -4.
- The monster can stay in place while flying, even while knocked unconscious: Hover.
- The monster can fly or levitate, but not above 10 feet: Maximum Altitude 2.

Powers

The best way to determine good powers for a monster is to look at similar, existing monsters. However, here is some guidance about the kind of damage that powers should do, by level.

For each power you design, identify whether it has a single target or two or more targets, and whether it is usable at-will or less frequently (for the purpose of this table, powers usable once per encounter and usable on a refresh are counted together as "surge" powers). This determines how much damage it should do, by level.

Mooks deal static damage, and in general should only target one creature with each attack.

Creatures with the wrecker role do bonus damage on all attacks. Mooks with the wrecker role should only add half that number to their damage.

Table - Monster Level and Damage (Adventurer Tier)

Level	Mook Damage	At-Will Damage (Single Target)	At-Will Damage (Multi-Target)	Surge Damage (Single Target)	Surge Damage (Multi-Target)	Wrecker Bonus Damage
1	5	1d10+3	1d6+3	2d8+3	1d10+3	+2
2	5	1d12+3	1d8+3	2d10+2	1d12+3	+3
3	6	1d12+4	1d8+3	2d10+3	1d12+4	+3
4	6	1d12+5	1d8+4	2d12+3	1d12+5	+3
5	7	2d8+4	1d10+4	2d12+4	2d8+4	+3
6	7	2d10+3	1d12+4	3d8+5	2d10+3	+4
7	8	2d10+4	1d12+4	3d10+3	2d10+4	+4
8	8	2d10+5	1d12+5	3d10+5	2d10+5	+4
9	9	2d12+4	1d12+6	4d8+5	2d12+4	+4
10	9	2d12+5	2d8+5	4d8+6	2d12+5	+5

Table - Monster Level and Damage (Prestige Tier)

Level	Mook Damage	At-Will Damage (Single Target)	At-Will Damage (Multi-Target)	Surge Damage (Single Target)	Surge Damage (Multi-Target)	Wrecker Bonus Damage
11	10	3d8+5	2d8+5	6d6+4	3d8+5	+5
12	10	3d8+6	2d8+6	6d6+6	3d8+6	+5
13	11	3d8+7	2d10+5	4d10+6	3d8+7	+5
14	11	3d10+5	2d10+6	5d8+6	3d10+5	+6
15	12	3d10+6	2d10+6	5d8+7	3d10+6	+6
16	12	3d10+7	2d10+7	7d6+7	3d10+7	+6
17	13	4d8+7	2d12+6	4d12+7	4d8+7	+6
18	13	4d8+8	2d12+7	5d10+7	4d8+8	+7
19	14	6d6+6	2d12+7	5d10+8	6d6+6	+7
20	14	6d6+7	2d12+8	7d8+6	6d6+7	+7

Table - Monster Level and Damage (Epic Tier)

Level	Mook Damage	At-Will Damage (Single Target)	At-Will Damage (Multi-Target)	Surge Damage (Single Target)	Surge Damage (Multi-Target)	Wrecker Bonus Damage
21	15	6d6+8	3d8+8	7d8+7	6d6+8	+7
22	15	4d10+8	3d8+9	7d8+8	4d10+8	+8
23	16	5d8+8	3d8+9	5d12+8	5d8+8	+8
24	16	5d8+9	3d8+10	5d12+10	5d8+9	+8
25	17	5d8+10	3d10+8	8d8+8	5d8+10	+8
26	17	7d6+9	3d10+9	8d8+9	7d6+9	+9
27	18	4d12+9	3d10+9	8d8+10	4d12+9	+9
28	18	4d12+10	3d10+10	6d12+9	4d12+10	+9
29	19	6d8+10	4d8+10	6d12+10	6d8+10	+9
30	19	5d10+10	4d8+11	9d8+10	5d10+10	+10
31	20	5d10+11	4d8+11	9d8+11	5d10+11	+10
32	20	5d10+12	4d8+12	8d10+10	5d10+12	+10
33	21	7d8+9	6d6+10	8d10+11	7d8+9	+10
34	21	7d8+10	6d6+11	7d12+10	7d8+10	+11
35	22	7d8+11	6d6+11	7d12+11	7d8+11	+11

Abilities

Distribute the following ability scores so that each pair of Strength and Constitution, Dexterity and Intelligence, and Wisdom and Charisma gets one:

- 16 + half level
- 13 + half level
- 13 + half level

Then choose any number lower than 13 + half level for the remaining three ability scores. For example, animals are usually given an Intelligence of 1 or 2.

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