

Monsters

0.6.2

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Legal



Battle by Luigi Castellani

Monster Templates

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

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

Standard Bonuses

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

Elites

From Standard to Elite:

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

Bosses

From Standard to Boss (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

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 has 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

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).



Lord of Violence by Justin Nichol

Forlorn Shade

Senses: Darkvision

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

Shadow Walk (swift, encounter) • **Illusion, Teleportation**

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

Grasping Shadow (reaction, at-will)

A creature marked by the shade makes an attack that does not include the shade as a target: Ranged 20, the marked creature; Charisma vs Will; psychic damage equal to the shade's level.

Dark Challenge

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

Adventurer

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

As with other templates, the move from standard to elite 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 (do not choose two level 13 encounter powers or two level 25 daily powers, for example).

- 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

Monster traits are abilities that can be added to any monster. Adding traits does not sufficiently affect the overall challenge posed by a monster as to alter its role or level.

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.

Aboleths

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.

Thralls are mind-controlled humanoids forced to obey their aboleth master's commands.

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)

+11 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; +9 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.

Half-aboleths are trusted, elite servants of the aboleths. Whether they are truly the children of an aboleth is unclear, but they have mucus sacs and tentacles reminiscent of their namesakes.

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; +13 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.

A transformed servant is a mind-controlled servant of the aboleth that has been "gifted" underwater adaptations.

Veteran Thrall

Level 8 Wrecker (350 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +8, darkvision; **Skills:** Bluff +13, Intimidate +13

Languages: Common, Deep Speech

Str: 20 (+9), **Con:** 17 (+7), **Dex:** 17 (+7)

Int: 12 (+5), **Wis:** 10 (+4), **Cha:** 11 (+4)

Initiative: +11; **Speed:** 6, swim 4

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

HP: 75, **Staggered:** 37

Immune: charm, **Resist:** radiant 5, **Vulnerable:** psychic 5

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

+13 vs AC; 2d10+5 damage (+1d10 damage if the target is staggered).

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

Reach 2; +13 vs Reflex; The target is slowed until they spend a move action escaping from the net.

† **Subdual Strike** (standard, at-will)

+13 vs Fortitude; 4 damage and the target is dazed until the end of their next turn.

Feel No Pain

While staggered, the veteran thrall counts as not being staggered for the purpose of any negative effects of being staggered.

One Mind, One Advantage

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

Those that have been kept as thralls of the aboleths for longer periods – the veteran thralls and thrall commanders – are trusted with the nets used to capture future thralls.

Thrall Commander

Level 10 Blocker (500 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +10, darkvision; **Skills:** Bluff +16, Intimidate +16, Nature +15

Languages: Common, Deep Speech

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

Int: 13 (+6), **Wis:** 11 (+5), **Cha:** 12 (+6)

Initiative: +14; **Speed:** 6, swim 4

AC: 26; **Fort:** 23, **Ref:** 22, **Will:** 22

HP: 74, **Staggered:** 37

Immune: charm, **Resist:** radiant 5, **Vulnerable:** psychic 5

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

+15 vs AC; 2d12+5 damage.

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

Reach 2; +15 vs Reflex; The target is slowed until they spend a move action escaping from the net.

† **Subdual Strike** (standard, at-will)

+15 vs Fortitude; The target is stunned until the end of their next turn.

Mob Tactics

Allies within 10 squares receive a +1 power bonus on attack rolls.

Feel No Pain

While staggered, the thrall commander counts as not being staggered for the purpose of any negative effects of being staggered.

One Mind, One Advantage

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

Chuul

Level 14 Wrecker (1000 XP)

Large Cosmic Monstrosity • Aquatic (Chaotic Evil)

Senses: Perception +16, darkvision; **Skills:** Athletics +24, Stealth +22

Languages: Common, Deep Speech

Str: 20 (+12), **Con:** 18 (+11), **Dex:** 16 (+10)

Int: 10 (+7), **Wis:** 14 (+9), **Cha:** 5 (+4)

Initiative: +17; **Speed:** 6, swim 4

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

HP: 111, **Staggered:** 55

‡ **Claw** (standard, at-will)

Reach 2; +19 vs AC; 3d10+5 damage. Make a secondary attack against the target. *Secondary Attack:* +17 vs Fortitude; the target is grappled.

† **Paralysing Tentacles** (standard, at-will)

Reach 2, a grappled target; +19 vs Fortitude; 3d10+11 damage and the target is dazed (save ends). If the target is already dazed, it is stunned instead (save ends).

A horrible mix of crustacean, insect, and serpent, the chuul is an abomination that lurks submerged or partially submerged, awaiting intelligent prey to devour. Although amphibious, chuuls are not good swimmers and actually prefer to be on land or in very shallow water when they attack. A chuul is about 8 feet long and weighs 650 pounds.

Aboleth

Level 18 Spoiler (Leader) (2000 XP)

Large Cosmic Monstrosity • Aquatic (Evil)

Senses: Perception +26, darkvision; **Skills:** Arcana +25, Dungeoneering +25, History +25

Languages: Common, Deep Speech, telepathy 1 mile

Str: 26 (+17), **Con:** 20 (+14), **Dex:** 12 (+10)

Int: 15 (+11), **Wis:** 17 (+12), **Cha:** 17 (+12)

Initiative: +19; **Speed:** 2, swim 12

AC: 32; **Fort:** 30, **Ref:** 29, **Will:** 31

HP: 114, **Staggered:** 57

Resist: radiant 10, **Vulnerable:** psychic 10

Mucus Cloud aura 1: Make a secondary attack against any creature that begins its turn adjacent to the aboleth while underwater. *Secondary Attack:* +21 vs Fortitude; the creature is exposed to the aboleth slime affliction (see the Afflictions chapter).

‡ **Tentacle** (standard, at-will)

Reach 3; +23 vs AC; 4d8+8 damage and make a secondary attack. *Secondary Attack:* +21 vs Fortitude; the target is exposed to the aboleth slime affliction.

↗ **Domination Gaze** (standard, at-will)

Ranged 10, a creature afflicted with aboleth slime; +23 vs Will; The target is dominated (save ends). The aboleth can only dominate one creature in this way at a time. If the encounter ends and the target is still dominated, the effect lasts indefinitely, and the dominated creature does not count towards the number of creatures the aboleth can dominate.

* **Hypnotic Pattern** (standard, recharge 4, 5, 6)

Far burst 2; The target is dazed (save ends).

Far Voice

The aboleth can communicate telepathically with creatures it has dominated regardless of distance.

¤ **Mucus Cloud** (swift, at-will)

Near burst 1; +23 vs Fortitude; The target is exposed to the aboleth slime affliction.

¤ **Roil** (standard, at-will)

Near burst 10, creatures in water without a swim speed; +23 vs Fortitude; The target falls prone.

The aboleth is a revolting fishlike amphibian found primarily in subterranean lakes and rivers. An aboleth has a pink belly. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. It uses its tail for propulsion in the water and drags itself along with its tentacles on land. An aboleth weighs about 6,500 pounds.

Animals

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

Eagle

Level 1 Striker (100 XP)

Small Natural Beast (Unaligned)

Senses: Perception +8, low-light vision

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

Int: 3 (-4), **Wis:** 14 (+2), **Cha:** 13 (+1)

Initiative: +5; **Speed:** 2, fly 8

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.

A bird of prey with keen eyesight.

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.

A sinister raven associated with ill omens.

Great Ape

Level 3 Wrecker (150 XP)

Large Natural Beast (Unaligned)

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

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.

An unnaturally large and powerful gorilla, orangutan or chimpanzee, or a hitherto unknown ape.

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

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 bison can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the bison must end its move in an unoccupied space. Each time it enters a creature's space, the bison makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Wild Charge

On a charge, if the basic melee attack hits, make a secondary attack.

Secondary Attack: +9 vs AC; the target is pushed 2 and knocked prone.

A large herbivorous mammal with formidable horns. Statistics can also be used for a bull.

Giant Frog

Level 4 Wrecker (175 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +6, low-light vision; **Skills:** Athletics +10 (+15 jumping), Stealth +8

Str: 18 (+6), **Con:** 16 (+5), **Dex:** 15 (+4)

Int: 2 (-2), **Wis:** 11 (+2), **Cha:** 8 (+1)

Initiative: +6; **Speed:** 4, climb 4 (wall-climber), swim 4; see also *leap*

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

HP: 37, **Staggered:** 18

‡ **Bite** (standard, at-will)

+9 vs AC; 1d8+4 damage, or 1d8+8 against a grappled or blinded target.

✓ **Tongue Lash** (swift, at-will)

Ranged 3; +7 vs Reflex; the target is grappled. If it is Large size or smaller, it is also pulled adjacent to the giant frog.

Leap (move, at-will)

The giant frog jumps 4 squares, without provoking opportunity attacks.

An oversized amphibian with a sticky tongue and powerful hind legs.

Variants

Poison Arrow Frog

Replace *tongue lash* with:

Venomous Spittle (standard, at-will)

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

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 phantom cat teleports 5 squares, and then makes a *bite* attack. On a hit, it does an additional 2d6 damage and knocks the target prone.

A ghostly panther that can pass through solid objects.

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; +8 vs AC (enemies only); 1d10+5 damage.

A fearsome yellow baboon, usually found in troops dominated by a particularly powerful male.

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; +10 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).

A gigantic constrictor with shimmering scales that can hypnotize its prey with captivating patterns and constrict them with immense strength.

Ancient Hermit Crab

Level 5 Boss Blocker (1000 XP)

Large Natural Monstrosity • Aquatic (Unaligned)

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

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)

+8 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** (reaction, at-will)

+8 vs Reflex (When the crab is hit by a melee attack); 1d6+5 damage.

Ancient hermit crabs are sought out for their wisdom and knowledge, particularly of the deep past.

Sometimes, they are revered as estuarine gods by villages and towns.

Devil Ape

Level 8 Wrecker (350 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +9, low-light vision; **Skills:** Athletics +19, Endure +16

Str: 22 (+10), **Con:** 16 (+7), **Dex:** 17 (+7)

Int: 2 (+0), **Wis:** 12 (+5), **Cha:** 14 (+6)

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

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

HP: 75, **Staggered:** 37

Resist: cold 5

‡ **Pummel** (standard, at-will)

+13 vs AC; 2d10+9 damage.

✓ **Thrown Rocks** (standard, at-will)

+13 vs AC; 2d10+9 damage and the target is knocked prone if it is Small or smaller.

✓ **Call Landslide** (standard, encounter)

Ranged 40 (cannot target creatures within 20 squares); +13 vs Fortitude; 3d10+9 damage.

Black Curse (reaction, encounter)

the devil ape is reduced to 0 HP or below; The triggering creature suffers a -2 penalty to saving throws until their next long rest.

A demonic primate with fiery eyes, razor-sharp claws, and a bloodcurdling howl. Dark magic binds a devil ape to its mountain home, allowing it to control the elements and punish its slayer.

Tyrannosaurus

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 tyrannosaurus 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 tyrannosaurus has grappled takes 4d6+6 damage.

Despite its enormous size and 6-ton weight, a tyrannosaurus is a swift runner. Its head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length. It is slightly more than 30 feet long from nose to tail.

Aquatic

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.

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them.

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 (-2), **Wis:** 10 (+3), **Cha:** 12 (+4)

Initiative: +9; **Speed:** swim 6 (compress Tiny)

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 increases 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).

Swarming school of small, carnivorous fish with sharp teeth, capable of overwhelming and devouring larger prey.

Plesiosaur

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

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

Near burst 3; +13 vs Reflex; 4d8+6 damage, and the target is knocked prone if it is Medium size or smaller.

An aquatic, long-necked reptile.

Canines

Dog

Level 1 Striker (100 XP)

Small Natural Beast (Unaligned)

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

Str: 13 (+1), **Con:** 17 (+3), **Dex:** 15 (+2)

Int: 2 (-4), **Wis:** 12 (+1), **Cha:** 6 (-2)

Initiative: +2; **Speed:** 8

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

HP: 29, **Staggered:** 14

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage. *Secondary Attack:* +6 vs Reflex; the target falls prone.

Worry

If the dog's target is prone, attacks do +1d6 damage on a hit.

Some breeds of domesticated dog are effective trackers or guards. These statistics can also be used for small wild canines such as coyotes, jackals, and African wild dogs.

Variants

Grim (Dog)

Add the Adventurer template (Priest class).

Wolf

Level 3 Striker (150 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Nature +8, Stealth +9

Str: 13 (+2), **Con:** 15 (+3), **Dex:** 15 (+3)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 6 (-1)

Initiative: +4; **Speed:** 8

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

HP: 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

+8 vs AC; 1d12+4 damage. *Secondary Attack:* +8 vs Reflex; the target falls prone.

Worry

If the wolf's target is prone, attacks do +1d6 damage on a hit.

Wolves are cunning pack predators and effective hunters. These statistics can also be used for hyenas.

Dire Wolf

Level 7 Striker (300 XP)

Large Natural Beast (Unaligned)

Senses: Perception +12, low-light vision; **Skills:** Nature +12, Stealth +14

Str: 25 (+10), **Con:** 15 (+5), **Dex:** 17 (+6)

Int: 2 (-1), **Wis:** 12 (+4), **Cha:** 10 (+3)

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

AC: 21; **Fort:** 18, **Ref:** 20, **Will:** 19

HP: 59, **Staggered:** 29

‡ **Bite** (standard, at-will)

+12 vs AC; 2d10+4 damage. *Secondary Attack:* +12 vs Reflex; the target falls prone.

Worry

If the dire wolf's target is prone, attacks do +2d6 damage on a hit.

Dire wolves are prehistoric pack predators of enormous size and ferocity. These statistics can also represent a dire hyena.

Variants

Yeth Hound

Bay (encounter, standard): Near burst 5; +12 vs Will; the target is dazed.

Shadow Mastiff

Bay (encounter, standard): Near burst 5; +12 vs Will; the target is dazed.

Shadow Blend: While the shadow mastiff is in dim light, it is invisible.

Worg

Level 11 Striker (600 XP)

Large Natural Beast (Unaligned)

Senses: Perception +17, low-light vision; **Skills:** Nature +17, Stealth +17

Str: 17 (+8), **Con:** 15 (+7), **Dex:** 15 (+7)

Int: 6 (+3), **Wis:** 14 (+7), **Cha:** 10 (+5)

Initiative: +12; **Speed:** 8

AC: 25; **Fort:** 22, **Ref:** 24, **Will:** 23

HP: 79, **Staggered:** 39

‡ **Bite** (standard, at-will)

+16 vs AC; 3d8+5 damage. *Secondary Attack:* +16 vs Reflex; the target falls prone.

Worry

If the worg's target is prone, attacks do +3d6 damage on a hit.

Large, intelligent, and malevolent wolf-like creatures, worgs are often found in the service of evil masters. They can be taught to understand and even speak the languages of their masters.

Variants

Winter Wolf

Resistance cold 5; **Vulnerability** fire 5.

Breath Weapon (encounter): Near arc 5; +16 vs Reflex; 3d8+5 cold damage; on a miss, do half damage.

Catch Breath (at-will, swift) • Stance: At the start of the winter wolf's next turn, its breath weapon is recharged. While in this stance, the wolf cannot make opportunity attacks.

Quadrupeds

Riding Horse

Level 1 Wrecker (100 XP)

Large Natural Beast • Mount (Unaligned)

Senses: Perception +2; **Skills:** Athletics +9, Endure +9

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

Int: 2 (-4), **Wis:** 14 (+2), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 10

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

HP: 33, **Staggered:** 16

‡ **Hoof** (standard, at-will)

+6 vs AC; 1d10+5 damage.

Trample (standard, at-will)

The riding horse can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the riding horse must end its move in an unoccupied space. Each time it enters a creature's space, the riding horse makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Ride Down • Mount

When the riding horse *tramples*, the rider can make a basic melee attack in place of one of the riding horse's basic melee attacks.

A horse trained to be comfortable around humanoids, suitable for travel, riding and light loads.

War Horse

Level 2 Wrecker (125 XP)

Large Natural Beast • Mount (Unaligned)

Senses: Perception +3; **Skills:** Athletics +11, Endure +10

Str: 20 (+6), **Con:** 18 (+5), **Dex:** 16 (+4)

Int: 2 (-3), **Wis:** 14 (+3), **Cha:** 2 (-3)

Initiative: +4; **Speed:** 8

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

HP: 39, **Staggered:** 19

‡ **Hoof** (standard, at-will)

+7 vs AC; 1d12+6 damage.

Trample (standard, at-will)

The war horse can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the war horse must end its move in an unoccupied space. Each time it enters a creature's space, the war horse makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Ride Down • Mount

When the war horse *tramples*, the rider can make a basic melee attack in place of one of the war horse's basic melee attacks.

Powerful horses trained to endure or even relish the chaos and stress of battle.

Boar

Level 4 Wrecker (175 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +5, low-light vision

Str: 15 (+4), **Con:** 17 (+5), **Dex:** 10 (+2)

Int: 2 (-2), **Wis:** 13 (+3), **Cha:** 4 (-1)

Initiative: +4; **Speed:** 8

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

HP: 51, **Staggered:** 25

‡ **Tusk** (standard, at-will)

+9 vs AC; 1d12+8 damage.

Going Down Swinging

When staggered and when reduced to 0 HP or below, the boar makes a basic melee attack.

Aggressive wild pigs, armed with sharp tusks and fierce when provoked.

Pegasus

Level 8 Striker (350 XP)

Large Natural Beast • Mount (Good)

Senses: Perception +14, darkvision; **Skills:** Insight +14

Languages: Common

Str: 18 (+8), **Con:** 16 (+7), **Dex:** 15 (+6)

Int: 10 (+4), **Wis:** 13 (+5), **Cha:** 13 (+5)

Initiative: +10; **Speed:** 12, fly 24

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20

HP: 64, **Staggered:** 32

‡ **Hoof** (standard, at-will)

+13 vs AC; 2d10+5 radiant damage.

Flyby Attack

The pegasus flies up to its fly speed and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

Flying Strike • Mount

When the pegasus uses *flyby attack*, the rider can make a basic melee attack in place of the pegasus's basic melee attacks.

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.

Unicorn

Level 8 Striker (350 XP)

Large Natural Beast • Mount (Good)

Senses: Perception +13, low-light vision; **Skills:** Athletics +18, Religion +13

Languages: Common, Sylvan

Str: 20 (+9), **Con:** 21 (+9), **Dex:** 17 (+7)

Int: 10 (+4), **Wis:** 21 (+9), **Cha:** 24 (+11)

Initiative: +11; **Speed:** 12

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20

HP: 64, **Staggered:** 32

Magic Circle aura 2 If an Evil or Chaotic Evil creature attempts to move into the aura, make an attack: +11 vs Will; on a hit, the target's move ends without them entering the aura.

‡ **Hoof** (standard, at-will)

+13 vs AC; 2d10+5 radiant damage.

Trample

The unicorn can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the unicorn must end its move in an unoccupied space. Each time it enters a creature's space, the unicorn makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Healing Horn (swift, at-will) • Healing

An adjacent ally can spend a recovery to either heal up to their recovery value or make a saving throw against any conditions and afflictions affected by a saving throw.

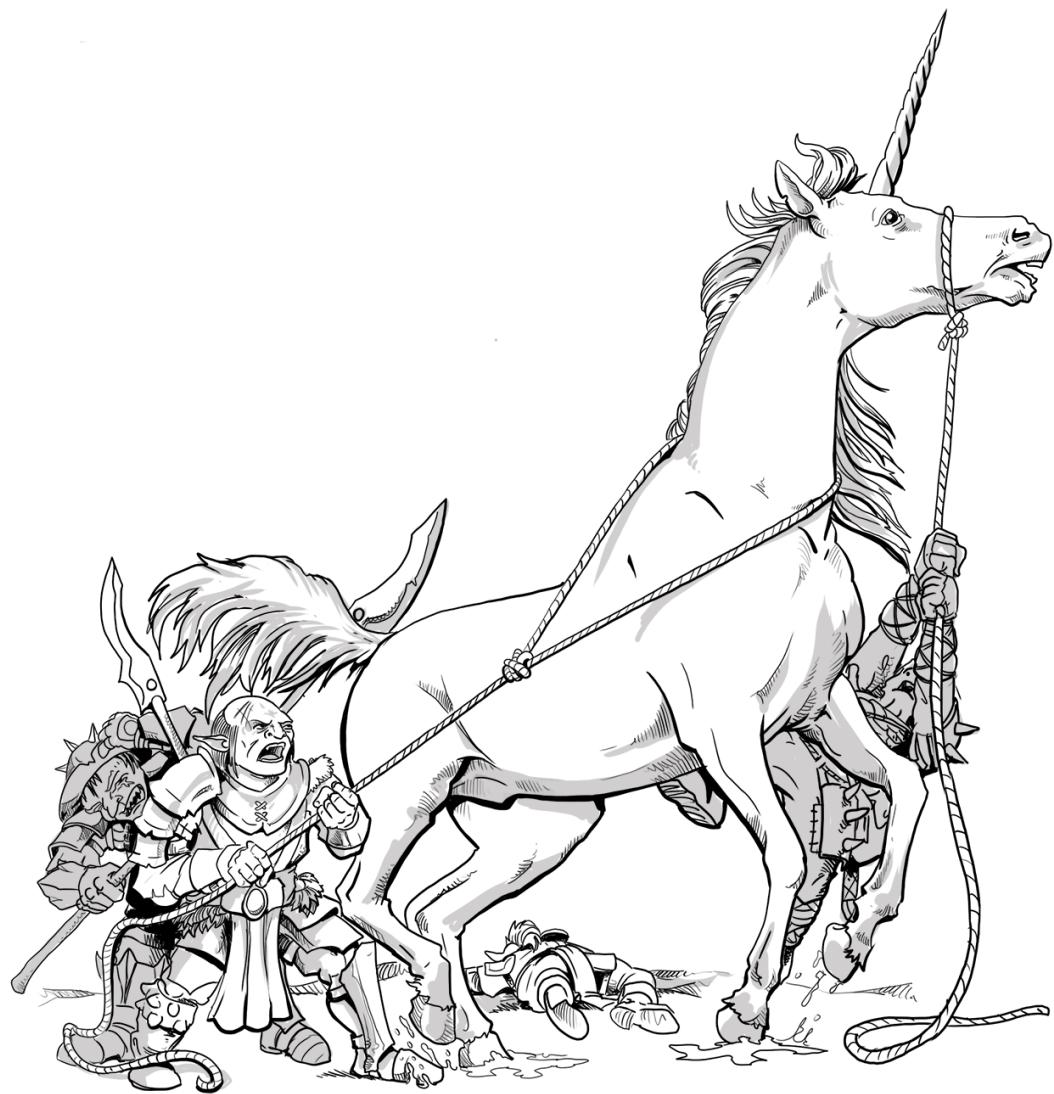
Teleport (move, daily) • Teleportation

The unicorn teleports to anywhere within the boundaries of its forest home.

Ride Down • Mount

When the unicorn *tramples*, the rider can make a basic melee attack in place of one of the unicorn's basic melee attacks.

A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. Males sport a white beard. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males.



Unicorn by *LadyofHats*

Variant

Winged Unicorn

Speed 8, fly 12

Nightmare

Level 12 Striker (700 XP)

Large Natural Beast • Mount (Evil)

Senses: Perception +13, darkvision; **Skills:** Arcana +18, Stealth +19

Str: 18 (+10), **Con:** 16 (+9), **Dex:** 15 (+8)

Int: 13 (+7), **Wis:** 13 (+7), **Cha:** 12 (+7)

Initiative: +14; **Speed:** 8, fly 18

AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24

HP: 84, **Staggered:** 42

Sulfurous Smoke aura 3 Lightly obscured. Enemies that begin their turn in the aura are rattled until they leave the aura. The nightmare and its rider can see through its aura.

‡ **Hoof** (standard, at-will)

+17 vs AC; 3d8+6 fire damage.

Flyby Attack

The nightmare flies up to its fly speed and makes a basic melee attack at any point during the move without provoking an opportunity attack from the target.

Spectral Leap (swift, at-will) • **Mount, Stance, Teleportation**

At the start of the nightmare's next turn, the nightmare and any creature riding it are transported to the Ethereal Plane or Astral Plane. While in this stance, the nightmare cannot make opportunity attacks.

Flying Strike • **Mount**

When the nightmare uses *flyby attack*, the rider can make a basic melee attack in place of the nightmare's basic melee attacks.

A demonic steed wreathed in flames, conjured from the underworld for dark missions and shadowy purposes. A nightmare is about the size of a light war horse, and has the wit to carry out tasks with or without a rider.

Elephant

Level 13 Blocker (800 XP)

Huge Natural Beast (Unaligned)

Senses: Perception +18, low-light vision; **Skills:** Insight +18

Str: 30 (+16), **Con:** 21 (+11), **Dex:** 10 (+6)

Int: 2 (+2), **Wis:** 13 (+7), **Cha:** 7 (+4)

Initiative: +12; **Speed:** 8

AC: 29; **Fort:** 26, **Ref:** 25, **Will:** 25

HP: 89, **Staggered:** 44

‡ **Stomp** (standard, at-will)

+18 vs AC; 3d8+7 damage.

† **Tusk** (standard, at-will)

+18 vs AC; 3d8+7 damage and the target is knocked prone.

† **Trunk** (swift, at-will)

+18 vs Reflex; The target is shunted 3 squares.

Trample

The elephant can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the elephant must end its move in an unoccupied space. Each time it enters a creature's space, the elephant makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

Mammoth

Level 17 Blocker (1600 XP)

Huge Natural Beast (Unaligned)

Senses: Perception +22, low-light vision; **Skills:** Insight +22

Str: 30 (+18), **Con:** 21 (+13), **Dex:** 10 (+8)

Int: 2 (+4), **Wis:** 13 (+9), **Cha:** 7 (+6)

Initiative: +16; **Speed:** 8 (ice walk)

AC: 33; **Fort:** 30, **Ref:** 29, **Will:** 29

HP: 109, **Staggered:** 54

Resist: cold 10

‡ **Stomp** (standard, at-will)

+22 vs AC; 4d8+7 damage.

¤ **Tusks** (standard, at-will)

Near burst 1; +22 vs AC; 2d12+6 damage and the target is knocked prone.

† **Trunk** (swift, at-will)

+22 vs Reflex; The target is shunted 5 squares.

Trample

The mammoth can move up to its speed, including through the spaces of enemies that are smaller than it. This movement provokes opportunity attacks, and the mammoth must end its move in an unoccupied space. Each time it enters a creature's space, the mammoth makes a basic melee attack against that creature. On a hit, the target is also knocked prone.

A prehistoric elephant with long, curved tusks and a shaggy coat.

Constructs

Constructs are magically created automatons.

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 (-2), **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.

Constructed of interwoven dried branches and vines, the wicker golem is often set as a task for apprentice magicians.

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 (+2)

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** (swift, encounter) • **Fear**

Near burst 5; +9 vs Will; the target 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.

A stoic stone statue enchanted to stand guard, the vigilant statue remains motionless until provoked, at which point it animates with surprising speed and strength to defend its designated area.

Animate Collector

Level 8 Spoiler (350 XP)

Medium Natural Automaton • Construct (Unaligned)

Senses: Perception +11, low-light vision; **Skills:** Diplomacy +14, Endure +18, History +18

Languages: Common

Str: 17 (+7), **Con:** 20 (+9), **Dex:** 16 (+7)

Int: 20 (+9), **Wis:** 16 (+7), **Cha:** 12 (+5)

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

AC: 22; **Fort:** 20, **Ref:** 19, **Will:** 21

HP: 64, **Staggered:** 32

Immune: disease, poison, sleep

‡ **Fists** (standard, at-will)

+13 vs AC; 2d10+5 damage.

¤ **Fire Spray** (standard, encounter)

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

Harden Skin (move, at-will)

The animate collector gains 8 temporary hit points.

Machine Logic (reaction, encounter)

The animate collector is the target of a Psychic attack: The attack has no effect on the animate collector.

An amalgamation of enchanted objects brought to life, the animate collector has a relentless desire to gather and hoard valuable items.

Animate Guardian

Level 12 Blocker (700 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +19, low-light vision; **Skills:** Endure +22

Languages: Common

Str: 24 (+13), **Con:** 20 (+11), **Dex:** 19 (+10)

Int: 12 (+7), **Wis:** 14 (+8), **Cha:** 18 (+10)

Initiative: +16; **Speed:** 8

AC: 28; **Fort:** 25, **Ref:** 24, **Will:** 24

HP: 84, **Staggered:** 42

Immune: disease, poison, sleep

‡ **Multi-Equipped Arm** (standard, at-will)

+17 vs AC; 3d8+6 damage.

✓ **Bolt Rifle Arm** (standard, at-will)

Ranged 20; +17 vs AC; 3d8+6 damage.

¤ **Fire Spray** (standard, encounter)

+17 vs Reflex; 2d6 fire damage and the target takes 5 persistent fire damage (save ends).

Machine Logic (reaction, encounter)

The animate guardian is the target of a Psychic attack: The attack has no effect on the animate collector.

Pig Iron (swift, at-will) • **Stance**

The animate guardian has resistance to all damage 5.

Intervene (swift, at-will) • **Stance**

As a counter, if an ally of the guardian is the target of an attack, the guardian may shift up to 5 squares to be adjacent to the ally, and then switch places with them. The guardian becomes a target of the attack instead of the ally.

A magical construct bound to protect a specific person, object, or location, the animate guardian is a loyal and unwavering sentinel, skilled in combat and relentless in its duty.

Animate Battleform

Level 16 Blocker (1400 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +23, low-light vision; **Skills:** Endure +26

Languages: Common

Str: 24 (+15), **Con:** 20 (+13), **Dex:** 19 (+12)

Int: 12 (+9), **Wis:** 14 (+10), **Cha:** 18 (+12)

Initiative: +20; **Speed:** 8

AC: 32; **Fort:** 29, **Ref:** 28, **Will:** 28

HP: 104, **Staggered:** 52

Immune: disease, poison, sleep, **Resist:** [energy] 10

‡ **Multi-Equipped Arm** (standard, at-will)

+21 vs AC; 3d10+7 damage.

✓ **Bolt Rifle Arm** (standard, at-will)

Ranged 20; +21 vs AC; 3d10+7 damage.

✗ **Elemental Maelstrom** (standard, encounter)

Near burst 5, all creatures; +21 vs Reflex; 3d10+7 [energy] damage and the target is shunted 3 squares. *Miss:* Half damage and the target is shunted 1 square.

✗ **Reactor Leak** (reaction, encounter)

Near burst 5, all creatures; +21 vs Fortitude (the animate battleform is staggered); 3d10+7 radiant damage and the target is weakened (save ends).

Machine Logic (reaction, encounter)

The animate guardian is the target of a Psychic attack: The attack has no effect on the animate collector.

Pig Iron (swift, at-will) • **Stance**

The animate guardian has resistance to all damage 10.

Recharge (swift, at-will) • **Stance**

The animate battleform's *elemental maelstrom* power refreshes on a 5 or 6.

A powerful construct purpose-built for combat, the animate battleform is powered by a particular type of energy stored in the gemstone on its chest. It is resistant to this form of energy and able to unleash it as an attack. The GM can choose or roll on the table below.

Table – Animate Battleform

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Juggernauts

Juggernauts are the constructs created by a long-ago empire. Unlike some other constructs, Juggernauts are not capable of independent action. Each juggernaut has room in its torso for a humanoid rider, who controls 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's movement does not provoke opportunity attacks. When the Minotaur moves, it ignores difficult terrain and can freely enter squares occupied by enemies of Large size or smaller. Shunt Large and smaller enemies in squares the Minotaur enters by 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 (reaction, encounter)

When 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. This use of *iron onslaught* does not exhaust that power, and can be used even if that power is currently exhausted.

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; +14 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; +14 vs AC; 2d6+6 lightning damage.

Armored Shell (free, encounter)

When 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; +20 vs AC; 3d6+13 lightning damage, and the target is knocked prone.

¤ **Lightning Field** (standard, at-will) • **Lightning**

Near burst 2; +18 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 *lightning shot* attack against another enemy within 6 squares of the original target.

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

Far burst 1 within 30; +18 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. It might still be convinced to take a rider, or forced to do so if someone managed to break into its torso cavity. While it has a rider, it loses the *unfeeling* feature.

Couatl

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; +6 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; +6 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; +18 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; +18 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; +25 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; +25 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.

Cult of the New Moon

The church of Shehaan has never shied from acknowledging the goddess's moods and strange humors. She can be wild during the new moon, and takes on a shadowed aspect during the lunar eclipse. Legend has it that Shehaan's shadow self once lasted for decades or centuries, and ruled the earth with darkness and glory. The Cult of the New Moon are a heretic branch of the church of Shehaan that worships what they claim is the true Shehaan, the dark aspect she showed during this period. Whereas the church cautions that lycanthropy is a gift or a curse depending on how it is used, the Cult treats shapechanging as a tool at best and an excuse for cruelty and violence at worst.

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** (reaction, 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 (reaction, 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.

Worm That Walks

Level 2 Boss Spoiler (Leader) (625 XP)

Medium Natural Humanoid • Vermin (Chaotic Evil)

Senses: Perception +10, Darkvision, blindsight 6; **Skills:** Arcana +8, Diplomacy +9, Insight +10, Stealth +10

Languages: Common, Celestial, Deep Speech

Str: 10 (+1), **Con:** 12 (+2), **Dex:** 16 (+4)

Int: 13 (+2), **Wis:** 17 (+4), **Cha:** 15 (+3)

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

Action Points: 2

AC: 16; **Fort:** 14, **Ref:** 13, **Will:** 15; **Saving Throws:** +5

HP: 136, **Staggered:** 68

Resist: poison 5, cold 5

Squirming aura 1: Creatures grant combat advantage to the worm that walks while they are in the aura.

‡ **Disfiguring Touch** (standard, at-will)

+7 vs AC; 1d12+3 necrotic damage.

↗ **Spit Spiders** (standard, at-will)

Ranged 10; +7 vs Reflex; 1d8+3 poison damage and the target's space becomes a spider-infested zone. Creatures ending their turn in the zone take 5 poison damage.

Command Spiders (swift, at-will)

The worm that walks can move each spider-infested zone up to 3 squares.

Declaration Powers

At the end of its turn, the worm that walks can choose one of the following:

Collapse into swarm (counter) The worm that walks is the target of Melee or Ranged attack: The worm that walks becomes a swarm. It gains the Swarm tag, the compress Tiny special movement mode and resistance 5 to damage from Melee and Ranged attacks. However, it gains weakness 5 to damage from Near and Far attacks. The worm that walks can leave swarm form as a swift action.

Fast healing (reaction) The worm that walks does not take fire or thunder damage before the start of its next turn: The worm that walks heals 5.

Vermin feeding on the corpse of a dead spellcaster sometimes capture a sliver of the caster's soul and power, and form into the horrifying shambling entity known as the worm that walks.

Lamia

Level 15 Spoiler (1200 XP)

Large Shadow Beast (Evil)

Senses: Perception +21, darkvision; **Skills:** Bluff +20, History +20, Religion +20

Languages: Common

Str: 18 (+11), **Con:** 12 (+8), **Dex:** 15 (+9)

Int: 13 (+8), **Wis:** 15 (+9), **Cha:** 12 (+8)

Initiative: +16; **Speed:** 8

AC: 29; **Fort:** 27, **Ref:** 26, **Will:** 28

HP: 99, **Staggered:** 49

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

+20 vs AC; 3d10+6 damage.

✓ **Javelin** (standard, at-will) • **Weapon**

Ranged 5/10; +20 vs AC; 2d10+6 damage.

✓ **Charm** (standard, encounter) • **Psychic**

Ranged 10; +20 vs Will; The target is dominated until the end of their next turn.

* **Touch of Slumber** (standard, encounter) • **Psychic**

Far burst 1 (within 10); +20 vs Will; The target is slowed (save ends). If the target is already slowed, the target falls asleep until roused.

† **Lamia's Touch** (standard, at-will) • **Necrotic**

+20 vs Fortitude; 2d10+6 necrotic damage and the target ages one year. The aging wears off at a rate of one year per month.

Declaration Powers

At the end of its turn, the lamia can choose one of the following:

Collapse into swarm (counter) The lamia is the target of Melee or Ranged attack, or as a free action during its turn: The lamia becomes a swarm. It gains the Swarm tag, the compress Tiny special movement mode and resistance 10 to damage from Melee and Ranged attacks. However, it gains weakness 10 to damage from Near and Far attacks. A swarm can occupy the same space as other creatures. The lamia can leave swarm form as a swift action.

Fast healing (reaction) The lamia does not take fire or thunder damage before the start of its next turn: The lamia heals 10.

Lamias are scorpion, snake or lion-bodied centaurs with human upper bodies. They were once lycanthropes, but after they took control of a kingdom and ruled it with an iron fist Shehaan fixed them in hybrid form. Jealous of the shapeshifting they had lost, they used dark rituals to give themselves back the ability to transform - but the transformation is incomplete, and only allows them to turn into swarms of insects.

Lamias recruit unwanted children, turning them into lycanthropes - their janissaries. As an incantation, a lamia can remove one of its eyes and either command it roll of its own volition (speed 3) or assign it to a servant to spy. Lamias will bargain to get an eye back.

Lamia Superior

Level 19 Spoiler (2400 XP)

Large Shadow Beast (Evil)

Senses: Perception +26, darkvision; **Skills:** Bluff +28, History +27, Religion +27

Languages: Common

Str: 20 (+14), **Con:** 12 (+10), **Dex:** 15 (+11)

Int: 18 (+13), **Wis:** 17 (+12), **Cha:** 20 (+14)

Initiative: +20; **Speed:** 8, climb 6, swim 6

AC: 33; **Fort:** 31, **Ref:** 30, **Will:** 32

HP: 119, **Staggered:** 59

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

+24 vs AC; 6d6+6 damage.

✓ **Javelin** (standard, at-will) • **Weapon**

Ranged 5/10; +24 vs AC; 2d12+7 damage.

✓ **Charm** (standard, encounter) • **Psychic**

Ranged 10; +24 vs Will; The target is dominated until the end of their next turn.

* **Touch of Slumber** (standard, encounter) • **Psychic**

Far burst 1 (within 10); +24 vs Will; The target is slowed (save ends). If the target is already slowed, the target falls asleep until roused.

† **Lamia's Touch** (standard, at-will) • **Necrotic**

+24 vs Fortitude; 6d6+6 necrotic damage and the target ages 1d4 years. The aging wears off at a rate of one year per month.

Invisibility (swift, encounter) • **Illusion**

The lamia superior turns invisible until the end of its next turn.

Declaration Powers

At the end of its turn, the lamia can choose one of the following:

Collapse into swarm (counter) The lamia is the target of Melee or Ranged attack, or as a free action during its turn: The lamia becomes a swarm. It gains the Swarm tag, the compress Tiny special movement mode and resistance 10 to damage from Melee and Ranged attacks. However, it gains weakness 10 to damage from Near and Far attacks. A swarm can occupy the same space as other creatures. The lamia can leave swarm form as a swift action.

Fast healing (reaction) The lamia does not take fire or thunder damage before the start of its next turn: The lamia heals 10.

Deepfolk





Siyokoy by Miguel Santos

Deepfolk are amphibious humanoids with fish-like features, skilled in underwater combat and wielding weapons crafted from coral and obsidian.

Deepfolk Warrior

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 (+0), **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)

+11 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; +9 vs Reflex; 1d8+3 damage, and the target is blinded until the end of the deepfolk's next turn.

Deepfolk Berserker

Level 8 Wrecker (350 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +7, darkvision; **Skills:** Athletics +17, Nature +12

Languages: Deep Speech

Str: 18 (+8), **Con:** 12 (+5), **Dex:** 15 (+6)

Int: 11 (+4), **Wis:** 8 (+3), **Cha:** 10 (+4)

Initiative: +10; **Speed:** 6, swim 8

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

HP: 75, **Staggered:** 37

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

+13 vs AC; 2d10 damage and 5 persistent damage (save ends).

✓ **Coral Javelin** (standard, at-will) • **Weapon**

Ranged 5/10; +13 vs AC; 1d10+9 damage.

† **Ravaging Assault** (standard, at-will) • **Weapon**

+13 vs AC; 2d10 damage and 10 persistent damage (save ends). *Effect:* The deepfolk berserker grants combat advantage until the end of its next turn.

Deepfolk Hydromancer

Level 10 Spoiler (500 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

Senses: Perception +17, darkvision; **Skills:** Arcana +19, Insight +17

Languages: Deep Speech

Str: 14 (+7), **Con:** 9 (+4), **Dex:** 13 (+6)

Int: 19 (+9), **Wis:** 14 (+7), **Cha:** 13 (+6)

Initiative: +11; **Speed:** 6, swim 8

AC: 24; **Fort:** 22, **Ref:** 21, **Will:** 23

HP: 74, **Staggered:** 37

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

+15 vs AC; 2d10 damage and 5 persistent damage (save ends).

✓ **Coral Javelin** (standard, at-will) • **Weapon**

Ranged 5/10; +15 vs AC; 1d12+5 damage.

† **Drowning Grasp** (standard, at-will)

+15 vs Fortitude (if the target breathes water, it is immune to this attack); The target takes 15 persistent damage (save ends).

¤ **Drowning in the Deep** (standard, at-will)

Near blast 5, all creatures currently taking persistent damage; +15 vs AC; 2d12+5 damage, and one deepfolk within the area of effect heals 10 damage.

Elementals

Gargoyle

Level 8 Skulker (350 XP)

Medium Elemental Humanoid • Earth (Evil)

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

Languages: Primordial

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

Int: 5 (+1), **Wis:** 17 (+7), **Cha:** 17 (+7)

Initiative: +11; **Speed:** 6, fly 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 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 (reaction, at-will)

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

Stone guardians brought to life, gargoyles are winged creatures with a menacing appearance. When they remain perfectly still, they are difficult to distinguish from inanimate statues.

Variant

Aquatic Gargoyle

Add the Aquatic tag. Replace the fly speed with swim speed 6.

Jinushigami

Level 13 Elite Spoiler (1600 XP)

Gargantuan Elemental Automaton • Earth (Unaligned)

Senses: Perception +18, tremorsense 12, truesight 6, telepathy 30; **Skills:** Diplomacy +21, Heal +18, Intimidate +21

Languages: Common, Primordial

Str: 28 (+15), **Con:** 28 (+15), **Dex:** 25 (+13)

Int: 23 (+12), **Wis:** 24 (+13), **Cha:** 31 (+16)

Initiative: +13; **Speed:** 10, burrow 8 (earth glide)

Action Points: 1

AC: 27; **Fort:** 25, **Ref:** 24, **Will:** 26; **Saving Throws:** +2

HP: 178, **Staggered:** 89

Resist: acid 10, lightning 10, fire 10

Terrain Manipulation 10: Enemies treat all squares in the aura as difficult terrain. Allies in the aura receive a +2 power bonus to speed.

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

+18 vs AC; 3d8+7 damage.

↗ **Travel Bug** (swift, encounter) • **Psychic**

Ranged 10; +16 vs Reflex; the target is slowed (save ends).

↘ **Repel Metal or Stone** (swift, encounter)

Near burst 5; +16 vs Fortitude (all creatures of stone or metal, all creatures wearing metal armor, all loose metal and stone objects); the target is pushed 5

↘ **Earthquake** (standard, encounter)

Near burst 16; +16 vs Fortitude; the target is restrained (save ends); *Miss:* the target falls prone.

Ward

A jinushigami can identify a 5-mile square as its ward. Within its ward, enemies receive no attack bonus for having combat advantage against the jinushigami.

Ward Jump (move, daily)

The jinushigami teleports to the center of its ward. The jinushigami can only use this ability while within 10 miles of its ward.

Jinushigami are the spirit guardians of natural wonders, with control over the landscapes they protect.



Ryzom MMORPG Concept Art (Kami)

Air Elementals

Air elementals are composed of swirling winds.

Small Air Elemental

Level 5 Spoiler (200 XP)

Small Elemental Automaton • Air (Unaligned)

Senses: Perception +4, darkvision

Languages: Primordial

Str: 10 (+2), **Con:** 10 (+2), **Dex:** 17 (+5)

Int: 4 (-1), **Wis:** 11 (+2), **Cha:** 11 (+2)

Initiative: +7; **Speed:** fly 10

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

HP: 49, **Staggered:** 24

‡ **Buffet** (standard, at-will) • Air

+8 vs Fortitude; The target is pushed 2 squares and falls prone.

Pass Through (standard, at-will)

The air elemental must be invisible: The air elemental moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Lesser Air (standard, at-will) • Illusion

The air elemental becomes invisible. After it completes a move or attack, or after it is hit by an attack, it becomes visible.

↗ **Control Wind** (standard, at-will) • Air

+8 vs Fortitude; The target is shunted 2 squares.

Medium Air Elemental

Level 9 Spoiler (400 XP)

Medium Elemental Automaton • Air (Unaligned)

Senses: Perception +8, darkvision

Languages: Primordial

Str: 12 (+5), **Con:** 14 (+6), **Dex:** 21 (+9)

Int: 4 (+1), **Wis:** 11 (+4), **Cha:** 11 (+4)

Initiative: +13; **Speed:** fly 10

AC: 23; **Fort:** 21, **Ref:** 20, **Will:** 22

HP: 69, **Staggered:** 34

Clattering din aura 2 Creatures that begin their turn within the aura are rattled and deafened until they leave the aura.

‡ **Buffet** (standard, at-will) • Air

+12 vs Fortitude; The target is pushed 3 squares and falls prone.

Pass Through (standard, at-will)

The air elemental must be invisible: The air elemental moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Lesser Air (standard, at-will) • Illusion

The air elemental becomes invisible. After it completes a move or attack, or after it is hit by an attack, it becomes visible.

↗ **Control Wind** (standard, at-will) • Air

+12 vs Fortitude; The target is shunted 2 squares.

Variants

Invisible Stalker

Replace *buffet* and *control wind* with

Claw (standard, at-will) +14 vs Reflex; 2d12+4 damage and make a secondary attack against the target.

Secondary Attack +14 vs Fortitude; the target is grappled.

Constrictor (swift, at-will) • Stance At the start of the invisible stalker's turn, it makes a *claw* attack against a creature it is grappling. While in this stance, the invisible stalker cannot make opportunity attacks.

Human Shield (swift, at-will) • Stance As an immediate counter, if the invisible stalker is grappling a creature and is the target of an attack targeting AC or Reflex, it can make the creature it is grappling the target of the attack instead. The invisible stalker cannot do this if the creature it is grappling is the one attacking. While in this stance, the invisible stalker grants combat advantage and cannot make opportunity attacks.

Poltergeist

Medium shadow humanoid (undead)

Raise Up (free, at-will) If *control wind* hits: +14 vs Will; the target is levitated 1 square and restrained (save ends both).

Large Air Elemental

Level 13 Spoiler (800 XP)

Large Elemental Automaton • Air (Unaligned)

Senses: Perception +12, darkvision; **Skills:** Acrobatics +24

Languages: Primordial

Str: 14 (+8), **Con:** 16 (+9), **Dex:** 25 (+13)

Int: 6 (+4), **Wis:** 11 (+6), **Cha:** 11 (+6)

Initiative: +19; **Speed:** fly 10

AC: 27; **Fort:** 25, **Ref:** 24, **Will:** 26

HP: 89, **Staggered:** 44

Clattering din aura 2 Creatures that begin their turn within the aura are rattled and deafened until they leave the aura.

‡ **Buffet** (standard, at-will) • **Air**

+16 vs Fortitude; The target is pushed 4 squares and falls prone.

Pass Through (standard, at-will)

The air elemental must be invisible: The air elemental moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Lesser Air (standard, at-will) • **Illusion**

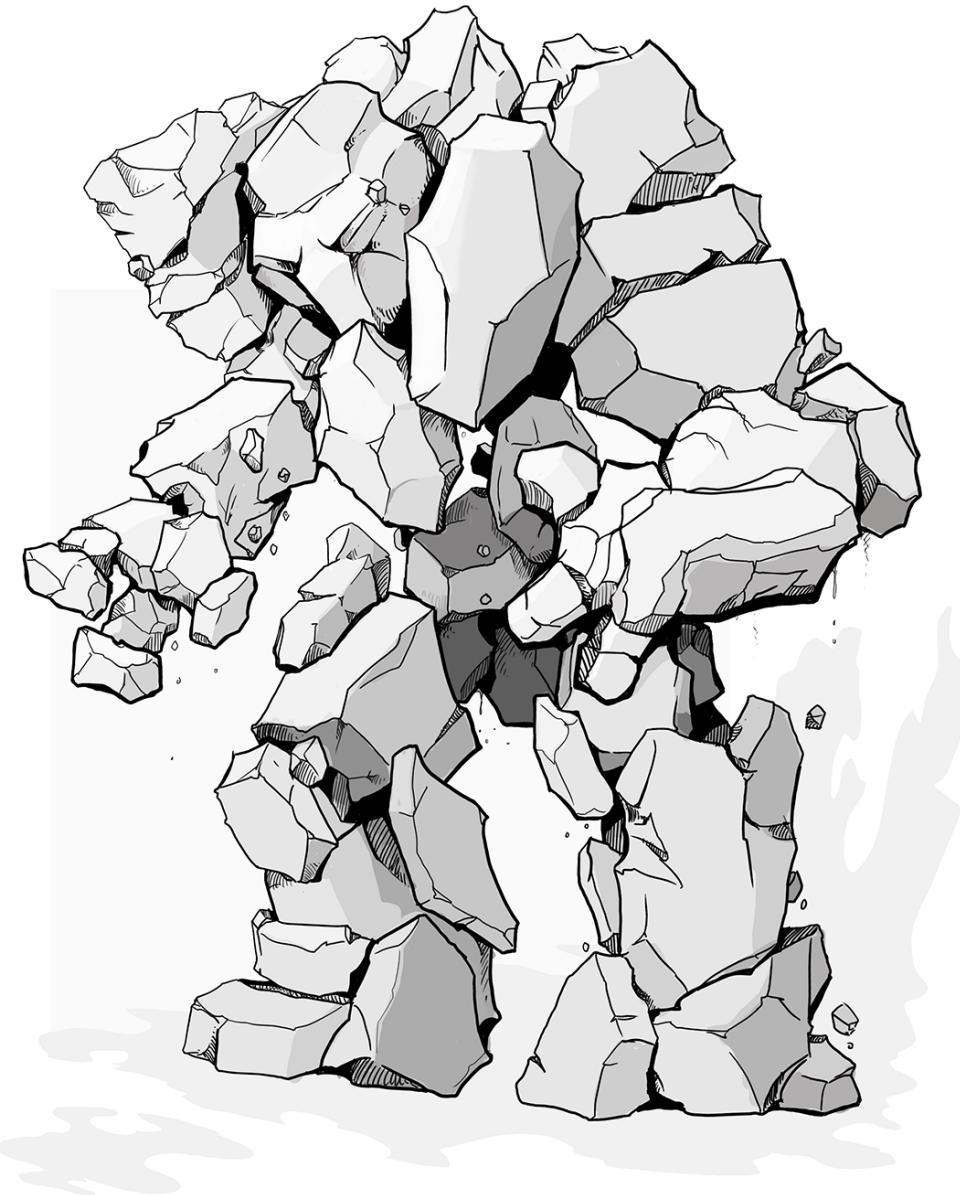
The air elemental becomes invisible. After it completes a move or attack, or after it is hit by an attack, it becomes visible.

↗ **Control Wind** (standard, at-will) • **Air**

+16 vs Fortitude; The target is shunted 3 squares.

Earth Elementals

Earth elementals embody raw earth and stone.



Earth Elemental by LadyofHats

Small Earth Elemental

Level 3 Skulker (150 XP)

Small Elemental Automaton • Earth (Unaligned)

Senses: Perception +2, tremorsense 12; **Skills:** Endure +8

Languages: Primordial

Str: 17 (+4), **Con:** 13 (+2), **Dex:** 8 (+0)

Int: 4 (-2), **Wis:** 11 (+1), **Cha:** 11 (+1)

Initiative: +1; **Speed:** 4, burrow 4 (earth glide)

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

HP: 45, **Staggered:** 22

‡ **Slam** (standard, at-will) • **Air**

+8 vs AC; 1d12+4 damage.

Hardened Skin (swift, at-will) • **Stance**

While in this stance, the earth elemental can halve the damage it takes from attack as an immediate counter. It then leaves this stance.

Variants

Small Xorn

All-Around Vision The xorn cannot be flanked.

Medium Earth Elemental

Level 7 Skulker (300 XP)

Medium Elemental Automaton • Earth (Unaligned)

Senses: Perception +6, tremorsense 12; **Skills:** Endure +14

Languages: Primordial

Str: 21 (+8), **Con:** 17 (+6), **Dex:** 8 (+2)

Int: 4 (+0), **Wis:** 11 (+3), **Cha:** 11 (+3)

Initiative: +5; **Speed:** 4, burrow 4 (earth glide)

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

HP: 69, **Staggered:** 34

‡ **Slam** (standard, at-will) • **Air**

+12 vs AC; 2d10+4 damage.

Hardened Skin (swift, at-will) • **Stance**

While in this stance, the earth elemental can halve the damage it takes from attack as an immediate counter. It then leaves this stance.

Variants

Medium Xorn

All-Around Vision The xorn cannot be flanked.

Sand Sentry

Medium elemental humanoid (earth)

Skills Acrobatics +7, Stealth +7

Speed 5, burrow 10 (earth glide)

¤ **Blinding Sand** (standard, encounter) Near arc 2; +12 vs Reflex; 2d10+4 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.

Large Earth Elemental

Level 11 Skulker (600 XP)

Large Elemental Automaton • Earth (Unaligned)

Senses: Perception +10, tremorsense 12; **Skills:** Endure +18

Languages: Primordial

Str: 25 (+12), **Con:** 17 (+8), **Dex:** 19 (+9)

Int: 6 (+3), **Wis:** 11 (+5), **Cha:** 11 (+5)

Initiative: +14; **Speed:** 4, burrow 4 (earth glide)

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

HP: 93, **Staggered:** 46

‡ **Slam** (standard, at-will) • **Air**

+16 vs AC; 3d8+5 damage.

Hardened Skin (swift, at-will) • **Stance**

While in this stance, the earth elemental can halve the damage it takes from attack as an immediate counter. It then leaves this stance.

Variants

Large Xorn

All-Around Vision The xorn cannot be flanked.

Fire Elementals

Fire elementals are living manifestations of flame.

Small Fire Elemental

Level 4 Striker (175 XP)

Small Elemental Automaton • Fire (Unaligned)

Senses: Perception +4, darkvision

Languages: Primordial

Str: 10 (+2), **Con:** 10 (+2), **Dex:** 13 (+3)

Int: 4 (-1), **Wis:** 11 (+2), **Cha:** 11 (+2)

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

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

HP: 44, **Staggered:** 22

Resist: fire 10

‡ Burn (standard, at-will) • Fire

+7 vs Reflex; The target takes 5 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 5.

Doused

If the fire elemental is doused in water, smothered or otherwise risks being put out, it loses the *burn* power (save ends).

Variants

Fire Snake

Bite (standard, at-will) +9 vs AC; 1d12+5 damage and the target is immobile until the end of its next turn.

Fire Bat

Speed fly 8

Attach (reaction, at-will) If an adjacent enemy who is taking persistent fire damage moves, the fire bat can shift after them up to its speed.

Fire Wisp

Fiery Leap (standard, at-will) The fire wisp moves up to its speed, with phasing. Make a basic melee attack against all creatures moved through.

Pyrolisk

Replace *burn* with:

Bite (standard, at-will) +9 vs AC; 1d12+5 damage

Burning Gaze (standard, at-will) Ranged 10; +9 vs Reflex; the target takes 10 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 10.

Pyrotechnics (standard, encounter) Near burst 2; +9 vs Fortitude; the target is blinded until the end of their next turn.

Magmin

Heatwave aura 2 A creature that ends its turn within the aura takes 5 fire damage.

Medium Fire Elemental

Level 8 Striker (350 XP)

Medium Elemental Automaton • Fire (Unaligned)

Senses: Perception +8, darkvision

Languages: Primordial

Str: 12 (+5), **Con:** 14 (+6), **Dex:** 17 (+7)

Int: 4 (+1), **Wis:** 11 (+4), **Cha:** 11 (+4)

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

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20

HP: 64, **Staggered:** 32

Resist: fire 15

‡ **Burn** (standard, at-will) • **Fire**

+11 vs Reflex; The target takes 10 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 10.

Doused

If the fire elemental is doused in water, smothered or otherwise risks being put out, it loses the *burn* power (save ends).

Variants

Thoqua

Speed burrow 4

Molten Body (reaction, at-will) An adjacent enemy makes a Melee attack against the thoqua: Make a *burn* attack against the attacker.

Medium Magma Elemental

Speed burrow 4

Lava Puddle (swift, encounter) • Fire, Zone An adjacent square becomes coated with lava.

Any time a creature enters or starts its turn in the zone, it is the target of an attack: +13 vs Fortitude; the target takes 10 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 10.

Salamander

Medium elemental humanoid (fire)

Humanoid The salamander can wield weapons. Any time the salamander hits a creature with a metal melee weapon, it can make a *burn* attack against that target as a free action.

Grab (standard, at-will) +13 vs AC; 2d10+5 damage and the target is grappled.

Constrictor (swift, at-will) • Stance At the start of your turn, make a *burn* attack against a grappled target as a free action. While in this stance, the salamander cannot make opportunity attacks.

Ifrit

Add the Adventurer template (Magician class).

Azer

Medium elemental humanoid (fire)

Humanoid The azer can wield weapons. Any time the azer hits a creature with a metal melee weapon, it can make a *burn* attack against that target as a free action.

Large Fire Elemental

Level 12 Striker (700 XP)

Large Elemental Automaton • Fire (Unaligned)

Senses: Perception +12, darkvision

Languages: Primordial

Str: 14 (+8), **Con:** 14 (+8), **Dex:** 21 (+11)

Int: 6 (+4), **Wis:** 11 (+6), **Cha:** 11 (+6)

Initiative: +17; **Speed:** 8

AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24

HP: 84, **Staggered:** 42

Resist: fire 20

‡ **Burn** (standard, at-will) • **Fire**

+15 vs Reflex; The target takes 15 persistent fire damage (save ends). If it is already taking persistent fire damage, the amount it is taking increases by 15.

Doused

If the fire elemental is doused in water, smothered or otherwise risks being put out, it loses the *burn* power (save ends).

Variants

Hell Moth

Large cosmic monstrosity (fire)

Speed fly 8

Bite (standard, at-will) +17 vs AC; 3d8+6 fire damage and make a secondary attack against the target.

Secondary Attack: +17 vs Fortitude; the target is grappled.

Immolation (swift, at-will) • Stance At the start of the hell moth's turn, it makes a *burn* attack against a creature it is grappling. While in this stance, the hell moth cannot make opportunity attacks.

Human Shield (swift, at-will) • Stance As an immediate counter, if the hell moth is grappling a creature and is the target of an attack targeting AC or Reflex, it can make the creature it is grappling the target of the attack instead. The hell moth cannot do this if the creature it is grappling is the one attacking. While in this stance, the hell moth grants combat advantage and cannot make opportunity attacks.

Water Elementals

Water elementals are fluid entities shaped from water.

Small Water Elemental

Level 3 Spoiler (150 XP)

Small Elemental Automaton • Water (Unaligned)

Senses: Perception +2, darkvision; **Skills:** Athletics +9

Languages: Primordial

Str: 14 (+3), **Con:** 13 (+2), **Dex:** 10 (+1)

Int: 4 (-2), **Wis:** 11 (+1), **Cha:** 11 (+1)

Initiative: +2; **Speed:** 4, swim 10

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

HP: 39, **Staggered:** 19

Vortex aura 2 Water in the area that is in the same body of water as the water elemental is difficult terrain for swimming creatures that don't have the Water tag.

‡ **Wave** (standard, at-will) • **Water**

+8 vs AC; 1d12+4 damage and the target is shunted 1 square.

¤ **Drench** (swift, at-will) • **Water**

Near burst 2; All non-magical fires are extinguished. Creatures taking persistent fire damage no longer do so. Any ongoing powers with the Fire tag end immediately.

Medium Water Elemental

Level 7 Spoiler (300 XP)

Medium Elemental Automaton • Water (Unaligned)

Senses: Perception +6, darkvision; **Skills:** Athletics +14

Languages: Primordial

Str: 16 (+6), **Con:** 17 (+6), **Dex:** 12 (+4)

Int: 4 (+0), **Wis:** 11 (+3), **Cha:** 11 (+3)

Initiative: +7; **Speed:** 4, swim 10

AC: 21; **Fort:** 19, **Ref:** 18, **Will:** 20

HP: 59, **Staggered:** 29

Vortex aura 3 Water in the area that is in the same body of water as the water elemental is difficult terrain for swimming creatures that don't have the Water tag.

‡ **Wave** (standard, at-will) • **Water**

+12 vs AC; 2d10+4 damage and the target is shunted 2 squares.

¤ **Drench** (swift, at-will) • **Water**

Near burst 3; All non-magical fires are extinguished. Creatures taking persistent fire damage no longer do so. Any ongoing powers with the Fire tag end immediately.

Large Water Elemental

Level 11 Spoiler (600 XP)

Large Elemental Automaton • Water (Unaligned)

Senses: Perception +10, darkvision; **Skills:** Athletics +20

Languages: Primordial

Str: 20 (+10), **Con:** 19 (+9), **Dex:** 14 (+7)

Int: 6 (+3), **Wis:** 11 (+5), **Cha:** 11 (+5)

Initiative: +12; **Speed:** 4, swim 10

AC: 25; **Fort:** 23, **Ref:** 22, **Will:** 24

HP: 79, **Staggered:** 39

Vortex aura 4 Water in the area that is in the same body of water as the water elemental is difficult terrain for swimming creatures that don't have the Water tag.

‡ **Wave** (standard, at-will) • **Water**

+16 vs AC; 3d8+5 damage and the target is shunted 4 squares.

¤ **Drench** (swift, at-will) • **Water**

Near burst 4; All non-magical fires are extinguished. Creatures taking persistent fire damage no longer do so. Any ongoing powers with the Fire tag end immediately.

Fey

Barghests

Barghests are wicked, shape-changing wolf-goblin monsters.

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, the barghest heals 10 hit points and 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; +9 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, or its original barghest form. It loses its bite attack in goblin form. Each time a barghest changes shape it can shift 3 squares.

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 1 recovery, the barghest heals 15 hit points and 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 5; +14 vs Will; 4d6+4 psychic damage, and the target is dazed and weakened (save ends both).

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

A barghest can assume the shape of a giant black dog or a goblin-like humanoid, or its original barghest form. It loses its bite attack in goblin form. Each time a barghest changes shape it can shift 3 squares.

Mitflits

Mitflit

Level 1 Mook Striker (25 XP)

Small Fey Humanoid • Gremlin (Any)

Senses: Perception +1, Darkvision

Languages: Deep Speech

Str: 8 (-1), **Con:** 11 (+0), **Dex:** 13 (+1)

Int: 8 (-1), **Wis:** 13 (+1), **Cha:** 8 (-1)

Initiative: +1; **Speed:** 4, climb 4

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

HP: 1

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

+6 vs AC; 5 damage.

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

Ranged 4/8; +6 vs AC; 5 damage.

Vengeance

If the mitflit is staggered, they do +2 damage.

Escape Route

The mitflit is not subject to opportunity attacks when moving into an ally's space or into a square adjacent to an ally.

Small, cowardly and self-pitying fey, mitflits have an empathetic connection with insects, scorpions and other skittering things.

Scorpion Knight

Level 1 Blocker (100 XP)

Small Fey Humanoid • Gremlin (Any)

Senses: Perception +1, Darkvision; **Skills:** Sleight of Hand +7, Stealth +7

Languages: Deep Speech

Str: 12 (+1), **Con:** 15 (+2), **Dex:** 15 (+2)

Int: 6 (-2), **Wis:** 13 (+1), **Cha:** 10 (+0)

Equipment: a whistle only audible to creatures with blindsense or blindsight

Initiative: +2; **Speed:** 4, climb 4

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

HP: 29, **Staggered:** 14

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

+6 vs AC; 1d10+3 damage.

✓ **Shortbow** (standard, at-will) • **Weapon**

Ranged 10/20; +6 vs AC; 1d10+3 damage.

Vengeance

If the scorpion knight is staggered, they do +2 damage.

Escape Route

The scorpion knight is not subject to opportunity attacks when moving into an ally's space or into a square adjacent to an ally.

Clamp On

If the scorpion knight and their mount both hit a target with opportunity attacks provoked by the same action, the target is grabbed by the mount.

Mitflits mounted on scorpions, spiders and other giant vermin.

Fiends

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, see also *leap*

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** (reaction, at-will) • **Poison**

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

Leap (move, at-will)

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

A fiendish toad that can belch toxic gas.

Hopping Imp

Level 1 Wrecker (100 XP)

Small Outsider Humanoid • Devil (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; +4 vs Fortitude; 2d8+4 poison damage, and the target is slowed (save ends).

A mischievous demon about the size of a cat, with sharp claws and the ability to spit bile through its proboscis.

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**

+8 vs Reflex; 2d6+4 fire damage. *Miss:* A random creature adjacent to the burner demon takes 1d6+4 fire damage.

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

Far burst 1 within 5; +8 vs Reflex (one random target in range); 2d6+6 fire damage.

An alien demon consisting of many smoking tubes emerging from its goat-like legs. Some of the tubes have eyes, and others lamprey mouths to suck up bodies that have been reduced to ash.

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; +8 vs Reflex; 1d6+4 fire damage, and the target takes persistent 5 fire damage (save ends).

A demonic canine with red eyes, razor-sharp fangs, and the ability to breathe fire.

Flay Devil

Level 6 Striker (250 XP)

Medium Outsider Humanoid • Devil, Shapechanger (Evil)

Senses: Perception +7, darkvision; **Skills:** Athletics +12, Bluff +13, Stealth +13

Languages: Common, Celestial

Str: 12 (+4), **Con:** 13 (+4), **Dex:** 14 (+5)

Int: 10 (+3), **Wis:** 12 (+4), **Cha:** 15 (+5)

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

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

HP: 54, **Staggered:** 27

‡ Dagger (standard, at-will) • Weapon

+11 vs AC; 2d10+3 damage, and 5 persistent damage (save ends) if the target grants combat advantage.

Harvest Skin

If an attack the flay devil makes staggers or reduces to 0 HP or below its target, the flay devil harvests a piece of their skin.

Wear Skin (swift, at-will) • Polymorph

The flay devil alters its physical form to appear as a creature whose skin it has harvested.

Passing Resemblance (swift, at-will) • Stance

The flay devil must be affected by *wear skin*; While in this stance, if an ally of the creature whose skin the flay devil is wearing attacks the flay devil, the attacker must roll twice for the attack and take the lower result.

Flesh Mask (swift, at-will) • Stance

The flay devil must be affected by *wear skin*; While in this stance, the flay devil gains resistance to all damage 10. If it takes damage, it leaves *wear skin* and loses the piece of skin it is currently using.

Mirror Darkly (swift, at-will) • Stance

The flay devil must be affected by *wear skin*; While in this stance, if the creature the flay devil is wearing the skin of attacks the flay devil, make a secondary attack against them. *Secondary Attack* +9 vs Will; the target is stunned until the end of their next turn.

A sadistic demon that can take the form of those whose flayed skin it wears.

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, see also *leap*

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 (move, at-will)

The hezrou jumps 4 squares, without provoking opportunity attacks.

A hulking and repugnant toad-demon with bloated flesh.

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: A creature that enters or begins its turn in the aura takes 10 persistent damage (save ends).

‡ **Big Chomp** (standard, at-will)

+14 vs AC; 4d6+8 damage.

An open mouth bristling with teeth of all sizes and shapes, on legs.

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 the target takes 5 persistent poison damage (save ends).

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

Near arc 3; +12 vs Will; 2d8+8 psychic damage and the target grants combat advantage until the end of the vulture demon's next turn.

A winged scavenger with a fearful keening screech and claws matted with the rotted flesh of previous victims.

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; +18 vs Reflex; 3d6+8 fire damage. *Miss:* A random creature adjacent to the big burner takes 2d6+4 fire damage.

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

Far burst 1 within 5; +18 vs Reflex (one random target in range); 4d6+8 fire damage.

Mountain Demon

Level 15 Skulker (1200 XP)

Medium Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +19, darkvision; **Skills:** Athletics +24, Endure +22

Languages: Common, Primordial

Str: 20 (+12), **Con:** 17 (+10), **Dex:** 17 (+10)

Int: 24 (+14), **Wis:** 20 (+12), **Cha:** 17 (+10)

Initiative: +17; **Speed:** 8

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

HP: 117, **Staggered:** 58

Resist: fire 5, **Vulnerable:** cold 5

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

+20 vs AC; 2d10+6 damage and the target is knocked prone.

✓ **Spit** (standard, at-will) • **Acid**

Ranged 10; +20 vs Fortitude; 3d10+6 poison damage.

* **Mind Blast** (standard, encounter) • **Psychic**

Far burst 3 (within 10); +20 vs Will; 2d10+6 damage and the target is dazed until the end of their next turn.

↗ **Psychic Domination** (standard, encounter) • **Psychic**

Ranged 10; +20 vs Will (the target must be dazed or stunned); The target is controlled (save ends).

A long, lean demon with skin of mottled stone. More patient than most of their kin, they spend long years meditating on the slopes of mountains awaiting inspiration for evil deeds of appropriate stature.

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; +22 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 (reaction, encounter)

When the boar demon is reduced to 0 HP or below: Near burst 2; +22 vs Reflex; the target is pushed 2 and dazed (save ends); *Effect:* The boar demon is destroyed.

A demonic fusion of boar and humanoid, their powerful tusks channel havoc magic.

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: If any creature within the aura, including the frenzy demon itself, misses on an attack roll, the frenzy demon gets a +2 power bonus on attack rolls until the end of its next turn.

‡ **Claw** (standard, at-will)

+24 vs AC; 3d12+12 damage.

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

+24 vs AC; 4d12+8 damage.



Bighorn Demon by Justin Nichol

A manic and frenzied demon with a twisted and contorted form, possessing incredible speed, agility, and a relentless drive to shred its victims apart.

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**

Far burst 1 within 5; +22 vs Fortitude; 2d10+8 force damage, and the target falls prone.

A wolf-headed, crab-clawed demon, with a sweet tongue belied by its monstrous appearance. Glabrezu tempt victims into ruin by promising power or wealth.

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)

The laughing demon makes two *tooth and claw* attacks.

¤ **Mocking Laugh** (swift, encounter)

Near burst 3; +28 vs Will; the target is marked (save ends).

A deranged and sadistic demon that derives pleasure from the failure of others. Those who provoke its haunting laughter suffer physical harm.

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; +32 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 (reaction, encounter) • **Radiant**

When the balor is reduced to 0 HP or below: Near burst 5; 2d12+8 radiant radiant damage, and the balor is destroyed.

A towering and immensely powerful demon with fiery wings, wielding a flaming sword and whip, serving as a high-ranking commander of amassed fiends.

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**

The marilith makes up to three sword attacks, each against a different target. The marilith may shift 1 after each attack.

Terrible Swift Swords (free, encounter)

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

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

Ranged 10; +32 vs Will; the target is pulled 6 squares.

A demon with multiple arms and the lower body of a massive snake, able to wield four blades at the same time.

Orcus

Abyssal Mummy

Level 35 Mook Blocker (10000 XP)

Medium Outsider Humanoid • Demon, Undead (Chaotic Evil)

Senses: Perception +40, Truesight 24; **Skills:** Arcana +39, History +39, Religion +39

Languages: Common

Str: 25 (+24), **Con:** 12 (+18), **Dex:** 15 (+19)

Int: 10 (+17), **Wis:** 23 (+23), **Cha:** 18 (+21)

Initiative: +36; **Speed:** 4

AC: 51; **Fort:** 48, **Ref:** 47, **Will:** 47

HP: 1

Resist: necrotic, poison 15

‡ **Mummy Touch** (standard, at-will) • Necrotic, Weapon

+40 vs AC; 22 necrotic damage, and the target is subject to a secondary attack. *Secondary Attack:* +40 vs Fortitude; the target contracts mummy rot.

↗ **Look of Horror** (standard, at-will) • Fear

Ranged 10; +38 vs Will; The target is rattled until the end of their next turn. If the target is already rattled, they are dazed instead.

↘ **Insect Plague** (standard, at-will) • Zone

The mummy is removed from play. A near burst 1 area centered on where the mummy was becomes a zone of lightly obscured difficult terrain until the end of the encounter. Creatures that end their turn in the zone take 22 poison damage.

Soul Harvest

If the abyssal mummy reduces a creature to 0 HP or below, it gains one ward.

Protected by Death (counter, at-will)

Spend a ward. The attack misses. If the mummy has no wards, it cannot use this power.



Mummy by *LadyofHats*

Over the millennia, kings, emperors and high priests who sold their souls to Orcus have been marshalled as his undead servants.

Orcus

Level 35 Boss Spoiler (200000 XP)

Huge Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +47, Truesight 24; **Skills:** History +47, Religion +47

Languages: All, telepathy 72

Str: 30 (+27), **Con:** 21 (+22), **Dex:** 30 (+27)

Int: 27 (+25), **Wis:** 27 (+25), **Cha:** 30 (+27)

Equipment: wand of Orcus

Initiative: +44; **Speed:** 8, fly 12

Action Points: 2

AC: 49; **Fort:** 47, **Ref:** 46, **Will:** 48; **Saving Throws:** +5

HP: 796, **Staggered:** 398

Resist: acid, cold, fire, lightning, necrotic, poison 15

Aura of rot 4: Each enemy that starts its turn in the aura takes 32 necrotic damage.

‡ **Wand of Orcus** (standard, at-will) • **Necrotic, Weapon**

+40 vs AC; 7d8+11 damage. On Orcus' next turn, make a secondary attack against the target.

Secondary Attack: +40 vs Will; the target takes 7d8+11 necrotic damage; on a miss, the target takes half damage.

¤ **Wave of Enfeeblement** (swift, refresh 5, 6)

Near burst 4; +38 vs Fortitude; The target is weakened (save ends).

Teleport (swift, refresh 5, 6) • **Teleport**

Orcus teleports up to 24 squares.

† **Tail** (swift, at-will) • **Poison**

+38 vs Fortitude; 6d6+11 poison damage.

↗ **Hand of Bone** (swift, refresh 5, 6)

Ranged 20; +38 vs Will; The target is restrained (save ends).

* **Acid Fountain** (swift, refresh 5, 6) • **Acid**

Far burst 2 within 20; 7d8+11 acid damage. **Miss:** Half damage.

* **Consuming Darkness** (swift, refresh 5, 6) • **Necrotic, Summons, Zone**

Far burst 2 within 20; 7d8+11 necrotic damage. The area of effect becomes a zone of darkness (totally obscured, blocks line of sight) until the end of Orcus's next turn. When the zone ends, place an abyssal mummy in an unoccupied space in the zone.

* **Stench of Death** (swift, encounter) • **Necrotic, Zone**

Far burst 2 within 20; The area of effect becomes a zone until the end of the encounter. Creatures in the zone cannot heal damage. Orcus can move the zone up to 10 squares as a swift action.

This demonic humanoid is squat and bloated, standing nearly three times as tall as a normal human. Its goat-like head sports large, spiraling ram-like horns. Its legs are covered in thick brown fur and end in hooves.

Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from its back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. He fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to lead his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a gate and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in his armies.

Elohim

Elohim Sky Guardian

Level 10 Archer (500 XP)

Medium Outsider Humanoid • Celestial (Good)

Senses: Perception +20, low-light vision; **Skills:** Arcana +19

Languages: Common, Celestial

Str: 14 (+7), **Con:** 13 (+6), **Dex:** 22 (+11)

Int: 18 (+9), **Wis:** 20 (+10), **Cha:** 21 (+10)

Initiative: +16; **Speed:** 6, fly 8

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

HP: 61, **Staggered:** 30

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

+15 vs AC; 2d12+5 damage.

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

Ranged 20/40; +15 vs AC; 2d12+5 damage.

† **Disarming Swoop** (standard, encounter)

+15 vs Reflex; The target is disarmed of one weapon. The eloheim may move up to its speed before or after making this attack.

Dive Attack (swift, at-will) • **Stance**

While in this stance, the eloheim may make a basic melee attack against each enemy it moves adjacent to during its movement.

Aerial Acrobat (swift, at-will) • **Stance**

While in this stance, the eloheim receives a +4 bonus to AC and Reflex while airborne.

Volley of Arrows (swift, at-will) • **Stance**

While in this stance, the eloheim can make three *longbow* attacks as a standard action. Each attack must be against a different target.

Winged, angelic warriors in golden armor, the eloheim sky guardians are sworn to protect those under divine guidance.

Flying Heads

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 (+0), **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 (save ends).

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.

¤ **Horrifying Screech** (standard, encounter) • **Fear**

Near arc 3; +8 vs Will; The target is immobile (save ends). *First Failed Save:* The target is stunned instead (save ends).

A winged head, about 18 inches high, with a wingspan of 4 feet. It weighs about 10 pounds.

Flying Head Swarm

Level 17 Elite Striker (1600 XP)

Huge Shadow Monstrosity • Swarm (Evil)

Senses: Perception +7, darkvision; **Skills:** Stealth +19

Str: 26 (+16), **Con:** 22 (+14), **Dex:** 34 (+20)

Int: 7 (+6), **Wis:** 21 (+13), **Cha:** 18 (+12)

Initiative: +16; **Speed:** fly 10 (compress Tiny, hover)

Action Points: 1

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

HP: 178, **Staggered:** 89

Immune: fear, **Resist:** necrotic 10, 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**

+22 vs AC; 2d8+4 necrotic damage, and the target takes persistent 5 necrotic damage (save ends), and the swarm makes a secondary attack on the same target.

Secondary Attack: +20 vs Fortitude; the target loses a recovery 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; +20 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 10 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; +20 vs Will; 3d8+7 psychic damage, and the target is immobile (save ends). *First Failed Save:* The target is stunned instead (save ends).

Ghouls

Ghouls are foul and ravenous undead, with a paralyzing touch which lets them eat their prey alive.

Ghoul

Level 5 Striker (200 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +6, darkvision; **Skills:** Acrobatics +11, Athletics +10, Stealth +11

Str: 13 (+3), **Con:** 10 (+2), **Dex:** 15 (+4)

Int: 13 (+3), **Wis:** 14 (+4), **Cha:** 12 (+3)

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

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

HP: 49, **Staggered:** 24

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

‡ **Claw** (standard, at-will)

+10 vs AC; 2d8+4 damage and the target is immobile until the end of its next turn. If the target is already immobile, it loses 1 recovery. If the target loses all their recoveries, they turn into a ghoul after their next long rest.

shuffle (swift, at-will)

The ghoul shifts 1 space.

Easy Pickings

The ghoul automatically hits creatures that are immobile.

Variants

Lacedon

Medium natural humanoid (aquatic, undead)

Speed 6, swim 6

Ghast

Level 9 Striker (400 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +10, darkvision; **Skills:** Acrobatics +16, Athletics +16, Stealth +16

Str: 17 (+7), **Con:** 10 (+4), **Dex:** 17 (+7)

Int: 13 (+5), **Wis:** 14 (+6), **Cha:** 16 (+7)

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

AC: 23; **Fort:** 20, **Ref:** 22, **Will:** 21

HP: 69, **Staggered:** 34

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

Stench aura 1 Living creatures that begin their turn in the aura grant combat advantage until the end of their next turn.

‡ **Claw** (standard, at-will)

+14 vs AC; 2d12+4 damage and the target is immobile until the end of its next turn. If the target is already immobile, it loses 1 recovery. If the target loses all their recoveries, they turn into a ghast after their next long rest.

shuffle (swift, at-will)

The ghast shifts 1 space.

Easy Pickings

The ghast automatically hits creatures that are immobile.

Variants

Lacedon Ghast

Medium natural humanoid (aquatic, undead)

Speed 6, swim 6

Ichor-Ghouls

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 necrotic 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 a reaction. 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 necrotic 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.

Giants

Ogre

Level 10 Wrecker (500 XP)

Large Natural Humanoid • Giant (Evil)

Senses: Perception +10; **Skills:** Athletics +20

Languages: Common, Giantish

Str: 21 (+10), **Con:** 8 (+4), **Dex:** 15 (+7)

Int: 6 (+3), **Wis:** 10 (+5), **Cha:** 7 (+3)

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

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

HP: 87, **Staggered:** 43

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

Reach 2; +15 vs AC; 2d12+10 damage. *Secondary Attack:* +15 vs Fortitude; the target is dazed.

✓ Javelin (standard, at-will) • Thrown Weapon, Weapon

Ranged 5/10; +15 vs AC; 2d12+5 damage and the target suffers a -2 penalty to AC until they spend a swift action pulling the javelin from where it has lodged.

Wild Swing (standard, encounter)

Make a basic melee attack against all enemies in reach. If the attack hits, push the target 2 squares and they fall prone.

Punisher (swift, at-will) • Club, Stance

If the ogre starts its turn in this stance, and it is wielding a club, it does 6 damage to an enemy in reach. While in this stance, the ogre cannot make opportunity attacks.

Throw and Rush (swift, at-will) • Stance, Thrown Weapon

If the ogre starts its turn in this stance, it can make a basic ranged attack with a thrown weapon, switch weapons and charge the same enemy it threw the javelin at. If so, it then leaves this stance and its turn ends.

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Variant

Merrow

Large natural humanoid (aquatic, ogre)

Speed 6, swim 8

Hill Giant

Level 12 Wrecker (700 XP)

Large Natural Humanoid • Giant (Evil)

Senses: Perception +12; **Skills:** Athletics +24

Languages: Common, Giantish

Str: 25 (+13), **Con:** 19 (+10), **Dex:** 8 (+5)

Int: 6 (+4), **Wis:** 10 (+6), **Cha:** 7 (+4)

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

AC: 24; **Fort:** 25, **Ref:** 23, **Will:** 24

HP: 99, **Staggered:** 49

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

Reach 2; +17 vs AC; 3d8+11 damage. *Secondary Attack:* +17 vs Fortitude; the target is dazed.

✓ Rock (standard, at-will) • Weapon

Far arc 2 within 10; +17 vs AC (There must be a suitable rock within reach); 3d8+11 damage and the target is pushed 2 squares and knocked prone.

Punisher (swift, at-will) • Club, Stance

If the giant starts its turn in this stance, and it is wielding a club, it does 6 damage to an enemy in reach. While in this stance, the giant cannot make opportunity attacks.



Ogre by LadyofHats

The weakest and smallest of the true giants, hill giants are still large and formiddable. Skin color among hill giants ranges from light tan to deep ruddy brown. Their hair is brown or black, with eyes the same color. Hill giants wear layers of crudely prepared hides with the fur left on. They seldom wash or repair their garments, preferring to simply add more hides as their old ones wear out.

Adults are about 10½ feet tall and weigh about 1,100 pounds. Hill giants can live to be 200 years old.

Fire Giant

Level 14 Spoiler (1000 XP)

Large Elemental Humanoid • Fire, Giant (Evil)

Senses: Perception +16; **Skills:** Athletics +29, Intimidate +19

Languages: Common, Giantish, Primordial

Str: 31 (+17), **Con:** 21 (+12), **Dex:** 9 (+6)

Int: 10 (+7), **Wis:** 14 (+9), **Cha:** 11 (+7)

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

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

HP: 111, **Staggered:** 55

Burning aura 2: Creatures take 7 fire damage if they begin their turns in the aura.

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

Reach 2; +19 vs AC; 3d10+5 damage, and do 8 damage to a creature adjacent to the giant or the target.

✓ **Rock** (standard, at-will) • **Weapon**

Far arc 2 within 10; +19 vs AC (There must be a suitable rock within reach); 3d10+5 damage and the target is pushed 2 squares and knocked prone.

↗ **Provoke the Earth** (swift, once per round) • **Fire**

Ranged 10; A fire- or earth-based trap or hazard of your choice triggers, even if it has already been expended.

Some fire giants have bright orange hair. An adult male is 12 feet tall, has a chest that measures 9 feet around, and weighs about 7,000 pounds. Females are slightly shorter and lighter. Fire giants can live to be 350 years old.

Fire giants wear sturdy cloth or leather garments colored red, orange, yellow, or black. Warriors wear helmets and half-plate armor of blackened steel.

Frost Giant

Level 16 Wrecker (1400 XP)

Large Elemental Humanoid • Cold, Giant (Evil)

Senses: Perception +18; **Skills:** Athletics +30

Languages: Common, Giantish, Primordial

Str: 29 (+17), **Con:** 21 (+13), **Dex:** 9 (+7)

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

Initiative: +15; **Speed:** 6

AC: 28; **Fort:** 29, **Ref:** 27, **Will:** 28

HP: 123, **Staggered:** 61

‡ **Greataxe** (standard, at-will) • **Axe, Weapon**

Reach 2; +21 vs AC; 3d10+13 damage; on a miss, do 9 damage.

✓ **Throw Ice** (standard, at-will) • **Weapon**

Far arc 2 within 10; +21 vs AC (There must be a suitable chunk of ice within reach); 3d10+7 cold damage and the target is pushed 2 squares and knocked prone.

Slip (swift, at-will) • **Stance**

While in this stance, when the giant moves (willingly or unwillingly), at the end of the move the giant can shift 2 squares.

Blood Lust (swift, at-will) • **Axe, Stance**

While in this stance, if an attack causes you to become staggered, as a reaction you can make a basic melee attack against the creature that attacked you.

A frost giant's hair can be light blue or dirty yellow, and its eyes usually match its hair color. Frost giants dress in skins and pelts, along with any jewelry they own. Frost giant warriors add chain shirts and metal helmets decorated with horns or feathers.

An adult male is about 15 feet tall and weighs about 2,800 pounds. Females are slightly shorter and lighter, but otherwise identical with males. Frost giants can live to be 250 years old.

Stone Giant

Level 18 Wrecker (2000 XP)

Huge Elemental Humanoid • Earth, Giant (Unaligned)

Senses: Perception +19; **Skills:** Athletics +31, Stealth +25

Languages: Common, Giantish, Primordial

Str: 27 (+17), **Con:** 19 (+13), **Dex:** 15 (+11)

Int: 10 (+9), **Wis:** 12 (+10), **Cha:** 11 (+9)

Initiative: +20; **Speed:** 8

AC: 30; **Fort:** 31, **Ref:** 29, **Will:** 30

HP: 135, **Staggered:** 67

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

Reach 2; +23 vs AC; 4d8+15 damage and make a secondary attack. *Secondary Attack:* +23 vs Fortitude; the target is dazed until the end of its next turn.

✓ Rock (standard, at-will) • Weapon

Far arc 2 within 10; +23 vs AC (There must be a suitable rock within reach); 4d8+8 damage and the target is pushed 2 squares and knocked prone.

Meld with Stone (swift, encounter) • Stance

While in this stance, the giant gains burrow 8 (earth glide). This stance ends when the giant next emerges from the earth/stone.

Hardened Skin (swift, at-will) • Stance

While in this stance, the giant can halve the damage it takes from one attack as an immediate counter. It then leaves this stance.

Punisher (swift, at-will) • Stance

If the giant starts its turn in this stance, and it is wielding a club, it does 6 damage to an enemy in reach. While in this stance, the giant cannot make opportunity attacks.

The most patient and thoughtful of the giants, stone giants are often found meditating or practising martial arts on mountaintops.

Stone giants prefer robes or loose-fitting tunics and trousers, dyed in shades of red or saffron. Adults are about 12 feet tall and weigh about 1,500 pounds. Stone giants can live to be 800 years old.

Storm Giant

Level 20 Spoiler (2800 XP)

Huge Elemental Humanoid • Giant, Lightning (Unaligned)

Senses: Perception +30; **Skills:** Athletics +39, Insight +30, Intimidate +27

Languages: Common, Giantish, Primordial

Str: 39 (+24), **Con:** 23 (+16), **Dex:** 14 (+12)

Int: 16 (+13), **Wis:** 20 (+15), **Cha:** 15 (+12)

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

AC: 34; **Fort:** 32, **Ref:** 31, **Will:** 33

HP: 124, **Staggered:** 62

‡ Greatsword (standard, at-will) • Heavy Blade, Weapon

Reach 2; +25 vs AC; 6d6+7 damage, and do 11 damage to a creature adjacent to the giant or the target.

✓ Rock (standard, at-will) • Weapon

Far arc 2 within 10; +25 vs AC (There must be a suitable rock within reach); 6d6+7 damage and the target is pushed 2 squares and knocked prone.

✓ Lightning Bolt (standard, encounter) • Lightning

Ranged 10; +23 vs Reflex; 7d8+6 lightning damage and the target is dazed (save ends).

Bolt from the Blue (swift, at-will) • Stance

While in this stance, the *lightning bolt* power recharges at the start of each of the giant's turns. The giant cannot make opportunity attacks while in this stance.

Adults are about 21 feet tall and weigh about 12,000 pounds. Storm giants can live to be 600 years old. Storm giants' garb is usually a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple but finely crafted jewelry, anklets (favored by barefoot giants), rings, or circlets being most common. They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food.

Fir Bolg

Proud and noble warriors of giant size, the fir bolg live in tight-knit clans in forests and other wild places.

Fir Bolg Hunter

Level 6 Striker (250 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Nature +13, Stealth +13

Languages: Common, Giant

Str: 21 (+8), **Con:** 18 (+7), **Dex:** 15 (+5)

Int: 10 (+3), **Wis:** 14 (+5), **Cha:** 16 (+6)

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

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

HP: 54, **Staggered:** 27

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

+11 vs AC; 2d10+3 damage.

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

Ranged 20/40; +11 vs AC; 2d10+3 damage.

✓ **Hurl Boulder** (standard, encounter) • **Weapon**

Ranged 10; +11 vs AC; 1d10+3 damage and the target is knocked prone.

✓ **Wild Swing** (standard, encounter) • **Weapon**

Near burst 1; +11 vs AC; 2d10+3 damage.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Stalwart Defense (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Fir Bolg Archer

Level 7 Archer (300 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Nature +13, Stealth +15

Languages: Common, Giant

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

Int: 11 (+3), **Wis:** 14 (+5), **Cha:** 16 (+6)

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

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

HP: 49, **Staggered:** 24

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

+12 vs AC; 2d10+4 damage.

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

Ranged 20/40; +12 vs AC; 2d10+4 damage.

✓ **Hurl Boulder** (standard, encounter) • **Weapon**

Ranged 10; +12 vs AC; 1d10+4 damage and the target is knocked prone.

✓ **Surprise Shot** (standard, encounter) • **Weapon**

Ranged 20/40; +12 vs AC (the fir bolg must have combat advantage against the target); 3d10+3 damage and the target is stunned until the end of their next turn.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Stalwart Defense (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Fir Bolg Shaman

Level 8 Spoiler (350 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +12, low-light vision; **Skills:** Arcana +18, Nature +17

Languages: Common, Giant

Str: 19 (+8), **Con:** 14 (+6), **Dex:** 14 (+6)

Int: 20 (+9), **Wis:** 18 (+8), **Cha:** 17 (+7)

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

AC: 22; **Fort:** 20, **Ref:** 19, **Will:** 21

HP: 64, **Staggered:** 32

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

+13 vs AC; 2d10+5 damage.

↗ **Hurl Boulder** (standard, encounter) • **Weapon**

Ranged 10; +13 vs AC; 1d10+5 damage and the target is knocked prone.

* **Strike of Nature** (standard, refresh 5, 6)

Far burst 2 (within 10); +13 vs Reflex; 2d10+5 damage and the target is immobile (save ends).

↗ **Spirit Strike** (standard, encounter) • **Psychic**

Ranged 10; +13 vs Will; 1d10+5 damage and the target is stunned until the end of their next turn.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Stalwart Defense (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Wooden Skin (standard, encounter)

The fir bolg gains 21 temporary hit points.

Fir Bolg Chieftain

Level 14 Blocker (1000 XP)

Large Natural Humanoid (Unaligned)

Senses: Perception +17, low-light vision; **Skills:** Diplomacy +25, Nature +22, Stealth +22

Languages: Common, Giant

Str: 22 (+13), **Con:** 20 (+12), **Dex:** 17 (+10)

Int: 16 (+10), **Wis:** 16 (+10), **Cha:** 22 (+13)

Initiative: +17; **Speed:** 6

AC: 30; **Fort:** 27, **Ref:** 26, **Will:** 26

HP: 94, **Staggered:** 47

‡ **Great Axe** (standard, at-will) • **Weapon**

+19 vs AC; 3d10+5 damage.

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

Ranged 20/40; +19 vs AC; 3d10+5 damage.

↗ **Hurl Boulder** (standard, encounter) • **Weapon**

Ranged 10; +19 vs AC; 2d10 damage and the target is knocked prone.

↗ **Berserker's Frenzy** (standard, encounter) • **Weapon**

Near burst 1, all creatures; +19 vs AC; 3d10+5 damage. *Effect* After all attacks are resolved, the fir bolg shifts 1 and may make a basic melee attack.

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

+19 vs AC; 5d8+6 damage. If the target is staggered (either by this attack, or already staggered), the target is also stunned until the end of its next turn.

Recover Boulder (move, at-will)

Hurl boulder recharges.

Stalwart Defense (move, at-will)

The fir bolg has a +2 bonus to defenses until it moves from its current space.

Hags

Hags are witches from the Plane of Faerie.

Tear-Drinker Hag

Level 3 Boss Spoiler (750 XP)

Medium Fey Humanoid (Any)

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

Languages: Common

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

Int: 12 (+2), **Wis:** 9 (+0), **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; +8 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, including the hag's *unceasing sleet* aura; **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** (reaction, 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.

Humanoids

By default, these profiles represent humans. Any stat block can be easily adapted to represent other humanoids in the Species chapter. Use the size, source, type and tags of the new species. Give them the relevant power for that species, and any other traits that are particularly distinctive. In exchange, subtract 1 from their Fortitude, Reflex and Will defenses.

Gang of Ruffians

Thieves, bandits and other violent thugs can be represented by the statistics below.

III-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)

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; +6 vs AC; 5 damage.

Bodyguard

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +6; **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)

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**

+6 vs AC; 2d4+3 damage, and the target is knocked prone.

Chain Brawler

Level 1 Striker (100 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +4; **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 (-1), **Cha:** 10 (+0)

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.

Mancatcher

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)

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

+4 vs Will; 1d6+3 damage, and the mancatcher shunts the target 1 square.

Combat Advantage

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

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)

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; +8 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; +6 vs Fortitude; target ends its movement, losing its action (although it can take another action to continue moving).

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)

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; +8 vs AC; 1d8+6 damage, and the target is immobile (save ends).

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

Ranged 40/80; +8 vs AC; 2d8+6 damage, and the target is dazed (save ends); *Miss:* The shadowblast warlock regains the use of this power

Gang Initiate

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)

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)

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! (reaction, at-will)

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

Legion

Soldiers and other organized, well-equipped armed forces can be represented by the statistics below.

Legion Recruit

Level 1 Mook Striker (25 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +1; **Skills:** Athletics +5, Endure +3

Languages: Common

Str: 19 (+4), **Con:** 15 (+2), **Dex:** 14 (+2)

Int: 10 (+0), **Wis:** 13 (+1), **Cha:** 9 (-1)

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

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

HP: 1; a missed attack never damages a mook

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

Reach 2; +6 vs AC; 4 damage.

Heart of the Legion

When adjacent to an ally, the legion recruit receives a +1 power bonus to all defenses.

Legionary

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +2; **Skills:** Athletics +10, Endure +7

Languages: Common

Str: 20 (+5), **Con:** 15 (+2), **Dex:** 14 (+2)

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

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.

Heart of the Legion

When adjacent to an ally, the legionary receives a +1 power bonus to all defenses.

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 (+0), **Cha:** 10 (+1)

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; +5 vs Reflex; 1d6+4 damage.

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

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

Heart of the Legion

When adjacent to an ally, the grenadier receives a +1 power bonus to all defenses.

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)

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

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

Range 20/40; +7 vs AC; 2d10+3 damage; must be adjacent to another siege engineer, and at a ballista to use.

Heart of the Legion

When adjacent to an ally, the grenadier receives a +1 power bonus to all defenses.

Signifier

Level 2 Spoiler (Leader) (125 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +5; **Skills:** Athletics +10, Endure +5, Religion +7

Languages: Common

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

Int: 12 (+2), **Wis:** 18 (+5), **Cha:** 16 (+4)

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; +5 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 an ally, the signifier receives a +1 power bonus to all defenses.

Centurion

Level 3 Blocker (Leader) (150 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +4; **Skills:** Athletics +13, Endure +11

Languages: Common

Str: 21 (+6), **Con:** 16 (+4), **Dex:** 14 (+3)

Int: 12 (+2), **Wis:** 16 (+4), **Cha:** 13 (+2)

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.

✗ **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 an ally, the centurion receives a +1 power bonus to all defenses.

Infiltrator

Level 5 Skulker (200 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +9; **Skills:** Athletics +12, Endure +6, Stealth +11

Languages: Common

Str: 16 (+5), **Con:** 15 (+4), **Dex:** 19 (+6)

Int: 14 (+4), **Wis:** 14 (+4), **Cha:** 10 (+2)

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.

↗ 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.

Heart of the Legion

When adjacent to an ally, the infiltrator receives a +1 power bonus to all defenses.

Mercenary Raid

A powerful and well-established mercenary group or rival adventuring party.

Mercenary Archer

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)

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 mercenary archer 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)

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 suffer 5 fire damage.

‡ **Fist** (standard, at-will)

+13 vs AC; 2d6+5 damage.

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

Near arc 5; +11 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; +11 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)

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)

Choose one enemy adjacent to the insidious assassin. The insidious assassin moves to any unoccupied square that is still to that enemy. All enemies adjacent to the insidious assassin's new square grant the insidious assassin combat advantage until the end of the insidious assassin's current turn.

Pervasive Wound (free, encounter)

When 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.

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)

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 a mook, elite or boss) ally spends a recovery and heals hit points equal to their recovery value.

Relay Command (swift, once per round)

One ally may make a basic attack. If that ally does so and misses, another ally may make a basic attack.

Loyalty (counter, at-will)

When 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.

The Black Gloves

Worshippers of the power-hungry god Kain, the Black Gloves are the acceptable face of tyranny. With gentle words and sheathed swords, they explain why hierarchy and control are needed in these dark times. Only when defied do they send in their veteran guards or draw on their own considerable power. Even then, they are careful to make an example of only as many people as is needed to restore order – plus a few of the usual suspects to deter any further rebellion.

Dark Knight

Level 11 Boss Wrecker (3000 XP)

Medium Natural Humanoid • Human (Evil)

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)

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.

Staggered 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 (Evil)

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)

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; +17 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 (Evil)

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)

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 them.

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 (Evil)

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).

Crossbow Master

Level 14 Mook Archer (250 XP)

Medium Natural Humanoid • Human (Unaligned)

Senses: Perception +12

Languages: Common

Str: 14 (+9), **Con:** 14 (+9), **Dex:** 20 (+12)

Int: 16 (+10), **Wis:** 14 (+9), **Cha:** 12 (+8)

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

AC: 26; **Fort:** 26, **Ref:** 28, **Will:** 24

HP: 1; a missed attack never damages a mook

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

+19 vs AC; 12 damage.

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

Ranged 15/30; +19 vs AC; 12 damage.

Quick Shift

The crossbow master can shift a square as a swift action.

Blademaster

Level 14 Mook Striker (250 XP)

Medium Natural Humanoid • Human (Unaligned)

Senses: Perception +14

Languages: Common

Str: 18 (+11), **Con:** 18 (+11), **Dex:** 18 (+11)

Int: 12 (+8), **Wis:** 14 (+9), **Cha:** 12 (+8)

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.

Cruel Lieutenant

Level 14 Elite Striker (2000 XP)

Medium Natural Humanoid • Human (Evil)

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 cruel lieutenant shifts 4 squares and gains 10 temporary hit points.

† **Menacing Lift** (standard and move, at-will)

+17 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 (Evil)

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)

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; +20 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)

When the formidable archer hits with a *composite longbow* attack: The triggering attack becomes a critical hit.

Archvillain

Level 16 Elite Wrecker (Leader) (2800 XP)

Medium Natural Humanoid • Human (Evil)

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)

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; +19 vs AC (two adjacent creatures); 3d6+8 damage.

Unstaggered 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 stunned until the start of the archvillain's next turn.

Second Phase (reaction, encounter)

When 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.

Thieves' Guild

A thieves' guild, powerful and united bandit clan or other group of well-established, stealthy combatants can be represented by the statistics below.

Crossbow Skirmisher

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)

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 crossbow skirmisher hit with a *repeater crossbow* attack this turn; the crossbow skirmisher makes one *repeater crossbow* attack against another 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)

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 their next turn.

Relay Information (move, at-will)

Ranged 20; +8 vs Will; the target grants combat advantage to the cowled assassin until the start of the cowled assassin's next turn. For the same duration, the target also grants combat advantage to all allies of the cowled assassin who share a language with the cowled assassin.

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)

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; +8 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)

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)

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)

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; +12 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)

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 suffers damage that causes them to become staggered or be reduced to 0 hit points or below, the ally may immediately 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 Quiver (standard, refresh 6)

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

Intimidating (counter, at-will)

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

Inevitables

Inevitables are epic threats that punish those who defy the laws of the universe.

Undying

Level 20 Skulker (2800 XP)

Medium Fey Humanoid • Undead (Unaligned)

Senses: Perception +23, darkvision; **Skills:** Arcana +28, Bluff +32, Nature +28, Sleight of Hand +30, Stealth +30

Languages: Common, Elven, Sylvan

Str: 21 (+15), **Con:** 18 (+14), **Dex:** 20 (+15)

Int: 17 (+13), **Wis:** 16 (+13), **Cha:** 24 (+17)

Initiative: +25; **Speed:** 8

AC: 32; **Fort:** 33, **Ref:** 31, **Will:** 32

HP: 147, **Staggered:** 73

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

‡ **Claws** (standard, at-will) • **Necrotic**

+25 vs AC; 6d6+7 necrotic damage and the target grants combat advantage until the end of its next turn.

✓ **Blight** (standard, refresh 5, 6) • **Necrotic**

Ranged 10; +25 vs Fortitude; 6d6+7 necrotic damage and the target is placed under lifewatch until the end of the encounter. If a creature under lifewatch heals or receives healing, it is weakened (save ends).

† **Mesmerizing Touch** (swift, refresh 5, 6) • **Charm, Psychic**

+25 vs Will; The target is dazed until the end of its next turn, and placed under lifewatch until the end of the encounter. If the target is already under lifewatch, they are stunned instead of dazed.

Provisional Healing (swift, encounter) • **Healing**

An adjacent creature not under lifewatch heals equal to its recovery value. It is then under lifewatch until the end of the encounter.

Weakened by Sunlight

While in bright light, the Undying grants combat advantage.

The Undying are elves and fey who attempted to extend their lifespans by unnatural means, and were struck down by the god Enoran as punishment. Now they hunt those who would prolong their lives.

Marut

Level 21 Blocker (3200 XP)

Large Outsider Humanoid • Construct (Unaligned)

Senses: Perception +23, darkvision; **Skills:** Diplomacy +29, Insight +28, Religion +26

Languages: Common

Str: 35 (+22), **Con:** 20 (+15), **Dex:** 13 (+11)

Int: 12 (+11), **Wis:** 17 (+13), **Cha:** 18 (+14)

Initiative: +21; **Speed:** 6

AC: 37; **Fort:** 34, **Ref:** 33, **Will:** 33

HP: 129, **Staggered:** 64

‡ **Fist of Thunder** (standard, at-will) • **Thunder**

Reach 2; +26 vs AC; 6d6+8 thunder damage and the target is deafened (save ends) and pushed 2 squares.

‡ **Fist of Lightning** (standard, at-will) • **Lightning**

Reach 2; +26 vs AC; 6d6+8 lightning damage and the target is blinded until the end of their next turn.

↗ **Word of Command** (swift, at-will) • **Charm, Psychic**

Ranged 10; +26 vs Will; The marut chooses one: the target falls prone, the target is immobile until the end of their next turn, the target drops what they are holding, the target is pulled 6 squares or the target is pushed 6 squares.

↗ **Mark of Justice** (swift, at-will) • **Charm, Psychic**

Ranged 10; +26 vs Will; The marut announces something the target must not do. A mark appears on the target's forehead (save ends). If the target does that thing while the mark is on their forehead, the target takes 3d8+8 damage.

Regeneration (swift, at-will) • **Healing, Stance**

At the beginning of the marut's next turn, it heals 15 damage. While in this stance, it cannot make opportunity attacks.

Plane Shift (swift, daily) • **Stance**

At the beginning of the marut's next turn, it travels to another plane of existence of its choice. It then leaves this stance. While in this stance, it cannot make opportunity attacks.

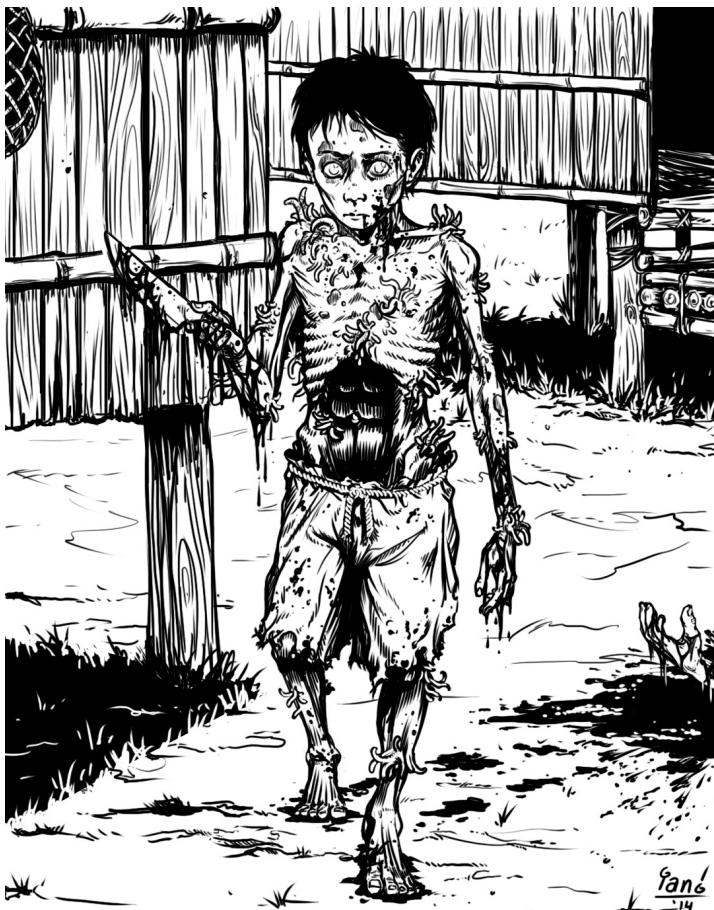
Maruts confront those who would try to deny the grave itself.

Any who use unnatural means to extend their life span could be targeted by a marut. Those who take extraordinary measures to cheat death in some other way might be labeled transgressors as well. Those who use magic to reverse death aren't worthy of a marut's attention unless they do so repeatedly or on a massive scale.

When a marut has identified its target, it walks surely and implacably toward the foe, never resting.

Infected

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



Creeper by Ian MacLean

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 (-4), **Wis:** 10 (+1), **Cha:** 3 (-3)

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)

+6 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 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 (-4), **Wis:** 8 (+0), **Cha:** 3 (-3)

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; +6 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.

Humanoids who are infected by the virus become Infected drones.

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 (-3), **Wis:** 8 (+1), **Cha:** 3 (-2)

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; +7 vs Reflex; The target is unable to move from the square.

Shreds of Armor

(counter, encounter)

When the guard is hit, including by a critical 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 (-3), **Wis:** 8 (+1), **Cha:** 3 (-2)

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 drones that go undestroyed for long enough become Infected grubs. 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 (-1), **Wis:** 8 (+3), **Cha:** 3 (+0)

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; +11 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 earth or a large rock) to knock down opponents and run up to fallen targets to use hulk rend.

Invaders

The Invaders represent an alien invasion. 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.

Fantasy alternatives

Mixing science fiction and fantasy genres has been a part of the hobby since the very beginning, but it will not suite all fantasy campaigns.

The Invaders could just as easily be insectoid horrors from another dimension seeking out warm-blooded food or ancient alchemical constructs that cannibalize the living to replenish their numbers.

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)

When 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.

Skimmers 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)

When the punk hits 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)

When the punk hits 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 as a counter to flying opponents. It is often flanked by at least a half-dozen skinners.

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; +17 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; +17 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 (reaction, encounter)

When 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.

Baby Screamer

Level 14 Mook Archer (250 XP)

Medium Cosmic Automaton • Construct (Unaligned)

Senses: Perception +11

Str: 14 (+9), **Con:** 10 (+7), **Dex:** 18 (+11)

Int: 12 (+8), **Wis:** 10 (+7), **Cha:** 8 (+6)

Initiative: +14; **Speed:** fly 7

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

HP: 1; a missed attack never damages a mook

✓ **Pulse Rifle** (standard, at-will) • **Weapon**

Ranged 20/40; +19 vs AC; 9 damage, and the baby screamer can shift one square.

Dash (move, at-will)

The baby screamer shifts 2 squares.

Pulse Engine (counter, encounter)

When an enemy hits the baby screamer: The baby screamer shifts one square, and the attack misses.

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 baby screamer 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

+17 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); +17 vs Reflex; 2d8+7 damage, and the target takes persistent 5 fire damage (save ends).

✓ **Flesh Hooks** (standard, refresh 5, 6)

Ranged 20; +17 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 *gray 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 through 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 within 20 squares 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 within 20 squares. 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 skinners 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".



Ryzom MMORPG Concept Art (Kami Noir)

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 begins an encounter with resist 50 to all damage. If the Tri-Pod takes any damage, it loses *force field* (but see *power systems repaired*).

↗ 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 Systems Repaired (reaction, encounter)

When 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.

Jiang-Shi

Jiang-shi are hopping vampires.



Fighter by Luigi Castellani

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. A jiang-shi is a very fast counter and can count most piles of items in one move action, but very large piles may take as many as three move actions. It cannot use its *special scroll* or *drink breath* powers while there is a pile yet to count or on a turn that it has spent some time counting.

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 immediately focus for 1 minute to fully return from the Beyond. If it fails to do so (for example, because it was distracted counting for part of the minute), 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, Stealth +13

Languages: Common

Str: 12 (+5), **Con:** 12 (+5), **Dex:** 18 (+8)

Int: 12 (+5), **Wis:** 16 (+7), **Cha:** 14 (+6)

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)

+11 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. Also see Transformation, above.

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 and covers their mouth and nose is invisible to the jiang-shi for as long as they hold their breath. Covering the nose and mouth can be done with a free hand, or through another contrivance.

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, Stealth +15

Languages: Common

Str: 14 (+7), **Con:** 14 (+7), **Dex:** 20 (+10)

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

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 2; +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)

+14 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 and covers their mouth and nose is invisible to the jiang-shi for as long as they hold their breath. Covering the nose and mouth can be done with a free hand, or through another contrivance.

Water Walk

The jiang-shi can walk across the surface of water as if it were solid ground.

Lycanthropes



Lycanthrope by LadyofHats

Lycanthropes are humanoids that can take animal or hybrid form. Those bitten by a lycanthrope risk contracting the disease themselves. This is represented by the curse of lycanthropy affliction (see the Afflictions chapter).

Wolf Shifter

Level 6 Striker (250 XP)

Medium Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +14, low-light vision; **Skills:** Stealth +15

Languages: Common

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

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

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

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

HP: 54, **Staggered:** 27

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

+11 vs AC; 2d10+3 damage.

‡ **Bite** (standard, at-will)

+11 vs AC; 1d12+4 damage and the target falls prone and is exposed to lycanthropy.

† **Hamstring** (standard, encounter)

+11 vs AC; 3d8+5 damage and the target is slowed (save ends). While the target is slowed, if it is knocked prone it becomes immobile (save ends) instead of slowed.

Pack Tactics

The wolf shifter gets a +1 bonus to attack rolls for each ally adjacent to their target.

Change Form (swift, at-will) • **Stance**

If the wolf shifter starts its turn in this stance, it changes form (from humanoid to wolf or vice versa). In humanoid form it can use *battleaxe*. In wolf form it can use *bite* and *hamstring*, and its speed increases to 8. In either form, it has *pack tactics*.

The wolf shifter can use *battleaxe* while in humanoid form and *bite* and *hamstring* while in wolf form.

Bear Shifter

Level 8 Wrecker (350 XP)

Medium Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Endure +16, Nature +13

Languages: Common

Str: 22 (+10), **Con:** 16 (+7), **Dex:** 20 (+9)

Int: 14 (+6), **Wis:** 10 (+4), **Cha:** 17 (+7)

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

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

HP: 75, **Staggered:** 37

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

+13 vs AC; 2d10+9 damage.

‡ **Claws** (standard, at-will)

+13 vs AC; 1d10+9 damage and the bear shifter gets 8 temporary hit points.

¤ **Cave Bear Frenzy** (standard, encounter)

Near burst 1, all enemies; +13 vs AC; 1d12+9 damage.

Overbearing Attack (standard, encounter)

The bear shifter charges and makes a basic attack. If the attack hits, the target is shunted 3 squares and knocked prone.

Change Form (swift, at-will) • **Stance**

If the bear shifter starts its turn in this stance, it changes form (from humanoid to wolf or vice versa). In humanoid form it can use *maul*. In bear form it can use *claws* and *cave bear frenzy* and its speed increases to 8. In either form, it can use *overbearing attack*.

Raven Scout

Level 8 Skulker (350 XP)

Small Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Sleight of Hand +19, Stealth +19

Languages: Common

Str: 16 (+7), **Con:** 16 (+7), **Dex:** 22 (+10)

Int: 18 (+8), **Wis:** 10 (+4), **Cha:** 17 (+7)

Initiative: +14; **Speed:** 6, fly 8

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

HP: 75, **Staggered:** 37

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

+13 vs AC; 2d10+5 damage.

✓ **Dagger Throw** (standard, at-will) • **Weapon**

Ranged 5/10; +13 vs AC; 2d10+5 damage.

‡ **Claws** (standard, at-will)

+13 vs AC; 2d10+5 damage.

Twin Strike

Choose two enemies. Make a basic attack against each one.

Dive Bomb

Fly up to your speed. Make a basic melee attack against each enemy you move adjacent to during your flight.

Change Form (swift, at-will) • **Stance**

If the raven scout starts its turn in this stance, it changes form (from humanoid to raven or vice versa). It can use *dagger strike*, *dagger throw* and *twin strike* in humanoid form and *claws* and *dive bomb* in raven form.

Rabbit Shaman

Level 11 Spoiler (600 XP)

Small Natural Humanoid • Shapeshifter (Unaligned)

Senses: Perception +16, low-light vision; **Skills:** Endure +17, Nature +21

Languages: Common

Str: 12 (+6), **Con:** 14 (+7), **Dex:** 21 (+10)

Int: 18 (+9), **Wis:** 22 (+11), **Cha:** 20 (+10)

Initiative: +15; **Speed:** 6, forest stride

AC: 25; **Fort:** 23, **Ref:** 22, **Will:** 24

HP: 79, **Staggered:** 39

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

+16 vs AC; 3d8+5 damage.

✓ **Soulwrack** (standard, at-will) • **Psychic**

Ranged 10; +16 vs Will; 3d8+5 psychic damage.

✗ **Spirit Assault** (standard, encounter) • **Psychic**

Near blast 5, all enemies; +16 vs Will; 3d8+5 psychic damage and the target is pushed 3 squares.

Change Form (swift, at-will) • **Stance**

If the rabbit shifter starts its turn in this stance, it changes form (from humanoid to winter hare or vice versa). It can use all powers in either form.

Ophiduans

The ophidian 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.



Ophidian by Beth Trott

Semiferum Caste Ophidian

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)

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; 3d8+7 poison damage.

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

Ranged 20; +18 vs AC; 3d8+7 damage.

✗ **Charm** (standard, encounter) • **Psychic, Charm**

+16 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.

Hominis Caste Ophiduan

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)

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

‡ **Spear** (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**

+16 vs Will; 4d10+6 psychic damage and push 4.

* **Hypnotism** (standard, encounter) • **Psychic, Charm**

Far burst 1 within 10; +16 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.

Anguineum Caste Ophiduan

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)

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.

‡ **Spear** (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**

+16 vs Will; dazed (save ends).

* **Hypnotism** (standard, encounter) • **Psychic, Charm**

Far burst 1 within 10; +16 vs Will; 3d8+7 psychic damage and dazed (save ends).

¤ **Spit Poison** (reaction, refresh 5, 6) • **Poison**

When the anguineum hits with an attack: Near arc 3; +16 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

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.

Bone Chariot

Level 2 Blocker (125 XP)

Medium Natural Automaton • Construct, Mount (Unaligned)

Senses: Perception -3

Str: 14 (+3), **Con:** 16 (+4), **Dex:** 8 (+0)

Int: 2 (-3), **Wis:** 2 (-3), **Cha:** 2 (-3)

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.

Skeletons as assembled by someone with only a passing familiarity with or interest in human anatomy.

Game Master tips

The players will likely assume that the ostovite and its chariot are a single creature. Assume they are attacking the chariot unless they specify otherwise. When the ostovite is ready to attack, it lifts the chariot's bone mask. At some point, they will tweak that the chariot's skittering silver "tongue" is an armor-plated insect with a hundred chitinous legs gripping onto the chariot.

Since a chariot stops working when its ostovite is destroyed, the heroes may start targeting the ostovites with attacks. Some things they may choose include:

- The default is simply to attack the ostovite through the bone chariot. The ostovite has cover, and gets resistance from the chariot until the chariot is staggered.
- They may pull the chariot's mask off to leave the ostovite exposed. Make a Strength check vs Fortitude.
- They may ready an action to attack when the ostovite attacks.
- Any other creative solution will do.

Ostovite

Level 2 Skulker (125 XP)

Tiny Cosmic Monstrosity (Evil)

Senses: Perception +2; **Skills:** Stealth +9

Str: 6 (-1), **Con:** 14 (+3), **Dex:** 16 (+4)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 8 (+0)

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 (reaction, encounter)

When the ostovite's bone chariot is destroyed; Shift 5.

Variant

Ostovite Sentient: As the ostovite, except it does not get *bone spike*. Instead, it has:

Activation aura 10: Bone chariots within the aura that are not being ridden act on the ostovite sentient's initiative as if they were being ridden, taking their full complement of actions.

Mega-Chariot

Level 3 Boss Blocker (0 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception -3

Str: 18 (+5), **Con:** 20 (+6), **Dex:** 6 (-1)

Int: 2 (-3), **Wis:** 2 (-3), **Cha:** 2 (-3)

Initiative: -1; **Speed:** 5

Action Points: 2

AC: 19; **Fort:** 16, **Ref:** 15, **Will:** 15; **Saving Throws:** +5

HP: 78, **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** (reaction, 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.

Game Master tips

The mega-chariot and ostovite swarm work differently to the bone chariot and ostovite described above.

The mega-chariot and ostovite swarm together make a two-stage boss encounter.

The ostovite swarm cannot be targeted until the mega-chariot is destroyed. 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 (+2), **Con:** 14 (+3), **Dex:** 16 (+4)

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 8 (+0)

Initiative: +4; **Speed:** 5 (compress Tiny)

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

HP: 78, **Staggered:** 39

Resist: radiant 5

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 (reaction, encounter)

When the ostovite swarm is staggered for the first time; Shift 5

Ghoul Worm

Level 4 Elite Striker (350 XP)

Large Cosmic Monstrosity (Evil)

Senses: Perception +7; **Skills:** Stealth +8

Str: 19 (+6), **Con:** 20 (+7), **Dex:** 9 (+1)

Int: 7 (+0), **Wis:** 11 (+2), **Cha:** 9 (+1)

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

Action Points: 1

AC: 18; **Fort:** 15, **Ref:** 17, **Will:** 16; **Saving Throws:** +2

HP: 88, **Staggered:** 44

Resist: radiant 10

Stench aura 2: A living creature, other than a ghoul worm, that enters the aura or begins its turn in it is rattled (save ends).

‡ **Bite** (standard, at-will)

+9 vs AC; 1d12+5 damage, and the target is grappled.

† **Slam** (standard, at-will)

+9 vs AC; 1d12+5 damage, and the target takes persistent 5 necrotic damage (save ends).

† **Constrict** (standard, at-will)

Must be grappling the target; 1d12+5 damage, and the target is dazed until the end of the ghoul worm's next turn.

¤ **Horror** (counter, at-will) • Fear, Psychic

Near burst 10, one creature; +7 vs Will (a creature sees the ghoul worm for the first time); The target is stunned until the end of their next turn.

Speed Burst (counter, refresh 4, 5, 6)

The ghoul worm takes a move action.

An ostovite that grows fat and strong on freshly-dead corpses eventually sheds its carapace and emerges as a ghoul worm, which resembles the decaying corpse of a naga or large snake. Ghoul worms often wear a giant skull to complete the illusion that they are an undead serpent. The emergence of a ghoul worm often provokes a schism in ostovite hives, with some in the hive worshipping the ghoul worm and others spurning it out of fear.

Plane of Shadow

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

Shadow Bat Swarm

Level 3 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 (compress Tiny, 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

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

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

+8 vs AC; 2d6+4 cold and necrotic damage.

¤ **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.

A swarm of eerie, shadowy bats that soar through the Plane of Shadow. Their touch leaves a shadowy film behind.

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** (reaction, 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.

The shadow drake resembles a clumsy, stub-nosed lizard with wings barely large enough to lift it from the ground. Clinging, frosted-over dark goop trail like snot from its nostrils.

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. The umbral mass can grapple any number of targets.

↗ **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; +7 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).

A malevolent entity formed from condensed shadows, the umbral mass engulfs its prey.

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 enter or start their turn in the aura take 5 necrotic damage.

↗ **Shadow Bolt** (standard, at-will) • **Cold, Necrotic**

Ranged 10; +8 vs Reflex; 3d4+6 cold and necrotic damage.

↗ **Flame Gout** (swift, refresh 5, 6) • **Fire**

Ranged 10; +8 vs Reflex; 1d12+4 fire damage.

↖ **Shadow Burst** (reaction, encounter) • **Necrotic, Healing**

Near burst 5; +8 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.

Shadow princes are born from the dying hopes and dreams of those in the Prime Material Plane who would have been great, but for an accident of birth or other misfortune.

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 (+1), **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 greymalkin resembles a smoke-gray leopard with an unusually bestial snout. The air around it shimmers like a heat mirage, and it can conjure mirror images of itself to throw off attackers.

Shapeshifter Slime

Shapeshifter slime are oozes of unusual intelligence, who can disguise themselves as humanoids. The shapeshifter slime typically begins in human form. Once sufficiently damaged, it transforms into its slime form, with the same current HP as its previous form. Players only get XP once for defeating a shapeshifter slime.



Ochre Jelly by LadyofHats

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 (reaction, 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.

Skeletons





Undead by Luigi Castellani

Skeleton Warrior

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +0, darkvision

Str: 10 (+0), **Con:** 10 (+0), **Dex:** 10 (+0)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 10 (+0)

Initiative: +0; **Speed:** 6

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

HP: 29, **Staggered:** 14

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

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

+6 vs AC; 1d10+3 damage. The skeleton warrior may also do 2 damage to a creature adjacent to the skeleton warrior or the target.

Reform

The skeleton is unconscious and helpless when reduced to 0 HP, but is not destroyed unless reduced to negative HP equal to its staggered value or its bones are disturbed. Bones can be disturbed as a swift action by an adjacent creature or by a creature moving through the space or stopping on it. One round after being reduced to 0 HP, the skeleton makes a saving throw. On a success, the skeleton is restored to 1 HP. On a failure, it is destroyed.

An animated skeleton clad in tattered armor, wielding ancient weapons with an eerie proficiency, relentless in pursuit of its long-forgotten purpose.

Smoldering Skeleton

Level 2 Archer (125 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +9, low-light vision

Str: 15 (+3), **Con:** 13 (+2), **Dex:** 17 (+4)

Int: 3 (-3), **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 5, necrotic 5, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will) • **Fire**

+7 vs AC; 2d4+4 fire damage.

↗ **Blazing Orb** (standard, at-will) • **Fire**

Ranged 10; +5 vs Reflex; 1d10+5 fire damage.

Reform

The skeleton is unconscious and helpless when reduced to 0 HP, but is not destroyed unless reduced to negative HP equal to its staggered value or its bones are disturbed. Bones can be disturbed as a swift action by an adjacent creature or by a creature moving through the space or stopping on it. One round after being reduced to 0 HP, the skeleton makes a saving throw. On a success, the skeleton is restored to 1 HP. On a failure, it is destroyed.

A charred skeleton, wreathed in flames and embers. It flings balls of fire conjured in its bony palms.

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.

Staggered Frenzy

While staggered, the failed sacrifice has a +2 power bonus to attack rolls.

A skeleton of a victim from a dark ritual gone awry, driven by hunger for revenge against those responsible for its fate.

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

Immune: disease, poison, **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.

Reform

The skeleton is unconscious and helpless when reduced to 0 HP, but is not destroyed unless reduced to negative HP equal to its staggered value or its bones are disturbed. Bones can be disturbed as a swift action by an adjacent creature or by a creature moving through the space or stopping on it. One round after being reduced to 0 HP, the skeleton makes a saving throw. On a success, the skeleton is restored to 1 HP. On a failure, it is destroyed.

A skeletal figure escaped from the Plane of Shadow to seek retribution against its killers.

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**

+17 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.

Staggered Frenzy

While staggered, the greater failed sacrifice gains a +2 bonus to attack rolls and can take an additional standard action each round.

Specters



Art by Earl Geier

Peaceful Specter

Level 5 Skulker (200 XP)

Medium Shadow Humanoid • Undead (Good)

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

Languages: Common

Str: 10 (+2), **Con:** 12 (+3), **Dex:** 16 (+5)

Int: 17 (+5), **Wis:** 16 (+5), **Cha:** 19 (+6)

Initiative: +7; **Speed:** fly 6 (hover), phasing

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

HP: 28, **Staggered:** 14

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

Benign Presence aura 2 Creatures in the aura receive a +2 power bonus on saving throws.

✓ **Radiance of Calm** (standard, at-will) • **Psychic**

Ranged 10; +10 vs Will; The target is pushed 5 squares and weakened (save ends).

↗ **Sleep** (standard, at-will) • **Psychic**

Ranged 10; +10 vs Will; The target is slowed (save ends). If the target is already slowed, it falls asleep (until disturbed or save ends, whichever is sooner).

Spawn Specter

Any humanoid killed by a specter rises as a free-willed spectral spawn at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

A serene spirit, the peaceful specter offers guidance and solace to lost souls.

Spectral Spawn

Level 6 Stalker Mook (62 XP)

Medium Shadow Humanoid • Undead (Good)

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: 1; a missed attack never damages a mook

Immune: poison, disease, **Resist:** necrotic 5, incorporeal

✓ **Spectral Claws** (standard, at-will) • **Psychic**

+9 vs Reflex; 8 psychic damage.

A spectral spawn defeated in the same encounter it was created does not grant any XP.

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:** 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**

+9 vs Reflex; 2d8+4 necrotic damage, and the target is marked until the end of the specter's next turn.

Knightly Tactics

A specter has combat advantage against any target marked by any *ghostly sword* power.

Spawn Specter

Any humanoid killed by a specter rises as a free-willed spectral spawn at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

A gallant specter, born of the soul of one betrayed while upholding their sworn duty. They can be overzealous in maintaining the codes of honor of a bygone time.

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**

+9 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**

+9 vs Will; 2d6+4 psychic damage, and target is weakened (save ends).

Spawn Specter

Any humanoid killed by a specter rises as a free-willed spectral spawn at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

A melancholic specter that tries to subject others to whatever tragedy took the specter's life.

Deathgaunt

Level 10 Skulker (500 XP)

Medium Shadow Humanoid • Undead (Chaotic Evil)

Senses: Perception +19, darkvision; **Skills:** Stealth +19

Languages: Common

Str: 13 (+6), **Con:** 15 (+7), **Dex:** 19 (+9)

Int: 20 (+10), **Wis:** 19 (+9), **Cha:** 22 (+11)

Initiative: +14; **Speed:** fly 6 (hover), phasing

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

HP: 87, **Staggered:** 43

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

Vile Presence aura 2 Creatures in the aura receive a -1 penalty on saving throws.

✓ **Radiance of Fear** (standard, at-will) • **Psychic**

Ranged 10; +15 vs Will; The target is pushed 5 squares and dazed (save ends).

† **Soul Burn** (standard, at-will) • **Psychic**

+15 vs Will; 2d12+5 psychic damage and the target loses one recovery. If the target has no recoveries, they are immune to this power.

Shadowy Presence (swift, encounter) • **Illusion**

The deathgaunt becomes invisible. This effect ends when the deathgaunt is exposed to bright light.

Spawn Specter

Any humanoid killed by a specter rises as a free-willed spectral spawn at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

Deathgaunts and gloomwardens are specters that remain on the Prime Material Plane to cause trouble and suffering, even after being given a chance to move on to the afterlife.

Gloomwarden

Level 12 Spoiler (700 XP)

Medium Shadow Humanoid • Undead (Chaotic Evil)

Senses: Perception +22, darkvision; **Skills:** Stealth +22

Languages: Common

Str: 14 (+8), **Con:** 16 (+9), **Dex:** 20 (+11)

Int: 21 (+11), **Wis:** 20 (+11), **Cha:** 23 (+12)

Initiative: +17; **Speed:** fly 6 (hover), phasing

AC: 26; **Fort:** 24, **Ref:** 23, **Will:** 25

HP: 84, **Staggered:** 42

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

Dread Presence aura 2 Creatures in the aura receive a -2 penalty to Will defense.

‡ **Will Drain** (standard, at-will) • **Fear, Psychic**

+17 vs Will; 3d8+6 psychic damage and the target suffers a -2 penalty to Will defense (save ends).

¤ **Radiance of Doom** (standard, encounter) • **Fear, Psychic**

Near burst 3, all non-undead creatures; +17 vs Will; 3d8+6 psychic damage and the target is weakened until the end of their next turn.

¤ **Shadow Revolt** (swift, encounter) • **Fear, Psychic**

Near blast 5, all non-undead creatures; +17 vs Will (the target must not be in bright light); 3d8+6 necrotic damage and the target is immobile (save ends).

Spawn Specter

Any humanoid killed by a specter rises as a free-willed spectral spawn at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

Throach

The throach has the body and head of a roach, and six roach-like legs, but from the end of the thorax protrudes a scorpion-like tail complete with stinger. The stinger is straighter and more spear-like than the slightly curved stinger of a scorpion. The throach's chitinous shell is iridescent dark blue (indigo or navy), almost black, but shades of purple can be seen in the right light.

Throaches thrive in moisture-rich environments, and are common in swamps, marshes and wet forests. They can also be found in the sewer systems of many large cities and occasionally inhabit ruins in damp, rainy regions. Where one throach is found, others are usually located, so even a solitary encounter with one is often indicative of a brood nearby. Throaches prefer to live in dark or shadowy areas, and will scurry from bright light.

Throaches can be deadly to non-adventurers, or even unprepared adventurers with their bite and sting, but the true danger lies in their reproductive method. Throaches are asexual creatures that both produce and fertilize their own eggs. However, in order for the young to hatch and survive, the eggs must be implanted in a living creature. Typically, a throach will sting a victim, and when the paralyzed victim lies helpless it will implant several eggs inside the abdominal cavity. These eggs hatch in 24 hours and begin feeding on the host, killing it in the process. This provides enough nutrition and energy for the young throaches to scurry for cover and establish a territory.

Throach Hatchling

Level 2 Mook Striker (31.25 XP)

Small Natural Beast • Vermin (Unaligned)

Senses: Perception -2, Darkvision; **Skills:** Athletics +6, Stealth +9

Str: 8 (+0), **Con:** 12 (+2), **Dex:** 14 (+3)

Int: 2 (-3), **Wis:** 2 (-3), **Cha:** 2 (-3)

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

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

HP: 1

Vulnerable: light sensitivity

‡ **Bite** (standard, at-will)

+7 vs AC; 5 damage (+2 damage against the creature they were implanted in).

Light Sensitivity

Any time the throach is exposed to bright light, it is rattled (save ends).

Throach hatchlings created through a throach's *implant* power do not grant any XP.

Throach

Level 2 Elite Blocker (250 XP)

Large Natural Beast • Vermin (Unaligned)

Senses: Perception +3, Darkvision; **Skills:** Athletics +11, Sleight of Hand +6, Stealth +6

Str: 18 (+5), **Con:** 16 (+4), **Dex:** 8 (+0)

Int: 2 (-3), **Wis:** 13 (+2), **Cha:** 7 (-1)

Initiative: +1; **Speed:** 10

Action Points: 1

AC: 18; **Fort:** 15, **Ref:** 14, **Will:** 14; **Saving Throws:** +2

HP: 68, **Staggered:** 34

Vulnerable: light sensitivity

‡ **Bite** (standard, at-will)

+7 vs AC; 1d12+3 damage.

† **Sting** (standard, at-will)

+7 vs AC; 1d12+3 damage and the target is dazed (save ends). *First Failed Save:* The target is stunned instead (save ends).

† **Implant** (standard, at-will)

+7 vs AC (can only be used on a target that is stunned); 2d10+2 damage and the target has 2d4 throach eggs implanted in them. At the end of each of the target's turns, make a saving throw. On a success, one throach egg is expelled. On a failure, one throach egg hatches. Place a throach hatchling in an adjacent unoccupied space. The throach hatchling acts on the initiative count just after the throach's.

Light Sensitivity

Any time the throach is exposed to bright light, it is rattled (save ends).

This hideous, dark blue creature is nearly seven feet long and has a tail like a scorpion, but no pincers.

Underdeep

Giant Amoeba

Level 1 Elite Blocker (200 XP)

Medium Natural Automaton • Aquatic, Ooze (Unaligned)

Senses: Perception -5, Blindsight 6; **Skills:** Athletics +6

Str: 12 (+1), **Con:** 16 (+3), **Dex:** 1 (-5)

Int: 1 (-5), **Wis:** 1 (-5), **Cha:** 1 (-5)

Initiative: -5; **Speed:** 2, climb 2, swim 4

Action Points: 1

AC: 17; **Fort:** 14, **Ref:** 13, **Will:** 13; **Saving Throws:** +2

HP: 58, **Staggered:** 29

Resist: acid 5

‡ **Pseudopod** (standard, at-will)

+6 vs AC; 1d10+3 damage and grappled.

† **Constrict** (standard, at-will)

Grappled target only; 1d10+3 acid damage.

† **Engulf** (standard, at-will)

+6 vs AC (Grappled target of Medium size or smaller; the giant amoeba must not be staggered); The target is swallowed.

It shares a space with the giant amoeba, and cannot move out of the amoeba's space. The target takes 2d8+3 acid

damage at the start of each of its turns. It can only target the giant amoeba with attacks, and cannot use two-handed

weapons. If the amoeba is staggered or reduced to 0 HP or below, the swallowed target escapes and is placed in an adjacent unoccupied space of the target's choice.

A massive single-celled organism with a gelatinous body, capable of engulfing and digesting its prey.

Hate Reaper

Level 3 Spoiler (150 XP)

Small Natural Monstrosity (Evil)

Senses: Perception +3, tremorsense 12; **Skills:** Stealth +11

Str: 8 (+0), **Con:** 12 (+2), **Dex:** 18 (+5)

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

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

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

HP: 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

Melee; +8 vs AC; 1d12+4 damage.

↗ **Gaze of Rage** (standard, refresh 5, 6) • **Fear, Psychic**

Ranged 10; +6 vs Will; The target is controlled until the end of its next turn.

↘ **Inspire Terror** (swift, encounter) • **Fear, Psychic**

Near burst 5, all enemies; +6 vs Will; The target is pushed 3 and rattled (save ends).

A hate reaper is a small, rodent-like monster that can manipulate the emotions of those it is near. In particular, it can amplify anger and fear into incandescent rage.

Ettercap

Level 4 Skulker (175 XP)

Medium Natural Humanoid • Spider (Unaligned)

Senses: Perception +6, darkvision, tremorsense 12 (creatures touching its web); **Skills:** Athletics +11, Stealth +12

Languages: Common

Str: 14 (+4), **Con:** 13 (+3), **Dex:** 17 (+5)

Int: 6 (+0), **Wis:** 15 (+4), **Cha:** 8 (+1)

Initiative: +7; **Speed:** 6 (web stride), climb 6 (wall-climber)

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

HP: 51, **Staggered:** 25

Resist: poison 5

‡ **Fangs** (standard, at-will)

+9 vs AC; 1d12+5 damage and the target is slowed (save ends).

† **Claws** (standard, at-will)

The target must be immobile or restrained: 2d12+3 damage.

↗ **Web Trap** (standard, at-will)

+9 vs AC; The target is immobile (save ends).

Spring Upon Prey (reaction, encounter)

If a creature touches the ettercap's web while the ettercap is on it: The ettercap moves its speed towards the triggering creature and makes a basic melee attack.

Speak with Spiders

The ettercap can speak with spiders.

An ettercap is about 6 feet tall and weighs about 200 pounds. Ettercaps are not brave creatures, but their cunning traps often ensure that the enemy never draws a weapon. When an ettercap does engage its enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe that is still able to move.

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 (+1), **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; +8 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.

The witchcrawler is a nightmarish blend of arachnid and serpent, possessing the power to suffocate foes without touching them and the ability to crawl along walls and ceilings with unnatural agility.

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 (+4), **Con:** 10 (+3), **Dex:** 16 (+6)

Int: 14 (+5), **Wis:** 16 (+6), **Cha:** 10 (+3)

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**

+10 vs Will; 2d10+4 psychic damage, and the target is pushed 2.

↗ **Earthbind** (swift, refresh 5, 6) • **Psychic**

Ranged 10; +10 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 stygira holds a gemstone, they can see through the gem with darkvision and truesight. The stygira 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 stygira'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: Stygira know divination magic pertaining to reading omens, clairaudience, reading auras and auguries.

Special

Those stygira 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 (+8), **Con:** 16 (+7), **Dex:** 18 (+8)

Int: 12 (+5), **Wis:** 16 (+7), **Cha:** 18 (+8)

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; +12 vs Fortitude; 2d12+4 acid damage and target is overly-generous (save ends).

↗ **Item Toss** (reaction, at-will)

If the 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 (reaction, 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 as many valuable items as it thinks it can get away with, 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 affected creature spends up to one move action per round trying to give away items.

The target recipient is any creature to request a gift. If multiple creatures have requested a gift, choose randomly between them. If a particular gift was requested, the affected creature gives that. Otherwise, choose randomly between the affected creature's items of value.

If no creature requested a gift, the affected creature attempts to give a random item of value to the nearest creature. If multiple creatures are the same distance from the affected creature, the recipient is selected randomly among them.

The bauble beast usually requests gems or jewelry.

Otyugh

Level 12 Striker (700 XP)

Large Cosmic Monstrosity (Unaligned)

Senses: Perception +13, darkvision

Languages: Common

Str: 16 (+9), **Con:** 19 (+10), **Dex:** 11 (+6)

Int: 6 (+4), **Wis:** 13 (+7), **Cha:** 6 (+4)

Initiative: +12; **Speed:** 4

AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24

HP: 84, **Staggered:** 42

Immune: disease

Stench aura 1 Living creatures that are not otyughs that enter or begin their turn within the aura grant combat advantage.

‡ **Tentacle** (standard, at-will)

Reach 3; +17 vs AC; 3d8+6 damage and the target is grappled. The otyugh can grapple up to three creatures.

† **Bite** (standard, at-will)

+17 vs AC (The target must be grappled.); 6d6+6 damage and the target is exposed to sewer plague.

† **Tentacle Smash** (swift, at-will)

Move each grappled creature to an unoccupied space within reach. If two or more creatures are grappled, they are all dazed until the end of their next turn.

A scavenger with an orb-like body, three legs, three tentacles and a gigantic mouth. A redundancy of eyes bristle from one of its tentacles; the other two are barbed.

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: Living creatures that are not tunnel brutes suffer a -2 penalty to defenses, on attack rolls and on skill checks while in the aura.

‡ **Mandibles** (standard, at-will)

+21 vs AC; 3d10+13 damage.

† **Sting** (standard, encounter) • **Poison**

+21 vs AC; 7d6+13 poison damage and the target is slowed (save ends).

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**

+19 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; +19 vs Will; the target is stunned and suffers a -2 penalty to Will defense (save ends both).

↗ **Suggestion** (swift, encounter) • **Psychic, Charm**

Ranged 10; +19 vs Will; 2d10+7 psychic damage and shunt target 5.

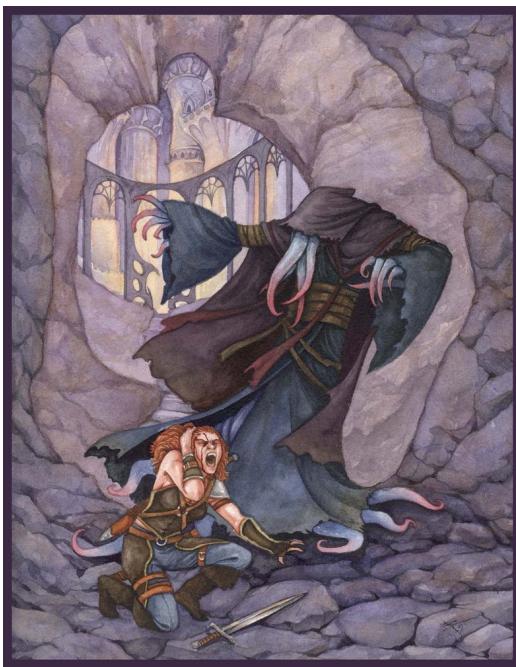
* **Mandatory Slumber** (standard, at-will) • **Psychic**

Far burst 1 within 6; +19 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; the evil eye chooses one effect. It cannot choose one that it has used since the beginning of its last turn.

1. **Charm:** +19 vs Will; the target is dominated (save ends).

2. **Confuse:** +19 vs Will; 2d10+7 psychic damage, and the target cannot use encounter or daily powers (save ends).

3. **Death:** +19 vs Fortitude; 3d10+7 damage.

4. **Enervate:** +19 vs Fortitude; 2d10+7 psychic damage, and the target is weakened (save ends).

5. **Immolate:** +19 vs Reflex; 2d10+7 fire damage.

6. **Paralyze:** +19 vs Will; 2d10+7 psychic damage, and the target is immobile (save ends).

7. **Petrify:** +19 vs Fortitude; the target is petrified (save ends).

8. **Sleep:** +19 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 (reaction, 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.

Vermin



Spider by Joyce Maureira

Flash Beetle

Level 1 Spoiler (100 XP)

Small Natural Beast • Vermin (Unaligned)

Senses: Perception +2, low-light vision

Str: 14 (+2), **Con:** 15 (+2), **Dex:** 15 (+2)

Int: 2 (-4), **Wis:** 14 (+2), **Cha:** 11 (+0)

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

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

HP: 29, **Staggered:** 14

Luminescence aura 2: The flash beetle casts bright light.

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage.

¤ **Flash** (standard, encounter)

Near burst 2; +6 vs Fortitude; The target is rattled until the end of its next turn. If the target was already rattled, it is instead blinded until the end of its next turn.

A bioluminescent insect that can emit dazzling flashes of light when threatened. Flash beetles are found in dark and cavernous environments.

Iridescent Scorpion

Level 1 Striker (100 XP)

Medium Natural Beast • Vermin (Unaligned)

Senses: Perception +0, Tremorsense 12; **Skills:** Athletics +5, Stealth +6

Str: 11 (+0), **Con:** 12 (+1), **Dex:** 12 (+1)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +1; **Speed:** 8

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

HP: 29, **Staggered:** 14

‡ **Claw** (standard, at-will)

+6 vs AC; 1d10+3 damage.

† **Sting (Red Scorpion)** (standard, at-will)

Reach 2; +6 vs AC; 1d10+3 poison damage and the target becomes vulnerable to poison 5 (save ends).

† **Sting (Blue Scorpion)** (standard, at-will)

Reach 2; +6 vs AC; 1d10+3 poison damage and the target is slowed (save ends).

† **Multiattack** (standard, at-will)

Can only be used on a target that is flanked; The scorpion makes two *claw* attacks against the target.

Iridescent scorpions are either blue or red. Each variety has a different poison, administered by its stinger.

Fishing Spiders

A large and agile spider adapted to aquatic habitats, the fishing spider skates across water surfaces or clings on to the riverbed to remain submerged.

Small Fishing Spider

Level 1 Skulker (100 XP)

Small Natural Beast • Spider (Unaligned)

Senses: Perception +0, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +8, Athletics +3, Stealth +8

Str: 7 (-2), **Con:** 10 (+0), **Dex:** 17 (+3)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 4 (water walk)

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

HP: 33, **Staggered:** 16

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

+6 vs AC; 1d10+3 poison damage. *Secondary Attack:* +4 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 2d8+3 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Medium Fishing Spider

Level 4 Skulker (175 XP)

Medium Natural Beast • Spider (Unaligned)

Senses: Perception +4, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +12, Athletics +9, Stealth +12

Str: 11 (+2), **Con:** 10 (+2), **Dex:** 17 (+5)

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

Initiative: +7; **Speed:** 6 (water walk)

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

HP: 51, **Staggered:** 25

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

+9 vs AC; 1d12+5 poison damage. *Secondary Attack:* +7 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 2d12+3 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Large Fishing Spider

Level 8 Skulker (350 XP)

Large Natural Beast • Spider (Unaligned)

Senses: Perception +8, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +16, Athletics +15, Stealth +16

Str: 15 (+6), **Con:** 12 (+5), **Dex:** 17 (+7)

Int: 2 (+0), **Wis:** 10 (+4), **Cha:** 2 (+0)

Initiative: +11; **Speed:** 6 (water walk)

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

HP: 75, **Staggered:** 37

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

+13 vs AC; 2d10+5 poison damage. *Secondary Attack:* +11 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 3d10+5 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Huge Fishing Spider

Level 12 Skulker (700 XP)

Huge Natural Beast • Spider (Unaligned)

Senses: Perception +12, darkvision, tremorsense (body of water the spider is on or in reach of); **Skills:** Acrobatics +20, Athletics +21, Stealth +20

Str: 19 (+10), **Con:** 14 (+8), **Dex:** 17 (+9)

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

Initiative: +15; **Speed:** 8 (water walk)

AC: 24; **Fort:** 25, **Ref:** 23, **Will:** 24

HP: 99, **Staggered:** 49

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

+17 vs AC; 3d8+6 poison damage. *Secondary Attack:* +15 vs Fortitude; the target is grappled.

† **Bite** (standard, at-will)

The target must be grappled: 6d6+6 damage.

Float (counter, at-will)

At any time that the spider is on the floor of a body of water, it can release its hold to float to the surface.

Hunting Spiders

Hunting spiders are predators of speed and agility. They have venomous bites. Tarantulas can spray itchy and hindering bristles. Wolf spiders carry their young on their bodies in egg sacs.

Variants

No spider has access to all powers. Instead, they each get a selection, described below.

Tarantula: *Bite, venomous bite, hiss, raise hairs and spray hairs.*

Wolf Spider: *Bite, venomous bite and egg sacs.*

Small Hunting Spider

Level 1 Striker (100 XP)

Small Natural Beast • Spider (Unaligned)

Senses: Perception +0, darkvision; **Skills:** Acrobatics +8, Athletics +3, Stealth +8

Str: 7 (-2), **Con:** 10 (+0), **Dex:** 17 (+3)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 5, climb 2 (wall-climber)

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

HP: 29, **Staggered:** 14

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage, or 2d8+3 damage against a slowed, grappled, restrained or immobile target.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ **Hiss** (swift, encounter) • **Fear**

Near burst 3, all creatures without the Spider tag: +6 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • **Poison, Stance**

If an adjacent creature hits the spider with an attack, make an attack. +4 vs Fortitude; the target grants combat advantage until the end of their next turn.

¤ **Spray Hairs** (swift, encounter) • **Poison**

Near burst 3, all creatures without the Spider tag: +6 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

† **Venomous Bite** (standard, at-will) • **Poison**

+6 vs AC; 1d10+3 poison damage and the target is slowed until the end of their next turn.

Medium Hunting Spider

Level 4 Striker (175 XP)

Medium Natural Beast • Spider (Unaligned)

Senses: Perception +4, darkvision; **Skills:** Acrobatics +12, Athletics +9, Stealth +12

Str: 11 (+2), **Con:** 12 (+3), **Dex:** 17 (+5)

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

Initiative: +7; **Speed:** 6, climb 3 (wall-climber)

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

HP: 44, **Staggered:** 22

‡ **Bite** (standard, at-will)

+9 vs AC; 1d12+5 damage, or 2d12+3 damage against a slowed, grappled, restrained or immobile target.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ **Hiss** (swift, encounter) • **Fear**

Near burst 3, all creatures without the Spider tag: +9 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • **Poison, Stance**

If an adjacent creature hits the spider with an attack, make an attack. +7 vs Fortitude; the target grants combat advantage until the end of their next turn.

¤ **Spray Hairs** (swift, encounter) • **Poison**

Near burst 3, all creatures without the Spider tag: +9 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

† **Venomous Bite** (standard, at-will) • **Poison**

+9 vs AC; 1d12+5 poison damage and the target is slowed until the end of their next turn.

Large Hunting Spider

Level 8 Striker (350 XP)

Large Natural Beast • Spider (Unaligned)

Senses: Perception +8, darkvision; **Skills:** Acrobatics +16, Athletics +15, Stealth +16

Str: 15 (+6), **Con:** 12 (+5), **Dex:** 17 (+7)

Int: 2 (+0), **Wis:** 10 (+4), **Cha:** 2 (+0)

Initiative: +11; **Speed:** 6, climb 4 (wall-climber)

AC: 22; **Fort:** 19, **Ref:** 21, **Will:** 20

HP: 64, **Staggered:** 32

‡ **Bite** (standard, at-will)

+13 vs AC; 2d10+5 damage, or 3d10+5 damage against a slowed, grappled, restrained or immobile target.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ **Hiss** (swift, encounter) • **Fear**

Near burst 3, all creatures without the Spider tag: +13 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • **Poison, Stance**

If an adjacent creature hits the spider with an attack, make an attack. +11 vs Fortitude; the target grants combat advantage until the end of their next turn.

¤ **Spray Hairs** (swift, encounter) • **Poison**

Near burst 3, all creatures without the Spider tag: +13 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

† **Venomous Bite** (standard, at-will) • **Poison**

+13 vs AC; 2d10+5 poison damage and the target is slowed until the end of their next turn.

Huge Hunting Spider

Level 12 Striker (700 XP)

Huge Natural Beast • Spider (Unaligned)

Senses: Perception +12, darkvision; **Skills:** Acrobatics +20, Athletics +21, Stealth +20

Str: 19 (+10), **Con:** 14 (+8), **Dex:** 17 (+9)

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

Initiative: +15; **Speed:** 8, climb 6 (wall-climber)

AC: 26; **Fort:** 23, **Ref:** 25, **Will:** 24

HP: 84, **Staggered:** 42

‡ **Bite** (standard, at-will)

+17 vs AC; 3d8+6 damage, or 6d6+6 damage against a slowed, grappled, restrained or immobile target.

Egg Sacs (counter, encounter)

If the spider is hit by an attack: Place a spider swarm in an adjacent space (whether or not it is occupied).

¤ **Hiss** (swift, encounter) • **Fear**

Near burst 3, all creatures without the Spider tag; +17 vs Will; The target grants combat advantage until the end of their next turn.

Raise Hairs (swift, at-will) • **Poison, Stance**

If an adjacent creature hits the spider with an attack, make an attack. +15 vs Fortitude; the target grants combat advantage until the end of their next turn.

¤ **Spray Hairs** (swift, encounter) • **Poison**

Near burst 3, all creatures without the Spider tag; +17 vs Reflex; The target grants combat advantage until the end of their next turn. The spider cannot use *raise hairs* if it has used *spray hairs* this encounter.

† **Venomous Bite** (standard, at-will) • **Poison**

+17 vs AC; 3d8+6 poison damage and the target is slowed until the end of their next turn.

Vermin Swarms

A writhing mass of countless small insects, spiders or other biting creatures.

Variants

Rattlesnake Swarm: Reptile tag.

Spider Swarm: Spider tag. Tremorsense (with contiguous web spaces, while on a web).

Vermin 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 (compress Tiny), 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, the swarm makes a basic melee attack against them as a free action.

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

+7 vs AC; 1d10+2 damage, and the vermin swarm makes a secondary attack on the same target.

Secondary Attack: +5 vs Fortitude; 1d10 poison damage.

Swarm

A swarm can occupy the same space as other creatures.

Large Vermin Swarm

Level 6 Striker (250 XP)

Large Natural Beast • Swarm (Unaligned)

Senses: Perception +9, low-light vision; **Skills:** Stealth +12

Str: 11 (+3), **Con:** 12 (+4), **Dex:** 18 (+7)

Int: 2 (-1), **Wis:** 12 (+4), **Cha:** 10 (+3)

Initiative: +9; **Speed:** 6 (compress Tiny), climb 6

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

HP: 54, **Staggered:** 27

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, the swarm makes a basic melee attack against them as a free action.

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

+11 vs AC; 2d10+2 damage, and the vermin swarm makes a secondary attack on the same target.

Secondary Attack: +9 vs Fortitude; 1d10 poison damage.

Swarm

A swarm can occupy the same space as other creatures.

Webbing Spiders

Spinner of intricate webs, most webbing spiders ensnare their prey in sticky silk before moving in for the kill.

The reaper spider spins webs for its lair, but is too slow at spinning to throw webs in combat. The short-sighted widow spider catches prey in webs and pre-digests it by spitting acidic juices over it. The crab spider's scent glands can reproduce other smells, helping to lure creatures into the snare it dangles. The jumping spider attaches itself to key points using its web. The spitting spider sprays its target with entangling webs.

Variants

No spider has access to all powers. Instead, they each get a selection, described below.

Reaper Spider: *Bite, recluse bite and play dead.*

Widow Spider: *Bite, venomous bite, wrap in silk, spit juices and play dead.* Blind beyond 6 squares.

Crab Spider: *Bite, venomous bite and snare.* Crab spiders can also emit a smell of their choice, usually choosing the scent of a local predator or environmental hazard.

Jumping Spider: *Bite and tethered leap.* Jumping spiders also have all-around vision.

Gladiator Spider: *Bite and gladiator's strike.*

Spitting Spider: *Bite, venomous bite, spray sticky venom and wrap in silk.*

Small Webbing Spider

Level 1 Skulker (100 XP)

Small Natural Beast • Spider (Unaligned)

Senses: Perception +0, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:**

Acrobatics +8, Athletics +3, Stealth +8

Str: 7 (-2), **Con:** 10 (+0), **Dex:** 17 (+3)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 2 (-4)

Initiative: +3; **Speed:** 5 (web stride), climb 2 (wall-climber)

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

HP: 33, **Staggered:** 16

‡ **Bite** (standard, at-will)

+6 vs AC; 1d10+3 damage, or 2d8+3 damage against a slowed, grappled, restrained or immobile target.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+6 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • **Stance**

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

† **Recluse Bite** (standard, at-will) • **Necrotic**

+6 vs AC; 1d10+3 necrotic damage. *Secondary Attack:* +4 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +6 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Spit Juices** (standard, at-will) • **Acid**

The target must be grappled or restrained: The target takes 10 persistent acid damage (save ends).

¤ **Spray Sticky Venom** (standard, encounter) • **Poison**

Near blast 3, all creatures without the Spider tag; +6 vs Fortitude; 1d10+3 poison damage and the target is immobile (save ends).

Tethered Leap (move, at-will)

The spider jumps 4 squares, or travels directly down 4 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 8 squares from the tether. Movement made as part of this ability never provokes opportunity attacks.

† **Venomous Bite** (standard, at-will) • **Poison**

+6 vs AC; 1d10+3 poison damage and the target is slowed until the end of their next turn.

† **Wrap in Silk** (standard, at-will)

+6 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Medium Webbing Spider

Level 4 Skulker (175 XP)

Medium Natural Beast • Spider (Unaligned)

Senses: Perception +4, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:**

Acrobatics +12, Athletics +9, Stealth +12

Str: 11 (+2), **Con:** 12 (+3), **Dex:** 17 (+5)

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

Initiative: +7; **Speed:** 6 (web stride), climb 3 (wall-climber)

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

HP: 51, **Staggered:** 25

‡ **Bite** (standard, at-will)

+9 vs AC; 1d12+5 damage, or 2d12+3 damage against a slowed, grappled, restrained or immobile target.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+9 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • **Stance**

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

† **Recluse Bite** (standard, at-will) • **Necrotic**

+9 vs AC; 1d12+5 necrotic damage. *Secondary Attack:* +7 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +9 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Spit Juices** (standard, at-will) • **Acid**

The target must be grappled or restrained: The target takes 15 persistent acid damage (save ends).

¤ **Spray Sticky Venom** (standard, encounter) • **Poison**

Near blast 3, all creatures without the Spider tag; +9 vs Fortitude; 1d12+5 poison damage and the target is immobile (save ends).

Tethered Leap (move, at-will)

The spider jumps 5 squares, or travels directly down 5 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 10 squares from the tether. Movement made as part of this ability never provokes opportunity attacks.

† **Venomous Bite** (standard, at-will) • **Poison**

+9 vs AC; 1d12+5 poison damage and the target is slowed until the end of their next turn.

† **Wrap in Silk** (standard, at-will)

+9 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Large Webbing Spider

Level 8 Skulker (350 XP)

Large Natural Beast • Spider (Unaligned)

Senses: Perception +8, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:**

Acrobatics +16, Athletics +15, Stealth +16

Str: 15 (+6), **Con:** 12 (+5), **Dex:** 17 (+7)

Int: 2 (+0), **Wis:** 10 (+4), **Cha:** 2 (+0)

Initiative: +11; **Speed:** 6 (web stride), climb 4 (wall-climber)

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

HP: 75, **Staggered:** 37

‡ **Bite** (standard, at-will)

+13 vs AC; 2d10+5 damage, or 3d10+5 damage against a slowed, grappled, restrained or immobile target.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+13 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • **Stance**

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +13 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Spit Juices** (standard, at-will) • **Acid**

The target must be grappled or restrained: The target takes 20 persistent acid damage (save ends).

¤ **Spray Sticky Venom** (standard, encounter) • **Poison**

Near blast 3, all creatures without the Spider tag; +13 vs Fortitude; 2d10+5 poison damage and the target is immobile (save ends).

Tethered Leap (move, at-will)

The spider jumps 6 squares, or travels directly down 6 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 12 squares from the tether. Movement made as part of this ability never provokes opportunity attacks.

† **Recluse Bite** (standard, at-will) • **Necrotic**

+13 vs AC; 2d10+5 necrotic damage. *Secondary Attack:* +11 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Venomous Bite** (standard, at-will) • **Poison**

+13 vs AC; 2d10+5 poison damage and the target is slowed until the end of their next turn.

† **Wrap in Silk** (standard, at-will)

+13 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Huge Webbing Spider

Level 12 Skulker (700 XP)

Huge Natural Beast • Spider (Unaligned)

Senses: Perception +12, darkvision, tremorsense (when standing on a web, for contiguous web spaces only); **Skills:**

Acrobatics +20, Athletics +21, Stealth +20

Str: 19 (+10), **Con:** 14 (+8), **Dex:** 17 (+9)

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

Initiative: +15; **Speed:** 8 (web stride), climb 6 (wall-climber)

AC: 24; **Fort:** 25, **Ref:** 23, **Will:** 24

HP: 99, **Staggered:** 49

‡ **Bite** (standard, at-will)

+17 vs AC; 3d8+6 damage, or 6d6+6 damage against a slowed, grappled, restrained or immobile target.

† **Gladiator's Strike** (standard, refresh 4, 5, 6)

+17 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

Play Dead (swift, at-will) • **Stance**

If the spider is hit by an attack, as an immediate reaction the spider makes a Bluff check against its enemies' passive Perception. On a successful check, it appears dead until it next acts.

† **Recluse Bite** (standard, at-will) • **Necrotic**

+17 vs AC; 3d8+6 necrotic damage. *Secondary Attack:* +15 vs Fortitude; the target cannot heal necrotic damage from any source until the target's next long rest.

† **Snare** (swift, at-will)

Reach 4 (directly beneath the spider only); +17 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Spit Juices** (standard, at-will) • **Acid**

The target must be grappled or restrained: The target takes 25 persistent acid damage (save ends).

¤ **Spray Sticky Venom** (standard, encounter) • **Poison**

Near blast 3, all creatures without the Spider tag; +17 vs Fortitude; 3d8+6 poison damage and the target is immobile (save ends).

Tethered Leap (move, at-will)

The spider jumps 6 squares, or travels directly down 6 squares. The spider leaves a tether attached to the original square. It can jump back to the original square at any time as a swift action, provided the silk line to its tether remains intact and it hasn't moved more than 12 squares from the tether. Movement made as part of this ability never provokes opportunity attacks.

† **Wrap in Silk** (standard, at-will)

+17 vs Reflex; The target is slowed (save ends). If the target is already slowed, they are grappled until they escape. If they are already grappled, they are restrained until they escape the grapple.

† **Venomous Bite** (standard, at-will) • **Poison**

+17 vs AC; 3d8+6 poison damage and the target is slowed until the end of their next turn.

Worms



Purple Worm by LadyofHats

Scavenger Worm

Level 8 Blocker (350 XP)

Large Cosmic Monstrosity (Unaligned)

Senses: Perception +13, blindsight 12

Str: 14 (+6), **Con:** 24 (+11), **Dex:** 21 (+9)

Int: 1 (-1), **Wis:** 21 (+9), **Cha:** 6 (+2)

Initiative: +13; **Speed:** 6, climb 4

AC: 24; **Fort:** 21, **Ref:** 20, **Will:** 20

HP: 64, **Staggered:** 32

Resist: radiant 10, **Vulnerable:** psychic 10

‡ **Bite** (standard, at-will) • Acid

+13 vs AC; 2d10+5 acid damage.

¤ **Tranquilizing Spray** (standard, encounter) • Acid, Psychic

Near arc 2; +11 vs Fortitude; 2d10+5 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.

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.

A digging worm of enormous size. It prefers to attack from below, tunnelling up with dazzling speed.

Zombies

A reanimated but decaying corpse, the zombie shambles aimlessly.

Zombie

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Undead (Unaligned)

Senses: Perception +0, darkvision

Str: 12 (+1), **Con:** 10 (+0), **Dex:** 8 (-1)

Int: 2 (-4), **Wis:** 10 (+0), **Cha:** 1 (-5)

Initiative: -1; **Speed:** 6

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

HP: 29, **Staggered:** 14

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

‡ **Slam** (standard, at-will)

+6 vs AC; 1d10+3 damage and make a secondary attack against the target. *Secondary Attack:* +4 vs Fortitude; the target is grappled.

Slow

Zombies do not get a move action (though they trade their standard action for a move action).

Teamwork

The zombie automatically hits creatures that are grappled by an ally.

Dinner Rush

The zombie's speed on a charge is doubled.

Variants

Fast Zombie

Remove the *slow* feature.

Putrid Zombie

Stench aura 1 Living creatures that begin their turn within the aura grant combat advantage.

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 (+0), **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 zombified wyvern can attack with its claws only while flying; +12 vs AC; 1d10+5 damage, and the target is knocked prone.

† **Necrotic Sting** (standard, at-will) • **Necrotic**

Reach 2; +12 vs AC; 1d8+5 damage, and the target takes persistent 5 necrotic damage (save ends).

Appendix: Monsters by Level

Name	Level	Role
Legion Recruit	1	Mook Striker
Mitflit	1	Mook Striker
III-Equipped Combatant	1	Mook Striker
Eagle	1	Striker
Raven of Doom	1	Skulker
Dog	1	Striker
Riding Horse	1	Wrecker
Wicker Golem	1	Striker
Squirming Mound	1	Striker
Scorpion Knight	1	Blocker
Demon Toad	1	Wrecker
Hopping Imp	1	Wrecker
Bodyguard	1	Blocker
Chain Brawler	1	Striker
Mancatcher	1	Striker
Legionary	1	Blocker
Skeleton Warrior	1	Blocker
Flash Beetle	1	Spoiler
Iridescent Scorpion	1	Striker
Small Fishing Spider	1	Skulker
Small Hunting Spider	1	Striker
Small Webbing Spider	1	Skulker
Zombie	1	Blocker
Giant Amoeba	1	Elite Blocker
Throach Hatchling	2	Mook Striker
War Horse	2	Wrecker
Grenadier	2	Archer
Siege Engineer	2	Archer
Signifier	2	Spoiler
Bone Chariot	2	Blocker
Ostovite	2	Skulker

Name	Level	Role
Smoldering Skeleton	2	Archer
Vermin Swarm	2	Striker
Throach	2	Elite Blocker
Worm That Walks	2	Boss Spoiler
Mega-Chariot	3	Boss Blocker
Great Ape	3	Wrecker
Wolf	3	Striker
Small Earth Elemental	3	Skulker
Small Water Elemental	3	Spoiler
Desiccated Husk	3	Wrecker
Scurvy Pirate	3	Blocker
Shadowblast Warlock	3	Skulker
Centurion	3	Blocker
Infected Animal	3	Wrecker
Infected Drone	3	Wrecker
Shadow Bat Swarm	3	Skulker
Hate Reaper	3	Spoiler
Bloody Bones	3	Elite Wrecker
Young Couatl	3	Boss Striker
Blood-Drinker Hag	3	Boss Spoiler
Ostovite Swarm	3	Boss Spoiler
Shadow Drake	3	Boss Skulker
Gang Initiate	4	Mook Striker
Infected Guard	4	Wrecker
Bison	4	Wrecker
Giant Frog	4	Wrecker
Phantom Cat	4	Striker
Ragged Tooth Shark	4	Striker
Boar	4	Wrecker
Small Fire Elemental	4	Striker
Ettercap	4	Skulker

Name	Level	Role
Medium Fishing Spider	4	Skulker
Medium Hunting Spider	4	Striker
Medium Webbing Spider	4	Skulker
Gang Leader	4	Elite Spoiler
Ghoul Worm	4	Elite Striker
Umbral Mass	4	Elite Skulker
Crossbow Skirmisher	5	Mook Archer
Infected Grub	5	Mook Striker
Small Air Elemental	5	Spoiler
Burner Demon	5	Wrecker
Hellhound	5	Wrecker
Flying Head	5	Striker
Ghoul	5	Striker
Infiltrator	5	Skulker
Cowled Assassin	5	Skulker
Repeater Crossbow Master	5	Archer
Peaceful Specter	5	Skulker
Witchcrawler	5	Spoiler
Dog-faced Baboon	5	Elite Wrecker
Scintillating Boa	5	Elite Blocker
The Minotaur	5	Elite Wrecker
Shadow Prince	5	Elite Spoiler
Ancient Hermit Crab	5	Boss Blocker
Spectral Spawn	6	Mook Striker
Wolfshead Bandit	6	Mook Archer
Enthralled Servant	6	Blocker
Quipper Swarm	6	Striker
Deepfolk Warrior	6	Wrecker
Flay Devil	6	Striker
Fir Bolg Hunter	6	Striker
Hulk	6	Wrecker

Name	Level	Role
Wolf Shifter	6	Striker
Shapeshifter Slime (Human Form)	6	Archer
Shapeshifter Slime (Slime Form)	6	Skulker
Failed Sacrifice	6	Wrecker
Specter of Chivalry	6	Blocker
Specter of Sorrow	6	Spoiler
Large Vermin Swarm	6	Striker
Barghest	6	Elite Striker
Revenant Skeleton	6	Elite Wrecker
Half-Aboleth	6	Boss Wrecker
Vigilant Statue	6	Boss Blocker
Sniper Bandit	7	Mook Striker
Dire Wolf	7	Striker
Medium Earth Elemental	7	Skulker
Medium Water Elemental	7	Spoiler
Fir Bolg Archer	7	Archer
Zombified Wyvern	7	Wrecker
King of Thieves	7	Elite Blocker
Stygira	7	Elite Spoiler
Mercenary Archer	8	Mook Archer
Transformed Servant	8	Blocker
Veteran Thrall	8	Wrecker
Devil Ape	8	Wrecker
Pegasus	8	Striker
Unicorn	8	Striker
Animate Collector	8	Spoiler
Deepfolk Berserker	8	Wrecker
Gargoyle	8	Skulker
Medium Fire Elemental	8	Striker
Fir Bolg Shaman	8	Spoiler
Fire Magician	8	Archer

Name	Level	Role
Infected Behemoth	8	Wrecker
Bear Shifter	8	Wrecker
Raven Scout	8	Skulker
Large Fishing Spider	8	Skulker
Large Hunting Spider	8	Striker
Large Webbing Spider	8	Skulker
Scavenger Worm	8	Blocker
Greymalkin	8	Elite Striker
Adult Couatl	8	Boss Striker
Jiang-Shi Scholar	8	Boss Striker
Medium Air Elemental	9	Spoiler
Hezrou	9	Wrecker
Hungry Maw	9	Wrecker
Vulture Demon	9	Wrecker
Ghast	9	Striker
Insidious Assassin	9	Skulker
The Emperor	9	Elite Archer
Bauble Beast	9	Elite Blocker
Thrall Commander	10	Blocker
Plesiosaur	10	Wrecker
Deepfolk Hydromancer	10	Spoiler
Ogre	10	Wrecker
Elohim Sky Guardian	10	Archer
Deathgaunt	10	Skulker
Tyrannosaur	10	Elite Striker
Mercenary Lord	10	Elite Spoiler
Burrower Worm	10	Elite Striker
Worg	11	Striker
Large Earth Elemental	11	Skulker
Large Water Elemental	11	Spoiler
Rabbit Shaman	11	Spoiler

Name	Level	Role
Greater Barghest	11	Elite Striker
Dark Knight	11	Boss Wrecker
Jiang-Shi Magistrate	11	Boss Striker
Nightmare	12	Striker
Animate Guardian	12	Blocker
Large Fire Elemental	12	Striker
Hill Giant	12	Wrecker
Armored Warmage	12	Wrecker
Gloomwarden	12	Spoiler
Otyugh	12	Striker
Huge Fishing Spider	12	Skulker
Huge Hunting Spider	12	Striker
Huge Webbing Spider	12	Skulker
Ice Hag	12	Elite Striker
Master Assassin	12	Elite Skulker
Skinner	13	Mook Archer
Elephant	13	Blocker
Large Air Elemental	13	Spoiler
Semiferum Caste Ophiduan	13	Striker
Jinushigami	13	Elite Spoiler
Punk	13	Elite Wrecker
Hominis Caste Ophiduan	13	Elite Spoiler
Anguineum Caste Ophiduan	13	Boss Spoiler
Martial Arts Master	13	Boss Blocker
Baby Screamer	14	Mook Archer
Blademaster	14	Mook Striker
Crossbow Master	14	Mook Archer
Chuul	14	Wrecker
Fire Giant	14	Spoiler
Fir Bolg Chieftain	14	Blocker
Chank	14	Archer

Name	Level	Role
Mother Screamer	14	Skulker
Greater Failed Sacrifice	14	Wrecker
Cruel Lieutenant	14	Elite Striker
Beast	14	Boss Striker
Lamia	15	Spoiler
Big Burner	15	Wrecker
Mountain Demon	15	Skulker
Formidable Archer	15	Archer
Widow	15	Spoiler
The Scorpion	15	Elite Archer
Elder Couatl	15	Boss Striker
The Tri-Pod	15	Boss Striker
The Awoken	15	Boss Striker
Animate Battleform	16	Blocker
Frost Giant	16	Wrecker
Tunnel Brute	16	Wrecker
Archvillain	16	Elite Wrecker
Phrenic Scourge	16	Elite Spoiler
Evil Eye	16	Boss Wrecker
Mammoth	17	Blocker
Flying Head Swarm	17	Elite Striker
Aboleth	18	Spoiler
Stone Giant	18	Wrecker
Lamia Superior	19	Spoiler
Boar Demon (Nalfeshnee)	19	Wrecker
Frenzy Demon	19	Wrecker
Pincer Demon (Glabrezu)	19	Wrecker
Storm Giant	20	Spoiler
Undying	20	Skulker
Marut	21	Blocker
Ancient Couatl	22	Boss Striker

Name	Level	Role
Laughing Demon	25	Wrecker
Balor	29	Wrecker
Marilith	29	Wrecker
Abyssal Mummy	35	Mook Blocker
Orcus	35	Boss Spoiler

Threats

Threats are easy to use, thematic, level-appropriate collections of hazards, traps and other challenges.

If the PCs are particularly disadvantaged by the threat relative to their opponents, count the threat as one standard monster of its level for the purposes of encounter design.

Sawmill

Level 1. Wooden floorboards; wooden walls; 20-foot ceiling with beams running across the length and breadth of the mill at 10 feet.

Light: Lanterns (bright in 4x4 area).

★ Brambles • Cover

Creatures who start their turn in brambles are slowed until they leave the brambles.

△ Boggy Ground • Difficult Terrain

◆ Mist • Lightly Obscuring

■ Cloud of Midges • Difficult Terrain, Lightly Obscuring, Zone

If no creatures in zone when a creature moves within 3 of the zone, the zone moves 5 to overlap creature. If a Near or Far attack includes zone in area, those parts of zone destroyed.

□ Saw • Difficult Terrain

Small. AC/Reflex 5, Fortitude 10, 30 HP

If a creature enters this space, make an attack. +3 vs Reflex; 1d10+3 damage.

|| Beams • Difficult Terrain

May treat as normal terrain if you make a DC 13 Acrobatics check; if you fail by 5 or more you fall off the beam.

☼ Sawdust Port • Hazard

Swift action to activate. Creates arc 3 zone of obscuring terrain.

Deactivate DC 12 (swift action). If deactivation check fails, 2d6 fire damage in zone as a spark ignites the sawdust.

● Rope and Pulley

Small. AC/Ref 8, Fortitude 8, 5 HP

Activate as a move action. Travel up to a beam or down from a beam to the ground.

⊗ Work Bench • Cover

Medium. AC/Ref 5, Fortitude 10, 20 HP

With a swift action, find an improvised weapon on the bench.

＼ Conveyor Belt • Difficult Terrain, Hazard

Swift action to activate. Creatures on the conveyor belt are shunted 2 squares at the end of each round, until they leave the conveyor belt.

Swamp

Level 2

Light: Depends on the weather. *Swamp lanterns* provide illumination.

≈ Deep Water

Must swim to cross.

★ Brambles • Cover

Creatures who start their turn in brambles are slowed until they leave the brambles.

△ Boggy Ground • Difficult Terrain

☁ Mist • Lightly Obscuring

▢ Cloud of Midges • Difficult Terrain, Lightly Obscuring, Zone

If no creatures in zone when a creature moves within 3 of the zone, the zone moves 5 to overlap creature.

If a Near or Far attack includes zone in area, those parts of zone destroyed.

|| Floating Log • Difficult Terrain

May treat as normal terrain if you make a DC 13 Acrobatics check; if you fail by 5 or more you fall off the log.

☼ Swamp Lanterns • Hazard, Light Source (bright in 4x4 area)

Leaking plumes of gas. If exposed to flame, they explode and disappear (recharge 5–6): Near burst 1, +5 vs Reflex; 1d12+3 fire damage.

☒ Quicksand • Difficult Terrain, Hazard

Appears as *boggy ground* (notice DC 13 reveals water is bubbling up).

Attack any creature that enters or starts its turn in quicksand: +5 vs Fortitude; the target is restrained until the end of the turn.

Event (roll at the end of each round, on a 6):

- An island turns out to be the back of a giant turtle/hermit crab
- A swamp creature seizes a creature and pulls them into the deep water
- A floating log turns out to be a crocodile
- An abandoned boat floats downstream
- Midges turn out to be blood midges: while in the zone, creatures have vulnerability to all damage 5.

Wizard's Tower

Level 3. Mortared stone walls; flagstone floors; 10-foot ceiling

Light: Continual flame torches provide regular bright light.

■ Chequerboard

Each square is either black or white. On odd rounds, spikes attack creatures standing on a black square.

On even rounds, spikes attack creatures standing on a white square.

+9 vs Reflex; 1d12+4 damage.

♛ Marble Queen • Cover

Medium. AC/Ref 5, Fortitude 10, 40 HP

DC 14 Athletics to rotate. While facing chequerboard, pattern swaps: on odd rounds, spikes attack white.

On even, spikes attack black.

▢ Force Wall • Zone

When a creature attempts to enter the zone, make an attack. +9 vs Fortitude; the creature is pushed back the way they came 1d6 squares.

☼ Teleportation Circle

This square is adjacent to all other teleportation circles within sight.

☒ Summoning Stasis Circle

Appears as a *teleportation circle* (notice DC 14 reveals pentagram etched lightly into the flagstones).

If a creature enters the circle, it is stunned until the end of its next turn.

★ Capacious Cupboard • Cover

Medium. AC/Ref 5, Fortitude 10, 20 HP

Appears as a regular cupboard (notice DC 14 reveals moving objects inside).

Roll at the end of each round. On a 5 or 6, summon a small animated object in an adjacent unoccupied space.

Shutting the cupboard door stops further summons.

Spider's Lair

Level 4. Open ground; tunnels have walls and floors of raw earth and are as high as the spiders that made them.

Light: Dim light under tree canopy; tunnels are dark.

Walls:

☼ Web • Difficult Terrain, Lightly Obscured, Hazard, Zone

If a creature enters a web, +7 vs Reflex; the target is slowed until the end of their next turn.

If they are already slowed, they are grappled until the target escapes (DC 14), leaves the space or an adjacent creature helps them escape. If the target fails their escape roll by 5 or more, they are restrained instead. If the rescuer fails their escape roll, they are grappled too.

If a web is exposed to fire, it sets alight. Creatures that enter or begin their turn in the zone take 5 fire damage. At the same initiative count the next round, the fire burns out, the web in that square is destroyed and any adjacent squares with webs are set alight.

|| Branch Bridge • Difficult Terrain

May treat as normal terrain if you make a DC 14 Acrobatics check; if you fail by 5 or more you fall off the branch.

★ Tree • Cover, Impassible

Large. AC/Reflex 4, Fortitude 15, 100 HP. Climb DC 15.

⌘ Trapped Creature • Difficult Terrain

Medium. AC 14, Fortitude/Reflex/Will 12, 34 HP

An adjacent creature can free a trapped creature with an escape roll (DC 14). If the rescuer fails their escape roll by 5 or more, one hand is stuck to the trapped creature until the end of their next turn.

A spider can feed from a trapped creature as a swift action. The trapped creature takes 4d8 damage and the spider heals that amount.

△ Leaf Litter • Difficult Terrain

Small and smaller creatures have light concealment and cover while in leaf litter.

Leaf litter can conceal trapdoors and webs.

☁ Canopy • Lightly Obscuring

The canopy is too fragile for Medium or larger creatures unless they have wall-climbing.

⊖ Trapdoor

As a door, but leading down into tunnels. Can open with a swift action.

⊗ Spider Eggs • Difficult Terrain

Small. AC 14, Fortitude/Reflex/Will 12, 34 HP

If a creature enters this space, make a refresh roll. On a 4 to 6, the eggs hatch. Destroy the eggs and place a vermin swarm on this space. The swarm starts with damage equal to damage taken by the eggs it hatched from.

☒ Rotten Patch • Difficult Terrain, Hazard

Appears as one or more squares of a *branch bridge* (notice DC 14 reveals rot has set in).

Attack any creature that enters or starts its turn on the branch: +7 vs Fortitude; that square of the branch is destroyed and the target starts to fall (may make a save to catch the edge).

Frozen Wastes

Level 7

Ice-Cold Water • Hazard

Must swim to cross. At the end of each turn spent in ice-cold water, make an attack: +10 vs Fortitude; on a hit the target is dazed (save ends). If the target is already dazed, they lose one recovery.

Tree • Cover

Large. AC/Reflex 4, Fortitude 15, 100 HP. Climb DC 15.

Slush • Difficult Terrain

Mist • Lightly Obscuring

Ice Bridge • Difficult Terrain

Per square: Medium. AC/Reflex 4, Fortitude 12, 10 HP.

Must make a DC 16 Acrobatics check while moving across; if you fail by 5 or more you fall off the bridge. If you fail by less than that, your movement ends.

Ice • Hazard, Zone

Each time a creature enters an ice space, they must make an Acrobatics check (DC 11). On a failure, their movement ends. If they fail by 5 or more, they fall prone and slide 2 squares in a random direction (roll 1d8 and count clockwise to determine the direction).

False Layer of Snow • Difficult Terrain, Hazard, Zone

Appears as *slush* (notice DC 16 reveals gaps in the snow cover).

Each time a creature enters the zone, roll 1d6, +1 for every 100 pounds the creature weighs (round down). On a 6 or higher, the layer collapses.

Creatures in the zone make a saving throw; if successful, they move to adjacent unoccupied space (if one exists).

Otherwise, they fall 20 feet (2d10 falling damage). Climb DC 20 to escape the pit.

Events (roll at the end of each round, on a 6):

- A snowstorm descends for the round (lightly obscuring everywhere)
- Chilly wind (every creature is affected by cold as if in *ice-cold water*).

Aboleth's Lair

Level 10. Solid stone but mossy walls and floors; 20-foot ceiling

Light: Darkness.

Deep Water

Must swim to cross.

Boggy Ground • Difficult Terrain

Slime Pod • Cover

Small. AC 14, Fortitude/Reflex/Will 12, 34 HP

If a creature enters the slime pod's square, the pod makes an attack and then is destroyed: +13 vs Fortitude; the target is exposed to the aboleth slime affliction.

Phantasmal Force • Cover

An illusion. As a swift action, a creature with telepathy within 12 squares of the *phantasmal force* can change the illusion to something else. Notice DC 19 to see the illusion flicker.

☼ Memory Extractor • Disguised

Appears as mechanical brass legs attached to a coil hanging from a long pole. Notice DC 19 to see traces of scalp on the toes of the legs.

If a creature moves adjacent to the memory extractor or starts their turn adjacent to it, the memory extractor attacks: +13 vs Reflex; 2d12+5 psychic damage, the target is grappled (escape DC 23) and any aboleths within 12 squares learn one memory of the target's.

☒ Whirlpool • Difficult Terrain, Hazard

Appears as *deep water* (notice DC 19 reveals water is shifting).

Attack any creature that enters or starts its turn in the whirlpool: +13 vs Fortitude; the target is pulled 2 squares towards the center of the whirlpool and slowed until the end of their next turn.

Magma Caverns

Level 12. Solid stone walls and floors; 20-foot ceiling

Light: Darkness. Pools of lava provide illumination.

≈ Pool of Lava • Fire, Light Source (bright in burst 2), Zone

Creatures that enter or begin their turn on the pool of lava take 6d6+6 fire damage, or 42 fire damage if fully submerged.

☼ Flame Spurt • Fire, Hazard

Appears as a crack in the ground (notice DC 20 reveals area around crack is seared).

Initiative +11 (recharge 4–6); trigger: As soon as recharged. Near arc 2, +18 vs Reflex; 3d8+6 fire damage.

Disable DC 20 (Dungeoneering or Sleight of Hand).

☁ Noxious Gases • Lightly Obscuring, Zone

Attack creatures that enter or begin their turn in the zone. +15 vs Fortitude; the target is weakened until the end of their next turn.

△ Rubble • Difficult Terrain

★ Boulders • Cover

Medium. AC/Ref 5, Fortitude 10, 40 HP

☒ Fissure

Appears as normal ground (notice DC 20 reveals spiderwebbing cracks).

If the fissure event is triggered, the ground opens up. Creatures on a fissure space make a saving throw; if successful, move to adjacent unoccupied space. Otherwise, fall 60 feet (6d10 falling damage).

Athletics DC 20 to climb from the pit.

Events (roll at the end of each round, on a 6):

- An island starts rising from the lava
- An island starts sinking into the lava
- A fissure opens in the rock
- All noxious gases shift 1 square in a random direction.

Maw of Chaos

Floating island-planets of earth, air, fire and water, and a hundred quasi-, para- and pseudo-elements besides, dot the void. They bump and jostle, splitting and combining, according to unknown laws or the whims of those on them.

Level 17

Subjective Gravity: A creature is pulled towards whatever surface of a chaos mote they are closest to. A creature that is further from the surface of any mote than its own height can fly at its walking speed.

Mind's Influence: A creature standing on a chaos mote can command it to move as a move action. Make an Arcana check, with a DC equal to 10 + the number of squares that make up the mote. On a success, the mote moves up to 6 squares, and will move half that speed next round unless commanded by the same or a different creature.

≈ Pool

Must swim to cross.

Flames • Fire, Zone

Creatures that enter or begin their turn in flames take 4d8+7 fire damage.

Violent Air • Air, Lightly Obscuring, Zone

Creatures in these spaces are rattled and deafened.

Rubble • Difficult Terrain

Boulders • Cover

Medium. AC/Ref 5, Fortitude 10, 40 HP

Ancient Portal

Appears as a stone arch (notice DC 23 reveals a flicker of the destination).

If the portal event is triggered, the portal starts pulling creatures towards it if they are on the same mote. At the end of each creature's turn, it is pulled 3 squares towards/into the portal.

A creature adjacent to the portal can use a standard action and make a DC 31 Religion check to activate or deactivate it or, if the portal is activated, to have it only target creatures of a particular alignment.

Events (roll at the end of each round, on a 6):

- A mote starts flying towards another of its own accord
- A portal opens to the City of Brass or another planar location
- A monster turns into a completely different monster
- All elements on a mote swap (air becomes earth, water becomes fire, and vice versa).

Traps

Traps can be found almost anywhere. One wrong step in an ancient tomb might trigger a series of scything blades, which cleave through armor and bone. The seemingly innocuous vines that hang over a cave entrance might grasp and choke anyone who pushes through them. A net hidden among the trees might drop on travelers who pass underneath. In a fantasy game, unwary adventurers can fall to their deaths, be burned alive, or fall under a fusillade of poisoned darts.

How to Use Traps

Traps can often spice up a combat encounter. Outside of combat, the party does not face the same time and healing pressures, which means traps can feel a little flat. They can still be used to good effect to heighten tension, consume the party's resources or reward clever thinking by the party.

The traps are usually generic in describing their trigger, but the following are all good options for a trap that targets the creature that triggered it:

- When a chest or drawer is opened.
- When a door is opened.
- When a character enters a square, stepping on a pressure plate.
- When a character crosses a trip wire stretched across several squares. Characters that have noticed a trip wire can usually step over it and avoid triggering the trap.
- When a character interacts with a corpse, precious item or other interesting object, yanking a trip wire attached to the object.
- When the wrong answer is inputted to a puzzle, like mosaic tiles that must be pressed in a special sequence.

Something like a lever or button could be used to activate traps that target an area, rather than the creature that triggered them.

If you select the same trap multiple times for an encounter, it could reflect multiple charges of the one trap or multiple instances of the trap scattered throughout the battlefield.

Traps in Play

When adventurers come across a trap, you need to know how the trap is triggered and what it does, as well as the possibility for the characters to detect the trap and to disable or avoid it.

Triggering a Trap

Most traps are triggered when a creature goes somewhere or touches something that the trap's creator wanted to protect. Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, including a password that prevents the trap from activating.

Detecting and Disabling a Trap

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

A trap's description specifies the checks and DCs needed to notice it or disable it. A character actively looking for a trap can attempt a Perception check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Perception score to determine whether anyone in the party notices the trap in passing. If the adventurers detect a trap before triggering it, they might be able to

pause or disarm it.

Adjudicating Traps

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As with many situations, you shouldn't allow die rolling to override clever play and good planning. Use your common sense, drawing on the trap's description to determine what happens. No trap's design can anticipate every possible action that the characters might attempt.

You should allow a character to discover a trap without making a skill check if something would clearly reveal the trap's presence. For example, if a character lifts a rug that conceals a pressure plate, the character has found the trigger and no check is required.

Foiling traps can be a little more complicated. Consider a trapped treasure chest. If the chest is opened without first pulling on the two handles set in its sides, a mechanism inside fires a hail of poison needles toward anyone in front of it. After inspecting the chest and making a few checks, the characters are still unsure if it's trapped. Rather than simply open the chest, they prop a shield in front of it and push the chest open at a distance with an iron rod. In this case, the trap still triggers, but the hail of needles fires harmlessly into the shield.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

Trap Types

There are several varieties of type:

- **One-Off:** These traps trigger once, and must be reset before they will trigger again (or in some cases cannot be reset at all). It would be rare, though not impossible, for a one-off trap to be reset during combat. These traps are usually worth one-quarter the XP of a standard monster of their level.
- **Hazard:** These traps remain on the battlefield, affecting any creature that comes into contact with them. These traps are usually worth one-half the XP of a standard monster of their level. These traps are usually worth XP equal to that of a standard monster of their level.
- **Recurring:** These traps activate or at least can be activated once per round, once they are triggered.
- **Elite:** These are particularly powerful examples of one of the above types of trap. They are usually worth double the XP of a trap of their type. For example, an elite hazard is usually worth XP equal to that of a standard monster of their level.

Trap Roles

- **Shooter:** Multiple attacks or areas of effect.
- **Assassin:** The trap alternates between triggering and retracting.
- **Blocker:** The trap serves as an impediment, or punishes movement through a particular area.
- **Warning:** The trap makes a ruckus or otherwise alerts other enemies. Typically it also has negative effects to those who trigger it.

Traps in Encounters

Traps come with a level and an XP value. Add them to encounters just as you would monsters.

Sample Traps

Cinder Trap

One sconce is set up to launch its torch at a distant creature when that creature disturbs the trap's trigger.

Level 1 One-Off Warning (25 XP Trap)

Perception DC 12: The character notices the slow-burning torch and the mechanism that flings it.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

↗ Attack • Fire

Ranged 5; +4 vs Reflex

Hit 1d6+1 fire damage.

Countermeasures

An adjacent character can disable the trap with a DC 18 Sleight of Hand check.

If the trap is triggered, an adjacent character can throw himself in front of the trap to prevent the torch from being flung into the air with a successful DC 12 Acrobatics or Athletics check. However, if the character is successful, they suffer 1 point of fire damage.

Simple Spear Trap

A spear shoots out from a hole near to the trigger of this trap.

Level 1 One-Off Warning (25 XP Trap)

Perception DC 12: The character notices the mechanism that fires the spear.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack

+4 vs AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the spear trap with a DC 18 Sleight of Hand check.

A DC 12 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Whistling Staircase

A staircase where the stairs are attached by a mechanism to a bell that rings when the stairs are stepped on.

Level 1 One-Off Warning (25 XP Trap)

Perception DC 12: The character notices the cords running beneath the stairs.

Trigger The trap is triggered when a Medium or larger creature steps onto the stairs. It must be manually reset before it triggers again.

Attack

Effect The trapped stairs make a terrible racket, alerting those nearby.

Countermeasures

An adjacent character can disable the whistling stairs with a DC 18 Sleight of Hand check.

A DC 12 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Quicksand

A patch of quicksand across one or several squares, which looks just like other sandy ground.

Level 1 Hazard Blocker (50 XP Trap)

Nature DC 18: The character notices that the ground ahead is quicksand, and which squares are affected.

Trigger The trap attacks when a character enters one of its squares.

Target The creature that entered the trigger square.

† Attack

+4 vs Reflex

Hit The target falls into the pit and sinks 1 square down. Sinking targets are restrained. Each round, the trap makes a secondary attack against sinking creatures.

Secondary Attack: +4 vs Fortitude; the target sinks 1 square to a maximum depth of 3 squares. Targets in over their head begin to suffocate.

On a miss, the target rises one square. A creature that rises to the surface can move to an adjacent, unoccupied square as a free action. They are prone.

Miss Target returns to last square it occupied and its move action ends immediately

Countermeasures

A character in the pit can rise 1 square as a move action using Athletics (DC 12).

A character adjacent to the pit using a long item (like a ten-foot pole, rope, polearm haft or snake) to help the target escape grants the target a +2 bonus to their Athletics check.

A character with a rope around their body can easily dive in and retrieve a drowning target.

Snare Trap

A noose lays on the ground. When it is disturbed, the noose tightens and a mechanism in the ceiling (or attached to a tree) yanks the target into the air.

Level 1 One-Off Elite Warning (50 XP Trap)

Perception DC 12: The character notices coiled rope.

DC 18: The character spots the noose.

Trigger The trap attacks when a character enters the square with the noose. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack

+4 vs Reflex

Hit The target is restrained and suspended upside-down 2 squares in the air until freed (Sleight of Hand DC 8 for an ally, DC 12 for the target).

Countermeasures

A character who makes a successful Athletics check (DC 5 or DC 10 without a running start) can jump over the noose.

An adjacent character can trigger the trap with a DC 12 Sleight of Hand check (standard action).

An adjacent character can destroy the trap by cutting the rope

Stinking Trench

A thin (one-square wide, one-square deep) trench runs along several squares. It is thick on the ground with rotting matter.

Level 1 Hazard Blocker (50 XP Trap)

Perception DC 5: The character notices the horrific smell coming from the trench.

Trigger The trap is triggered when a creature enters or begins its turn in one of the trap's squares.

Target The creature.

† **Attack • Necrotic**

+4 vs Fortitude

Hit The target is dazed (save ends).

Countermeasures

A character who makes a successful Athletics check (DC 5 or DC 10 without a running start) can jump over the trench.

Arrow Trap

An arrow shoots out from a hole across the room from the trigger of this trap.

Level 2 One-Off Warning (31 XP Trap)

Perception DC 19: The character notices the small hole on the chest through which the arrow is fired.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† **Attack**

+8 vs AC

Hit 1d10+3 damage.

Countermeasures

An adjacent character can disable the poison arrow trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Scythe Trap

A scythe swings out from the ceiling to attack the creature that triggers this trap.

Level 2 One-Off Warning (31 XP Trap)

Perception DC 13: The character notices the scythe blade housing in the drawer

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† **Attack**

+5 vs AC

Hit 1d10+3 damage.

Countermeasures

An adjacent character can disable the scythe blade trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap

Concealed Pit Trap

A pit trap of one or more squares in area is hidden beneath a fragile surface layer, like a lattice of branches heaped with straw.

Level 2 Hazard Warning (63 XP Trap)

Perception DC 13: The character notices that the squares hiding the pit trap bow in slightly.

Trigger The trap attacks when a character enters one of its squares. It must be manually reset to be hidden again, but in the meantime characters can enter or be forced to move into its squares.

Target The creature that entered one of the trap's squares.

† **Attack**

+6 vs Reflex

Hit The target falls into the pit, takes 1d10+3 damage, and falls prone.

Miss The target returns to the last square it occupied and its move action ends immediately.

Effect The pit trap opens and the trap is no longer hidden.

Countermeasures

An adjacent character can trigger the trap with a DC 9 Sleight of Hand check.

An adjacent character can disable the trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Gate Spikes

When disturbed, spikes shoot out of the top of this gate.

Level 2 Hazard Assassin (63 XP Trap)

Perception DC 13: The character notices the hidden mechanism that fires the spears.

Trigger The trap is triggered when a character attempts to climb over the gate.

Target The creature climbing over the gate.

† **Attack**

+7 vs AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the spears with a DC 13 Sleight of Hand check.

A character that makes a DC 19 Athletics check to vault over the gate is outside of the spike's reach.

Zombie Breakout

The arms and heads protuding of several zombies buried beneath the surface.

Level 2 Hazard Blocker (63 XP Trap)

Perception DC 13: The character notices the zombie's head and shoulders poking out of the muck.

Religion DC 13: The character recognizes the creature as a zombie.

Trigger The trap is triggered when a creature enters or begins its turn in one of the trap's squares.

Target The creature in the zombie's square.

† **Attack • Necrotic**

+4 vs AC

Hit 2d6+2 necrotic damage, and the target falls prone.

Countermeasures

A character can make a DC 15 (or 30 without an running start) Athletics check to leap over the zombie without provoking an attack

Killing the zombie removes the hazard.

Floor Spears

When triggered, spears jab from holes in the floor.

Level 2 Recurring Blocker (125 XP Trap)

Perception DC 13: The character notices a series of holes in the ground.

Perception DC 19: The character notices the trigger or triggers.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

↗ Attack

Near burst 3; +8 vs AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable it with a DC 19 Sleight of Hand check.

A successful Athletics check (DC 5, or DC 10 without a running start) allows a character to leap over the trigger.

An adjacent character can disable the spear attack in one square with a DC 19 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character can ready an action to attack the spear for a square (AC 13, other defenses 10; hp 10).

Fusillade of Javelins Trap

Javelins are launched from a row of holes when this trap is triggered, and every round afterwards.

Level 2 Recurring Shooter (125 XP Trap)

Perception DC 13: The character notices the small holes in the coffer.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target 2d4 targets in range.

↗ Attack

Ranged 10; +8 vs AC

Hit 1d4+3 damage

Countermeasures

An adjacent character can disable the trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character that moves more than 1 square on a turn gains a +5 bonus to AC against the trap's needle attack.

Rain of Darts Trap

Darts are launched from a row of holes when this trap is triggered, and every round afterwards.

Level 2 Recurring Shooter (125 XP Trap)

Perception DC 13: The character notices the small holes in the coffer.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target 1d6 targets in range.

↗ Attack

Ranged 10; +8 vs AC

Hit 1d6+3 damage

Countermeasures

An adjacent character can disable the trap with a DC 13 Sleight of Hand check.

A DC 13 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

A character that moves more than 1 square on a turn gains a +5 bonus to AC against the traps dart attack.

Double-Pike Trap

Two pikes poke out from holes near the trigger of this trap.

Level 3 One-Off Warning (38 XP Trap)

Perception DC 14: The character notices the mechanism that fires the spears.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The two creatures nearest the trap

↗ Attack

Ranged 5; +6 vs AC

Hit 1d8+3 damage.

Countermeasures

An adjacent character can disable the twin-spear trap with a DC 14 Sleight of Hand check.

A DC 14 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Noxious Leak

Flicking a lever causes noxious gas to leak from a nozzle elsewhere in the room.

Level 3 Recurring Shooter (150 XP Trap)

Perception DC 14: The character notices the controls and the spigot.

Trigger The trap triggers when a lever is flicked as a swift action. It becomes available to use again at the start of that creature's next turn.

Target All creatures.

↗ Attack • Necrotic

Near burst 3; +6 vs Fortitude

Hit 2d8+3 necrotic damage.

Countermeasures

A character can attack the spigot (AC 16, other 13; hp 34).

A character can deactivate the control panel (DC 20 Sleight of Hand). If the character fails the check by 10 or more, the control panel explodes (near arc 3, +6 vs Reflex (all creatures); on a hit, 2d6+3 lightning damage) and the trap triggers every turn for the remainder of the encounter.

Rusty Water Tower

A fragile water tower will collapse if disturbed.

Level 5 One-Off Elite Assassin (100 XP Trap)

Perception DC 15: The character notices that the water tower is damaged.

DC 22: The character realizes that a sharp blow will bring most of it down.

Trigger The trap is triggered by any attack directly against the scaffolding, any movement (forced or otherwise) into the scaffolding, or any area effect that encompasses the scaffolding's supports.

Target All creatures.

✗ Attack

Near burst 5; +8 vs Reflex

Hit 3d8+4 damage, and the target is knocked prone.

Miss Half damage.

Effect All squares in the burst become difficult terrain.

Countermeasures

A character can trigger the scaffolding from far away by attacking it (AC 15, other defenses 12).

A character who is aware that the scaffolding may collapse, may make a DC 15 Dungeoneering roll to know which squares will be affected by its collapse.

Acid Spear

When triggered, a hollow spear full of acid is dropped on the target, spearing them to the ground. Characters may assume it is a one-off trap, but in fact there is a large reserve of such spears and they keep firing each round.

Level 5 Recurring Warning (200 XP Trap)

Perception DC 15: The character notices the disguised hole in the ceiling through which the spear is fired.

DC 22: The character notices the acid burn marks in the square targeted by the trap.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target The closest creature in a straight line from the trigger (if any).

↑ Attack • Acid

Ranged 5; +8 vs AC

Hit 2d6+5 damage, and the target is immobile and takes persistent 5 acid damage (save ends both).

Countermeasures

An adjacent character can disable the acid spear trap with a DC 15 Sleight of Hand check.

A DC 15 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

An adjacent character can assist an ally immobilized by the trap as a standard action with a DC 15 Athletics check, granting the victim a +2 bonus to their saving throw against the trap.

Phase Spider Venom Needle Trap

A needle tipped in phase spider venom fires from this trigger when it is touched.

Level 6 One-Off Warning (63 XP Trap)

Perception DC 16: The character notices the needle mechanism inside the lock.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target The creature that triggers the trap.

† Attack • Poison

+8 vs Fortitude

Hit The target takes 5 persistent poison damage and is slowed (save ends both).

Special You can create other poison needle traps by taking a poison and setting its attack to +2 + the poison's level. The trap's level is equal to the poison's level.

Countermeasures

An adjacent character can disable the needle trap with a DC 16 Sleight of Hand check.

A DC 16 Dungeoneering check grants the party a +2 bonus to Sleight of Hand checks to delay or disable the trap.

Screaming Sarcophagus

A screeching ghost rises from this sarcophagus when it is disturbed.

Level 7 Recurring Elite Warning (600 XP Trap)

Arcana or Religion DC 16: The character notices a small glyph carved into the lid of the sarcophagus, barely distinguishable from the other decorations.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

¤ Attack • Psychic

Near burst 1; +10 vs Will

Hit 4d6+4 psychic damage, and the target is dazed (save ends).

Aftereffect: 4d6+4 psychic damage.

Countermeasures

An adjacent character can disable the glyph with a DC 23 Arcana or Religion check.

Mosaic Trap

The characters must press certain tiles in this ceiling mosaic in the correct order or the roof will collapse on them.

Level 8 One-Off Shooter (100 XP Trap)

Perception DC 17: The character notices that the mosaic tiles seem conspicuously loose.

Trigger The trap attacks when a character comes into contact with the trigger. It must be manually reset before it triggers again.

Target All creatures.

¤ Attack

Near burst 5; +11 vs Reflex

Hit 3d8+4 damage, and the target takes persistent 5 damage (save ends).

Countermeasures

An adjacent character can disable the trap with a DC 17 Sleight of Hand check.

Bolt from the Blue

Three metal rods generate a field of static electricity when disturbed.

Level 8 Recurring Elite Shooter (700 XP Trap)

Perception DC 17: The character notices three short metal rods inset in small holes on the door. The rods extend and generate bolts of lightning when the trap is triggered.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

✗ Attack • Lightning

Near arc 5; +11 vs Reflex

Hit 3d8+4 lightning damage and persistent 5 lightning damage (save ends).

Miss Half damage, and no persistent damage.

Countermeasures

An adjacent character can disable a lightning rod with a DC 17 Sleight of Hand check, reducing the size of the burst by 2 squares for each rod disabled. Once all three are disabled, the trap is disabled.

Plume of Flame

When triggered, a blast of fire issues from six nozzles around the room. These nozzles keep blasting flame until disabled.

Level 8 Recurring Elite Shooter (700 XP Trap)

Perception DC 17: The character notices 6 small, recessed nozzles.

Trigger The trap attacks when a character comes into contact with the trigger. On subsequent turns, the trap attacks on the initiative count immediately following that of the creature that activated this trap.

Target All creatures.

✗ Attack • Fire

Near arc 6; +11 vs Reflex

Hit 3d8+4 fire damage, and persistent 5 fire damage (save ends).

Countermeasures

An adjacent character can disable a single nozzle with a DC 17 Sleight of Hand check, reducing the arc area by 2 for each nozzle disabled.

Shadow Bite Trap

A statue of a grimacing face, mouth wide open, is attached around the knob of a locked door. It bites down on anyone who fails to pick the lock.

Level 9 One-Off Elite Warning (200 XP Trap)

Perception DC 18: The character notices the hinges that bring the jaws slamming shut.

Trigger The trap attacks when a character places a limb inside the maw and fails to pick the lock at the back of the maw.

Target The creature that placed a limb inside the maw.

† Attack • Poison

+12 vs AC

Hit 1d8+2 damage, and the target is grappled. The trap makes a secondary attack against the target.

Secondary Attack: +10 vs Fortitude, the target is injected with shadowstuff toxin (see Afflictions for details).

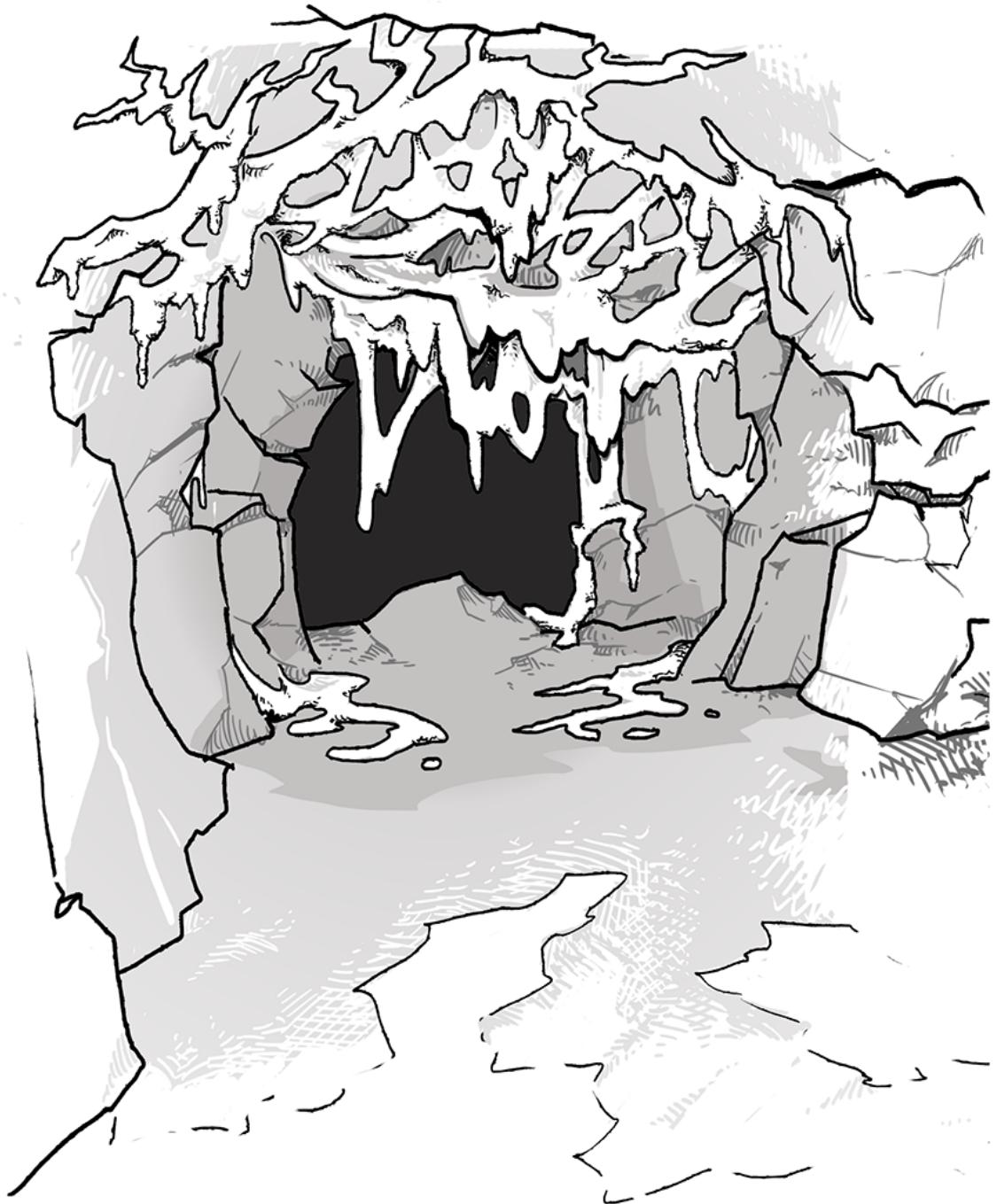
Miss Half damage, and the target is grappled (but there is no secondary attack).

Countermeasures

An adjacent character can disable the trap with a DC 18 Sleight of Hand check.

A character making a DC 18 Athletics check can pry open the maw, or hold it open so that it cannot slam shut.

Acid Slime Patch



Green Slime by LadyofHats

A patch of green slime runs along the ceiling above several squares.

Level 10 Hazard Assassin (250 XP Trap)

Perception DC 19: The character notices the acid slime on the ceiling.

Trigger The trap is triggered when a creature enters or begins its turn in one of the trap's squares.

Target The creature beneath the patch of acid slime.

↗ Attack • Acid

Ranged 5; +13 vs Reflex

Hit 1d12+6 acid damage, and the acid slime makes a secondary attack against the same target.

Secondary Attack: +11 vs. Fortitude; the target takes persistent 5 acid damage (save ends).

Countermeasures

Acid slime can simply be avoided if detected early enough.

A character can attack an acid slime patch (AC 5, other defenses 10) with fire-based attacks. A patch is destroyed if 10 points of fire damage are inflicted upon it.

Dwarf-Ward Rune

If a non-dwarf passes this magic rune, it glows and releases a blast of force.

Level 10 One-Off Elite Warning (500 XP Trap)

Perception DC 19: The character notices the faint rune.

Arcana DC 19: The character notices the rune and provides a +2 bonus to Sleight of Hand checks to disable the trap.

Trigger The trap attacks when a non-dwarf comes into contact with the trigger. It must be manually reset before it triggers again.

Target All creatures.

¤ Attack • Force

Near burst 5; +13 vs Reflex

Hit 4d8+5 force damage.

Countermeasures

An adjacent character can disable the trap with a DC 26 Sleight of Hand check.

Rickety Old Bridge

This bridge over a ravine is old and weak, and in danger of collapse.

Level 10 One-Off Elite Blocker (500 XP Trap)

Perception DC 19: The character notices that the wooden planks in the center of the bridge are loose.

Trigger The trap is triggered when a creature enters one of the trap's squares.

Target All creatures on the bridge.

Attack

Effect The targets fall into the ravine, take 7d10 falling damage, and are knocked prone. The bridge is destroyed.

Countermeasures

An adjacent character can disable the trap with a DC 26 Sleight of Hand check.

A character can attempt to leap over the trapped squares, requiring a DC 20 Athletics check with a running start, or a DC 40 Athletics check without a running start.

There is a narrow path around the trapped squares of the bridge that can be negotiated with a DC 19 Acrobatics check. A character failing this check by 5 or less triggers the trap, a character failing by 5 or more falls from the bridge into the ravine below (7d10 falling damage).

Afflictions

Afflictions are long term, negative effects that characters can suffer from. A creature experiences the negative effects of the stage of the affliction that they are at, plus all earlier stages of the affliction. A creature that reaches stage 0 of its affliction is cured, and loses the affliction.

Transmission

Afflictions like poisons and diseases are usually transmitted in one of the four following ways. Afflictions like curses can, of course, be transmitted in all sorts of other ways.

Contact

Merely touching this type of affliction exposes the creature.

A chest or other object can be smeared with contact poison as part of a trap.

Ingested

Ingested afflictions are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned.

Inhaled

Inhaled afflictions do not affect those that do not breathe. However, holding one's breath is ineffective against most inhaled afflictions; they affect the nasal membranes, tear ducts, and other parts of the body as well as the lungs.

Injury

This affliction must be delivered through a wound. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

A contact or injury poison applied to a weapon is transmitted to the target the next time an attack with that weapon hits, provided there is such a hit within 5 minutes of application.

Aboleth Slime (Disease)

Level 10

Aboleths excrete slime, which makes those exposed to it better suited to the aboleth's underwater caverns.

Infection: Immediately upon being exposed to aboleth slime, the creature is infected.

Progression: Each additional exposure to aboleth slime causes an infected creature to get one step worse. Each hour, the infected creature makes a saving throw. On a success, they get one step better. If the infected creature reaches stage 3, they only make a saving throw every day.

- *Stage 1:* The victim loses the ability to breathe air and gains the ability to breathe underwater.
- *Stage 2:* The victim's skin softens, giving them resistance to fire 5 and vulnerability to everything else 5.
- *Stage 3:* The victim's skin transforms into a clear, slimy membrane. Every hour this membrane remains dry, the creature loses a recovery. However, the victim does recover the ability to breathe air, if it previously had it.

Cackle Fever (Disease)

Level 12

This disease targets humanoids, although gnomes are strangely immune. While in the grips of this disease, victims frequently succumb to fits of hysterical laughter, giving the disease its common name and its morbid nickname: "the shrieks."

Infection: Any humanoid creature that starts its turn within 2 squares of an infected creature in the throes of hysterical laughter (see stage 2) suffers a +16 attack vs Fortitude. On a hit, it is infected with the disease. On a miss, it is immune to the hysterical laughter of that particular infected creature for 24 hours.

Progression: Symptoms manifest 1d4 hours after infection and include fever and disorientation. The infected creature loses one recovery that cannot be restored until the disease is cured. The creature begins on stage 1.

At the end of each long rest, an infected creature must make an Endure check (DC 25). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The creature is prone to giggling and finds it hard to concentrate (-2 penalty on all Intelligence, Wisdom and Charisma skill checks).
- *Stage 2:* Any event that causes the infected creature great stress – including entering combat, taking damage, experiencing fear, or having a nightmare – forces the creature to make a saving throw. On a failed save, the creature takes 2d10 psychic damage and becomes incapacitated with hysterical laughter (save ends).
- *Stage 3:* As stage 2, but the infected creature no longer makes Endure checks that might improve the affliction.

Curse of Lycanthropy (Curse)

Level X (this disease is of the same level as the creature that inflicted it).

Lycanthropes are humanoids who can transform themselves into animals. In its natural form, a lycanthrope looks like any other members of its kind, though natural lycanthropes and those who have been afflicted for a long time tend to have or acquire features reminiscent of their animal forms. In animal form, a lycanthrope resembles a powerful version of the normal animal, but on close inspection, its eyes (which often glow red in the dark) show a faint spark of unnatural intelligence.

Lycanthropy can be spread like a disease, typically from the bites of lycanthropes.

Infection: One day after a humanoid creature is bitten by a lycanthrope, the creature must succeed on a saving throw or become infected. The creature begins on stage 1.

Progression: It takes until the next full moon for lycanthropy's symptoms to manifest in an infected creature. Symptoms include heavy hair growth, irritability and a taste for raw meat.

Each time there is a full moon, an infected creature must make an Endure check (DC 14 + the level of the disease). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* If the infected creature is adjacent to an enemy, the creature cannot willingly move away from that enemy.
- *Stage 2:* If the infected creature is adjacent to an enemy, the creature cannot willingly move away from that enemy. The infected creature cannot use powers that target allies.
- *Stage 3:* The infected creature becomes a lycanthrope. They gain the relevant *form of the X* power. When under the light of the full moon, they must use the *form of the X* power, and can do so even if it is expended.

Sewer Plague (Disease)

Level 3

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

Infection: Five minutes after a humanoid creature is bitten by a creature that carries the disease, or comes into contact with filth or offal contaminated by the disease, the creature must succeed on a saving throw or become infected. The creature begins at stage 1.

Progression: It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The creature begins on stage 1.

At the end of each long rest, an infected creature must make an Endure check (DC 16). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The infected creature does not recover spent recoveries.
- *Stage 2:* The infected creature does not recover spent recoveries, cannot heal above its Staggered threshold.
- *Stage 3:* The infected creature does not recover spent recoveries and cannot heal by any means.

Shadowstuff Toxin (Poison)

Level 7

Infection: A creature that makes contact with or is hit with a weapon coated with shadowstuff toxin is subject to a +10 attack vs Fortitude. If hit, they are afflicted. The creature begins on stage 1.

Progression: Each hour the target must make a saving throw. If they fail, they get one stage worse. If they succeed, they make no further saving throws but stay at their current stage until an antidote is administered.

- *Stage 1:* Victim's skin and eyes turn gray.
- *Stage 2:* Shadows cling to the victim; +2 to Stealth.
- *Stage 3:* Victim can no longer be healed beyond staggered.
- *Stage 4:* Victim begins to flicker from existence; +2 bonus to AC.
- *Stage 5:* The character ceases to exist and can only be returned to life by powerful magic.

Cost: 104 gp per dose

Sight Rot (Disease)

Level 9

This painful infection causes bleeding from the eyes and eventually blinds the victim.

Infection: One day after a beast or humanoid drinks water tainted by sight rot, they suffer a +12 attack vs Fortitude. On a hit, they are infected with the disease (beginning on stage 1).

Progression: The creature's vision starts to become blurry.

At the end of each long rest, an infected creature must make an Endure check (DC 22). If they fail, they get one stage worse. If they beat the DC by 5 or more, they get one stage better. Otherwise, they remain at the same stage. If the infected creature reaches stage 3, they remain at that stage until specially treated.

- *Stage 1:* The creature suffers a -2 penalty to attack rolls and Perception checks.
- *Stage 2:* The creature suffers a -4 penalty to attack rolls and Perception checks.
- *Stage 3:* The creature is blinded until treated.

Treatment: Sight rot can be cured using a rare flower called Eyebright, which grows in some swamps. Given an hour, a character trained in Nature can turn the flower into one dose of ointment. Applied to the eyes before a long rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

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