

# Monsters

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0.5.2

## Monsters

### Monster Statistics

- Rank
  - Standard
  - Mooks
  - Elites
  - Bosses
- Role
- Source
- Type
- Tags
- Alignment
- Hit Points
- Speed
- Ability Scores
- Skills
- Vulnerabilities, Resistances, and Immunities
- Senses and initiative
- Languages
  - Telepathy
- Level
  - Recoveries
  - Experience Points
- Auras
- Actions and powers
  - Power riders
  - Limited Usage
- Equipment

### Monster Templates

- Standard Bonuses
  - Elites
  - Bosses
- Ghost
- Half-Fiend
- Forlorn Shade
- Adventurer

### Monster Traits

- Ancestries
  - High elf
  - Halfling
  - Dragonborn
  - Tiefling
  - Dwarf
  - Wood elf
- Other

### Animals

- Raven of Doom
- Eagle
- Rattlesnake Swarm
- Giant Tarantula
- Sticky-Tongue Toad
- Great Ape
- Poison-Tongue Toad
- Phantom Cat

Ragged Tooth Shark  
Wisent Bison  
Scintillating Boa  
Dog-faced Baboon  
Ancient Hermit Crab  
Quipper Swarm  
Plesiosaur  
Tyrannosaur

#### **Apefolk**

Apefolk Legionnaire  
Apefolk Infantry  
Apefolk Signifier  
Apefolk Centurion  
Apefolk Infiltrator

#### **Barghests**

Special  
Barghest  
Greater Barghest

#### **Couatl**

Young Couatl  
Adult Couatl  
Elder Couatl  
Ancient Couatl

#### **Dwellers in the Deep**

Enthralled Servant  
Deepfolk  
Half-Aboleth  
Transformed Servant  
Sand Sentry  
Aquatic Gargoyle

#### **Fiends**

Hopping Imp  
Demon Toad  
Burner Demon  
Hellhound  
Hungry Maw  
Hezrou  
Vulture Demon  
Big Burner  
Frenzy Demon  
Pincer Demon (Glabrezu)  
Boar Demon (Nalfeshnee)  
Laughing Demon  
Balor  
Marilith

#### **Flying Head**

Flying Head  
Flying Head Swarm

#### **Golems**

Squirming Mound  
Wicker Golem  
Vigilant Statue

#### **Hags**

Blood-Drinker Hag  
Ice Hag

#### **Humans**

Ill-Equipped Combatant  
Chain Brawler  
Bodyguard  
Warden  
Clubman

Siege Engineer  
Grenadier  
Knifer  
Daggermaster  
Shadowblast Warlock  
Scurvy Pirate  
Snake Bearer  
Gang Member  
Gang Leader  
Repeater Crossbowman  
Cowled Assassin  
Repeater Crossbow Master  
Wolfshead Bandit  
Hulk  
Sniper Bandit  
King of Thieves  
Longbowman  
Fire Magician  
Insidious Assassin  
Martial Artist  
Mercenary Lord  
Dark Knight  
Armored Warmage  
Master Assassin  
Martial Arts Master  
Blademaster  
Berserker  
Formidable Archer  
Veteran Crossbowman  
Archvillain  
Longshot Berserker

#### **Ichor-Ghouls**

Desiccated Husk  
Bloody Bones  
Special

#### **Infected**

Infected Drone  
Infected Animal  
Infected Guard  
Infected Grub  
Infected Behemoth

#### **Invaders**

Skinner  
Punk  
Chunk  
Mother Screamer  
Beast  
Widow  
The Tri-Pod  
Baby Screamer

#### **Jiang-Shi**

In the World  
Jiang-Shi Scholar  
Jiang-Shi Magistrate

#### **Juggernauts**

The Minotaur  
The Emperor  
The Scorpion  
The Awoken

#### **Miscellaneous**

Witchcrawler

Ogre Wretch

### **Ophiduan**

Ophiduan - Semiferum Caste

Ophiduan - Hominis Caste

Ophiduan - Anguineum Caste

### **Ostovites**

Special

Ostovite

Special

Bone Chariot

Mega-Chariot

Special

Ostovite Swarm

### **Plane of Shadow**

Shadow Bat Swarm

Shadow Drake

Umbral Mass

Shadow Prince

Greymalkin

### **Shapeshifter Slime**

Shapeshifter Slime (Human Form)

Shapeshifter Slime (Slime Form)

### **Specter**

Specter of Chivalry

Specter of Sorrow

### **Undead**

Smoldering Skeleton

Failed Sacrifice

Revenant Skeleton

Zombified Wyvern

Greater Failed Sacrifice

### **Underdeep**

Stygira

In the World

Special

Bauble Beast

Tactics

In the World

Special

Tunnel Brute

Phrenic Scourge

Evil Eye

### **Worm**

Burrower Worm

Scavenger Worm

### **Appendix: Monsters by Level**

### **Appendix: Creating New Monsters**

Level and Rank

Size, Source, Type and Tags

Sizes

Sources

Type

Tags

Role

Archer

Blocker

Skulker

Spoiler

Striker

Wrecker

Senses

	Movement
	Powers
	Type
	Role
	Abilities
	Skills
	Initiative
<b>Legal</b>	

# Monster Statistics

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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

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### Standard

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

### Mooks

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

Compared to standard monsters of the same level, mooks have:

- 1 HP only. A mook takes no damage from attacks that miss them.
- One-quarter as much XP.

### Elites

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

Compared to standard monsters of the same level, elite monsters have:

- Twice as much HP.
- A +2 bonus on saving throws.
- 1 Action Point per encounter.
- Twice as much XP.

### Bosses

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

Compared to standard monsters of the same level, boss monsters have:

- Four times as much HP.
- A +5 bonus on saving throws.
- 2 Action Points per encounter.
- Five times as much XP.

## Role

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A monster's role describes the main contribution they can make 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.

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

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

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

**Wreckers:** Bring the pain (do a lot of damage).

## Source

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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

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A monster's type describes its shape and form. 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

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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 are:

1. **Air** creatures are particularly linked to the element of air.
2. **Aquatic** creatures are comfortable underwater.
3. **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.
4. **Cold** creatures are particularly linked to cold energy.
5. **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 constructs.
6. **Demons** are chaotic evil creatures of wickedness that are native to the Lower Planes. Along with devils, 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 demons to the material world to do their bidding.
7. **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 devils to the material world to do their bidding.
8. **Dragons** are 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.
9. **Earth** creatures are particularly linked to the element of earth.
10. **Fire** creatures are particularly linked to the element of fire.
11. **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.
12. **Mounts** give their riders special benefits.
13. **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.
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. **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.
20. **Water** creatures are particularly linked to the element of water.

## Alignment

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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 are listed as "Any" alignment.

## Hit Points

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A monster usually dies or is destroyed when it drops to 0 hit points, or is rendered unconscious if the attacker would prefer.

**Regeneration #:** The creature heals # hit points at the start of its turn, unless it is dead.

**Blooded Regeneration #:** The creature has regeneration while it is staggered only.

**Unblooded Regeneration #:** The creature has regeneration while it is not staggered.

## Speed

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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.

Other movement types, like fly or swim, may also be listed.

## Ability Scores

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

## Skills

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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.

Monsters can make skill checks with skills that are not listed. In those cases, calculate the skill bonus as: the sum of a monster's relevant ability modifier and half its level (round down).

## Vulnerabilities, Resistances, and Immunities

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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 and initiative

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

## Languages

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The languages that a monster can speak, if any, are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry.

## 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 standard 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.

XP is calculated based on a monster's rank and level, as shown below.

**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 affects creatures within a burst X equal to the aura X listed in the monster description.

## Actions and powers

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

Unless otherwise mentioned, melee and ranged attacks have one target. Near and far attacks target all creatures within their area of effect, unless otherwise mentioned.

## Power riders

*Aftereffect:* An aftereffect takes place after the target succeeds on its saving throw against the initial effect. For example, "blinded (save ends); *Aftereffect:* dazed (save ends)" means the target is blinded until it succeeds on a saving throw. Then it is dazed until it succeeds on a saving throw.

*Grappled (save ends):* Most grapples last until the target breaks the grapple or the grappler chooses to end the grapple. When a power says the target is "grappled (save ends)", as well as those methods to end the grapple the target also makes a saving throw each turn and breaks the grapple on a success.

## 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

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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

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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

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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 (two templates applied):

- 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

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**Speed:** fly 6 (hover).

**Incorporeal:** The ghost takes half damage from all attacks; see *vulnerable*.

**Vulnerable:** radiant damage 10, force damage 10. If it takes radiant or force damage, the ghost loses incorporeal until the start of its next turn.

#### Drain Lifeforce

While adjacent to a creature that is staggered or dying, the ghost gains 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). The ghost is removed from play until the target succeeds on their save, then the ghost is placed in an unoccupied space adjacent to the target. While removed from play, the ghost does not take turns, suffer persistent damage or make saving throws.

## Half-Fiend

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**Defenses:** +2 Fortitude, +2 Reflex.

**Senses:** Darkvision.

**Resist:** acid 5, cold 5, fire 5.

*Level 11:* acid 10, cold 10, fire 10.

*Level 21:* acid 15, cold 15, fire 15.

**Immune:** Poison.

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

**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; the target is dazed (save ends) or, if the target is staggered, the target is stunned instead (save ends).

## Forlorn Shade

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**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

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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 also 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).

# Monster Traits

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Monster traits are like templates, but they do not affect the overall challenge posed by the monster enough that their type or level changes.

## Ancestries

You can turn creatures in the Humans category into other ancestries by giving them one of the following traits.

### High elf

**Highblood Teleport** (move, encounter) • **Teleportation**

The high elf teleports up to 5.

### Halfling

**Lucky** (counter, encounter)

When an attack hits the halfling; reroll the attack roll and take the second result.

### Dragonborn

**Breath Weapon** (standard, encounter) • **Fire, Cold, Acid, Poison or Lightning**

Level +2 vs Reflex; 1d6+4 damage.

*Level 11:* 2d6+8 damage, *Level 21:* 3d6+12 damage.

### Tiefling

**Vengeance of the Pits** (react, encounter) • **Fire**

When an attack by an enemy within 10 hits the tiefling; the attacker takes 1d6+4 fire damage.

*Level 11:* 2d6+6 fire damage, *Level 21:* 3d6+12 fire damage.

### Dwarf

**Tough as Nails** (swift, encounter) • **Healing**

The dwarf spends a recovery and heals one quarter of its maximum HP.

### Wood elf

**Careful Focus** (free, creature makes an attack roll, encounter)

When the wood elf makes an attack roll: reroll the attack roll and take the new result.

## Other

**Against the Fallen**

When an ally is killed, the creature gains a +1 power bonus to its next attack roll.

**Combat Drill** (immediate (react), at-will)

When an ally moves into or out of an adjacent square; the monster may shift up to three squares as long as it moves in the direction of its ally.

**Dirty Fighter**

+2 damage against targets granting the creature combat advantage. In addition, all enemies suffer an additional -1 penalty to attack rolls against the creature when it is behind cover or has concealment.

**Encouraging Reaction**

When the creature scores a critical hit, one ally can make a basic attack as an immediate (react) action.

**Group Confidence**

If creatures with this trait in the encounter outnumber their opponents by 2-to-1, each such creature gains +2 power bonus to damage rolls.

**Ironclad (mook only)**

When the mook is reduced to 0 hit points or less, it is considered staggered and is set to 1 hit point. If a staggered ironclad mook is reduced to 0 hit points or less, it is killed.

**Martyrdom** (immediate (react), encounter)

When the monster is reduced to 0 hit points or less; all allies in line of sight may shift three squares.

**More Than Expected (mook only)**

When the mook is eliminated, make a save. On a success, place an identical mook anywhere within ten squares of it that is not in line of sight of a player character. Do not adjust experience.

**Reliable Backup**

The creature gains a +2 power bonus to AC while adjacent to an ally.

**Skysea Denizen**

Replace the creature's swim speed with a fly speed. Remove the aquatic keyword, if the creature has it.

**We Are One**

The creature can sacrifice its move action to give an ally a move action. Creatures cannot receive more than two move actions per round. A creature that has received a move action can replace two move actions with one standard action.



# Animals

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

## Raven of Doom

**Level 1 Skulker** (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; **Speed:** 2, fly 6 (hover)

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

**HP:** 25, **Staggered:** 12

‡ **Harrying Bite** (standard, at-will)

+6 vs AC; 1d4+1 damage, and the target is rattled 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 power bonus on attacks rolls until the end of their next turn.

## 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; **Speed:** 2, fly 8 (hover)

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

**HP:** 29, **Staggered:** 14

‡ **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 squares. At one point during the movement, they can make one basic melee attack. Moving away from the target of the attack does not provoke opportunity attacks.

## 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; **Speed:** 6, climb 6

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

**HP:** 34, **Staggered:** 17

**Resist:** Melee and Ranged attacks (half damage), **Vulnerable:** Near and Far attacks 5

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

‡ **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 Fortitude; 1d6+1 poison damage, and the target takes persistent 2 poison damage (save ends).

## 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; **Speed:** 6, climb 3

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

**HP:** 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

+7 vs AC; 1d10+4 damage.

⌘ **Bristle Burst** (standard, encounter)

Near burst 3; +4 vs Reflex; 1d4+2 damage, and the target is blinded until the end of the giant tarantula's next turn.

## 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; **Speed:** 4, swim 4; see also *leap*

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

**HP:** 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

+7 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 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; **Speed:** 6, climb 6

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

**HP:** 45, **Staggered:** 22

‡ **Slam** (standard, at-will)

+8 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.

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

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

**HP:** 37, **Staggered:** 18

‡ **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.

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

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

**HP:** 44, **Staggered:** 22

‡ **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 makes a *bite* attack, dealing an additional 2d6 damage and knocking the target prone.

## 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; **Speed:** swim 8

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

**HP:** 44, **Staggered:** 22

‡ **Bite** (standard, at-will)

+9 vs AC; 1d10+4 damage.

† **Swimby Attack** (standard, at-will)

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

**Blood Frenzy**

A ragged tooth shark gains +1 power bonus to attack rolls and a +2 power 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; **Speed:** 6 (ice stride)

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

**HP:** 51, **Staggered:** 25

‡ **Gore** (standard, at-will)

+9 vs AC; 1d10+7 damage.

**Trample** (standard, at-will)

The wisent can move up to its speed and enter an enemy's space. This movement provokes opportunity attacks, and the bison must end its move in an unoccupied space. When it enters an enemy'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 additional 1d6 damage.

## Scintillating Boa

### Level 5 Elite Blocker (400 XP)

Large Natural Monstrosity • Reptile (Unaligned)

**Senses:** Perception +9, low-light vision; **Skills:** Stealth +10

**Languages:** Common, Draconic

**Str:** 20 (+7), **Con:** 16 (+5), **Dex:** 16 (+5)

**Int:** 10 (+2), **Wis:** 15 (+4), **Cha:** 10 (+2)

**Initiative:** +7; **Speed:** 6, climb 6

**Action Points:** 1

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

**HP:** 98, **Staggered:** 49

‡ **Bite** (standard, at-will)

+10 vs AC; 2d6+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:* +10 vs Fortitude (must be grappling the target; the target must be Medium or smaller); the target is swallowed. While the target is swallowed, it is restrained and takes 5 damage plus 5 acid damage at the start of each of the scintillating boa's turns. The swallowed creature can make basic melee 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.

⌘ **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).

## 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; **Speed:** 8, climb 5

**Action Points:** 1

**AC:** 17; **Fort:** 20, **Ref:** 17, **Will:** 15; **Saving Throws:** +2

**HP:** 114, **Staggered:** 57; see also *bounding pounce*

‡ **Bite** (standard, at-will)

+10 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, encounter, refreshes when first staggered)

Near burst 1; +7 vs AC (enemies only); 1d10+5 damage.

## Ancient Hermit Crab

**Level 5 Boss Blocker** (1000 XP)

Large Natural Monstrosity • Aquatic (Unaligned)

**Senses:** Perception +10, low-light vision; **Skills:** History +9, Religion +9

**Languages:** Common

**Str:** 20 (+7), **Con:** 18 (+6), **Dex:** 12 (+3)

**Int:** 16 (+5), **Wis:** 16 (+5), **Cha:** 15 (+4)

**Initiative:** +5; **Speed:** 6, swim 6

**Action Points:** 2

**AC:** 21; **Fort:** 19, **Ref:** 17, **Will:** 15; **Saving Throws:** +5

**HP:** 196, **Staggered:** 98

**Resist:** attacks that target AC 5

‡ **Claw** (standard, at-will)

Reach 2; +10 vs AC; 2d8+5 damage, and a Medium or smaller target is grappled.

† **Crushing Claw** (standard, at-will)

+10 vs Fortitude (must be grappling the target); 2d8+10 damage, and the target takes persistent 5 damage until it 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** (react, at-will)

+10 vs Reflex; 1d6+5 damage.

## 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; **Speed:** swim 6

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

**HP:** 54, **Staggered:** 27

**Resist:** Melee and Ranged attacks (half damage), **Vulnerable:** Near and Far attacks 10

*Swarm Violence aura 1:* If an enemy begins their turn in this aura, makes a basic melee 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.

‡ **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; **Speed:** 2, swim 8

**AC:** 22; **Fort:** 24, **Ref:** 21, **Will:** 22

**HP:** 87, **Staggered:** 43

‡ **Bite** (standard, at-will)

Reach 3; +15 vs AC; 3d6+6 damage, and target is weakened (save ends).

† **Tail Snap** (counter, at-will)

When an enemy in reach stands up from prone: Reach 3; +13 vs AC; 2d6+6 damage, and the target 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** (1000 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; **Speed:** 8

**Action Points:** 1

**AC:** 24; **Fort:** 25, **Ref:** 22, **Will:** 19; **Saving Throws:** +2

**HP:** 148, **Staggered:** 74

‡ **Bite** (standard, at-will)

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

† **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)

A creature the tyrannosaur has grappled takes 4d6+6 damage.

# Apefolk

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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 merchants.

## Apefolk Legionnaire

**Level 1 Blocker** (100 XP)

Medium Natural Humanoid • Apefolk (Any)

**Senses:** Perception +2, low-light vision; **Skills:** Athletics +10, Endure +7

**Languages:** Common, Giant

**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; **Speed:** 6

**AC:** 17; **Fort:** 15, **Ref:** 12, **Will:** 12

**HP:** 29, **Staggered:** 14

‡ **Short Sword** (standard, at-will) • **Weapon**

+6 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 makes two *short sword* attacks against the same staggered opponent.

**Heart of the Legion**

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

## Apefolk Infantry

**Level 2 Mook Striker** (31 XP)

Medium Natural Humanoid • Apefolk (Any)

**Senses:** Perception +2, low-light vision; **Skills:** Athletics +6, Endure +4

**Languages:** Common, Giant

**Str:** 19 (+5), **Con:** 15 (+3), **Dex:** 14 (+3)

**Int:** 10 (+1), **Wis:** 13 (+2), **Cha:** 9 (+1)

**Equipment:** leather armor, longspear

**Initiative:** +3; **Speed:** 7

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

**HP:** 1; a missed attack never damages a mook

‡ **Longspear** (standard, at-will) • **Weapon**

Reach 2; +7 vs AC; 5 damage.

**Heart of the Legion**

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

## Apefolk Signifier

**Level 2 Spoiler** (Leader) (125 XP)

Medium Natural Humanoid • Apefolk (Any)

**Senses:** Perception +5, low-light vision; **Skills:** Athletics +10, Endure +5, Religion +7

**Languages:** Common, Giant

**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; **Speed:** 6

**AC:** 16; **Fort:** 14, **Ref:** 13, **Will:** 15

**HP:** 34, **Staggered:** 17

‡ **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; allies only; the target heals 5 hit points and all persistent effects on it end

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

Near burst 3; +5 vs Reflex (enemies only); 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 two apefolk allies, the signifier receives a +1 power bonus to all defenses.

## Apefolk Centurion

**Level 3 Blocker** (Leader) (150 XP)

Medium Natural Humanoid • Apefolk (Any)

**Senses:** Perception +4, low-light vision; **Skills:** Athletics +13, Endure +11

**Languages:** Common, Giant

**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; **Speed:** 6

**AC:** 19; **Fort:** 18, **Ref:** 14, **Will:** 15

**HP:** 39, **Staggered:** 19

‡ **Longsword** (standard, at-will) • **Weapon**

+8 vs AC; 1d10+5 damage.

† **Cull the Weak** (standard, encounter)

The centurion makes two *longsword* attacks against the same 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 power bonus to attack and damage rolls until the end of the centurion's next turn.

**Heart of the Legion**

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

## Apefolk Infiltrator

**Level 5 Skulker** (200 XP)

Medium Natural Humanoid • Apefolk (Any)

**Senses:** Perception +9, low-light vision; **Skills:** Athletics +12, Endure +6, Stealth +11

**Languages:** Common, Giant

**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; **Speed:** 7

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

**HP:** 41, **Staggered:** 20



‡ **Short Sword** (standard, at-will) • **Weapon**

+10 vs AC; 1d6+3 damage.

† **Cull the Weak** (standard, encounter)

The infiltrator makes two *short sword* attacks against the same 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.

# Barghests

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Barghests are wolf-goblin demons.

## Special

**Transformation:** If a barghest has fed on 10 or more humanoids, then the next full moon it reforms as a greater barghest. This is a good opportunity for the heroes to face the barghest in a weaker form, get a sense of its powers and tactics before it flees, and then a few days later face a more challenging greater barghest.

## Barghest

**Level 6 Elite Striker** (500 XP)

Medium Fey Humanoid • Shapechanger (Evil)

**Senses:** Perception +10, low-light vision; **Skills:** Athletics +12, Stealth +11

**Languages:** Common, Goblin

**Str:** 19 (+7), **Con:** 15 (+5), **Dex:** 17 (+6)

**Int:** 12 (+4), **Wis:** 14 (+5), **Cha:** 16 (+6)

**Initiative:** +8; **Speed:** 8

**Action Points:** 1

**AC:** 20; **Fort:** 20, **Ref:** 19, **Will:** 16; **Saving Throws:** +2

**HP:** 108, **Staggered:** 54

‡ **Bite** (standard, at-will)

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

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

+9 vs Fortitude (must be grappling the target); 2d6+2 necrotic damage, the target loses 1 recovery, and the barghest heals 10 temporary hit points. In addition, after a successful feeding, the barghest gains a +2 power bonus on attack and damage rolls until the end of its next turn.

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

Near arc 3; +7 vs Will; 3d6+3 psychic damage, and the target is rattled (save ends).

**Shapechange** (swift, at-will) • **Polymorph**

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

## Greater Barghest

**Level 11 Elite Striker** (1200 XP)

Large Fey Humanoid • Shapechanger (Evil)

**Senses:** Perception +12, low-light vision; **Skills:** Athletics +16, Intimidate +14, Insight +12, Stealth +14

**Languages:** Common, Goblin

**Str:** 22 (+11), **Con:** 17 (+8), **Dex:** 19 (+9)

**Int:** 14 (+7), **Wis:** 15 (+7), **Cha:** 18 (+9)

**Initiative:** +11; **Speed:** 8

**Action Points:** 1

**AC:** 25; **Fort:** 26, **Ref:** 23, **Will:** 21; **Saving Throws:** +2

**HP:** 158, **Staggered:** 79

‡ **Bite** (standard, at-will)

+16 vs AC; 3d6+6 damage, and the target is grappled.

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

+14 vs Fortitude (must be grappling the target); 4d6+3 necrotic damage, the target loses 2 recoveries, and

the barghest heals 10 hit points. If a target is reduced to 0 hit points in this fashion, the barghest gains a cumulative +2 bonus to attack rolls, damage rolls, and all defenses until the end of the encounter.

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

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

**Shifting Shapechange** (swift, once a round) • **Polymorph**

A barghest 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.

# Couatl

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

**Languages:** Common, Draconic

**Str:** 16 (+4), **Con:** 14 (+3), **Dex:** 18 (+5)

**Int:** 16 (+4), **Wis:** 13 (+2), **Cha:** 16 (+4)

**Initiative:** +7; **Speed:** 4, fly 8 (hover), overland flight 12; see also *flyby attack*

**Action Points:** 2

**AC:** 17; **Fort:** 14, **Ref:** 16, **Will:** 14; **Saving Throws:** +5

**HP:** 156, **Staggered:** 78; see also *energy leak*

**Resist:** poison 15

‡ **Bite** (standard, at-will) • **Poison**

+8 vs AC; 1d6+4 damage, and 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.

† **Constrict** (standard, at-will)

+6 vs Fortitude (must be grappling the target); 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 basic melee attack at any point during the move without provoking an opportunity attack from the target.

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

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

⌘ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

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

Near burst 5; +4 vs Will (enemies only); the target is blinded until the end of the couatl's next turn.

*Aftereffect:* The target is rattled (save ends).

## Adult Couatl

**Level 8 Boss Striker** (1750 XP)

Large Natural Monstrosity • Dragon, Celestial (Lawful Good)

**Senses:** Perception +11, darkvision; **Skills:** Arcana +13, Insight +11, Religion +13, Stealth +14

**Languages:** Common, Draconic, telepathy 10

**Str:** 18 (+8), **Con:** 16 (+7), **Dex:** 20 (+9)

**Int:** 18 (+8), **Wis:** 14 (+6), **Cha:** 18 (+8)

**Initiative:** +11; **Speed:** 4, fly 10 (hover), overland flight 15; see also *flyby attack*

**Action Points:** 2

**AC:** 22; **Fort:** 19, **Ref:** 21, **Will:** 19; **Saving Throws:** +5

**HP:** 256, **Staggered:** 128; see also *energy leak*

**Resist:** poison 20

‡ **Bite** (standard, at-will) • **Poison**

Reach 2; +13 vs AC; 1d8+5 damage, and 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.

† **Constrict** (standard, at-will)

+11 vs Fortitude (must be grappling the target); 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 basic melee attack at any point during the move without provoking an opportunity attack from the target.

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

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

⌘ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

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

Near burst 5; +11 vs Will (enemies only); the target is blinded until the end of the couatl's next turn.

*Aftereffect:* The target is rattled (save ends).

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

The couatl becomes invisible until it attacks.

## Elder Couatl

**Level 15 Boss Striker** (6000 XP)

Large Natural Monstrosity • Dragon, Celestial (Lawful Good)

**Senses:** Perception +16, darkvision; **Skills:** Arcana +17, Insight +15, Religion +17, Stealth +19

**Languages:** Common, Draconic, telepathy 10

**Str:** 20 (+12), **Con:** 18 (+11), **Dex:** 24 (+14)

**Int:** 20 (+12), **Wis:** 17 (+10), **Cha:** 20 (+12)

**Initiative:** +16; **Speed:** 6, fly 12 (hover), overland flight 18; see also *flyby attack*

**Action Points:** 2

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

**HP:** 396, **Staggered:** 198; see also *energy leak*

**Resist:** poison 25

*Detect Thoughts aura 10:* The couatl has a +2 power bonus to all defenses against attacks from enemies in aura. Enemies in aura cannot use Stealth to hide from couatl; the couatl receives a +10 power bonus to Insight checks to oppose Bluff checks made by creatures in the aura.

‡ **Bite** (standard, at-will) • **Poison**

Reach 2; +20 vs AC; 1d10+6 damage, and 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.

† **Constrict** (standard, at-will)

+18 vs Fortitude (must be grappling the target); 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 basic melee attack at any point during the move without provoking an opportunity attack from the target.

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

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

⌘ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

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

Near burst 5; +16 vs Will (enemies only); the target is blinded until the end of the couatl's next turn.

*Aftereffect:* The target is rattled (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** (20000 XP)

Huge Natural Monstrosity • Dragon, Celestial (Lawful Good)

**Senses:** Perception +20, darkvision; **Skills:** Arcana +22, Insight +20, Religion +22, Stealth +25

**Languages:** Common, Draconic, telepathy 10

**Str:** 24 (+18), **Con:** 20 (+16), **Dex:** 28 (+20)

**Int:** 22 (+17), **Wis:** 19 (+15), **Cha:** 22 (+17)

**Initiative:** +22; **Speed:** 8, fly 14 (hover), overland flight 18; see also *flyby attack*

**Action Points:** 2

**AC:** 36; **Fort:** 34, **Ref:** 37, **Will:** 32; **Saving Throws:** +5

**HP:** 536, **Staggered:** 268; see also *energy leak*

**Resist:** poison 30

*Detect Thoughts aura 10:* The couatl has a +2 power bonus to all defenses against attacks from enemies in aura. Enemies in aura cannot use Stealth to hide from couatl; the couatl receives a +10 power bonus to Insight checks to oppose Bluff checks made by creatures in the aura.

‡ **Bite** (standard, at-will) • **Poison**

Reach 3; +27 vs AC; 2d6+9 damage, and 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.

† **Constrict** (standard, at-will)

+25 vs Fortitude (must be grappling the target); 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 basic melee attack at any point during the move without provoking an opportunity attack from the target.

↗ **Serpent's Gaze** (swift, at-will, once per round) • **Charm, Gaze**

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

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

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

⌘ **Energy Leak** (free, encounter) • **Poison**

When first staggered; the couatl's breath weapon refreshes, and the couatl uses it immediately.

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

Near burst 5; +23 vs Will (enemies only); the target is blinded until the end of the couatl's next turn.

*Aftereffect:* The target is rattled (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

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In cliffside caves and sunken ruins dwell strange beings, servants of the mysterious aboleth.

## 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; **Speed:** 7, swim 6

**AC:** 22; **Fort:** 21, **Ref:** 18, **Will:** 17

**HP:** 54, **Staggered:** 27

**Immune:** charm

‡ **Dagger** (standard, at-will) • **Weapon**

+11 vs AC; 3d4+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

An enthralled servant gains a +1 power bonus to attack and damage rolls against a target marked by itself or one of its allies.

### One Mind, One Advantage

While an enthralled servant has combat advantage against a target, allies within 5 squares also have combat advantage against that target.

## Deepfolk

**Level 6 Wrecker** (250 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

**Senses:** Perception +9; **Skills:** Athletics +14, Stealth +11

**Languages:** Deep Speech

**Str:** 22 (+9), **Con:** 16 (+6), **Dex:** 16 (+6)

**Int:** 5 (+1), **Wis:** 12 (+4), **Cha:** 6 (+1)

**Initiative:** +6; **Speed:** 6, swim 8

**AC:** 18; **Fort:** 21, **Ref:** 18, **Will:** 15

**HP:** 63, **Staggered:** 31

‡ **Claw** (standard, at-will)

+11 vs AC; 1d10+6 damage, and the deepfolk makes a secondary attack against the same target.

*Secondary Attack:* +7 vs Reflex; the target is grappled.

† **Worrying Bite** (standard, at-will)

+9 vs AC (must be grappling the target); 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.

# Half-Aboleth

**Level 6 Boss Wrecker** (1250 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; **Speed:** 7, swim 6

**Action Points:** 2

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

**HP:** 252, **Staggered:** 126

**Immune:** charm

‡ **Falchion** (standard, at-will) • **Weapon**

+11 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**

While a half-aboleth has combat advantage against a target, allies within 5 squares also have combat advantage against that target.

## 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; **Speed:** 6, swim 8

**AC:** 24; **Fort:** 23, **Ref:** 19, **Will:** 18

**HP:** 64, **Staggered:** 32

**Immune:** charm

‡ **Greatsword** (standard, at-will) • **Weapon**

+13 vs AC; 2d10+5 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 transformed servant gains a +2 power bonus to attack and damage rolls against a target marked by itself or one of its allies.

**One Mind, One Advantage**

While a transformed servant has combat advantage against a target, allies within 5 squares also have combat advantage against that target.



## Sand Sentry

**Level 6 Skulker** (250 XP)

Medium Elemental Humanoid • Earth (Unaligned)

**Senses:** Perception +4, tremorsense 12; **Skills:** Acrobatics +7, Stealth +7

**Languages:** Primordial

**Str:** 16 (+3), **Con:** 16 (+3), **Dex:** 8 (-1)

**Int:** 10 (+0), **Wis:** 12 (+1), **Cha:** 10 (+0)

**Initiative:** +2; **Speed:** 5, burrow 10 (earth glide)

**AC:** 20; **Fort:** 18, **Ref:** 19, **Will:** 17

**HP:** 45, **Staggered:** 22

‡ **Fist** (standard, at-will)

+11 vs AC; 2d10+3 damage.

⌘ **Blinding Sand** (standard, encounter)

Near arc 2; +11 vs Reflex; 2d10+3 damage, and the target is blinded (save ends).

**Glass Armor**

When the sand sentry takes fire or lightning damage, its outer layer of sand fuses into sheets of hardened glass. It loses earth glide but gains resistance to all damage 5 until it takes damage.

## Aquatic Gargoyle

**Level 8 Skulker** (350 XP)

Medium Elemental Humanoid • Aquatic, Earth (Evil)

**Senses:** Perception +12, darkvision; **Skills:** Stealth +12

**Languages:** Primordial

**Str:** 21 (+9), **Con:** 17 (+7), **Dex:** 17 (+7)

**Int:** 5 (+2), **Wis:** 17 (+7), **Cha:** 17 (+7)

**Initiative:** +11; **Speed:** 6, swim 6

**AC:** 22; **Fort:** 21, **Ref:** 19, **Will:** 19

**HP:** 53, **Staggered:** 26

‡ **Claw** (standard, at-will)

+13 vs AC; 2d6+5 damage.

**Stone Form** (standard, at-will)

The aquatic gargoyle gains resistance 25 to all damage, 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** (react, at-will)

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

# Fiends

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## Hopping Imp

**Level 1 Wrecker** (100 XP)

Small Outsider Humanoid • Demon (Evil)

**Senses:** Perception +2, darkvision

**Languages:** Common, Abyssal

**Str:** 10 (+0), **Con:** 14 (+2), **Dex:** 17 (+3)

**Int:** 10 (+0), **Wis:** 12 (+1), **Cha:** 14 (+2)

**Initiative:** +4; **Speed:** 6, fly 2

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

**HP:** 33, **Staggered:** 16

**Resist:** fire 5

*Curse (Psychic) aura 1:* Each time a creature in the aura misses on an attack, it takes 1d8+4 psychic damage.

‡ **Festering Claws** (standard, at-will) • **Poison**

+6 vs AC; the target takes persistent 5 poison damage (save ends).

⌘ **Blight Jet** (standard, at-will) • **Poison**

Near arc 2; +6 vs Fortitude; 2d8+4 poison damage, and the target is slowed (save ends).

## Demon Toad

**Level 1 Wrecker** (100 XP)

Small Outsider Monstrosity • Demon (Chaotic Evil)

**Senses:** Perception +3, darkvision

**Languages:** Common, Abyssal

**Str:** 12 (+1), **Con:** 17 (+3), **Dex:** 14 (+2)

**Int:** 6 (-2), **Wis:** 14 (+2), **Cha:** 6 (-2)

**Initiative:** +3; **Speed:** 4

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

**HP:** 33, **Staggered:** 16

**Resist:** poison 5

‡ **Bite** (standard, at-will) • **Poison**

+6 vs AC; 2d8+4 poison damage.

⌘ **Foul Belch** (react, at-will) • **Poison**

When the toad takes damage: Near burst 1; +6 vs Fortitude; 2d8+4 poison damage, and the target is dazed (save ends).

**Leap**

The demon toad jumps 4 squares, without provoking opportunity attacks.

## Burner Demon

**Level 5 Wrecker** (200 XP)

Medium Outsider Humanoid • Demon, Fire (Chaotic Evil)

**Senses:** Perception +6, darkvision

**Languages:** Common, Abyssal

**Str:** 10 (+2), **Con:** 16 (+5), **Dex:** 19 (+6)

**Int:** 10 (+2), **Wis:** 12 (+3), **Cha:** 16 (+5)

**Initiative:** +9; **Speed:** fly 4 (hover, max altitude 2)

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

**HP:** 57, **Staggered:** 28

**Resist:** fire 10, **Vulnerable:** cold 10

‡ **Flickers of Flame** (standard, at-will) • **Fire**

+10 vs Reflex; 2d6+4 fire damage. *Miss:* Random creature adjacent to burner demon takes 1d6+4 fire damage.

\* **Quick Flicking Fire** (standard, at-will) • **Fire**

Far burst 1 within 5; +10 vs Reflex (one random target in range); 2d6+6 fire damage.

## Hellhound

**Level 5 Wrecker** (200 XP)

Medium Outsider Beast • Demon (Evil)

**Senses:** Perception +8, darkvision

**Languages:** Common, Abyssal

**Str:** 19 (+6), **Con:** 16 (+5), **Dex:** 16 (+5)

**Int:** 6 (+0), **Wis:** 16 (+5), **Cha:** 6 (+0)

**Initiative:** +8; **Speed:** 8

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

**HP:** 57, **Staggered:** 28

**Resist:** fire 10, **Vulnerable:** cold 10

‡ **Savage Bite** (standard, at-will) • **Fire**

+10 vs AC; 2d6+4 fire damage. *Miss:* Make a *fiery breath* attack as a free action, if available.

⌘ **Fiery Breath** (standard, refresh 5, 6) • **Fire**

Near arc 2; +10 vs Reflex; 1d6+4 fire damage and persistent 5 fire damage.

## Hungry Maw

**Level 9 Wrecker** (400 XP)

Medium Outsider Monstrosity • Demon (Chaotic Evil)

**Senses:** Perception +13, darkvision

**Languages:** Common, Abyssal

**Str:** 21 (+9), **Con:** 16 (+7), **Dex:** 18 (+8)

**Int:** 8 (+3), **Wis:** 18 (+8), **Cha:** 8 (+3)

**Initiative:** +13; **Speed:** 6

**AC:** 21; **Fort:** 22, **Ref:** 20, **Will:** 21

**HP:** 81, **Staggered:** 40

*Chomp and Chew aura 1:* Targets take 10 persistent damage (save ends).

‡ **Big Chomp** (standard, at-will)

+14 vs AC; 4d6+8 damage.

## Hezrou

**Level 9 Wrecker** (400 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** Perception +11, darkvision

**Languages:** Common, Abyssal

**Str:** 18 (+8), **Con:** 21 (+9), **Dex:** 10 (+4)

**Int:** 18 (+8), **Wis:** 14 (+6), **Cha:** 18 (+8)

**Initiative:** +9; **Speed:** 8

**AC:** 21; **Fort:** 22, **Ref:** 20, **Will:** 21

**HP:** 81, **Staggered:** 40

*Demonic Stench aura 1:* Creatures in the aura cannot heal.

‡ **Meaty, Clawed Hands** (standard, at-will)

+14 vs AC; 2d8+4 damage, and the target is grappled.

† **Constrict** (standard, at-will)

A creature the hezrou has grappled takes 3d8+4 damage.

**Leap**

The hezrou jumps 4 squares, without provoking opportunity attacks.

## Vulture Demon

**Level 9 Wrecker** (400 XP)

Large Outsider Monstrosity • Demon (Chaotic Evil)

**Senses:** Perception +13, darkvision

**Languages:** Common, Abyssal

**Str:** 21 (+9), **Con:** 18 (+8), **Dex:** 18 (+8)

**Int:** 15 (+6), **Wis:** 18 (+8), **Cha:** 16 (+7)

**Initiative:** +13; **Speed:** 6, fly 8

**AC:** 21; **Fort:** 22, **Ref:** 20, **Will:** 21

**HP:** 81, **Staggered:** 40

‡ **Filth Covered Claws** (standard, at-will) • **Poison**

+14 vs AC; 2d8+6 damage and persistent 5 poison damage.

⌘ **Demonic Screech** (standard, refresh 5, 6) • **Psychic**

Near arc 3; +14 vs Will; 2d8+8 psychic damage and the target grants combat advantage until the end of the vulture demon's next turn.

## Big Burner

**Level 15 Wrecker** (1200 XP)

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

**Senses:** Perception +16, darkvision

**Languages:** Common, Abyssal

**Str:** 14 (+9), **Con:** 21 (+12), **Dex:** 24 (+14)

**Int:** 10 (+7), **Wis:** 12 (+8), **Cha:** 18 (+11)

**Initiative:** +22; **Speed:** fly 8 (hover, max altitude 3)

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

**HP:** 117, **Staggered:** 58

**Resist:** fire 15, **Vulnerable:** cold 15

‡ **Flickers of Flame** (standard, at-will) • **Fire**

Reach 2; +20 vs Reflex; 3d6+8 fire damage. *Miss:* Random creature adjacent to big burner takes 2d6+4 fire damage.

\* **Quick Flicking Fire** (standard, at-will) • **Fire**

Far burst 1 within 5; +20 vs Reflex (one random target in range); 4d6+8 fire damage.

## Frenzy Demon

**Level 19 Wrecker** (2400 XP)

Medium Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** Perception +20, darkvision

**Languages:** Common, Abyssal

**Str:** 26 (+17), **Con:** 23 (+15), **Dex:** 16 (+12)  
**Int:** 8 (+8), **Wis:** 12 (+10), **Cha:** 23 (+15)

**Initiative:** +22; **Speed:** 8

**AC:** 31; **Fort:** 32, **Ref:** 30, **Will:** 31

**HP:** 141, **Staggered:** 70

*Aura of Frustration (Psychic) aura 3:* Each time a creature within the aura misses on an attack roll, the frenzy demon gets a +2 power bonus to its next attack roll.

‡ **Claw** (standard, at-will)

+24 vs AC; 3d12+12 damage.

† **Raking Claws** (standard, at-will)

+24 vs AC; 4d12+8 damage.

## Pincer Demon (Glabrezu)

**Level 19 Wrecker** (2400 XP)

Huge Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** Perception +22, darkvision

**Languages:** Common, Abyssal

**Str:** 26 (+17), **Con:** 23 (+15), **Dex:** 10 (+9)

**Int:** 23 (+15), **Wis:** 16 (+12), **Cha:** 23 (+15)

**Initiative:** +19; **Speed:** 6

**AC:** 31; **Fort:** 32, **Ref:** 30, **Will:** 31

**HP:** 141, **Staggered:** 70

‡ **Pincer** (standard, at-will)

+24 vs AC; 4d8+8 damage.

\* **Chaos Hammer** (standard, at-will) • **Force**

+24 vs Fortitude; 2d10+8 force damage and the target falls prone.

## Boar Demon (Nalfeshnee)

**Level 19 Wrecker** (2400 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** Perception +25, darkvision

**Languages:** Common, Abyssal

**Str:** 23 (+15), **Con:** 26 (+17), **Dex:** 13 (+10)

**Int:** 23 (+15), **Wis:** 23 (+15), **Cha:** 20 (+14)

**Initiative:** +20; **Speed:** 5, fly 8

**AC:** 31; **Fort:** 32, **Ref:** 30, **Will:** 31

**HP:** 141, **Staggered:** 70

‡ **Musky Claw** (standard, at-will)

+24 vs AC; 3d10+12 damage.

⚡ **Accursed Blast** (standard, encounter) • **Necrotic, Lightning**

Near arc 2; +24 vs Reflex; 3d6+10 necrotic and lightning damage, and the target is weakened until the end of the boar demon's next turn.

**Horror Nimbus** (react, encounter)

When the boar demon is reduced to 0 HP or below, it is destroyed. *Secondary Attack:* Near burst 2; +24 vs Reflex; the target is pushed 2 and dazed (save ends)

## Laughing Demon

**Level 25 Wrecker** (6400 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** Perception +27, darkvision

**Languages:** Common, Abyssal

**Str:** 26 (+20), **Con:** 20 (+17), **Dex:** 26 (+20)

**Int:** 16 (+15), **Wis:** 14 (+14), **Cha:** 29 (+21)

**Initiative:** +33; **Speed:** 8

**AC:** 37; **Fort:** 38, **Ref:** 36, **Will:** 37

**HP:** 177, **Staggered:** 88

*Aura of Mockery (Psychic) aura 3:* A creature within the aura that fails a saving throw takes 15 damage.

‡ **Tooth and Claw** (standard, at-will)

+30 vs AC; 2d10+8 damage, and a creature adjacent to the target takes 1d8+4 damage.

† **Tooth and Claw and Stomp** (standard, at-will)

Make two *tooth and claw* attacks.

## Balor

**Level 29 Wrecker** (12800 XP)

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

**Senses:** Perception +36, darkvision, trueseeing

**Languages:** Common, Abyssal

**Str:** 31 (+24), **Con:** 28 (+23), **Dex:** 28 (+23)

**Int:** 24 (+21), **Wis:** 24 (+21), **Cha:** 26 (+22)

**Initiative:** +38; **Speed:** 6, fly 12

**AC:** 41; **Fort:** 42, **Ref:** 40, **Will:** 41

**HP:** 201, **Staggered:** 100

**Resist:** fire 15, necrotic 15, **Vulnerable:** cold 15

*Aura of Flame (Fire) aura 2:* A creature that enters or begins its turn in the aura takes 20 fire damage.

‡ **Longsword** (standard, at-will) • **Fire, Necrotic, Weapon**

Reach 2; +34 vs AC; 4d12+20 fire and necrotic damage.

† **Flame Whip** (swift, at-will) • **Fire**

Reach 3; +34 vs Reflex; the target is knocked prone and pulled 3.

**Lifedrinker** (free, at-will) • **Healing**

If a creature is killed within the balor's aura, the balor heals hit points equal to its recovery value.

**Fallen Angel's Reckoning** (react) • **Radiant**

When the balor is reduced to 0 HP or below, it is destroyed. Creatures within Near burst 5 take 2d12+8 radiant damage.

## Marilith

**Level 29 Wrecker** (12800 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

**Senses:** Perception +33, darkvision

**Languages:** Common, Abyssal

**Str:** 31 (+24), **Con:** 28 (+23), **Dex:** 28 (+23)

**Int:** 18 (+18), **Wis:** 18 (+18), **Cha:** 28 (+23)

**Initiative:** +38; **Speed:** 8

**AC:** 41; **Fort:** 42, **Ref:** 40, **Will:** 41

**HP:** 201, **Staggered:** 100

*Wall of Steel aura 2:* A creature that leaves the aura takes 15 damage.

‡ **Sword** (standard, at-will) • **Weapon**

Reach 2; +34 vs AC; 3d6+6 damage.

† **Three Whirling Swords** (standard, at-will) • **Weapon**

Make three *sword* attacks, each against a different target. Shift 1 between attacks.

**Terrible Swift Swords** (free, encounter)

For the rest of this turn, all attacks you make score a critical hit on a natural 15-20.

**Beguiling Gaze** (standard, at-will) • **Psychic, Charm**

Ranged 10; +34 vs Will; the target is pulled 6 squares.

# Flying Head

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## 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; **Speed:** fly 7 (hover)

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

**HP:** 49, **Staggered:** 24

**Immune:** fear, **Resist:** necrotic 10, **Vulnerable:** radiant 5

‡ **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 heal hit points until the end of the encounter.

**Flyby Attack** (standard, refresh 5, 6)

The flying head flies up to 7 squares. At one point during the movement, they can make one basic melee attack. Moving away from the target of the attack does not provoke opportunity attacks.

⌘ **Horrid Screech** (standard, encounter) • **Fear**

Near arc 3; +7 vs Will; The target is immobile (save ends). *First Failed Save:* The target is stunned (save ends).

## Flying Head Swarm

**Level 29 Elite Striker** (25600 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; **Speed:** fly 10 (hover)

**Action Points:** 1

**AC:** 43; **Fort:** 39, **Ref:** 46, **Will:** 37; **Saving Throws:** +2

**HP:** 338, **Staggered:** 169

**Immune:** fear, **Resist:** necrotic 20, Melee and Ranged attacks (half damage), **Vulnerable:** radiant 10, Near and Far attacks 10

*Swarm Violence aura 3:* If an enemy begins their turn in this aura, makes a basic melee attack against them as a free action.

‡ **Screeching Storm** (standard, at-will) • **Necrotic**

+34 vs AC; 3d8+12 necrotic damage, and the target takes 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 recoveries and the ability to heal 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); the target is grappled and pulled into the swarm's space. The target is dazed and takes persistent 20 necrotic damage and cannot heal hit points until it escapes the grapple. A creature that escapes the grapple shifts to a square of its choice adjacent to the swarm. The swarm can move normally while creatures are engulfed within it.

⌘ **Cacophony of Doom** (standard, refresh 5, 6) • **Fear, Psychic**



Near arc 5; +30 vs Will; 4d8+4 psychic damage, and the target is immobile (save ends). *First Failed Save:* The target is stunned (save ends).

# Golems

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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; **Skills:** Acrobatics +8, Stealth +8

**Languages:** Common

**Str:** 16 (+3), **Con:** 14 (+2), **Dex:** 16 (+3)

**Int:** 6 (-2), **Wis:** 10 (+0), **Cha:** 15 (+2)

**Initiative:** +5; **Speed:** 7

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

**HP:** 29, **Staggered:** 14

‡ **Hooked Glaive** (standard, at-will) • **Weapon**

+6 vs AC; 1d8+3 damage.

† **Disarm** (react, at-will) • **Weapon**

When an enemy misses the mound with a melee attack; +4 vs Reflex; the target's weapon is ripped from its grasp and lands 1d6 squares away in a random direction.

**Vermin Rebuke** (react, encounter) • **Poison**

When the mound is hit with a melee attack; The target takes 1d6+2 poison damage.

**Swift Withdraw** (swift, at-will)

The mound shifts 1 square.

A squirming mound is made of worms, newts, frogs, millipedes and all manner of other creeping and crawling things.

## 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; **Speed:** 6

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

**HP:** 29, **Staggered:** 14

**Immune:** disease, poison, sleep, **Resist:** attacks that target AC 5, **Vulnerable:** fire 10

‡ **Slam** (standard, at-will)

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

† **Clench** (standard, at-will)

+4 vs Fortitude (must be grappling the target); 1d8+6 damage.

## Vigilant Statue

**Level 6 Boss Blocker** (1250 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; **Speed:** 6; can't shift

**Action Points:** 2

**AC:** 22; **Fort:** 19, **Ref:** 18, **Will:** 18; **Saving Throws:** +5

**HP:** 216, **Staggered:** 108

**Immune:** disease, poison, sleep, **Resist:** all 10

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

‡ **Slam** (standard, at-will)

Reach 2; +11 vs AC; 2d6+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 is rattled (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

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Hags are cruel witches from the Plane of Faerie.

## Blood-Drinker Hag

**Level 3 Boss Spoiler** (750 XP)

Medium Fey Humanoid • Undead (Any)

**Senses:** Perception +5, darkvision; **Skills:** Bluff +8

**Languages:** Common

**Str:** 19 (+5), **Con:** 14 (+3), **Dex:** 14 (+3)

**Int:** 12 (+2), **Wis:** 9 (+1), **Cha:** 14 (+3)

**Initiative:** +3; **Speed:** 6

**Action Points:** 2

**AC:** 17; **Fort:** 17, **Ref:** 15, **Will:** 12; **Saving Throws:** +5

**HP:** 156, **Staggered:** 78

**Immune:** disease, poison, **Resist:** necrotic 10, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will)

+8 vs AC; 1d10+4 damage.

† **Toothed Tongue** (standard, at-will) • **Necrotic**

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

† **Tooth and Claw** (standard, at-will)

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

**Drink Salt** (swift, at-will) • **Healing, Necrotic**

A creature the hag has grappled takes 1d6+2 necrotic damage. The hag 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. The hag can grapple up to three targets with hungry tongues.

**Feeding Ward**

The hag gains a +2 power bonus to all defenses while the hag is grappling one or more enemies.

## Ice Hag

**Level 12 Elite Striker** (1400 XP)

Medium Fey Humanoid • Cold (Any)

**Senses:** Perception +10, low-light vision, can see through concealment from precipitation; **Skills:**

Intimidate +13, Nature +11, Stealth +15

**Languages:** Common, Giant

**Str:** 23 (+12), **Con:** 19 (+10), **Dex:** 18 (+10)

**Int:** 11 (+6), **Wis:** 18 (+10), **Cha:** 14 (+8)

**Initiative:** +12; **Speed:** 4 (ice stride), fly 10 (hover), overland flight 15

**Action Points:** 1

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

**HP:** 168, **Staggered:** 84

**Immune:** 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.

‡ **Claw** (standard, at-will)

+17 vs AC; 3d6+6 damage.

† **Fierce Gust** (standard, at-will)

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

† **Snowblind Strike** (react, encounter, 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

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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.

## Ill-Equipped Combatant

### Level 1 Mook Striker (25 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +4; **Skills:** Intimidate + 5, Sleight of Hand +5

**Languages:** Common

**Str:** 12 (+1), **Con:** 10 (+0), **Dex:** 13 (+1)

**Int:** 10 (+0), **Wis:** 8 (-1), **Cha:** 10 (+0)

**Equipment:** hatchet, bow

**Initiative:** +3; **Speed:** 6

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

**HP:** 1; a missed attack never damages a mook

‡ **Hatchet** (standard, at-will) • **Weapon**

+6 vs AC; 5 damage.

↗ **Bow** (standard, at-will) • **Weapon**

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

## Chain Brawler

### Level 1 Striker (100 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +4; **Skills:** Intimidate +5, Stealth +7, Sleight of Hand +7

**Languages:** Common

**Str:** 12 (+1), **Con:** 10 (+0), **Dex:** 14 (+2)

**Int:** 10 (+0), **Wis:** 9 (+0), **Cha:** 10 (+0)

**Equipment:** length of chain

**Initiative:** +4; **Speed:** 6

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

**HP:** 29, **Staggered:** 14

‡ **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 doing damage.

## Bodyguard

### Level 1 Blocker (100 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +1; **Skills:** Acrobatics +7, Athletics +8

**Languages:** Common

**Str:** 16 (+3), **Con:** 13 (+1), **Dex:** 14 (+2)

**Int:** 11 (+0), **Wis:** 12 (+1), **Cha:** 10 (+0)

**Equipment:** spiked chain

**Initiative:** +4; **Speed:** 6

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

**HP:** 29, **Staggered:** 14

‡ **Spiked Chain** (standard, at-will) • **Weapon**

Reach 2; +6 vs AC; 2d4+3 damage.

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

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

## Warden

**Level 1 Striker** (100 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +5; **Skills:** Stealth +8, Thievery +8

**Languages:** Common

**Str:** 12 (+1), **Con:** 13 (+1), **Dex:** 16 (+3)

**Int:** 10 (+0), **Wis:** 11 (+0), **Cha:** 12 (+1)

**Equipment:** longspear, short sword, net

**Initiative:** +5; **Speed:** 6

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

**HP:** 29, **Staggered:** 14

‡ **Longspear** (standard, at-will) • **Weapon**

Reach 2; +6 vs AC; 1d10+1 damage.

† **Weighted Net** (standard, at-will) • **Weapon**

Reach 3; 1d4+1 damage.

*Secondary Attack:* +5 vs Reflex; the target is immobile (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; **Skills:** Intimidate +6

**Languages:** Common

**Str:** 12 (+2), **Con:** 14 (+3), **Dex:** 12 (+2)

**Int:** 10 (+1), **Wis:** 9 (+1), **Cha:** 10 (+1)

**Equipment:** club

**Initiative:** +4; **Speed:** 6

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

**HP:** 1; a missed attack never damages a mook

‡ **Club** (standard, at-will) • **Weapon**

+7 vs AC; 4 damage.

## Siege Engineer

**Level 2 Archer** (125 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +1; **Skills:** Athletics +7

**Languages:** Common

**Str:** 12 (+2), **Con:** 13 (+2), **Dex:** 17 (+4)

**Int:** 10 (+1), **Wis:** 11 (+1), **Cha:** 12 (+2)

**Equipment:** leather armor, dagger, crossbow

**Initiative:** +4; **Speed:** 6

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

**HP:** 29, **Staggered:** 14

‡ **Dagger** (standard, at-will) • **Weapon**

+7 vs AC; 1d4+1 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

Ranged 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.

## Grenadier

**Level 2 Archer** (125 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +6; **Skills:** Endure + 9

**Languages:** Common

**Str:** 12 (+2), **Con:** 14 (+3), **Dex:** 12 (+2)

**Int:** 10 (+1), **Wis:** 9 (+1), **Cha:** 10 (+1)

**Equipment:** crossbow, grenades

**Initiative:** +2; **Speed:** 6

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

**HP:** 29, **Staggered:** 14

‡ **Dagger** (standard, at-will) • **Weapon**

+7 vs AC; 1d8+2 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

Ranged 10/20; +7 vs AC; 1d8+4 damage.

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

Far burst 2 within 15; +8 vs Reflex; 1d6+4 damage.

**Grenadier** (standard, refresh 5, 6) • **Weapon**

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

## Knifer

**Level 3 Mook Striker** (38 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +5; **Skills:** Intimidate + 6, Stealth +9

**Languages:** Common

**Str:** 14 (+3), **Con:** 11 (+1), **Dex:** 16 (+4)

**Int:** 10 (+1), **Wis:** 8 (+0), **Cha:** 10 (+1)

**Equipment:** knives

**Initiative:** +6; **Speed:** 6

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

**HP:** 1; a missed attack never damages a mook

‡ **Assorted Knives** (standard, at-will) • **Weapon**

+8 vs AC; 5 damage.

## Daggermaster

**Level 3 Blocker** (150 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +6; **Skills:** Intimidate +7, Stealth +9, Athletics +6

**Languages:** Common



**Str:** 14 (+3), **Con:** 12 (+2), **Dex:** 16 (+4)

**Int:** 11 (+1), **Wis:** 10 (+1), **Cha:** 10 (+1)

**Equipment:** knife

**Initiative:** +6; **Speed:** 6

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

**HP:** 39, **Staggered:** 19

‡ **Knife** (standard, at-will) • **Weapon**

+8 vs AC; 1d6+5 damage.

† **Knifefighter** (standard, at-will) • **Weapon**

The daggermaster may make two *knife* attacks.

## Shadowblast Warlock

**Level 3 Skulker** (150 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +10; **Skills:** Intimidate +7, Stealth +7, Athletics +6

**Languages:** Common

**Str:** 14 (+3), **Con:** 12 (+2), **Dex:** 13 (+2)

**Int:** 11 (+1), **Wis:** 18 (+5), **Cha:** 10 (+1)

**Equipment:** knife

**Initiative:** +6; **Speed:** 6

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

**HP:** 33, **Staggered:** 16

‡ **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, 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 shadowblast warlock regains the use of this power

## Scurvy Pirate

**Level 3 Blocker** (150 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +6; **Skills:** Athletics +9

**Languages:** Common

**Str:** 16 (+4), **Con:** 15 (+3), **Dex:** 14 (+3)

**Int:** 10 (+1), **Wis:** 11 (+1), **Cha:** 12 (+2)

**Equipment:** leather armor, boat hook, crossbow

**Initiative:** +5; **Speed:** 6

**AC:** 19; **Fort:** 16, **Ref:** 15, **Will:** 14

**HP:** 39, **Staggered:** 19

‡ **Boat Hook** (standard, at-will) • **Weapon**

Reach 2; +8 vs AC; 2d6+3 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

Ranged 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!** (counter, at-will)

When an enemy 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).

## Snake Bearer

**Level 4 Mook Archer** (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)

**Equipment:** club, cobra

**Initiative:** +2; **Speed:** 6 (8 while charging)

**AC:** 16; **Fort:** 18, **Ref:** 14, **Will:** 14

**HP:** 1; a missed attack never damages a mook

‡ **Club** (standard, at-will) • **Weapon**

+9 vs AC; 5 damage.

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

Ranged 5; +9 vs AC; 5 damage, and the snake bearer makes a secondary attack on the same target.

*Secondary Attack:* +7 vs Fortitude; the target takes persistent 5 poison damage (save ends).

## Gang Member

**Level 4 Mook Striker** (44 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +7; **Skills:** Intimidate +7, Stealth +10

**Languages:** Common

**Str:** 12 (+3), **Con:** 11 (+2), **Dex:** 16 (+5)

**Int:** 11 (+2), **Wis:** 11 (+2), **Cha:** 10 (+2)

**Equipment:** iron knuckles, bow

**Initiative:** +7; **Speed:** 6

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

**HP:** 1; a missed attack never damages a mook

‡ **Iron Knuckles** (standard, at-will) • **Weapon**

+9 vs AC; 7 damage, and the target is pushed 1 square. If the target cannot be pushed, it takes an additional 2 damage.

↗ **Bow** (standard, at-will) • **Weapon**

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

## Gang Leader

**Level 4 Elite Spoiler** (Leader) (350 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +8; **Skills:** Intimidate +10, Bluff +10, Stealth +9

**Languages:** Common

**Str:** 11 (+2), **Con:** 13 (+3), **Dex:** 14 (+4)

**Int:** 14 (+4), **Wis:** 12 (+3), **Cha:** 16 (+5)

**Equipment:** arbalest

**Initiative:** +4; **Speed:** 6

**Action Points:** 1

**AC:** 18; **Fort:** 15, **Ref:** 15, **Will:** 17; **Saving Throws:** +2

**HP:** 88, **Staggered:** 44

‡ **Knife** (standard, at-will) • **Weapon**

+9 vs AC; 1d6+3 damage.

↗ **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 Near burst 4 can make a saving throw or make a basic attack.

**Redeployment** (move, at-will)

One ally in Near burst 5 shifts 3 squares.

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

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

## Repeater Crossbowman

**Level 5 Mook Archer** (50 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +7; **Skills:** Intimidate +7, Stealth +9

**Languages:** Common

**Str:** 13 (+3), **Con:** 12 (+3), **Dex:** 14 (+4)

**Int:** 12 (+3), **Wis:** 12 (+3), **Cha:** 11 (+2)

**Equipment:** repeater crossbow

**Initiative:** +4; **Speed:** 6

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

**HP:** 1; a missed attack never damages a mook

‡ **Shortsword** (standard, at-will) • **Weapon**

+10 vs AC; 5 damage.

↗ **Repeater Crossbow** (standard, at-will) • **Weapon**

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

**Wild Spray** (move, at-will) • **Weapon**

The repeater crossbowman hit with a *repeater crossbow* attack this turn; the repeater crossbowman makes one *repeater crossbow* attack against an enemy within 2 squares of the original target.

## Cowled Assassin

**Level 5 Skulker** (200 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +9; **Skills:** Bluff +11, Intimidate +10, Stealth +11

**Languages:** Common

**Str:** 10 (+2), **Con:** 12 (+3), **Dex:** 18 (+6)

**Int:** 16 (+5), **Wis:** 16 (+5), **Cha:** 18 (+6)

**Equipment:** knife

**Initiative:** +10; **Speed:** 6

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

**HP:** 41, **Staggered:** 20

‡ **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 *concealed knife*, he gains a +3 power bonus to all defenses and a +3 power bonus to Bluff and Intimidate skill checks.

**Slip-Out** (move, at-will)

The cowled assassin shifts 4 squares and gains a +1 power bonus to AC until the start of his 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; **Skills:** Intimidate +7, Athletics +10

**Languages:** Common

**Str:** 13 (+3), **Con:** 16 (+5), **Dex:** 13 (+3)

**Int:** 12 (+3), **Wis:** 14 (+4), **Cha:** 11 (+2)

**Equipment:** repeater crossbow

**Initiative:** +3; **Speed:** 5

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

**HP:** 41, **Staggered:** 20

‡ **Shortsword** (standard, at-will) • **Weapon**

+10 vs AC; 1d6+4 damage.

↗ **Repeater Crossbow** (standard, at-will) • **Weapon**

Ranged 25/50; +10 vs AC; 2d6+6 damage.

\* **Bring Down the Rain** (standard, at-will) • **Weapon**

Far wall 4 within 25; +10 vs Reflex; 1d8+6 damage.

## Wolfshead Bandit

**Level 6 Mook Archer** (63 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +10; **Skills:** Intimidate +9, Stealth +11

**Languages:** Common

**Str:** 14 (+5), **Con:** 14 (+5), **Dex:** 16 (+6)

**Int:** 13 (+4), **Wis:** 14 (+5), **Cha:** 12 (+4)

**Equipment:** bow

**Initiative:** +6; **Speed:** 6

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

**HP:** 1; a missed attack never damages a mook

‡ **Scythe** (standard, at-will) • **Weapon**

+11 vs AC; 5 damage.

↗ **Bow** (standard, at-will) • **Weapon**

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

## Hulk

**Level 6 Wrecker** (250 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +10; **Skills:** Intimidate +11, Athletics +12

**Languages:** Common

**Str:** 18 (+7), **Con:** 16 (+6), **Dex:** 14 (+5)

**Int:** 12 (+4), **Wis:** 14 (+5), **Cha:** 12 (+4)

**Equipment:** club, bow

**Initiative:** +5; **Speed:** 6

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

**HP:** 63, **Staggered:** 31

**Resist:** all 5

‡ **Club** (standard, at-will) • **Weapon**

+11 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)

If the hulk is dazed, immobile, slowed or weakened, the hulk loses these conditions.

## Sniper Bandit

**Level 7 Mook Striker** (75 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +9; **Skills:** Intimidate +9, Stealth +11

**Languages:** Common

**Str:** 13 (+4), **Con:** 15 (+5), **Dex:** 17 (+6)

**Int:** 12 (+4), **Wis:** 14 (+5), **Cha:** 12 (+4)

**Equipment:** repeater arbalest

**Initiative:** +8; **Speed:** 6

**AC:** 21; **Fort:** 19, **Ref:** 20, **Will:** 19

**HP:** 1; a missed attack never damages a mook

‡ **Dagger** (standard, at-will) • **Weapon**

+12 vs AC; 6 damage.

↗ **Repeater Arbalest** (standard, at-will) • **Weapon**

Ranged 10/20; +12 vs AC; 6 damage, and the target is knocked prone.

**Sprint Shot** (standard, at-will) • **Weapon**

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

## King of Thieves

**Level 7 Elite Blocker** (Leader) (600 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +10; **Skills:** Acrobatics +12, Intimidate +9, Stealth +12

**Languages:** Common

**Str:** 14 (+5), **Con:** 16 (+6), **Dex:** 18 (+7)

**Int:** 15 (+5), **Wis:** 14 (+5), **Cha:** 12 (+4)

**Equipment:** crossbow

**Initiative:** +9; **Speed:** 6

**Action Points:** 1

**AC:** 23; **Fort:** 18, **Ref:** 20, **Will:** 20; **Saving Throws:** +2

**HP:** 118, **Staggered:** 59

*Sleep When You're Dead aura 5:* Each time an ally in the aura is staggered or reduced to 0 hit points or below, the ally can make a basic attack. If the ally is at 0 hit points or below, it falls unconscious after making the attack.

‡ **Dagger** (standard, at-will) • **Weapon**

+12 vs AC; 1d8+4 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

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

**Empty The Quirrel** (standard, refresh 6)

The king of thieves makes a *crossbow* attack. If it hits, he makes another *crossbow* attack. This continues until the king of thieves misses or has made four *crossbow* attacks.

**Intimidating** (counter, at-will)

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

## Longbowman

**Level 8 Mook Archer** (88 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +11; **Skills:** Intimidate +9, Stealth +13

**Languages:** Common

**Str:** 14 (+6), **Con:** 15 (+6), **Dex:** 18 (+8)

**Int:** 12 (+5), **Wis:** 14 (+6), **Cha:** 13 (+5)

**Equipment:** longbow

**Initiative:** +8; **Speed:** 6

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

**HP:** 1; a missed attack never damages a mook

‡ **Knife** (standard, at-will) • **Weapon**

+13 vs AC; 6 damage.

↗ **Longbow** (standard, at-will) • **Weapon**

Ranged 20/40; +13 vs AC; 8 damage.

**Snapshot** (move, at-will) • **Weapon**

The longbowman makes a *longbow* attack.

## Fire Magician

**Level 8 Archer** (350 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +10; **Skills:** Athletics +11, Intimidate +12

**Languages:** Common

**Str:** 16 (+7), **Con:** 17 (+7), **Dex:** 14 (+6)

**Int:** 12 (+5), **Wis:** 14 (+6), **Cha:** 12 (+5)

**Equipment:** wand

**Initiative:** +6; **Speed:** 6

**AC:** 20; **Fort:** 21, **Ref:** 19, **Will:** 20

**HP:** 53, **Staggered:** 26

*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.

‡ **Fist** (standard, at-will)

+13 vs AC; 2d6+5 damage.

↗ **Scorching Ray** (standard, at-will) • **Fire**

Near arc 5; +13 vs Reflex; 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; 2d6 +5 damage, and the target takes persistent 5 fire damage (save ends).

## Insidious Assassin

**Level 9 Skulker** (400 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +13; **Skills:** Acrobatics +13, Stealth +16

**Languages:** Common

**Str:** 16 (+7), **Con:** 14 (+6), **Dex:** 18 (+8)

**Int:** 16 (+7), **Wis:** 18 (+8), **Cha:** 16 (+7)

**Equipment:** knife

**Initiative:** +12; **Speed:** 6

**AC:** 23; **Fort:** 20, **Ref:** 22, **Will:** 20

**HP:** 57, **Staggered:** 28

‡ **Knife** (standard, at-will) • **Weapon**

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

### **Combat Advantage**

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

**Prime Position** (move, at-will)

The insidious assassin may shift to any square adjacent to an adjacent enemy. All adjacent enemies grant the insidious assassin combat advantage until the end of the current turn.

**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 is reduced to 0 hit points or below.

## **Martial Artist**

**Level 10 Mook Striker** (125 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +11; **Skills:** Athletics +14, Intimidate +12

**Languages:** Common

**Str:** 18 (+9), **Con:** 18 (+9), **Dex:** 18 (+9)

**Int:** 12 (+6), **Wis:** 14 (+7), **Cha:** 12 (+6)

**Initiative:** +11; **Speed:** 7

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

**HP:** 1; a missed attack never damages a mook

‡ **One Chance Hit** (standard, at-will)

+15 vs AC; 10 damage.

**Headstrong** (move, at-will)

The martial artist gains a +2 power bonus to AC and Reflex defense until the end of their next turn, and shifts 1 square.

## **Mercenary Lord**

**Level 10 Elite Spoiler** (Leader) (1000 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +13; **Skills:** Bluff +13, Diplomacy +13, Endure +13, Athletics +13, Intimidate +13

**Languages:** Common

**Str:** 16 (+8), **Con:** 16 (+8), **Dex:** 16 (+8)

**Int:** 18 (+9), **Wis:** 16 (+8), **Cha:** 14 (+7)

**Equipment:** crossbow

**Initiative:** +8; **Speed:** 6

**Action Points:** 1

**AC:** 24; **Fort:** 22, **Ref:** 23, **Will:** 21; **Saving Throws:** +2

**HP:** 148, **Staggered:** 74

‡ **Heavy mace** (standard, at-will) • **Weapon**

+15 vs AC; 1d10+5 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

Ranged 15/30; +15 vs AC; 2d10+5 damage.

### **Inspiring Presence**

All allied creatures in the encounter gain a +2 power bonus to damage rolls and saving throws. If the mercenary lord is killed, all allied creatures are rattled and suffer a -2 penalty to 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 standard (not an elite or boss) ally spends a recovery and heals hit points equal to their recovery value.

**Relay Command** (swift, once per round)

One ally makes a basic attack. If that ally misses, select another ally to make a basic attack.

**Loyalty** (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 (Any)

**Senses:** Perception +13; **Skills:** Endure +19, Athletics +17, Intimidate +13

**Languages:** Common

**Str:** 28 (+14), **Con:** 28 (+14), **Dex:** 16 (+8)

**Int:** 10 (+5), **Wis:** 8 (+4), **Cha:** 8 (+4)

**Equipment:** mancatcher, blowgun

**Initiative:** +11; **Speed:** 5

**Action Points:** 2

**AC:** 23; **Fort:** 25, **Ref:** 24, **Will:** 20; **Saving Throws:** +5

**HP:** 372, **Staggered:** 186

**Resist:** all 5

‡ **Mancatcher** (standard, at-will) • **Weapon**

Reach 2; +16 vs AC; 3d8+9, and the target is grappled.

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

Ranged 10/20; +16 vs AC; 2d6+6 damage, 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**

A creature the dark knight has grappled takes 3d6+11 damage.

**Regeneration**

At the start of its turn, if the dark knight is staggered, it heals 5 hit points.

**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; **Skills:** Intimidate +10, Athletics +11

**Languages:** Common

**Str:** 18 (+10), **Con:** 18 (+10), **Dex:** 12 (+7)

**Int:** 12 (+7), **Wis:** 14 (+8), **Cha:** 12 (+7)

**Equipment:** rod

**Initiative:** +7; **Speed:** 3

**AC:** 24; **Fort:** 26, **Ref:** 22, **Will:** 24

**HP:** 99, **Staggered:** 49

‡ **Dagger** (standard, at-will) • **Weapon**

+17 vs AC; 2d6+5 damage.

↗ **Lightning Bolt** (standard, at-will) • **Lightning**

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

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



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

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

Far burst 5 within 40; +15 vs Reflex; 1d8+14 lightning damage, and the target is marked until the armored warmage is reduced to 0 hit points or below.

## Master Assassin

**Level 12 Elite Skulker** (1400 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +17; **Skills:** Bluff +14, Diplomacy +14, Intimidate +14, Stealth +20

**Languages:** Common

**Str:** 16 (+9), **Con:** 16 (+9), **Dex:** 22 (+12)

**Int:** 20 (+11), **Wis:** 16 (+9), **Cha:** 15 (+8)

**Equipment:** knife, hand crossbow

**Initiative:** +16; **Speed:** 6

**Action Points:** 1

**AC:** 26; **Fort:** 24, **Ref:** 25, **Will:** 23; **Saving Throws:** +2

**HP:** 138, **Staggered:** 69

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

+17 vs AC; 2d8+6 damage, and the master assassin can make another *close & personal* attack. The master assassin can repeat this until they miss, or they have hit a total of three 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 is reduced to 0 hit points or below. This damage is cumulative with successive hits with hand crossbow (maximum persistent 10 damage).

**Instinctual Camouflage**

When the master assassin benefits from 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 (enemies only); 2d6+6 damage, 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 (Any)

**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; **Speed:** 6

**Action Points:** 2

**AC:** 29; **Fort:** 26, **Ref:** 26, **Will:** 24; **Saving Throws:** +5

**HP:** 356, **Staggered:** 178

**Immune:** poison, disease

‡ **Unarmed Strike** (standard, at-will)

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

⌘ **Roundhouse** (standard, at-will)

Near burst 1; +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 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 power bonus to AC and Reflex defense. When they charge, their attack automatically hits.

**Backbreaker** (move, at-will)

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

## **Blademaster**

**Level 14 Mook Striker** (250 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +14; **Skills:** Acrobatics +16, Athletics +16, Intimidate +14

**Languages:** Common

**Str:** 18 (+11), **Con:** 18 (+11), **Dex:** 18 (+11)

**Int:** 12 (+8), **Wis:** 14 (+9), **Cha:** 12 (+8)

**Equipment:** longsword

**Initiative:** +13; **Speed:** 6

**AC:** 28; **Fort:** 26, **Ref:** 28, **Will:** 24

**HP:** 1; a missed attack never damages a mook

‡ **Longsword** (standard, at-will) • **Weapon**

+19 vs AC; 16 damage.

**Wild Strike** (standard, at-will) • **Weapon**

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

## **Berserker**

**Level 14 Elite Striker** (2000 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +14; **Skills:** Acrobatics +16, Athletics +17, Intimidate +14

**Languages:** Common

**Str:** 18 (+11), **Con:** 20 (+12), **Dex:** 18 (+11)

**Int:** 15 (+9), **Wis:** 14 (+9), **Cha:** 12 (+8)

**Initiative:** +14; **Speed:** 6

**Action Points:** 1

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

**HP:** 188, **Staggered:** 94

**Resist:** all 5

‡ **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 is 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).

## Formidable Archer

**Level 15 Archer** (1200 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +14; **Skills:** Acrobatics +16, Intimidate +14, Stealth +16

**Languages:** Common

**Str:** 16 (+10), **Con:** 16 (+10), **Dex:** 18 (+11)

**Int:** 15 (+9), **Wis:** 14 (+9), **Cha:** 14 (+9)

**Equipment:** knife, composite longbow

**Initiative:** +11; **Speed:** 6

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

**HP:** 81, **Staggered:** 40

‡ **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 triggering attack is a critical hit.

## Veteran Crossbowman

**Level 16 Mook Archer** (350 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +14; **Skills:** Acrobatics +18, Athletics +15, Intimidate +15

**Languages:** Common

**Str:** 14 (+10), **Con:** 14 (+10), **Dex:** 20 (+13)

**Int:** 16 (+11), **Wis:** 14 (+10), **Cha:** 12 (+9)

**Equipment:** crossbow

**Initiative:** +13; **Speed:** 8

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

**HP:** 1; a missed attack never damages a mook

‡ **Shortsword** (standard, at-will) • **Weapon**

+21 vs AC; 12 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

Ranged 15/30; +21 vs AC; 12 damage.

**Quick Shift**

The veteran crossbowman can shift a square as a swift action.

## Archvillain

**Level 16 Elite Wrecker** (Leader) (2800 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +15; **Skills:** Acrobatics +12, Intimidate +9, Stealth +12

**Languages:** Common

**Str:** 18 (+12), **Con:** 20 (+13), **Dex:** 16 (+11)

**Int:** 16 (+11), **Wis:** 14 (+10), **Cha:** 10 (+8)

**Equipment:** gauntlet, tome

**Initiative:** +11; **Speed:** 6

**Action Points:** 1

**AC:** 28; **Fort:** 29, **Ref:** 27, **Will:** 29; **Saving Throws:** +2

**HP:** 246, **Staggered:** 123

**Resist:** all 5

‡ **Gauntlet** (standard, at-will) • **Weapon**

+21 vs AC; 4d8+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.

**Unblooded Regeneration**

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

**Weak Point**

When an enemy scores a critical hit on the archvillain, the archvillain suffers an additional 20 damage.

\* **Thunderball** (standard, refresh 5, 6) • **Thunder**

Far burst 1 within 10; +19 vs Reflex; 3d6+8 thunder damage, and the target is knocked prone and dazed stunned until the start of the archvillain's next turn.

**Second Phase** (react, encounter)

The archvillain is reduced to 0 hit points or lower: The archvillain heals 190 hit points and any of their powers that originally required a standard action now require a move action.

## Longshot Berserker

**Level 19 Mook Striker** (600 XP)

Medium Natural Humanoid • Human (Any)

**Senses:** Perception +14; **Skills:** Acrobatics +18, Athletics +15, Intimidate +15

**Languages:** Common

**Str:** 14 (+11), **Con:** 14 (+11), **Dex:** 20 (+14)

**Int:** 16 (+12), **Wis:** 14 (+11), **Cha:** 12 (+10)

**Equipment:** crossbow

**Initiative:** +15; **Speed:**

**AC:** 33; **Fort:** 33, **Ref:** 31, **Will:** 30

**HP:** 1; a missed attack never damages a mook

‡ **Longsword** (standard, at-will) • **Weapon**

+24 vs AC; 17 damage.

↗ **Crossbow** (standard, at-will) • **Weapon**

Ranged 15/30; +24 vs AC; 17 damage.

**Resilient** (counter, encounter)

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

# Ichor-Ghouls

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Hundreds of years ago, a secret organization in pursuit of power made the mistake of combining two powerful magical items: an *orb of chaos* and the mysterious *necrosis cube*. The result was the creation of the terrifying undead ichor-ghouls.

Ichor-ghouls that go too long without feeding shrivel and become moribund. Their blood-drenched flesh dries, and they become desiccated husks. The husks' desperate and unquenched need for living energy drives them first to madness and then to near-mindlessness.

Living creatures too near an ichor-ghoul start sweating blood and their skin becomes coated with a scarlet sheen. Blood flows towards the ichor-ghouls, which grow in strength as they absorb it.

When one of the desiccated husks transforms into bloody bones, the husk's dry skin cracks open and the bloody bones literally tear themselves out of their own body. The thing which emerges is a glistening mass of raw muscle, pulsing with thick veins of crimson-black blood. Its fang-like teeth glitter as its mouth parts in a ghastly, hissing smile.

## Desiccated Husk

**Level 3 Wrecker** (150 XP)

Medium Elemental Humanoid • Undead (Evil)

**Senses:** Perception +1, darkvision

**Str:** 14 (+3), **Con:** 10 (+1), **Dex:** 8 (+0)

**Int:** 14 (+3), **Wis:** 10 (+1), **Cha:** 17 (+4)

**Initiative:** +0; **Speed:** 4

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

**HP:** 45, **Staggered:** 22

**Resist:** necrotic 5, **Vulnerable:** radiant 5

*Blood Sweats Aura 4:* A living creature that ends its turn in the aura suffers 3 damage.

‡ **Claw** (standard, at-will)

+8 vs AC; 1d12+4 damage.

### Reformation

Keep track of all damage the desiccated husk does, including through its aura. If damage done ever exceeds 22, that desiccated husk is replaced by a bloody bones as an react action. Add 44 to the desiccated husk's current HP to determine the bloody bones' current HP. A bloody bones created in this way only gives 150 XP total for being defeated.

## Bloody Bones

**Level 3 Elite Wrecker** (300 XP)

Medium Elemental Humanoid • Undead (Evil)

**Senses:** Perception +2, darkvision

**Str:** 14 (+3), **Con:** 10 (+1), **Dex:** 12 (+2)

**Int:** 14 (+3), **Wis:** 13 (+2), **Cha:** 17 (+4)

**Initiative:** +2; **Speed:** 6

**Action Points:** 1

**AC:** 15; **Fort:** 16, **Ref:** 14, **Will:** 15; **Saving Throws:** +2

**HP:** 90, **Staggered:** 44

**Resist:** necrotic 5, **Vulnerable:** radiant 5

*Blood Sweats Aura 4:* A living creature that ends its turn in the aura suffers 3 damage.

‡ **Wicked Claw** (standard, at-will)

+8 vs AC; 1d12+4 damage, and the target takes persistent 5 damage (save ends).

**Slide Away** (counter, encounter)

Shift 6.

*This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.*

## **Special**

Heroes can either encounter a bloody bones after it emerges from a dessicated husk, or encounter the bloody bones in that form - if it has already achieved its reformation through feeding on the blood of other creatures before the heroes arrived on the scene.

# Infected

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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 Drone

**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; **Speed:** 3, climb 3

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

**HP:** 45, **Staggered:** 22; see also *nerve shot*

**Immune:** disease, poison

‡ **Slam** (standard, at-will)

+8 vs AC; 1d8+6 damage.

† **Infected Grab** (counter, at-will)

When an enemy attempts to move out of an adjacent square; +5 vs Reflex; The target's move action ends without it moving from the square.

**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.

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

## Infected Animal

**Level 3 Wrecker** (150 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; **Speed:** 8, climb 4

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

**HP:** 45, **Staggered:** 22; see also *nerve shot*

**Immune:** disease, poison

‡ **Bite** (standard, at-will)

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

† **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.

**Nerve Shot**

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

**Brains ...**

If the Infected animal is marked, it ignores that condition while adjacent to a prone enemy.

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.

## Infected Guard

**Level 4 Wrecker** (150 XP)

Medium Natural Humanoid (Unaligned)

**Senses:** Perception +1, darkvision

**Str:** 14 (+4), **Con:** 10 (+2), **Dex:** 6 (+0)

**Int:** 1 (-2), **Wis:** 8 (+1), **Cha:** 3 (-1)

**Initiative:** +0; **Speed:** 4, climb 2

**AC:** 16; **Fort:** 18, **Ref:** 16, **Will:** 14

**HP:** 51, **Staggered:** 25; see also *nerve shot*

**Immune:** disease, poison

‡ **Slam** (standard, at-will)

+9 vs AC; 2d6+5 damage.

† **Infected Grab** (counter, at-will)

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

**Shreds of Armor** (counter, encounter)

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

**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 enemy prone and can immediately make a *slam* attack against the enemy as a free action.

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

## Infected Grub

**Level 5 Mook Striker** (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; **Speed:** 4, climb 2

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

**HP:** 1; a missed attack never damages a mook

**Immune:** disease, poison

‡ **Slam** (standard, at-will)

+10 vs AC; 5 damage.

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

## Infected Behemoth

**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; **Speed:** 5, climb 2

**AC:** 20; **Fort:** 24, **Ref:** 18, **Will:** 19

**HP:** 75, **Staggered:** 37

**Immune:** disease, poison



‡ **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; +11 vs Reflex; 2d6+5 damage, and the target is knocked prone.

† **Hulk Rend** (standard, at-will) • **Weapon**

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

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.

# Invaders

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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.

## Skinner

**Level 13 Mook Archer** (350 XP)

Medium Cosmic Automaton • 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; **Speed:** 6

**AC:** 25; **Fort:** 25, **Ref:** 27, **Will:** 23

**HP:** 1; a missed attack never damages a mook

↗ **Merged Weapon** (standard, at-will) • **Weapon**

Ranged 15/30; +18 vs AC; 10 damage.

**Backup System** (counter, encounter)

The skinner is reduced to 0 hit points or below by a non-critical hit: The skinner's current hit point total is set to 1.

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

## Punk

**Level 13 Elite Wrecker** (1600 XP)

Large Cosmic Automaton • 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; **Speed:** 4

**Action Points:** 1

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

**HP:** 210, **Staggered:** 105

‡ **Slam** (standard, at-will)

+18 vs AC; 3d8+10 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 hit with its *weapon arm* attack: 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); The punk ignores cover provided by that source until the end of the punk's next turn.

**Anarchy Response** (swift, refresh 6)

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

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.

## Chank

**Level 14 Archer** (1000 XP)

Large Cosmic Automaton • 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; **Speed:** 3

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

**HP:** 77, **Staggered:** 38

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

Far burst 1 within 5 and 120; +19 vs Reflex; 2d8+8 damage, 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; 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** (react, encounter)

The chank is reduced to 0 hit points or below: The chank makes a *perimeter blast* attack.

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.

## Mother Screamer

**Level 14 Skulker** (Leader) (1000 XP)

Large Cosmic Automaton • Construct (Unaligned)

**Senses:** Perception +12

**Str:** 14 (+9), **Con:** 18 (+11), **Dex:** 16 (+10)

**Int:** 12 (+8), **Wis:** 10 (+7), **Cha:** 8 (+6)

**Initiative:** +7; **Speed:** fly 5

**AC:** 28; **Fort:** 26, **Ref:** 27, **Will:** 25

**HP:** 77, **Staggered:** 38

↗ **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 attacks

made from a range of 30 squares 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** (move, at-will)

Shift 2 squares.

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).

## Beast

**Level 14 Boss Striker** (5000 XP)

Large Cosmic Automaton • Construct (Unaligned)

**Senses:** Perception +14; **Skills:** Athletics +16

**Str:** 18 (+11), **Con:** 16 (+10), **Dex:** 16 (+10)

**Int:** 16 (+10), **Wis:** 14 (+9), **Cha:** 6 (+5)

**Initiative:** +12; **Speed:** 7

**Action Points:** 2

**AC:** 28; **Fort:** 27, **Ref:** 27, **Will:** 24; **Saving Throws:** +5

**HP:** 376, **Staggered:** 188

‡ **Slam** (standard, at-will)

+19 vs AC; 2d8+15 damage.

**Raw Materials**

Place six corpses in Near burst 10 around the beast at the start of the encounter.

**Gray 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; 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.

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.

## Widow

**Level 15 Spoiler** (Leader) (1200 XP)

Medium Cosmic Automaton • 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; **Speed:** 6

**AC:** 29; **Fort:** 26, **Ref:** 26, **Will:** 30

**HP:** 99, **Staggered:** 49

‡ **No Other Solution** (standard, at-will)

+20 vs AC; 3d6+13 damage.

↗ **Direct Control** (standard, at-will)

One skinner makes a basic attack which automatically hits its target.

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

Place one skinner in an adjacent square.

**Uplink** (swift, at-will) • **Stance**

When the widow enters this stance it chooses a skinner. On its turn, that skinner can (as a swift action) shift one square and make a basic attack. The widow can select a new skinner as the target of this stance as a swift action.

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".

## The Tri-Pod

**Level 15 Boss Striker** (6000 XP)

Gargantuan Cosmic Automaton • Construct, Mount (Unaligned)

**Senses:** Perception +16; **Skills:** Athletics +16, Bluff +16, Intimidate +16

**Str:** 18 (+11), **Con:** 16 (+10), **Dex:** 14 (+9)

**Int:** 20 (+12), **Wis:** 18 (+11), **Cha:** 16 (+10)

**Initiative:** +11; **Speed:** 5

**Action Points:** 2

**AC:** 29; **Fort:** 27, **Ref:** 26, **Will:** 29; **Saving Throws:** +5

**HP:** 396, **Staggered:** 198

↗ **Heat Ray** (standard, at-will) • **Weapon**

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

**Force Field**

The Tri-Pod is immune to all damage until a single attack does 50 damage or more damage to the Tri-Pod.

↗ **Dual Turrets** (standard, at-will) • **Weapon**

The Tri-Pod 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 (must be grappling the target); 3d6+13 damage.

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

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

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

## Baby Screamer

**Level 16 Mook Archer** (350 XP)

Medium Cosmic Automaton • Construct (Unaligned)

**Senses:** Perception +12

**Str:** 14 (+10), **Con:** 10 (+8), **Dex:** 18 (+12)

**Int:** 12 (+9), **Wis:** 10 (+8), **Cha:** 8 (+7)

**Initiative:** +15; **Speed:** fly 7

**AC:** 28; **Fort:** 27, **Ref:** 29, **Will:** 27

**HP:** 1; a missed attack never damages a mook

↗ **Pulse Rifle** (standard, at-will) • **Weapon**

Ranged 20/40; +21 vs AC; 10 damage, and the baby screamer can shift one square.

**Dash** (move, at-will)

The baby screamer shifts 2 squares.

**Pulse Engine** (counter, encounter)

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

# Jiang-Shi

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Jiang-shi are hopping vampires.

## In the World

**Distractable:** The jiang-shi is compelled to count any heap of things it comes across, like a pile of glutinous rice or a basket of hen eggs. It must spend at least one move action per round counting until it has finished (it is a very fast counter, but there can be a lot of rice in a pile). It cannot use its *special scroll* or *drink breath* powers while distracted.

**One More Breath:** When a jiang-shi is reduced to 0 HP or below, they fall unconscious and awaken in 1 hour with full hit points. The jiang-shi must then focus for 1 minute to fully return from the Beyond. If it fails to do so (for example, because it is counting hen eggs), it is destroyed.

**Weaknesses:** Creatures can use a mirror or ringing bell to *repel* a jiang-shi, or an altar heaped with edible offerings to the spirits to *lure* a jiang-shi (see Advanced Combat).

**Transformation:** If a jiang-shi scholar has drunk the breath of 10 or more humanoids, then the next time it is reduced to 0 HP, it reforms as a jiang-shi magistrate. This is a good opportunity for the heroes to face the jiang-shi in a weaker form, get a sense of its powers and tactics to defeat it, and then a few days later face a more challenging jiang-shi magistrate.

## Jiang-Shi Scholar

**Level 8 Boss Striker** (Leader) (1750 XP)

Medium Natural Humanoid • Undead (Evil)

**Senses:** Perception +12, blind, breathsense 12; **Skills:** Acrobatics +13, Athletics +10, Insight +12, Perception +12, Stealth +13

**Languages:** Common

**Str:** 12 (+1), **Con:** 12 (+1), **Dex:** 18 (+4)

**Int:** 12 (+1), **Wis:** 16 (+3), **Cha:** 14 (+2)

**Initiative:** +8; **Speed:** 6 (versatile stride)

**Action Points:** 2

**AC:** 22; **Fort:** 19, **Ref:** 21, **Will:** 20; **Saving Throws:** +5

**HP:** 256, **Staggered:** 128

**Immune:** prone, **Resist:** necrotic 5, **Vulnerable:** radiant 5

‡ **Bite** (standard, at-will)

+13 vs AC; 2d10+5 damage.

† **Claw** (standard, at-will)

+13 vs AC; 1d10+5 damage, and the target is grappled.

**Multiattack** (standard, at-will)

Make a *claw* and a *bite* attack.

**Special Scroll • Healing**

While the jiang-shi is not staggered, it has regeneration 5 and a +4 power bonus to defenses against Arcane attacks.

† **Drink Breath** (swift, at-will)

+13 vs Fortitude (must be grappling the target); 3d10+5 necrotic damage, and the target is weakened (save ends), though no longer grappled. *Sudden leap* refreshes.

**Sudden Leap** (counter, refresh special)

Triggered when the jiang-shi is the target of a melee attack; the jiang-shi grapples the attacker and jumps 6 squares. The attacker can then make their attack if able to do so.

**Breathsense**

As truesight, except that a living creature who holds their breath is invisible to the jiang-shi for as long as

they hold their breath. To hold their breath in this way, a creature must have one hand free to fully plug their nose or cover their mouth.

## Jiang-Shi Magistrate

**Level 11 Boss Striker** (Leader) (3000 XP)

Medium Natural Humanoid • Undead (Evil)

**Senses:** Perception +14, blind, breathsense 18; **Skills:** Acrobatics +15, Athletics +12, History +12, Insight +14, Perception +14, Stealth +15

**Languages:** Common

**Str:** 14 (+2), **Con:** 14 (+2), **Dex:** 20 (+5)

**Int:** 14 (+2), **Wis:** 18 (+4), **Cha:** 16 (+3)

**Initiative:** +10; **Speed:** 8 (versatile stride, water walk)

**Action Points:** 2

**AC:** 25; **Fort:** 22, **Ref:** 24, **Will:** 23; **Saving Throws:** +5

**HP:** 316, **Staggered:** 158

**Immune:** prone, **Resist:** necrotic 10, **Vulnerable:** radiant 10

‡ **Bite** (standard, at-will)

+16 vs AC; 3d8+5 damage.

† **Claw** (standard, at-will)

Reach 1; +16 vs AC; 2d8+5 damage, and the target is grappled.

**Multiattack** (standard, at-will)

Make a *claw* and a *bite* attack.

**Special Scroll • Healing**

While the jiang-shi is not staggered, it has regeneration 10 and a +4 power bonus to defenses against Arcane attacks.

† **Drink Breath** (swift, at-will)

+16 vs Fortitude (must be grappling the target); 6d6+4 necrotic damage, and the target is weakened (save ends) and still grappled. *Sudden leap* refreshes.

**Sudden Leap** (counter, refresh special)

Triggered when the jiang-shi is the target of a melee attack; the jiang-shi grapples the attacker and jumps 8 squares. The attacker's attack fails.

**Breathsense**

As truesight, except that a living creature who holds their breath is invisible to the jiang-shi for as long as they hold their breath. To hold their breath in this way, a creature must have one hand free to fully plug their nose or cover their mouth.

**Water Walk**

The jiang-shi can walk across the surface of water as if it were solid ground.



# Juggernauts

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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

**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; **Speed:** 7

**Action Points:** 1

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

**HP:** 114, **Staggered:** 57

**Resist:** all 10

‡ **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 lightning 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** (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 original use of the Minotaur was to breach walls and other defenses during siege warfare.

## The Emperor

**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; **Speed:** 6, fly 8

**Action Points:** 1

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

**HP:** 114, **Staggered:** 57

**Resist:** all 10

‡ **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 lightning 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 lightning damage.

**Armored Shell** (free, encounter)

The Emperor is staggered: The Emperor's ground and fly speeds increase by 1, the Emperor is healed to its maximum hit point total and it loses all resistances.

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.

## The Scorpion

**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; **Speed:** 6

**Action Points:** 1

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

**HP:** 162, **Staggered:** 81

**Resist:** all 10

‡ **Heavy Piton Leg** (standard, at-will)

Reach 2; +20 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 lightning damage, and the target is knocked prone.

⚡ **Lightning Field** (standard, at-will) • **Lightning**

Near burst 2; +19 vs Reflex; 2d8+8 lightning damage, and the target is pushed 3 squares and knocked prone.

↗ **Second Arc** (standard, at-will) • **Lightning**

The Scorpion 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 1 within 30; +20 vs Reflex; 3d6+10 damage, 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 cannot make *heavy piton leg* or *thunder fall* attacks while in this stance.

**Fortified Platform**

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

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".

## The Awoken

**Level 15 Boss Striker** (6000 XP)

Large Natural Automaton • 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; **Speed:** 6

**Action Points:** 2

**AC:** 29; **Fort:** 28, **Ref:** 26; **Will:** 26; **Saving Throws:** +5

**HP:** 396, **Staggered:** 198

**Immune:** poison, disease, **Resist:** all 10

‡ **Slam** (standard, at-will)

Reach 2; +20 vs AC; 3d8+13 damage, and the target is pushed 3 squares or grappled.

↗ **Force Boom** (standard, at-will) • **Force**

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

\* **Firebomb** (standard, refresh 5, 6) • **Fire**

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

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

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

**Self-Repair** (swift, at-will) • **Healing**

The Awoken heals 10 hit points.

**Scan the Area** (swift, at-will)

The Awoken gains a +2 power 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 power bonus to all defenses until the start of the Awoken's next turn, and can shift 1 square.

**Unfeeling**

The Awoken cannot be marked, dominated, or surprised.

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

# Miscellaneous

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## 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; **Speed:** 6, climb 6

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

**HP:** 49, **Staggered:** 24

‡ **Mandibles** (standard, at-will)

+10 vs AC; 1d8+4 damage.

⌘ **Suffocating Trance** (standard, encounter) • **Psychic**

Near burst 5; +7 vs Reflex (enemies only); 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 Wrecker** (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; **Speed:** 8

**AC:** 21; **Fort:** 24, **Ref:** 19, **Will:** 19

**HP:** 1; a missed attack never damages a mook

‡ **Maul** (standard, at-will) • **Weapon**

Reach 2; +14 vs AC; 11 damage.

# Ophiduan

The ophiduan are an ancient race of serpentine humanoids, whom legend states have walked the earth since before the rise of mammals.

Their cities stand in the midst of thick forests, wild jungles, hidden mountain passes, and anywhere else they can hide from the eyes of humanity. Should anyone draw near enough to see, however, the high walls and sweeping arches of their temples are unmistakable. As befits a race of snake-like creatures, their architecture favors tight spaces, ramps or shallow steps, and rooms built with floors and ledges at various heights. Their tools and weapons are similarly built, favoring flexibility and speed over brute force.



*Ophiduan by Beth Trott*

## Ophiduan - Semiferum Caste

**Level 13 Striker** (800 XP)

Medium Natural Monstrosity • Reptile (Evil)

**Senses:** Perception +7, darkvision

**Languages:** Common, Draconic

**Str:** 10 (+6), **Con:** 19 (+10), **Dex:** 22 (+12)

**Int:** 10 (+6), **Wis:** 12 (+7), **Cha:** 19 (+10)

**Equipment:** Spiked chain, longbow

**Initiative:** +12; **Speed:** 6

**AC:** 27; **Fort:** 24, **Ref:** 26, **Will:** 25

**HP:** 89, **Staggered:** 44

**Resist:** poison 10

‡ **Spiked Chain** (standard, at-will) • **Weapon, Poison**

+18 vs AC; 11 poison damage.

↗ **Longbow** (standard, at-will) • **Weapon**

Ranged 20; +18 vs AC; 11 damage.

⚡ **Charm** (standard, encounter) • **Psychic, Charm**

+18 vs Will; dazed (save ends).

This creature appears as a somehow pathetic cross of man and snake. A vaguely humanoid torso, covered in reptilian scales, melds into an enormous serpentine tail at the waist. A gaunt humanoid face, also covered in scales, bulges in odd spots as fangs far too large for the mouth push at the thin lips from within. Sporadic tufts of hair just from the top of the head, giving the creature almost a sickly appearance.

## Ophiduan - Hominis Caste

**Level 13 Elite Spoiler** (Leader) (1600 XP)

Medium Natural Humanoid • Reptile (Evil)

**Senses:** Perception +10, darkvision

**Languages:** Common, Draconic

**Str:** 13 (+7), **Con:** 19 (+10), **Dex:** 15 (+8)

**Int:** 22 (+12), **Wis:** 19 (+10), **Cha:** 18 (+10)

**Equipment:** Spiked chain, longbow

**Initiative:** +8; **Speed:** 6

**Action Points:** 1

**AC:** 27; **Fort:** 25, **Ref:** 24, **Will:** 26; **Saving Throws:** +2

**HP:** 178, **Staggered:** 89

**Resist:** poison 10

‡ **Spiked Chain** (standard, at-will) • **Weapon**

+18 vs AC; 3d8+7 damage.

↗ **Longbow** (standard, at-will) • **Weapon**

Ranged 20; +18 vs AC; 3d8+7 damage.

↗ **Ophidiophobia** (swift, refresh 5, 6) • **Fear, Psychic**

+18 vs Will; 4d10+6 psychic damage and push 4.

\* **Hypnotism** (standard, encounter) • **Psychic, Charm**

Far burst 1 within 10; +11 vs Will; 3d8+7 psychic damage and dazed (save ends).

The individual before you might pass for human, were it not for the supple scales that make up her skin. Her eyes are dark and unblinking, her features gaunt, her teeth unusually sharp. A dark shock of hair begins at a widow's peak at her forehead, and flows down her neck and back.

## Ophiduan - Anguineum Caste

**Level 13 Boss Spoiler** (3200 XP)

Medium Natural Monstrosity • Reptile (Evil)

**Senses:** Perception +9, darkvision

**Languages:** Common, Draconic

**Str:** 22 (+12), **Con:** 18 (+10), **Dex:** 13 (+7)

**Int:** 19 (+10), **Wis:** 17 (+9), **Cha:** 19 (+10)

**Equipment:** Spiked chain, longbow

**Initiative:** +7; **Speed:** 6

**Action Points:** 2

**AC:** 27; **Fort:** 25, **Ref:** 24, **Will:** 26; **Saving Throws:** +5

**HP:** 356, **Staggered:** 178

**Resist:** poison 10

*Ophidiophobia (Psychic) aura 2:* Creatures beginning their turn in the aura take 4d10+6 psychic damage and are pushed 4.

‡ **Spiked Chain** (standard, at-will) • **Weapon, Poison**

+18 vs AC; 3d8+7 poison damage.

↗ **Longbow** (standard, at-will) • **Weapon**

Ranged 20; +18 vs AC; 3d8+7 damage.

↗ **Charm** (swift, encounter) • **Psychic, Charm**

+18 vs Will; dazed (save ends).

\* **Hypnotism** (standard, encounter) • **Psychic, Charm**

Far burst 1 within 10; +11 vs Will; 3d8+7 psychic damage and dazed (save ends).

↗ **Spit Poison** (react, refresh 5, 6) • **Poison**

When the anguineum hits with an attack: Near arc 3; +11 vs Fortitude; 3d8+7 poison damage, and the target takes persistent 5 poison damage (save ends). *Aftereffect:* The target is blinded (save ends).

This creature appears to be a great serpent with humanoid features. A serpentine torso boasts a pair of slender arms, each of which is abnormally long and possessed of two elbow joints. The torso splits into two long, writhing tails. A cobra-like hood flares open behind its head, which boasts an oversized face that — despite its scales and unhinged jaw — appears as much human as snake.

# Ostovites

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Jealous of the size and skeletons of larger creatures, the strange insects called ostovites use skeletons they find or "create" to build themselves chariots of bone.

## Special

Ostovites are usually found sheltered in their bone chariots, which they control through elaborate pulleys and levers. The ostovites will intermittently lift their bone chariot's face masks (often made from hip bones or interlaced ribs) to strike with their mandibles.

## Ostovite

**Level 2 Skulker** (125 XP)

Tiny Cosmic Monstrosity (Evil)

**Senses:** Perception +2; **Skills:** Stealth +9

**Str:** 6 (-2), **Con:** 14 (+2), **Dex:** 16 (+3)

**Int:** 2 (-4), **Wis:** 12 (+1), **Cha:** 8 (-1)

**Initiative:** +4; **Speed:** 5

**AC:** 16; **Fort:** 14, **Ref:** 15, **Will:** 13

**HP:** 29, **Staggered:** 14

**Resist:** radiant 5

‡ **Mandibles** (standard, at-will) • **Acid**

+7 vs AC; 1d12+3 acid damage.

† **Bone Spike** (standard, at-will)

+7 vs AC; 2d10+2 damage. *Special:* Only usable if the ostovite is not in a bone chariot.

**Scuttle Away** (react, encounter)

When the ostovite's bone chariot is destroyed; Shift 5.

## Special

**Ostovite Sentient:** As the ostovite, except it does not get *bone spike*. Instead, it has:

*Activation aura 10:* Bone chariots within the aura act on the ostovite sentient's initiative as if they were being ridden, taking their full complement of actions.

## Bone Chariot

**Level 2 Blocker** (125 XP)

Medium Natural Automaton • Construct, Mount (Unaligned)

**Senses:** Perception -3

**Str:** 14 (+2), **Con:** 16 (+3), **Dex:** 8 (-1)

**Int:** 2 (-4), **Wis:** 2 (-4), **Cha:** 2 (-4)

**Initiative:** +0; **Speed:** 5

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

**HP:** 34, **Staggered:** 17

**Resist:** all 5

‡ **Slam** (standard, at-will)

+7 vs AC; 1d12+3 damage.

**Shelter • Mount**

An ostovite riding a bone chariot benefits from cover and the bone chariot's resistance to all damage 5. It is affected by area of effect attacks, although it still receives the resistance against those attacks. The bone chariot acts on its rider's initiative count.

**Shattered Bone**

While the bone chariot is staggered, it loses its resistance to all damage 5 and no longer grants *shelter* to



the ostovite riding it.

### Empty Vessel

If the ostovite riding the bone chariot is ever incapacitated or leaves the bone chariot, the bone chariot cannot take any actions until an ostovite rides it again.

## Mega-Chariot

### Level 3 Boss Blocker (0 XP)

Large Natural Automaton • Construct (Unaligned)

**Senses:** Perception -3

**Str:** 18 (+4), **Con:** 20 (+5), **Dex:** 6 (-2)

**Int:** 2 (-4), **Wis:** 2 (-4), **Cha:** 2 (-4)

**Initiative:** -1; **Speed:** 5

**Action Points:** 2

**AC:** 19; **Fort:** 16, **Ref:** 15, **Will:** 15; **Saving Throws:** +5

**HP:** 156, **Staggered:** 39; see also *breakdown*

**Resist:** all 5

*Ostovite Lashings (Acid) aura 1:* Creatures that begin their turn adjacent to the mega-chariot take 1d12+4 acid damage.

‡ **Slam** (standard, at-will)

+8 vs AC; 1d12+4 damage.

↗ **Ostovite Surprise** (react, at-will) • **Acid**

When an enemy does not move during their turn: Ranged 5; +8 vs AC; The target takes persistent 5 acid damage (save ends).

### Bone Garden

Each time the mega-chariot takes damage, create a Near burst 1 zone of difficult terrain. This lasts until the end of the encounter.

### Breakdown

When the mega-chariot is reduced to 0 HP or below, it is replaced by an ostovite swarm.

## Special

The mega-chariot gives no XP. The ostovite swarm must be defeated for the heroes to gain XP.

## Ostovite Swarm

### Level 3 Boss Spoiler (750 XP)

Large Cosmic Monstrosity • Swarm (Evil)

**Senses:** Perception +2

**Str:** 12 (+1), **Con:** 14 (+2), **Dex:** 16 (+3)

**Int:** 2 (-4), **Wis:** 12 (+1), **Cha:** 8 (-1)

**Initiative:** +4; **Speed:** 5

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

**HP:** 156, **Staggered:** 78

*Activation aura 10:* Bone chariots within the aura act on the ostovite swarm's initiative as if they were being ridden, taking their full complement of actions.

‡ **Bone Spike** (standard, at-will)

+8 vs AC; 1d12+4 damage, and the target is grappled (save ends).

⌘ **Mandibles** (standard, at-will) • **Acid**

Near arc 1; +8 vs AC; 1d12+2 acid damage.

† **Begin the Harvest** (standard, encounter)

+8 vs AC (must be grappling the target); 2d10+3 damage, and the target is weakened (save ends).

**Scuttle Away** (react, encounter)

When the ostovite swarm is staggered for the first time; Shift 5

# Plane of Shadow

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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 Skulker** (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; **Speed:** 2, fly 8; clumsy in air

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

**HP:** 33, **Staggered:** 16; see also *umbra healing*

**Resist:** cold 5, necrotic 5, Melee and Ranged attacks (half damage), **Vulnerable:** radiant 5, Near and Far attacks 5

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

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

+8 vs AC; 1d6+4 damage, and the target takes 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**

At the start of its turn, the shadow bat swarm heals 5 points of damage as long as an ally is within Near 10.

## Shadow Drake

**Level 3 Boss Skulker** (750 XP)

Large Shadow Beast (Evil)

**Senses:** Perception +8, darkvision; **Skills:** Arcana +7, Stealth +10

**Languages:** Common, Draconic

**Str:** 18 (+5), **Con:** 16 (+4), **Dex:** 18 (+5)

**Int:** 12 (+2), **Wis:** 15 (+3), **Cha:** 10 (+1)

**Initiative:** +9; **Speed:** 6, fly 8

**Action Points:** 2

**AC:** 17; **Fort:** 16, **Ref:** 16, **Will:** 12; **Saving Throws:** +5

**HP:** 132, **Staggered:** 66; see also *umbra burst*

**Resist:** cold 10, necrotic 10, **Vulnerable:** radiant 10

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

Reach 2; +8 vs AC; 1d6+4 damage, and the target takes 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 arc 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** (react, encounter) • **Cold, Necrotic**

When reduced to 0 hit points or below: Near burst 1; +6 vs Fortitude; 3d6+3 cold and necrotic damage, and the target is weakened.

## Umbral Mass

**Level 4 Elite Skulker** (350 XP)

Large Shadow Monstrosity (Evil)

**Senses:** Perception +3, darkvision; **Skills:** Stealth +10

**Languages:** Common, telepathy 10

**Str:** 17 (+5), **Con:** 16 (+5), **Dex:** 17 (+5)

**Int:** 13 (+3), **Wis:** 15 (+4), **Cha:** 12 (+3)

**Initiative:** +11; **Speed:** 5

**Action Points:** 1

**AC:** 18; **Fort:** 17, **Ref:** 17, **Will:** 14; **Saving Throws:** +2

**HP:** 74, **Staggered:** 37

**Immune:** disease, poison, **Resist:** cold 10, necrotic 10, **Vulnerable:** radiant 10

‡ **Tentacle** (standard, at-will) • **Cold, Necrotic**

Reach 3; +9 vs AC; 1d8+3 cold and necrotic damage, and the target is grappled. 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 (enemies only); 1d8+3 cold and necrotic damage.

**Opportunistic Reach**

The range of the umbral mass's opportunity attacks is its reach (3).

## Shadow Prince

**Level 5 Elite Spoiler** (400 XP)

Medium Shadow Humanoid • Human (Any)

**Senses:** Perception +11, darkvision; **Skills:** Arcana +9, Insight +11, Religion +9

**Languages:** Common

**Str:** 8 (+1), **Con:** 14 (+4), **Dex:** 8 (+1)

**Int:** 14 (+4), **Wis:** 18 (+6), **Cha:** 17 (+5)

**Initiative:** +1; **Speed:** 6

**Action Points:** 1

**AC:** 19; **Fort:** 17, **Ref:** 15, **Will:** 20; **Saving Throws:** +2

**HP:** 98, **Staggered:** 49; see also *shadow burst*

**Resist:** cold 5, necrotic 5, **Vulnerable:** radiant 5

*Shadow Haze (Necrotic) aura 1:* Enemies that end or start their turn in the aura take 5 points of necrotic damage.

↗ **Shadow Bolt** (standard, at-will) • **Cold, Necrotic**

Ranged 10; +9 vs Reflex; 2d4+4 damage, and the target takes persistent 2 cold and necrotic damage (save ends).

↗ **Flame Gout** (swift, refresh 5, 6) • **Fire**

Ranged 10; +9 vs Reflex; 1d12+4 fire damage.

⌘ **Shadow Burst** (react, encounter) • **Necrotic, Healing**

Near burst 5; +9 vs Fortitude; 10 necrotic damage, and all undead and creatures with the shadow ancestry within the burst heal 10 hit points.

**Shadow Jump** (move, at-will) • **Teleportation**

Ranged 10; one ally; the target teleports 3 squares.

# Greymalkin

**Level 8 Elite Striker** (700 XP)

Large Shadow Monstrosity (Evil)

**Senses:** Perception +7, darkvision, low-light vision; **Skills:** Stealth +14

**Str:** 15 (+6), **Con:** 17 (+7), **Dex:** 20 (+9)

**Int:** 5 (+2), **Wis:** 17 (+7), **Cha:** 8 (+3)

**Initiative:** +9; **Speed:** 8

**Action Points:** 1

**AC:** 22; **Fort:** 19, **Ref:** 21, **Will:** 20; **Saving Throws:** +2

**HP:** 128, **Staggered:** 64

**Resist:** necrotic 5, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will) • **Teleportation**

Reach 3; +13 vs AC; 2d10+5 damage.

† **Bounding Pounce** (standard, at-will)

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

**Multiple Images** (swift, refresh 5, 6) • **Illusion**

The greymalkin receives a +6 power bonus to AC. Each time an attack misses the greymalkin, the bonus decreases by 2.

*The creature appears to be some sort of predatory cat, resembling a smoke-gray leopard with an unusually bestial snout. The air around it seems to shimmer, not unlike a heat mirage, and without a sound a second identical creature appears to the left.*

# Shapeshifter Slime

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

## Shapeshifter Slime (Human Form)

**Level 6 Archer** (250 XP)

Medium Cosmic Humanoid • Shapechanger (Unaligned)

**Senses:** Perception +6; **Skills:** Arcana +12, Bluff +9, History +12

**Languages:** Common, Draconic

**Str:** 10 (+3), **Con:** 12 (+4), **Dex:** 14 (+5)

**Int:** 18 (+7), **Wis:** 17 (+6), **Cha:** 12 (+4)

**Initiative:** +5; **Speed:** 6

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

**HP:** 45, **Staggered:** 22

**Vulnerable:** poison 10

‡ **Dagger** (standard, at-will) • **Weapon**

+11 vs AC; 4d4 damage.

↗ **Magic Missile** (standard, at-will) • **Force**

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

**Fading** (react, encounter)

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

## Shapeshifter Slime (Slime Form)

**Level 6 Skulker** (250 XP)

Medium Cosmic Automaton • Blind, Shapechanger (Unaligned)

**Senses:** Perception +12, blindsight 10, tremorsense 10; **Skills:** Bluff +6, Stealth +6

**Languages:** telepathy 15

**Str:** 10 (+3), **Con:** 17 (+6), **Dex:** 14 (+5)

**Int:** 10 (+3), **Wis:** 18 (+7), **Cha:** 6 (+1)

**Initiative:** +9; **Speed:** 6, climb 6 (wall-climber), swim 6

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

**HP:** 45, **Staggered:** 22

**Vulnerable:** poison 10

‡ **Slam** (standard, at-will)

+11 vs AC; 2d10+4 damage.

**Lethargy**

Any time the shapeshifter slime takes cold damage, it is slowed (save ends), unless it is already slowed.

# Specter

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## 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; **Speed:** 6, fly 6 (hover), phasing

**AC:** 22; **Fort:** 19, **Ref:** 17, **Will:** 19

**HP:** 54, **Staggered:** 27

**Immune:** disease, poison, **Resist:** incorporeal

‡ **Ghostly Sword** (standard, at-will) • **Necrotic, Weapon**

+11 vs Reflex; 2d8+4 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; **Speed:** fly 6 (hover), phasing

**AC:** 20; **Fort:** 16, **Ref:** 20, **Will:** 19

**HP:** 54, **Staggered:** 27

**Immune:** disease, poison, **Resist:** necrotic 10, incorporeal, **Vulnerable:** 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 specter of sorrow takes radiant damage, the aura is negated until the end of its next turn.

‡ **Touch of Misery** (standard, at-will) • **Psychic**

+10 vs Reflex; 1d6+5 psychic damage, and the target takes a -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 specter of sorrow rises as a free-willed basic specter (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).

# Undead

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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; **Speed:** 6

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

**HP:** 29, **Staggered:** 14

**Immune:** disease, poison, **Resist:** fire 10, necrotic 10, **Vulnerable:** radiant 10

‡ **Claw** (standard, at-will) • **Fire**

+7 vs AC; 1d4+2 damage, and the target takes persistent 2 fire damage (save ends).

↗ **Blazing Orb** (standard, at-will) • **Fire**

Ranged 10; +9 vs Reflex; 1d8+3 fire damage, and the target takes persistent 2 fire damage (save ends).

## Failed Sacrifice

**Level 6 Wrecker** (250 XP)

Medium Natural Humanoid • Undead (Chaotic Evil)

**Senses:** Perception +3, darkvision; **Skills:** Stealth +10

**Languages:** Common

**Str:** 20 (+8), **Con:** 17 (+6), **Dex:** 15 (+5)

**Int:** 8 (+2), **Wis:** 10 (+3), **Cha:** 12 (+4)

**Initiative:** +5; **Speed:** 6

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

**HP:** 63, **Staggered:** 31

**Immune:** disease, poison, **Resist:** necrotic 10, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will)

+11 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 heals 5 hit points.

**Blooded Frenzy**

While staggered, the failed sacrifice has a +2 power bonus to attack rolls.

## Revenant Skeleton

**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; **Speed:** 8

**Action Points:** 1

**AC:** 18; **Fort:** 20, **Ref:** 19, **Will:** 15; **Saving Throws:** +2

**HP:** 126, **Staggered:** 63

**Resist:** necrotic 15, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will) • **Necrotic**

+11 vs AC; 1d6+5 damage, and the target takes persistent 5 necrotic damage (save ends).

† **Claw Fury** (standard, at-will) • **Necrotic**

The revenant skeleton makes two *claw* attacks. If both attacks hit the same target, the target is knocked prone.

⌘ **Shadowswarm** (standard, encounter) • **Zone**

The revenant skeleton vomits forth a cloud of screaming, shadowy bats, creating a zone that lasts until the end of the encounter. The cloud blocks line of sight and grants concealment to creatures within it. Any enemy within the cloud that makes a Ranged or Far attack suffers an opportunity attack: +11 vs AC; 1d10+1 damage, and the target is rattled until the end of its next turn.

## 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; **Speed:** 3, fly 6 (hover)

**AC:** 19; **Fort:** 22, **Ref:** 17, **Will:** 17

**HP:** 69, **Staggered:** 34

**Immune:** disease, poison, **Resist:** necrotic 10, **Vulnerable:** radiant 10

‡ **Bite** (standard, at-will)

Reach 2; +12 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 the target takes persistent 5 necrotic damage (save ends).

## Greater Failed Sacrifice

**Level 14 Wrecker** (1000 XP)

Medium Natural Humanoid • Undead (Chaotic Evil)

**Senses:** Perception +9, darkvision; **Skills:** Athletics +19, Stealth +16

**Languages:** Common

**Str:** 24 (+14), **Con:** 20 (+12), **Dex:** 19 (+11)

**Int:** 11 (+7), **Wis:** 14 (+9), **Cha:** 15 (+9)

**Initiative:** +11; **Speed:** 8

**AC:** 26; **Fort:** 29, **Ref:** 26, **Will:** 24

**HP:** 111, **Staggered:** 55

**Immune:** disease, poison, **Resist:** necrotic 15, **Vulnerable:** radiant 10

‡ **Claw** (standard, at-will)

+19 vs AC; 2d8+10 damage, and the target is weakened (save ends) and grappled.

† **Heart Ripper** (standard, refresh 5, 6) • **Healing**

+15 vs Fortitude (must be grappling the target); 4d8+7 damage, and the greater failed sacrifice heals 10 hit points. If this power reduces a target to 0 hit points or below, the greater failed sacrifice rips out the target's heart, killing it instantly.



**Blooded Frenzy**

While staggered, the greater failed sacrifice gains a +2 bonus to attack rolls and can take an additional standard action each round.

# Underdeep

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## Stygira

**Level 7 Elite Spoiler** (600 XP)

Medium Fey Humanoid • Earth (Evil)

**Senses:** Perception +6, gemsight; **Skills:** Arcana +10, Bluff +8, Dungeoneering +11

**Languages:** Common, Deep Speech, Giant, Primordial

**Str:** 12 (+1), **Con:** 10 (+0), **Dex:** 16 (+3)

**Int:** 14 (+2), **Wis:** 16 (+3), **Cha:** 10 (+0)

**Equipment:** gemstone

**Initiative:** +6; **Speed:** 5

**Action Points:** 1

**AC:** 21; **Fort:** 19, **Ref:** 18, **Will:** 20; **Saving Throws:** +2

**HP:** 118, **Staggered:** 59

‡ **Claw** (standard, at-will)

+12 vs AC; 2d10+4 damage and target slowed (save ends). If target already slowed, immobile instead (save ends). If target already immobile, petrified instead (indefinitely).

↗ **Gem Gaze** (standard, at-will) • **Psychic, Fear**

+12 vs Will; 2d10+4 psychic damage, and the target is pushed 2.

↗ **Earthbind** (swift, refresh 5, 6) • **Psychic**

Ranged 10; +12 vs Fortitude; target is lowered safely to the ground, and cannot fly, levitate or climb (save ends).

**Light Sickness**

If the stygia is exposed to bright light, it is dazed (save ends).

**Gemsight**

As long as the stygia holds a gemstone, they can see through the gem with darkvision and truesight. The stygia is blind when they are not holding a gem.

A hooded humanoid that sees only through a crystal it holds in its hand, able to paralyze its prey before carting them off to be rendered down in the vast vats of their subterranean lairs.

## In the World

**Stone Curse:** Wounds dealt by the stygia's claws leave the flesh bleached of color and turn the blood that runs from them dark gray. A creature petrified by the stone curse that spends 8 hours in direct sunlight can attempt a new saving throw to remove the effects of stone curse.

**Oracles:** Stygia know divination magic pertaining to reading omens, clairsentience, reading auras and auguries.

## Special

Those stygia with particularly precious gemstones may have different gaze attacks.

## Bauble Beast

**Level 9 Elite Blocker** (800 XP)

Large Natural Monstrosity • Earth (Unaligned)

**Senses:** Perception +7, darkvision; **Skills:** Acrobatics +13, Bluff +13, Sleight of Hand +13

**Languages:** Common, Deep Speech, Dwarvish

**Str:** 18 (+4), **Con:** 16 (+3), **Dex:** 18 (+4)

**Int:** 12 (+1), **Wis:** 16 (+3), **Cha:** 18 (+4)

**Initiative:** +8; **Speed:** 6, climb 2

**Action Points:** 1

**AC:** 25; **Fort:** 22, **Ref:** 21, **Will:** 21; **Saving Throws:** +2

**HP:** 138, **Staggered:** 69

‡ **Leg** (standard, at-will)

+14 vs AC; 2d12+4 damage.

† **Jaws** (standard, refresh 4, 5, 6) • **Acid**

+14 vs AC; 4d8+5 acid damage and target is overly-generous (save ends).

⌘ **Bile** (standard, refresh 4, 5, 6) • **Acid**

Near arc 3; +14 vs Fortitude; 2d12+4 acid damage and target is overly-generous (save ends).

↗ **Item Toss** (react, at-will)

Bauble beast is handed a gift: Ranged 10; +14 vs AC; 4d8+5 damage and the gift lands in the target's space.

**Bile Duct** (react, encounter)

When first staggered; Make an immediate *bile* attack, whether or not it is refreshed.

*A four-legged creature with two small and graceful arms and a blocky head, the beast's mustard-yellow hide is spotted with what appears to be precious stones.*

## Tactics

The bauble beast attacks until it has been given enough valuable items, then it runs away.

## In the World

**Forge Jewelry:** The bauble beast creates imitation jewelry within its digestive system. Anyone who dons the imitation jewelry is attacked:

+14 vs Will; the target learns where the fake jewelry was created and is compelled for one hour to collect their valuable belongings and bring them to that location. Removing the imitation jewelry ends the effect immediately, but the target can't take it off voluntarily.

## Special

The bauble beast introduces a new condition:

**Overly-generous:** The creature spends up to one move action and up to one swift action per round trying to give away an item of value. Unless a particular creature requests a gift and/or requests a particular gift, the gift is chosen randomly and the target is chosen randomly among those that can be reached with a single move.

## Tunnel Brute

**Level 16 Wrecker** (1400 XP)

Large Natural Monstrosity (Unaligned)

**Senses:** Perception +8, darkvision, tremorsense 12

**Str:** 24 (+15), **Con:** 21 (+13), **Dex:** 21 (+13)

**Int:** 10 (+8), **Wis:** 11 (+8), **Cha:** 21 (+13)

**Initiative:** +13; **Speed:** 4, burrow 4, climb 2

**AC:** 28; **Fort:** 29, **Ref:** 27, **Will:** 28

**HP:** 123, **Staggered:** 69

*Miasma of Despair (Fear) aura 1:* While a creature is in the aura, it suffers a -2 penalty to defences, on attack rolls and on skill checks.

‡ **Sting** (standard, at-will) • **Poison**

+21 vs AC; 3d10+13 poison damage.

† **All-Out Attack** (standard, encounter)

+13 vs AC; 7d6+13 damage.

*This is a brutal giant with insectoid features. Although humanoid in shape, it is covered in a hard chitin. Its eyes are faceted, and its mouth boasts two pairs of mandibles, the lower larger than the upper. It hunches as it walks, its knuckles nearly dragging the floor, and a large tail with a needle-like stinger curls up above its head. A horrific, oppressive stench emanates from the creature; the air around it almost seems to simmer with the fumes.*



*Tunnel Brute by Beth Trott*

## Phrenic Scourge

**Level 16 Elite Spoiler** (2800 XP)

Medium Cosmic Monstrosity (Evil)

**Senses:** Perception +13, darkvision; **Skills:** Bluff +15, Dungeoneering +20, Insight +18

**Languages:** Common, Deep Speech; telepathy 20

**Str:** 10 (+8), **Con:** 21 (+13), **Dex:** 16 (+11)

**Int:** 24 (+15), **Wis:** 21 (+13), **Cha:** 15 (+10)

**Initiative:** +11; **Speed:** 6 (compress), burrow 3, climb 6

**Action Points:** 1

**AC:** 30; **Fort:** 28, **Ref:** 27, **Will:** 29; **Saving Throws:** +2

**HP:** 208, **Staggered:** 76

**Resist:** radiant 10, **Vulnerable:** psychic 10

‡ **Tendril Cluster** (standard, at-will)

+21 vs AC; 3d10+7 psychic damage, and the target is grappled.

† **Implant Larva** (swift, refresh 5, 6) • **Psychic, Disease**

+13 vs Will (must be grappling the target); grapple ends; 3d10+7 psychic damage, and the target is dominated (save ends).

\* **Sap Will** (standard, encounter) • **Psychic**

Far burst 1 within 6; +13 vs Will; the target is stunned (save ends).

↗ **Suggestion** (swift, encounter) • **Psychic, Charm**

Ranged 10; +13 vs Will; 2d10+7 psychic damage and shunt target 5.

\* **Mandatory Slumber** (standard, at-will) • **Psychic**

Far burst 1 within 6; +13 vs Will; 2d10+7 psychic damage, and the target is knocked prone.

**Teleport** (move, encounter) • **Teleportation**

Teleport up to 6.

*This horrific being stands as a human, but is clearly nothing of the sort. A dark and tattered robe only partly covers a body that appears to be formed entirely of squirming, writhing tendrils in hues of off-white, corpse-gray, and sickly purples and blues. Lengths of these tendrils hang from its sleeves as hands, while others make up a visage that cannot, in any sense of the word, be called a face. It steps forward with a shambling, yet somehow graceful, gait.*



*Phrenic Scourge by Beth Trott*

## Evil Eye

**Level 16 Boss Wrecker** (5600 XP)

Large Cosmic Monstrosity (Evil)

**Senses:** Perception +13, all-around vision, darkvision, truesight

**Str:** 8 (+7), **Con:** 21 (+13), **Dex:** 14 (+10)

**Int:** 24 (+15), **Wis:** 21 (+13), **Cha:** 16 (+11)

**Initiative:** +10; **Speed:** fly 6 (hover)

**Action Points:** 2

**AC:** 28; **Fort:** 28, **Ref:** 27, **Will:** 29; **Saving Throws:** +5

**HP:** 492, **Staggered:** 208

**Resist:** radiant 10, **Vulnerable:** psychic 10

‡ **Lash** (standard, at-will)

+21 vs AC; 4d10+8 damage.

⌘ **Gaze Attack** (standard, at-will) • **Psychic, Fire**

Near arc 6; +13 vs Will; the evil eye chooses one effect. It cannot choose one that it has used since the beginning of its last turn.

1. **Charm:** +13 vs Will; the target is dominated (save ends).

2. **Confuse:** +13 vs Will; 2d10+7 psychic damage, and the target cannot use encounter or daily powers (save ends).

3. **Death:** +13 vs Fortitude; 3d10+7 damage.

4. **Enervate:** +13 vs Fortitude; 2d10+7 psychic damage, and the target is weakened (save ends).

5. **Immolate:** +13 vs Reflex; 2d10+7 fire damage.

6. **Paralyze:** +13 vs Will; 2d10+7 psychic damage, and the target is immobile (save ends).

7. **Petrify:** +13 vs Fortitude; the target is petrified (save ends).

8. **Sleep:** +13 vs Will; 2d10+7 psychic damage, and the target is knocked prone (save ends).

**All-Out** (standard, encounter)

Use *gaze attack* twice (evil eye chooses the effect each time). This power refreshes when the evil eye is first staggered.

**Lash Out** (react, refresh 4, 5, 6)

The evil eye is hit by an attack; the evil eye makes a *gaze attack*, with the effect chosen randomly.

*An enormous floating eye, apparently ripped raw from the skull of some giant beast, hovers in the air before you. Lengths of optic nerve writhe and thrash behind it like tails, fading away after several feet into thin wisps of white mist. That same white mist is visible in the eye's dark pupil, as though through a window to some distant world.*

# Worm

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## Burrower Worm

**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; **Speed:** 8, burrow 8

**Action Points:** 1

**AC:** 24; **Fort:** 23, **Ref:** 23, **Will:** 21; **Saving Throws:** +2

**HP:** 148, **Staggered:** 74

‡ **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 worm moves below the surface up to its burrow speed, avoiding opportunity attacks, and then bursts up from the ground and makes a secondary attack with combat advantage.

*Secondary Attack:* +17 vs AC; 2d8+6 damage, and the target is grappled.

⌘ **Acidic Spew** (swift, refresh 4, 5, 6) • **Acid**

Far burst 1 within 10; +15 vs AC; 1d8+5 damage.

## Scavenger Worm

**Level 16 Mook Blocker** (350 XP)

Large Cosmic Monstrosity (Unaligned)

**Senses:** Perception +13, blindsight 12

**Str:** 14 (+10), **Con:** 24 (+15), **Dex:** 21 (+13)

**Int:** 1 (+4), **Wis:** 21 (+13), **Cha:** 6 (+6)

**Initiative:** +13; **Speed:** 6, climb 4

**AC:** 32; **Fort:** 29, **Ref:** 28, **Will:** 28

**HP:** 1, **Staggered:** 69

**Resist:** radiant 10, **Vulnerable:** psychic 10

‡ **Bite** (standard, at-will) • **Acid**

+21 vs AC; 12 acid damage.

⌘ **Tranquilizing Spray** (standard, encounter) • **Acid, Psychic**

Near arc 2; +21 vs Fortitude; 12 acid damage and the target falls prone.

*This insectoid creature might be mistaken for a simple giant centipede, were it not for the circular, moray-like maw, the hard reflective chitin that clicks as it moves, and its complete lack of eyes. Something green and foul-smelling trickles from its mouth.*

# Appendix: Monsters by Level

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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
Demon Toad	1	Wrecker
Eagle	1	Striker
Hopping Imp	1	Wrecker
Raven of Doom	1	Skulker
Squirming Mound	1	Striker
Warden	1	Striker
Wicker Golem	1	Striker
Apefolk Infantry	2	Mook
Clubman	2	Mook Striker
Apefolk Signifier	2	Spoiler (Leader)
Bone Chariot	2	Blocker
Giant Tarantula	2	Wrecker
Grenadier	2	Archer
Ostovite	2	Skulker
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	Skulker
Shadowblast Warlock	3	Skulker
Infected Animal	3	Wrecker

Name	Level	Role
Desiccated Husk	3	Wrecker
Mega-Chariot	3	Blocker
Bloody Bones	3	Elite Wrecker
Blood-Drinker Hag	3	Boss Spoiler
Ostovite Swarm	3	Boss Spoiler
Shadow Drake	3	Boss Skulker
Young Couatl	3	Boss Striker
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 Skulker

**Table - Adventurer Monsters (level 5 to level 10)**

Name	Level	Role
Infected Grub	5	Striker Mook
Repeater Crossbowman	5	Mook Archer
Apefolk Infiltrator	5	Skulker
Burner Demon	5	Wrecker
Cowled Assassin	5	Skulker
Flying Head	5	Striker
Hellhound	5	Wrecker
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
Sand Sentry	6	Skulker
Shapeshifter Slime - Human Form	6	Archer
Shapeshifter Slime - Slime Form	6	Skulker
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

Name	Level	Role
King of Thieves	7	Elite Blocker (Leader)
Stygira	7	Elite Spoiler
Longbowman	8	Mook Archer
Aquatic Gargoyle	8	Skulker
Fire Magician	8	Archer
Infected Behemoth	8	Wrecker
Transformed Servant	8	Blocker
Greymalkin	8	Elite Striker
Adult Couatl	8	Boss Striker
Jiang-Shi Scholar	8	Boss Striker
Hezrou	9	Wrecker
Hungry Maw	9	Wrecker
Vulture Demon	9	Wrecker
Ogre Wretch	9	Mook
Insidious Assassin	9	Skulker
Bauble Beast	9	Elite Blocker
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
Jiang-Shi Magistrate	11	Boss Striker
Armored Warmage	12	Wrecker
Ice Hag	12	Elite Striker
Master Assassin	12	Elite Skulker
Skinner	13	Archer Mook
Punk	13	Elite Wrecker
Martial Arts Master	13	Boss Blocker
Ophiduan - Hominis Caste	13	Elite Spoiler (Leader)
Ophiduan - Semiferum Caste	13	Striker
Ophiduan - Anguineum Caste	13	Boss Spoiler
Blademaster	14	Mook Striker
Chunk	14	Archer
Greater Failed Sacrifice	14	Wrecker
Mother Screamer	14	Skulker (Leader)
Berserker	14	Elite Striker
Beast	14	Boss Striker
Big Burner	15	Wrecker
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
Scavenger Worm	16	Mook Blocker
Baby Screamer	16	Mook Archer
Veteran Crossbowman	16	Mook Archer
Tunnel Brute	16	Wrecker
Archvillain	16	Elite Wrecker (Leader)
Phrenic Scourge	16	Elite Spoiler

Name	Level	Role
Evil Eye	16	Boss Wrecker
Boar Demon	19	Wrecker
Frenzy Demon	19	Wrecker
Pincer Demon	19	Wrecker
Longshot Berserker	19	Mook Striker

**Table - Epic Monsters (level 21 and higher)**

Name	Level	Role
Ancient Couatl	22	Boss Striker
Laughing Demon	25	Wrecker
Balor	29	Wrecker
Marilith	29	Wrecker
Flying Head Swarm	29	Elite Striker

# Appendix: Creating New Monsters

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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.

Every monster has a size, source and type. Only add tags where appropriate.

### 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: Undead. Resistance to poison X, vulnerability to radiant X.
- Created from a dead spirit or soul: Undead. Incorporeal, 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.
- If ridden, 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.

### 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

### 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

### Skulker

*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

### Spoiler

*AC:* 14 + level.

*Fort:* 12 + level; *Ref:* 11 + level; *Will:* 13 + level.

*HP:* 24 + (5 \* 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

## Wrecker

*AC:* 12 + level.

*Fort:* 13 + level; *Ref:* 11 + level; *Will:* 12 + level.

*HP:* 27 + (6 \* 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.
- The monster can squish into very small spaces: Compress

## 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.

## Type

Mooks deal static damage, and in general should only target one creature with each attack.

Elites should have powers that allow them to attack roughly twice as often as standard monsters.

Bosses should have powers that allow them to attack roughly four times as often as standard monsters, or do more damage when they attack.

## Role

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 (round down).

**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

Assign the monster ability scores based on what seems appropriate. In general, a monster's highest ability score should equal about  $16 + \text{half its level}$ .

## Skills

Choose any number of skills for the monster to be trained in. These skills have a bonus of  $5 + \text{half level} + \text{the relevant ability modifier}$ .

Always list the monster's Perception modifier. If they are not trained in Perception, the modifier is half the monster's level + its Wisdom modifier.

## Initiative

A monster's initiative modifier equals half the monster's level plus its Dexterity modifier.

# Legal

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