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0.6.2

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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 gains regeneration 5 (10 at Level 11, 15 at Level 21).

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

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

Half-Fiend

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.

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

Against the Fallen

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

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

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

Dirty Fighter

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

Encouraging Reaction

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

Group Confidence

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

Ironclad (mook only)

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

Martyrdom (immediate (react), encounter)

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

More Than Expected (mook only)

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

Reliable Backup

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

Skysea Denizen

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

We Are One

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

Animals

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 (hover)

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

HP: 29, **Staggered:** 14

‡ **Talons** (standard, at-will)

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

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

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

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.

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.

Giant Tarantula

Level 2 Wrecker (125 XP)

Medium Natural Beast • Spider (Unaligned)

Senses: Perception +1, low-light vision; **Skills:** Athletics +10

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

Int: 1 (-4), **Wis:** 10 (+1), **Cha:** 8 (+0)

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

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

HP: 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

+7 vs AC; 1d10+4 damage.

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

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



Spider by Joyce Maureira

Rattlesnake Swarm

Level 2 Striker (125 XP)

Medium Natural Beast • Swarm (Unaligned)

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

Str: 11 (+1), **Con:** 12 (+2), **Dex:** 18 (+5)

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

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

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

HP: 34, **Staggered:** 17

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

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

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

+7 vs AC; 1d6+4 damage, and the rattlesnake swarm makes a secondary attack on the same target.

Secondary Attack: +5 vs Fortitude; 1d6+1 poison damage, and the target takes persistent 2 poison damage (save ends).

Sticky-Tongue Toad

Level 2 Wrecker (125 XP)

Medium Natural Beast (Unaligned)

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

Str: 18 (+5), **Con:** 16 (+4), **Dex:** 15 (+3)

Int: 2 (-3), **Wis:** 11 (+1), **Cha:** 8 (+0)

Initiative: +3; **Speed:** 4, swim 4; see also *leap*

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

HP: 39, **Staggered:** 19

‡ **Bite** (standard, at-will)

+7 vs AC; 1d8+4 damage, or 1d8+8 against a grappled target.

✓ **Tongue Lash** (swift, at-will)

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

Leap (move, at-will)

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

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 and enter an enemy's space. This movement provokes opportunity attacks, and the war horse must end its move in an unoccupied space. When it enters an enemy's space, the war horse makes a basic melee attack.

Great Ape

Level 3 Wrecker (150 XP)

Large Natural Beast (Unaligned)

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

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

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

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

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

HP: 45, **Staggered:** 22

‡ **Slam** (standard, at-will)

+8 vs AC; 1d8+4 damage.

Bounding Smash (standard, encounter)

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

Phantom Cat

Level 4 Striker (175 XP)

Medium Fey Beast (Unaligned)

Senses: Perception +8, low-light vision; **Skills:** Stealth +11

Str: 14 (+4), **Con:** 14 (+4), **Dex:** 18 (+6)

Int: 2 (-2), **Wis:** 13 (+3), **Cha:** 11 (+2)

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

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

HP: 44, **Staggered:** 22

‡ **Bite** (standard, at-will)

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

Shadow Pounce (move, encounter)

The shadow cat teleports 5 squares, and then makes a *bite* attack, dealing an additional 2d6 damage and knocking the target prone.

Poison-Tongue Toad

Level 4 Archer (175 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +2; **Skills:** Athletics +9 (+14 jumping)

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

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

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

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

HP: 37, **Staggered:** 18

‡ **Bite** (standard, at-will)

+9 vs AC; 1d6+2 damage.

↗ **Venomous Spittle** (standard, at-will)

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

Leap (move, refresh 5, 6)

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

Ragged Tooth Shark

Level 4 Striker (175 XP)

Medium Natural Beast • Aquatic (Unaligned)

Senses: Perception +9, low-light vision

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

Int: 2 (-2), **Wis:** 15 (+4), **Cha:** 6 (+0)

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

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

HP: 44, **Staggered:** 22

‡ **Bite** (standard, at-will)

+9 vs AC; 1d10+4 damage.

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

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

Blood Frenzy

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

Wisent Bison

Level 4 Wrecker (175 XP)

Large Natural Beast (Unaligned)

Senses: Perception +3, low-light vision; **Skills:** Endure +12

Str: 25 (+9), **Con:** 21 (+7), **Dex:** 14 (+4)

Int: 2 (-2), **Wis:** 12 (+3), **Cha:** 8 (+1)

Initiative: +4; **Speed:** 6 (ice stride)

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

HP: 51, **Staggered:** 25

‡ **Gore** (standard, at-will)

+9 vs AC; 1d10+7 damage.

Trample (standard, at-will)

The wisent can move up to its speed and enter an enemy's space. This movement provokes opportunity attacks, and the bison must end its move in an unoccupied space. When it enters an enemy's space, the bison makes a secondary attack

Secondary Attack: +5 vs Reflex; 2d8+7 damage, and the target is knocked prone. Against prone creatures, this attack deals an additional 1d6 damage.

Dog-faced Baboon

Level 5 Elite Wrecker (400 XP)

Medium Natural Beast (Unaligned)

Senses: Perception +5, low-light vision; **Skills:** Athletics +12

Str: 20 (+7), **Con:** 15 (+4), **Dex:** 13 (+3)

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

Initiative: +4; **Speed:** 8, climb 5

Action Points: 1

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

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

‡ **Bite** (standard, at-will)

+10 vs AC; 1d10+5 damage.

† **Bounding Pounce** (standard, at-will)

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

¤ **Baboon Frenzy** (standard, encounter, refreshes when first staggered)

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

Scintillating Boa

Level 5 Elite Blocker (400 XP)

Large Natural Monstrosity • Reptile (Unaligned)

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

Languages: Common, Draconic

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

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

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

Action Points: 1

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

HP: 98, **Staggered:** 49

‡ **Bite** (standard, at-will)

+10 vs AC; 2d6+5 damage.

† **Grab and Swallow** (standard, at-will)

Stunned target only; +12 vs AC; 1d10+5 damage, the target is grappled, and the scintillating boa makes a secondary attack on the same target.

Secondary Attack: +10 vs Fortitude (must be grappling the target; the target must be Medium or smaller); the target is swallowed. While the target is swallowed, it is restrained and takes 5 damage plus 5 acid damage at the start of each of the scintillating boa's turns. The swallowed creature can make basic melee attacks with one-handed or natural weapons. If the scintillating boa dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the scintillating boa.

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

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

Ancient Hermit Crab

Level 5 Boss Blocker (1000 XP)

Large Natural Monstrosity • Aquatic (Unaligned)

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

Languages: Common

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

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

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

Action Points: 2

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

HP: 196, **Staggered:** 98

Resist: attacks that target AC 5

‡ **Claw** (standard, at-will)

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

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

+10 vs Fortitude (must be grappling the target); 2d8+10 damage, and the target takes persistent 5 damage until it escapes the grapple.

† **Spiky Charge** (standard, refresh 5, 6)

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

† **Spiky Shell** (reaction, at-will)

When the crab is hit by a melee attack: +10 vs Reflex; 1d6+5 damage.

Quipper Swarm

Level 6 Striker (250 XP)

Medium Natural Beast • Aquatic, Swarm (Unaligned)

Senses: Perception +3, low-light vision

Str: 12 (+4), **Con:** 16 (+6), **Dex:** 19 (+7)

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

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

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

HP: 54, **Staggered:** 27

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

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

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

‡ **Razor Storm** (standard, at-will)

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

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; +13 vs AC; 2d6+6 damage, and the target is pushed 3 squares.

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

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

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.

Apefolk

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



Ryzom MMORPG Concept Art (Apefolk)

Apefolk Legionnaire

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Apefolk (Any)

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

Languages: Common, Giant

Str: 20 (+5), **Con:** 15 (+2), **Dex:** 14 (+2)

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

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

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

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

HP: 29, **Staggered:** 14

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

+6 vs AC; 1d6+5 damage.

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

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

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

The legionnaire makes two *short sword* attacks against the same staggered opponent.

Heart of the Legion

When adjacent to an ally, the legionnaire receives a +1 power bonus to all defenses.

Apefolk Infantry

Level 2 Mook Striker (31 XP)

Medium Natural Humanoid • Apefolk (Any)

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

Languages: Common, Giant

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

Int: 10 (+1), **Wis:** 13 (+2), **Cha:** 9 (+0)

Equipment: leather armor, longspear

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

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

HP: 1; a missed attack never damages a mook

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

Reach 2; +7 vs AC; 5 damage.

Heart of the Legion

When adjacent to an ally, the apefolk infantry receives a +1 power bonus to all defenses.

Apefolk Signifier

Level 2 Spoiler (Leader) (125 XP)

Medium Natural Humanoid • Apefolk (Any)

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

Languages: Common, Giant

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

Int: 12 (+2), **Wis:** 18 (+5), **Cha:** 16 (+4)

Equipment: scale armor, signum spear

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

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

HP: 34, **Staggered:** 17

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

+7 vs AC; 1d8+3 damage.

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

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

¤ **Sigil of Succor** (standard, encounter) • **Healing**

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

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

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

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

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

Heart of the Legion

When adjacent to an ally, the signifier receives a +1 power bonus to all defenses.

Apefolk Centurion

Level 3 Blocker (Leader) (150 XP)

Medium Natural Humanoid • Apefolk (Any)

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

Languages: Common, Giant

Str: 21 (+6), **Con:** 16 (+4), **Dex:** 14 (+3)

Int: 12 (+2), **Wis:** 16 (+4), **Cha:** 13 (+2)

Equipment: chainmail, heavy shield, longsword

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

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

HP: 39, **Staggered:** 19

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

+8 vs AC; 1d10+5 damage.

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

The centurion makes two *longsword* attacks against the same staggered opponent.

¤ **Rally Point** (standard, refresh 5, 6)

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

Heart of the Legion

When adjacent to an ally, the centurion receives a +1 power bonus to all defenses.

Apefolk Infiltrator

Level 5 Skulker (200 XP)

Medium Natural Humanoid • Apefolk (Any)

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

Languages: Common, Giant

Str: 16 (+5), **Con:** 15 (+4), **Dex:** 19 (+6)

Int: 14 (+4), **Wis:** 14 (+4), **Cha:** 10 (+2)

Equipment: leather armor, short sword

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

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

HP: 41, **Staggered:** 20

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

+10 vs AC; 1d6+3 damage.

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

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

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

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

Combat Advantage

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

Heart of the Legion

When adjacent to an ally, the infiltrator receives a +1 power bonus to all defenses.

Barghests

Barghests are wolf-goblin demons.

Special

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

Barghest

Level 6 Elite Striker (500 XP)

Medium Fey Humanoid • Shapechanger (Evil)

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

Languages: Common, Goblin

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

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

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

Action Points: 1

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

HP: 108, **Staggered:** 54

‡ **Bite** (standard, at-will)

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

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

+9 vs Fortitude (must be grappling the target); 2d6+2 necrotic damage, the target loses 1 recovery, 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; +7 vs Will; 3d6+3 psychic damage, and the target is rattled (save ends).

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

A barghest can assume the shape of a giant black dog or a goblin-like humanoid, 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; +12 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.

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

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

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

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

Near burst 5; +4 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

Adult Couatl

Level 8 Boss Striker (1750 XP)

Large Natural Monstrosity • Dragon, Celestial (Lawful Good)

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

Languages: Common, Draconic, telepathy 10

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

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

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

Action Points: 2

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

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

Resist: poison 20

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

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

‡ **Tail Slap** (standard, at-will)

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

† **Constrict** (standard, at-will)

+11 vs Fortitude (must be grappling the target); 1d10+10 damage, and the target is dazed until the end of the couatl's next turn.

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

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

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

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

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

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

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

Near burst 5; +11 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

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

The couatl becomes invisible until it attacks.

Elder Couatl

Level 15 Boss Striker (6000 XP)

Large Natural Monstrosity • Dragon, Celestial (Lawful Good)

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

Languages: Common, Draconic, telepathy 10

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

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

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

Action Points: 2

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

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

Resist: poison 25

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

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

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

‡ **Tail Slap** (standard, at-will)

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

† **Constrict** (standard, at-will)

+18 vs Fortitude (must be grappling the target); 2d6+12 damage, and the target is dazed until the end of the couatl's next turn.

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

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

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

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

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

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

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

Near burst 5; +16 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

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

The couatl becomes invisible until it attacks.

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

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

Ancient Couatl

Level 22 Boss Striker (20000 XP)

Huge Natural Monstrosity • Dragon, Celestial (Lawful Good)

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

Languages: Common, Draconic, telepathy 10

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

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

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

Action Points: 2

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

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

Resist: poison 30

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

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

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

‡ **Tail Slap** (standard, at-will)

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

† **Constrict** (standard, at-will)

+25 vs Fortitude (must be grappling the target); 3d6+18 damage, and the target is dazed until the end of the couatl's next turn.

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

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

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

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

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

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

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

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

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

Near burst 5; +23 vs Will (enemies only); the target is blinded until the end of the couatl's next turn. *Aftereffect:* The target is rattled (save ends).

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

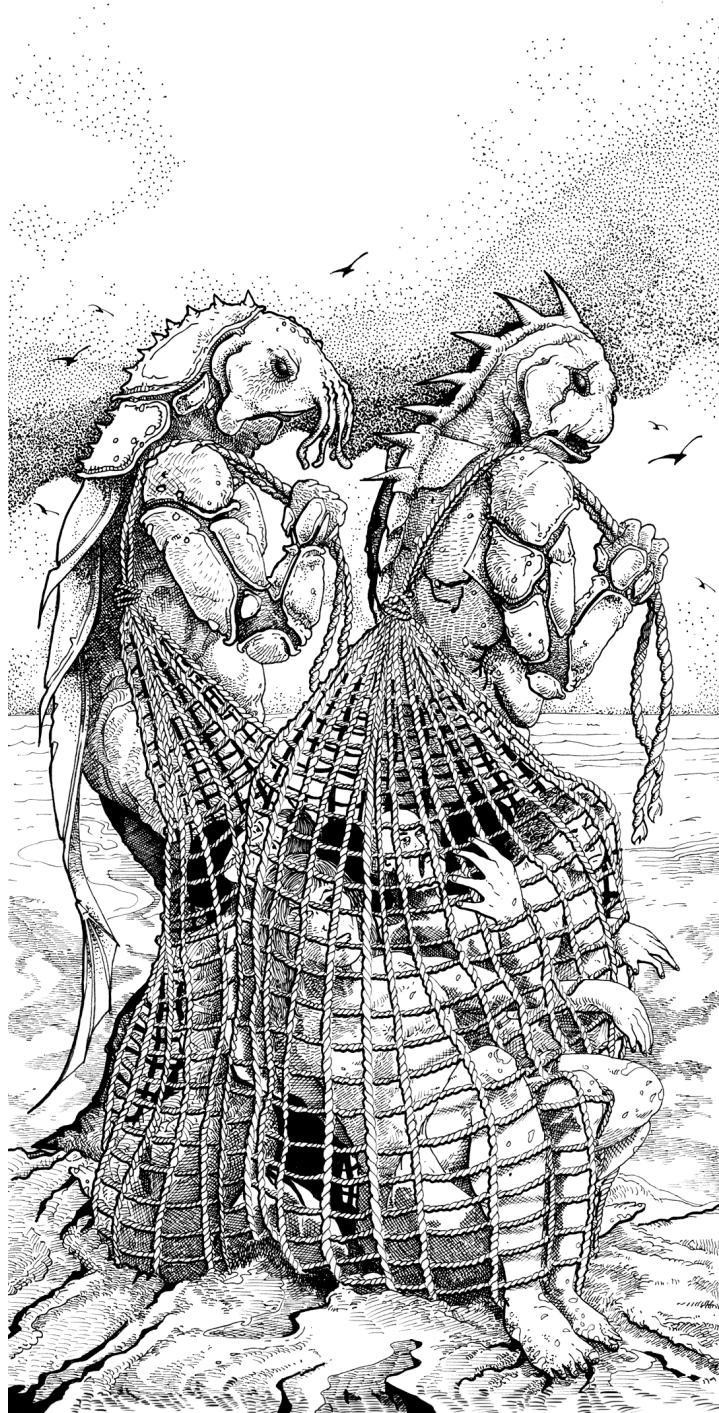
The couatl becomes invisible until it attacks.

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

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

Dwellers in the Deep

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



Siyokoy by Miguel Santos

Deepfolk

Level 6 Wrecker (250 XP)

Medium Cosmic Humanoid • Aquatic (Evil)

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

Languages: Deep Speech

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

Int: 5 (+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)

+9 vs AC (must be grappling the target); 2d8+6 damage, and the target is dazed until the end of the deepfolk's next turn.

↗ **Blinding Mucus** (standard, refresh 5, 6)

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

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.

Half-Aboleth

Level 6 Boss Wrecker (1250 XP)

Medium Cosmic Humanoid (Chaotic Evil)

Senses: Perception +4, darkvision

Languages: Common

Str: 22 (+9), **Con:** 20 (+8), **Dex:** 14 (+5)

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

Initiative: +5; **Speed:** 7, swim 6

Action Points: 2

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

HP: 252, **Staggered:** 126

Immune: charm

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

+11 vs AC; 2d4+6 damage (2d4+14 on a critical hit), and the target is marked until the end of the half-aboleth's next turn.

† **Tentacle Rake** (swift, at-will)

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

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

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

Sure Strike

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

One Mind, One Advantage

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

Transformed Servant

Level 8 Blocker (350 XP)

Medium Natural Humanoid • Aquatic (Chaotic Evil)

Senses: Perception +5, low-light vision

Languages: Common

Str: 22 (+10), **Con:** 18 (+8), **Dex:** 14 (+6)

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

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

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

HP: 64, **Staggered:** 32

Immune: charm

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

+13 vs AC; 2d10+5 damage, and the target is marked until the end of the encounter.

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

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

Marked Strike

A transformed servant gains a +2 power bonus to attack and damage rolls against a target marked by itself or one of its allies.

One Mind, One Advantage

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

Elementals

Sand Sentry

Level 6 Skulker (250 XP)

Medium Elemental Humanoid • Earth (Unaligned)

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

Languages: Primordial

Str: 16 (+6), **Con:** 16 (+6), **Dex:** 8 (+2)

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

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

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

HP: 45, **Staggered:** 22

‡ **Fist** (standard, at-will)

+11 vs AC; 2d10+3 damage.

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

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

Glass Armor

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

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.

Variant

Aquatic Gargoyle: As the gargoyle, except it has a swim speed of 6 instead of a fly speed and it has the Aquatic keyword.

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,

Perception +18

Languages: Common, Primordial

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

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

Equipment: Gargantuan quarterstaff

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; +18 vs Reflex; the target is slowed (save ends).

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

Near burst 5; +18 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; +18 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 up to 10 miles, provided the destination is the center of its ward.



-KAMI HIVERS -
+CHARTIER RAT+

Ryzom MMORPG Concept Art (Kami)

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; +6 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.

Hopping Imp

Level 1 Wrecker (100 XP)

Small Outsider Humanoid • Demon (Evil)

Senses: Perception +2, darkvision

Languages: Common, Abyssal

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

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

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

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

HP: 33, **Staggered:** 16

Resist: fire 5

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

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

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

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

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

Burner Demon

Level 5 Wrecker (200 XP)

Medium Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: Perception +6, darkvision

Languages: Common, Abyssal

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

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

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

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

HP: 57, **Staggered:** 28

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

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

+10 vs Reflex; 2d6+4 fire damage. **Miss:** 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; +10 vs Reflex (one random target in range); 2d6+6 fire damage.

Hellhound

Level 5 Wrecker (200 XP)

Medium Outsider Beast • Demon (Evil)

Senses: Perception +8, darkvision

Languages: Common, Abyssal

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

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

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

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

HP: 57, **Staggered:** 28

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

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

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

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

Near arc 2; +10 vs Reflex; 1d6+4 fire damage, and the target takes persistent 5 fire damage (save ends).

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.

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.

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

Big Burner

Level 15 Wrecker (1200 XP)

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: Perception +16, darkvision

Languages: Common, Abyssal

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

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

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

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

HP: 117, **Staggered:** 58

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

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

Reach 2; +20 vs Reflex; 3d6+8 fire damage. *Miss:* 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; +20 vs Reflex (one random target in range); 4d6+8 fire damage.

Boar Demon (Nalfeshnee)

Level 19 Wrecker (2400 XP)

Large Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +25, darkvision

Languages: Common, Abyssal

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

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

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

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

HP: 141, **Staggered:** 70

‡ **Musky Claw** (standard, at-will)

+24 vs AC; 3d10+12 damage.

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

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

Horror Nimbus (reaction, encounter)

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

Frenzy Demon

Level 19 Wrecker (2400 XP)

Medium Outsider Humanoid • Demon (Chaotic Evil)

Senses: Perception +20, darkvision

Languages: Common, Abyssal

Str: 26 (+17), **Con:** 23 (+15), **Dex:** 16 (+12)

Int: 8 (+8), **Wis:** 12 (+10), **Cha:** 23 (+15)

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

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

HP: 141, **Staggered:** 70

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

‡ **Claw** (standard, at-will)

+24 vs AC; 3d12+12 damage.

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

+24 vs AC; 4d12+8 damage.



Bighorn Demon by Justin Nichol

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

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.

Balor

Level 29 Wrecker (12800 XP)

Large Outsider Humanoid • Demon, Fire (Chaotic Evil)

Senses: Perception +36, darkvision, trueseeing

Languages: Common, Abyssal

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

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

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

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

HP: 201, **Staggered:** 100

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

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

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

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

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

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

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

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

Fallen Angel's Reckoning (reaction, encounter) • **Radiant**

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

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

Flying Head

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 until the end of the encounter.

Flyby Attack (standard, refresh 5, 6)

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

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

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

Flying Head Swarm

Level 29 Elite Striker (25600 XP)

Huge Shadow Monstrosity • Swarm (Evil)

Senses: Perception +19, darkvision; **Skills:** Stealth +31

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

Int: 7 (+12), **Wis:** 21 (+19), **Cha:** 18 (+18)

Initiative: +28; **Speed:** fly 10 (hover)

Action Points: 1

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

HP: 338, **Staggered:** 169

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

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

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

+34 vs AC; 3d8+12 necrotic damage, and the target takes persistent 10 necrotic damage (save ends), and the swarm makes a secondary attack on the same target.

Secondary Attack: +32 vs Fortitude; the target loses 2 recoveries and the ability to heal hit points (save ends, but with a -2 penalty to the roll).

† **Engulfing Swarm** (standard, refresh 5, 6) • **Necrotic**

The swarm attacks up to three Medium or smaller targets; +32 vs Reflex (automatically hits an immobile or stunned creature); the target is grappled and pulled into the swarm's space. The target is dazed and takes persistent 20 necrotic damage and cannot heal hit points until it escapes the grapple. A creature that escapes the grapple shifts to a square of its choice adjacent to the swarm. The swarm can move normally while creatures are engulfed within it.

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

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

Golems

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

Squirming Mound

Level 1 Striker (100 XP)

Medium Natural Automaton • Construct (Chaotic Evil)

Senses: Perception +0, darkvision; **Skills:** Acrobatics +8, Stealth +8

Languages: Common

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

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

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

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

HP: 29, **Staggered:** 14

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

+6 vs AC; 1d8+3 damage.

† **Disarm** (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.

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.

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** (standard, encounter) • **Fear**

Near burst 5; +9 vs Will; the target takes is rattled (save ends).

Vigilance

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

Hags

Hags are cruel witches from the Plane of Faerie.

Blood-Drinker Hag

Level 3 Boss Spoiler (750 XP)

Medium Fey Humanoid • Undead (Any)

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

Languages: Common

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

Int: 12 (+2), **Wis:** 9 (+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; +7 vs AC; 1d6+4 damage, and the target is grappled. The hag can grapple up to three targets with hungry tongues.

Feeding Ward

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

Ice Hag

Level 12 Elite Striker (1400 XP)

Medium Fey Humanoid • Cold (Any)

Senses: Perception +10, low-light vision, can see through concealment from precipitation; **Skills:** Intimidate +13, Nature +11, Stealth +15

Languages: Common, Giant

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

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

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

Action Points: 1

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

HP: 168, **Staggered:** 84

Immune: cold

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

‡ **Claw** (standard, at-will)

+17 vs AC; 3d6+6 damage.

† **Fierce Gust** (standard, at-will)

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

† **Snowblind Strike** (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.

Humans

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

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)

Equipment: hatchet, bow

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

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

HP: 1; a missed attack never damages a mook

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

+6 vs AC; 5 damage.

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

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

Bodyguard

Level 1 Blocker (100 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: spiked chain

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

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

HP: 29, **Staggered:** 14

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

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

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

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

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)

Equipment: length of chain

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

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

HP: 29, **Staggered:** 14

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

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

Warden

Level 1 Striker (100 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: longspear, short sword, net

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

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

HP: 29, **Staggered:** 14

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

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

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

Reach 3; 1d4+1 damage.

Secondary Attack: +5 vs Reflex; the target is immobile (save ends).

† **Sliding Strike** (standard, encounter) • **Weapon**

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

Combat Advantage

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

Clubman

Level 2 Mook Striker (31 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +6; **Skills:** Intimidate +6

Languages: Common

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

Int: 10 (+1), **Wis:** 9 (+0), **Cha:** 10 (+1)

Equipment: club

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

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

HP: 1; a missed attack never damages a mook

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

+7 vs AC; 4 damage.

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)

Equipment: crossbow, grenades

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

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

HP: 29, **Staggered:** 14

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

+7 vs AC; 1d8+2 damage.

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

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

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

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

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

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

Siege Engineer

Level 2 Archer (125 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: leather armor, dagger, crossbow

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

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

HP: 29, **Staggered:** 14

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

+7 vs AC; 1d4+1 damage.

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

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

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

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

Knifer

Level 3 Mook Striker (38 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: knives

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

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

HP: 1; a missed attack never damages a mook

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

+8 vs AC; 5 damage.

Daggermaster

Level 3 Blocker (150 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: knife

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

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

HP: 39, **Staggered:** 19

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

+8 vs AC; 1d6+5 damage.

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

The daggermaster makes two *knife* attacks.

Scurvy Pirate

Level 3 Blocker (150 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: leather armor, boat hook, crossbow

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

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

HP: 39, **Staggered:** 19

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

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

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

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

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

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

† **Think Again!** (counter, at-will)

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

Shadowblast Warlock

Level 3 Skulker (150 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: knife

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

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

HP: 33, **Staggered:** 16

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

+8 vs AC; 1d6+3 damage.

✓ **Shadowblast** (standard, at-will) • **Necrotic**

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

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

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

Gang Member

Level 4 Mook Striker (44 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: iron knuckles, bow

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

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

HP: 1; a missed attack never damages a mook

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

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

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

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

Snake Bearer

Level 4 Mook Archer (44 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +2

Languages: Common

Str: 16 (+5), **Con:** 14 (+4), **Dex:** 10 (+2)

Int: 8 (+1), **Wis:** 10 (+2), **Cha:** 9 (+1)

Equipment: club, cobra

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

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

HP: 1; a missed attack never damages a mook

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

+9 vs AC; 5 damage.

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

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

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

Gang Leader

Level 4 Elite Spoiler (Leader) (350 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: arbalest

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

Action Points: 1

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

HP: 88, **Staggered:** 44

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

+9 vs AC; 1d6+3 damage.

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

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

Enough Screwing Around (standard, refresh 5, 6)

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

Redeployment (move, at-will)

One ally in Near burst 5 shifts 3 squares.

Help Me! (reaction, at-will)

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

Repeater Crossbowman

Level 5 Mook Archer (50 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: repeater crossbow

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

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

HP: 1; a missed attack never damages a mook

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

+10 vs AC; 5 damage.

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

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

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

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

Cowled Assassin

Level 5 Skulker (200 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: knife

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

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

HP: 41, **Staggered:** 20

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

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

A Looker

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

Slip-Out (move, at-will)

The cowled assassin shifts 4 squares and gains a +1 power bonus to AC until the start of his next turn.

Relay Information (move, at-will)

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

Repeater Crossbow Master

Level 5 Archer (200 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +9; **Skills:** Intimidate +7, Athletics +10

Languages: Common

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

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

Equipment: repeater crossbow

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

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

HP: 41, **Staggered:** 20

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

+10 vs AC; 1d6+4 damage.

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

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

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

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

Wolfshead Bandit

Level 6 Mook Archer (63 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: bow

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

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

HP: 1; a missed attack never damages a mook

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

+11 vs AC; 5 damage.

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

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

Hulk

Level 6 Wrecker (250 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: club, bow

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

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

HP: 63, **Staggered:** 31

Resist: all 5

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

+11 vs AC; 1d8+6 damage, and the target is dazed until the end of the hulk's next turn.

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

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

Hulking (move, refresh 4, 5, 6)

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

Sniper Bandit

Level 7 Mook Striker (75 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: repeater arbalest

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

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

HP: 1; a missed attack never damages a mook

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

+12 vs AC; 6 damage.

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

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

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

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

King of Thieves

Level 7 Elite Blocker (Leader) (600 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: crossbow

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

Action Points: 1

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

HP: 118, **Staggered:** 59

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

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

+12 vs AC; 1d8+4 damage.

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

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

Empty The Quirrel (standard, refresh 6)

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

Intimidating (counter, at-will)

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

Longbowman

Level 8 Mook Archer (88 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: longbow

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

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

HP: 1; a missed attack never damages a mook

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

+13 vs AC; 6 damage.

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

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

Snapshot (move, at-will) • **Weapon**

The longbowman makes a *longbow* attack.

Fire Magician

Level 8 Archer (350 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: wand

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

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

HP: 53, **Staggered:** 26

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

‡ **Fist** (standard, at-will)

+13 vs AC; 2d6+5 damage.

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

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

* **Fire Wall** (standard, at-will) • Fire

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

Insidious Assassin

Level 9 Skulker (400 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: knife

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

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

HP: 57, **Staggered:** 28

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

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

Combat Advantage

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

Prime Position (move, at-will)

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

Pervasive Wound (free, encounter)

The insidious assassin hits a target granting combat advantage to the insidious assassin: The target takes persistent 5 damage until the end of the encounter or until the target is reduced to 0 hit points or below.

Martial Artist

Level 10 Mook Striker (125 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

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

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

HP: 1; a missed attack never damages a mook

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

+15 vs AC; 10 damage.

Headstrong (move, at-will)

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

Mercenary Lord

Level 10 Elite Spoiler (Leader) (1000 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: crossbow

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

Action Points: 1

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

HP: 148, **Staggered:** 74

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

+15 vs AC; 1d10+5 damage.

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

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

Inspiring Presence

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

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

The mercenary lord makes two crossbow attacks.

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

One standard (not an elite or boss) ally spends a recovery and heals hit points equal to their recovery value.

Relay Command (swift, once per round)

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

Loyalty (counter, at-will)

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

Dark Knight

Level 11 Boss Wrecker (3000 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

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

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

Equipment: mancatcher, blowgun

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

Action Points: 2

AC: 23; **Fort:** 25, **Ref:** 24, **Will:** 20; **Saving Throws:** +5

HP: 372, **Staggered:** 186

Resist: all 5

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

Reach 2; +16 vs AC; 3d8+9, and the target is grappled.

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

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

† **Double Attack** (standard, at-will) • **Weapon**

The dark knight makes two *mancatcher* attacks.

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

A creature the dark knight has grappled takes 3d6+11 damage.

Regeneration

At the start of its turn, if the dark knight is staggered, it heals 5 hit points.

Indomitable

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

Armored Warmage

Level 12 Wrecker (700 XP)

Medium Natural Humanoid • Human (Any)

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

Languages: Common

Str: 18 (+10), **Con:** 18 (+10), **Dex:** 12 (+7)

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

Equipment: rod

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

AC: 24; **Fort:** 26, **Ref:** 22, **Will:** 24

HP: 99, **Staggered:** 49

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

+17 vs AC; 2d6+5 damage.

✓ **Lightning Bolt** (standard, at-will) • **Lightning**

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

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

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

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

Far burst 5 within 40; +15 vs Reflex; 1d8+14 lightning damage, and the target is marked until the armored warmage is reduced to 0 hit points or below.

Master Assassin

Level 12 Elite Skulker (1400 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +17; **Skills:** Bluff +14, Diplomacy +14, Intimidate +14, Stealth +20

Languages: Common

Str: 16 (+9), **Con:** 16 (+9), **Dex:** 22 (+12)

Int: 20 (+11), **Wis:** 16 (+9), **Cha:** 15 (+8)

Equipment: knife, hand crossbow

Initiative: +16; **Speed:** 6

Action Points: 1

AC: 26; **Fort:** 24, **Ref:** 25, **Will:** 23; **Saving Throws:** +2

HP: 138, **Staggered:** 69

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

+17 vs AC; 2d8+6 damage, and the master assassin can make another *close & personal* attack. The master assassin can repeat this until they miss, or they have hit a total of three times.

✓ Hand Crossbow (standard, at-will) • Weapon

Ranged 10/20; +17 vs AC; 3d6+10 damage, and the target takes persistent 1 damage until the end of the encounter or until the target is reduced to 0 hit points or below. This damage is cumulative with successive hits with hand crossbow (maximum persistent 10 damage).

Instinctual Camouflage

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

Love Your Work

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

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

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

Cover to Cover (move, at-will)

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

Martial Arts Master

Level 13 Boss Blocker (4000 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +19, darkvision, blindsight 10

Languages: Common

Str: 22 (+12), **Con:** 22 (+12), **Dex:** 22 (+12)

Int: 14 (+8), **Wis:** 16 (+9), **Cha:** 15 (+8)

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

Action Points: 2

AC: 29; **Fort:** 26, **Ref:** 26, **Will:** 24; **Saving Throws:** +5

HP: 356, **Staggered:** 178

Immune: poison, disease

‡ Unarmed Strike (standard, at-will)

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

✗ Roundhouse (standard, at-will)

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

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

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

In a Flash

When the martial arts master runs, they gain a +4 power bonus to AC and Reflex defense. When they charge, their attack automatically hits.

Backbreaker (move, at-will)

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

Blademaster

Level 14 Mook Striker (250 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +14; **Skills:** Acrobatics +16, Athletics +16, Intimidate +14

Languages: Common

Str: 18 (+11), **Con:** 18 (+11), **Dex:** 18 (+11)

Int: 12 (+8), **Wis:** 14 (+9), **Cha:** 12 (+8)

Equipment: longsword

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

AC: 28; **Fort:** 26, **Ref:** 28, **Will:** 24

HP: 1; a missed attack never damages a mook

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

+19 vs AC; 16 damage.

Wild Strike (standard, at-will) • **Weapon**

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

Berserker

Level 14 Elite Striker (2000 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +14; **Skills:** Acrobatics +16, Athletics +17, Intimidate +14

Languages: Common

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

Int: 15 (+9), **Wis:** 14 (+9), **Cha:** 12 (+8)

Initiative: +14; **Speed:** 6

Action Points: 1

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

HP: 188, **Staggered:** 94

Resist: all 5

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

+19 vs AC; 3d6+12 damage.

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

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

Rage (standard, at-will)

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

† **Menacing Lift** (standard and move, at-will)

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

Formidable Archer

Level 15 Archer (1200 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +14; **Skills:** Acrobatics +16, Intimidate +14, Stealth +16

Languages: Common

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

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

Equipment: knife, composite longbow

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

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

HP: 81, **Staggered:** 40

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

+20 vs AC; 2d8+8 damage.

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

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

Called Shot (move, refresh 5, 6)

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

Head Shot (free, encounter)

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

Veteran Crossbowman

Level 16 Mook Archer (350 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +14; **Skills:** Acrobatics +18, Athletics +15, Intimidate +15

Languages: Common

Str: 14 (+10), **Con:** 14 (+10), **Dex:** 20 (+13)

Int: 16 (+11), **Wis:** 14 (+10), **Cha:** 12 (+9)

Equipment: crossbow

Initiative: +13; **Speed:** 8

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

HP: 1; a missed attack never damages a mook

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

+21 vs AC; 12 damage.

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

Ranged 15/30; +21 vs AC; 12 damage.

Quick Shift

The veteran crossbowman can shift a square as a swift action.

Archvillain

Level 16 Elite Wrecker (Leader) (2800 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +15; **Skills:** Acrobatics +12, Intimidate +9, Stealth +12

Languages: Common

Str: 18 (+12), **Con:** 20 (+13), **Dex:** 16 (+11)

Int: 16 (+11), **Wis:** 14 (+10), **Cha:** 10 (+8)

Equipment: gauntlet, tome

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

Action Points: 1

AC: 28; **Fort:** 29, **Ref:** 27, **Will:** 29; **Saving Throws:** +2

HP: 246, **Staggered:** 123

Resist: all 5

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

+21 vs AC; 4d8+11 damage, and the target is knocked prone.

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

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

Unblooded Regeneration

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

Weak Point

When an enemy scores a critical hit on the archvillain, the archvillain suffers an additional 20 damage.

* **Thunderball** (standard, refresh 5, 6) • **Thunder**

Far burst 1 within 10; +19 vs Reflex; 3d6+8 thunder damage, and the target is knocked prone and dazed stunned until the start of the archvillain's next turn.

Second Phase (reaction, encounter)

The archvillain is reduced to 0 hit points or lower: The archvillain heals 190 hit points and any of their powers that originally required a standard action now require a move action.

Longshot Berserker

Level 19 Mook Striker (600 XP)

Medium Natural Humanoid • Human (Any)

Senses: Perception +14; **Skills:** Acrobatics +18, Athletics +15, Intimidate +15

Languages: Common

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

Int: 16 (+12), **Wis:** 14 (+11), **Cha:** 12 (+10)

Equipment: crossbow

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

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

HP: 1; a missed attack never damages a mook

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

+24 vs AC; 17 damage.

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

Ranged 15/30; +24 vs AC; 17 damage.

Resilient (counter, encounter)

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

Ichor-Ghouls

Hundreds of years ago, a secret organization in pursuit of power made the mistake of combining two powerful magical items: an *orb of chaos* and the mysterious *necrosis cube*. The result was the creation of the terrifying undead ichor-ghouls.

Ichor-ghouls that go too long without feeding shrivel and become moribund. Their blood-drenched flesh dries, and they become desiccated husks. The husks' desperate and unquenched need for living energy drives them first to madness and then to near-mindlessness.

Living creatures too near an ichor-ghoul start sweating blood and their skin becomes coated with a scarlet sheen. Blood flows towards the ichor-ghouls, which grow in strength as they absorb it.

When one of the desiccated husks transforms into bloody bones, the husk's dry skin cracks open and the bloody bones literally tear themselves out of their own body. The thing which emerges is a glistening mass of raw muscle, pulsing with thick veins of crimson-black blood. Its fang-like teeth glitter as its mouth parts in a ghastly, hissing smile.

Desiccated Husk

Level 3 Wrecker (150 XP)

Medium Elemental Humanoid • Undead (Evil)

Senses: Perception +1, darkvision

Str: 14 (+3), **Con:** 10 (+1), **Dex:** 8 (+0)

Int: 14 (+3), **Wis:** 10 (+1), **Cha:** 17 (+4)

Initiative: +0; **Speed:** 4

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

HP: 45, **Staggered:** 22

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

Blood Sweats Aura 4: A living creature that ends its turn in the aura suffers 3 damage.

‡ **Claw** (standard, at-will)

+8 vs AC; 1d12+4 damage.

Reformation

Keep track of all damage the desiccated husk does, including through its aura. If damage done ever exceeds 22, that desiccated husk is replaced by a bloody bones as an reaction action. Add 44 to the desiccated husk's current HP to determine the bloody bones' current HP. A bloody bones created in this way only gives 150 XP total for being defeated.

Bloody Bones

Level 3 Elite Wrecker (300 XP)

Medium Elemental Humanoid • Undead (Evil)

Senses: Perception +2, darkvision

Str: 14 (+3), **Con:** 10 (+1), **Dex:** 12 (+2)

Int: 14 (+3), **Wis:** 13 (+2), **Cha:** 17 (+4)

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

Action Points: 1

AC: 15; **Fort:** 16, **Ref:** 14, **Will:** 15; **Saving Throws:** +2

HP: 90, **Staggered:** 44

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

Blood Sweats Aura 4: A living creature that ends its turn in the aura suffers 3 damage.

‡ **Wicked Claw** (standard, at-will)

+8 vs AC; 1d12+4 damage, and the target takes persistent 5 damage (save ends).

Slide Away (counter, encounter)

Shift 6.

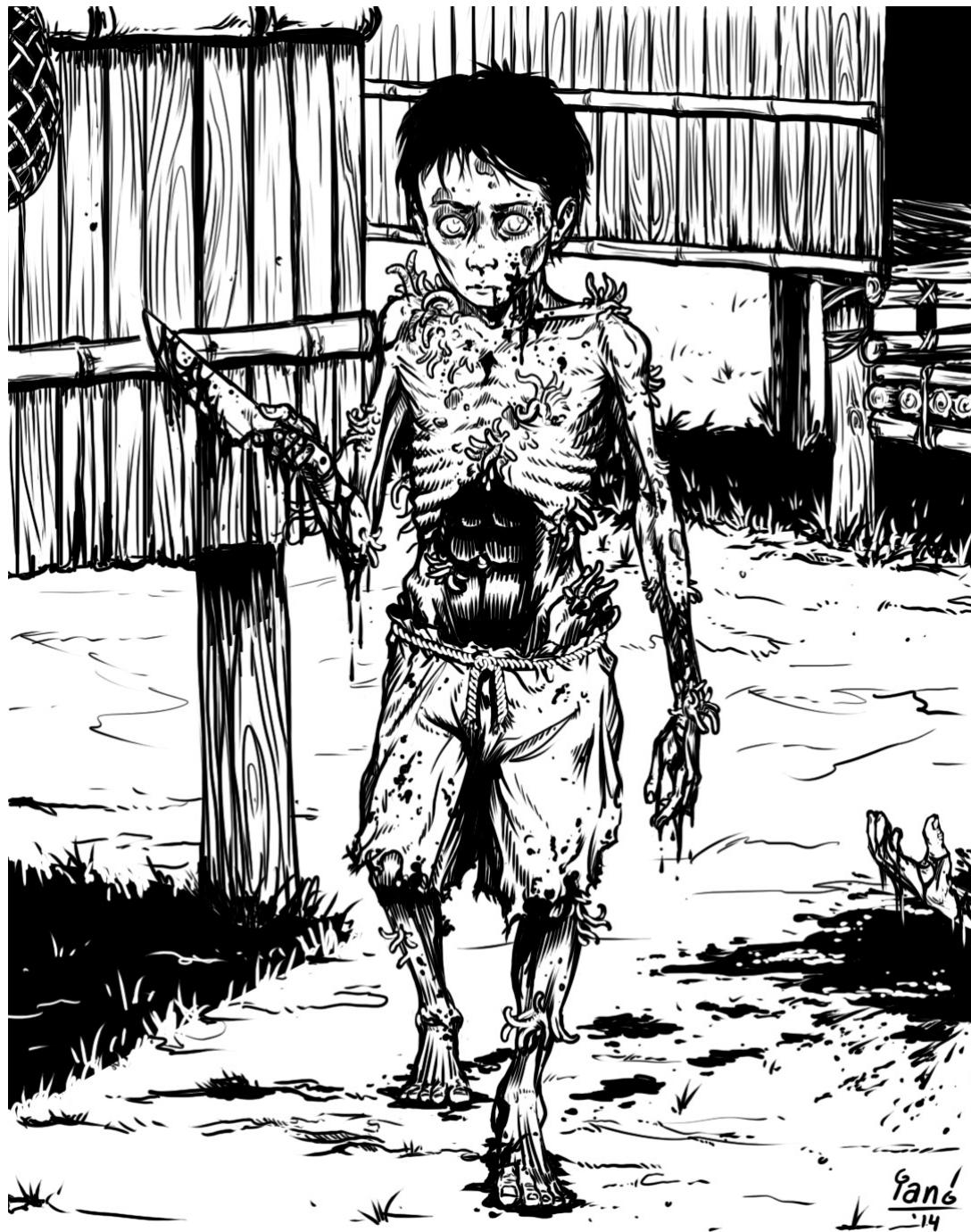
This creature appears as a skeletal humanoid with bits of muscle and sinew hanging from its body. Four long, sinewy tendrils writhe from its midsection. The entire creature constantly oozes a mixture of blood and mucus. Its eye sockets are hollow and show no pupils.

Special

Heroes can either encounter a bloody bones after it emerges from a dessicated husk, or encounter the bloody bones in that form - if it has already achieved its reformation through feeding on the blood of other creatures before the heroes arrived on the scene.

Infected

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.



Creep by Ian MacLean

Sang
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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)

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

Nerve Shot

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

Brains ...

If the Infected animal is marked, it ignores that condition while adjacent to a prone enemy.

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

Infected 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; +5 vs Reflex; The target's move action ends without it moving from the square.

Nerve Shot

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

Inhuman Burst (free, encounter)

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

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

Infected 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; +5 vs Reflex; The target is unable to move from the square.

Shreds of Armor (counter, encounter)

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

Nerve Shot

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

Force of Attack

If the Infected guard scores a critical hit, it knocks the enemy prone and can immediately make a *slam* attack against the enemy as a free action.

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

Infected Grub

Level 5 Mook Striker (50 XP)
Medium Natural Humanoid (Unaligned)
Senses: Perception -1, darkvision
Str: 16 (+5), **Con:** 10 (+2), **Dex:** 10 (+2)
Int: 1 (-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 grubs are normal humans infected by the virus. They prefer running towards a target and ripping it apart.

Infected Behemoth

Level 8 Wrecker (350 XP)

Large Natural Beast (Unaligned)

Senses: Perception +3, darkvision

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

Int: 1 (-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; +13 vs AC (must be grappling the target); 2d8+7 damage, and the target is dazed and weakened (save ends both).

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

Invaders

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

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

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

Skinner

Level 13 Mook Archer (350 XP)

Medium Cosmic Automaton • Construct (Unaligned)

Senses: Perception +14; **Skills:** Acrobatics +16, Athletics +15

Str: 14 (+8), **Con:** 14 (+8), **Dex:** 20 (+11)

Int: 16 (+9), **Wis:** 14 (+8), **Cha:** 12 (+7)

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

AC: 25; **Fort:** 25, **Ref:** 27, **Will:** 23

HP: 1; a missed attack never damages a mook

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

Ranged 15/30; +18 vs AC; 10 damage.

Backup System (counter, encounter)

The skinner is reduced to 0 hit points or below by a non-critical hit: The skinner's current hit point total is set to 1.

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

Punk

Level 13 Elite Wrecker (1600 XP)

Large Cosmic Automaton • Construct (Unaligned)

Senses: Perception +8; **Skills:** Intimidate +12, Athletics +15

Str: 18 (+10), **Con:** 18 (+10), **Dex:** 12 (+7)

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

Initiative: +7; **Speed:** 4

Action Points: 1

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

HP: 210, **Staggered:** 105

‡ **Slam** (standard, at-will)

+18 vs AC; 3d8+10 damage, and the target is pushed 1 square.

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

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

Chaos Fire (move, at-will)

The punk hit with its *weapon arm* attack: The punk makes another *weapon arm* attack.

Too Close (move, at-will)

The punk makes a slam attack.

Tracking (move, at-will)

Ranged 40/80 (one square of cover); The punk ignores cover provided by that source until the end of the punk's next turn.

Anarchy Response (swift, refresh 6)

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

The punk is a larger infantry support unit with four legs, capable of laying down heavy fire against single or multiple targets. What's left of its organic head has been supplanted with considerable tracking equipment to pinpoint distant targets. The punk is also often seen an anti-aircraft weapon. It is often flanked by at least a half-dozen 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; +19 vs Reflex; 2d8+8 damage, and the target is knocked prone. *Miss:* Half damage.

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

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

Secured Position

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

Charge Capacitor (standard, at-will)

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

Capacitor Purge (reaction, encounter)

The chank is reduced to 0 hit points or below: The chank makes a *perimeter blast* attack.

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

Mother Screamers

Level 14 Skulker (Leader) (1000 XP)

Large Cosmic Automaton • Construct (Unaligned)

Senses: Perception +12

Str: 14 (+9), **Con:** 18 (+11), **Dex:** 16 (+10)

Int: 12 (+8), **Wis:** 10 (+7), **Cha:** 8 (+6)

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

AC: 28; **Fort:** 26, **Ref:** 27, **Will:** 25

HP: 77, **Staggered:** 38

✓ **Pulse Rifle** (standard, at-will) • **Weapon**

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

Repulsor Shield

The screamer does not provoke opportunity attacks when attacking. The screamer is immune to attacks made from a range of 30 squares or more.

Deploy Support Unit (move, at-will)

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

Dash (move, at-will)

Shift 2 squares.

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

Beast

Level 14 Boss Striker (5000 XP)

Large Cosmic Automaton • Construct (Unaligned)

Senses: Perception +14; **Skills:** Athletics +16

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

Int: 16 (+10), **Wis:** 14 (+9), **Cha:** 6 (+5)

Initiative: +12; **Speed:** 7

Action Points: 2

AC: 28; **Fort:** 27, **Ref:** 27, **Will:** 24; **Saving Throws:** +5

HP: 376, **Staggered:** 188

‡ **Slam** (standard, at-will)

+19 vs AC; 2d8+15 damage.

Raw Materials

Place six corpses in Near burst 10 around the beast at the start of the encounter.

Gray Infection (standard, at-will) • **Weapon**

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

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

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

↗ **Flesh Hooks** (standard, refresh 5, 6)

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

Convert (move, at-will)

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

Nano-Propagation (swift, at-will)

Select one enemy suffering from persistent damage from *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 makes a basic attack which automatically hits its target.

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

Place one skinner in an adjacent square.

Uplink (swift, at-will) • **Stance**

When the widow enters this stance it chooses a skinner. On its turn, that skinner can (as a swift action) shift one square and make a basic attack. The widow can select a new skinner as the target of this stance as a swift action.

The widow is an advanced skinner that has the capacity to influence if not outright control the 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 is immune to all damage until a single attack does 50 damage or more damage to the Tri-Pod.

↗ Dual Turrets (standard, at-will) • Weapon

The Tri-Pod makes two *heat ray* attacks. They cannot target the same creature.

Tentacle Whip (move, at-will) • Weapon

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

Tentacle Crush (move, at-will)

Reach 4; +18 vs Fortitude (must be grappling the target); 3d6+13 damage.

Power System's Repaired (reaction, encounter)

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

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

Baby Screamers

Level 16 Mook Archer (350 XP)

Medium Cosmic Automaton • Construct (Unaligned)

Senses: Perception +12

Str: 14 (+10), **Con:** 10 (+8), **Dex:** 18 (+12)

Int: 12 (+9), **Wis:** 10 (+8), **Cha:** 8 (+7)

Initiative: +15; **Speed:** fly 7

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

HP: 1; a missed attack never damages a mook

✓ **Pulse Rifle** (standard, at-will) • **Weapon**

Ranged 20/40; +21 vs AC; 10 damage, and the baby screamer can shift one square.

Dash (move, at-will)

The baby screamer shifts 2 squares.

Pulse Engine (counter, encounter)

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

Jiang-Shi

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 (it is a very fast counter, but there can be a lot of rice in a pile). It cannot use its *special scroll* or *drink breath* powers while distracted.

One More Breath: When a jiang-shi is reduced to 0 HP or below, they fall unconscious and awaken in 1 hour with full hit points. The jiang-shi must then focus for 1 minute to fully return from the Beyond. If it fails to do so (for example, because it is counting hen eggs), it is destroyed.

Weaknesses: Creatures can use a mirror or ringing bell to *repel* a jiang-shi, or an altar heaped with edible offerings to the spirits to *lure* a jiang-shi (see Advanced Combat).

Transformation: If a jiang-shi scholar has drunk the breath of 10 or more humanoids, then the next time it is reduced to 0 HP, it reforms as a jiang-shi magistrate. This is a good opportunity for the heroes to face the jiang-shi in a weaker form, get a sense of its powers and tactics to defeat it, and then a few days later face a more challenging jiang-shi magistrate.

Jiang-Shi Scholar

Level 8 Boss Striker (Leader) (1750 XP)

Medium Natural Humanoid • Undead (Evil)

Senses: Perception +12, blind, breathsense 12; **Skills:** Acrobatics +13, Athletics +10, Insight +12, Perception +12, Stealth +13

Languages: Common

Str: 12 (+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)

+13 vs Fortitude (must be grappling the target); 3d10+5 necrotic damage, and the target is weakened (save ends), though no longer grappled. *Sudden leap* refreshes.

Sudden Leap (counter, refresh special)

Triggered when the jiang-shi is the target of a melee attack; the jiang-shi grapples the attacker and jumps 6 squares. The attacker can then make their attack if able to do so.

BreathSense

As truesight, except that a living creature who holds their breath is invisible to the jiang-shi for as long as they hold their breath. To hold their breath in this way, a creature must have one hand free to fully plug their nose or cover their mouth.

Jiang-Shi Magistrate

Level 11 Boss Striker (Leader) (3000 XP)

Medium Natural Humanoid • Undead (Evil)

Senses: Perception +14, blind, breathsense 18; **Skills:** Acrobatics +15, Athletics +12, History +12, Insight +14, Perception +14, Stealth +15

Languages: Common

Str: 14 (+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 1; +16 vs AC; 2d8+5 damage, and the target is grappled.

Multiattack (standard, at-will)

Make a *claw* and a *bite* attack.

Special Scroll • Healing

While the jiang-shi is not staggered, it has regeneration 10 and a +4 power bonus to defenses against Arcane attacks.

† **Drink Breath** (swift, at-will)

+16 vs Fortitude (must be grappling the target); 6d6+4 necrotic damage, and the target is weakened (save ends) and still grappled. *Sudden leap* refreshes.

Sudden Leap (counter, refresh special)

Triggered when the jiang-shi is the target of a melee attack; the jiang-shi grapples the attacker and jumps 8 squares. The attacker's attack fails.

BreathSense

As truesight, except that a living creature who holds their breath is invisible to the jiang-shi for as long as they hold their breath. To hold their breath in this way, a creature must have one hand free to fully plug their nose or cover their mouth.

Water Walk

The jiang-shi can walk across the surface of water as if it were solid ground.

Juggernauts

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

The Minotaur

Level 5 Elite Wrecker (400 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +12, darkvision; **Skills:** Athletics +15, Endure +16, Intimidate +9

Str: 26 (+10), **Con:** 28 (+11), **Dex:** 10 (+2)

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

Initiative: +2; **Speed:** 7

Action Points: 1

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

HP: 114, **Staggered:** 57

Resist: all 10

‡ **Slam** (standard, at-will)

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

✓ **Lightning Shot** (standard, at-will) • **Lightning**

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

Minotaur Rush

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

Iron Onslaught (standard, refresh 6)

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

Eruption (reaction, encounter)

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

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

The Emperor

Level 9 Elite Archer (800 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +11, darkvision; **Skills:** Acrobatics +14, Athletics +13, Endure +16

Str: 20 (+9), **Con:** 24 (+11), **Dex:** 20 (+9)

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

Initiative: +9; **Speed:** 6, fly 8

Action Points: 1

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

HP: 114, **Staggered:** 57

Resist: all 10

‡ **Slam** (standard, at-will)

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

✓ **Lightning Shot** (standard, at-will) • **Lightning**

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

Alpha Strike (standard, refresh 5, 6)

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

✓ **Floating Orbs** (swift, at-will) • **Lightning**

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

Armored Shell (free, encounter)

The Emperor is staggered: The Emperor's ground and fly speeds increase by 1, the Emperor is healed to its maximum hit point total and it loses all resistances.

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

The Scorpion

Level 15 Elite Archer (2400 XP)

Large Natural Automaton • Construct (Unaligned)

Senses: Perception +13, darkvision; **Skills:** Acrobatics +16, Athletics +24, Endure +24

Str: 30 (+17), **Con:** 30 (+17), **Dex:** 18 (+11)

Int: 14 (+9), **Wis:** 12 (+8), **Cha:** 13 (+8)

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

Action Points: 1

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

HP: 162, **Staggered:** 81

Resist: all 10

‡ **Heavy Piton Leg** (standard, at-will)

Reach 2; +20 vs AC; 3d6+13 damage, and the target is pushed 3 squares and knocked prone.

✓ **Lightning Shot** (standard, at-will) • **Lightning**

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

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

Near burst 2; +19 vs Reflex; 2d8+8 lightning damage, and the target is pushed 3 squares and knocked prone.

↗ **Second Arc** (standard, at-will) • **Lightning**

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

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

Far burst 1 within 30; +20 vs Reflex; 3d6+10 damage, and the target is knocked prone.

Deployment (move, at-will) • **Stance**

The Scorpion cannot move or be moved until it deactivates deployment. Its AC increases to 29 but its Reflex defense decreases to 24. The Scorpion cannot make *heavy piton leg* or *thunder fall* attacks while in this stance.

Fortified Platform

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

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

The Awoken

Level 15 Boss Striker (6000 XP)

Large Natural Automaton • Construct (Good)

Senses: Perception +19, darkvision, blindsight 10

Languages: Common

Str: 30 (+17), **Con:** 26 (+15), **Dex:** 12 (+8)

Int: 14 (+9), **Wis:** 21 (+12), **Cha:** 19 (+11)

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

Action Points: 2

AC: 29; **Fort:** 28, **Ref:** 26, **Will:** 26; **Saving Throws:** +5

HP: 396, **Staggered:** 198

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

‡ **Slam** (standard, at-will)

Reach 2; +20 vs AC; 3d8+13 damage, and the target is pushed 3 squares or grappled.

✓ **Force Boom** (standard, at-will) • **Force**

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

* **Firebomb** (standard, refresh 5, 6) • **Fire**

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

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

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

Self-Repair (swift, at-will) • **Healing**

The Awoken heals 10 hit points.

Scan the Area (swift, at-will)

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

Force Shield (swift, at-will)

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

Unfeeling

The Awoken cannot be marked, dominated, or surprised.

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

Miscellaneous

Grynlloc Nomad

Level 2 Spoiler (125 XP)

Medium Natural Humanoid • Grynloc (Unaligned)

Senses: Perception +8, magic sight; **Skills:** Arcana +10, Perception +8

Languages: Common, Primordial

Str: 11 (+1), **Con:** 12 (+2), **Dex:** 13 (+2)

Int: 17 (+4), **Wis:** 13 (+2), **Cha:** 12 (+2)

Equipment: Staff

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

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

HP: 34, **Staggered:** 17

‡ **Bite** (standard, at-will)

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

↗ **Distraction** (swift, refresh 5, 6) • **Illusion, Psychic**

Ranged 10; +7 vs Will; The target is dazed until the end of their next turn.

* **Shape Magic** (swift, encounter) • **Zone**

Far burst 2, one zone or conjuration; If the target is a conjuration, you can move it to any unoccupied space in the burst. If the target is a zone, squares of your choice cease to be part of the zone and an equal number of squares in the burst become part of the zone.

↗ **Animate Staff** (standard, at-will) • **Weapon**

Ranged 10; +7 vs AC; 1d12+3 damage.

Magic Sight

The grynlloc has truesight 12 when it comes to seeing magical effects and magic items and those subject to magical effects or carrying magic items.

Grynllocs are seven-foot tall, lanky hairless humanoids with legs that bend backwards, like a horse's. Their long, toothy mouths make them look a little like camels. They are nomadic desert-dwellers who can literally see magic instead of light when they lower a special lid across their eyes.

Their ability to shape magic allows them to write messages invisible to the naked eye and craft beautiful raiments of pure magic that require special sight or a *detect magic* invocation to see.

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; +8 vs Will; The target is controlled until the end of its next turn.

↗ **Inspire Terror** (swift, encounter) • **Fear, Psychic**

Near burst 5, all enemies; +8 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.

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

Squish Small

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

Ogre Wretch

Level 9 Mook Wrecker (100 XP)

Large Natural Humanoid (Any)

Senses: Perception -4

Languages: Dwarvish, Giant

Str: 21 (+9), **Con:** 21 (+9), **Dex:** 11 (+4)

Int: 8 (+3), **Wis:** 14 (+6), **Cha:** 6 (+2)

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

AC: 21; **Fort:** 24, **Ref:** 19, **Will:** 19

HP: 1; a missed attack never damages a mook

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

Reach 2; +14 vs AC; 11 damage.

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

Ophidian - Semiferum Caste

Level 13 Striker (800 XP)

Medium Natural Monstrosity • Reptile (Evil)

Senses: Perception +7, darkvision

Languages: Common, Draconic

Str: 10 (+6), **Con:** 19 (+10), **Dex:** 22 (+12)

Int: 10 (+6), **Wis:** 12 (+7), **Cha:** 19 (+10)

Equipment: Spiked chain, longbow

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

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

HP: 89, **Staggered:** 44

Resist: poison 10

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

+18 vs AC; 11 poison damage.

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

Ranged 20; +18 vs AC; 11 damage.

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

+18 vs Will; dazed (save ends).

This creature appears as a somehow pathetic cross of man and snake. A vaguely humanoid torso, covered in reptilian scales, melds into an enormous serpentine tail at the waist. A gaunt humanoid face, also covered in scales, bulges in odd spots as fangs far too large for the mouth push at the thin lips from within. Sporadic tufts of hair just from the top of the head, giving the creature almost a sickly appearance.

Ophiduan - Hominis Caste

Level 13 Elite Spoiler (Leader) (1600 XP)

Medium Natural Humanoid • Reptile (Evil)

Senses: Perception +10, darkvision

Languages: Common, Draconic

Str: 13 (+7), **Con:** 19 (+10), **Dex:** 15 (+8)

Int: 22 (+12), **Wis:** 19 (+10), **Cha:** 18 (+10)

Equipment: Spiked chain, longbow

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

Action Points: 1

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

HP: 178, **Staggered:** 89

Resist: poison 10

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

+18 vs AC; 3d8+7 damage.

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

Ranged 20; +18 vs AC; 3d8+7 damage.

↗ **Ophidiophobia** (swift, refresh 5, 6) • **Fear, Psychic**

+18 vs Will; 4d10+6 psychic damage and push 4.

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

Far burst 1 within 10; +11 vs Will; 3d8+7 psychic damage and dazed (save ends).

The individual before you might pass for human, were it not for the supple scales that make up her skin. Her eyes are dark and unblinking, her features gaunt, her teeth unusually sharp. A dark shock of hair begins at a widow's peak at her forehead, and flows down her neck and back.

Ophiduan - Anguineum Caste

Level 13 Boss Spoiler (3200 XP)

Medium Natural Monstrosity • Reptile (Evil)

Senses: Perception +9, darkvision

Languages: Common, Draconic

Str: 22 (+12), **Con:** 18 (+10), **Dex:** 13 (+7)

Int: 19 (+10), **Wis:** 17 (+9), **Cha:** 19 (+10)

Equipment: Spiked chain, longbow

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

Action Points: 2

AC: 27; **Fort:** 25, **Ref:** 24, **Will:** 26; **Saving Throws:** +5

HP: 356, **Staggered:** 178

Resist: poison 10

Ophidiophobia (Psychic) aura 2: Creatures beginning their turn in the aura take 4d10+6 psychic damage and are pushed 4.

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

+18 vs AC; 3d8+7 poison damage.

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

Ranged 20; +18 vs AC; 3d8+7 damage.

↖ **Charm** (swift, encounter) • **Psychic, Charm**

+18 vs Will; dazed (save ends).

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

Far burst 1 within 10; +11 vs Will; 3d8+7 psychic damage and dazed (save ends).

↖ **Spit Poison** (reaction, refresh 5, 6) • **Poison**

When the anguineum hits with an attack: Near arc 3; +11 vs Fortitude; 3d8+7 poison damage, and the target takes persistent 5 poison damage (save ends). *Aftereffect:* The target is blinded (save ends).

This creature appears to be a great serpent with humanoid features. A serpentine torso boasts a pair of slender arms, each of which is abnormally long and possessed of two elbow joints. The torso splits into two long, writhing tails. A cobra-like hood flares open behind its head, which boasts an oversized face that — despite its scales and unhinged jaw — appears as much human as snake.

Ostovites

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 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.

Special

The mega-chariot gives no XP. The ostovite swarm must be defeated for the heroes to gain XP.

Ostovite Swarm

Level 3 Boss Spoiler (750 XP)

Large Cosmic Monstrosity • Swarm (Evil)

Senses: Perception +2

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

Int: 2 (-3), **Wis:** 12 (+2), **Cha:** 8 (+0)

Initiative: +4; **Speed:** 5

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:** Perception +9, 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 creature 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; +9 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; clumsy in air

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

HP: 33, **Staggered:** 16; see also *umbra healing*

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

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

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

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

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

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

Umbra Healing • **Healing**

At the start of its turn, the shadow bat swarm heals 5 points of damage as long as an ally is within Near 10.

Shadow Drake

Level 3 Boss Skulker (750 XP)

Large Shadow Beast (Evil)

Senses: Perception +8, darkvision; **Skills:** Arcana +7, Stealth +10

Languages: Common, Draconic

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

Int: 12 (+2), **Wis:** 15 (+3), **Cha:** 10 (+1)

Initiative: +9; **Speed:** 6, fly 8

Action Points: 2

AC: 17; **Fort:** 16, **Ref:** 16, **Will:** 12; **Saving Throws:** +5

HP: 132, **Staggered:** 66; see also *umbra burst*

Resist: cold 10, necrotic 10, **Vulnerable:** radiant 10

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

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

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

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

Umbra Rage (standard, at-will)

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

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

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

¤ **Umbra Burst** (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.

Umbral Mass

Level 4 Elite Skulker (350 XP)

Large Shadow Monstrosity (Evil)

Senses: Perception +3, darkvision; **Skills:** Stealth +10

Languages: Common, telepathy 10

Str: 17 (+5), **Con:** 16 (+5), **Dex:** 17 (+5)

Int: 13 (+3), **Wis:** 15 (+4), **Cha:** 12 (+3)

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

Action Points: 1

AC: 18; **Fort:** 17, **Ref:** 17, **Will:** 14; **Saving Throws:** +2

HP: 74, **Staggered:** 37

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

‡ **Tentacle** (standard, at-will) • **Cold, Necrotic**

Reach 3; +9 vs AC; 1d8+3 cold and necrotic damage, and the target is grappled. The umbral mass deals an automatic 1d8+3 damage at the beginning of its turn each round it maintains the grapple.

↗ **Fist of Madness** (standard, refresh 5, 6) • **Psychic**

Ranged 10; +7 vs Will; 1d8+2 psychic damage, and the target is weakened and slowed (save ends both).

↘ **Flailing Burst** (standard, encounter) • **Cold, Necrotic**

Near burst 3; +9 vs AC (enemies only); 1d8+3 cold and necrotic damage.

Opportunistic Reach

The range of the umbral mass's opportunity attacks is its reach (3).

Shadow Prince

Level 5 Elite Spoiler (400 XP)

Medium Shadow Humanoid • Human (Any)

Senses: Perception +11, darkvision; **Skills:** Arcana +9, Insight +11, Religion +9

Languages: Common

Str: 8 (+1), **Con:** 14 (+4), **Dex:** 8 (+1)

Int: 14 (+4), **Wis:** 18 (+6), **Cha:** 17 (+5)

Initiative: +1; **Speed:** 6

Action Points: 1

AC: 19; **Fort:** 17, **Ref:** 15, **Will:** 20; **Saving Throws:** +2

HP: 98, **Staggered:** 49; see also *shadow burst*

Resist: cold 5, necrotic 5, **Vulnerable:** radiant 5

Shadow Haze (Necrotic) aura 1: Enemies that end or start their turn in the aura take 5 points of necrotic damage.

↗ **Shadow Bolt** (standard, at-will) • **Cold, Necrotic**

Ranged 10; +9 vs Reflex; 2d4+4 damage, and the target takes persistent 2 cold and necrotic damage (save ends).

↗ **Flame Gout** (swift, refresh 5, 6) • **Fire**

Ranged 10; +9 vs Reflex; 1d12+4 fire damage.

↘ **Shadow Burst** (reaction, encounter) • **Necrotic, Healing**

Near burst 5; +9 vs Fortitude; 10 necrotic damage, and all undead and creatures with the shadow ancestry within the burst heal 10 hit points.

Shadow Jump (move, at-will) • **Teleportation**

Ranged 10; one ally; the target teleports 3 squares.

Greymalkin

Level 8 Elite Striker (700 XP)

Large Shadow Monstrosity (Evil)

Senses: Perception +7, darkvision, low-light vision; **Skills:** Stealth +14

Str: 15 (+6), **Con:** 17 (+7), **Dex:** 20 (+9)

Int: 5 (+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 creature appears to be some sort of predatory cat, resembling a smoke-gray leopard with an unusually bestial snout. The air around it seems to shimmer, not unlike a heat mirage, and without a sound a second identical creature appears to the left.

Shapeshifter Slime

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

Shapeshifter Slime (Human Form)

Level 6 Archer (250 XP)

Medium Cosmic Humanoid • Shapechanger (Unaligned)

Senses: Perception +6; **Skills:** Arcana +12, Bluff +9, History +12

Languages: Common, Draconic

Str: 10 (+3), **Con:** 12 (+4), **Dex:** 14 (+5)

Int: 18 (+7), **Wis:** 17 (+6), **Cha:** 12 (+4)

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

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

HP: 45, **Staggered:** 22

Vulnerable: poison 10

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

+11 vs AC; 4d4 damage.

↗ **Magic Missile** (standard, at-will) • **Force**

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

Fading (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.

Specter



Jiang-Shi by Earl Geier

Specter of Chivalry

Level 6 Blocker (250 XP)

Medium Shadow Humanoid • Undead (Unaligned)

Senses: Perception +10, darkvision

Languages: Common

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

Int: 10 (+3), **Wis:** 11 (+3), **Cha:** 14 (+5)

Initiative: +6; **Speed:** 6, fly 6 (hover), phasing

AC: 22; **Fort:** 19, **Ref:** 17, **Will:** 19

HP: 54, **Staggered:** 27

Immune: disease, poison, **Resist:** incorporeal

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

+11 vs Reflex; 2d8+4 necrotic damage, and the target is marked until the end of the specter's next turn.

Knightly Tactics

A specter has combat advantage against any target marked by any *ghostly sword* power.

Specter of Sorrow

Level 6 Spoiler (250 XP)

Medium Shadow Humanoid • Undead (Chaotic Evil)

Senses: Perception +6, darkvision

Languages: Common

Str: 6 (+1), **Con:** 12 (+4), **Dex:** 20 (+8)

Int: 11 (+3), **Wis:** 6 (+1), **Cha:** 19 (+7)

Initiative: +8; **Speed:** fly 6 (hover), phasing

AC: 20; **Fort:** 16, **Ref:** 20, **Will:** 19

HP: 54, **Staggered:** 27

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

Regretful Whispers (Psychic) aura 1: Any enemy that enters or starts its turn in the aura takes 5 psychic damage and cannot shift until the start of its next turn. If the specter of sorrow takes radiant damage, the aura is negated until the end of its next turn.

‡ **Touch of Misery** (standard, at-will) • **Psychic**

+10 vs Reflex; 1d6+5 psychic damage, and the target takes a -2 penalty to Will defense (save ends).

† **Touch of Grief** (standard, refresh 5, 6) • **Psychic**

+10 vs Reflex; 2d6+4 psychic damage, and target is weakened (save ends).

Spawn Wraith

Any humanoid killed by a specter of sorrow rises as a free-willed basic specter (use these stats, but without the *regretful whispers* power) at the start of its creator's next turn, appearing in the space where it died (or nearest unoccupied space).

Undead

Undead are those creatures that were once alive; whether what remains is the deceased's body, spirit or soul.

Smoldering Skeleton

Level 2 Archer (125 XP)

Medium Natural 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 10, necrotic 10, **Vulnerable:** radiant 10

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

+7 vs AC; 1d4+2 damage, and the target takes persistent 2 fire damage (save ends).

↗ **Blazing Orb** (standard, at-will) • **Fire**

Ranged 10; +9 vs Reflex; 1d8+3 fire damage, and the target takes persistent 2 fire damage (save ends).

Failed Sacrifice

Level 6 Wrecker (250 XP)

Medium Natural Humanoid • Undead (Chaotic Evil)

Senses: Perception +3, darkvision; **Skills:** Stealth +10

Languages: Common

Str: 20 (+8), **Con:** 17 (+6), **Dex:** 15 (+5)

Int: 8 (+2), **Wis:** 10 (+3), **Cha:** 12 (+4)

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

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

HP: 63, **Staggered:** 31

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

‡ **Claw** (standard, at-will)

+11 vs AC; 1d8+5 damage, and the target is weakened (save ends).

† **Flesh Ripper** (standard, refresh 5, 6) • **Healing**

The failed sacrifice makes two *claw* attacks against a single target. If both attacks hit, the target takes an additional 5 damage and the failed sacrifice heals 5 hit points.

Blooded Frenzy

While staggered, the failed sacrifice has a +2 power bonus to attack rolls.

Revenant Skeleton

Level 6 Elite Wrecker (500 XP)

Medium Natural Humanoid • Undead (Evil)

Senses: Perception +4, darkvision

Languages: Common

Str: 19 (+7), **Con:** 14 (+5), **Dex:** 16 (+6)

Int: 11 (+3), **Wis:** 12 (+4), **Cha:** 10 (+3)

Initiative: +5; **Speed:** 8

Action Points: 1

AC: 18; **Fort:** 20, **Ref:** 19, **Will:** 15; **Saving Throws:** +2

HP: 126, **Staggered:** 63

Resist: necrotic 15, **Vulnerable:** radiant 5

‡ **Claw** (standard, at-will) • **Necrotic**

+11 vs AC; 1d6+5 damage, and the target takes persistent 5 necrotic damage (save ends).

† **Claw Fury** (standard, at-will) • **Necrotic**

The revenant skeleton makes two *claw* attacks. If both attacks hit the same target, the target is knocked prone.

¤ **Shadowswarm** (standard, encounter) • **Zone**

The revenant skeleton vomits forth a cloud of screaming, shadowy bats, creating a zone that lasts until the end of the encounter. The cloud blocks line of sight and grants concealment to creatures within it. Any enemy within the cloud that makes a Ranged or Far attack suffers an opportunity attack: +11 vs AC; 1d10+1 damage, and the target is rattled until the end of its next turn.

Zombified Wyvern

Level 7 Wrecker (300 XP)

Large Natural Automaton • Undead (Evil)

Senses: Perception +4, darkvision

Str: 21 (+8), **Con:** 18 (+7), **Dex:** 12 (+4)

Int: 5 (+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; +10 vs AC; 1d10+5 damage, and the target is knocked prone.

† **Necrotic Sting** (standard, at-will) • **Necrotic**

Reach 2; +10 vs AC; 1d8+5 damage, and the target takes persistent 5 necrotic damage (save ends).

Greater Failed Sacrifice

Level 14 Wrecker (1000 XP)

Medium Natural Humanoid • Undead (Chaotic Evil)

Senses: Perception +9, darkvision; **Skills:** Athletics +19, Stealth +16

Languages: Common

Str: 24 (+14), **Con:** 20 (+12), **Dex:** 19 (+11)

Int: 11 (+7), **Wis:** 14 (+9), **Cha:** 15 (+9)

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

AC: 26; **Fort:** 29, **Ref:** 26, **Will:** 24

HP: 111, **Staggered:** 55

Immune: disease, poison, **Resist:** necrotic 15, **Vulnerable:** radiant 10

‡ **Claw** (standard, at-will)

+19 vs AC; 2d8+10 damage, and the target is weakened (save ends) and grappled.

† **Heart Ripper** (standard, refresh 5, 6) • **Healing**

+15 vs Fortitude (must be grappling the target); 4d8+7 damage, and the greater failed sacrifice heals 10 hit points. If this power reduces a target to 0 hit points or below, the greater failed sacrifice rips out the target's heart, killing it instantly.

Blooded Frenzy

While staggered, the greater failed sacrifice gains a +2 bonus to attack rolls and can take an additional standard action each round.

Underdeep

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**

+12 vs Will; 2d10+4 psychic damage, and the target is pushed 2.

↗ **Earthbind** (swift, refresh 5, 6) • **Psychic**

Ranged 10; +12 vs Fortitude; target is lowered safely to the ground, and cannot fly, levitate or climb (save ends).

Light Sickness

If the stygira 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; +14 vs Fortitude; 2d12+4 acid damage and target is overly-generous (save ends).

↗ **Item Toss** (reaction, at-will)

Bauble beast is handed a gift: Ranged 10; +14 vs AC; 4d8+5 damage and the gift lands in the target's space.

Bile Duct (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 enough valuable items, then it runs away.

In the World

Forge Jewelry: The bauble beast creates imitation jewelry within its digestive system. Anyone who dons the imitation jewelry is attacked:

+14 vs Will; the target learns where the fake jewelry was created and is compelled for one hour to collect their valuable belongings and bring them to that location. Removing the imitation jewelry ends the effect immediately, but the target can't take it off voluntarily.

Special

The bauble beast introduces a new condition:

Overly-generous: The creature spends up to one move action per round trying to give away an item of value. Unless a particular creature requests a gift and/or requests a particular gift, the gift is chosen randomly and the target is chosen randomly among those that can be reached with a single move.

Tunnel Brute

Level 16 Wrecker (1400 XP)

Large Natural Monstrosity (Unaligned)

Senses: Perception +8, darkvision, tremorsense 12

Str: 24 (+15), **Con:** 21 (+13), **Dex:** 21 (+13)

Int: 10 (+8), **Wis:** 11 (+8), **Cha:** 21 (+13)

Initiative: +13; **Speed:** 4, burrow 4, climb 2

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

HP: 123, **Staggered:** 69

Miasma of Despair (Fear) aura 1: While a creature is in the aura, it suffers a -2 penalty to defences, on attack rolls and on skill checks.

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

+21 vs AC; 3d10+13 poison damage.

† **All-Out Attack** (standard, encounter)

+13 vs AC; 7d6+13 damage.

This is a brutal giant with insectoid features. Although humanoid in shape, it is covered in a hard chitin. Its eyes are faceted, and its mouth boasts two pairs of mandibles, the lower larger than the upper. It hunches as it walks, its knuckles nearly dragging the floor, and a large tail with a needle-like stinger curls up above its head. A horrific, oppressive stench emanates from the creature; the air around it almost seems to simmer with the fumes.



Tunnel Brute by Beth Trott

Phrenic Scourge

Level 16 Elite Spoiler (2800 XP)

Medium Cosmic Monstrosity (Evil)

Senses: Perception +13, darkvision; **Skills:** Bluff +15, Dungeoneering +20, Insight +18

Languages: Common, Deep Speech; telepathy 20

Str: 10 (+8), **Con:** 21 (+13), **Dex:** 16 (+11)

Int: 24 (+15), **Wis:** 21 (+13), **Cha:** 15 (+10)

Initiative: +11; **Speed:** 6 (compress), burrow 3, climb 6

Action Points: 1

AC: 30; **Fort:** 28, **Ref:** 27, **Will:** 29; **Saving Throws:** +2

HP: 208, **Staggered:** 76

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

‡ **Tendril Cluster** (standard, at-will)

+21 vs AC; 3d10+7 psychic damage, and the target is grappled.

† **Implant Larva** (swift, refresh 5, 6) • **Psychic, Disease**

+13 vs Will (must be grappling the target); grapple ends; 3d10+7 psychic damage, and the target is dominated (save ends).

* **Sap Will** (standard, encounter) • **Psychic**

Far burst 1 within 6; +13 vs Will; the target is stunned (save ends).

↗ **Suggestion** (swift, encounter) • **Psychic, Charm**

Ranged 10; +13 vs Will; 2d10+7 psychic damage and shunt target 5.

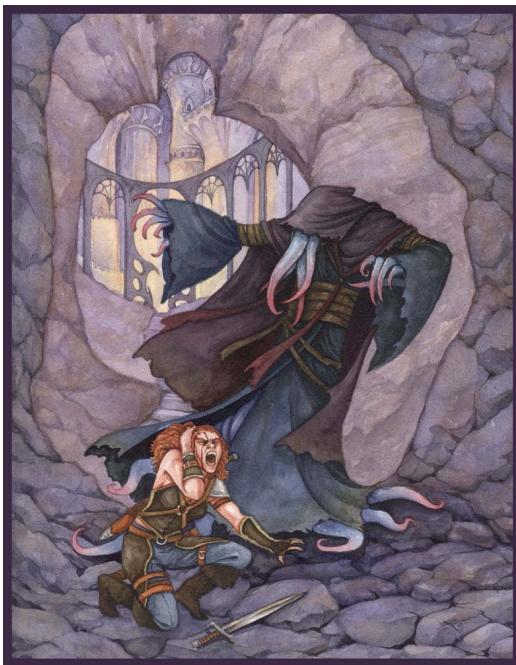
* **Mandatory Slumber** (standard, at-will) • **Psychic**

Far burst 1 within 6; +13 vs Will; 2d10+7 psychic damage, and the target is knocked prone.

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

Teleport up to 6.

This horrific being stands as a human, but is clearly nothing of the sort. A dark and tattered robe only partly covers a body that appears to be formed entirely of squirming, writhing tendrils in hues of off-white, corpse-gray, and sickly purples and blues. Lengths of these tendrils hang from its sleeves as hands, while others make up a visage that cannot, in any sense of the word, be called a face. It steps forward with a shambling, yet somehow graceful, gait.



Phrenic Scourge by Beth Trott

Evil Eye

Level 16 Boss Wrecker (5600 XP)

Large Cosmic Monstrosity (Evil)

Senses: Perception +13, all-around vision, darkvision, truesight

Str: 8 (+7), **Con:** 21 (+13), **Dex:** 14 (+10)

Int: 24 (+15), **Wis:** 21 (+13), **Cha:** 16 (+11)

Initiative: +10; **Speed:** fly 6 (hover)

Action Points: 2

AC: 28; **Fort:** 28, **Ref:** 27, **Will:** 29; **Saving Throws:** +5

HP: 492, **Staggered:** 208

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

‡ **Lash** (standard, at-will)

+21 vs AC; 4d10+8 damage.

¤ **Gaze Attack** (standard, at-will) • **Psychic, Fire**

Near arc 6; +13 vs Will; the evil eye chooses one effect. It cannot choose one that it has used since the beginning of its last turn.

1. *Charm*: +13 vs Will; the target is dominated (save ends).

2. *Confuse*: +13 vs Will; 2d10+7 psychic damage, and the target cannot use encounter or daily powers (save ends).

3. *Death*: +13 vs Fortitude; 3d10+7 damage.

4. *Enervate*: +13 vs Fortitude; 2d10+7 psychic damage, and the target is weakened (save ends).

5. *Immolate*: +13 vs Reflex; 2d10+7 fire damage.

6. *Paralyze*: +13 vs Will; 2d10+7 psychic damage, and the target is immobile (save ends).

7. *Petrify*: +13 vs Fortitude; the target is petrified (save ends).

8. *Sleep*: +13 vs Will; 2d10+7 psychic damage, and the target is knocked prone (save ends).

All-Out (standard, encounter)

Use *gaze attack* twice (evil eye chooses the effect each time). This power refreshes when the evil eye is first staggered.

Lash Out (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.

Worm

Burrower Worm

Level 10 Elite Striker (1000 XP)

Huge Cosmic Monstrosity (Evil)

Senses: Perception +13; **Skills:** Stealth +15

Str: 21 (+10), **Con:** 17 (+8), **Dex:** 20 (+10)

Int: 4 (+2), **Wis:** 17 (+8), **Cha:** 12 (+6)

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

Action Points: 1

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

HP: 148, **Staggered:** 74

‡ **Bite** (standard, at-will)

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

† **Death from Below** (standard, at-will)

The worm moves below the surface up to its burrow speed, avoiding opportunity attacks, and then bursts up from the ground and makes a secondary attack with combat advantage.

Secondary Attack: +17 vs AC; 2d8+6 damage, and the target is grappled.

¤ **Acidic Spew** (swift, refresh 4, 5, 6) • **Acid**

Far burst 1 within 10; +15 vs AC; 1d8+5 damage.

Scavenger Worm

Level 16 Mook Blocker (350 XP)

Large Cosmic Monstrosity (Unaligned)

Senses: Perception +13, blindsight 12

Str: 14 (+10), **Con:** 24 (+15), **Dex:** 21 (+13)

Int: 1 (+3), **Wis:** 21 (+13), **Cha:** 6 (+6)

Initiative: +13; **Speed:** 6, climb 4

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

HP: 1

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

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

+21 vs AC; 12 acid damage.

¤ **Tranquilizing Spray** (standard, encounter) • **Acid, Psychic**

Near arc 2; +21 vs Fortitude; 12 acid damage and the target falls prone.

This insectoid creature might be mistaken for a simple giant centipede, were it not for the circular, moray-like maw, the hard reflective chitin that clicks as it moves, and its complete lack of eyes. Something green and foul-smelling trickles from its mouth.

Appendix: Monsters by Level

Name	Level	Role
Ill-Equipped Combatant	1	Mook Striker
Apefolk Legionnaire	1	Blocker
Bodyguard	1	Blocker
Chain Brawler	1	Striker
Demon Toad	1	Wrecker
Eagle	1	Striker
Hopping Imp	1	Wrecker
Raven of Doom	1	Skulker
Squirming Mound	1	Striker
Warden	1	Striker
Wicker Golem	1	Striker
Apefolk Infantry	2	Mook
Clubman	2	Mook Striker
Apefolk Signifier	2	Spoiler (Leader)
Bone Chariot	2	Blocker
Giant Tarantula	2	Wrecker
Grenadier	2	Archer
Ostovite	2	Skulker
Rattlesnake Swarm	2	Striker
Siege Engineer	2	Archer
Smoldering Skeleton	2	Archer
Sticky-Tongue Toad	2	Wrecker
Knifer	3	Mook Striker
Apefolk Centurion	3	Blocker (Leader)
Daggermaster	3	Blocker
Great Ape	3	Wrecker
Infected Drone	3	Wrecker
Scurvy Pirate	3	Blocker
Shadow Bat Swarm	3	Skulker
Shadowblast Warlock	3	Skulker
Infected Animal	3	Wrecker

Name	Level	Role
Desiccated Husk	3	Wrecker
Mega-Chariot	3	Blocker
Bloody Bones	3	Elite Wrecker
Blood-Drinker Hag	3	Boss Spoiler
Ostovite Swarm	3	Boss Spoiler
Shadow Drake	3	Boss Skulker
Young Couatl	3	Boss Striker
Gang Member	4	Mook Striker
Snake Bearer	4	Mook
Infected Guard	4	Wrecker
Phantom Cat	4	Striker
Poison-Tongue Toad	4	Archer
Ragged Tooth Shark	4	Striker
Wisent Bison	4	Wrecker
Gang Leader	4	Elite Spoiler (Leader)
Umbral Mass	4	Elite Skulker
Infected Grub	5	Striker Mook
Repeater Crossbowman	5	Mook Archer
Apefolk Infiltrator	5	Skulker
Burner Demon	5	Wrecker
Cowled Assassin	5	Skulker
Flying Head	5	Striker
Hellhound	5	Wrecker
Repeater Crossbow Master	5	Archer
Witchcrawler	5	Spoiler
Dog-faced Baboon	5	Elite Wrecker
Scintillating Boa	5	Elite Blocker
Shadow Prince	5	Elite Spoiler
The Minotaur	5	Elite Wrecker
Ancient Hermit Crab	5	Boss Blocker
Wolfshead Bandit	6	Mook Archer

Name	Level	Role
Deepfolk	6	Wrecker
Enthralled Servant	6	Blocker
Failed Sacrifice	6	Wrecker
Hulk	6	Wrecker
Quipper Swarm	6	Striker
Sand Sentry	6	Skulker
Shapeshifter Slime - Human Form	6	Archer
Shapeshifter Slime - Slime Form	6	Skulker
Specter of Chivalry	6	Blocker
Specter of Sorrow	6	Spoiler
Slaugh (Skeletal Revenant)	6	Elite Wrecker
Wolf-Goblin	6	Elite Striker
Half-Aboleth	6	Boss Wrecker
Vigilant Statue	6	Boss Blocker
Sniper Bandit	7	Mook Striker
Zombified Wyvern	7	Wrecker
King of Thieves	7	Elite Blocker (Leader)
Stygira	7	Elite Spoiler
Longbowman	8	Mook Archer
Aquatic Gargoyle	8	Skulker
Fire Magician	8	Archer
Infected Behemoth	8	Wrecker
Transformed Servant	8	Blocker
Greymalkin	8	Elite Striker
Adult Couatl	8	Boss Striker
Jiang-Shi Scholar	8	Boss Striker
Hezrou	9	Wrecker
Hungry Maw	9	Wrecker
Vulture Demon	9	Wrecker
Ogre Wretch	9	Mook
Insidious Assassin	9	Skulker

Name	Level	Role
Bauble Beast	9	Elite Blocker
The Emperor	9	Elite Archer
Martial Artist	10	Mook Striker
Pleisiosaur	10	Wrecker
Burrower Wurm	10	Elite Striker
Mercenary Lord	10	Elite Spoiler (Leader)
Tyrannosaur	10	Elite Striker
Greater Wolf-Goblin	11	Elite Striker
Dark Knight	11	Boss Wrecker
Jiang-Shi Magistrate	11	Boss Striker
Armored Warmage	12	Wrecker
Ice Hag	12	Elite Striker
Master Assassin	12	Elite Skulker
Skinner	13	Archer Mook
Punk	13	Elite Wrecker
Martial Arts Master	13	Boss Blocker
Ophiduan - Hominis Caste	13	Elite Spoiler (Leader)
Ophiduan - Semiferum Caste	13	Striker
Ophiduan - Anguineum Caste	13	Boss Spoiler
Blademaster	14	Mook Striker
Chank	14	Archer
Greater Failed Sacrifice	14	Wrecker
Mother Screamer	14	Skulker (Leader)
Berserker	14	Elite Striker
Beast	14	Boss Striker
Big Burner	15	Wrecker
Formidable Archer	15	Archer
Widow	15	Spoiler (Leader)
The Scorpion	15	Elite Archer
Elder Couatl	15	Boss Striker
The Awoken	15	Boss Striker

Name	Level	Role
The Tri-Pod	15	Boss Striker
Scavenger Worm	16	Mook Blocker
Baby Screamer	16	Mook Archer
Veteran Crossbowman	16	Mook Archer
Tunnel Brute	16	Wrecker
Archvillain	16	Elite Wrecker (Leader)
Phrenic Scourge	16	Elite Spoiler
Evil Eye	16	Boss Wrecker
Boar Demon	19	Wrecker
Frenzy Demon	19	Wrecker
Pincer Demon	19	Wrecker
Longshot Berserker	19	Mook Striker
Ancient Couatl	22	Boss Striker
Laughing Demon	25	Wrecker
Balor	29	Wrecker
Marilith	29	Wrecker
Flying Head Swarm	29	Elite Striker

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 trap 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 trap of their level.
- **Recurring:** These traps activate or at least can be activated once per round, once they are triggered.

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

A character adjacent to the trigger 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

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.

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. A chest or other object can be smeared with contact poison as part of a trap.

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.

Terrain

Pools of Chaos

Level 3

Pools of chaos are composed of raw, seething primal chaos. Proximity to a pool of chaos may bring about strange changes over time, while direct contact with the raw chaos is even quicker.

Changes to inanimate matter: While immediate contact with a pit of chaos is instantly transformative, even near proximity to a pit will slowly transform objects and creatures. Objects (or portions of objects) within 20 squares of a pit of chaos have a chance of alteration as follows:

- 50 percent chance on contact, and each round after
- 10 percent chance after the first hour
- 5 percent chance after the first 24 hours
- 5 percent chance after the first month
- 5 percent chance after the first year
- 5 percent chance each year thereafter

These percentage chances are not cumulative.

When something is changed, half the time its material changes and the other half of the time its shape or texture changes. Use the Material Changes and Shape/Texture Changes tables to determine the specific type of change.

Generally these alterations cannot be reversed or repaired except through the use of an art.

Table – Material Changes

d%	Material
01-05	Wood
06-10	Iron
11-13	Gold
14-16	Silver
17-19	Brass
20-22	Copper
23-25	Lead
26-30	Leather
31-35	Cloth
36-40	Paper
41-50	Hard stone
51-55	Brittle stone
56-60	Glass
61-62	Ice (10% chance of being unmelting)
63-64	Ooze/paste
65	Wax
66-70	Water
71-73	Oil
74	Blood
75	Bone
76-78	Acid
79	Poisonous liquid
80-86	Inert vapor
87-90	Poisonous vapor
91	Lava
92-93	Food (bread, meat, soup, etc.)
94-00	Roll again twice

Table – Shape/Texture Changes

d%	Shape/Texture
01-15	Surface becomes smooth as glass
16-30	Surface becomes rough and jagged
31-35	Surface becomes spiky
36-45	Enlarges (x2d10 in size)
46-55	Shrinks (d% of original)
56-70	Warp
71-80	Grows appendage/extension/addition (d% of original size)
81-85	Liquifies
86-89	Shape changes entirely
90-00	Roll again twice

Changes to creatures: Living creatures suffer a +7 attack vs Fortitude each time the following occurs:

Contact:

- On contact, and each round after

After spending time within 20 squares of a pit of chaos:

- After the first hour
- After the first 24 hours
- After the first month
- After the first year
- After each year thereafter

On a hit, use the *Physical Changes* table to determine the specific type of change.

Generally these alterations cannot be reversed or repaired except through the use of an incantation.

Table – Physical Changes

d%	Physical Change
01-15	Skin changes color
16-25	Hair changes color
26-30	Skin changes texture
31-35	One or two limbs are twisted and useless
36-40	One or two limbs are enlarged
41-50	Enlarges (increase one size)
51-60	Shrinks (decrease one size)
61-65	Grows one or two additional, useless limbs
66-70	Grows one or two additional, usable limbs
71-73	Loses one or more eyes
74-76	Gains one or more eyes
77-80	Portion of creature turns to inanimate matter (roll for material; suffers 1d12+3 points of damage)
81-85	Portion of creature liquifies, vaporizes, or alters into untenable shape (suffers 1d12+3 points of damage)
85-90	Creature polymorphs into an entirely different, random, creature
91-00	Roll again twice

Spellcasting near a pool of chaos: Using incantations or arcane powers within 20 squares of a pit of chaos is a risky proposition. To successfully cast the spell the caster must attempt an Arcana check (DC 10 plus half the level of the power or incantation). If this check fails, roll on the Spellcasting Changes table to determine how the spell's effect is changed. Some results have multiple entries – choose the first one which applies.

Table – Spellcasting Changes

d%	Change to the Spell Effect
01-20	Spell target(s) or those within the area of effect are affected as if they made contact with a pool of chaos.
21-50	Near and Far spells have a random area within range (and random targets within that area where relevant). Melee and ranged spells choose targets randomly from those within range. Spells with a range of self instead target a random creature within 6 squares.
51-70	Damage-inflicting spells heal instead of harm. Penalties become bonuses and vice versa. Effects become their opposites, if applicable.
71-85	Spell energy goes wild, becoming a random spell of the same level, keeping target the same if possible.
86-00	Spell energy surges uncontrollably, exploding in a Near burst 10. +7 attack vs Reflex; on a hit, 1d12+3 force damage.

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