# MONSTERS A TO Z

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## RACIAL TRAITS

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- Otyugh
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- Owlbear
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- Panther
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- Purple Worm
- Human
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- Human
- Zombie

## MONSTERS BY LEVEL

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- 2nd Level
- 3rd Level
- 4th Level
- 5th Level
- 6th Level
- 7th Level
- 8th Level
- 9th Level
- 10th Level
- 11th Level
- 12th Level
- 13th Level
- 14th Level
- 15th Level
- 16th Level
- 17th Level
- 18th Level
- 19th Level
- 20th Level

The Monster Manual offers a rich collection of monsters designed to challenge player characters (PCs) of every level. This introduction explains how to read each monster's statistics. Refer to the glossary on pages 280–283 for definitions of common terms that are not spelled out in a monster's statistics block.

Lists of monsters by level and role appear on pages 284–287 to assist you in tailoring encounters to the level and abilities of the player characters.

A monster's statistics are presented in a format that makes them easy to use right off the page. Each statistics block is divided into sections, as shown in the example below.

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<tr>
<th>Monster Name</th>
<th>Level # Role</th>
<th>XP #</th>
</tr>
</thead>
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<tr>
<td>Size origin type (keyword)</td>
<td>Initiative +##</td>
<td>Senses Perception +##; special senses</td>
</tr>
<tr>
<td>Aura Name (Keyword) aura +##; effect.</td>
<td>HP +##; Bloodied +##</td>
<td>AC +##; Fortitude +#, Reflex +#, Will +#</td>
</tr>
<tr>
<td>Saving Throws +##</td>
<td>Speed +##</td>
<td>Action Points +##</td>
</tr>
<tr>
<td>[Type] Power Name (action; recharge) + Keyword(s)</td>
<td>Reach; range, area, or targets; attack bonus vs. target defense; effect. Miss: effect (if any). Secondary attack or effect.</td>
<td></td>
</tr>
<tr>
<td>[Type] Power Name (action; recharge) + Keyword(s)</td>
<td>Reach; range, area, or targets; attack bonus vs. target defense; effect. Miss: effect (if any). Secondary attack or effect.</td>
<td></td>
</tr>
<tr>
<td>Alignment Languages</td>
<td>Skills skill name +##, skill name +##</td>
<td></td>
</tr>
<tr>
<td>Str score (+##)</td>
<td>Dex score (+##)</td>
<td>Wis score (+##)</td>
</tr>
<tr>
<td>Con score (+##)</td>
<td>Int score (+##)</td>
<td>Cha score (+##)</td>
</tr>
<tr>
<td>Equipment armor, shield, weapons, other gear</td>
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</table>

**Monster Name**

Every monster has a unique name. Related monsters can have similar names, such as the hobgoblin soldier and the hobgoblin archer.

**Level and Role**

The level of the monster and the role it fills are given in the top right-hand corner of the statistics block. The Dungeon Master's Guide explains more about monster level and role and how to build encounters using them.

**Level**

A monster's level summarizes how tough it is in an encounter. It determines most of the monster's numerical statistics as well as the experience point (XP) award the PCs earn for defeating the monster.
Role
A monster’s role describes its preferred combat tactics, much as a character class’s role suggests tactics for PCs. Monster roles are: artillery, brute, controller, lurker, skirmisher, and soldier. These roles are discussed in the Dungeon Master’s Guide.

A monster might have the leader keyword in parentheses, indicating that it grants some sort of boon to its allies in combat, such as a beneficial aura.

Size, Origin, and Type
Each monster has a size, origin, and type, listed in that order. Some monsters also have one or more keywords in parentheses.

Size
A monster’s size determines the space it occupies, as well as its reach.

<table>
<thead>
<tr>
<th>Monster Size</th>
<th>Space</th>
<th>Reach</th>
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<tr>
<td>Tiny</td>
<td>–</td>
<td>0</td>
</tr>
<tr>
<td>Small</td>
<td>1 x 1</td>
<td>1</td>
</tr>
<tr>
<td>Medium</td>
<td>1 x 1</td>
<td>1</td>
</tr>
<tr>
<td>Large</td>
<td>2 x 2</td>
<td>1 (long) or 2 (tall)</td>
</tr>
<tr>
<td>Huge</td>
<td>3 x 3</td>
<td>2 (long) or 3 (tall)</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>4 x 4 or larger</td>
<td>3 (long) or 4 (tall)</td>
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Space: This is the number of squares the creature occupies on the battle grid. Tiny creatures have no Space entry because they work a little differently: Four Tiny creatures can fit in a single square.

Reach: Large, Huge, and Gargantuan creatures often have exceptional reach and can attack enemies that are not adjacent to them. A creature’s reach depends in part on whether it has a “tall” form, standing upright, or a “long” form that is oriented lengthwise. Tall creatures often reach farther than long ones. A creature’s reach is built into its melee powers.

A Tiny creature has 0 reach—it cannot attack outside its own space.

A creature with reach greater than 1 still can’t make opportunity attacks against nonadjacent creatures unless it has threatening reach (see page 283).

Origin
A monster’s origin summarizes its place in the D&D cosmology. Origins are: aberrant, elemental, fey, immortal, natural, and shadow. These terms are defined in the glossary.

Type
A creature’s type summarizes some basic things about its appearance and behavior. Types are: animate, beast, humanoid, and magical beast. These terms are defined in the glossary.

Keywords
Some monsters have keywords that further define them. These keywords represent groups of monsters, such as angel, demon, devil, dragon, and undead. Others indicate that a creature is made up of or strongly linked to a certain type of elemental force: air, cold, earth, fire, or water. Monsters can have more than one keyword.

If the monster’s name doesn’t include its race, the race is added after the monster’s type and keywords. For example, the snaketongue assassin is categorized as “Medium natural humanoid (shapechanger), human.”

Experience Points (xp)
This entry gives the experience point award for defeating the monster.

Senses
Every monster has a Perception check modifier. Some monsters also have special senses that allow them to detect enemies in unusual situations, such as darkvision or tremorsense; these are defined in the glossary.

Initiative
The monster’s initiative modifier appears here.

Aura
An aura is a passive ability that takes effect when another creature comes within a certain distance of the monster. Not all monsters have auras. For more information on auras, see the glossary.

Hit Points (hp)
Damage a monster takes is subtracted from its hit points.

HP: The monster’s total hit points.

Bloodied: Half the monster’s total hit points. If the monster’s current hit points are equal to or less than this value, the monster is considered “bloodied.”

Defenses
This line of the monster’s statistics block lists the monster’s Armor Class (AC) and its Fortitude, Reflex, and Will defenses.

Immune/Resist/Vulnerable
This line appears if certain attacks have reduced or increased effects against the monster.

Saving Throws
If the monster has a bonus to saving throws, that entry appears above its speed entry.

Speed
This is the number of squares the monster can move with a single move action. Alternative movement modes, such as fly, climb, or swim, are listed as well.

Action Points
Elite and solo monsters have action points they can use to take extra actions, just as PCs do. If a monster has action points, it is noted here. Unlike PCs, a monster can spend more than one action point in a single encounter, but like PCs, they can’t spend one in a surprise round.
**Attack Powers**

Attack powers are presented so that basic attacks appear first, followed by the monster’s other powers.

**Type**

Each power has an icon that indicates what type of attack it is: *melee (†)*, *ranged (‡)*, *close (§)*, or *area (§*)

*Basic Attack:* The first attack presented is always the monster’s *basic attack* (usually a melee attack). Some monsters have several basic attacks. A basic attack has a circle around its icon: *melee basic attack (†)* or *ranged basic attack (‡)*.

Monsters use their basic attacks when making opportunity attacks or when using powers that allow a basic attack.

**Action**

This states the kind of action required to use the power: *standard*, *move*, *minor*, *immediate interrupt*, *immediate reaction*, or *free*. Most immediate actions trigger on a specific event, which is described following the action type.

Some powers, especially secondary effects that trigger when the main power hits, do not have an action type. They take place as part of the action required for the main attack, or they simply occur in response to a trigger.

*Sustain:* The monster can sustain the power’s effect until the start of its next turn, usually as a standard or minor action. If the power requires an attack roll, the attack must succeed before the monster can sustain the power.

**Recharge**

Some powers can only be used once in a given encounter. Others recharge during the encounter, allowing the monster to use them again.

*At-will:* The monster can use an at-will power as often as it wants.

*Encounter:* The power can be used once per encounter and recharges after a short rest.

*Daily:* The power can be used only once per day and recharges after an extended rest.

*Recharge † ‡ § ⌂ ⌃ ⌄ ⌅:* The power has a random chance of recharging during each round of combat. At the start of the monster’s turn, roll 1d6. If the roll is one of the die results shown, the power is recharged and the monster can use it again that turn. The power also recharges after a short rest.

*Recharges when . . .:* The power recharges under a specific circumstance, such as when the monster is first bloodied, when it bloodies a foe, and so forth. The power also recharges after a short rest.

**Keyword(s)**

Certain powers have one or more keywords. Monsters and characters might have a special immunity, resistance, or vulnerability to attacks with a particular keyword, such as fire or poison. Attack power keywords are described in the glossary.

**Reach**

If the monster has an unusual reach, its melee attack entries include a reach number.

**Range, Area, or Targets**

Ranged, close, and area attacks specify a range and area of effect in squares. Any kind of attack power might specify targets.

**Attack Bonus**

This is the modifier to the d20 die roll when the monster attacks. Some powers are automatic hits.

**Target Defense**

An attack targets AC, Fortitude, Reflex, or Will. Powers that grant a benefit to allies do not attack a defense.

**Effect**

This section describes what happens if the attack hits.

The most common result of a hit is damage, which occurs instantaneously. Many powers also produce conditions or ongoing damage. These effects might end when the affected creature makes a successful saving throw (“save ends”) or have a stated duration. Typical durations are until the end of the attacking creature’s next turn or until the end of the encounter.

Some powers deal damage that combine two or more damage types. The target must have resistance or immunity to all of the specified damage types to reduce or ignore the damage.

**Miss**

Sometimes a power has a reduced effect on a miss; this is stated after the main effect.

**Secondary Attack/Aftereffect**

Sometimes when a power hits, it triggers a secondary attack. A few powers have effects that grow worse each time a saving throw is failed, or that have lingering *aftereffects* even after a successful saving throw. Such effects work the same way as those produced by PCs’ powers; see the Combat chapter of the *Player’s Handbook* for more information.

**Alignment**

A monster’s alignment is not rigid, and exceptions can exist to the general rule.

*Any:* The monster can be of any alignment.

*Unaligned:* The monster has no alignment.

**Skills**

This line shows only trained skills or skills in which the monster has a racial bonus. A monster’s Perception score appears elsewhere in its statistics and isn’t repeated here.

**Ability Scores**

This section shows the monster’s six ability scores, presented so that each vertical pair contributes to one of the three defenses (Fortitude, Reflex, and Will). Following each score in parentheses is the adjusted ability score modifier including one-half the monster’s level, which is useful whenever the monster needs to make an untrained skill check or an ability check.

**Healing Surges**

Monsters, like PCs, have healing surges. However, few monsters have a power that lets them spend a healing surge. The number of healing surges a monster has is based on its level: 1-10, 1 healing surge; 11-20, 2 healing surges; 21 or higher, 3 healing surges.

Because they rarely come into play, healing surges are not included in a monster’s stat block.
ABOLETH

ABOLETHS ARE HULKING AMPHIBIOUS CREATURES that hail from the Far Realm, a distant and unfathomable plane. They live in the Underdark, swimming through drowned caverns or creeping through lightless tunnels and leaving trails of slimy mucus in their wake. Malevolent and vile, aboleths bend humanoid creatures to their will, and more powerful aboleths can transform their minions into slimy horrors.

**Aboleth Lasher**

Initiative: +11 Senses: Perception +14; darkvision

Mucus Haze aura 5; enemies treat the area within the aura as difficult terrain.

HP: 200; Bloodied 100

AC 29; Fortitude 27, Reflex 25, Will 25

Speed: 5, swim 10

**Tentacle** (standard; at-will)

Reach 2; +20 vs. AC; 2d8 + 8 damage (4d8 + 8 damage against a dazed target), and the target is dazed (save ends).

**Combat Advantage**

An aboleth lasher makes an extra tentacle attack against any enemy it has combat advantage against.

**Alignment**: Evil, **Skills**: Arcana +19, Dungeoneering +19, Insight +19

Str 26 (+16) Dex 16 (+11) Wis 22 (+14)

Con 20 (+13) Int 23 (+14) Cha 17 (+11)

**Aboleth Lasher Tactics**

The aboleth lasher relies on its mucus haze to hinder its opponents’ movement while simultaneously using it to gain combat advantage with its allies. Once it covers an enemy with slime, it uses its tentacles to flay the hapless creature to death.

**Aboleth Slime Mage**

Initiative: +11 Senses: Perception +15; darkvision

Mucus Haze aura 5; enemies treat the area within the aura as difficult terrain.

HP: 128; Bloodied 64

AC 31; Fortitude 28, Reflex 28, Will 29

Speed: 5, swim 10

**Tentacle** (standard; at-will)

Reach 2; +19 vs. AC; 1d8 + 6 damage (3d8 + 6 damage against a dazed target), and the target is dazed (save ends).

**Slime Orb** (standard; at-will) + Psychic

Ranged 10; +22 vs. Reflex; 2d8 + 7 psychic damage, and the target is slowed (save ends).

**Dominate** (standard; at-will) + Charm

Ranged 10; targets a dazed humanoid; +20 vs. Will; the target is dominated (save ends).

An aboleth slime mage can dominate only one creature at a time.

**Slime Burst** (standard; encounter) + Psychic

Area burst 4 within 10; targets enemies; +17 vs. Reflex; 2d8 + 7 psychic damage, and the target is immobilized (save ends).

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

**Aboleth Slime Mage Tactics**

An aboleth slime mage prefers to have its underlings fight for it. When pressed into combat, it relies on its mucus haze to keep opponents away while it blasts them with ranged attacks. It uses slime orb and slime burst to slow its enemies’ approach and tries to dominate one of them as soon as possible.

**Aboleth Overseer**

Initiative: +12 Senses: Perception +16; darkvision

Mucus Haze aura 5; enemies treat the area within the aura as difficult terrain.

HP: 348; Bloodied 174

AC 35; Fortitude 33, Reflex 31, Will 33

**Saving Throws**: +2

Speed: 5, swim 10

**Action Points**: 1

**Tentacle** (standard; at-will)

Reach 2; +22 vs. AC; 1d8 + 8 damage (3d8 + 8 damage against a dazed target), and the target is dazed (save ends).

**Psychic Slime** (standard; encounter; recharges when first bloodied) + Psychic

Close burst 10; targets enemies; +20 vs. Will; 2d8 + 8 psychic damage, and the target is dazed (save ends).

**Dominate** (standard; at-will) + Charm

Ranged 10; targets a dazed humanoid; +20 vs. Will; the target is dominated (save ends).

An aboleth overseer can dominate only one creature at a time.

**Enslave** (standard; at-will) + Charm, Psychic

Ranged 5; targets a dominated creature; +20 vs. Will; 6d8 + 8 psychic damage. A target reduced to 0 hit points or fewer by this attack doesn’t die but becomes enslaved in preparation for the Aboleth Servitor ritual. Enslaved targets are dominated, and only the death of the overseer can end this domination. Once a creature is enslaved, an aboleth overseer is free to dominate other creatures.

**Invisibility** (minor; encounter) + Illusion

The aboleth overseer and one ally within 10 squares of it turn invisible until the end of the aboleth overseer’s next turn.

**Aboleth Overseer Tactics**

An aboleth overseer uses psychic slime to hinder its enemies and then selects a target to dominate, preferably one that is greatly injured so that it can use its enslave ability on the creature. The overseer then forces the enslaved creature to fight its former allies while it attempts to dominate others.

**Aboleth Lore**

A character knows the following information with a successful Dungeoneering check.

**DC 20**: Aboleths lair in the deepest reaches of the Underdark, having slipped into the world from the Far Realm. However, lone aboleths can be found closer to the world’s surface, haunting ruins, deep lakes, and old temples without hope or want of companionship. In many of these places, kuo-toas serve them.

**DC 25**: Aboleths communicate via telepathy. They can speak and understand Deep Speech.
Sometimes aboleths live together as a brood or even in a collection of broods. Aboleth overseers also populate their lairs with humanoids that they’ve enslaved and transformed into slimy minions.

**Aboleth Servitor**

A humanoid is transformed into an aboleth servitor by way of a ritual. When a creature transforms into an aboleth servitor, its skin becomes a clear, slimy membrane that allows it to swim and breathe in water.

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<table>
<thead>
<tr>
<th>Aboleth Servitor</th>
<th>Level 16 Minion</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Medium aberrant humanoid (aquatic)</strong></td>
<td><strong>XP 350</strong></td>
</tr>
</tbody>
</table>

- **Initiative**: +10
- **Senses**: Perception +8; darkvision
- **HP**: 1; a missed attack never damages a minion.
- **AC**: 30; Fortitude 28, Reflex 23, Will 21
- **Speed**: 6, swim 6
- **Slam (standard; at-will)**
  - +19 vs. AC; 7 damage.

**Aboleth Devotion**

An aboleth servitor gains a +2 bonus to attack rolls against enemies in an aboleth’s mucus haze aura. If an aboleth servitor is ever more than 10 squares from its aboleth master, the servitor becomes dazed, weakened, and immobilized until its master moves within 10 squares of it.

**Alignment**: Unaligned

<table>
<thead>
<tr>
<th>Languages</th>
<th>Common</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 24 (+15)</td>
<td>Dex 15 (+10)</td>
</tr>
<tr>
<td>Con 20 (+13)</td>
<td>Int 10 (+8)</td>
</tr>
<tr>
<td></td>
<td>Wis 10 (+8)</td>
</tr>
<tr>
<td></td>
<td>Cha 10 (+8)</td>
</tr>
</tbody>
</table>

**Aboleth Servitor Tactics**

The servitor remains within 10 squares of its aboleth master and exists only to protect its master from harm.

**Encounter Groups**

Kuo-toas serve aboleths willingly, but powerful aboleths also fashion servitors from dominated and defeated foes.

**Level 17 Encounter (XP 7,950)**
- 1 aboleth slime mage (level 17 artillery)
- 2 aboleth lashers (level 17 brute)
- 9 kuo-toa guards (level 16 minion)

**Level 18 Encounter (XP 10,200)**
- 1 aboleth overseer (level 18 controller)
- 1 nabassu gargoyle (level 18 lurker)
- 1 savage minotaur (level 16 brute)
- 8 aboleth servitors (level 16 minion)
Abominations are living weapons that were created during the ancient cosmic war between the gods and the primordials. Some of these creations were enormous, others small. Some were singular beings of terrific power, while others were legion. A few abominations stand apart as failed or incomplete divine experiments that have either been locked away or forgotten.

**Astral Stalker**
Devious and battle-hungry hunters, astral stalkers savor challenge and renown. Many of them serve as assassins and bounty hunters, and an astral stalker might pursue its quarry simply to test its mettle against a worthy foe.

<table>
<thead>
<tr>
<th>Astral Stalker</th>
<th>Level 22 Elite Lurker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium immortal humanoid</td>
<td>XP 8,300</td>
</tr>
<tr>
<td>Initiative +23</td>
<td>Senses Perception +18; blindsight 10</td>
</tr>
<tr>
<td>HP 314; Bloodied 157</td>
<td></td>
</tr>
<tr>
<td>AC 38; Fortitude 32, Reflex 38, Will 32</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Speed 10, climb 6</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
<tr>
<td>🌟 Claw (standard; at-will)</td>
<td>+27 vs. AC; 2d6 + 8 damage, and the astral stalker can choose to designate the target as its quarry (see stalker’s quarry).</td>
</tr>
<tr>
<td>✦ Throat Dart (standard; at-will) ✦ Poison</td>
<td>Ranged 5/10; +29 vs. AC; 1d10 + 8 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). First Failed Save: The target is immobilized instead of slowed (save ends). Second Failed Save: The target is stunned instead of immobilized (save ends).</td>
</tr>
<tr>
<td>✦ Quick Claws (standard; at-will)</td>
<td>Against a slowed or an immobilized target, the astral stalker makes two claw attacks.</td>
</tr>
<tr>
<td>Combat Advantage</td>
<td>The astral stalker’s melee attacks deal an extra 2d6 damage against any target it has combat advantage against.</td>
</tr>
<tr>
<td>Invisibility (standard; at-will) ✦ Illusion</td>
<td>The astral stalker turns invisible until it attacks.</td>
</tr>
<tr>
<td>Stalker’s Quarry (minor; at-will)</td>
<td>The astral stalker knows the exact location of a creature it has designated as its quarry. The astral stalker can have only one quarry at a time, but the power works across any distance and even crosses planar boundaries.</td>
</tr>
<tr>
<td>Alignment Evil Languages Supernatural</td>
<td></td>
</tr>
<tr>
<td>Skills Stealth +24</td>
<td>Str 22 (+17)</td>
</tr>
<tr>
<td></td>
<td>Dex 26 (+19)</td>
</tr>
<tr>
<td></td>
<td>Wis 15 (+13)</td>
</tr>
<tr>
<td></td>
<td>Con 19 (+15)</td>
</tr>
<tr>
<td></td>
<td>Int 8 (+10)</td>
</tr>
<tr>
<td></td>
<td>Cha 10 (+11)</td>
</tr>
</tbody>
</table>

**Astral Stalker Tactics**
An astral stalker relies on its invisibility and stealth to catch prey by surprise. It has poisonous bone darts in its throat that it can eject with deadly accuracy. It uses these darts to disorient and incapacitate enemies. Once one or more foes are slowed or immobilized, the stalker lunges into melee and uses its quick claws ability against its chosen quarry. If its quarry shakes off the darts’ debilitating effects, the stalker retreats and turns invisible again, returning to ranged attacks and repeating the same strategy.

**Astral Stalker Lore**
A character knows the following information with a successful Religion check.

DC 25: Although created as instruments of the gods in their war against the primordials, astral stalkers survive still. They’re now a race unto themselves, inhabiting the Astral Sea. Astral stalkers gather in small tribes, and leadership of a tribe falls to the astral stalker with the best hunting trophies.

**Encounter Groups**
Astral stalkers often hunt in pairs or small groups if they seek particularly elusive game. They have also been known to sell their services to other beings.

**Level 22 Encounter (XP 21,400)**
✦ 1 astral stalker (level 22 elite lurker)
✦ 2 war devils (level 22 brute)
✦ 6 legion devil legionnaires (level 21 minion)

**Atropal**
Atropals are calamitous beings scorned by life. They now exist only to bring destruction and despair to everything around them.

**Atropal Lore**
A character knows the following information with a successful Religion check.

DC 25: Atropals are unfinished godlings that had enough of a divine spark to rise as undead. A few atropals roam freely across the planes, while others are sealed away in separate realms or buried beneath the ruins of dead civilizations.

**Encounter Groups**
An atropal gathers undead to it and might have a squad of abyssal ghouls or vampire spawn at its disposal. Vampire lords, liches, and dracoliches all have reason to value an atropal ally.
Level 28 Encounter (XP 70,000)
✦ 1 atropal (level 28 elite brute)
✦ 2 sorrowsworn reapers (level 27 soldier)
✦ 2 shadowraven swarms (level 27 brute)

<table>
<thead>
<tr>
<th>Atropal</th>
<th>Level 28 Elite Brute</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large immortal magical beast (undead)</td>
<td>XP 26,000</td>
</tr>
<tr>
<td>Initiative +18</td>
<td>Senses Perception +20; darkvision</td>
</tr>
<tr>
<td>Shroud of Death (Necrotic) aura 5; at the beginning of the atropal’s turn, undead allies within the aura regain 20 hit points, and living creatures in the aura take 10 necrotic damage. Radiant damage to the atropal ends its shroud of death. The atropal can restore the aura as a minor action.</td>
<td></td>
</tr>
<tr>
<td>HP 634; Bloodied 317</td>
<td>AC 42; Fortitude 42, Reflex 37, Will 40</td>
</tr>
<tr>
<td>Immune disease, necrotic, poison; Vulnerable 10 radiant</td>
<td>Saving Throws +2</td>
</tr>
<tr>
<td>Speed fly 9 (hover)</td>
<td>Action Points 1; see also atropos burst</td>
</tr>
</tbody>
</table>

**Atropal Tactics**
An atropal floats toward living creatures and tries to envelop as many of them as it can with its *shroud of death* aura. It relies on its hit points and speed to outlast and outmaneuver its opponents. Once surrounded, it uses *atropos burst* and then spends an action point to make a *necrotizing touch* against the most wounded creature. It continues to attack this foe with its *necrotizing touch*, hoping to slay the creature and recharge its *atropos burst*.

**Blood Fiend**
Victous, bloodthirsty predators, blood fiends have a countenance so terrifying that they can stop other creatures in their tracks with a baleful glare. They have keen senses and hunt anything for food or sport.

**Blood Fiend Lore**
A character knows the following information with a successful Arcana check.

**DC 25**: Blood fiends are feral killers that feed on the blood of living creatures. Although they originated in the Elemental Chaos, they can be found just about any place where living prey is plentiful.

**Encounter Groups**
Blood fiends travel in packs. They also find common ground with mighty elementals, such as efreets and demons, and forces of death, such as death giants.
Level 23 Encounter (XP 25,500)
✦ 3 blood fiends (level 23 soldier)
✦ 1 efreet cinderlord (level 23 artillery)
✦ 1 efreet flamestrider (level 23 skirmisher)

Blood Fiend Level 23 Soldier
Medium elemental humanoid XP 5,100
Initiative +21  Senses Perception +23; darkvision
HP 220; Bloodied 110
AC 41; Fortitude 36, Reflex 34, Will 32
Immune fear
Speed 8, fly 10
Claws (standard; at-will)
+28 vs. AC; 2d8 + 10 damage.
Bloodthirsty Bite (standard; at-will) Healing
Requires combat advantage; +28 vs. AC; 1d8 + 10 damage, and the target is grabbed and takes ongoing 10 damage (until escape). Also, the blood fiend regains 10 hit points.
Terror Gaze (minor; at-will) Fear
Close blast 3; +24 vs. Will; the target is immobilized (save ends).
Combat Advantage
The blood fiend gains combat advantage against any living, bloodied enemy.
Alignment Chaotic evil  Languages Primordial
Skills Intimidate +24
Strength 30 (+21)  Dexterity 26 (+19)  Wisdom 24 (+18)
Constitution 28 (+20)  Intelligence 22 (+17)  Charisma 27 (+19)

Blood Fiend Tactics
A blood fiend uses its terror gaze at the beginning of each round, attempting to immobilize foes. It then turns its attention to a weak foe, tearing it to pieces with its sharp talons. The creature relentlessly attacks one foe until its prey is dead and it can select a new target.
Blood fiends are fearless adversaries and do not flee under any circumstances.

Phane
Phanes can manipulate time, which they use to sow chaos among mortals. Occasionally they form pacts with powerful beings that share their destructive propensities.
Consisting of coalescent mist, this creature has the lower body of a hunting cat and the torso, arms, and head of a humanoid. The air ripples around the creature, and though it moves with feline grace, it seems as though it can barely hold itself together.

Phane Tactics
A phane uses its great speed to stay out of range of opponents while targeting them with wizening ray. If forced into close combat, a phane uses either its temporal touch or wizening tempest to slow or stun enemies so it can withdraw safely and attack from a distance.

Phane Lore
A character knows the following information with a successful Religion check.
DC 25: Phanes are native to the Astral Sea, but they are found throughout the cosmos, walking the space between moments, ever on the hunt for prey.

Encounter Groups
Phanes aren’t choosy about their allies. Legend tells of them working with sorrowsworn, nightwalkers, powerful demons and devils, and mighty fey.

Level 26 Encounter (XP 46,000)
✦ 1 phane (level 26 elite controller)
✦ 2 sorrowsworn soulrippers (level 25 skirmisher)
✦ 2 dread wraiths (level 25 lurker)
Phane
Large immortal magical beast
Level 26 Elite Controller
XP 18,000

Initiative +23
Senses Perception +25; darkvision
HP 478; Bloodied 239
AC 41; Fortitude 38, Reflex 41, Will 38
Resist insubstantial
Saving Throws +2
Speed 10, fly 10

Action Points 1
✦ Temporal Touch (standard; at-will)
Reach 2; +29 vs. Reflex; 2d8 + 10 damage, and the target is slowed until the end of the phane’s next turn. The phane shifts 4 squares before or after making this attack.
✦ Wizening Ray (standard; at-will)
Ranged 10; +29 vs. Fortitude; 2d6 + 9 damage, and the target is dazed and weakened (save ends). Aftereffect: The target is weakened (save ends). The target appears elderly until the effects of the wizening ray end.
◊ Wizening Tempest (standard, usable only while the phane is bloodied; at-will)
Close burst 1; phanes are immune; +29 vs. Fortitude; 2d6 + 10 damage, and the target is stunned (save ends both). Aftereffect: The target is dazed and weakened (save ends both). The target appears elderly until the effects of the wizening tempest end.

Temporal Fugue (minor; at-will)
By moving backward and forward in time, a phane can remove one effect afflicting it.

Alignment Unaligned
Languages Supernal
Str 24 (+20)  Dex 30 (+23)  Wis 25 (+20)
Con 23 (+19)  Int 28 (+22)  Cha 22 (+19)

TARRASQUE

A terrifying embodiment of wanton destruction, the tarrasque attacks without motivation or purpose—unless that purpose is to obliterate all life.

TARRASQUE TACTICS
The tarrasque tramples enemies as it wades into battle. It uses fury of the tarrasque as often as it can, alternating between rending bite and tail slap until bloodied, then using frenzy. Not one to conserve its power, the tarrasque spends its action points in the opening rounds of combat to make additional attacks.

TARRASQUE Lore

A character knows the following information with a successful Arcana check.

DC 25: The tarrasque is a living engine of destruction created by the primordials to obliterate the works of the gods. It sleeps within the world’s core, stirring occasionally. When it wakes, it burrows up to the surface and begins a continent-wide rampage.

DC 30: The tarrasque is inexorably bound to the world, such that the most one can hope for is to lay the creature to rest, forcing it to sleep within the world’s core for many years before it stirs again. However, ancient texts postulate that the tarrasque could be destroyed permanently were it somehow coaxed or tricked into leaving the world.

Tarrasque
Gargantuan elemental magical beast
Level 30 Solo Brute
XP 95,000

Initiative +23
Senses Perception +19; blindsight 20

Earthbinding aura 40; any flying creature in the aura has its fly speed reduced to 1 and maximum altitude reduced to 20 feet (putting it within the tarrasque’s reach). Any creature above this altitude at the end of its turn falls to an altitude of 20 feet automatically.

HP 1,420; Bloodied 710
AC 43; Fortitude 49, Reflex 38, Will 32
Immune charm, fear; Resist 10 to all damage
Saving Throws +5
Speed 8, burrow 8, climb 8

Action Points 2

Elder of Annihilation
The tarrasque’s attacks ignore all resistances.
✦ Bite (standard; at-will)
Reach 3; +34 vs. AC; 1d12 + 16 damage, and ongoing 15 damage (save ends).
✦ Fury of the Tarrasque (standard, can’t use while bloodied; recharge ⚅ ⚅)
The tarrasque makes a bite attack and one of the following attacks:
✦ Rending Bite: reach 3; +34 vs. AC; 3d12 + 16 damage, plus the target takes a –5 penalty to AC until the end of the tarrasque’s next turn.
✦ Tail Slap: reach 3; cannot use against the same target it attacked with its bite; +32 vs. Fortitude; 3d12 + 16 damage, plus the target is pushed 4 squares and knocked prone.

✦ Trample (standard; at-will)
The tarrasque can move up to its speed and enter enemies’ spaces. This movement provokes opportunity attacks, and the tarrasque must end its move in an unoccupied space. When it enters an enemy’s space, the tarrasque makes a trample attack:
✦ Frenzy vs. Reflex; 1d12 + 16 damage, and the target is knocked prone.

Close burst 3; the tarrasque makes a bite attack against each creature within the burst.

Eternal Slumber
When the tarrasque is reduced to 0 hit points, it sinks back into the world’s core and slumbers once again.

Alignment Unaligned
Languages –
Str 42 (+31)  Dex 26 (+23)  Wis 18 (+19)
Con 36 (+28)  Int 3 (+11)  Cha 7 (+13)
MOST DEITIES HAVE ANGEL SERVANTS. Although their appearances can vary, all angels are vaguely humanoid in form, with masculine or feminine features and lower bodies that trail off into flowing energy.

Angels exist as expressions of the Astral Sea, sentient energy in humanoid form. They most often serve the gods, so some believe that the gods created them. In reality, angels are powerful astral beings who appeared during the first moments of the creation of the Astral Sea. Different types of angels have different callings; they are literally manifestations of celestial vocations. Perhaps it was the needs of the gods that caused the astral stuff to spew them forth, but it was not a conscious act of creation. During the great war between the gods and the primordials, angels offered themselves as warriors to the gods that best encompassed their callings, and today they continue to act as mercenary forces for anyone willing to meet their price—be it wealth, or power, or a cause worthy of their attention.

Angels are more involved in the world and other planes than deities and exarchs. They act both openly and secretly, often acting as emissaries, generals, and even assassins.

ANGEL OF BATTLE
Angels of battle command angels of valor, but they also lead cadres of mortals in combat.

ANGEL OF BATTLE
Large immortal humanoid (angel) XP 1,200
Initiative +13 Senses Perception +11

Angelic Presence Attacks against the angel of battle take a -2 penalty unless the angel is bloodied.
HP 296; Bloodied 148
AC 29; Fortitude 27, Reflex 25, Will 28
Immune fear; Resist 10 radiant
Speed 8, fly 12 (hover); see also mobile melee attack and storm of blades

Falchion (standard; at-will) ✦ Weapon
Reach 2; +21 vs. AC; 1d10 + 5 damage (crit 2d10 + 16).

Mobile Melee Attack (standard; at-will)
An angel of battle can move up to half its speed and make one melee basic attack at any point during that movement. The angel doesn’t provoke opportunity attacks when moving away from the target of its attack.

Storm of Blades (standard; encounter)
Razor-sharp blades explode from the angel’s wings. Close burst 3; +19 vs. AC; 6d8 + 7 damage. After using this ability, the angel of battle has a fly speed of 2 (hover) until the end of the encounter.

Chosen Foe (free, after making a falchion attack; at-will)
Once during its turn, an angel of battle can illuminate an enemy it hits with a falchion attack, bathing the enemy in light as bright as a torch and granting the angel’s allies combat advantage against that enemy until the start of the angel’s next turn.

Alignment Any Languages Supernal
Skills Intimidate +19
Str 23 (+13) Dex 19 (+11) Wis 18 (+11)
Con 20 (+12) Int 15 (+9) Cha 25 (+14)

Equipment falchion

ANGLER OF BATTLE TACTICS
An angel of battle employs a combination of airborne and ground-based tactics. Against tough adversaries, the angel uses chosen foe and takes to the air, using its reach to stay out of melee attack range. The angel reserves storm of blades for the end of battle, when it believes it will no longer need to fly, either because death or victory is imminent.

ANGEL OF BATTLE LORE
A character knows the following information with a successful Religion check.

DC 20: As their name implies, angels of battle lead forces into combat. More powerful than angels of valor, angels of battle fulfill a similar function but are called upon to fight greater threats.

DC 25: When a god sends an angel of battle to tend to a situation, it’s unlikely the god desires to deliver a message or negotiate. Angels of battle are harbingers for war.

ENCOUNTER GROUPS
A typical encounter includes one angel of battle supported by two angels of protection and several angel of valor minions. Angels of battle also act as leaders in mixed groups of devout creatures in the service of a god.

Level 15 Encounter (XP 6,000)
✦ 1 angel of battle (level 15 skirmisher)
✦ 2 angels of protection (level 14 soldier)
✦ 8 angel of valor veterans (level 16 minion)
ANGEL OF PROTECTION

Angels of protection serve as bodyguards for important persons and others who summon them. They also guard temples and other sites tied to the deities they serve.

**Angel of Protection**

Medium immortal humanoid (angel) XP 1,000

**Initiative +12 | Senses Perception +11**

**Angelic Presence** Attacks against the angel of protection take a –2 penalty until the angel is bloodied.

**Angelic Shield** aura 5; enemies treat the area within the aura as difficult terrain as long as the angel’s *angelic presence* is active and the angel is within 5 squares of its ward (see below).

**HP 141; Bloodied 70**

**AC 30; Fortitude 26, Reflex 24, Will 25**

**Immune fear; Resist 10 radiant**

**Speed 6, fly 8 (hover)**

<table>
<thead>
<tr>
<th>Greatsword (standard; at-will)</th>
<th>Radiant, Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>+19 vs. AC; 1d10 + 6 damage plus 5 radiant damage.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Ward (standard; at-will)</th>
</tr>
</thead>
<tbody>
<tr>
<td>An angel of protection designates a creature within 5 squares of it as its ward. When the angel is within 5 squares of its ward, the ward takes only half damage from melee and ranged attacks; the angel of protection takes the rest. While the angel is adjacent to its ward, the ward gains a +2 bonus to AC. A creature can be the ward of only one angel of protection at a time. If multiple angels designate the same creature as their ward, it becomes the ward of the last angel that designated it as so.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Any</th>
</tr>
</thead>
<tbody>
<tr>
<td>Languages</td>
<td>Supernal</td>
</tr>
<tr>
<td>Skills</td>
<td>Insight +16, Intimidate +14</td>
</tr>
<tr>
<td>Str 22 (+13)</td>
<td>Dex 17 (+10)</td>
</tr>
<tr>
<td>Con 21 (+12)</td>
<td>Int 12 (+8)</td>
</tr>
<tr>
<td>Wis 19 (+11)</td>
<td>Cha 14 (+9)</td>
</tr>
</tbody>
</table>

**Equipment** plate armor, greatsword

**Angel of Protection Tactics**

An angel of protection guards its chosen or appointed ward faithfully. Barring dire circumstances, the angel stays within 5 squares of its ward (preferably adjacent to it) and remains there until the ward dies (at which point the angel either designates another ward or, lacking another creature to protect, fights until slain).

**Angel of Protection Lore**

A character knows the following information with a successful Religion check.

**DC 20:** An angel of protection never steps outside the role of guardian and caretaker. Its ward is often chosen for it, either by its god or by the one who summons it. It is said that no angel of protection has ever left its ward except by being killed in that ward’s defense.

**DC 25:** Normally, only a god or powerful servitor of a god can assign duties to an angel of protection. Sometimes, simple prayer is enough to gain such protection for a brief period. If such a prayer is ever answered, it is important that the recipient be careful not to use the angel’s talents in a way that fails to serve its true master.

**Encounter Groups**

A typical encounter might include one angel of protection and its ward, or three or four angels of protection plus the creatures in their care.

**Level 14 Encounter (XP 5,200)**

✦ 2 angels of protection (level 14 soldier)

✦ 1 runecarved eidolon (level 13 controller)

✦ 3 dragonborn raiders (level 13 skirmisher)
ANGEL OF VALOR
Angels of valor, though courageous and fierce, are the weakest and the most numerous of angels called to serve a given deity.

**Angel of Valor**
Medium immortal humanoid (angel)  
**Level 8 Soldier**  
XP 350

Initiative +10  
Senses Perception +6

**Angelic Presence**  
Attacks against the angel of valor take a -2 penalty until the angel is bloodied.

HP 88; Bloodied 44
AC 24; Fortitude 22, Reflex 20, Will 19
Immune fear; Resist 10 fire, 10 radiant

Speed 6, fly 9 (hover)

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Type</th>
<th>Damage Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Longsword (standard; at-will)</td>
<td>✦ Fire, Weapon</td>
<td>+16 vs. AC; 6 fire damage.</td>
</tr>
<tr>
<td>Dagger (standard; at-will)</td>
<td>✦ Weapon</td>
<td>+13 vs. AC; 1d4 + 6 damage.</td>
</tr>
<tr>
<td>Blade Flurry (standard; at-will)</td>
<td>✦ Weapon</td>
<td>The angel of valor makes a longsword attack and a dagger attack.</td>
</tr>
<tr>
<td>Lightning Strike (standard; encounter)</td>
<td>✦ Lightning</td>
<td>Close burst 1; targets enemies; +11 vs. Fortitude; 1d8 + 4 lightning damage, and the target is dazed until the end of the angel of valor’s next turn.</td>
</tr>
<tr>
<td>Fiery Blades (minor, usable only while bloodied; at-will)</td>
<td>✦ Fire</td>
<td>Until the start of the angel of valor’s next turn, the angel of valor’s weapons deal fire damage and attack the target’s Reflex defense instead of AC.</td>
</tr>
</tbody>
</table>

Alignment Any  
Languages Supernal  
Skills Intimidate +12  
Str 23 (+10)  
Dex 18 (+9)  
Wis 14 (+7)  
Con 16 (+7)  
Int 11 (+4)  
Cha 16 (+7)

Equipment chainmail, longsword, dagger

**Angel of Valor Cohort**
Medium immortal humanoid (angel)  
**Level 11 Minion**  
XP 150

Initiative +9  
Senses Perception +7

HP 1; a missed attack never damages a minion.
AC 25; Fortitude 25, Reflex 23, Will 22
Immune fear; Resist 10 fire, 10 radiant

Speed 6, fly 9 (hover)

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Type</th>
<th>Damage Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greatsword (standard; at-will)</td>
<td>✦ Fire, Weapon</td>
<td>+16 vs. AC; 6 fire damage.</td>
</tr>
</tbody>
</table>

Alignment Any  
Languages Supernal  
Str 23 (+11)  
Dex 18 (+9)  
Wis 14 (+7)  
Con 16 (+8)  
Int 11 (+5)  
Cha 16 (+8)

Equipment chainmail, greatsword

**Angel of Valor Veteran**
Medium immortal humanoid (angel)  
**Level 16 Minion**  
XP 350

Initiative +12  
Senses Perception +10

HP 1; a missed attack never damages a minion.
AC 30; Fortitude 30, Reflex 27, Will 26
Immune fear; Resist 10 fire, 10 radiant

Speed 6, fly 9 (hover)

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Type</th>
<th>Damage Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greatsword (standard; at-will)</td>
<td>✦ Fire, Weapon</td>
<td>+21 vs. AC; 7 fire damage.</td>
</tr>
</tbody>
</table>

Alignment Any  
Languages Supernal  
Str 24 (+15)  
Dex 18 (+12)  
Wis 14 (+10)  
Con 18 (+12)  
Int 12 (+9)  
Cha 16 (+11)

Equipment chainmail, greatsword

**Angel of Valor Legionnaire**
Medium immortal humanoid (angel)  
**Level 21 Minion**  
XP 800

Initiative +14  
Senses Perception +12

HP 1; a missed attack never damages a minion.
AC 35; Fortitude 35, Reflex 31, Will 30
Immune fear; Resist 10 fire, 10 radiant

Speed 6, fly 9 (hover)

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Type</th>
<th>Damage Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greatsword (standard; at-will)</td>
<td>✦ Fire, Weapon</td>
<td>+26 vs. AC; 9 fire damage.</td>
</tr>
</tbody>
</table>

Alignment Any  
Languages Supernal  
Str 26 (+18)  
Dex 18 (+14)  
Wis 14 (+12)  
Con 18 (+14)  
Int 12 (+11)  
Cha 16 (+13)

Equipment chainmail, greatsword

**Angel of Valor Tactics**
Angels of valor employ straightforward melee tactics, wading into the fray and making use of a combination of basic attacks and powers. Angels of valor collaborate well with others of their kind, flanking enemies and concentrating their attacks on the most powerful opponent.

**Angel of Valor Lore**
A character knows the following information with a successful Religion check.

**DC 15**
Angels of valor are the soldiers of the gods, serving in vast armies and following the commands of mortal priests or more powerful angels. When a cleric needs numbers to get the job done, angels of valor offer the best aid.
When a devout worshiper of a particular god does something to delight that god, such as showing valor in the god’s name, an angel of valor might be dispatched to reward the worshiper. An appropriate reward might include a magic item or even the service of the angel of valor for 10 days.

**Encounter Groups**
Angels of valor fill out mixed groups of creatures in the service of a particular god or a powerful cleric.

- **Level 8 Encounter (XP 1,700)**
  - 2 angels of valor (level 8 soldier)
  - 1 shadar-kai warrior (level 8 soldier)
  - 1 doppelganger assassin (level 8 lurker)
  - 1 shadar-kai witch (level 7 controller)

- **Level 11 Encounter (XP 3,200)**
  - 4 angel of valor cohorts (level 11 minion)
  - 2 stone-eye basilisks (level 12 soldier)
  - 1 snaketongue celebrant (level 11 controller)
  - 6 snaketongue zealots (level 11 minion)

**ANGEL OF VENGEANCE**
Angels of vengeance strike down those who wrong a deity. They also punish disloyalty and failure among the devout.

**Angel of Vengeance**
Large immaterial humanoid (angel)

- **Initiative +13**
- **Senses**
  - Perception +16
- **HP 446; Bloodied 223**
- **AC 34; Fortitude 33, Reflex 29, Will 33**; see also cloak of vengeance
- **Immune**
  - disease, fear; **Resist**
  - 15 cold, 15 fire, 15 radiant; see also coldfire pillar
- **Saving Throws**
  - +2
- **Speed**
  - 8, fly 12 (hover); see also sign of vengeance
- **Action Points**
  - 1
- **Longsword** (standard; at-will) **Cold, Fire, Weapon**
  - Reach 2; +25 vs. AC; 1d10 + 9 damage plus 1d8 fire damage plus 1d8 cold damage.
- **Double Attack** (standard; at-will) **Cold, Fire, Weapon**
  - The angel of vengeance makes two longsword attacks.
- **Sign of Vengeance** (minor; encounter) **Teleportation**
  - Range sight; the angel of vengeance places an invisible sign upon the target. Until the end of the encounter, as a move action, the angel can teleport adjacent to the target.
- **Coldfire Pillar** (immediate reaction, when first bloodied; encounter) **Cold, Fire, Polymorph**
  - The angel transforms into a 30-foot-high pillar of blue flame. Close burst 2; +23 vs. Reflex; 1d8 + 9 cold damage plus 1d8 fire damage. The angel of vengeance is immune to all damage until the start of its next turn.
- **Cloak of Vengeance** (until bloodied) **Cold, Fire**
  - Attacks against the angel of vengeance take a -2 penalty until the angel is bloodied. While cloak of vengeance is in effect, a creature that makes a successful melee attack against the angel takes 1d8 fire damage and 1d8 cold damage.

- **Alignment** Any
- **Languages** Supernal
- **Skills**
  - Insight +21, Intimidate +22
  - Str 27 (+17)  
  - Dex 18 (+13)  
  - Con 23 (+15)  
  - Int 19 (+13)  
  - Wis 25 (+16)  
  - Cha 26 (+17)
- **Equipment** plate armor, 2 longswords

**Angel of Vengeance Tactics**
An angel of vengeance focuses on a single target. It evokes its sign of vengeance at the start of battle, then teleports to the target and spends an action point to use double attack against the foe. The angel continues its relentless pursuit of the target, paying little heed to events around it.

**Angel of Vengeance Lore**
A character knows the following information with a successful Religion check.

- **DC 20**: Deities send angels of vengeance to punish those who have defied or angered them. A god might also send an angel of vengeance to test one who is in danger of falling off the deity’s path, showing no mercy for failure.
- **DC 25**: Influential members of a clergy use a ritual to call forth their deity’s wrath in the form of one of these angels.

**Encounter Groups**
Angels of vengeance appear alone or in pairs, sometimes aided by angels of valor or angels of battle.

- **Level 19 Encounter (XP 13,600)**
  - 2 angels of vengeance (level 19 elite brute)
  - 5 angel of valor legionnaires (level 21 minion)
Archons are militaristic creatures native to the Elemental Chaos. Vaguely humanoid in form, they serve powerful primordial entities as well as various elemental lords and princlings.

Archons trace back to an ancient time when the world had hardly been formed, when primordial beings battled the gods for control of creation. In this cataclysmic conflict, the deities marshaled armies of angels and cadres of exarchs, and though the primordials could call forth titanic beasts and giants, they could not muster a true military to face their enemies until they found the means by which elemental creatures could be reshaped and hammered into soldiers. The warriors formed through this process were the first archons.

Two kinds of archons are presented here: fire archons and ice archons. These soldiers are bent on returning the world to the rule and whim of the primordials, and fire archons and ice archons have no issues working together to achieve their common goal.

Fire Archon Emberguard

Fire Archon Emberguards serve as guardians in temples, tombs, and other locations with strong ties to the elements (fire in particular). They also guard portals leading to the Elemental Chaos and serve as infantry in elemental armies.

Fire Archon Emberguard

Level 12 Brute

Medium elemental humanoid (fire) XP 700

Initiative +12  Senses Perception +13

Ember Cloud (Fire) aura 1; any creature that begins its turn in the aura takes 5 fire damage.

HP 151; Bloodied 75

AC 24; Fortitude 21, Reflex 22, Will 18

Immune disease, poison; Resist 30 fire

Speed 8

Greataxe (standard; at-will) ✦ Fire, Weapon

+13 vs. AC; 1d12 + 3 damage (crit 2d12 + 15) plus 1d10 fire damage.

Immolating Strike (standard; recharge ⚄ ⚄ ⚅) ✦ Fire, Weapon

Requires greataxe; +13 vs. AC; 1d12 + 3 damage (crit 2d12 + 15) plus 1d10 fire damage, and ongoing 5 fire damage (save ends).

Alignment Chaotic evil  Languages Primordial

Str 17 (+9)  Dex 22 (+12)  Wis 14 (+8)

Con 21 (+11)  Int 14 (+8)  Cha 12 (+7)

Equipment plate armor, greataxe

Fire Archon Emberguard Tactics

Emberguards prefer to wade into melee combat, hacking enemies with their greataxes, saving their immolating strike for particularly irksome foes.

Emberguard Lore

A character knows the following information with a successful Arcana check.

DC 20: Emberguards protect temples, tombs, and other locations where fire is prevalent.

DC 25: A cloud of embers surrounds the emberguard, burning foes that get too close.

About Archons

The archons presented here are but a small sampling of the archons that exist. In addition to a multitude of fire archons and ice archons, the Elemental Chaos is home to archons composed of (or combining) other elements as well. Air archons, earth archons, and water archons are commonplace, but one doesn’t have to travel far in the Elemental Chaos to find crystal archons, slime archons, and storm archons.

Archons of different elements freely associate with one another, although bereft of strong leadership they are prone to infighting. A typical archon army is a jumble of many different kinds of archons, just as the Elemental Chaos is a jumble of many different elements and energy types.

When an archon dies, all that remains is its armor, and sometimes its weapons. Some archons, such as ice archons, wield weapons that melt away when the archon dies.

(Left to right) fire archon, ash disciple, emberguard, and blazesteel
**Fire Archon Blazesteel**

Ill-tempered and easily provoked, archon blazesteels serve as shock troopers in elemental armies. They are also employed as bodyguards by powerful efreets and fire titans.

**Fire Archon Blazesteel Tactics**
Blazesteels try to close ranks around an enemy and gain the extra attack through combat advantage and deal extra damage from flanking. Tough and resilient warriors, they become more emboldened once they are bloodied, using wounded fireburst to ignite their enemies in flames.

**Blazesteel Lore**
A character knows the following information with a successful Arcana check.
- **DC 20**: Blazesteels like to concentrate their attacks on singular foes, flanking whenever possible.
- **DC 25**: When a fire archon blazesteel is bloodied, it unleashes a burst of searing flame. It also gains its fiery revenge by unleashing a similar burst when slain.

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**Fire Archon Ash Disciple**

Fire archon ash disciples believe in the purity of flame and dream of the day when fire immolates and cleanses the world.

**Fire Archon Ash Disciple Tactics**
An ash disciple uses rain of fire against distant targets, and then uses flame step to position itself where it can unleash a flame wave or cinder burst. Once bloodied, the ash disciple tries to get close to its enemies so that it catches as many of them as possible with death embers.

**Ash Disciple Lore**
A character knows the following information with a successful Arcana check.
- **DC 20**: The presence of one or more ash disciples can have a sympathetic and noticeable effect on local weather patterns, including prolonged heat waves and droughts.
- **DC 25**: An ash disciple can hurl fire, unleash pounding waves of heat, and engulf its enemies in a blinding cloud of cinders. It explodes in a burst of fiery embers when slain.
**ICE ARCHON HAILSCOURGE**

This archon hurls shards of ice and besieges foes with storms of fist-sized hailstones.

**Description**

The hailscourge wears ice armor but carries no weapons. It conjures blades of ice similar in shape to shuriken and hurls them at distant enemies.

**Ice Archon Hailscourge**

Medium elemental humanoid (cold) XP 1,400

Initiative +11

Senses Perception +10

AC 28, Fortitude 28, Reflex 27, Will 26

Immune disease, poison; Resist 20 cold

Speed 6 (ice walk)

✦ Slam (standard, at-will) ✦ Cold

+19 vs. AC; 1d6 + 4 cold damage.

✦ Ice Shuriken (standard, at-will) ✦ Cold

Ranged 6/12; +21 vs. AC; 1d6 + 4 damage plus 1d6 cold damage.

✦ Double Attack (standard, at-will) ✦ Cold

The ice archon hailscourge makes two ice shuriken attacks.

✦ Hail Storm (standard; recharge ⚅ ⚅) ✦ Cold

Area burst 1, 2, 3, or 4 within 20; +21 vs. AC; 2d8 + 4 cold damage. Miss: Half damage. The ice archon hailscourge determines the exact burst radius of the hail storm.

**Frost Shield** (immediate interrupt, when attacked by a ranged, a close, or an area attack; encounter) ✦ Cold

The ice archon hailscourge gains resist 20 to all damage against the triggering attack.

**Alignment** Chaotic evil

**Languages** Primordial

**Ice Archon Hailscourge Tactics**

The ice archon hailscourge unleashes its hail storm as often as it can, reducing the storm’s radius as needed to avoid harming its allies. While it waits for this power to recharge, it hurls ice shuriken at its enemies.

**Hailscourge Lore**

A character knows the following information with a successful Arcana check.

DC 20: A hailscourge prefers ranged combat over melee combat. Hailscourges serve as artillery in elemental armies.

DC 25: The ice archon hailscourge pummels its enemies with fist-sized chunks of ice that rain down from above. It can also conjure and hurl jagged shards of ice resembling shuriken.

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**ICE ARCHON RIMEHAMMER**

Ice archon rimehammers make fine enforcers and are often used as bodyguards by powerful elemental beings. They are not blindly loyal, however, and they abandon their masters if treated poorly.

**Ice Archon Rimehammer**

Medium elemental humanoid (cold) XP 2,400

Initiative +15

Senses Perception +12

Icy Ground (Cold) aura 1; enemies treat the area within the aura as difficult terrain.

HP 185; Bloodied 92

AC 35; Fortitude 35, Reflex 32, Will 31

Immune disease, poison; Resist 30 cold

Speed 6 (ice walk)

✦ Maul (standard; at-will) ✦ Cold, Weapon

+25 vs. AC; 2d6 + 7 damage plus 1d6 cold damage, and the target is slowed (save ends). Against a slowed target, the rimehammer deals an extra 2d6 cold damage.

**Alignment** Chaotic evil

**Languages** Primordial

**Ice Archon Rimehammer Tactics**

This archon uses its icy ground aura to hinder foes that are trying to flank it. It otherwise engages in melee, using its maul to slow enemies and the icy ground to hinder their movement even further.

**Rimehammer Lore**

A character knows the following information with a successful Arcana check.

DC 20: The ice archon rimehammer takes its name from the icy maul it wields. The weapon is so numbingly cold that those it strikes are barely able to walk.

DC 25: These archons are usually found in the service of frost giants, ice archon frostshapers, and similar creatures. However, they have been known to serve other creatures with ties to the Elemental Chaos, including such unlikely masters as efreets and fire giants.
ICE ARCHON
FROSTSHAPER
As heartless and merciless as a winter storm, the ice archon frostshaper seeks to turn the world into a frigid wasteland. The creature can conjure ice out of thin air and shape it to serve its whims.

**Ice Archon Frostshaper** Level 20 Controller (Leader)
Medium elemental humanoid (cold) XP 2,800

**Initiative** +14  
**Senses** Perception +14

**Icy Aura** (Cold) aura 5 (not active while bloodied); cold creatures in the aura gain regeneration 10. Enemies treat the area within the aura as difficult terrain.

**HP** 190; Bloodied 95

**AC** 34; Fortitude 32, Reflex 28, Will 32

**Immune** disease, poison; **Resist** 30 cold

**Speed** 6 (ice walk)

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<tr>
<th>Ability</th>
<th>Bonus</th>
<th>Notes</th>
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<tr>
<td><strong>Ice Blade</strong></td>
<td>+23</td>
<td>Cold, Weapon</td>
</tr>
<tr>
<td><strong>Ice Javelin</strong></td>
<td>+23</td>
<td>Cold, Weapon</td>
</tr>
<tr>
<td><strong>Icy Burst</strong></td>
<td>+23</td>
<td>Cold</td>
</tr>
</tbody>
</table>

**Alignment** Chaotic evil  
**Languages** Primordial

**Skills** Intimidate +23

**Str** 26 (+18)  
**Dex** 19 (+14)  
**Wis** 18 (+14)

**Con** 22 (+16)  
**Int** 14 (+12)  
**Cha** 27 (+18)

**Ice Archon Frostshaper Tactics**
The ice archon frostshaper relies on its icy aura to hinder enemies. It begins battle by closing to within 5 squares of foes so it can unleash an icy burst and make its enemies suffer the combined effects of slow and difficult terrain. The frostshaper follows up with basic attacks until one of these is successful, at which point it uses icy burst again.

**Frostshaper Lore**
A character knows the following information with a successful Arcana check.

- **DC 20**: Jagged shards of ice crystallize on the ground around the ice archon frostshaper, making it hard for enemies to reach it.

- **DC 25**: A frostshaper often retains the services of one or more ice archon rimehammers, using them as bodyguards and enforcers. A very powerful elemental being or primordial might have a frostshaper advisor or even frostshaper commanders leading their armies.

**Archon Encounter Groups**
Archons work with elemental creatures of all types, and they have no aversion to working with creatures not of their element. For example, it’s not unheard of for an efreet to have a contingent of ice archon mercenaries among its other soldiers.

-Level 12 Encounter (XP 3,600)
- 2 fire archon embreguards (level 12 brute)
- 1 beholder eye of flame (level 13 elite artillery)
- 1 firelasher elemental (level 11 skirmisher)

-Level 18 Encounter (XP 10,800)
- 2 ice archon hailscourges (level 16 artillery)
- 1 elder white dragon (level 17 solo brute)

-Level 19 Encounter (XP 13,200)
- 1 ice archon frostshaper (level 20 controller)
- 2 ice archon rimehammer (level 19 soldier)
- 2 rimefire griffons (level 20 skirmisher)

-Level 21 Encounter (XP 17,100)
- 2 ice archon frostshapers (level 20 controller)
- 1 efreet flamestrider (level 23 skirmisher)
- 1 fire titan (level 21 elite soldier)
These fire-infused dwarves often serve fire giants or fire titans, either out of obedience or devotion. However, some azers live free and pursue their own goals, for good or evil.

Azer Lore
A character knows the following information with a successful Arcana check.

DC 15: Long ago, all dwarves were slaves to the giants and titans. Today's dwarves are the descendants of those who freed themselves. Azers are dwarves that did not escape captivity before they were corrupted and transformed into fiery beings by their overlords. Although a few have escaped captivity since, most azers remain bound to their fire giant masters to this day.

Encounter Groups
Azers work with other fire creatures as well as nonelemental creatures. In fire giant strongholds, azers perform menial tasks better suited to smaller hands, and they act as a front line in defense.

Level 14 Encounter (XP 5,000)
- 2 azer foot soldiers (level 14 soldier)
- 2 salamander lancers (level 14 brute)
- 1 salamander firetail (level 14 skirmisher)

Level 15 Encounter (XP 6,050)
- 6 azer warriors (level 17 minion)
- 2 azer ragers (level 15 brute)
- 1 immolith demon (level 15 controller)

Level 17 Encounter (XP 8,000)
- 1 azer taskmaster (level 17 controller)
- 1 azer beastlord (level 17 soldier)
- 8 azer warriors (level 17 minion)
- 1 firebred hell hound (level 17 brute)

Azer Warrior Level 17 Minion
Medium elemental humanoid (fire) XP 400

Initiative +11 Senses Perception +12
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 1; a missed attack never damages a minion.
AC 31; Fortitude 30, Reflex 26, Will 27
Resist 20 fire
Speed 5

Warhammer (standard, at-will) + Fire, Weapon
+20 vs. AC; 7 fire damage, and ongoing 3 fire damage (save ends).

Alignment Unaligned Languages Giant
Str 21 (+13) Dex 17 (+11) Wis 18 (+12)
Con 23 (+14) Int 11 (+8) Cha 16 (+11)

Equipment chainmail, light shield, warhammer

Azer Warrior Tactics
Azer warriors try to surround enemies and scorch them with their warding flame.

Azer Foot Soldier Level 14 Soldier
Medium elemental humanoid (fire) XP 1,000

Initiative +12 Senses Perception +11
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 141; Bloodied 70
AC 30; Fortitude 28, Reflex 26, Will 27
Resist 30 fire
Speed 5

Warhammer (standard; at-will) + Fire, Weapon
+20 vs. AC; 1d10 + 4 damage plus 1d8 fire damage, and the target is marked until the end of the azer foot soldier’s next turn.

Alignment Unaligned Languages Giant
Str 19 (+11) Dex 16 (+10) Wis 18 (+11)
Con 21 (+12) Int 11 (+7) Cha 15 (+9)

Equipment scale armor, light shield, warhammer

Azer Foot Soldier Tactics
These azers maneuver to flank their foes, gaining the benefits of their warding flame power in addition to combat advantage.

Azer Rager Level 15 Brute
Medium elemental humanoid (fire) XP 1,200

Initiative +9 Senses Perception +9
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 181; Bloodied 90
AC 27; Fortitude 28, Reflex 25, Will 24
Immune fear; Resist 30 fire
Speed 6

Spiked Gauntlet (standard, at-will) + Fire, Weapon
+18 vs. AC; 1d6 + 6 damage, and ongoing 5 fire damage (save ends).

Chains of Flame (standard, usable only while bloodied; encounter) + Fire
Close burst 5; +17 vs. Reflex; 3d8 + 5 fire damage. Enemies adjacent to an azer or with ongoing fire damage are immobilized until the end of the azer rager’s next turn.

Alignment Unaligned Languages Giant
Str 22 (+13) Dex 15 (+9) Wis 14 (+9)
Con 21 (+12) Int 11 (+7) Cha 15 (+9)

Equipment scale armor, spiked gauntlets
Azer Rager Tactics
An azer rager attacks foes with its spiked gauntlets wreathed in fire. Once bloodied, it lets loose a furious howl and uses chains of flame.

Azer Taskmaster  Level 17 Controller (Leader)
Medium elemental humanoid (fire)  XP 1,600
Initiative +12  Senses Perception +14
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 165; Bloodied 82
AC 31; Fortitude 28, Reflex 27, Will 29
Resist 30 fire
Speed 5
✦ Scourge (standard; at-will)  ✦ Fire, Weapon
+22 vs. AC; 1d6 + 5 damage plus 2d6 fire damage.
Clinging Flames (immediate reaction, when an enemy within 5 squares of the azer taskmaster takes fire damage; at-will)  ✦ Fire
The enemy takes ongoing 5 fire damage (save ends).
Alignment Unaligned  Languages Giant
Str 20 (+13)  Dex 18 (+12)  Wis 22 (+14)
Con 21 (+13)  Int 14 (+10)  Cha 16 (+11)
Equipment chainmail, scourge

Azer Taskmaster Tactics
The azer taskmaster uses clinging flames and orders its servants into battle. Beyond that, it is a capable fighter that lashes foes with its flaming scourge.

Azer Beastlord  Level 17 Soldier (Leader)
Medium elemental humanoid (fire)  XP 1,600
Initiative +13  Senses Perception +12
Warding Flame (Fire) Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.
HP 167; Bloodied 83
AC 32; Fortitude 31, Reflex 28, Will 29
Resist 30 fire
Speed 5
✦ Battleaxe (standard; at-will)  ✦ Fire, Weapon
+22 vs. AC; 1d10 + 5 damage plus 1d8 fire damage, and the target is marked until the end of the azer beastlord’s next turn.
On My Command (standard; encounter)
Each allied elemental beast within 5 squares of the azer beastlord makes a basic attack as a free action, provided the elemental beast is flanking an enemy and can both see and hear the azer beastlord.
Spur the Beast (minor; at-will)
One allied elemental beast within 5 squares of the azer beastlord recharges an encounter or daily power of the beastlord’s choice.
Alignment Unaligned  Languages Giant
Str 21 (+13)  Dex 17 (+11)  Wis 18 (+12)
Con 23 (+14)  Int 11 (+8)  Cha 16 (+11)
Equipment chainmail, light shield, battleaxe

Azer Beastlord Tactics
An azer beastlord is rarely encountered without elemental beasts of its level or lower. The beastlord waits until its charges are locked in battle before joining the fray, helping the beasts maneuver into flanking positions so that it can take advantage of its on my command power.

(Left to right) azer beastlord, azer taskmaster, and azer rager
A cunning subterranean hunter, the balhannoth distorts nearby reality with its very presence.

### Balhannoth

**Large aberrant magical beast (blind)**

- **Initiative +18**
- **Senses** Perception +16; blindsight 10
- **HP 216**; Bloodied 108
- **AC 28**; Fortitude 27, Reflex 26, Will 24
- **Immune** gaze, illusion
- **Saving Throws** +2
- **Speed** 4, climb 4 (spider climb); see also **reality shift**
- **Action Points** 1

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<th>Description</th>
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<tr>
<td><strong>Tentacle</strong> (standard; at-will)</td>
<td>Reach 3; +17 vs. AC; 1d8 + 9 damage.</td>
</tr>
<tr>
<td><strong>Whipping Tentacles</strong> (standard; at-will)</td>
<td>Close burst 3; targets enemies; +17 vs. AC; 1d8 + 9 damage, and the target slides to any other square of the balhannoth's choosing within the burst area.</td>
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#### Combat Advantage

The balhannoth deals an extra 2d8 damage against any target it has combat advantage against.

#### Invisibility (minor; at-will) ✦ Illusion

The balhannoth can turn invisible until the end of its next turn. It turns visible if it takes a standard action.

#### Reality Shift (move; at-will) ✦ Teleportation

The balhannoth can teleport 10 squares. Enemies adjacent to the balhannoth before it teleports are dazed until the end of its next turn. The balhannoth automatically gains combat advantage against creatures it teleports adjacent to.

### Alignment

Chaotic evil

### Languages

Deep Speech

### Skills

- **Str 29 (+15)**
- **Con 24 (+13)**
- **Dex 27 (+14)**
- **Int 3 (+2)**
- **Wis 20 (+11)**
- **Cha 8 (+5)**

### Balhannoth Tactics

The balhannoth is opportunistic and sometimes waits for hours in ambush or stalks prey across many miles. Once it decides to attack, the balhannoth uses reality shift to teleport adjacent to its prey and uses its whipping tentacles to pull some enemies closer while pushing others back. It continues to use reality shift in subsequent rounds, dazing enemies that get too close and teleporting to more advantageous locations.

### Balhannoth Lore

A character knows the following information with a successful Dungeoneering check.

**DC 20**: In the deep earth, a balhannoth travels along ceilings and across rocky formations. It comes to the ground only to kill prey, doing so by teleporting to within striking distance of its quarry.

**DC 25**: Balhannoths rarely assemble in large groups. They have no society, but they can be found among other sentient species living in the Underdark.

**DC 30**: Balhannoths don’t make sounds or otherwise verbally communicate. They locate prey through some form of extrasensory perception. A trained balhannoth responds to spoken commands, but balhannoths react most favorably to creatures that communicate using telepathy.

### Encounter Groups

An indiscriminate predator, a balhannoth hunts alone or with another of its kind. No creature is safe in a balhannoth’s hunting grounds.

Some Underdark races capture and train balhannoths. A wild balhannoth can only be subdued and tamed by a creature that has telepathy, such as an aboleth or a mind flayer. Otherwise, the creature must be raised from birth to accept a master. Kuo-toas commonly raise balhannoths in this way, while drow, grimlocks, and minotaur cabalists do so less often.

#### Level 13 Encounter (XP 4,000)

- ✦ 1 balhannoth (level 13 elite lurker)
- ✦ 3 grimlock berserkers (level 13 brutes)

#### Level 13 Encounter (XP 4,200)

- ✦ 1 balhannoth (level 13 elite lurker)
- ✦ 2 kuo-toa marauders (level 12 skirmisher)
- ✦ 2 kuo-toa harpooners (level 14 soldier)
Banshrae Lore

A character knows the following information with a successful Arcana check.

DC 20: Banshraes are cold-hearted fey with insectoid features. They do not speak, only communicating via telepathy.

DC 25: All banshraes love singing and the sound of wind instruments—although they have no way to sing or play such instruments themselves. Stories speak of murderous banshraes turned aside by a song and impish banshraes calmed by a tune.

Encounter Groups

Banshraes work with any creature willing to tolerate their sinister and egotistical inclinations. Such creatures commonly include other fey, such as ignoble eladrin, satyrs, dryads, hags, and even unicorns.

Level 12 Encounter (XP 3,900)

✦ 2 banshrae dartswarmers (level 11 artillery)
✦ 1 banshrae warrior (level 12 skirmisher)
✦ 1 ettin spirit-talker (level 12 elite controller)
✦ 1 earth gorgon (level 11 soldier)
BASILISK

Basilisks are predatory reptiles that hunt with a deadly gaze attack. They are not malicious creatures, but their gaze makes them widely feared.

### Venom-Eye Basilisk

**Level 10 Artillery**

- Large natural beast (reptile)
- XP 500

| Initiative | +6 |
| Senses Perception | +11 |
| HP 87; Bloodied 43 |
| AC 27; Fortitude 25, Reflex 22, Will 21 |
| Immune poison |
| Speed 6 |

**Bite** (standard; at-will)

+15 vs. AC; 1d8 + 4 damage.

**Venomous Gaze** (standard; at-will)

✦ Gaze, Poison

Area burst 1 within 10; +15 vs. Fortitude; 2d6 poison damage, and ongoing 5 poison damage (save ends). As long as the target is taking ongoing poison damage from this attack, the target deals 2 poison damage to all creatures adjacent to it at the start of its turn.

### Stone-Eye Basilisk

**Level 12 Soldier**

- Large natural beast (reptile)
- XP 700

| Initiative | +9 |
| Senses Perception | +13 |
| Baleful Gaze Any creature within 5 squares of the stone-eye basilisk that attacks the basilisk is slowed until the end of its next turn. This effect doesn’t rely on the target seeing the basilisk. |
| HP 126; Bloodied 63 |
| AC 28; Fortitude 26, Reflex 22, Will 22 |
| Immune petrification |
| Speed 4 |

**Bite** (standard; at-will)

+17 vs. AC; 2d8 + 5 damage.

**Petrifying Gaze** (standard; at-will)

✦ Gaze

Close blast 3; +17 vs. Fortitude; the target is slowed (save ends). First Failed Save: The target is immobilized (save ends). Second Failed Save: The target is petrified (no save).

### Basilisk Lore

A character knows the following information with a successful Nature check.

**DC 15**: Basilisks are strangely evolved drakes. As such, they can be domesticated and trained.

**DC 20**: The venom-eye basilisk’s poisonous gaze is empowered by the beast’s spirit. The creature itself isn’t venomous; consequently, the venom can’t be captured and used for other purposes.

**DC 25**: A stone-eye basilisk’s jaws are so strong that it can chew up and devour creatures it has petrified with its gaze.

### Encounters

- **Level 11 Encounter** (XP 3,400)
  - 2 venom-eye basilisks (level 10 artillery)
  - 4 mezzodemons (level 11 soldier)

- **Level 12 Encounter** (XP 3,700)
  - 2 stone-eye basilisks (level 12 soldier)
  - 1 feygrove choker (level 12 lurker)
  - 1 briar witch dryad (level 13 elite controller)
Normal bats are innocuous wild animals that feed on mammals, insects, reptiles, or fruit. Monstrous bats, on the other hand, are fearsome predators that attack just about anything without provocation.

**Shadowhunter Bat**

Medium shadow beast | Level 3 Lurker | XP 150
---|---|---
Initiative +9 | Senses Perception +7; darkvision
HP 38; Bloodied 19
AC 17; Fortitude 14, Reflex 17, Will 12
Speed 2 (clumsy), fly 8; see also flyby attack
Tail Slash (standard; at-will) +8 vs. AC; 1d6 + 4 damage. In dim light or darkness, a shadowhunter bat gains a +2 bonus to the attack roll and deals an extra 6 damage.
Flyby Attack (standard; at-will) The shadowhunter bat flies up to 8 squares and makes one melee basic attack at any point during that movement. The bat doesn’t provoke opportunity attacks when moving away from the target of the attack.

**Alignment** Unaligned
**Languages** –
**Skills** Stealth +10
**Str** 13 (+2)  **Dex** 18 (+5)  **Wis** 13 (+2)
**Con** 14 (+3)  **Int** 2 (-3)  **Cha** 11 (+1)

**Shadowhunter Bat Tactics**

A shadowhunter bat uses flyby attack to dart out of the shadows, strike an opponent, and move back into the shadows without taking an opportunity attack. However, it prefers to catch prey in complete darkness, where its attacks are more lethal.

**Fire Bat**

Medium elemental beast (fire) | Level 5 Skirmisher | XP 200
---|---|---
Initiative +8 | Senses Perception +8
HP 60; Bloodied 30
AC 20; Fortitude 15, Reflex 20, Will 13
Resist 10 fire
Speed 2 (clumsy), fly 8; see also fiery swoop
Fiery Touch (standard; at-will) Fire +6 vs. Reflex; 1d6 + 4 fire damage, and ongoing 5 fire damage (save ends).
Fiery Swoop (standard; at-will) Fire The fire bat shifts up to 4 squares and can move through occupied squares as it moves. It makes a melee basic attack against any creature whose space it enters. The fire bat cannot attack a target more than once in this fashion, and it must end its movement in an unoccupied square.

**Alignment** Unaligned
**Languages** –
**Str** 6 (+0)  **Dex** 19 (+6)  **Wis** 12 (+3)
**Con** 12 (+3)  **Int** 2 (-2)  **Cha** 7 (+0)

**Fire Bat Tactics**

Fire bats use fiery swoop to strike multiple targets in a round while avoiding opportunity attacks.

**Bat Lore**

A character knows the following information with a successful Arcana check.

**DC 15**: Fire bats are native to the Elemental Chaos, but they now live in the world. They can be domesticated and are often found alongside azer beastlords and other fire creatures.

**DC 15**: Shadowhunter bats linger near places touched by the Shadowfell. They hunt alone or in small groups, sometimes acting at the behest of other shadow creatures or undead masters.

**Encounter Groups**

Bats frequently cohabit dungeons alongside other monstrous denizens.

**Level 3 Encounter (XP 750)**

✦ 2 shadowhunter bats (level 3 lurker)
✦ 1 goblin hexer (level 3 controller)
✦ 2 goblin skullcleavers (level 3 brute)
BATTLEBRIAR

BATTLEBRIAR ARE DEADLY LIVING PLANTS purposefully grown to serve in military capacities. They can destroy massed formations of lesser troops, storm defended embankments, and bring down fortifications.

Warthorn Battlebriar Level 14 Controller
Large natural animate (plant) XP 1,000
Initiative +8
Senses Perception +9
Grasping Thorns aura 2; enemies treat the area within the aura as difficult terrain; at the start of the warthorn battlebriar’s turn, enemies in the aura take 5 damage.
HP 141; Bloodied 70
AC 28; Fortitude 28, Reflex 23, Will 24
Speed 6

Claw (standard; at-will)
Reach 2; +19 vs. AC; 1d8 + 6 damage, and the target is pulled 1 square.

Thorn Burst (standard; at-will)
Close burst 2; +17 vs. Reflex; 2d8 + 1 damage, plus the target is slowed until the end of the warthorn battlebriar’s next turn.

Threatening Reach
A warthorn battlebriar can make opportunity attacks against all enemies within its reach (2 squares).

Alignment Unaligned
Languages –
Str 23 (+13)  Dex 13 (+8)  Wis 15 (+9)
Con 21 (+12)  Int 3 (+3)  Cha 12 (+8)

Earthrage Battlebriar Level 28 Elite Brute
Huge elemental animate (plant) XP 26,000
Initiative +19
Senses Perception +17; tremorsense 5
Grasping Vines aura 3; at the start of the battlebriar’s turn, enemies in the aura are pulled 1 square.
HP 634; Bloodied 317
AC 42; Fortitude 44, Reflex 38, Will 36
Saving Throws +2
Speed 8, burrow 6
Action Points 1

Claw (standard; at-will)
Reach 3; +32 vs. AC; 2d12 + 11 damage, and the target is slowed until the end of the earthrage battlebriar’s next turn.

Trample (standard; at-will)
The earthrage battlebriar can move up to its speed and enter enemies’ spaces. This movement provokes opportunity attacks, and the battlebriar must end its move in an unoccupied space. When it enters an enemy’s space, the battlebriar makes a trample attack: +30 vs. Reflex; 1d12 + 22 damage, and the target is knocked prone.

Threatening Reach
The earthrage battlebriar can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Unaligned
Languages –
Str 32 (+25)  Dex 20 (+19)  Wis 17 (+17)
Con 27 (+22)  Int 3 (+10)  Cha 16 (+17)

Warthorn Battlebriar Tactics
A warthorn battlebriar moves close to foes and sprays them with a thorn burst. It attempts to keep foes locked in melee combat and uses its grasping thorns aura to hinder opponents trying to flank it or escape.

Battlebriar Lore
A character knows the following information with a successful Nature check.
DC 20: Many powerful entities use battlebriars as living siege engines. However, battlebriars sometimes escape the control of their commanders and roam as autonomous agents of destruction.
DC 25: Battlebriars don’t feed like an animal might. They can survive like plants do, and thus make excellent eternal guardians.

Encounter Groups
Battlebriars often guard fey strongholds. Elemental creatures employ them as well, so a battlebriar might be part of a hill giant enclave.
Level 14 Encounter (XP 5,400)
✦ 1 warthorn battlebriar (level 14 controller)
✦ 2 cyclops ramblers (level 14 skirmisher)
✦ 3 hill giants (level 13 brute)
Even in a world filled with monsters, bears present a threat. Monstrous varieties, such as the cave bear and the dire bear, are vicious predators and territorial menaces.

**Cave Bear**

Medium natural beast  
Level 6 Elite Brute  
XP 500

| Initiative | +4 | Senses Perception | +5; darkvision |
| HP | 170; Bloodied 85 |
| AC | 20; Fortitude 21, Reflex 17, Will 18 |
| Saving Throws | +2 |
| Speed | 8 |
| Action Points | 1 |
| Claw (standard; at-will) | +10 vs. AC; 1d8 + 5 damage. |
| Cave Bear Frenzy (standard; recharge ⚛ ⚅) | Close burst 1; targets enemies; +10 vs. AC; 1d8 + 5 damage. |
| Alignment | Unaligned |
| Languages | — |
| Str | 20 (+8) |
| Dex | 13 (+4) |
| Wis | 14 (+5) |
| Con | 15 (+5) |
| Int | 2 (-1) |
| Cha | 12 (+4) |

**Cave Bear Tactics**

The cave bear wades into combat, often beginning with a charge. The creature claws foes with reckless abandon, using cave bear frenzy if it’s adjacent to two or more targets.

**Bear Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Bears generally live in forests and caves. Cave bears are ferocious predators that make their lairs deep underground and are accustomed to darkness. Dire bears are savage hunters that eat humanoids as readily as game animals.

**DC 20:** Dire bears typically maul prey with their claws or crush them to death with their thick, bestial arms.

**Dire Bear**

Large natural beast  
Level 11 Elite Brute  
XP 1,200

| Initiative | +8 |
| HP | 276; Bloodied 138 |
| AC | 25; Fortitude 25, Reflex 22, Will 23 |
| Saving Throws | +2 |
| Speed | 8 |
| Action Points | 1 |
| Claw (standard; at-will) | Reach 2; +15 vs. AC; 2d8 + 6 damage. |
| Maul (standard; at-will) | The dire bear makes two claw attacks. If both claw attacks hit the same target, the dire bear makes a secondary attack against the target. Secondary Attack: +13 vs. AC; the target is grabbed (until escape). |
| Ursine Crush (standard; at-will) | The cave bear deals 4d8 + 6 damage to a grabbed creature (no attack roll required). |
| Alignment | Unaligned |
| Languages | — |
| Str | 23 (+11) |
| Dex | 16 (+8) |
| Wis | 18 (+9) |
| Con | 18 (+9) |
| Int | 2 (+1) |
| Cha | 16 (+8) |

**Dire Bear Tactics**

A dire bear has reach and tries to grab its prey after making a successful claw attack. Against a grabbed creature, it uses ursine crush. The first time it uses its maul attack, it spends an action point to make a second maul attack against the same target that round.

**Encounter Groups**

Bears are encountered alone or in small groups. Some humanoids domesticate bears as guard animals. Similarly, larger humanoids (such as hill giants and ettins) keep dire bear pets.

**Level 6 Encounter (XP 1,250)**

✦ 2 cave bears (level 6 elite brute)  
✦ 1 bugbear strangler (level 6 lurker)

**Level 11 Encounter (XP 3,050)**

✦ 1 dire bear (level 11 elite brute)  
✦ 1 ettin spirit-talker (level 12 elite controller)  
✦ 3 ogre thugs (level 11 minion)
Beetles usually feed on carrion, but monstrous varieties rarely pass up a warm meal.

**Fire Beetle**
Small natural beast  
Level 1 Brute  
XP 100

- Initiative +1
- Senses Perception +0
- HP 32; Bloodied 16
- AC 13; Fortitude 13, Reflex 12, Will 11
- Resist 10 fire
- Speed 6
- Bite (standard; at-will) +5 vs. AC; 2d4 + 2 damage.
- Fire Spray (standard; recharge ⚅ ⚅ ⚅ ⚅) + Fire
  - Close blast 3; +4 vs. Reflex; 3d6 fire damage.

**Tangler Beetle**
Large natural beast  
Level 5 Controller  
XP 200

- Initiative +2
- Senses Perception +3; darkvision
- HP 62; Bloodied 31
- AC 19; Fortitude 17, Reflex 13, Will 14
- Speed 6
- Bite (standard; at-will) +10 vs. AC; 1d10 + 4 damage.
- Entangling Spittle (standard; recharge ⚅ ⚅ ⚅ ⚅)
  - Ranged 5; +8 vs. Reflex; the target is immobilized (save ends).

**Rot Scarab Swarm**
Medium shadow beast (swarm)  
Level 8 Soldier  
XP 350

- Initiative +9
- Senses Perception +7; darkvision
- Swarm Attack aura 1; the rot scarab swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.
- HP 88; Bloodied 44
- AC 22; Fortitude 21, Reflex 21, Will 19
- Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks
- Speed 8, climb 8
- Swarm of Mandibles (standard; at-will) ✦ Necrotic
  - +12 vs. Reflex; 1d8 + 5 necrotic damage, and ongoing 5 necrotic damage (save ends).

**Rot Scarab Swarm Tactics**
Rot scarab swarms emerge from dark hidden places to catch prey by surprise.

**Beetle Lore**
A character knows the following information with a successful skill check.

- Nature DC 15: A fire beetle has two fiery glands that continue to glow for 1d12 hours after the beetle’s death; these can be removed and used as torches.
- Nature DC 15: Tangler beetle saliva is sticky enough to hold fast a giant, but it dries and loses its stickiness a few minutes after exposure to air.
- Arcana DC 15: Rot scarabs gather in tombs and graveyards.

**Encounter Groups**
Humanoids use fire beetles and tangler beetles for light and protection, respectively. Rot scarabs inhabit the Shadowfell and places touched by death.

- Level 1 Encounter (XP 500)
  - 2 fire beetles (level 1 brute)
  - 1 kobold slinger (level 1 artillery)
  - 2 kobold skirmishers (level 1 skirmisher)
A behemoth is an omnivorous reptilian beast that relies on its size and ferocity to drive off or defeat its enemies.

MACETAIL BEHEMOTH

Wild macetail behemoths aggressively defend their territory, but macetail hatchlings can be domesticated for use as pack animals.

**Macetail Behemoth**

**Large natural beast (reptile) XP 300**

**Initiative** +8  
**Senses** Perception +5  
**HP** 82; Bloodied 41  
**AC 23; Fortitude 23, Reflex 18, Will 18**  
**Speed 5**

⊕ Tail Bludgeon (standard; at-will)

Reach 2; +14 vs. AC; 1d10 + 6 damage, and the target is marked until the end of the macetail behemoth’s next turn.

⊖ Tail Sweep (standard; recharge 2d6 ⚖ ⚄ ⚅)

Close burst 1; +12 vs. Reflex; 1d10 + 6 damage, and the target is knocked prone if it is Medium size or smaller.

**Alignment** Unaligned  
**Languages** –

**Str 22 (+9)**  
**Dex 16 (+6)**  
**Wis 14 (+5)**  
**Con 18 (+7)**  
**Int 2 (-1)**  
**Cha 6 (+1)**

**Macetail Behemoth Tactics**

A macetail behemoth charges headlong into battle, smashing foes with its tail and using tail sweep when it has multiple opponents adjacent to it.

**Behemoth Lore**

A character knows the following information with a successful Nature check.

**DC 15**: Behemoths are notoriously ill-tempered and territorial beasts, attacking anything that intrudes upon their lairs or feeding grounds.

---

**Bloodspike Behemoth**

These ill-tempered behemoths can be trained to pull heavy carts and siege engines, but even domesticated specimens can be difficult to control.

**Bloodspike Behemoth**

**Large natural beast (reptile) XP 400**

**Initiative** +5  
**Senses** Perception +7  
**HP** 118; Bloodied 59; see also bloodied sweep  
**AC 21; Fortitude 24, Reflex 18, Will 20**  
**Speed 5**

⊕ Spiked Tail (standard; at-will)

Reach 2; +13 vs. AC; 2d6 + 7 damage, and ongoing 5 damage (save ends).

⊖ Tail Sweep (standard; recharge 2d6 ⚖ ⚄ ⚅)

Close burst 1; +11 vs. Reflex; 1d8 + 7 damage, and the target is knocked prone if it is Medium size or smaller.

⊖ Bloodied Sweep (free, when first bloodied; encounter)

Close burst 1; +13 vs. Fortitude; 1d8 + 7 damage, and ongoing 5 damage (save ends).

**Alignment** Unaligned  
**Languages** –

**Str 24 (+11)**  
**Dex 12 (+5)**  
**Wis 16 (+7)**  
**Con 18 (+8)**  
**Int 2 (+0)**  
**Cha 6 (+2)**

**Bloodspike Behemoth Tactics**

A bloodspike charges into battle and impales foes with its spiked tail. It panics when surrounded or bloodied, using its tail sweep or bloodied sweep to take down foes.

**Encounter Groups**

In the wild, behemoths live in small herds. Some humanoids, particularly hobgoblins and troglodytes, domesticate behemoths as war beasts.

**Level 7 Encounter** (XP 1,450)

✦ 1 macetail behemoth (level 7 soldier)  
✦ 1 troglodyte curse chanter (level 8 controller)  
✦ 2 troglodyte maulers (level 6 soldier)  
✦ 1 troglodyte impalers (level 7 artillery)
Few monsters evoke greater terror than the dread beholder, an avapricious tyrant that fires terrible rays from its eyestalks.

**Beholder Eye of Flame**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>All-around vision, darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Eyes of the Beholder</strong> aura 5; at the start of each enemy’s turn, if that foe is within the aura and in the eye of flame’s line of sight, the eye of flame uses one random eye ray power against that creature.</td>
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<tr>
<td><strong>HP</strong> 240; <strong>Bloodied</strong> 102; see also fiery burst</td>
<td></td>
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</tr>
<tr>
<td><strong>AC</strong> 26; <strong>Fortitude</strong> 26, <strong>Reflex</strong> 27, <strong>Will</strong> 28</td>
<td></td>
<td></td>
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<tr>
<td><strong>Saving Throws</strong> +2</td>
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<td></td>
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<tr>
<td><strong>Speed</strong> fly 6 (hover)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Action Points</strong> 1</td>
<td></td>
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</tbody>
</table>

### Central Eye (minor; at-will)

Ranged 8; the target gains vulnerable 10 fire, and any attack that deals fire damage to the target also deals ongoing 5 fire damage (save ends both).

### Eye Rays (standard; at-will)  

- **Fire Ray (Fire)**: Ranged 8; +17 vs. Reflex; 2d8 + 6 fire damage.
- **Telekinesis Ray**: Ranged 8; +17 vs. Fortitude; the target slides 4 squares.
- **Fear Ray (Fear)**: Ranged 8; +17 vs. Will; the target moves its speed away from the eye of flame by the safest route possible and takes a -2 penalty to attack rolls (save ends).

### Fiery Burst (free, when first bloodied and again when the eye of flame is reduced to 0 hit points)  

Close burst 2; +17 vs. Reflex; 2d8 + 6 fire damage.

**Alignment** Evil  

<table>
<thead>
<tr>
<th>Languages</th>
<th>Deep Speech</th>
</tr>
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<tbody>
<tr>
<td>Str 10 (+6)</td>
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<tr>
<td>Dex 20 (+11)</td>
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<tr>
<td>Con 18 (+10)</td>
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<tr>
<td>Int 14 (+8)</td>
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<tr>
<td>Wis 19 (+10)</td>
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<tr>
<td>Cha 23 (+12)</td>
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**Beholder Eye Tyrant**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>All-around vision, darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Eyes of the Beholder</strong> aura 5; at the start of each enemy’s turn, if that foe is within the aura and in the eye tyrant’s line of sight, the eye tyrant uses one random eye ray power against that creature.</td>
<td></td>
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<tr>
<td><strong>HP</strong> 900; <strong>Bloodied</strong> 450</td>
<td></td>
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<tr>
<td><strong>AC</strong> 33; <strong>Fortitude</strong> 30, <strong>Reflex</strong> 32, <strong>Will</strong> 34</td>
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<tr>
<td><strong>Saving Throws</strong> +5</td>
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<td></td>
</tr>
<tr>
<td><strong>Speed</strong> fly 4 (hover)</td>
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</tr>
<tr>
<td><strong>Action Points</strong> 2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Bite (standard; at-will)**  
  +24 vs. AC; 2d6 + 1 damage.

- **Central Eye (minor; at-will)**  
  Ranged 20; +25 vs. Will; the target is dazed until the end of the beholder’s next turn.

- **Eye Rays (standard; at-will)  
  see text**  
  The eye tyrant can use up to two different eye ray powers (chosen from the list below). Each power must target a different creature. Using eye rays does not provoke opportunity attacks.

  1. **Searing Ray (Radiant)**: Ranged 10; +22 vs. Reflex; 2d8 + 9 radiant damage.
  2. **Withering Ray (Necrotic)**: Ranged 10; +22 vs. Fortitude; 2d8 + 9 damage, and ongoing 10 necrotic damage (save ends).
  3. **Sleep Ray (Sleep)**: Ranged 10; +22 vs. Will; the target falls unconscious (save ends).
  4. **Telekinesis Ray**: Ranged 10; +22 vs. Fortitude; the target slides 4 squares.
  5. **Hold Ray**: Ranged 10; +22 vs. Reflex; the target is restrained (save ends).
  6. **Confusion Ray (Charm)**: Ranged 10; +22 vs. Will; the target charges its nearest ally and makes a melee basic attack against it.
  7. **Fear Ray (Fear, Psychic)**: Ranged 10; +22 vs. Will; 2d8 + 9 psychic damage, and the target moves its speed away from the beholder by the safest route possible.
  8. **Petrifying Ray**: Ranged 10; +22 vs. Fortitude; the target is slowed (save ends). **First Failed Save**: The target is immobilized instead of slowed (save ends). **Second Failed Save**: The target is petrified (no save).
  9. **Death Ray (Necrotic)**: Ranged 10; +22 vs. Fortitude; 2d8 + 9 necrotic damage, and if the target is bloodied it is dazed (save ends). **First Failed Save**: The target is dazed and weakened (save ends). **Second Failed Save**: The target dies.
  10. **Disintegrate Ray**: Ranged 10; +22 vs. Fortitude; 2d20 damage (save ends). **Aftereffect**: Ongoing 2d6 damage (save ends).

- **Eye Ray Frenzy (standard, usable only while bloodied; recharge 11)  
  see text**  
  As eye rays above, except the eye tyrant makes four eye ray attacks.

**Alignment** Evil  

<table>
<thead>
<tr>
<th>Languages</th>
<th>Deep Speech</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 12 (+10)</td>
<td></td>
</tr>
<tr>
<td>Dex 24 (+16)</td>
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<tr>
<td>Con 20 (+14)</td>
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<tr>
<td>Int 22 (+15)</td>
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<tr>
<td>Wis 17 (+12)</td>
<td></td>
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<tr>
<td>Cha 28 (+18)</td>
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</tr>
</tbody>
</table>

**Encounter Groups**

Beholders use a wide range of minions and strike alliances with other powerful monsters. Eyes of flame prefer to fight behind a group of submissive soldiers or brutes.

**Level 13 Encounter (XP 4,000)**

- ♦ 1 beholder eye of flame (level 13 elite artillery)
- ♦ 3 hill giants (level 13 brute)
Berbalangs consume the flesh and bones of dead humanoids, acquiring the lost memories of those upon whom they feast. They also have the power to manifest psychic duplicates of themselves.

**Berbalang**

*Medium immortal humanoid*  
**Level 10 Solo Skirmisher**  
**XP 2,500**

- **Initiative:** +13
- **Senses:** Perception +6
- **AC:** 25; **Fortitude:** 22, **Reflex:** 25, **Will:** 21; see also *psychic deflection*
- **HP:** 408; **Bloodied:** 204
- **Saving Throws:** +5
- **Speed:** 6, *fly* 8
- **Action Points:** 2

### Claw (standard; at-will)

+14 vs. AC; 1d8 + 6 damage.

### Summon Duplicate (minor, not while bloodied; at-will)

- ✦ *Conjuration, Psychic*

The berbalang manifests an exact duplicate of itself in an unoccupied adjacent square. It can have no more than four duplicates at once, and duplicates cannot summon other duplicates. When a duplicate appears, it makes an initiative check and joins the battle on that initiative count. All damage a duplicate deals is treated as psychic damage.

A duplicate has the same statistics as the berbalang except for its hit points. When the berbalang manifests a duplicate, the berbalang loses one-quarter of its current hit points and the duplicate appears with that quantity of hit points. The berbalang’s maximum number of hit points remains the same.

Duplicates last until the berbalang reaches 0 hit points, absorbs them, or uses *sacrifice*. A duplicate must stay within 10 squares of the berbalang at all times or it disappears.

### Absorb Duplicate (standard, at-will) ✦ Healing

The berbalang absorbs a duplicate adjacent to it and regains 50 hit points.

### Berbalang Sneak Attack

A berbalang or a duplicate that flanks an enemy with another duplicate deals an extra 1d8 damage on melee attacks against that enemy.

### Sacrifice (standard; at-will) ✦ Psychic

Area burst 1 centered on a duplicate; the berbalang can cause one of its duplicates to explode in a burst of psychic gore; +11 vs. Fortitude; 2d8 + 6 psychic damage, plus the target is dazed (save ends). Miss: No damage, but the target is dazed (save ends). Hit or Miss: The berbalang takes 25 damage.

### Psychic Deflection (immediate reaction, when the berbalang is damaged by an attack; at-will) ✦ Psychic

The berbalang can deflect the damage it takes from an attack to one of its duplicates. Any effects or secondary attacks included in the attack are also deflected to the duplicate. The damage a duplicate takes in this way is considered psychic damage.

### Alignment

*Evil*

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Wis</th>
<th>Con</th>
<th>Int</th>
<th>Cha</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+8)</td>
<td>22 (+11)</td>
<td>13 (+6)</td>
<td>14 (+7)</td>
<td>14 (+7)</td>
<td>15 (+7)</td>
</tr>
</tbody>
</table>

### Languages

*Supernal*

### Berbalang Lore

A character knows the following information with a successful Religion check.

- **DC 20:** Berbalangs consume the flesh of dead humanoids. They do not differentiate between those recently dead and those dead for centuries.
- **DC 25:** Berbalangs absorb the memories of the corpses they eat and relive significant portions of those memories while asleep. This absorption of dead memories gives berbalangs the nutrition they require. There are some remote villages where the dead are not interred, but instead are given to a resident berbalang as part of a bargain made by the village elders. When too few deaths occur naturally, a sacrifice is determined by lot to satisfy the deal.

### Encounter Groups

Berbalangs are solitary, but they occasionally share their lairs with various tomb-dwellers.

- **Level 12 Encounter (XP 3,500)**
  - ✦ 1 berbalang (level 10 solo skirmisher)
  - ✦ 1 gibbering mouther (level 10 controller)
  - ✦ 1 skeletal tomb guardian (level 10 brute)

The duplicates try to maneuver around enemies to gain the benefit of their berbalang sneak attack.

When the berbalang is bloodied, it increasingly uses absorb duplicate and sacrifice. A berbalang fearing its death retreats and uses a duplicate to block pursuit.

### Encounter Groups

Berbalangs are solitary, but they occasionally share their lairs with various tomb-dwellers.
These wild cousins of the domestic pig can be found in any wilderness location, from cold hinterlands to tropical rain forests. When incensed, they become mindless, destructive animals.

**Dire Boar**

Large natural beast (mount)  
Level 6 Brute  
XP 250

- Initiative +3
- Senses Perception +2
- HP 85; Bloodied 42; see also death strike
- AC 17; Fortitude 21, Reflex 17, Will 16
- Speed 8
- Gore (standard; at-will)
  +9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.
- Death Strike (when reduced to 0 hit points)
  The dire boar makes a gore attack.
- Rabid Charger (while mounted by a friendly rider of 6th level or higher; at-will)
  - Mount
  When it charges, the dire boar makes a gore attack in addition to its rider’s charge attack; see also furious charge.

**Furious Charge**

When a dire boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.

Alignment Unaligned  
Languages –
- Str 19 (+7)  
- Dex 10 (+3)  
- Wis 9 (+2)  
- Con 15 (+5)  
- Int 2 (+1)  
- Cha 8 (+2)

**Thunderfury Boar**

Large fey beast  
Level 15 Brute  
XP 1,200

- Initiative +9  
- Senses Perception +8  
- HP 182; Bloodied 91  
- AC 27; Fortitude 29, Reflex 20, Will 20  
- Speed 8
- Gore (standard; at-will)
  +18 vs. AC; 2d8 + 7 damage, or 3d8 + 7 damage while the thunderfury boar is bloodied.
- Death Strike (when reduced to 0 hit points)
  The thunderfury boar makes a gore attack.
- Thunderfury (standard; recharge ⚅ ⚅)
  - Thunder
  Close burst 2; +17 vs. Fortitude; 2d8 + 6 thunder damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.

**Thunderous Charge**

The thunderfury boar deals an extra 10 thunder damage when it charges.

Alignment Unaligned  
Languages –
- Str 24 (+14)  
- Dex 15 (+9)  
- Wis 12 (+8)  
- Con 22 (+13)  
- Int 5 (+4)  
- Cha 9 (+6)

**Thunderfury Boar Tactics**

This boar enters battle with a thunderous charge and uses thunderfury as often as it can. Those who flee from the boar are likely to incite the beast’s wrath, and it pursues a fleeing enemy without regard for opportunity attacks.

**Boar Lore**

A character knows the following information with a successful skill check.

**Nature DC 15:** Dire boars are omnivores that roam wild in many landscapes, but sometimes humanoids domesticate them for use in battle. Domesticating a dire boar is difficult, and they remain fierce and dangerous even to their trainers. Dwarves refer to their domesticated dire boar mounts as thundertusks.

**Arcana DC 20:** Thunderfury boars are native to the Feywild. They are too fierce for true domestication, but they are sometimes kept and goaded into battle by canny fey.

**Encounter Groups**

All boars can be found in small groups called sounders. Domesticated dire boars can be found among all sorts of humanoids.

**Level 5 Encounter (XP 1,150)**

- 1 dire boar (level 6 brute)
- 1 orc eye of Gruumsh (level 5 controller)
- 4 orc berserkers (level 4 brute)
BODAK

Bodaks are heartless creatures that kill for the sake of killing, serving their own desires or the desires of an even crueler master.

**Bodak Skulk Level 16 Lurker**
Medium shadow humanoid (undead) XP 1,400

Initiative +16

**Senses**
Perception +10; darkvision

**Agonizing Gaze (Fear, Gaze, Necrotic)** aura 5; a creature in the aura that makes a melee or a ranged attack against the bodak skulk takes 5 necrotic damage before the attack roll is made and takes a –2 penalty to the attack roll.

HP 124; Bloodied 62

**AC** 29, Fortitude 29, Reflex 27, Will 29

**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant; a bodak skulk that takes radiant damage cannot weaken a target until the end of its next turn.

**Speed** 6

✦ Slam (standard; at-will) ✦ Necrotic

+21 vs. AC; 1d6 + 5 damage plus 2d6 necrotic damage, and the target is weakened until the end of the bodak skulk’s next turn.

✦ Death Gaze (standard; encounter) ✦ Gaze, Necrotic

Ranged 10; targets a living creature; +19 vs. Fortitude; if the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses 1 healing surge.

**Spectral Form (standard; at-will)**
The bodak skulk turns invisible and gains the insubstantial and phasing qualities. It can do nothing but move in its spectral form, and it can return to its normal form as a free action.

Alignment Evil

| Str 21 (+13) | Dex 19 (+12) | Wis 15 (+10) |
| Con 22 (+14) | Int 6 (+6) | Cha 23 (+14) |

**Languages**
Common

**Bodak Reaver Level 18 Soldier**
Medium shadow humanoid (undead) XP 2,000

Initiative +16

**Senses**
Perception +17; darkvision

**Agonizing Gaze (Fear, Gaze, Necrotic)** aura 5; a creature in the aura that makes a melee or a ranged attack against the bodak reaver takes 5 necrotic damage before the attack roll is made and takes a –2 penalty to the attack roll.

HP 175; Bloodied 87

**AC** 31, Fortitude 31, Reflex 30, Will 31

**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 5 radiant; a bodak reaver that takes radiant damage can’t weaken a target until the end of its next turn.

**Speed** 5

✦ Greataxe (standard; at-will) ✦ Necrotic, Weapon

+23 vs. AC; 1d12 + 6 damage (crit 2d12 + 18) plus 1d8 necrotic damage, and the target is dazed and weakened (save ends both).

✦ Death Gaze (standard; encounter) ✦ Gaze, Necrotic

Ranged 10; targets a living creature; +20 vs. Fortitude; if the target is weakened, it is reduced to 0 hit points; otherwise, the target takes 1d6 + 6 necrotic damage and loses 1 healing surge.

**Death Drinker ✦ Healing**

If a living creature is reduced to 0 hit points within 5 squares of the bodak reaver, the reaver gains a +1 bonus to attack rolls until the end of its next turn, as well as 15 temporary hit points.

Alignment Evil

| Str 22 (+15) | Dex 21 (+14) | Wis 16 (+12) |
| Con 23 (+15) | Int 10 (+9) | Cha 23 (+15) |

**Equipment** plate armor, greataxe

**Bodak Skulk Tactics**
The bodak skulk approaches foes undetected using spectral form and then waits for an opportunity to gain combat advantage. When it’s poised to attack, the bodak reverts to normal form and attempts to weaken a foe with its slam attack. It fixes its death gaze on the first enemy it weakens.

**Bodak Reaver Tactics**
This bodak reaver wades into combat wielding its greataxe and taking advantage of its death gaze. A bodak reaver sometimes slays allied minions to reap the benefits of its death drinker power.

**Bodak Lore**
A character knows the following information with a successful skill check.

**Arcana DC 20:** Bodaks are undead humanoids with strong ties to the Shadowfell. Its visage is so ghastly that it can kill with a look.

**Religion DC 30:** When a nightwalker slays a humanoid, that nightwalker can ritually transform the slain creature’s body and spirit into a bodak. The bodak then acts at the nightwalker’s behest, serving whomever its master dictates.

**Encounter Groups**
An enslaved bodak collaborates with other shadow or undead creatures.

**Level 18 Encounter (XP 10,000)**
✦ 2 bodak reavers (level 18 soldier)
✦ 1 cambion hellfire magus (level 18 artillery)
✦ 2 slaughter wights (level 18 brute)
Boneclaws are magically constructed undead built to hunt and slay the living. Liches, deathpriests of Orcus, shadar-kai necromancers, and other vile individuals use them as guards and agents. Their skewerlike claws contract and extend from moment to moment, sometimes instantly reaching a length of 10 feet or more before slowly contracting.

**Boneclaw**

Large shadow animate (undead) XP 1,000

| Initiative | +15 | Senses | Perception +13; darkvision |
| HP         | 136 | Bloodied | 68; see also necrotic pulse |
| AC         | 30  | Fortitude | 24; Reflex 27; Will 25 |
| Immune     | disease; poison; Resist 20 necrotic; Vulnerable 5 radiant |
| Speed      | 8   |

**Claw** (standard; at-will)

Reach 3; +20 vs. AC; 1d12 + 6 damage.

**Necrotic Pulse** (free, when first bloodied; encounter) + Healing, Necrotic

Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.

**Relentless Opportunist**

If the boneclaw hits with an opportunity attack, it can make another opportunity attack against the same target during the current turn.

**Threatening Reach**

The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).

**Alignment** Evil  
**Languages** Common

**Skills** Intimidate +16, Stealth +18  
Str 17 (+10)  
Con 16 (+10)  
Dex 23 (+13)  
Wis 12 (+8)  
Int 10 (+7)  
Cha 18 (+11)

**Boneclaw Tactics**

A boneclaw impales foes with its claws, relying on its threatening reach to discourage enemies from fleeing.

**Boneclaw Lore**

A character knows the following information with a successful skill check.

**Religion DC 20:** Boneclaws are intelligent undead constructs that enjoy hunting and slaying living creatures.

**Arcana DC 25:** One creates a boneclaw by means of a dark ritual that binds a powerful evil soul to a specially prepared amalgamation of undead flesh and bone. The exact ritual is a closely guarded secret known only to a handful of liches and necromancers. Cabals that wish to possess the knowledge of boneclaw creation have resorted to diplomacy, theft, and clandestine warfare to acquire the ritual.

**Encounter Groups**

Boneclaws can appear in any setting, always serving evil. They act as guardians, soldiers, and even assassins.

**Level 14 Encounter (XP 5,000)**

✦ 2 boneclaws (level 14 soldier)  
✦ 1 lich (level 14 elite controller)  
✦ 1 shield guardian (level 14 soldier)

**Religion DC 30:** Although rumor holds that the first boneclaws were created by a powerful lich in the service of Vecna, the truth is that a coven of hags led by a powerful night hag named Grigwartha created the first boneclaw over a century ago. They invented a ritual that combines the flesh and bones from ogres along with the trapped soul of an oni. Although the materials can vary, the ritual is the same among those who know it.

**Arcana DC 35:** Grigwartha trades her knowledge of the boneclaw creation ritual for favors she can later call upon. As such, she has a vast network of individuals and creatures that owe her a debt for the ritual.
Bulette

Heavily armored predators that burrow through the earth, bulettes hunt for morsels to slake their appetite and once satisfied, retreat underground.

**Bulette Level 9 Elite Skirmisher**
Large natural beast XP 800

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception +5; darkvision, tremorsense 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 204; Bloodied 102; see also second wind</td>
<td></td>
</tr>
<tr>
<td>AC 27; Fortitude 26, Reflex 21, Will 21</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Speed 6, burrow 6; see also earth furrow</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
</tbody>
</table>

Emoji: Bite (standard; at-will)
Before it bites, the bulette can make a standing long jump (as a free action) without provoking opportunity attacks; +14 vs. AC; 2d6 + 7 damage, or 4d6 + 7 damage against a prone target.

Emoji: Rising Burst (standard; at-will)
Close burst 2; the bulette sprays rock and dirt into the air when it rises out of the ground; +13 vs. AC; 1d8 + 10 damage.

Emoji: Earth Furrow (move; at-will)
The bulette moves up to its burrow speed just below the surface of the ground, avoiding opportunity attacks as it passes underneath other creatures’ squares. As it burrows beneath the space of a Medium or smaller creature on the ground, the bulette makes an attack against the creature: +8 vs. Fortitude; on a hit, the target is knocked prone.

Ground Eruption
The squares into which a bulette surfaces and the squares it leaves when it burrows underground become difficult terrain.

**Second Wind** (standard; encounter) Heal
The bulette spends a healing surge and regains 51 hit points. It gains a +2 bonus to all defenses until the start of its next turn.

**Alignment** Unaligned

<table>
<thead>
<tr>
<th>Skills</th>
<th>Athletics +16, Endurance +15</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 24 (+11)</td>
<td>Dex 13 (+5)</td>
</tr>
<tr>
<td>Con 22 (+10)</td>
<td>Int 2 (+0)</td>
</tr>
</tbody>
</table>

**Bulette Lore**
A character knows the following information with a successful Nature check.

DC 15: Bulettes are sometimes called landsharks. They dwell in earthen cysts underground, in caves, or sometimes even aboveground. They rarely burrow much deeper than a few dozen feet.

**Encounter Groups**
Bulettes are solitary creatures, but they have been known to surface and join a battle in progress.

**Level 9 Encounter (XP 2,000)**
Emoji: 1 bulette (level 9 elite skirmisher)
Emoji: 3 trolls (level 9 brute)
Cambions are the offspring of devils and depraved or unwitting mortals, inheriting the worst traits of each parent.

**Cambion Hellword**
Level 8 Brute
Medium immortal humanoid (devil) XP 350

- **Initiative** +8
- **Senses** Perception +7; darkvision
- **HP** 106; Bloodied 53
- **AC** 20; Fortitude 20, Reflex 18, Will 21
- **Resist** fire 10
- **Speed** 6, fly 8 (clumsy)

| Greatsword (standard; at-will) ♦ Fire, Weapon |
|---|---|
| +10 vs. AC; 1d10 + 5 damage, and ongoing 5 fire damage (save ends). |

**Whirlwind Charge**
When a hellsword charges an enemy, it can make a greatsword attack against each enemy within its reach at the end of its charge.

**Triumphant Surge**
The cambion hellsword gains 5 temporary hit points each time it bloodies an enemy or reduces an enemy to 0 hit points or fewer.

- **Alignment** Evil
- **Languages** Common, Supernal
- **Skills** Athletics +13, Intimidate +14
- **Str** 20 (+9)
- **Dex** 18 (+8)
- **Wis** 16 (+7)
- **Con** 16 (+7)
- **Int** 10 (+4)
- **Cha** 21 (+9)

**Equipment** chainmail, greatsword

**Hellword Tactics**
A cambion hellsword charges toward a group of opponents and uses its whirlwind charge power. The hellsword then focuses on one opponent it perceives as weaker than the rest, hoping to bloody or slay the target and reap the benefit of its triumphant surge.

**Cambion Hellfire Magus**
Level 18 Artillery
Medium immortal humanoid (devil) XP 2,000

- **Initiative** +14
- **Senses** Perception +13; darkvision
- **HP** 130; Bloodied 65
- **AC** 30 (34 against ranged attacks); Fortitude 27, Reflex 30 (34 against ranged attacks), Will 32
- **Resist** fire 15
- **Speed** 6, fly 8 (clumsy)

| Quarterstaff (standard; at-will) ♦ Weapon |
|---|---|
| +20 vs. AC; 1d8 + 2 damage. |

| Hellfire Ray (standard; at-will) ♦ Fire |
|---|---|
| Ranged 20, +22 vs. Reflex; 2d8 + 8 fire damage, and the target is knocked prone. |

| Soulscorch (standard; recharge 5/11) ♦ Fire |
|---|---|
| Area burst 1 within 10; +22 vs. Reflex; 1d10 + 8 fire damage, and ongoing 5 fire damage (save ends). |

<table>
<thead>
<tr>
<th>Soul Mantle</th>
</tr>
</thead>
<tbody>
<tr>
<td>A mantle of soul energy protects the hellfire magus, giving it a +4 bonus to AC and Reflex defense against ranged attacks (already included in its statistics).</td>
</tr>
</tbody>
</table>

- **Alignment** Evil
- **Languages** Common, Supernal
- **Skills** Arcana +20, Bluff +22, Diplomacy +22
- **Str** 14 (+11)
- **Dex** 20 (+14)
- **Wis** 19 (+13)
- **Con** 16 (+12)
- **Int** 22 (+15)
- **Cha** 27 (+17)

**Equipment** robes, quarterstaff

**Hellfire Magus Tactics**
A hellfire magus targets enemies with its hellfire ray, knocking opponents prone and allowing allies to gain combat advantage. Against tightly gathered foes, the hellfire magus uses soulscorch.

**Cambion Lore**
A character knows the following information with a successful Religion check.

**DC 15:** Some cambions are born to human mothers and raised as vicious children in the natural world, while others are born to succubi or other devils and reared in the Nine Hells.

**Encounter Groups**
Diabolical cambions frequently serve as bodyguards, lieutenants, or advisors to formidable evil beings, particularly devils.

**Level 8 Encounter (XP 1,800)**
- 4 cambion hellswords (level 8 brute)
- 1 succubus (level 9 controller)

**Level 18 Encounter (XP 10,400)**
- 2 cambion hellfire magi (level 18 artillery)
- 1 rakshasa noble (level 19 controller)
- 2 rockfire dreadnoughts (level 18 soldier)
Carrion Crawlers feed on corpses but don’t always limit their diet to the dead. They are aggressive scavengers feared for their paralyzing tentacles.

Carrion Crawler
Large aberrant beast
Initiative +6
Senses Perception +5; darkvision
HP 81; Bloodied 40
AC 20; Fortitude 19, Reflex 18, Will 17
Speed 6, climb 6 (spider climb)

✦ Tentacles (standard; at-will) ✦ Poison
Reach 2; +10 vs. Fortitude; 1d4 + 5 damage, and the target takes ongoing 5 poison and is slowed (save ends both). First Failed Save: The target is immobilized instead of slowed (save ends). Second Failed Save: The target is stunned instead of immobilized (save ends). Saving throws made against the carrion crawler’s paralytic tentacles take a –2 penalty.

✦ Bite (standard; at-will)
+12 vs. AC; 1d10 + 5 damage.

Alignment Unaligned
Languages –
Str 20 (+8)  Dex 16 (+6)  Wis 14 (+5)
Con 17 (+6)  Int 2 (+1)  Cha 16 (+6)

Carrion Crawler Tactics
Carrion crawlers (regardless of size) guard their food and eagerly attack trespassers. The crawlers have no tactical sense but instinctively focus on one or two opponents at a time, relying solely on the efficacy of their poisonous tentacles. Carrion crawlers generally make bite attacks only against stunned targets.

Carrion Crawler Lore
A character knows the following information with a successful Dungeoneering check.

DC 15: Carrion crawlers might be the result of some mad wizard’s experiment. They feed on carrion (hence the name) but aggressively attack whatever wanders into their feeding grounds.

DC 25: Carrion crawlers lay their eggs in corpses or mounds of offal. When the eggs hatch, hundreds of baby crawlers burst forth and begin gorging on one another. Thankfully, their poison is too weak at that age to harm anyone, and only a handful of them survive to adulthood.

Encounter Groups
Humanoid creatures and aberrant creatures sometimes use carrion crawlers to dispose of waste. Some even manage to train the crawlers as mounts or guard beasts.

Level 7 Encounter (XP 1,500)
✦ 2 carrion crawlers (level 7 controller)
✦ 3 otyughs (level 7 soldier)
Chimeras have a dragon’s eye for treasure and line their caves with the baubles and bones of slaughtered prey. They survive well in any climate, provided there’s abundant food.

<table>
<thead>
<tr>
<th>Chimera</th>
<th>Level 15 Elite Brute</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>XP 2,400</td>
</tr>
<tr>
<td>Initiative</td>
<td>+10</td>
</tr>
<tr>
<td>Senses</td>
<td>Perception +14; all-around vision, darkvision</td>
</tr>
<tr>
<td>HP</td>
<td>366; Bloodied 183; see also bloodied breath</td>
</tr>
<tr>
<td>AC</td>
<td>27; Fortitude 29, Reflex 23, Will 24</td>
</tr>
<tr>
<td>Resist</td>
<td>10 fire</td>
</tr>
<tr>
<td>Saving Throws</td>
<td>+2</td>
</tr>
<tr>
<td>Speed</td>
<td>6, fly 10 (clumsy), overland flight 15</td>
</tr>
<tr>
<td>Action Points</td>
<td>1</td>
</tr>
<tr>
<td>✦ Lion’s Bite (standard; at-will)</td>
<td>+18 vs. AC; 2d8 + 7 damage.</td>
</tr>
<tr>
<td>✦ Ram’s Charge (standard; at-will)</td>
<td>The chimera makes a charge attack; +19 vs. AC; 1d10 + 11 damage, and the target is pushed 1 square or knocked prone.</td>
</tr>
<tr>
<td>✦ Triple Threat (standard; at-will)</td>
<td>The chimera makes the following three melee attacks, each one against a different target: Lion’s Bite +18 vs. AC; 2d8 + 7 damage. Dragon’s Bite +18 vs. AC; 3d6 + 7 damage. Ram’s Gore +18 vs. AC; 1d10 + 7 damage, and the target is knocked prone.</td>
</tr>
<tr>
<td>✠ Dragon Breath (standard; encounter) ✠ Fire</td>
<td>Close blast 5; +16 vs. Reflex; 2d6 + 3 damage, and ongoing 10 fire damage (save ends).</td>
</tr>
<tr>
<td>✠ Bloodied Breath (free, when first bloodied; encounter)</td>
<td>The chimera recharges and uses dragon breath.</td>
</tr>
<tr>
<td>Alignment</td>
<td>Unaligned</td>
</tr>
<tr>
<td>Languages</td>
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<tr>
<td>Str</td>
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<tr>
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<tr>
<td>Wis</td>
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<td>Con</td>
<td>23 (+13)</td>
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<tr>
<td>Int</td>
<td>5 (+4)</td>
</tr>
<tr>
<td>Cha</td>
<td>17 (+10)</td>
</tr>
</tbody>
</table>

**Chimera Tactics**

A chimera begins combat by charging the nearest foe and using its ram’s charge. The chimera then maneuvers itself so that it can employ its triple threat or dragon’s breath power. The first time it uses its triple threat power, it spends an action point to use it again on the same turn. The chimera unleashes its dragon’s breath again when first bloodied, targeting the closest and largest group of foes.

**Chimera Lore**

A character knows the following information with a successful Nature check.

**DC 20:** Chimeras are belligerent carnivores that dwell in caves and plunder the countryside for food. Despite having three heads, they’re not terribly smart.

**DC 25:** Despite their low intelligence, chimeras can be trained to serve as guards or mounts.

A chimera’s dragon head resembles that of a red dragon, although other chromatic dragon heads are possible. The type of damage the chimera’s breath weapon deals changes depending on the color of the dragon head (for example, acid damage for the black dragon head), and the chimera’s resistance changes to that damage type as well.

**Encounter Groups**

Chimeras are often encountered in pairs or trios. Smarter creatures sometimes train chimeras and use them as pets or guardians.

**Level 15 Encounter (XP 6,000)**

✦ 2 chimeras (level 15 elite brute)
✦ 2 hill giants (level 13 brute)

**Level 15 Encounter (XP 6,400)**

✦ 1 chimera (level 15 elite brute)
✦ 1 azer taskmaster (level 17 controller)
✦ 6 azer warriors (level 17 minion)
CHOKER

CHOKERS STRANGLE UNWARY PASSERSBY with their long tentacle arms, then loot the corpses for food and valuable trinkets.

Cavern Choker Level 4 Lurker
Small natural humanoid XP 175

Initiative +9 Senses Perception +3; darkvision
HP 42; Bloodied 21
AC 17 (see also chameleon hide); Fortitude 15, Reflex 15, Will 13
Speed 6, climb 6 (spider climb)

Tentacle Claw (standard; at-will)
Reach 2; +9 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a –4 penalty to the check.

Choke (standard; at-will)
Grabbed target only; +9 vs. Fortitude; 1d8 + 3 damage.

Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharges when the choker makes a successful tentacle claw or choke attack)
The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.

Chameleon Hide (minor; at-will)
The cavern choker gains concealment until the start of its next turn. It can’t use this power while grabbing a creature or while grabbed.

Alignment Unaligned Languages Common
Skills Stealth +10
Str 17 (+5) Dex 17 (+5) Wis 13 (+3)
Con 12 (+3) Int 6 (+0) Cha 6 (+0)

Cavern Choker Tactics
This choker strikes with surprise and uses its reach to full advantage. The choker holds on to its victim as long as possible, using body shield to protect itself while choking its grabbed prey.

Feygrove Choker Level 12 Lurker
Medium fey humanoid XP 700

Initiative +14 Senses Perception +7; low-light vision
HP 91; Bloodied 45
AC 24; Fortitude 22, Reflex 22, Will 19
Speed 8 (forest walk), climb 8 (spider climb)

Tentacle Claw (standard; at-will)
Reach 3; +17 vs. AC; 2d6 + 4 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a –4 penalty to the check. The feygrove choker can grab up to 2 creatures at once.

Choke (standard; at-will)
Up to 2 grabbed targets; +17 vs. Fortitude; 2d8 + 4 damage. The feygrove choker makes a separate attack against each grabbed target.

Vine Fetter (standard; recharge ⚁)
Area burst 3 within 10; nearby vines animate and snare the feygrove choker’s enemies; +15 vs. Reflex; the target is restrained (save ends).

Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharges when the choker makes a successful tentacle claw or choke attack)
The feygrove choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.

Chameleon Hide (minor; at-will)
The feygrove choker gains concealment until the start of its next turn. It can’t use this power while grabbing a creature or while grabbed.

Alignment Unaligned Languages Elven
Skills Stealth +15
Str 19 (+10) Dex 18 (+10) Wis 13 (+7)
Con 13 (+7) Int 6 (+4) Cha 6 (+4)

Feygrove Choker Tactics
The creature hides among trees and flora with the aid of its chameleon hide, striking when prey comes within reach. When confronted with multiple enemies, the feygrove choker uses vine fetter to restrain as many of them as possible while it chokes one or two targets.

Choker Lore
A character knows the following information with a successful Arcana or Nature check.
DC 15: A choker’s arms and legs contain multiple knobby joints of cartilage, which allow them to flex and coil almost like tentacles. Thus, a choker’s movements are rolling and fluid.

Encounter Groups
Chokers don’t hang around with other lurkers, but they do share territory with creatures of other roles. Goblins, gnolls, and other evil humanoids use chokers as sentries and assassins, paying them with food and treasure.

Level 4 Encounter (XP 950)
✦ 2 cavern chokers (level 4 lurker)
✦ 3 hobgoblin soldiers (level 3 soldier)
✦ 1 hobgoblin warcaster (level 3 controller)
A chuul lurks in underground lakes, still ponds, dank grottos, and murky cesspools, patiently waiting for prey to happen by.

**Chuul Level 10 Soldier**

Large aberrant magical beast (aquatic) XP 500

Initiative +10  
Senses Perception +9; darkvision

HP 109; Bloodied 54  
AC 27; Fortitude 26, Reflex 20, Will 21  
Speed 6, swim 6

1 Claw (standard; at-will)
Reach 2; +17 vs. AC; 1d6 + 6 damage, or 3d6 + 6 damage against an immobilized creature.

Double Attack (standard; at-will)  
Poison

The chuul makes two claw attacks. If both claw attacks hit a single target, the chuul makes a secondary attack against the same target with its tentacles. Secondary Attack: +14 vs. Fortitude; the target is immobilized (save ends).

**Tentacle Net + Poison**

A creature hit by a chuul’s opportunity attack is immobilized until the end of the chuul’s next turn.

**Alignment** Unaligned  
Languages Deep Speech

**Str** 22 (+11)  
**Dex** 16 (+8)  
**Wis** 18 (+9)  
**Con** 21 (+10)  
**Int** 4 (+2)  
**Cha** 14 (+7)

**Chuul Tactics**

The chuul hides just below the surface of a murky pool patiently waiting for prey. When the time is right, it emerges quickly, clamps its huge pincers around its foe, and paralyzes the victim with its poisonous mouth tentacles.

**Chuul Juggernaut Level 23 Elite Soldier**

Huge aberrant magical beast (aquatic) XP 10,200

Initiative +17  
Senses Perception +17; darkvision

Psychic Moan (Psychic) aura 1; a chuul juggernaut exudes a constant hum of psychic energy. Enemies in the aura take a –2 penalty to Will defense and gain vulnerable 5 psychic.

HP 434; Bloodied 217  
AC 39; Fortitude 37, Reflex 31, Will 33  
Saving Throws +2  
Speed 7, swim 7  
Action Points 1

1 Claw (standard; at-will)
Reach 3; +30 vs. AC; 2d8 + 8 damage, or 5d8 + 8 damage against an immobilized creature.

**Double Attack** (standard; at-will)  
**Psychic**

The chuul juggernaut makes two claw attacks. If both claw attacks hit a single target, the chuul juggernaut makes a secondary attack against the same target with its tentacles. Secondary Attack: +28 vs. Fortitude; the target is immobilized (save ends).

**Psychic Lure** (standard; at-will)
Ranged 10; +29 vs. Will; 2d10 + 3 psychic damage, and the target is pulled 5 squares.

**Tentacle Net + Poison**

A creature hit by a chuul juggernaut’s opportunity attack is immobilized until the end of the juggernaut’s next turn.

**Alignment** Unaligned  
Languages Deep Speech

**Str** 27 (+19)  
**Dex** 19 (+15)  
**Wis** 22 (+17)  
**Con** 25 (+18)  
**Int** 4 (+8)  
**Cha** 16 (+14)

**Chuul Juggernaut Tactics**

This creature is bold, gladly leaving the safety of its watery den in pursuit of prey. If it immobilizes a foe, it spends its action point to make another double attack against the same target. If it can’t reach enemies with its melee attacks, it uses psychic lure to pull an enemy into its reach.

**Chuul Lore**

A character knows the following information with a successful Dungeoneering check.

**DC 15**
A chuul devours nearly all of its captured prey except for the creature’s brain. Brains are both distasteful and poisonous to chuuls, but they eat everything else, even going to the trouble of peeling away bits of skull.

**Encounter Groups**

Chuuls are often found living in and around mind flayer settlements, disposing of brainless corpses left behind by their illithid masters. Chuuls are also trained to work by other monsters, such as troglodytes or grimlocks.

**Level 10 Encounter (XP 2,500)**

✦ 2 chuuls (level 10 soldier)
✦ 1 feymire crocodile (level 10 elite soldier)
✦ 1 bog hag (level 10 skirmisher)

**Level 23 Encounter (XP 25,500)**

✦ 1 chuul juggernaut (level 23 elite soldier)
✦ 3 blood fiends (level 23 soldier)
Like a massive golem, a colossus exists to carry out its creator’s will. A colossus is a massive animated statue, often humanoid in shape and fashioned in the likeness of a god or another mighty entity.

**Godforged Colossus**

**Level 29 Elite Brute**

Huge immortal animate (construct)  
XP 30,000

**Initiative +19**  
**Senses** Perception +26  
**Reverberating Presence (Psychic)** aura 5; an enemy that starts its turn in the aura takes 20 psychic damage.

**HP 662; Bloodied 331**  
**AC 43; Fortitude 48, Reflex 40, Will 45**  
**Immune** disease, fear, poison, sleep; **Resist** 30 force, 30 psychic

**Saving Throws** +2  
**Speed 10**  
**Action Points 1**

**† Force Weapon (standard; at-will) † Force, Psychic, Weapon**  
Reach 3; +32 vs. AC; 4d12 + 15 force damage, and the colossus makes a secondary attack against the same target. **Secondary Attack:** +25 vs. Will; 3d6 psychic damage, and the target is stunned until the end of the godforged colossus’s next turn.

**† Defensive Strike (immediate reaction, when an enemy moves adjacent to the godforged colossus; recharge ⚅ ⚅) † Psychic**  
+32 vs. AC; 4d12 + 15 damage plus 3d6 psychic damage, and the colossus makes a secondary attack against the same target. **Secondary Attack:** +30 vs. Fortitude; the target is pushed 5 squares, knocked prone, and dazed (save ends).

**† Force Missile (standard; at-will) † Force**  
Ranged 20; +30 vs. Reflex; 3d10 + 3 force damage, and the target is pushed 5 squares.

**≪ Voice of the Demiurge (standard; encounter) ≫ Psychic**  
Close burst 10; targets enemies; +26 vs. Will; 3d8 + 11 psychic damage, and the target is stunned until the end of the godforged colossus’ next turn.

**Alignment Unaligned**  
**Languages —**

| Str 40 (+29) | Dex 21 (+19) | Wis 34 (+26) |
| Con 31 (+24) | Int 4 (+11)  | Cha 17 (+17) |

**Godforged Colossus Tactics**

This colossus uses voice of the demiurge when surrounded by several enemies. The creature then makes melee attacks, using force missile only if it has no targets within reach.

**Colossus Lore**

A character knows the following information with a successful Arcana or Religion check.

**DC 25:** Animating a colossus requires constructing the statue and then imbuing it with “life” through an epic ritual. This sort of power is rare, but well within the abilities of creatures such as demon lords and divine exarchs.

**Encounter Groups**

A city’s greatest statue might be its key defender, a god’s enormous idol could attack those who defile the deity’s temple, or a pair of great sculptures might serve as guardians of another creature’s lair.

**Level 24 Encounter (XP 32,500)**

✧ 1 primordial colossus (level 24 elite brute)  
✧ 3 blood fiends (level 23 soldier)  
✧ 1 voidsoul specter (level 23 lurker)

**Level 28 Encounter (XP 66,000)**

✧ 1 godforged colossus (level 29 elite brute)  
✧ 4 dragonborn champions (level 26 soldier)

**Level 29 Encounter (XP 85,000)**

✧ 1 godforged colossus (level 29 elite brute)  
✧ 3 sorrowsworn reapers (level 27 soldier)  
✧ 2 shadowraven swarms (level 27 brute)
CROCODILES ARE STEALTHY, COLD-EYED PREDATORS that inhabit rivers, lakes, fens, and other wetlands.

**Visejaw Crocodile**

<table>
<thead>
<tr>
<th>Large natural beast (reptile)</th>
<th>Level 4 Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +5</td>
<td>Senses Perception +3; low-light vision</td>
</tr>
<tr>
<td>HP 58; Bloodied 29</td>
<td></td>
</tr>
<tr>
<td>AC 20; Fortitude 19, Reflex 14, Will 15</td>
<td></td>
</tr>
<tr>
<td>Speed 6; swim 8</td>
<td></td>
</tr>
<tr>
<td>✦ Bite (standard; at-will)</td>
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<tr>
<td>+10 vs. AC; 1d8 + 4 damage, and the target is grabbed (until escape). The visejaw crocodile cannot make bite attacks while grabbing a creature, but it can use clamping jaws.</td>
<td></td>
</tr>
<tr>
<td>✦ Clamping Jaws (standard; at-will)</td>
<td></td>
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<tr>
<td>If a visejaw crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +10 vs. AC; 2d8 + 4 damage. Miss: Half damage.</td>
<td></td>
</tr>
</tbody>
</table>

Alignment Unaligned

Skills Stealth +8

Languages –

Str 18 (+6)  Dex 12 (+3)  Wis 13 (+3)

**Feymire Crocodile**

<table>
<thead>
<tr>
<th>Huge fey beast (reptile)</th>
<th>Level 10 Elite Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +9</td>
<td>Senses Perception +8; low-light vision</td>
</tr>
<tr>
<td>Feymire aura 2; enemies treat the area within the aura as difficult terrain.</td>
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<tr>
<td>HP 216; Bloodied 108</td>
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</tr>
<tr>
<td>Regeneration 5 (if the feymire crocodile takes fire damage, its regeneration doesn’t function on its next turn)</td>
<td></td>
</tr>
<tr>
<td>AC 28; Fortitude 29, Reflex 21, Will 24</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Speed 6, swim 8</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
<tr>
<td>Reach 2; +17 vs. AC; 2d8 + 6 damage, plus the target is grabbed (until escape). The feymire crocodile cannot make bite attacks while grabbing a creature, but it can use clamping jaws.</td>
<td></td>
</tr>
<tr>
<td>✦ Clamping Jaws (standard; at-will)</td>
<td></td>
</tr>
<tr>
<td>If a feymire crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +17 vs. AC; 3d8 + 6 damage. Miss: Half damage.</td>
<td></td>
</tr>
<tr>
<td>✦ Swallow (standard; at-will)</td>
<td></td>
</tr>
<tr>
<td>The feymire crocodile attempts to swallow a bloodied Medium or smaller creature it is grabbing: +15 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 10 damage on subsequent rounds at the start of the crocodile’s turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the feymire crocodile dies, any creature trapped in the gullet can escape as a move action, ending that action in a square formerly occupied by the crocodile.</td>
<td></td>
</tr>
</tbody>
</table>

Alignment Unaligned

Skills Stealth +12

Languages –

Str 22 (+11)  Dex 15 (+7)  Wis 17 (+8)

Con 20 (+10)  Int 5 (+2)  Cha 8 (+4)

**Visejaw Crocodile Tactics**

A visejaw crocodile waits in hiding until prey comes close and then makes a vicious bite attack. The creature uses clamping jaws in subsequent rounds, shifting back toward the water with its move action.

**Feymire Crocodile Tactics**

A feymire crocodile uses the same tactics as the visejaw crocodile with one exception: It attempts to swallow a foe at the first opportunity.

**Crocodile Lore**

A character knows the following information with a successful skill check.

**Nature** DC 15: Creatures caught in a visejaw crocodile’s tooth-lined mouth are savaged until they manage to tear themselves loose or are killed.

**Arcana** DC 20: A feymire crocodile hails from the untamed marshlands of the Feywild, although they inhabit worldly swamps as well. The crocodile constantly extends roots and tendrils into its surrounding environment to draw nourishment from it.

**Encounter Groups**

Crocodiles are often tamed by lizardfolk and other swamp dwellers.

**Level 4 Encounter (XP 900)**

✦ 1 visejaw crocodile (level 4 soldier)
✦ 3 greenscale hunters (level 4 skirmisher)
✦ 1 greenscale darter (level 5 lurker)
Cyclopses are one-eyed giants originally from the Feywild. They usually act as servitors to more powerful masters with dark ambitions.

Cyclops Guard

Level 14 Minion
Large fey humanoid XP 250

Initiative +8
Senses Perception +13; truesight 6
HP 1; a missed attack never damages a minion.
AC 27; Fortitude 26, Reflex 23, Will 23
Speed 6

Battleaxe (standard; at-will) ✦ Weapon
Reach 2; +17 vs. AC; 7 damage.

Evil Eye (immediate reaction, when a melee attack misses the cyclops guard; at-will)
The cyclops guard makes a melee basic attack against the attacker.

Alignment Unaligned
Languages Elven
Str 22 (+11) Dex 16 (+8) Wis 17 (+8)
Con 20 (+10) Int 11 (+5) Cha 11 (+5)
Equipment hide armor, heavy shield, battleaxe

Cyclops Guard Tactics
Cyclops guards surround an enemy, using their reach to full advantage. Then they close ranks and use evil eye against enemies who attempt to attack them.

Cyclops W arrior

Level 16 Minion
Large fey humanoid XP 350

Initiative +11
Senses Perception +18; truesight 6
HP 1; a missed attack never damages a minion.
AC 32; Fortitude 31, Reflex 27, Will 29
Speed 6

Battleaxe (standard; at-will) ✦ Weapon
Reach 2; +22 vs. AC; 8 damage.

Evil Eye (immediate reaction, when a melee attack misses the cyclops warrior; at-will)
The cyclops warrior makes a melee basic attack against the attacker.

Alignment Unaligned
Languages Elven
Str 25 (+15) Dex 16 (+11) Wis 20 (+13)
Con 22 (+14) Int 10 (+8) Cha 13 (+9)
Equipment hide armor, heavy shield, battleaxe

Cyclops W arrior Tactics
Cyclops warriors are usually assigned to protect artillery or controller creatures. If their charge is attacked, they quickly leap into action and use tactics similar to the cyclops guards.

Cyclops Impaler

Level 14 Artillery
Large fey humanoid XP 1,000

Initiative +10
Senses Perception +16; truesight 6
HP 111; Bloodied 55
AC 28; Fortitude 28, Reflex 25, Will 26
Speed 8

Spear (standard; at-will) ✦ Weapon
Reach 2; +19 vs. AC; 1d10 + 6 damage.

Impaling Volley (standard; recharge ⚅) ✦ Weapon
The cyclops impaler makes 2 ranged spear attacks against different targets no more than 2 squares apart; range 10; +19 vs. AC; 2d6 + 6 damage, and ongoing 5 damage (save ends).

Evil Eye (minor; at-will)
Range sight; the cyclops impaler gains a +2 bonus to ranged attacks made against the target. It can designate only one target with its evil eye at a time.

Alignment Unaligned
Languages Elven
Skills Athletics +18
Str 23 (+13) Dex 16 (+10) Wis 19 (+11)
Con 21 (+12) Int 10 (+7) Cha 12 (+8)
Equipment leather armor, 12 spears (in sheaf over back)

Cyclops Impaler Tactics
A cyclops impaler uses its evil eye every round and hurls spears at its designated target from a safe distance. Whenever possible, it uses impaling volley.
Cyclops Rambler Tactics
A cyclops rambler is a masterful skirmisher, using its evil eye power to move around its enemies and confound their opportunity attacks.

Cyclops Hewer Tactics
A cyclops hewer uses its evil eye and then charges headlong into battle, cutting down enemies in its way.
Cyclops Battleweaver Tactics
At the start of combat, the cyclops battleweaver uses evil eye to confound a highly mobile enemy. It relies on its sweeping glaive power to push enemies back so that it can move around the battlefield without provoking opportunity attacks, and it uses effect transfer to shrug off one debilitating effect.

Cyclops Storm Shaman Tactics
The cyclops storm shaman catches as many enemies as possible in its storm burst before targeting foes individually with its evil eye and tempest orb powers. If pressed, it uses wind flight to fly to a safer location or enters the storm burst’s zone and uses it for protection.

Cyclops Lore
A character knows the following information with a successful Arcana check.
DC 20: Cyclopses are the willing subjects of fomorians, whom they view as the rightful lords of the Feywild. Indeed, cyclopses believe that fomorians are divine. Thus cyclopses are the fomorians’ most valued subjects, serving as bodyguards, soldiers, and artisans—roles that fomorians consider beneath them, but which they don’t trust to faithless subjects or slaves.
DC 25: Cyclopses are master craftspeople, and in the depths of the Feywild’s Underdark, their most storied elders are hard at work forging implements of immense power for their fomorian masters. Magical rings, swords with blades of lightning, and shields that can turn a dragon’s breath—these and more are gifts cyclopses lay at the feet of those they consider gods.
DC 30: Cyclopses sometimes wander the world at the behest of their masters. They do so to fulfill various purposes, but they often make war on elves and despoil eladrin holdings. On some occasions, cyclopses ally with drow. Whenever such an alliance occurs, rumors resurface of an ancient agreement between fomorians and drow referred to as the “Declaration of Eschatos.” The exact nature of this agreement and the lore it keeps safe, if any, is unknown. Whatever the hidden specifics of the accords, it seems that cyclopses aid the drow in minor raids and other evil enterprises.
DC 35: Cyclopses formed on the Feywild as an unforeseen echo of ogres in the world. It is said that fomorians shaped and taught them, much as the ancient titans formed and influenced the world’s giants.

Encounter Groups
Cyclopses are usually encountered with other cyclops and fomorians. They readily work with other evil fey as directed by their dark lords.

Level 12 Encounter (XP 3,800)
✦ 4 cyclops guards (level 14 minion)
✦ 2 drow warriors (level 11 lurker)
✦ 1 drow blademaster (level 13 elite skirmisher)

Level 17 Encounter (XP 8,000)
✦ 2 cyclops battleweavers (level 17 skirmisher)
✦ 2 thunderfury boars (level 15 brute)
✦ 1 fomorian warrior (level 17 elite soldier)

Level 17 Encounter (XP 8,000)
✦ 1 cyclops storm shaman (level 17 controller)
✦ 2 cyclops battleweavers (level 17 skirmisher)
✦ 1 chimera (level 15 elite brute)

Level 17 Encounter (XP 9,600)
✦ 2 cyclops hewers (level 16 soldier)
✦ 2 cyclops impalers (level 14 artillery)
✦ 1 fomorian painbringer (level 19 elite controller)
Native to the Shadowfell, dark ones are sly, murderous creatures clad in black garments. They come to the world with sinister schemes, take and learn what they can, and slink back into the gloom.

Dark Creeper
Small shadow humanoid XP 175
Initiative +8  Senses Perception +4; darkvision
HP 54; Bloodied 27; see also killing dark
AC 18 (see also dark step), Fortitude 15, Reflex 17, Will 15
Speed 6
✦ Dagger (standard; at-will) +9 vs. AC; 1d4 + 4 damage.
✦ Dagger (standard; at-will) +9 vs. AC; 1d4 + 4 damage.
◆ Killing Dark (when reduced to 0 hit points)
Close burst 1; targets enemies; each target is blinded (save ends).
When slain, a dark creeper explodes in a spout of darkness.

Combat Advantage
The dark creeper deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (move; at-will)
The dark creeper moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Alignment Unaligned
Languages Common
Skills Stealth +11, Thievery +11
Str 11 (+2)  Dex 18 (+6)  Wis 14 (+4)
Con 14 (+4)  Int 13 (+3)  Cha 13 (+3)
Equipment black garments, 5 daggers

Dark Creeper Tactics
A dark creeper doesn’t enter combat unless it clearly has something to gain, in which case it uses dark step to move up to an enemy, gain combat advantage, and stab it.

Dark One Lore
A character knows the following information with a successful Arcana check.
DC 15: Dark ones live among shadar-kai, much the way as halflings find their place among populations of humans, dwarves, and elves. Dark ones prefer to dwell in homes that are at least partially underground.

Encounter Groups
Dark ones often serve shadar-kai and intelligent undead as agents, assassins, envoys, messengers, and spies. They can be found among various Underdark dwellers.

Level 5 Encounter (XP 1,000)
✦ 3 dark creepers (level 4 skirmisher)
✦ 2 shadowhunter bats (level 3 lurker)
✦ 1 deathlock wight (level 4 controller)

Dark Stalker
Small shadow humanoid XP 500
Initiative +14  Senses Perception +7; darkvision
HP 81; Bloodied 40; see also killing dark
AC 24 (see also dark step), Fortitude 21, Reflex 24, Will 23
Speed 6
✦ Scimitar (standard; at-will) +15 vs. AC; 1d8 + 5 damage (crit 1d8 + 13).
✦ Dagger (standard; at-will) +15 vs. AC; 1d4 + 5 damage.
◆ Dark Fog (standard; sustain minor; encounter) + Zone
Area burst 4 within 10; creates a zone of darkness that blocks line of sight (creatures with darkvision ignore this effect).
◆ Killing Dark (when reduced to 0 hit points)
Close burst 1; targets enemies; each target is blinded (save ends).
When slain, a dark creeper explodes in a spout of darkness.

Combat Advantage
The dark stalker deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.

Dark Step (move; at-will)
The dark stalker moves up to 4 squares, gains a +4 bonus to AC against opportunity attacks, and gains combat advantage against any target that it ends its move adjacent to.

Invisibility (minor; recharge ⚀ ⚃ ⚄ ⚅) + Illusion
The dark stalker becomes invisible until the end of its next turn.

Alignment Unaligned
Languages Common
Skills Stealth +15, Thievery +15
Str 12 (+6)  Dex 21 (+10)  Wis 14 (+7)
Con 15 (+7)  Int 14 (+7)  Cha 19 (+9)
Equipment black garments, scimitar, 4 daggers

Dark Stalker Tactics
A dark stalker uses its dark fog power to block enemies’ line of sight. It then uses invisibility and moves to gain combat advantage against a ripe target. If battle turns against the dark stalker, it uses invisibility again (provided the power has recharged) to retreat safely.
Death Knight Lore

A character knows the following information with a successful Religion check.

**DC 20:** Death knights are skeletal warriors who retain the intelligence and combat skills they had in life. They often lead other undead soldiers in a war against the living.

**DC 25:** A death knight carries its soul in its weapon, which has the power to become ghostly and pass through armor as if it was not there. If you take a death knight’s weapon, you daze and weaken it. A death knight’s soul weapon dazes and weakens anyone else who wields it as long as the death knight has not been destroyed. If you break a death knight’s weapon, the death knight can restore it with a touch.

**DC 30:** The ritual to become a death knight is said to have originated with Orcus, Demon Prince of the Undead. Many death knights gained access to the ritual by contacting Orcus or his servants directly, but some discovered the ritual through other means.

Encounter Groups

Death knights often lead other undead into battle against the living.

**Level 16 Encounter (XP 7,600)**

✦ 1 human death knight (level 17 elite soldier)
✦ 2 abyssal ghouls (level 16 skirmisher)
✦ 2 sword wraiths (level 17 lurker)

**Level 24 Encounter (XP 33,750)**

✦ 1 dragonborn death knight (level 25 elite soldier)
✦ 1 fell wyvern (level 24 skirmisher)
✦ 1 flameskull vizier (level 24 artillery)
✦ 6 abyssal ghoul myrmidons (level 23 minion)

Death Knight (Human Fighter)

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception</th>
<th>+8; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>Marshal Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 35; Fortitude 32, Reflex 26, Will 27</td>
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<td></td>
</tr>
<tr>
<td>HP 264; Bloodied 132; see also second wind</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist 10 necrotic; Vulnerable 10 radiant</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws</td>
<td>+2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>5</td>
<td></td>
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</tr>
</tbody>
</table>

**Action Points 1**

1. **Soulsword (standard; at-will) + Necrotic, Weapon**
   - +23 vs. AC; 1d8 + 12 damage plus 5 necrotic damage (plus an extra 2d6 necrotic damage on a critical hit).

2. **Containing Strike (standard; at-will) + Necrotic, Weapon**
   - Requires soulsword; +23 vs. AC; 1d8 + 12 plus 5 necrotic damage, and the death knight can make a melee basic attack as an immediate interrupt against the target if the target shifts on its next turn.

3. **Warrior’s Challenge (standard; encounter) + Necrotic, Weapon**
   - Requires soulsword; +23 vs. AC; 3d8 + 12 plus 5 necrotic damage, and the target is pushed 2 squares. All enemies within 2 squares of the target are marked until the end of the death knight’s next turn.

4. **Unholy Flames (standard; recharge ⚅ ⢅; TI) + Fire, Necrotic**
   - Close burst 2; +19 vs. Reflex; 6d8 + 12 fire and necrotic damage to living creatures. Undead creatures within the burst (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight’s next turn.

**Combat Challenge**

Every time the death knight attacks an enemy, whether that attack hits or misses, the death knight can mark that target. The mark lasts until the end of the death knight’s next turn. In addition, whenever an adjacent enemy shifts, the death knight makes a melee basic attack against that enemy (as an immediate interrupt).

**Second Wind (standard; encounter) + Healing**

The death knight spends a healing surge and regains 66 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.

**Equipment**

- Plate armor, light shield, soulsword (longsword)

Human Death Knight Tactics

This death knight uses containing strike and combat challenge round after round. If its allies are taking a beating, the death knight uses warrior’s challenge to draw attacks, spending an action point to use second wind if necessary. The death knight uses unholy flames when surrounded by multiple allies and enemies.
Death Knight (Dragonborn Paladin) Level 25 Elite Soldier
Medium natural humanoid (undead) XP 14,000

Initiative +16  Senses Perception +14; darkvision
Marshall Undead aura 10; lower-level undead allies in the aura gain a +2 bonus to their attack rolls.
HP 373; Bloodied 186; see also second wind
AC 41; Fortitude 39, Reflex 34, Will 37
Immune disease, poison; Resist 15 necrotic; Vulnerable 15 radiant
Saving Throws +2
Speed 5

Action Points 1

✦ Soulword (standard; at-will) ✦ Necrotic, Weapon
+31 vs. AC; 1d8 + 16 damage plus 5 necrotic damage (plus an extra 3d6 necrotic damage on a critical hit).

✦ Valiant Strike (standard; at-will) ✦ Necrotic, Weapon
Requires soulword; +31 vs. AC, with a +1 bonus to the attack roll for each adjacent ally; 2d8 + 16 plus 5 necrotic damage.

✦ Terrifying Smite (standard; encounter) ✦ Fear, Weapon
Requires soulword; +31 vs. AC; 3d8 + 16 damage, and the target is pushed 5 squares and can’t move closer to the death knight on its next turn.

Reddit Challenge (minor; at-will) ✦ Necrotic
Ranged 5; the target is marked until the death knight uses this power against another target. If the target makes an attack that doesn’t include the death knight as a target, the target takes a -2 penalty on attack rolls and 14 necrotic damage.

Unholy Flames (standard; recharge ≤≤ ≤≤ ≤≤ I] ✦ Fire, Necrotic
Close burst 2; +27 vs. Reflex; 6d8 + 14 fire and necrotic damage to living creatures. Undead creatures within the area (including the death knight) deal an extra 2d6 fire damage with melee attacks until the end of the death knight’s next turn.

Second Wind (standard; encounter) ✦ Healing
The death knight spends a healing surge and regains 93 hit points. The death knight gains a +2 bonus to all defenses until the start of its next turn.

Alignment Evil
Languages Common, Draconic

Str 25 (+19)  Dex 14 (+14)  Wis 14 (+14)
Con 15 (+14)  Int 13 (+13)  Cha 21 (+17)

Equipment plate armor, heavy shield, soulword (longsword)

**Dragonborn Death Knight Tactics**

This death knight issues a *divine challenge* every round and stays adjacent to one or more of its allies to maximize the effectiveness of its *valiant strike* power. When swarmed by multiple melee combatants, it uses *terrifying smite* against the toughest-looking target or *unholy flames* against the lot of them. It spends its action point to use *second wind* once bloodied.

**SOUL WEAPON**

The ritual of becoming a death knight requires its caster to bind his immortal essence into the weapon used in the ritual. If this soul weapon is broken or destroyed, the death knight can restore it to perfect condition by touch as a minor action.

A death knight is dazed and weakened while it doesn’t have possession of its soul weapon. Any creature other than the death knight is dazed and weakened while carrying the soul weapon.

The soul weapon loses its soul weapon properties when the death knight is destroyed.
In their many and varied forms, demons are living engines of annihilation. They embody the destructive forces of chaos. All things tend to decay into entropy, but demons exist to hurry that process along.

Fear and mercy are utterly alien to demons’ minds. Hate and savagery are their only masters, destruction their only pleasure. They care nothing for plans or structure, banding together only in rampaging hordes, not nations or legions. There is nothing subtle about them: They are not manipulators or schemers, nor are they tempters or bargain makers. While a demonic presence might turn mortals toward corruption through indirect influence, demons do not actively lure other creatures toward evil; they burn them alive or rip them to quivering shreds.

Sometimes powerful beings attempt to summon demons to do their will, hoping to harness demonic strength for their own purposes. But demons are not easily bent to their summoners’ will; when a demon appears in the midst of combat, it is with the boundless fury and power of an elemental.

Personal power, wealth, prestige, and even survival are not important to demons—their only goal is to destroy as much as they can before they themselves are destroyed. And then, born anew in the depths of the Abyss, they rise again to continue the destruction.

**BALOR**

Few demons are more formidable than the cruel balor. Weaker demons obey the balor’s commands out of fear of being torn asunder.

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**THE BIRTH OF THE ABYSS**

In the earliest days of creation, even before the gods and primordials began their terrible war, one god was not content with sharing power—he wanted absolute control over the nascent universe. This god, whose name is spoken only in panicked whispers, sought a source of power he could use to gain total dominion over the unfolding realms of creation. Somewhere in the infinite expanse of space, he found the weapon he sought in the form of a tiny shard of utter evil.

The touch of the shard drove this god to madness, corrupting him so completely that he was no longer recognizable as his former self. Nevertheless, he carried the crystalline fragment into the depths of the universe—into the lowest reaches of the primordial vastness that would one day become the Elemental Chaos—and planted it there.

Evil took root like a foul seed of corruption, burrowing deep into the unshaped matter of the Elemental Chaos and spreading unholy tendrils far and wide. A yawning chasm of infinite gloom and despair opened up at the lowest pit of creation, swallowing all matter and light, defiling anything that drew near.

The Abyss was born.

The evil of the Abyss corrupted even some of the mighty primordials—Demogorgon, Baphomet, Orcus—and reshaped them into the likeness of pure destructive evil. The mad god hoped to wield these demonic princes as weapons in his war of conquest, but they would not bend to his will or any but their own.

So he left the Abyss and marshaled other elemental forces in his bid for domination, but the other gods overcame him, chaining him forever in a secret place known only to them.

Now he is called the Chained God, or by his demented followers, the Elder Elemental Eye. His only desire is to escape his prison, and he rarely spares a thought for the realm he inadvertently created.

But the Abyss remains, a festering cyst beneath the Elemental Chaos. Within its lightless depths, demons erupt into birth, live out their short and violent lives, and are reabsorbed into the darkness. Demon princes rule their petty Abyssal domains, scheming to destroy the gods and all their works. The god Lolth hides in the Demonweb Pits, corrupted and perhaps driven mad by the same power that shattered the Chained God and made the first demon princes.

And somewhere far beneath all imagining, the crystalline Heart of the Abyss still beats its unceasing cadence of evil.
Balor
Huge elemental humanoid (demon) XP 22,000

Initiative +17  Senses Perception +23; truesight 6
Flaming Body (Fire) aura 2 (aura 3 while the balor is bloodied); enemies that start their turns in the aura take 10 fire damage (20 fire damage while the balor is bloodied).

HP 624; Bloodied 312; see also death burst
AC 42; Fortitude 46, Reflex 39, Will 40

Immune fear; Resist 40 fire, 20 variable (3/encounter; see glossary)

Saving Throws +2

Speed 8, fly 12 (clumsy)

Action Points 1

✦ Lightning Sword (standard; at-will) ✦ Lightning, Weapon
Reach 3; +32 vs. AC; 2d10 + 10 lightning damage, or 3d10 + 30 lightning damage on a critical hit.

✦ Flame Whip (standard; at-will) ✦ Fire, Weapon
Reach 5; +30 vs. Reflex; 3d8 + 5 fire damage, and ongoing 5 fire damage (save ends). Also, the target is pulled into an unoccupied space adjacent to the balor.

✦ Fire and Lightning (standard; at-will) ✦ Fire, Lightning, Weapon
The balor makes a lightning sword attack and a flame whip attack.

Demonic Accuracy (free, when the balor misses with an attack; encounter)
The balor rolls the attack and gains a +5 bonus to the roll.

◆ Death Burst (when reduced to 0 hit points) ◆ Fire
The balor explodes in a burst of flame: close burst 10; +29 vs. Reflex; 7d10 fire damage. Miss: Half damage. The balor and its weapons are completely destroyed.

Barlgura
Large elemental beast (demon) XP 350

Initiative +7  Senses Perception +12; low-light vision
HP 108; Bloodied 54; see also savage howl
AC 19; Fortitude 20, Reflex 17, Will 17
Resist 10 variable (1/encounter; see glossary)

Speed 8, climb 8

✦ Slam (standard; at-will)
Reach 2; +10 vs. AC; 1d8 + 6 damage, or 2d8 + 6 damage if the barlgura is bloodied.

✦ Double Attack (standard; at-will)
The barlgura makes two slam attacks.

Savage Howl (free, when first bloodied; encounter)
The barlgura and all allies within 5 squares of the barlgura gain a +2 bonus to attack rolls until the end of the barlgura’s next turn.

Alignment Chaotic evil  Languages Abyssal
Skills Athletics +15
Str 22 (+10)  Dex 16 (+7)  Wis 16 (+7)
Con 18 (+8)  Int 6 (+2)  Cha 12 (+5)

Barlgura Tactics
A barlgura charges into battle, using its double attack to pummel its opponents.

Balor Tactics
The fearless balor concentrates its attacks on single targets and does not allow itself to be distracted. It uses its demonic accuracy power when particularly infuriated by an opponent. The balor uses its flame whip to pull enemies within reach of its sword. The first time it’s able to attack with both weapons on its turn, it spends an action point to do it again. A balor rarely retreats from battle, fighting until destroyed.

Balor Lore
A character knows the following information with a successful Arcana check.

DC 25: Balors answer directly to demon lords and other creatures of tremendous power. However, a few balors are mighty enough to hold their own as minor princlings of the Abyss, answering to no one.

DC 30: Some balors lurk in the deepest reaches of the natural world, bound against their will or preparing to rage against creation at the first opportunity.

Encounter Groups
Balors prefer the company of creatures that are near their own level but not above it. They sometimes work in pairs, but a natural sense of rivalry breaks up such alliances before long.

Level 26 Encounter (XP 54,000)
✦ 1 balor demon (level 27 elite brute)
✦ 1 thunderblast cyclone (level 26 elite artillery)
✦ 2 efreet pyresingers (level 25 controller)

(Sam Wood, Top, left to right) glabrezu, evistro, barlgura
**Evistro Lore**
A character knows the following information with a successful Arcana check.

DC 15: Evistros are most commonly encountered in packs of their own kind, led by other demons, or backed by the demonic cultists that summoned them into the world.

**Evistro Tactics**
In addition to attacking with its claws, a carnage demon can use its destructive bite against a bloodied foe. It stays close to its allies to reap the benefit of its carnage power.

**Evistro Lore**
A character knows the following information with a successful Arcana check.

DC 15: Rituals known to demon-worshiping cultists and certain depraved wizards can summon evistros to the world. However, evistros are notoriously difficult to control—usually, the best their summoner can accomplish is to send them out to wreak havoc. Sometimes, though, they turn on their summoner before extending their rampage.

---

**Barlgura Lore**
A character knows the following information with a successful Arcana check.

DC 15: Barlguras are favored by the demon prince Demogorgon, who enjoys their primitive, bestial savagery. Their presence in the world is often a sign of a hidden cult of the so-called Prince of Demons.

**Encounter Groups**
Barlguras often fight alongside demon cultists, other demons, and powerful elemental beings.

**Level 9 Encounter (XP 2,000)**
✦ 1 barlgura demon (level 8 brute)
✦ 2 gnoll claw fighters (level 6 skirmishers)
✦ 4 barlgura demons (level 8 brute)
✦ 1 minotaur cabalist (level 13 controller)

**Level 11 Encounter (XP 3,200)**
✦ 4 barlgura demons (level 8 brute)
✦ 2 minotaur warriors (level 10 soldier)
✦ 1 minotaur cabalist (level 13 controller)

**Evistro**
Evistros crave carnage and rampage across planes and worlds in enormous hordes, leaving devastation in their wake.

**Evistro (Carnage Demon)**
Medium elemental magical beast (demon) XP 250

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception</th>
<th>AC 16; Fortitude 18, Reflex 14, Will 14</th>
<th>Resist Variable (1/encounter; see glossary)</th>
<th>Speed 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>+4</td>
<td>+4</td>
<td>+4</td>
<td></td>
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<td>6</td>
</tr>
<tr>
<td>✦ Claws (standard; at-will)</td>
<td>+9 vs. AC; 1d8 + 5 damage.</td>
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<tr>
<td>✦ Destructive Bite (minor; at-will)</td>
<td>Bloodied target only; +8 vs. AC; 1d6 + 5 damage.</td>
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</tbody>
</table>

**Carnage**
The carnage demon gains a +1 bonus to melee attacks if it has one or more allies adjacent to its target (+3 if one of these allies is another carnage demon). This bonus stacks with combat advantage.

**Alignment**: Chaotic evil
**Languages**: Abyssal

<table>
<thead>
<tr>
<th>Str 21 (+8)</th>
<th>Dex 12 (+4)</th>
<th>Con 20 (+8)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Int 5 (+0)</td>
<td>Wis 12 (+4)</td>
<td>Cha 7 (+1)</td>
</tr>
</tbody>
</table>

**Level 23 Elite Brute**
Huge elemental humanoid (demon) XP 10,200

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception</th>
<th>AC 39; Fortitude 42, Reflex 37, Will 37</th>
<th>Resist Variable (3/encounter; see glossary)</th>
<th>Speed 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>+14</td>
<td>+18</td>
<td>+18</td>
<td></td>
<td></td>
<td>8</td>
</tr>
<tr>
<td>Pincer Claw (standard; at-will)</td>
<td>Reach 3; +26 vs. AC; 2d8 + 8 damage.</td>
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<td></td>
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</tr>
<tr>
<td>Double Attack (standard; at-will)</td>
<td>The glabrezu makes two pincer claw attacks. If both claws hit the same target, the target is grabbed (until escape) if the glabrezu so chooses.</td>
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<tr>
<td>Abyssal Bolt (minor; at-will)</td>
<td>Ranged 10; +24 vs. Reflex; 3d4 + 7 damage.</td>
<td></td>
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<tr>
<td>Blasphemous Word (minor; encounter)</td>
<td>Close burst 5; targets enemies; +24 vs. Will; 1d12 + 7 psychic damage, and the target is dazed until the end of the glabrezu’s next turn.</td>
<td></td>
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</tr>
<tr>
<td>Chaos Word (minor; recharge 11)</td>
<td>Close burst 5; targets enemies; +24 vs. Fortitude; 1d12 + 7 damage. This damage bypasses all resistances.</td>
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</tr>
<tr>
<td>Arcane Fury (free, when first bloodied; encounter)</td>
<td>The glabrezu teleports 8 squares, recharges its blasphemous word and chaos word powers, and makes an abyssal bolt, blasphemous word, or chaos word attack.</td>
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</table>

**Level 6 Encounter (XP 1,250)**
✦ 3 evistro demons (level 6 brute)
✦ 2 gnoll claw fighters (level 6 skirmishers)

**Level 6 Encounter (XP 1,250)**
✦ 4 evistro demons (level 6 brute)
✦ 1 harpy (level 6 controller)

**Glabrezu**
Glabrezus are cunning brutes that use magic as well as brawn to slaughter everything that stands in their way.

**Glabrezu**
Huge elemental humanoid (demon) XP 10,200

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception</th>
<th>AC 39; Fortitude 42, Reflex 37, Will 37</th>
<th>Resist Variable (3/encounter; see glossary)</th>
<th>Speed 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>+24</td>
<td>+18</td>
<td>+18</td>
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<td></td>
<td>8</td>
</tr>
<tr>
<td>Pincer Claw (standard; at-will)</td>
<td>Reach 3; +26 vs. AC; 2d8 + 8 damage.</td>
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</tr>
<tr>
<td>Double Attack (standard; at-will)</td>
<td>The glabrezu makes two pincer claw attacks. If both claws hit the same target, the target is grabbed (until escape) if the glabrezu so chooses.</td>
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</tr>
<tr>
<td>Abyssal Bolt (minor; at-will)</td>
<td>Ranged 10; +24 vs. Reflex; 3d4 + 7 damage.</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Blasphemous Word (minor; encounter)</td>
<td>Close burst 5; targets enemies; +24 vs. Will; 1d12 + 7 psychic damage, and the target is dazed until the end of the glabrezu’s next turn.</td>
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<td></td>
</tr>
<tr>
<td>Chaos Word (minor; recharge 11)</td>
<td>Close burst 5; targets enemies; +24 vs. Fortitude; 1d12 + 7 damage. This damage bypasses all resistances.</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Arcane Fury (free, when first bloodied; encounter)</td>
<td>The glabrezu teleports 8 squares, recharges its blasphemous word and chaos word powers, and makes an abyssal bolt, blasphemous word, or chaos word attack.</td>
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</table>

**Glabrezu Tactics**
Unlike mortal spellcasters, glabrezus do not cower behind minions and armored comrades while they cast their foul magic; they wade into the thick of combat and shout out their magic with wild abandon.

A glabrezu moves close to its enemies and unleashes both a blasphemous word and a word of chaos. After this initial onslaught, it targets a weak-looking opponent with its pincer claws. If the glabrezu is bloodied, it teleports a safe distance and hurls abyssal bolts (missiles of crackling purple energy), exchanging move actions and standard actions to do this up to three times in a round.
Glabrezu Lore
A character knows the following information with a successful Arcana check.

DC 25: Glabrezus use their high intelligence to sow discord. They also like to goad their allies into ever-greater acts of depravity and violence.

DC 30: When a demon as wicked as a glabrezu lingers too long in the world, its corruption spreads. Crops are stunted, animals die, people sicken, and the sky itself seems to darken. Only when the demon is driven off or slain is the natural order restored.

Encounter Groups
Though they often lead groups of other demons, glabrezus could hardly be termed generals—they lead by example, spearheading the devastation. More often, though, glabrezus are brought to the world by incredibly powerful and destructive villains.

Level 23 Encounter (XP 25,500)
✦ 1 glabrezu demon (level 23 elite brute)
✦ 1 earthwind ravager (level 23 controller)
✦ 2 blood fiends (level 23 soldier)

GORISTRO
Goristros are living siege engines capable of destroying castles and laying waste to entire cities. With a tremendous roar they surge forth, obliterating everything in their path.

Goristro
Huge elemental humanoid (demon) XP 4,800

Initiative +10
Senses Perception +17; darkvision

HP 450; Bloodied 225; see also raging frenzy
AC 31; Fortitude 34, Reflex 27, Will 29
Resist 20 variable (2/encounter; see glossary)
Saving Throws +2
Speed 8

Action Points 1

1 Slam (standard; at-will)
Reach 3; +22 vs. AC; 2d10 + 8 damage.

1 Double Attack (standard; at-will)
The goristro makes two slam attacks.

1 Goristro Stomp (immediate reaction, when a nonadjacent enemy moves adjacent to the goristro; recharge ⚁ ⚄ ⚅) The goristro makes an attack against the enemy: +22 vs. AC; 4d8 + 8 damage, and the target is knocked prone.

1 Goring Charge (standard; at-will)
The goristro makes a charge attack: +23 vs. AC; 3d10 + 8 damage, and the target is pushed 2 squares and knocked prone.

1 Raging Frenzy (immediate reaction, when attacked by an adjacent enemy while bloodied; at-will) The goristro makes a frenzied gore attack against the enemy: +22 vs. AC; 2d8 + 8 damage.

Alignment Chaotic evil
Languages Abyssal

Str 27 (+17) Dex 12 (+10) Wis 17 (+12)
Con 25 (+16) Int 6 (+7) Cha 12 (+10)
**Goristro Tactics**  
The goristro makes a goring charge toward the nearest enemy. Once in battle, it makes slam attacks against those it perceives as the most physically challenging and uses goristro stomp on enemies that get too close. The goristro becomes much more dangerous when bloodied, using raging frenzy each time it’s attacked by an adjacent enemy.

**Goristro Lore**  
A character knows the following information with a successful Arcana check.  
DC 20: Goristros are the favored servitors of Baphomet, the Horned Lord (demon lord of minotaurs). They are numerous in the Abyss and the Elemental Chaos, but thankfully rare in the natural world.

**Encounter Groups**  
Baphomet's minotaur cultists often summon goristros from the Abyss to guard their enclaves or take their sacrifices to the Horned Lord.

**Level 18 Encounter (XP 11,800)**  
- 1 goristro demon (level 19 elite brute)  
- 2 savage minotaurs (level 16 brute)  
- 3 abyssal ghouls (level 16 skirmisher)

**Hezrou Tactics**  
A hezrou lumbers into melee, pummeling and biting enemies while overwhelmning them with its noxious stench.

**Hezrou Lore**  
A character knows the following information with a successful Arcana check.  
DC 25: Hezrous are numerous, expendable, powerful, and able to stay focused on the simple tasks they are given. As demons go, they're fairly easy to please provided there's abundant food that they can kill.

**Encounter Groups**  
Hezrous can be found alongside virtually any creature that can match its power and approach its appetite for destruction.

**Level 22 Encounter (XP 21,075)**  
- 2 hezrou demons (level 22 brute)  
- 1 deathpriest hierophant (level 21 elite controller)  
- 5 abyssal ghoul myrmidons (level 23 minion)

**Immolith**  
The spirits of deceased demons sometimes fuse together as they fall back into the Abyss that spawned them. The event is unpredictable, and the result is a horrid demonic entity called an immolith.

---

<table>
<thead>
<tr>
<th>Immolith</th>
<th>Level 15 Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large elemental magical beast (demon, fire, undead)</td>
<td>XP 1,200</td>
</tr>
<tr>
<td>Initiative +10</td>
<td>Senses Perception +9</td>
</tr>
<tr>
<td>Flaming Aura (Fire) aura 1; any creature that enters or starts its turn in the aura takes 10 fire damage.</td>
<td></td>
</tr>
<tr>
<td>HP 153; Bloodied 76</td>
<td></td>
</tr>
<tr>
<td>AC 27; Fortitude 28, Reflex 24, Will 25</td>
<td></td>
</tr>
<tr>
<td>Immune disease, fire, poison; Resist 15 variable (2/encounter; see glossary); Vulnerable 10 radiant</td>
<td></td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
<tr>
<td>✦ Claw (standard-at-will) ✦ Fire</td>
<td></td>
</tr>
<tr>
<td>Reach 4; +20 vs. AC; 1d8 + 7 fire damage, and ongoing 5 fire damage (save ends).</td>
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</tr>
<tr>
<td>✦ Fiery Grab (standard-at-will) ✦ Fire</td>
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</tr>
<tr>
<td>The immolith makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the immolith and is grabbed (until escape). While grabbed, the target loses any resistance it has to fire. An immolith can hold up to five grabbed creatures using this power.</td>
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</tr>
<tr>
<td>✦ Deathfire Curse (minor-at-will) ✦ Fire</td>
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</tr>
<tr>
<td>Ranged 10; +18 vs. Will; the target is slowed (save ends).</td>
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<tr>
<td>Aftereffect: The target takes ongoing 5 fire damage (save ends).</td>
<td></td>
</tr>
<tr>
<td>Vigor of the Grave (minor 1/round; at-will) ✦ Healing</td>
<td></td>
</tr>
<tr>
<td>Close burst 5; undead in the burst (including the immolith) regain 5 hit points.</td>
<td></td>
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**Immolith Tactics**  
The immolith issues a deathfire curse at the beginning of each round to slow an enemy. Then, with its standard action, it uses fiery grab to drag an enemy into its flaming aura. If an immolith doesn’t need to move, it issues another deathfire curse with its remaining move action. It repeats these tactics round after round, using vigor of the grave whenever possible to heal itself and nearby undead allies.
**Immolith Lore**
A character knows the following information with a successful Arcana check.

**DC 20**: Few demons despise the living more than immoliths. Thus, they are often encountered in the company of powerful undead creatures including liches and vampires.

**Encounter Groups**
Immoliths are most commonly found in the company of undead, other demons, or both.

**Level 14 Encounter (XP 5,800)**
✦ 1 immolith demon (level 15 controller)
✦ 2 vrock demons (level 13 skirmisher)
✦ 4 mezzodemons (level 11 soldier)
✦ 6 horde ghouls (level 13 minion)

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**Marilith**
This six-armed, serpentine terror delights in hacking enemies to pieces with its swords, doing so with horrifying ease and astonishing grace.

**Marilith Lore**
A character knows the following information with a successful Arcana check.

**DC 25**: Mariliths are obsessed with martial skill, and they take trophy weapons from particularly fierce opponents, which they hide in secret caches—sometimes in the depths of the Abyss, sometimes in the world.

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**Marilith**
Large elemental humanoid (demon) XP 12,100

| Initiative | +22 |
| Senses     | Perception +21; darkvision |
| HP         | 440; Bloodied 220 |
| AC         | 38 (42 when using shroud of steel); Fortitude 36, Reflex 35, Will 33 |
| Resist     | 20 variable (3/encounter; see glossary) |
| Saving Throws | +2 |
| Speed      | 8 |
| Action Points | 1 |

**Scimitar (standard; at-will) ✦ Weapon**
Reach 2; +29 vs. AC; 2d10 + 9 damage (crit 6d10 + 29).

**Hacking Blades (free, when an adjacent enemy misses the marilith with a melee attack; at-will) ✦ Weapon**
The marilith makes a scimitar attack against the enemy.

**Shroud of Steel (standard; at-will) ✦ Weapon**
The marilith makes two scimitar attacks and uses its other scimitars to parry incoming attacks, gaining a +4 bonus (+1 per scimitar) to AC until the start of its next turn.

**Weapon Dance (standard; recharges when first bloodied) ✦ Weapon**
The marilith makes six scimitar attacks. Each time it hits, the marilith shifts 1 square.

**Alignment**: Chaotic evil

**Languages**: Abyssal

**Skills**: Bluff +23, Insight +21, Intimidate +23, Stealth +25

**Str**: 28 (+21)  **Dex**: 26 (+20)  **Wis**: 19 (+16)

**Con**: 20 (+17)  **Int**: 14 (+14)  **Cha**: 22 (+18)

**Equipment**: 6 scimitars

(Left to right) marilith, mezzodemon, vrock
**Marilith Tactics**
The marilith uses *shroud of steel* each round, switching to *weapon dance* when it wants to maneuver to a new location or quickly take down a bloodied foe. Once bloodied, it uses *weapon dance* again and then spends its action point to use *shroud of steel*.

**Encounter Groups**
When yuan-ti turn from the worship of Zehir and embrace Demogorgon or some other demon prince, they display a particular affinity for mariliths.

**Level 23 Encounter (XP 28,700)**
✦ 1 marilith demon (level 24 elite skirmisher)
✦ 4 hezrou demons (level 22 brute)

**Mezzodemon**

These insectoid demons are something of a mystery. While they delight in killing, their priorities lie with the accumulation of treasure.

**Mezzodemon Tactics**
Unlike other demons, the mezzodemon is a cautious foot soldier that is unopposed to fleeing when bloodied or heavily outnumbered. It attacks with its trident and uses *skewering tines* to restrain and further injure its foe. The mezzodemon likes to hold its prey in place while it breathes a cloud of poison on it and other nearby enemies.

**Mezzodemon Lore**
A character knows the following information with a successful Arcana check.

**DC 20:** In the case since they were spawned in the Abyss, mezzodemons (sometimes referred to as mezzoloths) have spread throughout the planes. They are more likely than other demons to establish lairs and infest specific areas, rather than rampage across realms in monstrous hordes.

**DC 25:** Mezzodemons lust after gold and other valuables. Because of this, mezzodemons often work for pay alone and have a mercenary reputation.

**Encounter Groups**
As the mercenaries of the Abyss, mezzodemons are found serving as frontline troops for a wide variety of wealthy creatures, even those not normally associated with demons.

**Level 11 Encounter (XP 3,200)**
✦ 2 mezzodemons (level 11 soldier)
✦ 2 drow warriors (level 11 lurker)
✦ 1 drow arachnomancer (level 13 artillery)

**Vrock**
With demonic glee, vrocks swoop down upon their victims and tear them to pieces, cackling madly and relishing their victims’ screams.

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**Vrock**

Large elemental humanoid (demon) **XP 800**

- **Initiative +12**
- **Senses Perception +13; darkvision**
- **HP 133; Bloodied 66; see also spores of madness**
- **AC 27; Fortitude 25, Reflex 22, Will 23**
- **Resist 10 variable (2/encounter; see glossary)**
- **Speed 6, fly 8; see also flyby attack**

- **Claw (standard; at-will)**
  - Reach 2; +18 vs. AC; 2d8 + 6 damage.

- **Flyby Attack (standard; at-will)**
  - The vrock flies up to 8 squares and makes one claw attack at any point during that movement. The vrock doesn’t provoke opportunity attacks when moving away from the target of the attack.

- **Stunning Screech (standard; recharge [1])**
  - Close burst 3; deafened creatures are immune; +17 vs. Fortitude; the target is stunned until the end of the vrock’s next turn.

- **Spores of Madness (free, when first bloodied; encounter)**
  - Close burst 2; demons are immune; +16 vs. Will; 1d10 + 4 poison damage, and the target is dazed (save ends).

- **Alignment Chaotic evil**
- **Languages Abyssal**
- **Skills Bluff +15, Insight +13**
- **Con 20 (+11)**
- **Int 12 (+7)**
- **Cha 19 (+10)**

**Vrock Tactics**
This demon uses *flyby attack* to make swooping attacks against foes before landing to make basic claw attacks. It uses its *stunning screech* when surrounded and its *spores of madness* when first bloodied.

**Vrock Lore**
A character knows the following information with a successful Arcana check.

**DC 20:** Vrocks have a reputation for disloyalty, often abandoning their posts and forsaking one master to join another whom they view as more powerful. They also like to plot against their superiors, although these schemes rarely amount to anything.

**Encounter Groups**
Vrocks associate with demonic cults, and sometimes with giants and evil fey.

**Level 13 Encounter (XP 4,000)**
✦ 2 vrock demons (level 13 skirmisher)
✦ 1 briar witch dryad (level 13 elite controller)
✦ 1 hill giant (level 13 brute)
**Destrachan**

This blind beast stalks through dungeons, relying on its other senses to detect prey. When it finds something it can eat, the destrachan blasts it with skullcracking waves of sound.

**Destrachan Level 9 Artillery**

Large aberrant magical beast (blind) XP 400

- **Initiative**: +8
- **Senses**: Perception +11; blindsight 10
- **HP**: 80; Bloodied 40
- **AC**: 22; Fortitude 24, Reflex 21, Will 20
- **Immune gaze**
- **Resist 10 thunder**
- **Speed**: 6, climb 3
- **Claw** (standard; at-will)
  - +14 vs. AC; 1d8 + 4 damage.
- **Sound Pulse** (standard; at-will) ✦ Thunder
  - Ranged 10; +13 vs. Reflex; 2d6 + 5 thunder damage.
- **Bellowing Blast** (standard; recharge ⚃ ⚄ ⚅)
  - Close blast 5; +13 vs. Fortitude; 2d6 + 5 thunder damage, and the target is dazed (save ends).

**Alignment**: Evil

**Languages**: Deep Speech

**Skills**: Bluff +9, Stealth +13

**Str**: 18 (+8)
- **Con**: 20 (+9)
- **Dex**: 18 (+8)
- **Int**: 7 (+2)
- **Wis**: 14 (+6)
- **Cha**: 10 (+4)

**Destrachan Tactics**

The stealthy destrachan can sense prey within 10 squares of it and prefers to attack at range using its sound pulse power. It uses bellowing blast against close targets.

**Destrachan Far Voice Level 15 Artillery**

Large aberrant magical beast (blind) XP 1,200

- **Initiative**: +12
- **Senses**: Perception +14; blindsight 20
- **HP**: 122; Bloodied 61
- **AC**: 28; Fortitude 32, Reflex 27, Will 25
- **Immune gaze**
- **Resist 15 thunder**
- **Speed**: 8, climb 4
- **Claw** (standard; at-will)
  - +20 vs. AC; 1d8 + 6 damage.
- **Sound Pulse** (standard; at-will) ✦ Thunder
  - Ranged 10; +19 vs. Reflex; 2d8 + 8 thunder damage.
- **Bellowing Blast** (standard; recharge ⚃ ⚄ ⚅)
  - Close blast 5; +19 vs. Fortitude; 2d6 + 8 thunder damage, and the target is dazed (save ends).
- **Reverberate** (standard; encounter) ✦ Thunder
  - Close burst 2; +19 vs. Fortitude; 2d8 + 8 thunder damage, and the target is stunned (save ends). Miss: Half damage, and the target is dazed until the end of the destrachan far voice’s next turn.

**Alignment**: Evil

**Languages**: Deep Speech

**Skills**: Bluff +12, Stealth +17

**Str**: 23 (+13)
- **Con**: 26 (+15)
- **Dex**: 20 (+12)
- **Int**: 7 (+2)
- **Wis**: 15 (+9)
- **Cha**: 10 (+4)

**Destrachan Far Voice Tactics**

The destrachan far voice favors ranged attacks over melee and uses reverberate against enemies that come too close.

**Destrachan Lore**

A character knows the following information with a successful Dungeoneering check.

**DC 15**: A destrachan can learn to imitate sounds it hears often, such as ambient dungeon noises and guttural sounds made by other creatures. The creature uses such noises to cover its footsteps or trick prey into thinking it’s something far less threatening (this requires a successful Bluff check).

**Encounter Groups**

A destrachan is attracted to other aberrant creatures, such as chuuls, gibbering mouthers, and gricks. A destrachan might also ally itself with drow, grimlocks, hags, medusas, trolls, onis, troglodytes, and other humanoids.

**Level 9 Encounter (XP 1,950)**

- 2 destrachans (level 9 artillery)
- 2 foulspawn berserkers (level 9 soldier)
- 1 foulspawn grue (level 8 controller)

**Level 15 Encounter (XP 6,200)**

- 1 destrachan far voice (level 15 artillery)
- 2 drider fanglords (level 14 brute)
- 1 drow priestess (level 15 controller)
- 3 drow warriors (level 11 lurker)
Malevolent and corrupt, devils are the rebellious servants of the gods now living in the Nine Hells, one of the darkest dominions on the Astral Sea. Devils come in many varieties, from the sly imp to the mighty archdevils known as the Lords of the Nine, each a ruler of one of the Nine Hells. The greatest of these infernal lords is the god Asmodeus, prince of Nessus, the ninth hell. Long ago, Asmodeus was a powerful divine servant who chose to rebel against the god he served. At the head of an army of like-minded creatures, Asmodeus slew his divine master. For their betrayal, he and his followers were cursed with monstrous forms and imprisoned within the fuming ruin of the murdered god’s dominion.

Devils can leave the Nine Hells, but it is very difficult for them to do so. They can be sent forth by mighty archdevils through costly infernal magic, or travel through rare and well-hidden magical portals (usually only a few at a time when conditions are right). However, most devils outside of the Nine Hells have been brought to the natural world by evil mortals employing dark rituals.

Devils lust for the souls of mortals; each mortal spirit devils enslave undermines the gods’ sway over mortalkind and adds to the Nine Hells’ power. Devils torment and consume captured souls to fuel the mightiest of their infernal works, including evil constructs and terrible invocations. Devils compete fiercely to gather souls in order to earn favor and status within the infernal order, but they all work together toward the common goal of gathering souls for the Nine Hells. Some devils seek to drive mortals into surrendering their souls through tyranny, despair, or terror; some seek to destroy the servants of good-aligned gods and tear down their works; and still others are tempters and deceivers who inflame mortal ambition, desire, greed, or pride.

Long ago, Asmodeus and his vassals forged dark pacts with various evil deities. Devils are therefore commonly found serving Bane, Gruumsh, Tiamat, Torog, and Vecna. Devils carefully honor their bargains—but they are extremely good at giving reckless mortals exactly what they ask for, and few of those who bargain with devils escape the final payment.

**Beararded Devil**

Fierce warriors of the Nine Hells, beararded devils are used as guards and assault troops by more powerful devils or evil mortals. They are violent, wrathful creatures that relish battle.

**Beararded Devil (Barbazu) Level 13 Soldier**

Medium immortal humanoid (devil) XP 800

Initiative +10

Senses Perception +14; darkvision

Beard Tendrils aura 1; enemies that begin their turns adjacent to the beararded devil take 5 damage.

HP 129; Bloodied 64; see also battle frenzy

AC 29; Fortitude 25, Reflex 22, Will 23

Resist 20 fire

Speed 6

1️⃣ Glaive (standard; at-will) ✦ Weapon

Reach 2; +18 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the beararded devil’s next turn and takes ongoing 5 damage (save ends).

1️⃣ Claw (standard; at-will)

+18 vs. AC; 1d6 + 5 damage.

Battle Frenzy

While the beararded devil is bloodied, it gains a +2 bonus to attack rolls and deals an extra 5 damage with its melee attacks.

Devilish Teamwork

Allies adjacent to the beararded devil gain a +2 bonus to AC.

Alignment Evil

Languages Supernal

Skills Intimidate +11

Str 20 (+11) Dex 15 (+8) Wis 16 (+9)

Con 17 (+9) Int 10 (+6) Cha 11 (+6)

Equipment glaive

**Beararded Devil Tactics**

The beararded devil is a straightforward melee combatant trained to protect adjacent allies using its devilish teamwork. It only makes claw attacks if it loses its glaive.

**Beararded Devil Lore**

A character knows the following information with a successful Religion check.

(Left to right) chain devil, bone devil, and bearded devil
DC 20: Bearded devils (also known as barbazus) are among the weakest devils, but they are savage and dangerous fighters. The bearded devil’s glaive is a vicious weapon that inflicts horrible bleeding wounds.

DC 25: Bearded devils are followers, not leaders, and usually serve as bodyguards or assault troops. They rarely seek to tempt or lure mortals, preferring straightforward slaughter and terror instead.

**Encounter Groups**
Bearded devils are usually little more than infernal muscle for a smarter devil or villain.

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**A PRIMER TO THE NINE HILLS**

The Nine Hells form a single dominion on the Astral Sea. Black smoke surrounds them, and beyond this choking veil broods a great, volcanic world whose surface is a blasted plain of ash and jagged stone. This is Avernus, the first of the Nine Hells, where embers rain down from a sunless sky and iron fortresses rise up between rivers of magma. Astral vessels approaching too closely find themselves plummeting through the skies of Avernus rather than sailing in the Astral Sea, landing in the Nine Hells with a great fiery impact. A helmsman of great skill can sometimes negotiate the passage and alight on the ashen plain safely, rather than sailing in the Astral Sea, but this is perilous and not always successful.

Avernus, the first Hell, forms the surface of this terrible dominion. It’s a volcanic domain strewn with the blood and wreckag of a million battles. Fireballs plunge from the smoke-filled sky. The archdevil Bel, a military genius, protects and rules Avernus from a towering iron citadel.

A great iron gate in a mountainside of Avernus leads to Dis, the second Hell. Dis is an iron-walled city that lies within a vast cavern, sprawling unevenly amid the cavern’s jagged, mountainous floor. Dispater, the ruler of this Hell, is famous as the most cautious and calculating of the archdevils.

The cavern of Dis gradually descends and broadens into the great, low, brooding vault of Minauros, the Third Hell. A constant oily rain pelts down from the ceiling, and the black soil of Minauros is a vast series of mud flats, swamps, and mires, some heated into bubbling, stinking mud volcanoes by the heat rising from below. The serpentine and supremely boastful archdevil Mammon rules here.

Phlegethos, the fourth Hell, lies far below its predecessors. Dank steps cut into the stinking fumaroles of Minauros lead down several miles to a fiery cavern, where the air ripples with heat distortion and cascades of lava pour down from volcanic fissures in the ceiling miles overhead. The ambitious archdevil Fierna presides, with her grim father Belial as the true power behind the throne.

Stygia lies as deep as Phlegethos, but is many hundreds of miles away from its fiery neighbor—it underlies Dis, and dismal stairs of ice and iron link the two. The fifth Hell is cold and dark. Within Stygia’s cavern lies a vast frozen sea dotted with towering icebergs. Faint auroras of green-blue frostfire dance far above the sea, casting long shadows. Imprisoned within one of these mighty bergs is the archdevil Levistus, trapped forever by Asmodeus for some great betrayal.

Asmodeus’s daughter, the fiendishly beautiful Glasya, rules Malbolge, the sixth Hell. Long, icy canals lead hundreds of miles from frozen Stygia to this great cavern, illuminated by sinister yellow-green lamps suspended from the ceiling like tiny suns. Long ago Malbolge was a vast garden, the delight of the deity who ruled this sphere before Asmodeus, but now its superficial beauty cannot hide a fiendishly underbelly: autumnal trees with grasping roots, beautiful white towers with corpses impaled on their battlements, shimmering ponds with poisoned waters, and the like.

Maladomini, the seventh Hell, is a tremendous maze of winding tunnels, each miles across. These passages reach several of the lower Hells, including Malbolge, Cania, and Nessus. Within these vast tunnels lie crumbling cities, sludge-filled rivers, and vast tracts of land mined to absolute depletion. Black ichor erupts from the earth, and swarms of flies harry all. Here rules the archdevil Baalzelbul, a sluglike monstrosity bereft of compassion.

The icy layer of Stygia seems like a paradise compared to Cania, the eighth Hell. This vast gulf deep within the world is another cold domain, where mile-high glaciers grind across a forbidding landscape so cold that few creatures can bear it. The wickedly handsome archdevil Mephistopheles rules Cania from a palace of ice lit with crackling hellfire.

The darkest of Cania’s rifts plunge hundreds of miles further down to Nessus, the ninth and deepest of the Hells. This is home to the god-tyrant Asmodeus, father of all devils. Nessus is a vast, vertical maze of chasms so large and so deep they are rooted in the seething fires at the core of the cursed sphere. Great infernal cities and fiendish armies lie hidden within these fiery depths.

**Level 13 Encounter (XP 4,000)**

✦ 3 bearded devils (level 13 soldier)
✦ 2 yuan-ti malison sharp-eyes (level 13 artillery)

**Bone Devil**

Bone devils are ruthless taskmasters, vigilantly watching over lesser creatures to ensure their obedience. In the Nine Hells, they fill a mid-ranking class of overseers and monitors who report on lesser devils, but they can sometimes be found in the service of powerful mortal tyrants, watching the ranks for the smallest signs of disloyalty or incompetence.
**Bone Devil Tactics**
The bone devil targets enemies with its *fiendish focus* at the start of battle to make them more susceptible to attacks while overwhelming them with its *aura of fear*. It tries to use *double attack* whenever possible. As its allies become bloodied, the bone devil uses its *aura of obedience* to make them fight harder.

**Bone Devil Lore**
A character knows the following information with a successful Religion check.

DC 20: Bone devils (also known as osyluths) are clever and patient creatures, rarely caught off-guard. They ensure that lesser devils obey their superiors and engage foes with the proper degree of bloodthirstiness and zeal. Fanatically loyal to their superiors, bone devils are indeed severe taskmasters.

DC 25: Bone devils are universally reviled by lesser devils because of their harsh motivational techniques. They surround themselves in an aura of fear that makes enemies reluctant to attack them, and their poisoned stingers can further break down an enemy’s resolve.

**Encounter Groups**
Bone devils serve more powerful devils as overseers, keeping watch on the activities of lesser fiends. Sometimes a small group of bone devils work together as roving inquisitors, driving the hesitant into battle.

**Level 16 Encounter (XP 7,600)**
- 1 bone devil (level 17 controller)
- 5 bearded devils (level 13 soldier)
- 1 cambion hellfire magus (level 18 artillery)

**Bone Devil (Osyluth)**
**Level 17 Controller (Leader)**
Large immortal humanoid (devil)  XP 1,600

| Initiative  | +12 | Senses Perception +15; darkvision |
| Aura of Fear (Fear) | aura 5; enemies in the aura take a –2 penalty to attack rolls. |
| Aura of Obedience (Charm, Healing) | aura 5; bone devils are immune; any bloodied devil in the aura at the start of its turn takes 10 damage but gains a +4 bonus to attack rolls and deals an extra 5 damage on melee attacks until the start of its next turn. If a devil is slain by this aura, the bone devil regains 10 hit points. |

**Bone Devil (Kyton)**
**Level 11 Skirmisher**
Medium immortal humanoid (devil)  XP 600

| Initiative  | +14 | Senses Perception +7; darkvision |
| HP 165; Bloodied 82 | AC 31; Fortitude 29, Reflex 26, Will 27 |
| Resist 20 fire | Speed 8, teleport 8 |
| Claw (standard; at-will) | Poison Sting (standard; at-will) + Poison |
| Reach 2; +22 vs. AC; 1d6 + 7 damage. | Reach 2; +20 vs. Fortitude; 1d6 + 7 damage, and the target takes ongoing 10 poison damage and takes a –4 penalty to its Will defense (save ends both). |
| Double Attack (standard; at-will) | The bone devil makes two claw attacks. If both claw attacks hit the same target, the bone devil can make a secondary attack using poison sting against the target. |
| Fiendish Focus (minor; at-will) | Ranged 5; +18 vs. Will; the target takes a –5 penalty to all defenses until the end of the bone devil’s next turn. |

**Chain Devil**
Sadistic torturers of the hapless, chain devils savor their roles as the jailors and torturers of the Nine Hells. They seek to capture their victims alive so that a defeated foe’s suffering can be drawn out for days.

**Chain Devil Tactics**
A chain devil takes enemies with its spiked chains, using *hellish chains* to restrain a particularly troublesome enemy. If it forgoes a move action, it can shift before and after making an attack. Outside of its turn, it uses *dance of defiance* to dodge attacks and *chains of vengeance* when it is first bloodied.

**Chain Devil Lore**
A character knows the following information with a successful Religion check.

DC 20: Chain devils (also known as kytons) use the spiked chains that shroud them to lash and restrain foes.

DC 25: Some chain devils learn rituals that allow them to animate chains that aren’t attached to their bodies, causing them to writhe like serpents.

**Encounter Groups**
Chain devils work well with other devils and creatures that allow them to indulge their desire to inflict pain.

**Level 11 Encounter (XP 3,100)**
- 2 chain devils (level 11 skirmisher)
- 4 legion devil hellguards (level 11 minion)
- 1 snaketongue celebrant (level 11 controller)
- 4 snaketongue zealots (level 12 minion)
ICE DEVIL

Ice devils hail from the frigid wastelands of Cania, the eighth layer of the Nine Hells. Infernal generals and evil mortals use them as bodyguards and champions, and ice devils often lead lesser devils in battle. They are poor commanders, though, because they despise weaker devils and consider them expendable.

ICE DEVIL TACTICS

An ice devil prefers to fight its own battles, using its powers to confound multiple enemies at once. It uses chilling command to immobilize frontline combatants while it attacks softer targets with the aid of its superior speed and reach. If the ice devil has a spare move action, it uses freezing breath to slow enemies and keep them from escaping.

ICE DEVIL LORE

A character knows the following information with a successful Religion check.

DC 20: Although they are most comfortable in the frozen wastelands of Cania, ice devils are unaffected by warmer climates. Wherever they go, they take a little bit of Cania with them in the form of a cold aura that surrounds them.

DC 25: Ice devils respect power and have no tolerance for weakness or frailty, either in their allies or their enemies. When confronted by multiple enemies, an ice devil almost always attacks the weakest foe first.

ENCOUNTER GROUPS

Ice devils resent devils weaker than them and cooperate with them only grudgingly.

Level 19 Encounter (XP 13,600)

✦ 2 ice devils (level 20 soldier)
✦ 2 cambion hellfire magi (level 18 artillery)
✦ 2 nabassu gargoyles (level 18 lurkers)

IMP

Imps act as spies and emissaries for more powerful devils. Mortals often make bargains with imps, thinking that the weak devils are easy to control. Ultimately, most imps prove their loyalties lie with the Lords of the Nine and not any mortal master.

Imps are devious and deadly mischief-makers. They take pleasure in tricking mortals into harming one another.

IMP TACTICS

Imps are reluctant combatants. When forced to fight, an imp uses vanish to turn invisible and waits for an opponent to become distracted before attacking with its tail sting. If the battle turns against the imp or its allies, the imp doesn’t hesitate to flee.

IMP LORE

A character knows the following information with a successful Religion check.

DC 15: Imps partner with mortals who seek magical power. By helping their “masters” learn new spells or locate magical items, imps foster a madness for power that leads their masters to perform evil acts.

DC 20: Imps possess impressive knowledge about magical subjects. They gain most of their information from other devils, from past experience, or from spying efforts of their own.

ENCOUNTER GROUPS

Imps can be encountered in groups, but they are more likely to serve other evil creatures.

Level 3 Encounter (XP 750)

✦ 1 imp (level 3 lurker)
✦ 1 goblin hexer (level 3 controller)
✦ 1 goblin skullcleaver (level 3 soldier)
✦ 2 goblin warriors (level 1 skirmisher)
✦ 4 goblin cutters (level 1 minion)
LEGION DEVIL
The armies of the Nine Hells are largely made up of legion devils—cruel, pitiless warriors that gather in countless numbers from the scorched plains of Avernus to the deepest chasms of Nessus. Brutally disciplined, legion devils haven’t the slightest regard for their own existence and live to crush their masters’ foes beneath their iron-shod heels.

Legion Devil
The legion devil grunt gains a +2 bonus to its defenses when adjacent to at least one other legion devil.

Legion Devil Hellguard
The legion devil hellguard gains a +2 bonus to its defenses when adjacent to at least one other legion devil.

Legion Devil Veteran
The legion devil veteran gains a +2 bonus to its defenses when adjacent to at least one other legion devil.

Legion Devil Legionnaire
The legion devil legionnaire gains a +2 bonus to its defenses when adjacent to at least one other legion devil.

Legion Devil Tactics
Legion devils are regimented soldiers that work together to overwhelm foes. They can teleport short distances to gain flanking or position itself adjacent to an ally in order to gain the squad defense benefit.
Legion Devil Lore
A character knows the following information with a successful Religion check.

DC 15: Legion devils are the foot soldiers of the Nine Hells. Hundreds of them garrison the fortresses and citadels that watch over this fell dominion.

DC 20: Legion devils strictly adhere to command hierarchies and rarely exercise personnel initiative. They follow their orders to the letter.

Encounter Groups
Battalions of legion devils can be found as guards in evil temples, troops in the service of evil overlords, or marauders laying waste to defenseless lands.

Level 6 Encounter (XP 1,350)
✦ 4 legion devil grunts (level 6 minion)
✦ 2 tiefling heretics (level 6 artillery)
✦ 2 tiefling darkblades (level 7 lurkers)

Level 21 Encounter (XP 16,150)
✦ 8 legion devil legionnaires (level 21 minion)
✦ 2 ice devils (level 20 soldier)
✦ 1 war devil (level 22 brute)

PIT FIEND
Nobles of the Nine Hells, pit fiends form an elite ruling class that oversees vast numbers of lesser devils. Only the archdevils known as the Lords of the Nine stand higher than the pit fiends.

Each pit fiend is lord of a large domain within one of the layers of the Nine Hells and is vassal to the archdevil who rules that layer. A pit fiend might govern a city, command a fortress, lead a great legion, or serve as a seneschal or counselor for an archdevil. With the exception of Asmodeus, each Lord of the Nine commands no more than a dozen or so pit fiends.

As the lords, barons, viziers, and generals of the Nine Hells, pit fiends rarely confront adventurers in person. They are the progenitors of devilsish schemes, and they step in only when important plans go awry or when great plots reach fruition. In the Nine Hells proper, pit fiends command vast numbers of lesser devils. Penetrating the defenses of a pit fiend’s castle and destroying the mighty devil in its own demesne is a deed of truly epic proportions.

Pit Fiend Frenzy
The pit fiend makes a flametouched mace attack and a tail sting.

Flametouched Mace (standard; at-will) ✦ Fire, Weapon
Reach 2; +33 vs. AC; 2d10 + 11 fire damage, and ongoing 5 fire damage (save ends).

Tail Sting (standard; at-will) ✦ Poison
Reach 2; +33 vs. AC; 1d6 + 11 damage, and the pit fiend makes a secondary attack against the same target. Secondary Attack: +29 vs. Fortitude; the target takes ongoing 15 poison damage and is weakened (save ends both).

Point of Terror (minor; at-will) ✦ Fear
Ranged 5; +30 vs. Will; the target takes a –5 penalty to all defenses until the end of the pit fiend’s next turn.

Irresistible Command (minor 1/round; at-will) ✦ Charm, Fire
Ranged 10; targets one allied devil of a lower level than the pit fiend; the target slides 5 squares and explodes, dealing 2d10 + 5 fire damage to all creatures in a close burst 2. The exploding devil is destroyed.

Infernal Summons (standard; encounter)
The pit fiend summons a group of devil allies. Summoned devils roll initiative to determine when they act in the initiative order and gain a +4 bonus to attack rolls as long as the pit fiend is alive. They remain until they are killed, dismissed by the pit fiend (free action), or the encounter ends. PCs do not earn experience points for killing these summoned creatures. The pit fiend chooses to summon one of the following groups of devils:
✦ 8 legion devil legonnaires (level 21), or
✦ 2 war devils (level 22), or
✦ 1 war devil (level 22) and 4 legion devil legionnaires (level 21)

Tactical Teleport (standard; recharge ⚖ ⚄ ⚅) ✦ Teleportation
The pit fiend can teleport up to 2 allies within 10 squares of it. The targets appear in any other unoccupied squares within 10 squares of the pit fiend.

Alignment Evil
Languages Supernal
Skills Bluff +27, Insight +23, Intimidate +27, Religion +24
Str 32 (+24) Dex 24 (+20) Wis 20 (+18)
Con 27 (+21) Int 22 (+19) Cha 28 (+22)

Equipment flametouched mace, noble signet ring
Pit Fiend Tactics
A pit fiend fights close to its enemies, catching them in its aura of fear and aura of fire. On the first round of combat, it spends an action point to use infernal summons. It then uses point of terror against a tough-looking foe and tactical teleport to place two allies in flanking positions around that foe. With its remaining minor action, the pit fiend uses irresistible command on an ally within range.

A pit fiend alternates between point of terror and irresistible command, sometimes using both if it has a spare move action it can substitute with a minor action. Otherwise, the pit fiend uses pit fiend frenzy, teleporting as needed to gain a better position.

Pit Fiend Lore
A character knows the following information with a successful Religion check.

DC 25: Pit fiends are the nobles of the Nine Hells. Each pit fiend serves as a vassal to one of the nine archdevils and commands a fortress, city, or army in its master’s domain.

Encounter Groups
Pit fiends are rarely encountered without a fiendish entourage comprised of weaker devils or enslaved minions.

Level 25 Encounter (XP 42,900)
✦ 1 pit fiend (level 26 elite soldier)
✦ 2 war devils (level 22 brute)
✦ 2 astral stalkers (level 22 lurker)
✦ 1 marut concordant (level 22 elite controller)

Spined Devil
Spined devils serve as scouts and sentries in the Nine Hells. They gather in raucous, marauding bands, winging through the burning skies and viciously harrying any prey they come across. Some serve as spies and messengers to powerful devils.

Spined Devil Tactics
Spined devils disdain melee and prefer to pelt their victims with wave after wave of burning, poisoned spines. Only after a victim is bloodied do they descend to tear apart the hapless soul with their wicked claws.

Spined Devil Lore
A character knows the following information with a successful Religion check.

DC 15: Spined devils are commonly summoned devils because they are relatively weak and easy to control with promises of mayhem and plunder.

DC 20: Like most devils, spined devils enjoy tormenting anything that crosses their path. They are aerial scouts and skirmishers in the armies of the Nine Hells, eagerly harrying any foes they encounter with volleys of burning, poisonous spines.

Encounter Groups
While flocks of spined devils are common in the Nine Hells, they’re most often encountered in fewer numbers in the material world and often in the company of other evil creatures.
**War Devil**

Champions of the Nine Hells, war devils obey only pit fiends and archdevils. They also lead lesser devils in forays against those who stand in the way of their masters’ plans. War devils brought to the mortal world sometimes arise as warmasters or generals, leading the armies of evil mortal tyrants.

**War Devil Tactics**

Despite their brutish appearance, war devils are outstanding tacticians and clever leaders. They use besieged foe and fiendish tactics to direct their subordinates against dangerous foes, but they eagerly leap into the fray when the time is right, using devilish transposition to exchange places with a lesser devil (often one with the mobility to penetrate the enemies’ ranks).

**War Devil Lore**

A character knows the following information with a successful Religion check.

**DC 25:** War devils (also known as malebranche) are among the most powerful devils that are routinely summoned by mortals.

**Encounter Groups**

War devils often serve as “muscle” for pit fiends or archdevils, or they directly command contingents of lesser devils.

**Level 21 Encounter (XP 19,750)**

✦ 1 war devil (level 22 brute)
✦ 1 ice devil (level 20 soldier)
✦ 2 bone devils (level 17 controller)
✦ 12 legion devil legionnaires (level 21 minon)
**DEVOURER**

When a raving murderer dies, his soul passes into the Shadowfell. There it might gather flesh again to continue its lethal ways, becoming a devourer. Without conscience, a devourer exists only to slay and consume the living.

**SPIRIT DEVOURER**

This cadaverous creature traps the spirit of a living humanoid inside its ribcage. This spirit manifests as a small, emaciated effigy of the trapped creature that thrashes in agony as the spirit devourer uses it for unholy fuel.

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**SPRIT DEVOURER**

Large shadow humanoid (undead) XP 1,200

**Initiative** +8  **Senses** Perception +10; darkvision

HP 224; Bloodied 112

AC 27; Fortitude 25, Reflex 21, Will 26; see also spirit ward

**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant

(whenever the devourer takes radiant damage, its trapped enemy gets a saving throw to escape)

**Saving Throws** +2

**Speed** 6

**Action Points** 1

✦ **Claw** (standard; at-will)

Reach 2; +17 vs. AC; 2d6 + 5 damage.

✦ **Trap Spirit** (standard; at-will) + **Necrotic**

Ranged 5; targets a living humanoid; +15 vs. Fortitude; 1d8 + 7 necrotic damage, and the target is trapped (save ends). The trapped creature is removed from play and can take no actions. If it succeeds on a saving throw, it escapes and appears in an unoccupied space of its choice adjacent to the spirit devourer. A trapped creature escapes automatically when the spirit devourer is destroyed. Only one creature can be trapped at a time.

✦ **Spirit Rupture** (standard, usable only after the spirit devourer uses devour spirit and only on the same turn; at-will) + **Fear, Necrotic**

Close burst 1; +15 vs. Will; 2d8 + 7 necrotic damage, and the target is immobilized until the end of the spirit devourer’s next turn. Miss: Half damage, and the target is not immobilized.

✦ **Devour Spirit** (minor; at-will) + **Healing, Necrotic**

The spirit devourer deals 10 necrotic damage to a creature it has trapped (see trap spirit). The spirit devourer either regains 10 hit points or uses spirit rupture. A creature killed by this power can’t be returned to life with a Raise Dead ritual.

**Spirit Ward**

The spirit devourer gains a +2 bonus to all defenses while it has a creature trapped (see trap spirit).

---

**VISCERA DEVOURER**

This devourer wraps its drooling intestines around nearby foes. The gnashing mouths that tip its viscera latch onto flesh, allowing the creature to drain the life from its captives. Once its victims are dead, the creature hungrily devours their innards.

**VISCERA DEVOURER**

Medium shadow humanoid (undead) XP 700

**Initiative** +8  **Senses** Perception +10; darkvision

HP 124; Bloodied 63

AC 28; Fortitude 26, Reflex 23, Will 24; see also visceral ward

**Immune** disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant

**Speed** 6

✦ **Claw** (standard; at-will)

+16 vs. AC; 1d10 + 4 damage.

✦ **Hungry Viscera** (minor; at-will)

+16 vs. AC; the creature wraps a viscera tendril around the target; 1d4 + 5 damage, and the target is grabbed (until escape). A viscera devourer has four tendrils and can grab up to four creatures, or multiple tendrils can grab a single target (the target takes a -2 penalty to escape checks per additional tendril grabbing it).

**Devour Viscera** (minor 1/round; at-will) + **Healing, Necrotic**

The viscera devourer draws life energy from every living target it has grabbed. A grabbed target takes 5 necrotic damage per viscera tendril grabbing it, and the viscera devourer regains the same amount of hit points.

**Visceral Ward**

The viscera devourer gains a +2 bonus to all defenses while it is grabbing one or more creatures.

**Alignment** Evil  **Languages** Common

**Skills** Stealth +13

Str 18 (+10)  Dex 15 (+8)  Wis 9 (+5)

Con 20 (+11)  Int 12 (+7)  Cha 17 (+9)

---

**SOU SPIKE DEVOURER**

When a soulspike devourer slays a creature, the victim’s body vanishes, and its apparition appears impaled on one of the devourer’s spikes. The soulspike devourer feeds on these spirits, which howl in agony and disappear in a flash when finally consumed.

**SOULSPIKE SURVIVORS**

A soulspike devourer begins play with at least one spirit already impaled on its soulspikes. If this spirit escapes the devourer somehow, its body appears in a space adjacent to the creature. As the DM, you can use this soulspiked spirit as a story device: Perhaps the body belongs to an individual whom the PCs are searching for, or maybe it carries something of value. If healed or raised from the dead, this individual might stick around long enough to speak to the PCs, accompany them, or even betray them (as appropriate).
**Soulspike Devourer**
Level 20 Elite Soldier (Leader)
Huge shadow humanoid (undead)
XP 5,600

**Initiative** +11  
**Senses** Perception +15; darkvision

**Soulspike Ward** aura 10; the soulspike devourer and all allies in the aura gain a bonus to all defenses equal to one-half the number of soulsiked spirits impaled on the creature.

**HP** 376; Bloodied 188

**AC** 38; Fortitude 37, Reflex 29, Will 34; see also soulspike ward above

**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant (when the soulspike devourer takes radiant damage, its newest soulsiked spirit gets a saving throw to escape)

**Saving Throws** +2

**Speed** 6

**Action Points** 1

<table>
<thead>
<tr>
<th>3 Claw (standard; at-will)</th>
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| Reach 3; +26 vs. AC; 2d8 + 9 damage. If the attack reduces a humanoid living target to 0 hit points or fewer, the target disappears and becomes a soulspiked spirit impaled on the devourer (see soulsiked spirit).

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<th>← Soul Shatter (standard; recharges when the soulspike devourer uses devour spirit) ✦ Necrotic</th>
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| Close burst 3; +24 vs. Will; 5d8 + 8 necrotic damage, and the target is stunned until the end of the soulspike devourer’s next turn. Aftereffect: The target is weakened (save ends).

**Devour Spirit** (standard; at-will) ✦ Healing

The soulspike devourer instantly kills its oldest soulsiked spirit and regains 75 hit points. A creature’s dead body appears in a space adjacent to the devourer.

**Soulspiked Spirit**

The soulspike devourer begins the encounter with one soulsiked spirit and can impale up to four soulsiked spirits. A soulsiked spirit can take no actions and escapes when the devourer is destroyed. When a creature’s spirit escapes, its body appears in an unoccupied space adjacent to the devourer, in the same state it was in when it disappeared.

**Alignment** Evil  
**Languages** Common

| Str 29 (+19) | Dex 8 (+9) | Wis 11 (+10) |
| Con 20 (+15) | Int 20 (+15) | Cha 26 (+18) |

**Soulspike Devourer Tactics**
This collector of souls wades into battle, concentrating its attacks on one foe at a time to create more soulsiked spirits. When bloodied, the devourer uses devour spirit to heal itself, and then spends its action point to use soul shatter.

**Devourer Lore**
A character knows the following information with a successful Religion check.

**DC 20**: Devourers are created from the souls of murderers lost in the Shadowfell. They feed on living humanoids and use their life energy to heal.

**Encounter Groups**
Although a devourer possesses a consuming hunger for the living, it knows the value of wicked alliances.

**Level 11 Encounter (XP 3,025)**
✦ 1 spirit devourer (level 11 elite soldier)  
✦ 1 vampire lord (level 11 elite skirmisher)  
✦ 5 vampire spawn bloodhunters (level 10 minion)

**Level 13 Encounter (XP 4,000)**
✦ 2 viscera devourers (level 12 controller)  
✦ 1 drow arachnomancer (level 13 artillery)  
✦ 3 drow warriors (level 11 lurker)
A displacer beast is veiled by an illusion that makes pinpointing its true location difficult. Although they are native to the Feywild, displacer beasts also reside in the tangled forests and dark caverns of the natural world.

### Displacer Beast Tactics
A displacer beast shows great cunning in battle, darting past defenders to attack easier targets and gaining combat advantage by flanking with an ally. If its displacement is negated, it moves to recharge it, risking opportunity attacks if necessary.

### Displacer Beast Lore
A character knows the following information with a successful Arcana check.

**DC 15:** Displacer beasts can be trained as attack beasts or guard animals, but they’re prone to turning against their trainers.

### Encounter Groups
Humanoids, particularly evil fey and onis, sometimes keep displacer beasts as pets.

**Level 13 Encounter (XP 4,000)**
- 1 displacer beast packlord (level 13 elite skirmisher)
- 2 displacer beasts (level 9 skirmisher)
- 1 dryad briar witch (level 13 elite controller)
The consummate shapechanger, a doppelganger can bring entire kingdoms to ruin through duplicity and subterfuge without ever drawing a sword.

Doppelgangers are much like humans in their behavior, and as such, an individual doppelganger might have any disposition imaginable.

**Doppelganger Sneak Level 3 Skirmisher**

Medium natural humanoid (shapechanger) XP 150

- Initiative +6
- Senses Perception +2
- HP 45; Bloodied 22
- AC 18; Fortitude 14, Reflex 16, Will 16
- Speed 6
- ✦ Short Sword (standard; at-will) ✦ Weapon
  - +8 vs. AC; 1d6 + 3 damage.
- ✪ Shapeshifter Feint (minor; at-will)
  - +6 vs. Reflex; the doppelganger gains combat advantage against the target until the end of the doppelganger’s next turn.

**Combat Advantage**

The doppelganger sneak deals an extra 1d6 damage against any target it has combat advantage against.

**Change Shape (minor; at-will) ✦ Polymorph**

A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, page 280).

**Alignment** Unaligned

**Languages** Common

**Skills**

- Bluff +10
- Insight +9
- Stealth +9
- Str 11 (+1)
- Dex 16 (+4)
- Wis 12 (+2)
- Con 13 (+2)
- Int 10 (+1)
- Cha 15 (+3)

**Equipment** short sword

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**Doppelganger Assassin Level 8 Lurker**

Medium natural humanoid (shapechanger) XP 350

- Initiative +13
- Senses Perception +10
- HP 69; Bloodied 34
- AC 23; Fortitude 18, Reflex 21, Will 21
- Speed 6
- ✪ Dagger (standard; at-will) ✦ Weapon
  - +13 vs. AC; 1d4 + 5 damage.
- ✪ Shapeshifter Feint (minor; at-will)
  - +11 vs. Reflex; the doppelganger assassin gains combat advantage against the target until the end of the doppelganger assassin’s next turn.
- ✪ Cloud Mind (standard; sustain minor; encounter) ✦ Charm
  - Close burst 5; +11 vs. Will; the doppelganger assassin is invisible to the target. Affected targets are unable to see the doppelganger as long as it sustains the effect, until the doppelganger attacks, or until it is hit by an attack.

**Combat Advantage**

The doppelganger assassin deals an extra 2d6 damage against any target it has combat advantage against.

**Change Shape (minor; at-will) ✦ Polymorph**

A doppelganger can alter its physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, page 280).

**Alignment** Evil

**Languages** Common

**Skills**

- Bluff +15
- Insight +12
- Stealth +14
- Str 12 (+5)
- Dex 21 (+9)
- Wis 12 (+5)
- Con 15 (+6)
- Int 13 (+5)
- Cha 19 (+8)

**Equipment** dagger

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**Doppelganger Sneak Tactics**

Once its disguise is thwarted, a doppelganger sneak uses shapeshifter feint to gain combat advantage and deal additional damage before shifting away. It has no reservations about fleeing if the battle turns ill, using change shape at the earliest opportunity to lose itself in a crowd.

**Doppelganger Assassin Tactics**

A doppelganger assassin might trail the party, waiting to lure a single victim away from the others, murder him, and take his place. It might also pose as a potential ally or someone in need. Once revealed for what it is, the doppelganger uses shapeshifter feint to gain combat advantage and cloud mind to escape if the battle turns against it.

**Doppelganger Lore**

A character knows the following information with a successful Nature check.

**DC 15:** A doppelganger might look like an eladrin wizard, a dwarf fighter, or even a dragonborn paladin. It can’t duplicate a person’s apparel or carried items, so it must dress and equip itself for the part. For this reason, it keeps several changes of clothing in its lair.

**Encounter Groups**

Doppelgangers can insinuate themselves into all sorts of groups. They also form alliances with intelligent creatures that realize the benefits of having shapechangers on their side.

**Level 3 Encounter (XP 775)**

- 1 doppelganger sneak (level 3 skirmisher)
- 3 human guards (level 3 soldier)
- 1 human mage (level 4 artillery)
When a powerful dragon forsakes life and undergoes an evil ritual to become undead, the result is a dracolich. Dracoliches are selfish, greedy, and interested only in amassing more power and treasure.

**Dracolich Lore**

A character knows the following information about dracoliches with a successful Religion check.

**DC 20**: Dracolichs are unnatural creatures created by an evil ritual that requires a still-living dragon to serve as the ritual’s focus. When the ritual is complete, the dragon is transformed into a skeletal thing of pure malevolence. Some evil dragons willingly undergo this ritual.

**DC 25**: A handful of evil cults possess a ritual for turning a dragon into a dracolich against its will. These cults do what they must to keep knowledge of that ritual from others. When a dragon is transformed into a dracolich with such a ritual, a linkage between the cult and the dragon is formed, and the cult gains influence over the dragon’s behavior.

**DC 30**: A cult that transforms a dragon into a dracolich maintains its control over the creature through possession of the dracolich’s phylactery, a vessel that imprisons the creature’s soul. Most dracolichs do not have phylacteries and are not associated with a cult. Those that have phylacteries seek to destroy them so the cult that created it loses its ability to command the dracolich forever.

**DC 35**: Once a dracolich’s physical body is demolished, its phylactery is also shattered and the beast is gone for good.

**Encounter Groups**

Dracoliches are usually encountered as lone threats; however, sometimes they might be encountered with a scattering of cultists who direct its actions.

**Level 20 Encounter (XP 14,400)**

✦ 1 dracolich (level 18 solo controller)
✦ 2 yuan-ti malison incanters
   (level 15 artillery)
✦ 2 yuan-ti abominations
   (level 14 soldier)

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**Dracolich**

Huge natural magical beast (dragon, undead) XP 10,000

Initiative +15  Senses Perception +18; darkvision
HP 885; Bloodied 442; see also bloodied breath
AC 34; Fortitude 34, Reflex 32, Will 30
Immune disease, fear, poison; Resist 30 necrotic; Vulnerable 10 radiant
Saving Throws +5
Speed 8, fly 10 (clumsy)
Action Points 2

**Bite** (standard; at-will) ★ Necrotic
Reach 3; +23 vs. AC; 2d8 + 8 damage. Against a stunned target, this attack deals an extra 2d8 necrotic damage.

**Mesmerizing Glare** (immediate interrupt, when an enemy makes a melee attack against the dracolich; at-will) ★ Fear
Close blast 3; +20 vs. Will; the target is stunned until the end of the dracolich’s next turn. Miss: The target takes a -2 penalty to attack rolls against the dracolich until the end of the dracolich’s next turn. Using this power does not provoke opportunity attacks.

**Breath Weapon** (standard; recharge ⚅ ⚅ ⚅ ⚅ ⚅) ★ Necrotic
The dracolich breathes a coruscating blast of necrotic energy. Close blast 9; +21 vs. Reflex; 2d8 + 7 necrotic damage, and the target is stunned until the end of the dracolich’s next turn. Miss: Half damage, and the target is not stunned. Hit or Miss: The target loses any necrotic resistance it has (save ends).

**Bloodied Breath** (Free when first bloodied; encounter)
The dracolich’s breath weapon recharges, and the dracolich uses it immediately.

**Frightful Presence** (standard; encounter) ★ Fear
Close burst 10; targets enemies; +20 vs. Will; the target is stunned until the end of the dracolich’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls until the end of the encounter.
**Dracolich Tactics**

A dracolich blasts enemies with its breath weapon, preferably from the air or other safe position. It then enters melee, spending an action point to use *frightful presence* and then using its bite. The dracolich relies on *mesmerizing glare* to incapacitate those who attack it.

A dracolich often reserves its last action point for a tactical retreat. If incited, however, the creature might take advantage of a stunned opponent, using its bite twice on the same turn.

---

**Blackfire Dracolich**

A blackfire dracolich employs the same tactics as a normal dracolich, except that it uses both its *breath weapon* and its *blackfire power* on the first round (with the aid of an action point). The blackfire dracolich spends its second action point on another use of the *blackfire*, once the power recharges. A creature of pure arrogance, it refuses to flee once the battle is joined.

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**Runescribed Dracolich Tactics**

A runescribed dracolich uses the same tactics as a blackfire dracolich while relying on its *runescribed retaliation* power to redirect ranged attacks made against it.
Of all the monsters in the world, dragons are the most feared. A fledgling group of adventurers might have what it takes to best a weak dragon, but the most powerful dragons are awesome, devastating creatures that rival even the gods.

Dragons are diverse creatures, appearing in at least twenty-five varieties within five major families. All dragons share certain characteristics—notably the legged and winged shape of their reptilian bodies—but within each family there are even stronger similarities.

**Chromatic dragons** are the dragons detailed here. They are generally evil, greedy, and predatory, and they're inclined to worship Tiamat, whom they regard as their progenitor and patron. This family includes red, blue, green, black, and white dragons. Each variety has its own breath weapon—a blast of elemental substance, from blazing fire to frigid cold—that it can expel from its mouth.

**Catastrophic dragons** are mighty embodiments of primordial forces. They are destructive, but not devoted to evil. The ground warps and explodes violently in their presence. Earthquake and typhoon dragons are two types of catastrophic dragons.

**Metallic dragons** are in some ways the opposite of the chromatic dragons. Many of them are devoted to Bahamut and share his ideals of nobility and virtue. Many others fail to live up to those lofty ideals and succumb to a selfishness and aggression that seems common among all of dragonkind. Metallic dragons, including gold, silver, copper, iron, and adamantine dragons, often guard valuable treasures or powerful magic items, even artifacts. They have breath weapons similar to those of chromatic dragons, but their effects are as much defensive as offensive.

**Planar dragons** are dragons infused with the nature of other planes of existence. Shadow dragons, Abyssal dragons, and fey dragons are all planar dragons.

**Scourge dragons**, sometimes called linnorms, embody the afflictions that plague living creatures, much as catastrophic dragons embody natural disasters. They are almost universally evil, even more so than the chromatics, and they revel in the raw physicality of melee combat. Because they lack wings and rear legs, some scholars insist that they're not true dragons, but more closely related to drakes.

**Chromatic Dragon Lore**

Chromatic dragons figure prominently in tales told to children and romantic epics sung by lantern light, and much of what the legends say about them is false.

A character knows the following information with a successful Nature check.

**DC 20**: Chromatic dragons bask in the adulation of lesser creatures, but soon grow weary of praise and worship—unless it is accompanied by gifts of precious metals, gems, and magic items.

**DC 25**: Chromatic dragons prefer ancient ruins, deep dungeons, and remote wilderness areas for their lairs. Each dragon type tends to inhabit certain climates and terrains: reds like hot areas and volcanoes, whites like cold, blues prefer coastal regions, greens like forests, and blacks like swamps. That said, an individual dragon lives wherever it pleases, as long as its territory doesn't impinge on another dragon's. One well-known white dragon of legend made its lair in the heart of a volcano.

**DC 30**: Dragons occasionally deal with other creatures as equals. Red dragons have an ancient pact with githyanki, and powerful githyanki knights sometimes ride them into battle. Powerful empires of the past enlisted entire flights of dragons to lead their armies in war.

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**The Dragon Gods**

One story that is told about the creation of the universe concerns the dragon-god Io. The dragons, this legend says, were his particular creation, lovingly crafted to represent the pinnacle of mortal form. Though they were creatures of the world, the power of the Elemental Chaos flowed in their veins and spewed forth from their mouths in gouts of flame or waves of paralyzing cold. But they also possessed the keen minds and lofty spirits of the other mortal races, linking them to Io and the other gods of the Astral Sea.

Io's arrogance was his downfall. While the other gods banded together to combat the primordials, Io spurned the help of other gods. He was so confident in his own might that he faced a terrible primordial called Erek-Hus, the King of Terror, alone. With a rough-hewn axe of adamantine, the King of Terror split Io from head to tail, cleaving the dragon-god into two equal halves.

Erek-Hus did not have the chance to celebrate his victory, however. No sooner did Io's sundered corpse fall to the ground than each half rose up as a new god—Bahamut from the left and Tiamat from the right. Together the two gods fought and killed the King of Terror.

The legend continues to explain that Io's qualities were split between the two gods who rose from his death. His hubris, arrogance, and covetous nature were embodied in Tiamat, who is revered as a goddess of greed and envy. But Io's desire to protect creation and his sense of fairness took root in Bahamut, now worshiped as god of justice, honor, and protection.

The two dragon gods both shared one of Io's worse qualities, however—his preference for working alone. After they defeated Erek-Hus, they locked in battle with each other, ignoring the pressing threat of the primordials. Only when Tiamat fled the battle did the two gods turn their attention back to the larger war, and each still preferred to work alone.

Of course, in these more enlightened days, any paladin of Bahamut will tell you that “the Platinum Dragon” is an honorific title, not a literal description, and that Bahamut is no more a dragon than Moradin is a dwarf. These are gods, not mere monsters.

Even so, many are the chromatic dragons that serve Tiamat, whose monstrous form is that of a colossal dragon with five heads—one head resembling each of the five main chromatic dragons.
CHROMATIC DRAGON ENCOUNTERS

Heirs of Lo’s hubris, chromatic dragons prefer to work and fight alone. All dragons are solo monsters, so they make fine encounters of their level all on their own. However, many dragons’ lairs are surrounded by the dragon’s minions, servants, or worshipers. A quest to slay a chromatic dragon can involve preliminary encounters with these servants or allied creatures, possibly including dragonspawn or dragonborn as well as creatures native to the dragon’s environment.

If an adventuring party includes more than five characters, additional creatures of the party’s level can help balance the encounter. These might be trusted allies who are allowed to enter the dragon’s lair, or opportunistic lurkers trying to steal some bits of the dragon’s food by picking off isolated characters. Sometimes a dragon emerges from its lair to help its minions defend its sanctum, so you could build an encounter that includes the dragon along with its servants even before the characters reach the dragon’s hoard.

BLACK DRAGON

Black dragons are malicious beasts that disgorge acid. They primarily lurk in fell swamps but are also drawn to places with strong ties to the Shadowfell.

<table>
<thead>
<tr>
<th>Young Black Dragon Level 4 Solo Lurker</th>
<th>Large natural magical beast (aquatic, dragon)</th>
<th>XP 875</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +11</td>
<td>Senses Perception +9; darkvision</td>
<td></td>
</tr>
<tr>
<td>HP 224; Bloodied 112; see also bloodied breath</td>
<td>AC 18; Fortitude 20; Reflex 20, Will 17</td>
<td></td>
</tr>
<tr>
<td>Resist 15 acid</td>
<td>Saving Throws +5</td>
<td></td>
</tr>
<tr>
<td>Speed 7, fly 7 (clumsy), overland flight 10, swim 7</td>
<td>Action Points 2</td>
<td></td>
</tr>
<tr>
<td>① Bite (standard; at-will) ✦ Acid</td>
<td>Reach 2; +10 vs. AC; 1d6 + 3 damage, and ongoing 5 acid damage (save ends).</td>
<td></td>
</tr>
<tr>
<td>① Claw (standard; at-will)</td>
<td>Reach 2; +8 vs. AC; 1d4 + 3 damage.</td>
<td></td>
</tr>
<tr>
<td>✦ Double Attack (standard; at-will)</td>
<td>The dragon makes two claw attacks.</td>
<td></td>
</tr>
<tr>
<td>✦ Tail Slash (immediate reaction, when a melee attack misses the dragon; at-will)</td>
<td>The dragon uses its tail to attack the enemy that missed it: reach 2; +8 vs. AC; 1d6 + 4 damage, and the target is pushed 1 square.</td>
<td></td>
</tr>
<tr>
<td>✦ Breath Weapon (standard; recharge ⚁ ⚅ ⚅) ✦ Acid</td>
<td>Close blast 5; +7 vs. Reflex; 1d12 + 3 acid damage, and the target takes ongoing 5 acid damage and takes a –4 penalty to AC (save ends both).</td>
<td></td>
</tr>
<tr>
<td>✦ Bloodied Breath (free, when first bloodied; encounter) ✦ Acid</td>
<td>The dragon’s breath weapon recharges, and the dragon uses it immediately.</td>
<td></td>
</tr>
<tr>
<td>✦ Cloud of Darkness (standard; sustain minor; recharge ⚁ ⚅ ⚅ ⚅) ✦ Zone</td>
<td>Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon’s next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.</td>
<td></td>
</tr>
<tr>
<td>✦ Frightful Presence (standard; encounter) ✦ Fear</td>
<td>Close burst 5; targets enemies; +5 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).</td>
<td></td>
</tr>
</tbody>
</table>

Adult Black Dragon Level 11 Solo Lurker

<table>
<thead>
<tr>
<th>Large natural magical beast (aquatic, dragon)</th>
<th>XP 3,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +15</td>
<td>Senses Perception +13; darkvision</td>
</tr>
<tr>
<td>HP 560; Bloodied 280; see also bloodied breath</td>
<td>AC 24; Fortitude 24, Reflex 26, Will 23</td>
</tr>
<tr>
<td>Resist 20 acid</td>
<td>Saving Throws +5</td>
</tr>
<tr>
<td>Speed 8, fly 8 (hover), overland flight 10, swim 8</td>
<td>Action Points 2</td>
</tr>
<tr>
<td>✦ Bite (standard; at-will) ✦ Acid</td>
<td>Reach 2; +16 vs. AC; 1d8 + 4 damage, and ongoing 5 acid damage (save ends).</td>
</tr>
<tr>
<td>✦ Claw (standard; at-will)</td>
<td>Reach 2; +16 vs. AC; 1d6 + 4 damage.</td>
</tr>
<tr>
<td>✦ Double Attack (standard; at-will)</td>
<td>The dragon makes two claw attacks.</td>
</tr>
<tr>
<td>✦ Tail Slash (immediate reaction, when a melee attack misses the dragon; at-will)</td>
<td>The dragon attacks the enemy that missed it: reach 2; +16 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.</td>
</tr>
<tr>
<td>✦ Breath Weapon (standard; recharge ⚁ ⚅ ⚅ ⚅) ✦ Acid</td>
<td>Close burst 5; +13 vs. Reflex; 2d8 + 3 acid damage, and the target takes ongoing 5 acid damage and takes a –4 penalty to AC (save ends both).</td>
</tr>
<tr>
<td>✦ Bloodied Breath (free, when first bloodied; encounter) ✦ Acid</td>
<td>The dragon’s breath weapon recharges, and the dragon uses it immediately.</td>
</tr>
<tr>
<td>✦ Cloud of Darkness (standard; sustain minor; recharge ⚁ ⚅ ⚅ ⚅ ⚅) ✦ Zone</td>
<td>Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon’s next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.</td>
</tr>
<tr>
<td>✦ Frightful Presence (standard; encounter) ✦ Fear</td>
<td>Close burst 5; targets enemies; +13 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).</td>
</tr>
</tbody>
</table>

Alignment Evil | Languages Common, Draconic |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Skills Nature +13, Stealth +21</td>
<td>Str 18 (+9) Dex 22 (+11) Wis 16 (+8)</td>
</tr>
<tr>
<td>Con 16 (+8) Int 14 (+7) Cha 12 (+6)</td>
<td></td>
</tr>
</tbody>
</table>

Skills Nature +9, Stealth +17 |
Str 16 (+5) Dex 20 (+7) Wis 15 (+4) |
Con 16 (+5) Int 12 (+3) Cha 10 (+2) |
Black Dragon Tactics

A black dragon attacks from hiding, either by submerging itself in water or clinging to the shadows. It uses frightful presence first and then spends an action point to use its breath weapon (or vitriolic spray, if elder or ancient). On its next turn, the dragon spends another action point to invoke its cloud of darkness power (or acid gloom, if ancient). It then makes a bite attack against a single foe or claw attacks against two different opponents within reach. The dragon prefers to remain in the area of its cloud of darkness power while making melee attacks, switching to its breath weapon as it recharges.

Black Dragon Lore

A character knows the following information about black dragons with a successful Nature check.

DC 15: Black dragons like dismal forests and gloomy swamps, and are naturally drawn to places where the Shadowfell’s influence is strong. A black dragon can surround itself with gloomy darkness, with grants it total concealment (although darkvision penetrates the darkness normally).

DC 20: A black dragon’s breath weapon is a blast of caustic green acid.

Encounter Groups

A black dragon might have servitors such as lizardfolk and trolls living around its swampy lair.

Level 5 Encounter (XP 1,225)

✦ 1 young black dragon (level 4 solo lurker)
✦ 2 dark creepers (level 4 skirmisher)

Level 13 Encounter (XP 4,300)

✦ 1 adult black dragon (level 11 solo lurker)
✦ 2 trolls (level 9 brute)
✦ 1 bog hag (level 10 skirmisher)

Ancient Black Dragon Level 26 Solo Lurker

Gargantuuan natural magical beast (aquatic, dragon) XP 45,000

Initiative +27  Senses Perception +22; darkvision
HP 1,190; Bloodied 595; see also bloodied breath
AC 43; Fortitude 39, Reflex 41, Will 35
Resist 30 acid
Saving Throws +5
Speed 10, fly 10 (hover), overland flight 15, swim 10
Action Points 2

✦ Bite (standard; at-will) ✦ Acid
Reach 4; +32 vs. AC; 2d8 + 8 damage, and ongoing 15 acid damage (save ends).

✦ Claw (standard; at-will)
Reach 4; +32 vs. AC; 1d10 + 8 damage.

✦ Double Attack (standard; at-will)
The dragon makes two claw attacks.

✦ Tail Slash (immediate reaction, when a melee attack misses the dragon; at-will)
The dragon attacks the enemy that missed it: reach 4; +32 vs. AC; 1d10 + 8 damage, and the target is pushed 2 squares.

✦ Breath Weapon (standard; recharge ⚅ ⚅ ⚅) ✦ Acid
Close burst 5; +22 vs. Reflex; 3d8 + 5 acid damage, and the target takes ongoing 10 acid damage and takes a -4 penalty to AC (save ends both).

✦ Blooded Breath (free, when first bloodied; encounter) ✦ Acid
The dragon’s breath weapon recharges, and the dragon uses it immediately.

✦ Cloud of Darkness (standard; sustain minor; recharge ☒ ☐ ☐) ✦ Zone
Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon’s next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.

✦ Frightful Presence (standard; encounter) ✦ Fear
Close burst 10; targets enemies; +22 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

✦ Vitriolic Spray (standard; encounter) ✦ Acid
Close burst 5; +22 vs. Reflex; 1d10 + 5 acid damage, and the target is blinded until the end of the dragon’s next turn. Miss: Half damage, and the target is not blinded.

Alignment Evil  Languages Common, Draconic
Skills Nature +17, Stealth +27
Str 22 (+15)  Dex 26 (+17)  Wis 16 (+12)
Con 20 (+14)  Int 16 (+12)  Cha 14 (+11)
BLUE DRAGON

Blue dragons breathe bolts of lightning. They can be found anywhere but prefer to Lair in coastal caves, attacking and plundering ships that sail too close.

BLUE DRAGON LORE

A character knows the following information about blue dragons with a successful Nature check.

DC 15: Although highly adaptable, blue dragons often Lair in coastal caves with entrances that aren’t easily accessible by land.

DC 20: Blue dragons prefer to attack at range. A blue dragon’s breath weapon is an arc of lightning that leaps from one target to another. It can also disgorge a ball of lightning that explodes on impact.

BLUE DRAGON TACTICS

A blue dragon takes to air immediately if it is not already flying. It spends an action point to use frightful presence, and then follows up with its breath weapon. Until it is forced to land, a blue dragon is content to remain airborne and switch between lightning burst and breath weapon attacks. The dragon relies on its draconic fury to make enemies think twice about engaging it in melee.

An elder or ancient blue dragon spends an action point to use thunderclap against foes that get too close. An ancient blue dragon might also swoop down on a foe, use its wingclap power, unleash its draconic fury, and spend an action point to fly back out of range.

ENCOUNTER GROUPS

Blue dragons often forge uneasy alliances with sahuagin and storm giants, demanding treasure for the protection they provide. Dragonborn are often drawn to blue dragon mounts.

Level 15 Encounter (XP 6,400)
✦ 1 adult blue dragon (level 13 solo artillery)
✦ 3 dragonborn raiders (level 13 skirmisher)

Level 24 Encounter (XP 30,600)
✦ 1 elder blue dragon (level 20 solo artillery)
✦ 2 thunderhawks (level 22 elite soldier)

THE AGES OF DRAGONS

Dragons have long natural lifespans, and they grow larger and more powerful as they age. Upon hatching, dragons are at least the size of an adult human, and they grow quickly to horse size and larger. The oldest dragons are among the most enormous creatures alive, stretching over a hundred feet long.

In game terms, dragons are grouped into four age categories: young, adult, elder, and ancient. These are all mature dragons—few adventurers ever discover hatchlings in dragon nests, and those who do must face an angry adult parent before worrying about the relatively small and weak wyrmlings.

Young and adult dragons both fall in the Large size category, although they lie at opposite ends of that range. Young dragons are about the size of a draft horse. Adult dragons are roughly the size of a storm giant, pushing the upper limits of Large.

Elder dragons are Huge, about the size of elephants or titans. Ancient dragons are Gargantuan, almost without compare among other living creatures. There is said to be no upper limit to the size of an ancient dragon.
**Young Blue Dragon**

Large natural magical beast (dragon)  
XP 1,250

Initiative +5  
Senses Perception +10; darkvision

HP 296; Bloodied 148; see also bloodied breath

AC 23; Fortitude 24, Reflex 21, Will 21

Resist 15 lightning

Saving Throws +5

Speed 8, fly 10 (hover), overland flight 15

Action Points 2

❶ Gore (standard; at-will) ✦ Lightning
Reach 2; +11 vs. AC; 1d6 + 5 plus 1d6 lightning damage.

❶ Claw (standard; at-will)
Reach 2; +9 vs. AC; 1d4 + 5 damage.

❖ Draconic Fury (standard; at-will)

The dragon makes a gore attack and two claw attacks.

❖呼吸武器 (standard; recharge ⧧ ⧨) ✦ Lightning

The dragon targets up to three creatures with its lightning breath; the first target must be within 10 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +11 vs. Reflex; 1d12 + 5 lightning damage. Miss: Half damage. This attack does not provoke opportunity attacks.

❖血气涌动 (free, when first bloodied; encounter) ✦ Lightning

The dragon’s breath weapon recharges, and the dragon uses it immediately.

❖ 咫尺威势 (standard; encounter) ✦ Fear

Close burst 5; targets enemies; +11 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

❖ 狂风突袭 (standard; at-will) ✦ Lightning

Area burst 2 within 20; +11 vs. Reflex; 1d6 + 4 lightning damage. Miss: Half damage.

Alignment Evil  
Languages Common, Draconic

Skills Athletics +18, Insight +10, Nature +10

Str 20 (+8)  
Dex 15 (+5)  
Wis 14 (+5)

Con 18 (+7)  
Int 12 (+4)  
Cha 13 (+4)

**Adult Blue Dragon**

Large natural magical beast (dragon)  
XP 4,000

Initiative +9  
Senses Perception +13; darkvision

HP 655; Bloodied 327; see also bloodied breath

AC 30; Fortitude 31, Reflex 28, Will 27

Resist 20 lightning

Saving Throws +5

Speed 8, fly 10 (hover), overland flight 15

Action Points 2

❶ Gore (standard; at-will) ✦ Lightning
Reach 2; +18 vs. AC; 1d8 + 6 plus 1d6 lightning damage, and the target is pushed 1 square and knocked prone.

❶ Claw (standard; at-will)
Reach 2; +16 vs. AC; 1d6 + 6 damage.

❖ Draconic Fury (standard; at-will)

The dragon makes a gore attack and two claw attacks.

❖呼吸武器 (standard; recharge ⧧ ⧨) ✦ Lightning

The dragon targets up to three creatures with its lightning breath; the first target must be within 10 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +18 vs. Reflex; 2d12 + 10 lightning damage. Miss: Half damage. This attack does not provoke opportunity attacks.

❖血气涌动 (free when first bloodied; encounter) ✦ Lightning

The dragon’s breath weapon recharges, and the dragon uses it immediately.

❖ 咫尺威势 (standard; encounter) ✦ Fear

Close burst 5; targets enemies; +18 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

❖ 狂风突袭 (standard; at-will) ✦ Lightning

Area burst 3 within 20; +18 vs. Reflex; 2d6 + 4 lightning damage. Miss: Half damage.

Alignment Evil  
Languages Common, Draconic

Skills Athletics +22, Insight +13, Nature +13

Str 23 (+12)  
Dex 16 (+9)  
Wis 14 (+8)

Con 19 (+10)  
Int 13 (+7)  
Cha 14 (+8)
Elder Blue Dragon
Huge natural magical beast (dragon) XP 65,000

Initiative +27 Senses Perception +18; darkvision
HP 960; Bloodied 480; see also bloodied breath
AC 36; Fortitude 35, Reflex 34, Will 34
Resist 25 lightning
Saving Throws +5
Speed 10, fly 12 (hover), overland flight 15
Action Points 2

Gore (standard; at-will) + Lightning
Reach 3; +25 vs. AC; 2d6 + 10 plus 2d6 lightning damage, and the target is pushed 2 squares and knocked prone.

Claw (standard; at-will)
Reach 3; +23 vs. AC; 1d8 + 8 damage.

Draconic Fury (standard; at-will)
The dragon makes a gore attack and two claw attacks.

Breath Weapon (standard; recharge ⚅ ⚅ ⚅) + Lightning
The dragon targets up to three creatures with its lightning breath; the first target must be within 20 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +25 vs. Reflex; 3d12 + 22 lightning damage. Miss: Half damage. This attack does not provoke opportunity attacks.

Bloodied Breath (free, when first bloodied; encounter) + Lightning
The dragon’s breath weapon recharges automatically, and the dragon uses it immediately.

Frightful Presence (standard; encounter) + Fear
Close burst 10; targets enemies; +34 vs. Will; the target is stunned until the end of the blue dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Thunderclap (standard; at-will) + Thunder
Close burst 3; +25 vs. Fortitude; 2d10 + 8 thunder damage, and the target is stunned until the end of the blue dragon’s next turn. Critical Hit: As above, except that the target is stunned (save ends).

Lightning Burst (standard; at-will) + Lightning
Area burst 4 within 20; +34 vs. Reflex; 5d6 + 8 lightning damage. Miss: Half damage.

Alignment Evil Languages Common, Draconic
Skills Athletics +34, Insight +23, Nature +23
Str 31 (+24) Dex 19 (+18) Wis 18 (+18)
Con 26 (+22) Int 17 (+17) Cha 17 (+17)

Ancient Blue Dragon
Gargantuan natural magical beast (dragon) XP 65,000

Initiative +18 Senses Perception +23; darkvision
HP 1,290; Bloodied 645; see also bloodied breath
AC 42; Fortitude 46, Reflex 40, Will 40
Resist 30 lightning
Saving Throws +5
Speed 10, fly 12 (hover), overland flight 15
Action Points 2

Gore (standard; at-will) + Lightning
Reach 4; +34 vs. AC; 2d8 + 10 plus 2d6 lightning damage, and the target is pushed 3 squares and knocked prone.

Claw (standard; at-will)
Reach 4; +32 vs. AC; 2d6 + 10 damage.

Draconic Fury (standard; at-will)
The dragon makes a gore attack and two claw attacks.

Wingclaw (move; recharge ⚅ ⚅ ⚅) + Thunder
The dragon flies up to 12 squares and attacks with its wings at the end of its move: reach 4; +34 vs. Fortitude; 3d10 + 8 thunder damage. This attack does not provoke opportunity attacks.

Breath Weapon (standard; recharge ⚅ ⚅ ⚅) + Lightning
The dragon targets up to three creatures with its lightning breath; the first target must be within 20 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +34 vs. Reflex; 3d12 + 22 lightning damage. Miss: Half damage.

Bloodied Breath (free, when first bloodied; encounter) + Lightning
The dragon’s breath weapon recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter) + Fear
Close burst 10; targets enemies; +34 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

Thunderclap (standard; at-will) + Thunder
Close burst 3; +34 vs. Fortitude; 2d10 + 8 thunder damage, and the target is stunned until the end of the blue dragon’s next turn. Critical Hit: As above, except that the target is stunned (save ends).

Lightning Burst (standard; at-will) + Lightning
Area burst 4 within 20; +34 vs. Reflex; 5d6 + 8 lightning damage. Miss: Half damage.

Alignment Evil Languages Common, Draconic
Skills Athletics +34, Insight +23, Nature +23
Str 31 (+24) Dex 19 (+18) Wis 18 (+18)
Con 26 (+22) Int 17 (+17) Cha 17 (+17)

GREEN DRAGON
Masters of negotiation and deceit, green dragons primarily live in forests or other places with strong ties to the Feywild. They breathe clouds of poisonous gas.

GREEN DRAGON TACTICS
A green dragon uses flyby attack and its breath weapon to wear down enemies before landing and engaging in melee. Once per round, it uses luring glare to either move a target into the area of its breath weapon or put the target within reach of its melee attacks.

An adult, elder, and ancient green dragon uses its lashing tail to confound opponents that try to engage it in melee. The ancient green dragon uses mind poison as often as it can, attacking enemy defenders first.

GREEN DRAGON LORE
A character knows the following information about green dragons with a successful Nature check.

DC 15: Green dragons live primarily in forests and are often drawn to locations connected to the Feywild.

DC 20: Green dragons are manipulative creatures well versed in the art of deception. They like to bargain with other creatures while manipulating the situation to gain some hidden advantage. They breathe clouds of poisonous gas and use their tails to sweep enemies off their feet.

ENCOUNTERS
Green dragons sometimes team up with fey or other woodland creatures, and occasionally travel in pairs or even packs.

Level 7 Encounter (XP 1,500)
- 1 young green dragon (level 5 solo skirmisher)
- 2 kobold slyblades (level 4 lurker)
- 1 kobold wyrmpriest (level 3 artillery)

Level 13 Encounter (XP 4,900)
- 1 adult green dragon (level 12 solo controller)
- 2 banshreave warriors (level 12 soldier)
**Young Green Dragon**  
Large natural magical beast (dragon)  
XP 1,000

<table>
<thead>
<tr>
<th>Initiative +7</th>
<th>Senses Perception +10; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 260; Bloodied 130; see also bloodied breath</td>
<td></td>
</tr>
<tr>
<td>AC 21; Fortitude 17, Reflex 19, Will 17</td>
<td></td>
</tr>
<tr>
<td>Resist 15 poison</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +5</td>
<td></td>
</tr>
<tr>
<td>Speed 8, fly 10 (hover), overland flight 15; see also flyby attack</td>
<td></td>
</tr>
</tbody>
</table>

**Action Points 2**

1. **Bite** (standard; at-will) ♦ Poison
   
   Reach 2; +10 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).

2. **Claw** (standard; at-will)
   
   Reach 2; +10 vs. AC; 1d6 + 5 damage.

3. **Double Attack** (standard; at-will)
   
   The dragon makes two claw attacks.

4. **Flyby Attack** (standard; recharge ⚅ ⚅)
   
   The dragon flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

5. **Tail Sweep** (immediate reaction, if an adjacent enemy does not move on its turn; at-will)
   
   +8 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone.

6. **Luring Glare** (minor 1/round; at-will) ♦ Charm, Gaze
   
   Range 10; +8 vs. Will; the target slides 2 squares.

7. **Breath Weapon** (standard; recharge ⚅ ⚅) ♦ Poison
   
   Close blast 5; +8 vs. Fortitude; 1d10 + 3 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). Aftereffect: The target is slowed (save ends).

8. **Bloodied Breath** (free, when first bloodied; encounter) ♦ Poison
   
   The dragon’s breath weapon recharges, and the dragon uses it immediately.

9. **Frightful Presence** (standard; encounter) ♦ Fear
   
   Close burst 5; targets enemies; +15 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

**Alignment**  
Evil  
Languages Common, Draconic  
Skills Bluff +21, Diplomacy +16, Insight +19, Intimidate +16  
Str 16 (+9)  
Dex 22 (+12)  
Wis 17 (+9)  
Con 20 (+11)  
Int 16 (+9)  
Cha 20 (+11)

**Adult Green Dragon**  
Large natural magical beast (dragon)  
XP 3,500

<table>
<thead>
<tr>
<th>Initiative +12</th>
<th>Senses Perception +14; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lashing Tail aura 1; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.</td>
<td></td>
</tr>
<tr>
<td>HP 620; Bloodied 310; see also bloodied breath</td>
<td></td>
</tr>
<tr>
<td>AC 28; Fortitude 25, Reflex 26, Will 25</td>
<td></td>
</tr>
<tr>
<td>Resist 20 poison</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +5</td>
<td></td>
</tr>
<tr>
<td>Speed 8, fly 12 (hover), overland flight 15; see also flyby attack</td>
<td></td>
</tr>
</tbody>
</table>

**Action Points 2**

1. **Bite** (standard; at-will) ♦ Poison
   
   Reach 2; +17 vs. AC; 1d10 + 6 damage, and ongoing 5 poison damage (save ends).

2. **Claw** (standard; at-will)
   
   Reach 2; +17 vs. AC; 1d8 + 6 damage.

3. **Double Attack** (standard; at-will)
   
   The dragon makes two claw attacks.

4. **Flyby Attack** (standard; recharge ⚅ ⚅)
   
   The dragon flies up to 12 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

5. **Tail Sweep** (immediate reaction, if an adjacent enemy does not move on its turn; at-will)
   
   +15 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

6. **Luring Glare** (minor 1/round; at-will) ♦ Charm, Gaze
   
   Ranged 10; +15 vs. Will; the target slides 2 squares.

7. **Breath Weapon** (standard; recharge ⚅ ⚅) ♦ Poison
   
   Close blast 5; +15 vs. Fortitude; 1d10 + 5 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). Aftereffect: The target is slowed (save ends).

8. **Bloodied Breath** (free, when first bloodied; encounter) ♦ Poison
   
   The dragon’s breath weapon recharges, and the dragon uses it immediately.

9. **Frightful Presence** (standard; encounter) ♦ Fear
   
   Close burst 5; targets enemies; +15 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

**Alignment**  
Evil  
Languages Common, Draconic  
Skills Bluff +25, Diplomacy +20, Insight +22, Intimidate +20  
Str 18 (+13)  
Dex 26 (+17)  
Wis 17 (+12)  
Con 22 (+15)  
Int 17 (+12)  
Cha 22 (+15)

**Elder Green Dragon**  
Large natural magical beast (dragon)  
XP 12,000

<table>
<thead>
<tr>
<th>Initiative +17</th>
<th>Senses Perception +17; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lashing Tail aura 1; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.</td>
<td></td>
</tr>
<tr>
<td>HP 910; Bloodied 455; see also bloodied breath</td>
<td></td>
</tr>
<tr>
<td>AC 35; Fortitude 31, Reflex 33, Will 31</td>
<td></td>
</tr>
<tr>
<td>Resist 25 poison</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +5</td>
<td></td>
</tr>
<tr>
<td>Speed 10, fly 14 (hover), overland flight 15; see also flyby attack</td>
<td></td>
</tr>
</tbody>
</table>

**Action Points 2**

1. **Bite** (standard; at-will) ♦ Poison
   
   Reach 3; +24 vs. AC; 1d10 + 8 damage, and ongoing 10 poison damage (save ends).

2. **Claw** (standard; at-will)
   
   Reach 3; +24 vs. AC; 1d8 + 8 damage.

3. **Double Attack** (standard; at-will)
   
   The dragon makes two claw attacks.

4. **Flyby Attack** (standard; recharge ⚅ ⚅)
   
   The dragon flies up to 14 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

5. **Tail Sweep** (immediate reaction, if an adjacent enemy does not move on its turn; at-will)
   
   +24 vs. Reflex; 2d10 + 8 damage, and the target is knocked prone.

6. **Luring Glare** (minor 1/round; at-will) ♦ Charm, Gaze
   
   Ranged 10; +22 vs. Will; the target slides 3 squares.

7. **Breath Weapon** (standard; recharge ⚅ ⚅) ♦ Poison
   
   Close burst 5; +22 vs. Fortitude; 2d10 + 6 poison damage, and the target takes ongoing 10 poison damage and is slowed (save ends both). Aftereffect: The target is slowed (save ends).

8. **Bloodied Breath** (free, when first bloodied; encounter) ♦ Poison
   
   The dragon’s breath weapon recharges, and the dragon uses it immediately.

9. **Frightful Presence** (standard; encounter) ♦ Fear
   
   Close burst 5; targets enemies; +22 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

**Alignment**  
Evil  
Languages Common, Draconic  
Skills Bluff +25, Diplomacy +20, Insight +22, Intimidate +20  
Str 18 (+13)  
Dex 26 (+17)  
Wis 17 (+12)  
Con 22 (+15)  
Int 17 (+12)  
Cha 22 (+15)
Ancient Green Dragon  
Level 27 Solo Controller  
Gargantuan natural magical beast (dragon)  
XP 55,000

Initiative +23  
Senses Perception +22; darkvision  
Lashing Tail aura 2; all creatures other than the dragon treat the area within the aura as difficult terrain. The dragon loses this aura while airborne.

HP 1,250; Bloodied 625; see also bloodied breath  
AC 43; Fortitude 39, Reflex 41, Will 39  
Resist 30 poison  
Saving Throws +5

Speed 10, fly 14 (hover), overland flight 18; see also flyby attack  
Action Points 2

✦ Bite (standard; at-will) ✦ Poison  
Reach 4; +32 vs. AC; 1d12 + 10 damage plus ongoing 15 poison damage (save ends).

✦ Claw (standard; at-will)  
Reach 4; +32 vs. AC; 1d10 + 10 damage.

✦ Double Attack (standard; at-will)  
The dragon makes two claw attacks.

✦ Flyby Attack (standard; recharge ⚁ ⚅)  
The dragon flies up to 14 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

✦ Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)  
+32 vs. Reflex; 2d12 + 10 damage, and the target is knocked prone.

✦ Luring Glare (minor 1/round; at-will) ✦ Charm, Gaze  
Ranged 10; +30 vs. Will; the target slides 4 squares.

✦ Mind Poison (standard; recharge ⚁ ⚅) ✦ Charm, Psychic  
Ranged 20; only affects a target taking ongoing poison damage; +30 vs. Will; the target takes a –2 penalty to attack rolls, ability checks, and skill checks (save ends). First Failed Save: The target is also dazed (save ends). Second Failed Save: The target cannot act to harm the dragon and no longer makes saving throws against this power’s effects; at this point, only the death of the dragon or a Remove Affliction ritual can end the power’s effects.

✦ Breath Weapon (standard; recharge ⚁ ⚅) ✦ Poison  
Close blast 5; +30 vs. Fortitude; 3d10 + 8 poison damage, and the target takes ongoing 15 poison damage and is slowed (save ends both). Aftereffect: The target is slowed (save ends).

✦ Bloodied Breath (free, when first bloodied; encounter) ✦ Poison  
The dragon’s breath weapon recharges, and the dragon uses it immediately.

✦ Frightful Presence (standard; encounter) ✦ Fear  
Close burst 10; targets enemies; +30 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).

Alignment Evil  
Languages Common, Draconic

Skills Bluff +31, Diplomacy +26, Insight +27, Intimidate +26

Str 24 (+20)  
Dex 30 (+23)  
Wis 18 (+17)

Con 26 (+21)  
Int 18 (+17)  
Cha 26 (+21)
**RED DRAGON**

Red dragons breathe fire and make their lairs inside mountains and volcanoes. They are the mightiest of the chromatic dragons, and the oldest of them rival demon princes and demigods in power.

**RED DRAGON LORE**

A character knows the following information about red dragons with a successful Nature check.

- **DC 15**: A red dragon’s breath weapon is a blast of raw elemental fire that sears flesh and heats metal. The breath of an ancient dragon can strip even magical resistance to fire away from a creature caught in its blast, so even efreets fear these mightiest of dragons.

- **DC 20**: Though red dragons prefer to lair deep underground, they often have high perches aboveground where they survey their territory, watching for intruders.

**RED DRAGON TACTICS**

A red dragon flies up to its enemies and unleashes its fiery breath at the start of battle, then spends an action point to make a *double attack*. On the following round, the dragon spends another action point to use *frightful presence* before resuming its *double attack*. Elder and ancient red dragons use *immolate foe* against troublesome ranged targets.

---

**Young Red Dragon**

<table>
<thead>
<tr>
<th>Large natural magical beast (dragon)</th>
<th>Level 7 Solo Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Initiative</strong> +8</td>
<td><strong>Initiative</strong> +8</td>
</tr>
<tr>
<td><strong>Senses</strong> Perception +10; darkvision</td>
<td><strong>Senses</strong> Perception +10; darkvision</td>
</tr>
<tr>
<td><strong>HP</strong> 332; Bloodied 166; see also bloodied breath</td>
<td><strong>HP</strong> 332; Bloodied 166; see also bloodied breath</td>
</tr>
<tr>
<td><strong>AC</strong> 25; Fortitude 25, Reflex 22, Will 21</td>
<td><strong>AC</strong> 25; Fortitude 25, Reflex 22, Will 21</td>
</tr>
<tr>
<td><strong>Resist</strong> 15 fire</td>
<td><strong>Resist</strong> 15 fire</td>
</tr>
<tr>
<td><strong>Saving Throws</strong> +5</td>
<td><strong>Saving Throws</strong> +5</td>
</tr>
<tr>
<td><strong>Speed</strong> 6, fly 8 (hover), overland flight 12</td>
<td><strong>Speed</strong> 6, fly 8 (hover), overland flight 12</td>
</tr>
<tr>
<td><strong>Action Points</strong> 2</td>
<td><strong>Action Points</strong> 2</td>
</tr>
<tr>
<td><strong>Bite</strong> (standard; at-will) + Fire</td>
<td><strong>Bite</strong> (standard; at-will) + Fire</td>
</tr>
<tr>
<td>Reach 2; +14 vs. AC; 2d6 + 6 plus 2d6 fire damage.</td>
<td>Reach 2; +14 vs. AC; 2d6 + 6 plus 2d6 fire damage.</td>
</tr>
<tr>
<td><strong>Claw</strong> (standard; at-will)</td>
<td><strong>Claw</strong> (standard; at-will)</td>
</tr>
<tr>
<td>Reach 2; +14 vs. AC; 2d6 + 6 damage.</td>
<td>Reach 2; +14 vs. AC; 2d6 + 6 damage.</td>
</tr>
<tr>
<td><strong>Double Attack</strong> (standard; at-will)</td>
<td><strong>Double Attack</strong> (standard; at-will)</td>
</tr>
<tr>
<td>The dragon makes two claw attacks.</td>
<td>The dragon makes two claw attacks.</td>
</tr>
<tr>
<td><strong>Tail Strike</strong> (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)</td>
<td><strong>Tail Strike</strong> (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)</td>
</tr>
<tr>
<td>The dragon attacks the enemy with its tail: reach 2; +12 vs. Reflex; 1d10 + 6 damage, and the target is pushed 1 square.</td>
<td>The dragon attacks the enemy with its tail: reach 2; +12 vs. Reflex; 1d10 + 6 damage, and the target is pushed 1 square.</td>
</tr>
<tr>
<td><strong>Breath Weapon</strong> (standard; recharge ⚅ ⚅) + Fire</td>
<td><strong>Breath Weapon</strong> (standard; recharge ⚅ ⚅) + Fire</td>
</tr>
<tr>
<td>Close blast 5; +12 vs. Reflex; 1d12 + 4 fire damage. Miss: Half damage.</td>
<td>Close blast 5; +12 vs. Reflex; 1d12 + 4 fire damage. Miss: Half damage.</td>
</tr>
<tr>
<td><strong>Bloodied Breath</strong> (free, when first bloodied; encounter) + Fire</td>
<td><strong>Bloodied Breath</strong> (free, when first bloodied; encounter) + Fire</td>
</tr>
<tr>
<td>The dragon’s breath weapon recharges, and the dragon uses it immediately.</td>
<td>The dragon’s breath weapon recharges, and the dragon uses it immediately.</td>
</tr>
<tr>
<td><strong>Frightful Presence</strong> (standard; encounter) + Fear</td>
<td><strong>Frightful Presence</strong> (standard; encounter) + Fear</td>
</tr>
<tr>
<td>Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the dragon’s next turn. <em>Aftereffect</em>: The target takes a -2 penalty to attack rolls (save ends).</td>
<td>Close burst 5; targets enemies; +12 vs. Will; the target is stunned until the end of the dragon’s next turn. <em>Aftereffect</em>: The target takes a -2 penalty to attack rolls (save ends).</td>
</tr>
</tbody>
</table>

**Alignment** Evil | **Languages** Common, Draconic
**Skills** Bluff +9, Insight +10, Intimidate +14
**Str** 22 (+9) | **Dex** 17 (+6) | **Wis** 14 (+5)
**Con** 19 (+7) | **Int** 11 (+3) | **Cha** 12 (+4)
**Adult Red Dragon**  
Level 15 Solo Soldier

- **Initiative +13**  
- **Senses Perception +15; darkvision**
- **HP 750; Bloodied 375; see also blooded breath**
- **AC 33; Fortitude 33, Reflex 30, Will 29**
- **Resist 20 fire**
- **Saving Throws +5**
- **Speed 6, fly 8 (hover), overland flight 12**
- **Action Points 2**
  - 1 Bite (standard; at-will) ✦ Fire
    - Reach 2; +22 vs. AC; 2d8 + 7 plus 3d6 fire damage.
  - 1 Claw (standard; at-will)
    - Reach 2; +22 vs. AC; 2d8 + 7 damage.
  - Double Attack (standard; at-will)
    - The dragon makes two claw attacks.
  - Tail Strike (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)
    - The dragon attacks the enemy with its tail: reach 2; +20 vs. Reflex; 2d10 + 7 damage, and the target is pushed 1 square.
- **Breath Weapon (standard; recharge ⚅ 11) ✦ Fire**
  - Close blast 5; +20 vs. Reflex; 2d12 + 6 fire damage. Miss: Half damage.
- **Bloodied Breath (free, when first blooded; encounter) ✦ Fire**
  - The dragon’s breath weapon recharges, and the dragon uses it immediately.
- **Frightful Presence (standard; encounter) ✦ Fear**
  - Close burst 5; targets enemies; +20 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).

**Alignment**  
Evil  
**Languages** Common, Draconic  
**Skills** Bluff +14, Insight +15, Intimidate +19
- **Str 25 (+14)**  
- **Dex 19 (+11)**  
- **Con 22 (+13)**  
- **Int 13 (+8)**  
- **Wis 16 (+10)**  
- **Cha 14 (+9)**

---

**Elder Red Dragon**  
Level 22 Solo Soldier

- **Initiative +19**  
- **Senses Perception +19; darkvision**
- **HP 1,050; Bloodied 525; see also blooded breath**
- **AC 40; Fortitude 40, Reflex 37, Will 34**
- **Resist 25 fire**
- **Saving Throws +5**
- **Speed 8, fly 10 (hover), overland flight 15**
- **Action Points 2**
  - 1 Bite (standard; at-will) ✦ Fire
    - Reach 3; +29 vs. AC; 2d10 + 9 plus 4d6 fire damage.
  - 1 Claw (standard; at-will)
    - Reach 3; +29 vs. AC; 2d10 + 9 damage.
  - Double Attack (standard; at-will)
    - The dragon makes two claw attacks.
  - Tail Strike (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)
    - The dragon attacks the enemy with its tail: reach 3; +27 vs. Reflex; 3d10 + 9 damage, and the target is pushed 2 squares.
- **Immolate Foe (standard; recharge ⚅ 11) ✦ Fire**
  - Ranged 20; +27 vs. Reflex; 3d10 + 8 fire damage, and ongoing 10 fire damage (save ends).
- **Breath Weapon (standard; recharge ⚅ 11) ✦ Fire**
  - Close blast 5; +27 vs. Reflex; 3d12 + 8 fire damage. Miss: Half damage.
- **Bloodied Breath (free, when first blooded; encounter) ✦ Fire**
  - The dragon’s breath weapon recharges automatically, and the dragon uses it immediately.
- **Frightful Presence (standard; encounter) ✦ Fear**

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**Ancient Red Dragon**  
Level 30 Solo Soldier

- **Initiative +24**  
- **Senses Perception +26; darkvision**
- **Inferno (Fire) aura 5; creatures that enter or start their turns in the aura take 20 fire damage. Creatures in the aura have concealment against ranged attacks.**
- **HP 1,390; Bloodied 695; see also blooded breath**
- **AC 48; Fortitude 48, Reflex 43, Will 42**
- **Resist 40 fire**
- **Saving Throws +5**
- **Speed 12, fly 12 (hovers), overland flight 15**
- **Action Points 2**
  - 1 Bite (standard; at-will) ✦ Fire
    - Reach 4; +37 vs. AC; 2d12 + 12 plus 6d6 fire damage.
  - 1 Claw (standard; at-will)
    - Reach 4; +37 vs. AC; 2d12 + 12 damage.
  - Double Attack (standard; at-will)
    - The dragon makes two claw attacks.
  - Tail Strike (immediate reaction, when an enemy moves to a position where it flanks the red dragon; at-will)
    - The dragon attacks the enemy with its tail: reach 4; +35 vs. Reflex; 4d10 + 12 damage, and the target is pushed 3 squares.
- **Immolate Foe (standard; recharge ⚅ 11) ✦ Fire**
  - Ranged 20; +35 vs. Reflex; 4d10 + 10 fire damage, and ongoing 15 fire damage (save ends).
- **Breath Weapon (standard; recharge ⚅ 11) ✦ Fire**
  - Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).
- **Bloodied Breath (free, when first blooded; encounter) ✦ Fire**
  - The dragon’s breath weapon recharges, and the dragon uses it immediately.
- **Frightful Presence (standard; encounter) ✦ Fear**
  - Close burst 10; targets enemies; +35 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).

**Alignment**  
Evil  
**Languages** Common, Draconic  
**Skills** Bluff +24, Insight +26, Intimidate +29
- **Str 34 (+27)**  
- **Dex 25 (+22)**  
- **Con 30 (+25)**  
- **Int 18 (+19)**  
- **Wis 22 (+21)**  
- **Cha 19 (+19)**

---

**Encounter Groups**

Red dragons often forge alliances with githyanki. Azers, fire giants, and elementals sometimes serve red dragons as well.

**Level 18 Encounter (XP 10,000)**
- 1 adult red dragon (level 15 solo soldier)
- 1 githyanki gish (level 15 elite controller)
- 2 githyanki mindslayers (level 13 artillery)

**Level 24 Encounter (XP 30,350)**
- 1 elder red dragon (level 22 solo soldier)
- 2 fire archon ash disciples (level 20 artillery)
- 2 fire giants (level 18 soldier)
**WHITE DRAGON**

White dragons are savage, heartless beasts driven by hunger and greed. What they lack in intelligence, they make up for in ferocity. They breathe terrifying blasts of ice and primarily dwell in cold climates.

**White Dragon Tactics**

White dragons like to swoop down on their enemies from above or spring up from a hiding place beneath snow or ice. A white dragon uses its *frightful presence* first and spends an action point to unleash its *breath weapon*. Thereafter, the dragon uses *dragon's fury* until its *breath weapon* recharges (spending its second action point so that it can use its breath while also making claw attacks).

An elder or ancient dragon alternates between using *icy tomb* and its *breath weapon* but otherwise fights as described above.

White dragons usually fight until slain.

**White Dragon Lore**

A character knows the following information about white dragons with a successful Nature check.

**DC 15**: White dragons are highly adaptable but prefer to dwell in cold places such as glacial rifts, cold mountain peaks, and icy caves linked to the Elemental Chaos. A white dragon’s breath weapon is a bone-numbing blast of elemental frost.

**DC 20**: White dragons are easy to bribe with gifts of gems, especially diamonds, but they are even more responsive if the proffered gift also includes meat.

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**Young White Dragon**

Large natural magical beast (dragon) XP 750

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception +7; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 200; Blooded 100; see also bloodied breath</td>
<td>AC 18; Fortitude 20, Reflex 16, Will 17</td>
<td>Resist 15 cold</td>
</tr>
<tr>
<td>Saving Throws +5</td>
<td>Speed 6 (ice walk), fly 6 (hover), overland flight 10</td>
<td>Action Points 2</td>
</tr>
</tbody>
</table>

**Bite** (standard; at-will) ✦ Cold

Reach 2; +6 vs. AC; 1d8 + 4 plus 1d6 cold damage (plus an extra 1d6 cold damage on a successful opportunity attack).

**Claw** (standard; at-will)

Reach 2; +6 vs. AC; 1d8 + 4 damage.

**Dragon’s Fury** (standard; at-will)

The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.

**Breath Weapon** (standard; recharge ⚅ ⚅ ⚅ Cold

Close blast 5; +4 vs. Reflex; 3d6 + 4 cold damage, and the target is slowed and weakened (save ends both).

**Bloodied Breath** (free, when first bloodied; encounter) ✦ Cold

The dragon’s breath weapon recharges, and the dragon uses it immediately.

**Frightful Presence** (standard; encounter) ✦ Fear

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

**Alignment**: Evil

**Skills**: Athletics +15

| Str 18 (+5) | Dex 10 (+1) | Wis 12 (+2) |
| Con 18 (+5) | Int 10 (+1) | Cha 8 (+0) |
**Elder White Dragon**

**Level 17 Solo Brute**

Huge natural magical beast (dragon) | XP 8,000
---|---
Initiative +11 | Senses Perception +16; darkvision
HP 850; Bloodied 425; see also bloodied breath | AC 31; Fortitude 32, Reflex 29, Will 29
Resist 25 cold | 
Saving Throws +5 | 
Speed 8 (ice walk), fly 8 (hover), overland flight 12 | 

**Action Points 2**

1. **Bite** (standard; at-will) + Cold
   - Reach 3; +22 vs. AC; 1d10 + 6 plus 2d12 cold damage (plus an extra 2d12 cold damage on a successful opportunity attack).

2. **Claw** (standard; at-will)
   - Reach 3; +22 vs. AC; 1d10 + 6 damage.

**Dragon's Fury** (standard; at-will)

The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.

**Breath Weapon** (standard; recharge ⚅ ⚅) + Cold

Close blast 5; +10 vs. Reflex; 4d6 + 6 cold damage, and the target is slowed and weakened (save ends both).

**Bloodied Breath** (free, when first bloodied; encounter) + Cold

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

**Frightful Presence** (standard; encounter) + Fear

Close burst 5; targets enemies; +10 vs. Will; the target is stunned until the end of the dragon's next turn. *After Effect:* The target takes a –2 penalty to attack rolls (save ends).

**Alignment**

- Evil

**Languages**

- Common, Draconic

**Skills**

- Athletics +19

**Strength**

- 20 (+9)

**Dexterity**

- 12 (+5)

**Constitution**

- 22 (+10)

**Intelligence**

- 12 (+5)

**Wisdom**

- 14 (+6)

**Charisma**

- 10 (+4)

---

**Ancient White Dragon**

**Level 24 Solo Brute**

Gargantuan natural magical beast (dragon) | XP 30,250
---|---
Initiative +15 | Senses Perception +21; darkvision
HP 1,145; Bloodied 572; see also bloodied breath | AC 38; Fortitude 43, Reflex 37, Will 38
Resist 30 cold | 
Saving Throws +5 | 
Speed 9 (ice walk), fly 9 (hover), overland flight 12 | 

**Action Points 2**

1. **Bite** (standard; at-will) + Cold
   - Reach 4; +29 vs. AC; 2d12 + 7 plus 3d12 cold damage (plus an extra 3d12 cold damage on a successful opportunity attack).

2. **Claw** (standard; at-will)
   - Reach 4; +29 vs. AC; 2d12 + 7 damage.

**Dragon's Fury** (standard; at-will)

The dragon makes two claw attacks. If the dragon hits a single target with both claws, it makes a bite attack against the same target.

**Icy Tomb** (standard; recharge ⚅ ⚅) + Cold

Ranged 10; +27 vs. Fortitude; the target is encased in ice, takes 4d12 + 9 cold damage, and is restrained and stunned (save ends both).

**Breath Weapon** (standard; recharge ⚅ ⚅) + Cold

Close blast 5; +27 vs. Reflex; 6d6 + 9 cold damage, and the target is slowed and weakened (save ends both), and the white dragon makes a secondary attack against the target. *Secondary Attack:* +27 Fortitude; the target's cold resistance is negated until the end of the encounter.

**Bloodied Breath** (free, when first bloodied; encounter) + Cold

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

**Frightful Presence** (standard; encounter) + Fear

Close burst 10; targets enemies; +27 vs. Will; the target is stunned until the end of the dragon's next turn. *After Effect:* The target takes a –2 penalty to attack rolls (save ends).

**Alignment**

- Evil

**Languages**

- Common, Draconic

**Skills**

- Athletics +29

**Strength**

- 25 (+15)

**Dexterity**

- 17 (+11)

**Constitution**

- 26 (+16)

**Intelligence**

- 14 (+10)

**Wisdom**

- 17 (+11)

**Charisma**

- 14 (+10)

---

**Encounter Groups**

If a white dragon is encountered in a group, it is most commonly accompanied by scavengers hoping to collect scraps from the dragon's meal or drag off prey weakened by the dragon's attacks.

**Level 4 Encounter (XP 950)**

- 1 young white dragon (level 3 solo brute)
- 1 dragonborn soldier (level 5 soldier)

**Level 11 Encounter (XP 3,200)**

- 1 adult white dragon (level 9 solo brute)
- 1 galeb duhr rockcaller (level 11 controller)
- 2 galeb duhr earthbreakers (level 7 artillery)
Dragonborn are proud, honorable warriors with strong magical traditions and ancient blood-ties to dragons. Although they no longer have a homeland or empire to call their own, dragonborn integrate easily into other cultures.

**Dragonborn Soldier**
- **Medium natural humanoid**
- **Level 5 Soldier**
- **XP 200**

- **Initiative +6**
- **Senses Perception +3**
- **HP 63; Bloodied 31; see also dragonborn fury**
- **AC 20; Fortitude 18, Reflex 16, Will 15**
- **Speed 5**
- ** Reloadable Longsword (standard; at-will) ✦ Weapon**
  - +10 vs. AC (+11 while bloodied); 1d8 + 3 damage.
- ** Dragon Breath (minor; encounter) ✦ Cold**
  - Close blast 3; +6 vs. Reflex (+7 while bloodied); 1d6 + 2 cold damage.
- ** Dragonborn Fury (only while bloodied)**
  - A dragonborn gains a +1 racial bonus to attack rolls.
- **Impetuous Spirit (immediate reaction, when an enemy leaves an adjacent square; at-will) ✦ Weapon**
  - The dragonborn soldier makes a melee basic attack against an enemy, even if the enemy is shifting.
- **Martial Recovery (free, when the soldier uses impetuous spirit)**
  - + Weapon
  - The dragonborn soldier makes another melee attack against the same target.

**Alignment Any**

**Languages**

**Common, Draconic**

**Skills**

- **Endurance +9, History +4, Intimidate +8**
- **Str 16 (+5)**
- **Dex 15 (+4)**
- **Con 15 (+4) Int 11 (+2) Cha 9 (+1)**

**Equipment**

- Scale armor, light shield, longsword

---

**Dragonborn Raider**
- **Level 13 Skirmisher**
- **XP 800**

- **Initiative +13**
- **Senses Perception +13**
- **HP 129; Bloodied 64; see also dragonborn fury**
- **AC 27; Fortitude 23, Reflex 24, Will 21**

- **Speed 7**
- **Katar (standard; at-will) ✦ Weapon**
  - +19 vs. AC (+20 while bloodied); 1d6 + 4 damage (crit 2d6 + 10).
- **Twin Katar Strike (standard; at-will) ✦ Weapon**
  - If the dragonborn raider doesn’t take a move action on its turn, it shifts 1 square and makes two katar attacks, or vice versa.
- ** Dragon Breath (minor; encounter) ✦ Acid**
  - Close blast 3; +14 vs. Reflex (+15 while bloodied); 1d6 + 3 acid damage.

**Combat Advantage**

The dragonborn raider deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

**Dragonborn Fury (only while bloodied)**

- A dragonborn gains a +1 racial bonus to attack rolls.

**Infiltrating Stride (move; recharges after the dragonborn raider attacks two different enemies with twin katar strike)**

The dragonborn raider shifts 3 squares.

**Alignment Any**

**Languages**

**Common, Draconic**

**Skills**

- **History +8, Intimidate +9, Stealth +16**
- **Str 18 (+10)**
- **Dex 21 (+11) Wis 14 (+8)**
- **Con 17 (+9) Int 10 (+6) Cha 12 (+7)**

**Equipment**

- Leather armor, 2 katars

---

**Dragonborn Gladiator**
- **Level 10 Soldier**
- **Medium natural humanoid**
- **XP 500**

- **Initiative +9**
- **Senses Perception +6**
- **HP 106; Bloodied 53; see also dragonborn fury**
- **AC 24; Fortitude 23, Reflex 20, Will 21**
- **Speed 5**
- **Bastard Sword (standard; at-will) ✦ Weapon**
  - +15 vs. AC (+16 while bloodied); see also lone fighter; 1d10 + 5 damage.
- **Finishing Blow (standard; at-will) ✦ Weapon**
  - Target must be bloodied; +15 vs. AC (+16 while bloodied); 2d10 + 5 damage, and the dragonborn gladiator’s allies gain a +2 bonus to attack rolls until the end of the dragonborn gladiator’s next turn.
- ** Dragon Breath (minor; encounter) ✦ Fire**
  - Close blast 3; +12 vs. Reflex (+13 while bloodied); 1d6 + 4 fire damage.
- **Dragonborn Fury (only while bloodied)**
  - A dragonborn gains a +1 racial bonus to attack rolls.

**Gladiator’s Strike**

When the dragonborn gladiator hits an enemy with an opportunity attack, the target is knocked prone.

**Lone Fighter**

The dragonborn gladiator gains a +2 bonus to melee attack rolls when adjacent to only one enemy.

**Alignment Any**

**Languages**

**Common, Draconic**

**Skills**

- **Athletics +15, History +7, Intimidate +15**
- **Str 21 (+10)**
- **Dex 15 (+7) Wis 12 (+6)**
- **Con 18 (+9) Int 10 (+5) Cha 16 (+8)**

**Equipment**

- Scale armor, bastard sword

---

**Dragonborn Raider Tactics**

A dragonborn gladiator is a straightforward combatant who fights to the death. As soon as a foe is bloodied, the gladiator fights to the death. As soon as a foe is bloodied, the gladiator takes up the mercenary life to test his mettle. Numerous tales have taken to living among humans, dwarves, and other races. Clan ties and tradition define dragonborn culture, from marriage to age-old alliances. An enemy that knows an individual dragonborn’s clan ways can gain at least a few advantages against that dragonborn.

**Dragonborn Lore**

A character knows the following information about dragonborn with a successful Nature check.

**DC 15:** Dragonborn are honorable warriors who never break their oaths. A dragonborn expresses his sense of honor by perfecting his skills and brooking no insult. Numerous dragonborn take up the mercenary life to test their mettle. Others fight for causes they believe in.

**DC 20:** Bereft of an empire to call their own, dragonborn integrate easily into other cultures. Dragonborn specifically targets the one that looks the most hurt.
**Dragonborn Raider Tactics**

The dragonborn raider looks for opportunities to gain combat advantage, using *infiltrating stride* to move into a flanking position or to avoid being flanked itself. As often as it can, the raider tries to attack two different foes with its *twin katar strike* so that it can recharge its *infiltrating stride*.

---

**Dragonborn Champion Level 26 Soldier**

Medium natural humanoid  
XP 9,000

Initiative +20  
Senses Perception +16

HP 239; Bloodied 119; see also *dragonblood fury* and *furious blade*

AC 42; Fortitude 42, Reflex 40, Will 41

Resist 30 acid, 30 cold, 30 fire, 30 lightning, 30 poison

Speed 5, fly 8 (clumsy)

**Bastard Sword** (standard; at-will)  
✦ Weapon

+31 vs. AC (+32 while bloodied); 2d10 + 9 damage, and the dragonborn champion makes a secondary attack against the same target. **Secondary Attack:** +29 vs. Fortitude (+30 while bloodied); the target is stunned until the end of the dragonborn champion’s next turn and knocked prone.

**Furious Blade** (free, when first bloodied; encounter)  
✦ Weapon

Requires bastard sword; close burst 1; targets enemies; +32 vs. AC (includes the bonus for *dragonborn fury*); 2d10 + 9 damage.

**Dragon Breath** (minor; encounter)  
✦ Lightning

Close blast 3; +27 vs. Reflex (+28 while bloodied); 2d6 + 6 lightning damage.

**Dragonborn Fury** (only while bloodied)

A dragonborn gains a +1 racial bonus to attack rolls.

**No Remorse**

The dragonborn champion deals an extra 2d10 damage on melee attacks against a prone target.

---

**Encounter Groups**

A lot of dragonborn live rough lives as sellswords, soldiers, or adventurers.

**Level 6 Encounter (XP 1,275)**

✦ 2 dragonborn soldiers (level 5 soldier)  
✦ 1 tiefling darkblade (level 7 lurker)  
✦ 1 rage drake (level 5 brute)  
✦ 5 human lackeys (level 7 minion)

**Level 13 Encounter (XP 4,300)**

✦ 3 dragonborn raiders (level 13 skirmisher)  
✦ 1 redspawn firebelcher (level 12 artillery)  
✦ 1 ogre warhulk (level 11 elite brute)
DRAGONSPAWN

Dragon cults loyal to Tiamat created the first dragonspawn using eldritch rituals. They corrupted dragon eggs by infusing them with the blood of nondraconic creatures, giving rise to new monsters with dragonlike traits. Entire armies of dragonspawn were created to wage war on the forces of Bahamut, but not all dragonspawn exist for this purpose alone.

Dragonspawn were created to breed more of their own kind. Over time, each dragonspawn became a new race with a temperament much like that of the dragon it resembles. The rituals that created the first dragonspawn have found their way into many tomes, allowing for the creation of new varieties. Although chromatic dragon eggs lend themselves well to such rituals, so too do the eggs of other families of dragons.

REDSPAWN FIREBELCHER

This lumbering creature disgorges gobs of fire that immolate single targets or explode on impact.

### Redspawn Firebelcher

**Redspawn Firebelcher**

Large natural beast (reptile) XP 700

Initiative +7  Senses Perception +6; low-light vision

Fire Within (Fire) aura 5; allies in the aura gain resist 10 fire.

HP 97; Bloodied 48

AC 25; Fortitude 25, Reflex 22, Will 21

Resist 20 fire

Speed 4

✦ Bite (standard; at-will) ✦ Fire

+16 vs. AC; 1d10 + 4 damage, and ongoing 5 fire damage (save ends).

✦ Fire Belch (standard; at-will) ✦ Fire

Ranged 12; +15 vs. Reflex; 2d6 + 1 damage, and ongoing 5 fire damage (save ends).

✦ Fire Burst (standard; recharge 3; 11) ✦ Fire

Area burst 2 within 10; +15 vs. Reflex; 3d6 + 1 damage, and ongoing 5 fire damage (save ends). Miss: Half damage, and no ongoing fire damage.

 Alignment Unaligned

Languages —

Str 18 (+10)  Dex 13 (+7)  Wis 13 (+6)

Con 19 (+10)  Int 2 (+2)  Cha 8 (+5)

### Redspawn Firebelcher Tactics

A redspawn firebelcher is trained to attack enemies at range using its **fire belch** against a single target or **fire burst** against multiple targets. Ferocious when cornered and too slow to run away from most threats, the firebelcher fights until slain.

### Redspawn Firebelcher Lore

A character knows the following information with a successful Nature check.

**DC 20:** Firebelchers often serve as mobile artillery in monstrous armies, bombarding enemies with gouts of fire.

**DC 25:** Despite its low intelligence, a firebelcher can be trained to discern allies from enemies. Allies who stand close to the firebelcher gain some protection against fire damage.

BLACKSPAWN GLOOMWEB

This creature haunts forlorn caves, ensnaring and devouring passersby.

### Blackspawn Gloomweb

Large natural beast (reptile) XP 1,400

Initiative +19  Senses Perception +8; darkvision

HP 120; Bloodied 60

AC 30; Fortitude 26, Reflex 27, Will 20; see also **gloom**

Resist 15 acid

Speed 8, climb 8 (spider climb); see also **mobile melee attack**

✦ Bite (standard; at-will) ✦ Acid

+21 vs. AC; 2d10 + 6 damage, and ongoing 5 acid damage (save ends).

✦ Goring Charge (standard; at-will)

The blackspawn gloomweb makes a charge attack; +21 vs. Fortitude; 2d8 + 7 damage, the target is knocked prone, and the blackspawn gloomweb makes a bite attack against the same target.

✦ Mobile Melee Attack (standard; at-will)

The blackspawn gloomweb can move up to half its speed and make one melee basic attack at any point during that movement. The creature doesn't provoke opportunity attacks when moving away from the target of its attack.

✦ Acidic Web (standard; at-will) ✦ Acid

Ranged 10; +20 vs. Reflex; the target takes ongoing 10 acid damage and is restrained (save ends both).

Gloom

If the blackspawn gloomweb does not move on its turn, the shadows that constantly swirl around its form settle into a cloudlike mass that grants concealment until the beginning of its next turn.

Alignment Unaligned

Languages —

Skills Stealth +20

Str 22 (+14)  Dex 24 (+15)  Wis 10 (+8)

Con 18 (+12)  Int 2 (+4)  Cha 8 (+7)

### Blackspawn Gloomweb Tactics

A blackspawn gloomweb relies on its stealth to remain hidden and then uses **goring charge** to barrel into an opponent. However, the creature doesn't remain there long, using its **mobile melee attack** on its next turn to continue past the target and move away. If hounded by several foes, the gloomweb uses its **acidic web** to restrain enemies.

### Blackspawn Gloomweb Lore

A character knows the following information with a successful Nature check.
DC 20: A gloomweb can surround itself in a cloud of shadow that makes it difficult to see in combat. Its hostility and low intelligence make it exceedingly difficult to train.

DC 25: This creature catches its prey in sticky webs that drip with acid. However, the gloomweb is an impatient predator and doesn’t wait for the victim to succumb to the acid before feasting.

**Bluespawn Godslayer**

Terrifying in stature, the godslayer can lay waste to entire cities. Unlike its more bestial dragonspawn kin, this creature is smart enough to serve anyone capable of buying its loyalty.

**Bluespawn Godslayer Tactics**

This creature wades into battle, swinging its greatsword and using awesome blow to knock back its opponents. If it succeeds in pushing an enemy back, it moves toward the target and spends an action point to use awesome blow again against the same creature (if it’s still alive).

**Bluespawn Godslayer Lore**

A character knows the following information with a successful Nature check.

DC 25: Bluespawn godslayers were originally created to fight angels, dragons, and dragonborn loyal to Bahamut. However, they are mercenaries whose loyalty can be bought.

**Encounter Groups**

Despite the ornery and even vicious nature of bestial dragonspawn, some humanoids keep and train them.

**Level 12 Encounter (XP 3,500)**
+ 1 redspawn firebelchers (level 12 artillery)
+ 4 githyanki warriors (level 12 soldier)

**Level 16 Encounter (XP 7,000)**
+ 1 blackspawn gloomweb (level 16 lurker)
+ 4 kuo-toa guards (level 16 minion)
+ 2 kuo-toa monitors (level 16 skirmisher)
+ 1 kuo-toa whip (level 16 controller)

**Level 22 Encounter (XP 22,650)**
+ 2 bluespawn godslayers (level 22 elite brute)
+ 1 storm giant (level 24 controller)

---

**Bluespawn Godslayer**

<table>
<thead>
<tr>
<th>Level 22 Elite Brute</th>
<th>XP 8,300</th>
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</thead>
<tbody>
<tr>
<td><strong>Initiative</strong> +15</td>
<td>Senses Perception +17; low-light vision</td>
</tr>
<tr>
<td><strong>HP</strong> 510; Bloodied 255</td>
<td></td>
</tr>
<tr>
<td><strong>AC</strong> 36; Fortitude 36, Reflex 31, Will 33</td>
<td></td>
</tr>
<tr>
<td><strong>Resist</strong> 30 lightning, 30 thunder</td>
<td></td>
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<tr>
<td><strong>Saving Throws</strong> +2</td>
<td></td>
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<tr>
<td><strong>Speed</strong> 8</td>
<td></td>
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<tr>
<td><strong>Action Points</strong> 1</td>
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</tbody>
</table>

**Greatsword (standard; at-will) ▶ Lightning, Weapon**

Reach 3; +26 vs. AC; 4d6 + 9 damage plus 2d8 lightning damage; see also slayer.

**Awesome Blow (standard; at-will) ▶ Lightning, Weapon**

The godslayer makes a greatsword attack. If the attack hits, it makes a secondary attack against the same target. Secondary Attack: +26 vs. Fortitude; the target is pushed 3 squares and knocked prone.

**Bite (standard; at-will) ▶ Lightning**

Reach 2; +24 vs. AC; 1d10 + 7 damage plus 2d8 lightning damage; see also slayer.

**Slayer**

The bluespawn godslayer deals +10 damage against dragons, dragonborn, and immortals.

**Alignment Evil**

<table>
<thead>
<tr>
<th>Languages Draconic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 28 (+20)</td>
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<tr>
<td>Con 25 (+18)</td>
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</tbody>
</table>

**Equipment** heavy shield, greatsword
A drake is a carnivorous reptile that has a fanged mouth, clawed digits, and a serpentine tail. Some drakes move on two legs, keeping their forelimbs off the ground, while others walk on all fours. A few kinds of drakes have wings, and a number of them are capable of using their handlike claws to manipulate objects.

Savage drakes attack prey on sight, while domesticated drakes attack only if provoked or commanded. Trained drakes serve as guards, hunting companions, military animals, mounts, messengers, and even beasts of burden.

Drakes do not speak but communicate using chirps, whistles, growls, and roars.

**SPIRETOP DRAKE**

Spiretop drakes nest on tall buildings, gather in clutches, and menace the denizens of large cities. They like to steal valuable objects and only attack larger prey when they are famished or when their nests are disturbed.

**Guard Drake Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Like ravens, spiretop drakes are social creatures that collect shiny objects. A spiretop drake also has a keen homing instinct, so domesticated ones make great couriers for light objects or messages.

**Needlefang Drake Swarm**

Savage marauders the size of cats, needlefang drakes swarm over their victims, pull them to ground, and strip them to the bone in seconds.

**Guard Drake Tactics**

A guard drake stays close to its allies so that it deals more damage with its bite attack. It does not flee and defends the bodies of fallen allies.

**Guard Drake Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Guard drakes are common pets with keen senses. In the wild, they’re pack predators not unlike wolves, and their clutches sometimes include spitting drakes.

---

**Spiretop Drake**

**Tactics**

A spiretop drake uses flyby attack and its snatch power to steal a valuable trinket without provoking opportunity attacks. If the snatch attack succeeds, the drake flies back to its nest. If it is wounded, the spiretop drake bites enemies while using flyby attack.

**Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Like ravens, spiretop drakes are social creatures that collect shiny objects. A spiretop drake also has a keen homing instinct, so domesticated ones make great couriers for light objects or messages.

**Guard Drake**

Guard drakes make excellent pets and protectors, defending their masters until death.

---

**Needlefang Drake**

**Tactics**

Incited by hunger, needlefang drakes fearlessly rush toward their prey, knock it prone (using pull down), and use their swarm of teeth to feast upon it.

**Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Humanoids keep needlefang drakes as exotic pets or as living traps—sometimes both.
PSEUDODRAGON

A pseudodragon is a fickle drake with a poisonous sting. It can be arrogant, demanding, and less than helpful at times. It can also be affectionate and playful when treated well. It is willing to serve—provided it is fed and receives lots of attention. Although it can’t speak, it can vocalize animal noises, such as a purr (pleasure), a hiss (unpleasant surprise), a chirp (desire), or a growl (anger).

Pseudodragon Level 3 Lurker
Tiny natural beast (reptile) XP 150
Initiative +9
Senses Perception +8
HP 40; Bloodied 20
AC 17; Fortitude 14, Reflex 15, Will 14
Speed 4, fly 8 (hover); see also flyby attack

Bite (standard; at-will)
+8 vs. AC; 1d8 + 4 damage.

Sting (standard; recharge ⚂ ⚄ ⚅) + Poison
+8 vs. AC; 1d8 + 4 damage, and ongoing 5 poison damage (save ends).

Flyby Attack (standard; at-will)
The pseudodragon flies up to 8 squares and makes one melee basic attack at any point during that movement. The pseudodragon doesn’t provoke opportunity attacks when moving away from the target of the attack.

Invisibility (standard; recharge when the pseudodragon is damaged) + Illusion
As long as the pseudodragon doesn’t move, it is invisible.

Alignment Unaligned
Languages –
Skills Insight +8, Stealth +10
Str 13 (+2)  Dex 18 (+5)  Wis 15 (+3)
Con 16 (+4)  Int 6 (+1)  Cha 17 (+4)

Pseudodragon Lore
A character knows the following information with a successful Nature check.
DC 15: Pseudodragons are among the cleverest and most playful drakes, so they’re highly valued as pets. They are fierce predators in the wild, but they generally don’t attack humanoids unless provoked.

SPITTING DRAKE

This cunning reptile spits acid, hence the name. In the wild, spitting drakes attack without provocation, but they can be domesticated and trained. They instinctively focus their attacks on one target at a time, determined to take it down quickly.

Spitting Drake Level 3 Artillery
Medium natural beast (reptile) XP 150
Initiative +5
Senses Perception +3
HP 38; Bloodied 19
AC 17; Fortitude 14, Reflex 16, Will 14
Resist 10 acid
Speed 7

Bite (standard; at-will)
+6 vs. AC; 1d6 + 2 damage.

Caustic Spit (standard; at-will) + Acid
Ranged 10; +8 vs. Reflex; 1d10 + 4 acid damage.

Alignment Unaligned
Languages –
Str 14 (+3)  Dex 18 (+5)  Wis 14 (+3)
Con 14 (+3)  Int 3 (-3)  Cha 12 (+2)

Spitting Drake Tactics
A spitting drake uses its caustic spit to attack enemies at range. Despite their low intelligence, multiple drakes gang up on a single target to take it down quickly.

Spitting Drake Lore
A character knows the following information with a successful Nature check.
DC 15: Spitting drakes make for messy pets, but humanoids train them as guardians nonetheless. In the wild, spitting drakes sometimes congregate with other drakes, such as guard drakes. Spitting drakes can also be found in clutches formed under a dominant rage drake that has no clutch of its own.

RAGE DRAKE

Rage drakes savagely attack all other creatures they encounter and become even more ferocious when bloodied. Adult rage drakes cannot be domesticated, but newly hatched rage drakes can be trained to serve as pets, guards, or mounts.

Rage Drake

**Level 5 Brute**

Large natural beast (mount, reptile) XP 200

**Initiative +3**  **Senses Perception +3**

**HP** 77; Bloodied 38; see also bloodied rage

**AC** 17; Fortitude 17, Reflex 15, Will 15

**Immune** fear (while bloodied only)

**Speed** 8

**Bite** (standard; at-will)

+9 vs. AC; 1d10 + 4 damage; see also bloodied rage.

**Claw** (standard; at-will)

+8 vs. AC; 1d6 + 4 damage; see also bloodied rage.

**Raking Charge** (standard; at-will)

When the rage drake charges, it makes two claw attacks against a single target.

**Bloodied Rage** (while bloodied)

The rage drake gains a +2 bonus to attack rolls and deals an extra 5 damage per attack.

**Raging Mount** (while bloodied and mounted by a friendly rider of 5th level or higher; at-will)  **Mount**

The rage drake grants its rider a +2 bonus to attack rolls and damage rolls with melee attacks.

**Alignment** Unaligned  **Languages** –

**Str** 19 (+6)   **Dex** 13 (+3)   **Wis** 13 (+3)

**Con** 17 (+5)   **Int** 3 (-2)   **Cha** 12 (+3)

**Rage Drake Tactics**

A rage drake fights until killed. It makes a raking charge initially and then uses its bite attack on subsequent rounds, gaining bonuses on its attack rolls and damage once it becomes bloodied.

**Rage Drake Lore**

A character knows the following information with a successful Nature check.

DC 15: “Tame” rage drakes can serve as mounts and guardians. Wild rage drakes are brutally efficient and highly territorial hunters.

DC 20: A clutch of rage drakes treats interlopers as prey, an intolerable threat, or both. A rage drake without a clutch of its own will often insinuate itself into a clutch of guard drakes or spitting drakes, effectively becoming the group’s leader.

**Encounter Groups**

Drakes can appear alongside or in the home of almost any humanoid creature. Clutches of drakes can also be found in the wilderness, competing with other predators.

**Level 2 Encounter (XP 625)**

✦ 2 guard drakes (level 2 brute)

✦ 2 elf archers (level 2 artillery)

✦ 1 elf scout (level 2 skirmisher)

**Level 4 Encounter (XP 875)**

✦ 1 pseudodragon (level 3 lurker)

✦ 1 human mage (level 4 artillery)

✦ 2 human guards (level 3 soldier)

✦ 2 human bandits (level 2 skirmisher)

**Level 5 Encounter (XP 1,000)**

✦ 1 rage drake (level 5 brute)

✦ 1 greenscale marsh mystic (level 6 controller)

✦ 1 greenscale darter (level 5 lurker)

✦ 2 greenscale hunters (level 4 skirmisher)
DRIDER

Bloodthirsty creatures that lurk in the depths of the world, driders are servants of Lolth gifted with a semblance of their god’s grotesque form.

**Drider Fanglord**

The fanglord tries to snare a foe in its web and rushes up to administer a quick bite if the foe is successfully restrained. Otherwise, the drider uses its greatsword.

**Drider Shadowspinner**

After restraining a creature with its web, the shadowspinner uses slashing darkness against that foe until the victim escapes or dies, or until the drider is forced to turn its attention toward another enemy. If it can move without provoking opportunity attacks, it does so to gain the benefit of shifting shadows.

**Encounter Groups**

Driders are common among drow, and advantaged as they are, they’re still subservient to Lolth’s priests. Important drow operations might involve one or more driders and other spider creatures.

**Level 12 Encounter (XP 3,600)**

- 1 drider fanglord (level 14 brute)
- 1 drow arachnomancer (level 13 artillery)
- 3 drow warriors (level 11 lurker)

**Level 14 Encounter (XP 5,000)**

- 2 drider fanglords (level 14 brute)
- 1 drider shadowspinner (level 14 skirmisher)
- 1 demonweb terror (level 14 elite controller)

---

### Drider Fanglord Tactics

The fanglord tries to snare a foe in its web and rushes up to administer a quick bite if the foe is successfully restrained. Otherwise, the drider uses its greatsword.

### Drider Lore

A character knows the following information about driders with a successful Arcana check.

**DC 20**: In drow society, the strongest and bravest can take the Test of Lolth. Those who succeed become driders, members of a privileged caste. Those who fail usually die.

### Encounter Groups

Driders are common among drow, and advantaged as they are, they’re still subservient to Lolth’s priests. Important drow operations might involve one or more driders and other spider creatures.

**Level 12 Encounter (XP 3,600)**

- 1 drider fanglord (level 14 brute)
- 1 drow arachnomancer (level 13 artillery)
- 3 drow warriors (level 11 lurker)

**Level 14 Encounter (XP 5,000)**

- 2 drider fanglords (level 14 brute)
- 1 drider shadowspinner (level 14 skirmisher)
- 1 demonweb terror (level 14 elite controller)
Drow Lore

A character knows the following information about drow with a successful Arcana check.

DC 20: Drow raid the surface as well as other Underdark societies for plunder and slaves. They conquer the weak and form tenuous alliances with creatures powerful enough to stand against them.

DC 25: Drow live in a matriarchal theocracy with rules and customs strictly enforced by the priests of Lolth. Male drow can’t serve as clergy and are often treated as second-class citizens, but even they exercise power based on their station and the opportunities handed to them.

Drow Warrior

Medium fey humanoid

Initiative +13  Senses Perception +11; darkvision
HP 83; Bloodied 41
AC 24; Fortitude 20, Reflex 22, Will 19
Speed 6  

Rapier (standard; at-will)  ✦ Poison, Weapon
+14 vs. AC; 1d8 + 4 damage (×2)

Hand Crossbow (standard; at-will) ✦ Poison, Weapon
Ranged 10/20; +14 vs. AC; 1d6 + 4 damage, and the drow warrior makes a secondary attack against the same target.
Secondary Attack: +13 vs. Fortitude; see drow poison for the effect.

Darkfire (minor; encounter)
Ranged 10; +12 vs. Reflex; until the end of the drow warrior’s next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.

Combat Advantage
The drow warrior deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.

Drow Poison ✦ Poison
A creature hit by a weapon coated in drow poison takes a -2 penalty to attack rolls (save ends). First Failed Save: The target is also weakened (save ends). Second Failed Save: The target falls unconscious until the end of the encounter.

Alignment Evil  Languages Common, Elven
Skills Arcana +14, Dungeoneering +13, Intimidate +8, Stealth +10
Str 10 (+6)  Dex 15 (+8)  Wis 14 (+8)
Con 10 (+6)  Int 16 (+9)  Cha 11 (+6)

Equipment chainmail, rapier*, hand crossbow, 20 bolts*
*These weapons are coated in drow poison.

Drow Blademaster

Medium fey humanoid

Initiative +13  Senses Perception +12; darkvision
HP 248; Bloodied 124
AC 30; Fortitude 25, Reflex 28, Will 24
Saving Throws +2
Speed 6
Action Points 1

Longsword (standard; at-will) ✦ Weapon
+19 vs. AC; 1d8 + 5 damage.

Short Sword (standard; at-will) ✦ Weapon
+19 vs. AC; 1d6 + 5 damage.

Blade Mastery (standard; at-will) ✦ Weapon
The drow blademaster makes one longsword attack and one short sword attack.

Drow Arachnomancer

Medium fey humanoid

Initiative +8  Senses Perception +13; darkvision
HP 94; Bloodied 47
AC 26; Fortitude 22, Reflex 24, Will 24
Speed 7

Spider Rod (standard; at-will)
+16 vs. AC; 1d6 damage, and the target is immobilized (save ends); see also Lolth’s judgment.

Venom Ray (standard; at-will) ✦ Poison
Ranged 10; +18 vs. Reflex; 2d8 + 3 poison damage, and ongoing 5 poison damage (save ends); see also Lolth’s judgment.

Lolth’s Grasp (standard; encounter) ✦ Necrotic, Zone
Area burst 4 within 10; webs full of spectral spiders cover the zone (drow and spiders are immune); +16 vs. Reflex; the target is restrained (save ends). The zone is difficult terrain until the end of the encounter. Any creature that starts its turn in the zone takes 10 necrotic damage.

Spider Curse (standard; encounter) ✦ Necrotic
Spectral spiders swarm over and bite the target: ranged 20; +16 vs. Will; 1d6 + 7 necrotic damage, and the target takes ongoing 5 necrotic damage and is weakened (save ends both); see also Lolth’s judgment.

Venom Blast (standard; encounter) ✦ Poison
Close blast 5; +14 vs. Fortitude; 2d6 + 10 poison damage. Miss: Half damage.

Cloud of Darkness (minor; encounter)
Close burst 1; this power creates a cloud of darkness that remains in place until the end of the drow arachnomancer’s next turn. The cloud blocks line of sight for all creatures except the drow arachnomancer. Any creature entirely within the cloud (except the drow arachnomancer) is blinded until it exits.

Lolth’s Judgment (free, when the arachnomancer hits a target with a melee or a ranged attack; at-will)
All spider allies within 20 squares of the arachnomancer gain a +2 bonus to attack rolls against the target until the end of the arachnomancer’s next turn.

Alignment Evil  Languages Common, Elven
Skills Arcana +14, Dungeoneering +13, Intimidate +8, Stealth +10
Str 14 (+7)  Dex 19 (+9)  Wis 13 (+6)
Con 11 (+5)  Int 13 (+6)  Cha 12 (+6)

Equipment staff, spider rod

Drow Arachnomancer Tactics

The arachnomancer stays behind its allies and targets enemies with ranged attacks. It places a cloud of darkness to protect it against melee attackers.

Drow Arachnomancer Level 13 Artillery (Leader)

Medium fey humanoid

Level 13 Elite Skirmisher

Medium fey humanoid

Initiative +13  Senses Perception +12; darkvision
HP 248; Bloodied 124
AC 30; Fortitude 25, Reflex 28, Will 24
Saving Throws +2
Speed 6

Action Points 1

Longsword (standard; at-will) ✦ Weapon
+19 vs. AC; 1d8 + 5 damage.

Short Sword (standard; at-will) ✦ Weapon
+19 vs. AC; 1d6 + 5 damage.

Blade Mastery (standard; at-will) ✦ Weapon
The drow blademaster makes one longsword attack and one short sword attack.

Drow Blademaster Level 13 Artillery (Leader) XP 800

Level 13 Elite Skirmisher XP 1,600
Drow Blademaster Tactics
This drow faces its enemies head on, using *cloud of darkness* to thwart attacks. In melee, a drow blademaster spends an action point to use *excruciating stab* and then *blade mastery* against the same target. It uses *whirlwind attack* when two or more opponents are adjacent to it and relies on *whirling riposte* to punish an enemy bold enough to take an opportunity attack against it.

Drow Priest Tactics
The drow priest imparts the benefits of her *Lolth’s authority* aura while remaining within 5 squares of her drow and spider allies. She uses *pain web* against ranged foes and her mace in melee, and she uses *spider link* every round to transfer damage she has taken to a nearby ally. If one of her drow allies is bloodied, she uses *Lolth’s wrath*.

Encounter Groups
Drow patrols often include one or more trained spiders. Drow expeditions, raiding parties, and armies have large numbers of enslaved nondrow among them, as servants and soldiers. Drow also form alliances with devils and demons.

Level 13 Encounter (XP 4,850)
✦ 1 drow arachnomancer (level 13 artillery)
✦ 2 drow warriors (level 11 lurker)
✦ 1 mezzodemon (level 11 soldier)
✦ 5 grimlock minions (level 14 minion)
✦ 2 blade spiders (level 10 brute)

Level 15 Encounter (XP 6,000)
✦ 1 drow priestess (level 15 controller)
✦ 1 drow blademaster (level 13 elite skirmisher)
✦ 1 umber hulk (level 12 elite soldier)
✦ 3 drow warriors (level 11 lurker)
Dryads are wild, mysterious creatures found deep in secluded woodlands. Fierce protectors of the forest, they brook no insolence from interlopers.

**Dryad**

Medium fey humanoid (plant)  
**XP 400**

**Initiative** +9  
**Senses** Perception +12

**HP** 92; Bloodied 46

**AC** 23; Fortitude 22, Reflex 21, Will 21

**Speed** 8 (forest walk)

- **Claws** (standard; at-will)  
  +14 vs. AC; 1d8 + 4 damage, or 1d8 + 9 damage if the target is the only enemy adjacent to the dryad.

**Deceptive Veil** (minor; at-will)  
✦ Illusion

The dryad can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad’s Bluff check) pierces the disguise.

**Treestride** (move; at-will)  
✦ Teleportation

The dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.

**Alignment** Unaligned  
**Languages** Elven

**Skills**  
Bluff +10, Insight +12, Stealth +12

**Str** 19 (+8)  
**Dex** 17 (+7)  
**Wis** 17 (+7)

**Con** 12 (+5)  
**Int** 10 (+4)  
**Cha** 13 (+5)

**Briar Witch Dryad**

Medium fey humanoid (plant)  
**Level 13 Elite Controller**  
**XP 1,600**

**Initiative** +8  
**Senses** Perception +13

**Curse of Thorns** aura 3; enemies without forest walk take 2 damage each time they move—or are pulled, pushed, or slid—into a square within the aura. Creatures do not take damage when a briar witch dryad moves closer to them.

**Thorn Boon** aura 6; allied plants in the aura deal an extra 5 damage with each melee attack.

**HP** 262; Bloodied 131

**AC** 29; Fortitude 27, Reflex 25, Will 27

**Saving Throws** +2

**Speed** 8 (forest walk)

**Action Points** 1

- **Claws** (standard; at-will)  
  +18 vs. AC; 1d8 + 3 damage.

- **Briar Cage** (standard; at-will)

  Ranged 10; the target is encased in sharp briars; +16 vs. Reflex; 1d6 + 4 damage, and the target takes ongoing 5 damage and is restrained (save ends both). A creature in a briar cage has cover. A briar cage can be destroyed (25 hit points; resist 10 to all damage).

**Deceptive Veil** (minor; at-will)  
✦ Illusion

The briar witch dryad can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad’s Bluff check) pierces the disguise.

**Thorny Body**

Any creature that grabs the briar witch dryad takes 5 damage at the start of its turn.

**Treestride** (move; at-will)  
✦ Teleportation

The briar witch dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.

**Alignment** Unaligned  
**Languages** Elven

**Skills**  
Bluff +15, Insight +13, Stealth +13

**Str** 16 (+9)  
**Dex** 14 (+8)  
**Wis** 14 (+8)

**Con** 19 (+10)  
**Int** 11 (+6)  
**Cha** 19 (+10)

**Dryad Tactics**

Dryads fiercely defend their forest glades and other woodland life. They use their deceptive veil ability to lure intruders into traps. In combat, they use a combination of speed and treestride to flank foes.

**Dryad Lore**

A character knows the following information about dryads with a successful Arcana check.

**DC 15**: Dryads are shy forest dwellers that use their powers to frighten away trespassers or lure them into traps. They have the ability to teleport short distances within the confines of their forests.

**Encounter Groups**

Dryads are usually encountered with other plant creatures and forest-dwelling animals.

**Level 9 Encounter (XP 1,950)**

- 1 dryad (level 9 skirmisher)
- 1 eladrin twilight incanter (level 8 controller)
- 4 eladrin fey knights (level 7 soldier)
Dwarves are creatures of the earth, as steadfast and hardy as stone. Industrious and inventive, dwarves live in the mountains of the world. They build remarkable fortress-cities among the peaks, under which they delve into the earth for riches and raw materials.

Dwarf Lore
A character knows the following information about dwarves with a successful Nature check.
DC 15: Dwarves acknowledge Moradin as their creator, but they revere other gods as well. Dwarf clans live together in heavily defended mountainside strongholds, clashing with orcs and goblins over territory and mining rights.

Encounter Groups
Although most dwarves are decent folk, an individual dwarf is as likely to throw in with villainous sorts as any individual of another race.

Level 4 Encounter (XP 925)
✦ 2 dwarf hammerers (level 5 soldier)
✦ 2 dwarf bolters (level 4 artillery)
✦ 1 cavern choker (level 4 lurker)

Dwarf Bolter Tactics
Dwarf bolters take up positions in large halls or wide corridors where enemies can gain no cover and must face a barrage of aimed shot crossbow bolts as they approach.

Dwarf Hammerer Tactics
A dwarf hammerer uses shield bash whenever possible, pushing allies back or knocking them prone so that nearby allies gain combat advantage.
Efreet Fireblade

Large elemental humanoid (fire) XP 4,150

Initiative +18  Senses Perception +17
HP 206; Bloodied 153
AC 38; Fortitude 37, Reflex 36, Will 34
Immune fire
Speed 6, fly 8 (hover)

✦ Scimitar (standard; at-will) ✦ Fire, Weapon
Reach 2; +27 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and the target is marked until the end of the efreet fireblade’s next turn.

✦ Hurl Scimitar (standard; recharge ⚁ ⚁ ⚅) ✦ Fire, Weapon
The efreet fireblade hurls its scimitar at two targets; the first target must be within 10 squares of the efreet fireblade, and the second target within 5 squares of the first target; +25 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and the target is marked until the end of the efreet fireblade’s next turn. The scimitar returns to the fireblade’s hand after the attacks are made.

✦ Whirling Firesteel Strike (standard; recharge ⚁ ⚁ ⚅) ✦ Fire, Weapon
Requires scimitar; close burst 2; +25 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and the target is pushed 1 square and takes ongoing 10 fire damage (save ends).

Alignment Evil  Languages Primordial
Skills Bluff +22, Insight +20, Intimidate +22
Str 24 (+18)  Dex 27 (+19)  Wis 15 (+12)
Con 22 (+16)  Int 18 (+14)  Cha 22 (+17)
Equipment scimitar

Efreet Cinderlord

Large elemental humanoid (fire) XP 5,100

Initiative +19  Senses Perception +15
Blazing Soul (Fire) aura 1; any creature in the aura taking ongoing fire damage takes 5 extra ongoing fire damage.
HP 169; Bloodied 84; see also curse of the efreet
AC 36; Fortitude 33, Reflex 34, Will 32; see also fiery shield
Immune fire
Speed 6, fly 8 (hover)

✦ Scimitar (standard; at-will) ✦ Fire, Weapon
Reach 2; +25 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and ongoing 5 fire damage (save ends).

✦ Fire Bolt (standard; at-will) ✦ Fire, Weapon
Ranged 10; +28 vs. AC; 2d6 + 8 fire damage, and ongoing 5 fire damage (save ends).

✦ Curse of the Efreet (standard; encounter; recharges when first bloodied) ✦ Fire
Ranged 10; +28 vs. AC; 1d6 + 8 fire damage, and ongoing 10 fire damage (save ends), and the target’s resistance to fire is negated until the end of the encounter (no save).

✦ Fan the Flames (standard; at-will) ✦ Fire
Ranged 20; only affects a target taking ongoing fire damage; automatic hit; the target takes 3d6 fire damage, and the efreet makes a secondary attack against all creatures adjacent to the target. Secondary Attack: Area burst 2 centered on target; +17 vs. Reflex; 2d6 fire damage. Miss: Half damage.

Fiery Shield (immediate interrupt, when the efreet cinderlord is damaged by a ranged attack; at-will) ✦ Fire
A fiery shield springs into being, halving the damage of the attack.

Alignment Evil  Languages Primordial
Skills Bluff +22, Insight +20, Intimidate +22
Str 24 (+18)  Dex 27 (+19)  Wis 18 (+15)
Con 25 (+18)  Int 16 (+14)  Cha 22 (+17)
Equipment scimitar

Efreet Cinderlord Tactics

A cinderlord flies beyond its enemies’ reach while bombarding them with fire bolts. It uses curse of the efreet, and if it succeeds and the target continues to take ongoing fire damage, the efreet uses fan the flames against the same target on the following round. The cinderlord uses curse of the efreet again when blooded but otherwise hurls fire bolts.

Efreet Fireblade Tactics

The efreet fireblade uses hurl scimitar every chance it gets, saving its whirling firesteel strike power for when it has three or more enemies within melee striking range.

Efreet are crafty conjurers of fire native to the Elemental Chaos. Sometimes referred to as a fire genie, an efreet resembles a giant devil, its body equal parts flame and flesh. Efreet are infamous for their hatred of servitude, their arrogance, and their cruel nature. Their primary home is the fabled City of Brass in the Elemental Chaos, where they live like kings. However, they are often called to the world to perform favors for mortals, and these favors always come with a high price.

Efreet are CRAFTY CONJURERS OF FIRE native to the Elemental Chaos. Sometimes referred to as a fire genie, an efreet resembles a giant devil, its body equal parts flame and flesh. Efreet are infamous for their hatred of servitude, their arrogance, and their cruel nature. Their primary home is the fabled City of Brass in the Elemental Chaos, where they live like kings. However, they are often called to the world to perform favors for mortals, and these favors always come with a high price.

Efreet Cinderlord Level 23 Artillery

Large elemental humanoid (fire) XP 5,100

Initiative +19  Senses Perception +15
Blazing Soul (Fire) aura 1; any creature in the aura taking ongoing fire damage takes 5 extra ongoing fire damage.
HP 169; Bloodied 84; see also curse of the efreet
AC 36; Fortitude 33, Reflex 34, Will 32; see also fiery shield
Immune fire
Speed 6, fly 8 (hover)

✦ Scimitar (standard; at-will) ✦ Fire, Weapon
Reach 2; +25 vs. AC; 2d10 + 7 damage (crit 6d10 + 27), and ongoing 5 fire damage (save ends).

✦ Fire Bolt (standard; at-will) ✦ Fire, Weapon
Ranged 10; +28 vs. AC; 2d6 + 8 fire damage, and ongoing 5 fire damage (save ends).

✦ Curse of the Efreet (standard; encounter; recharges when first bloodied) ✦ Fire
Ranged 10; +28 vs. AC; 1d6 + 8 fire damage, and ongoing 10 fire damage (save ends), and the target’s resistance to fire is negated until the end of the encounter (no save).

✦ Fan the Flames (standard; at-will) ✦ Fire
Ranged 20; only affects a target taking ongoing fire damage; automatic hit; the target takes 3d6 fire damage, and the efreet makes a secondary attack against all creatures adjacent to the target. Secondary Attack: Area burst 2 centered on target; +17 vs. Reflex; 2d6 fire damage. Miss: Half damage.

Fiery Shield (immediate interrupt, when the efreet cinderlord is damaged by a ranged attack; at-will) ✦ Fire
A fiery shield springs into being, halving the damage of the attack.

Alignment Evil  Languages Primordial
Skills Bluff +22, Insight +20, Intimidate +22
Str 24 (+18)  Dex 27 (+19)  Wis 18 (+15)
Con 25 (+18)  Int 16 (+14)  Cha 22 (+17)
Equipment scimitar

Efreet Cinderlord Tactics

A cinderlord flies beyond its enemies’ reach while bombarding them with fire bolts. It uses curse of the efreet, and if it succeeds and the target continues to take ongoing fire damage, the efreet uses fan the flames against the same target on the following round. The cinderlord uses curse of the efreet again when blooded but otherwise hurls fire bolts.
Efreet Flamestrider
Large elemental humanoid (fire)  Level 23 Skirmisher  XP 5,100

Initiative +20  Senses Perception +15
Blazing Soul (Fire) aura 1; any creature in the aura taking ongoing fire damage takes 5 extra ongoing fire damage.
HP 217; Bloodied 108
AC 37; Fortitude 36, Reflex 35, Will 34
Immune fire
Speed 6, fly 8 (hover); see also fiery teleport
✦ Scimitar (standard; at-will)  Fire, Weapon
  Reach 2; +28 vs. AC; 2d10 + 8 damage (crit 6d10 + 28), and ongoing 5 fire damage (save ends).
✦ Fiery Grasp (standard; at-will)  Fire
  Ranged 20; a fiery hand appears and graps the target; +25 vs. Reflex; 1d6 + 8 fire damage, and the target takes ongoing 10 fire damage and is immobilized (save ends both).
Fiery Teleport (move; at-will)  Teleportation
The flamestrider can teleport 20 squares, reappearing in a puff of smoke; its destination must be adjacent to a fire creature or a fire.

Alignment Evil  Languages Primordial
Skills Bluff +22, Insight +20, Intimidate +22
Str 27 (+19)  Dex 24 (+18)  Wis 18 (+15)
Con 25 (+18)  Int 16 (+14)  Cha 22 (+17)
Equipment scimitar

Efreet Pyresinger
Large elemental humanoid (fire)  Level 25 Controller  XP 7,000

Initiative +20  Senses Perception +16
Fiery Soul (Fire) aura 1; a creature that enters or begins its turn in the aura takes 10 fire damage; any creature in the aura taking ongoing fire damage takes 5 extra ongoing fire damage.
HP 233; Bloodied 116
AC 40; Fortitude 37, Reflex 36, Will 36
Immune fire
Speed 6, fly 8 (hover)
✦ Scimitar (standard; at-will)  Fire, Weapon
  Reach 2; +30 vs. AC; 2d10 + 9 damage (crit 6d10 + 29), and ongoing 5 fire damage (save ends).
✦ Fire Bolt (standard; at-will)  Fire, Weapon
  Ranged 10; +31 vs. AC; 3d6 + 8 fire damage, and ongoing 5 fire damage (save ends).
✦ Fiery Chains (standard; recharge ⚂ ⚄ ⚅)  Fire
  Ranged 10; +28 vs. Reflex; 2d8 + 7 fire damage, and the target takes ongoing 20 fire damage and is restrained (save ends both). As a move action, the efreet pyresinger can slide a target wrapped in fiery chains 1 square.
✦ Sheets of Flame (standard; recharge ⚂ ⚄ ⚅)  Fire
  Area burst 3 within 20; the pyresinger fills the area with 20-foot-high sheets of roaring flame. Any creature that enters or begins its turn in the area or adjacent to it takes 10 fire damage. The sheets of flame block line of sight.

Alignment Evil  Languages Primordial
Skills Arcana +22, Bluff +25, Diplomacy +25, Insight +21, Intimidate +25
Str 29 (+21)  Dex 26 (+20)  Wis 18 (+16)
Con 25 (+19)  Int 20 (+17)  Cha 26 (+20)
Equipment scimitar, scepter

Efreet Flamestrider Tactics
An efreet flamestrider uses fiery teleport to move around the battlefield and its fiery grasp power to immobilize and burn foes. It attacks immobilized targets with its scimitar, taking advantage of its reach.
**Efreet Pyresinger Tactics**

A pyresinger remains outside of melee range and uses *fiery chains* as often as it can to restrain enemies, allowing its allies to pound on them with impunity. On the rounds in which it can’t invoke fiery chains, the pyresinger hurls *fiery bolts*. The creature uses *sheets of flame* to divide the field of battle and control the flow of enemies.

**Efreet Karadjin Level 28 Soldier (Leader)**

<table>
<thead>
<tr>
<th>Large elemental humanoid (fire)</th>
<th>XP 13,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +23</td>
<td>Senses Perception +23</td>
</tr>
<tr>
<td>HP 260; Bloodied 130</td>
<td>AC 44; Fortitude 45, Reflex 42, Will 42</td>
</tr>
<tr>
<td>Immune fire</td>
<td>Speed 6, fly 8 (hover)</td>
</tr>
<tr>
<td>Reach 2; +27 vs. AC; 2d10 + 9 damage (crit 6d10 + 29) plus 1d10</td>
<td>Control the flow of enemies.</td>
</tr>
<tr>
<td>A character knows the following information about efreets</td>
<td></td>
</tr>
<tr>
<td>Fiery Vendetta (immediate reaction, when an enemy within reach attacks one of the efreet karadjin’s allies; at-will)</td>
<td>♦ Fire, Weapon</td>
</tr>
<tr>
<td>The efreet karadjin makes a melee basic attack against the triggering enemy.</td>
<td></td>
</tr>
<tr>
<td>Elemental Command (minor; at-will)</td>
<td>♦ An allied elemental creature within 10 squares of the efreet karadjin (and within its line of sight) shifts.</td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Primordial</td>
</tr>
<tr>
<td>Skills Arcana +25, Bluff +26, Insight +23, Intimidate +26</td>
<td></td>
</tr>
<tr>
<td>Str 28 (+23)</td>
<td>Dex 25 (+21)</td>
</tr>
<tr>
<td>Con 30 (+24)</td>
<td>Int 22 (+20)</td>
</tr>
<tr>
<td>Wis 18 (+18)</td>
<td>Cha 25 (+21)</td>
</tr>
<tr>
<td>Equipment scimitar</td>
<td></td>
</tr>
</tbody>
</table>

**Efreet Lore**

A character knows the following information about efreets with a successful Arcana check.

**DC 20:** Efreets are the self-proclaimed fiery princes of the Elemental Chaos, the strongest force of order on that tumultuous plane. Though few in number, they rule over vast armies and households of elemental slaves. The City of Brass is their greatest achievement—a permanent city-fortress in the roiling chaos, unchanging and eternal.

**DC 25:** There is no such thing as an “efreet commoner.” Every efreet is a member of a noble house. These houses plot and scheme against each other (much as drow houses do in the Underdark), and from time to time they muster enormous armies against each other. An efreet house might only contain a small number of related efreet, but through power and intimidation they lord it over vast hosts of other elementals.

Their control is by no means limited to fire creatures, and smart efreets have creatures formed of various elements serving them. On rare occasions they bind demons to servitude, although they place little trust in them and keep them at arm’s length at all times.

**DC 30:** Efreets have no power to grant wishes, despite stories to that effect. As princes of the Elemental Chaos, however, they have power, influence, and widespread connections, and they are not averse to bargaining with weaker mortals. Thus it might be that an efreet released from servitude will grant its liberator a “wish,” within reason.

As creatures of nobility and great self-importance, all efreets fear and loathe servitude to others. Sometimes when two efreet houses clash, the losing side is forced to give up a junior member of the house into a specified period of servitude to the victor. This is far more humiliating and punishing than any cost in goods or slaves. When an efreet is magically bound to serve a mortal, it considers that service the worst possible form of humiliation, and burns with resentment against its erstwhile master.

**DC 35:** An efreet house will sometimes sponsor a noble hunt where a few nobles of the house venture out of the Elemental Chaos into the world, the Feywild, the Shadowfell, and even into the Astral Sea, hunting particularly dangerous creatures (such as dragons) merely for the sport of doing so, as well as for a fantastic trophy to grace their house mansion.

**Encounter Groups**

Efreets are usually grouped with other efreets and elemental creatures close to their level.

**Level 22 Encounter (XP 23,600)**
- 2 efreet fireblades (level 22 soldier)
- 1 efreet flamestrider (level 23 skirmisher)
- 1 glabrezu demon (level 23 elite brute)

**Level 23 Encounter (XP 26,800)**
- 1 efreet cinderlord (level 23 artillery)
- 3 blood fiends (level 23 soldier)
- 1 fire titan (level 21 elite soldier)

**Level 25 Encounter (XP 37,950)**
- 1 efreet pyresinger (level 25 controller)
- 1 flameskull vizier (level 24 artillery)
- 1 marilith (level 24 elite skirmisher)
- 2 fire titans (level 21 elite soldier)

**Level 27 Encounter (XP 60,300)**
- 1 efreet karadjin (level 28 soldier)
- 1 efreet pyresinger (level 25 controller)
- 1 glabrezu (level 23 elite brute)
- 2 dragonborn champions (level 26 soldier)
- 2 great flameskulls (level 24 artillery)
Animated through a divine ritual, this intelligent construct serves as a symbol of its creators’ devotion to their deity. Sometimes the divine spark that animates an eidolon becomes corrupted, causing the creature to turn against its creators. This “rogue” eidolon, believing itself to be a god, searches for new followers to worship it.

**Eidolon**  
**Level 13 Controller (Leader)**  
Large natural animate (construct) XP 800

<table>
<thead>
<tr>
<th>Initiative +8</th>
<th>Senses Perception +9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fearless Followers aura 5; allies in the aura are immune to fear.</td>
<td></td>
</tr>
<tr>
<td>HP 132; Bloodied 66</td>
<td></td>
</tr>
<tr>
<td>AC 26; Fortitude 26, Reflex 22, Will 23</td>
<td></td>
</tr>
<tr>
<td>Immune disease, fear, sleep</td>
<td></td>
</tr>
<tr>
<td>Speed 5</td>
<td></td>
</tr>
</tbody>
</table>

- **Slam** (standard; at-will)  
  Reach 2; +19 vs. AC; 2d8 + 6 damage.

- **Divine Retribution** (immediate reaction, when an enemy attacks the eidolon while hallowed stance is active; at-will) ✦ Radiant  
  Divine radiance strikes the creature that attacked the eidolon: ranged 20; +17 vs. Reflex; 2d8 + 5 radiant damage. Miss: Half damage. This attack does not provoke opportunity attacks.

- **Vengeful Flames** (immediate reaction, when an enemy kills one of the eidolon’s allies in the eidolon’s line of sight; at-will) ✦ Fire  
  Divine fire engulfs the enemy: ranged 20; +17 vs. Reflex; 1d8 + 5 fire damage, and ongoing 5 fire (save ends). This attack does not provoke opportunity attacks.

- **Hallowed Stance** (standard; at-will) ✦ Radiant  
  The eidolon assumes a meditative stance. Until the end of its next turn, the eidolon gains resist 20 to all damage, and all allies in its line of sight deal an extra 1d8 radiant damage on their melee attacks. If the eidolon moves, the effect ends.

<table>
<thead>
<tr>
<th>Alignment Unaligned</th>
<th>Languages –</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 22 (+12)</td>
<td>Dex 14 (+8)</td>
</tr>
<tr>
<td>Con 20 (+11)</td>
<td>Wis 16 (+9)</td>
</tr>
<tr>
<td>Int 7 (+4)</td>
<td>Cha 11 (+6)</td>
</tr>
</tbody>
</table>

**Eidolon Tactics**  
An eidolon moves little in battle, relying on its allies, its hallowed stance, and its divine retribution power to protect it. When one of its allies falls in battle, the eidolon uses vengeful flames. Once all of its allies are slain, the eidolon makes slam attacks against enemies within reach, fighting until destroyed.

**Eidolon Lore**  
A character knows the following information about eidolons with a successful Nature check.

**DC 20**: An eidolon is created by means of a divine ritual, the key component of which is a crystal shard containing a tiny spark of divinity. The shard is embedded deep in the eidolon and is lost when the eidolon is destroyed.

**DC 25**: Sometimes an eidolon is corrupted by the divine spark trapped inside it. When this happens, the eidolon suffers delusions of godhood. It kills its creators and either takes over the cult or destroys the cult and seeks out new followers to worship it.

**Encounter Groups**  
Eidolons are usually encountered with a group of humanoid worshipers.

- **Level 11 Encounter (XP 3,200)**  
  ✦ 1 eidolon (level 13 controller)  
  ✦ 4 githzerai cenobites (level 11 soldier)

- **Level 13 Encounter (XP 4,000)**  
  ✦ 1 eidolon (level 13 controller)  
  ✦ 2 grimlock berserkers (level 13 brute)  
  ✦ 1 medusa warrior (level 13 elite soldier)
Eladrin are graceful warriors and wizards at home in the eldritch twilight of the Feywild and the dark forests of the world. Although most eladrin reside in the Feywild, a few have interests or dealings in the natural world, and it’s not uncommon to find eladrin living among humans, elves, dwarfs, dragonborn, and halflings.

### Eladrin Fey Knight

**Medium Fey humanoid**

- **Initiative +11**
- **Senses**: Perception +4; low-light vision
- **Feywild Tactics aura 10**: Fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).
- **HP 77; Bloodied 38**
- **AC 23; Fortitude 17, Reflex 19, Will 17**
- **SavingThrows +5 against charm effects**
- **Speed 5**: see also **fey step**
  - +12 vs. AC; 1d8 + 4 damage.
  - **Stab of the Entangling Wild (standard or opportunity attack; recharge 11)**
  - Requires longsword; +12 vs. AC; 3d8 + 4 damage, and the target is restrained until the end of the eladrin fey knight’s next turn. The eladrin fey knight cannot attack with its longsword while the target is restrained.
  - **Feywild Challenge (standard; encounter)**
  - Ranged 10; the target is marked until the end of the encounter or otherwise makes melee basic attacks. The fey knight tries to stay within 5 squares of his allies so that he can use **Fey Step** (move; encounter) + Teleportation
  - The eladrin fey knight can teleport 5 squares.
  - **Harvest’s Sorrow** (immediate reaction, when an ally within 5 squares of the eladrin fey knight is damaged; at-will)
  - Half the attack’s damage is negated, and the eladrin fey knight takes the other half.
  - **Alignment**: Any
  - **Languages**: Common, Elven
  - **Skills**: Athletics +12, Arcana +7, History +7, Nature +9
  - **Str 18 (+7)**
  - **Dex 22 (+9)**
  - **Wis 13 (+4)**
  - **Con 13 (+4)**
  - **Int 14 (+5)**
  - **Cha 16 (+6)**
  - **Equipment**: chainmail, light shield, longsword
  - **Alignment**: Any
  - **Languages**: Common, Elven
  - **Skills**: Athletics +12, Arcana +7, History +7, Nature +9
  - **Str 18 (+7)**
  - **Dex 22 (+9)**
  - **Wis 13 (+4)**
  - **Con 13 (+4)**
  - **Int 14 (+5)**
  - **Cha 16 (+6)**
  - **Equipment**: chainmail, light shield, longsword

### Eladrin Fey Knight Tactics

The eladrin fey knight issues a Feywild challenge. Thereafter, he uses stab of the entangling wild whenever power is available and otherwise makes melee basic attacks. The fey knight tries to stay within 5 squares of his allies so that he can use harvest’s sorrow.

### Eladrin Twilight Incanter

**Medium Fey humanoid**

- **Initiative +7**
- **Senses**: Perception +5; low-light vision
- **Feywild Tactics aura 10**: Fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit, however).
- **HP 82; Bloodied 41**
- **AC 22; Fortitude 19, Reflex 21, Will 21**
- **Saving Throws +5 against charm effects**
- **Speed 6**: see also **fey step**
  - +10 vs. AC; 1d8 + 1 damage, and the target is slowed until the end of the eladrin twilight incanter’s next turn.
  - **Binding Bolt (standard; at-will)**
  - Ranged 10; +12 vs. Reflex; 1d8 + 3 damage, and the target is immobilized until the end of the eladrin twilight incanter’s next turn.

### Eladrin Twilight Incanter Tactics

The eladrin twilight incanter assails enemies with binding bolts and teleporting bolts, holding them in place or moving them around so that her allies can secure the tactical advantage. If enemies get too close, the twilight incanter uses dazzling blast to blind them.

### Bralani of Autumn Winds

**Medium Fey humanoid, eladrin**

- **Initiative +17**
- **Senses**: Perception +13; low-light vision
- **Cloak of Autumn Gusts aura 5**: creatures other than eladrin (including flying creatures) treat the area within the aura as difficult terrain.
- **HP 180; Bloodied 90**
- **AC 33; Fortitude 28, Reflex 31, Will 32**
- **Resist 20 radiant; Vulnerable necrotic (slowed until the end of the bralani’s next turn)**
- **Saving Throws +5 against charm effects**
- **Speed 6, fly 9 (hover); see also fey step**
  - +23 vs. AC; 1d8 + 8 damage.
  - **Autumn Chill (standard; encounter)**
  - Ranged 5; +22 vs. Will; the target is weakened until the end of the encounter.
  - **Whirlwind Blast (standard; at-will)**
  - Close blast 5; +22 vs. Fortitude; 2d8 + 9 damage, and the target is pushed 2 squares (punched 3 squares and knocked prone on a critical hit).
  - Miss: Half damage, and the target is not pushed.
- **Fey Step (move; encounter) + Teleportation**
  - The bralani of autumn winds can teleport 5 squares.
- **Alignment**: Any
  - **Languages**: Common, Elven
  - **Skills**: Arcana +14, History +14, Intimidate +22, Nature +18
  - **Str 15 (+11)**
  - **Dex 26 (+17)**
  - **Wis 19 (+13)**
  - **Con 20 (+14)**
  - **Int 16 (+12)**
  - **Cha 27 (+17)**
  - **Equipment**: leather armor, longsword

### Bralani of Autumn Winds Tactics

A bralani uses autumn chill on the greatest perceived threat and then uses whirlwind blast to damage and push back opponents. If it can’t use whirlwind blast because allies are in the way, it rushes into melee and makes longsword attacks.
Ghaele of Winter
Medium fey humanoid, eladrin
XP 3,200

Initiative +19  Senses Perception +16; low-light vision
HP 134; Bloodied 77
AC 33; Fortitude 30, Reflex 33, Will 33
Resist 25 cold, 25 radiant; Vulnerable necrotic (slowed until the end of the ghaele’s next turn)
Saving Throws +5 against charm effects
Speed 6, fly 8 (hover); see also fey step

Winter’s Touch (standard; at-will)  ❖ Cold
+25 vs. AC; 2d8 + 9 cold damage.

Freezing Ray (standard; at-will)  ❖ Cold
Ranged 12; +25 vs. Reflex; 2d8 + 9 cold damage, and the target is slowed (save ends).

Chilling Defiance (standard; at-will)  ❖ Cold, Healing
Close burst 3; targets enemies; automatic hit; the target takes 10 cold damage and is slowed until the end of the ghaele’s next turn. The ghaele of winter regains 2 hit points for each enemy who takes damage from this power.

Imperious Wrath (minor; recharges when the ghaele of winter regains at least 4 hit points with chilling defiance)
Close burst 3; +23 vs. Will; the target is dazed until the end of the encounter.

Fey Step (move; encounter)  ❖ Teleportation
The ghaele of winter can teleport 5 squares.

Alignment Any  Languages Common, Elven
Skills Arcana +15, Diplomacy +24, History +15, Insight +21,
Intimidate +24, Nature +21
Str 17 (+13)  Dex 28 (+19)  Wis 22 (+16)
Con 22 (+16)  Int 17 (+13)  Cha 29 (+19)

Equipment robes

Ghaele of Winter Tactics
A ghaele of winter uses flight and fey step to find ideal positions from which to safely make ranged attacks. If the ghaele gets multiple foes within 3 squares of it, it uses chilling defiance and imperious wrath in the same round, then follows up with winter’s touch or freezing ray. The ghaele takes advantage of slowed enemies, retreating to a safe distance and using freezing ray.

Eladrin Lore
A character knows the following information about eladrin with a successful Arcana check.

DC 15: Creatures of magic with strong ties to nature, eladrin hail from shining cities in the Feywild. Their cities lie close enough to the natural world that they sometimes “cross over,” appearing briefly in beautiful mountain valleys or deep forest glades before fading into the Feywild again.

Eladrin are sometimes referred to as high elves, sun elves, moon elves, or star elves. They revere Corellon as their patron deity, although they freely worship other gods as well.

Encounter Groups
Eladrin are typically encountered with other eladrin and fey creatures.

Level 21 Encounter (XP 16,000)
❖ 1 ghaele of winter (level 21 artillery)
❖ 4 wild hunt hounds (level 21 skirmisher)
Elemental Lore

A character knows the following information about elementals with a successful Arcana check.

DC 20: Elementals are among the most common denizens of the Elemental Chaos. They come in many forms and sizes. Some elementals embody a single element, while others are combinations of two or more elements or energy types.

DC 25: Elemental creatures don’t necessarily band together by element type. The most powerful denizens of the Elemental Chaos, including primordials, titans, and efreetis, often assemble hosts of elemental creatures (sometimes of dissimilar element type) to march at their command. Small bands of elementals, though, are more likely to group with others of their element.

Firelasher

Air and fire combine to create a raging creature that swirls across the blasted landscapes of the Elemental Chaos in search of things to destroy.

<table>
<thead>
<tr>
<th>Firelasher</th>
<th>Level 11 Skirmisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative</td>
<td>+12</td>
</tr>
<tr>
<td>Senses</td>
<td>Perception +5</td>
</tr>
<tr>
<td>HP</td>
<td>108; Bloodied 54</td>
</tr>
<tr>
<td>AC</td>
<td>25; Fortitude 21, Reflex 25, Will 20</td>
</tr>
<tr>
<td>Immune</td>
<td>disease, poison; Resist 25 fire</td>
</tr>
<tr>
<td>Speed</td>
<td>fly 8 (hover)</td>
</tr>
<tr>
<td>Fire Lash (standard)</td>
<td>Fire If successful</td>
</tr>
<tr>
<td>Wildfire Cyclone (standard; recharge ⬤)</td>
<td>Fire If successful</td>
</tr>
<tr>
<td>Whirlwind Dash (standard; recharge ⬤)</td>
<td>Fire</td>
</tr>
<tr>
<td>Mutable Shape</td>
<td>The firelasher can squeeze through spaces as though it were a Medium creature.</td>
</tr>
</tbody>
</table>

Alignment Unaligned | Languages Primordial |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 11 (+5)</td>
<td>Dex 21 (+10)</td>
</tr>
<tr>
<td>Con 12 (+6)</td>
<td>Int 7 (+3)</td>
</tr>
</tbody>
</table>

Firelasher Tactics

The firelasher uses whirlwind dash, burning as many enemies as possible. If it can, it ends its dash within 2 squares of multiple foes so that it can use its wildfire cyclone power on the following round. Until these powers recharge and it can use them again, the firelasher makes fire lash attacks.

Rockfire Dreadnought

A fusion of brimstone and fire, the rockfire dreadnought eagerly serves creatures smarter than itself, provided its appetite for destruction is sated.

<table>
<thead>
<tr>
<th>Rockfire Dreadnought</th>
<th>Level 18 Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative</td>
<td>+17</td>
</tr>
<tr>
<td>Senses</td>
<td>Perception +12</td>
</tr>
<tr>
<td>Waves of Flame (Fire) aura</td>
<td>1; any creature that enters or starts its turn in the aura takes 10 fire damage.</td>
</tr>
<tr>
<td>HP</td>
<td>170; Bloodied 85</td>
</tr>
<tr>
<td>AC</td>
<td>34; Fortitude 34, Reflex 32, Will 29</td>
</tr>
<tr>
<td>Immune</td>
<td>disease, petrifaction, poison; Resist 25 fire</td>
</tr>
<tr>
<td>Speed</td>
<td>8</td>
</tr>
<tr>
<td>Fist of Flame (standard; at-will)</td>
<td>Fire</td>
</tr>
<tr>
<td>Brimstone Rock (standard; at-will)</td>
<td>Fire</td>
</tr>
</tbody>
</table>

Alignment Unaligned | Languages Primordial |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 27 (+17)</td>
<td>Dex 22 (+15)</td>
</tr>
<tr>
<td>Con 18 (+13)</td>
<td>Int 8 (+8)</td>
</tr>
</tbody>
</table>

Rockfire Dreadnought Tactics

A rockfire dreadnought pummels enemies with its fiery fists while burning those caught within its aura. It only hurls brimstone rocks when its enemies are out of reach, pulling the brimstone from its own body.

Earthwind Ravager

A mad combination of air and earth, the earthwind ravager can disguise itself to look like an innocuous pile of rocks until it stirs, takes form, and attacks.

<table>
<thead>
<tr>
<th>Earthwind Ravager</th>
<th>Level 23 Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative</td>
<td>+21</td>
</tr>
<tr>
<td>Senses</td>
<td>Perception +14</td>
</tr>
<tr>
<td>HP</td>
<td>219; Bloodied 109</td>
</tr>
<tr>
<td>AC</td>
<td>37; Fortitude 34, Reflex 36, Will 29</td>
</tr>
<tr>
<td>Immune</td>
<td>disease, petrifaction, poison</td>
</tr>
<tr>
<td>Speed</td>
<td>fly 8 (hover)</td>
</tr>
<tr>
<td>Slam (standard; at-will)</td>
<td>Reach 2; +26 vs. Fortitude; 2d8 + 10 damage.</td>
</tr>
<tr>
<td>Wind Devil (standard; sustain minor; at-will)</td>
<td>The earthwind ravager causes swirling wind to rise up around the target. Ranged 5; +26 vs. Fortitude; 4d8 damage, and the target is immobilized until the end of the ravager’s next turn. The creature can sustain the effect as a minor action, dealing 2d8 damage to the target (no attack roll required) and keeping it immobilized until the end of the ravager’s next turn.</td>
</tr>
<tr>
<td>Whirlwind (standard; at-will)</td>
<td>Close burst 1; +24 vs. Fortitude; 1d8 + 10 damage, and the target is pushed 2 squares.</td>
</tr>
<tr>
<td>Buffeting Blast (standard; recharge ⬤)</td>
<td>Close burst 3; +24 vs. Fortitude; 4d8 + 8 damage, and the target is stunned until the end of the earthwind ravager’s next turn.</td>
</tr>
</tbody>
</table>

Alignment Unaligned | Languages Primordial |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 24 (+18)</td>
<td>Dex 30 (+21)</td>
</tr>
<tr>
<td>Con 27 (+19)</td>
<td>Int 6 (+9)</td>
</tr>
</tbody>
</table>
Earthwind Ravager Tactics
An earthwind ravager disguises itself to resemble a pile of rocks, hoping to catch enemies by surprise. When it rises, it gathers all of the rocks up into its swirling form, puts some distance between it and its prey, and uses wind devil repeatedly until it immobilizes an enemy. Once it succeeds, it sustains the effect with a minor action every round. It uses buffet-ing blast to stun the immobilized creature and other nearby enemies. The ravager then closes in and makes slam attacks against its immobilized prey or uses whirlwind to push away other enemies.

Thunderblast Cyclone
When air and water collide in the Elemental Chaos, the fusion sometimes gives rise to a vehement creature called the thunderblast cyclone.

<table>
<thead>
<tr>
<th>Thunderblast Cyclone</th>
<th>Level 26 Elite Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +24</td>
<td>Senses Perception +16</td>
</tr>
<tr>
<td>HP 382; Bloodied 191</td>
<td></td>
</tr>
<tr>
<td>AC 42; Fortitude 40, Reflex 42, Will 35</td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist 30 lightning, 30 thunder</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Speed fly 10 (hover)</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
<tr>
<td>✦ Lightning Arc (standard; at-will) ✦ Lightning</td>
<td></td>
</tr>
<tr>
<td>Reach 3; +29 vs. Reflex; 2d8 + 11 lightning damage.</td>
<td></td>
</tr>
<tr>
<td>✦ Lightning Bolt (standard; at-will) ✦ Lightning</td>
<td></td>
</tr>
<tr>
<td>Ranged 10; +29 vs. Reflex; 2d8 + 11 lightning damage.</td>
<td></td>
</tr>
<tr>
<td>✦ Thunderclap (standard; at-will) ✦ Thunder</td>
<td></td>
</tr>
<tr>
<td>Close burst 2; +28 vs. Fortitude; 2d10 + 9 thunder damage.</td>
<td></td>
</tr>
<tr>
<td>✦ Charged Mist (standard; recharge □□□) ✦ Lightning</td>
<td></td>
</tr>
<tr>
<td>Close burst 3; automatic hit; 1d10 + 9 lightning damage, and the thunderblast cyclone becomes insubstantial until the end of its next turn.</td>
<td></td>
</tr>
</tbody>
</table>

Thunderblast Cyclone Tactics
The thunderblast cyclone makes lightning bolt attacks until enemies come within range of its charged mist. One the same round it uses charged mist, it spends an action point to unleash lightning storm. It then alternates between lightning arc and thunderclap, switching out the latter for charged mist as soon as the power recharges.

Encounter Groups
Elementals are found throughout the Elemental Chaos, often in the service of more intelligent elemental beings such as titans and efreets. Mortals also invoke rituals to summon elementals to the natural world.

Level 11 Encounter (XP 3,500)
✦ 1 firelasher elemental (level 11 skirmisher)
✦ 1 snaketongue celebrant (level 11 controller)
✦ 4 snaketongue zealot (level 12 minion)
✦ 2 snaketongue assassins (level 9 lurker)
✦ 2 flame snakes (level 9 artillery)

Level 18 Encounter (XP 10,000)
✦ 1 rockfire dreadnought (level 18 soldier)
✦ 2 fire giants (level 18 soldier)
✦ 1 mind flayer mastermind (level 18 elite controller)
Slender and agile, elves revere nature and roam the wilderness, hunting creatures that threaten their lands. Although they trace their origins to the Feywild, most elves consider the natural world their home.

**Elf Archer Level 2 Artillery**

Medium fey humanoid XP 125

Initiative +5  
Senses Perception +11; low-light vision  
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.

HP 32; Bloodied 16

AC 15; Fortitude 11, Reflex 13, Will 12  

Speed 7; see also wild step  
✦ Short Sword (standard; at-will) ✦ Weapon  
+5 vs. AC; 1d6 + 4 damage.  
✦ Longbow (standard; at-will) ✦ Weapon  
Ranged 20/40; +7 vs. AC; 1d10 + 4 damage; see also archer’s mobility.

**Archer’s Mobility**  
If the elf archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.

**Elf Scout Level 2 Skirmisher**

Medium fey humanoid XP 125

Initiative +7  
Senses Perception +10; low-light vision  
Group Awareness aura 5; non-elf allies in the aura gain a +1 racial bonus to Perception checks.

HP 39; Bloodied 19

AC 16; Fortitude 13, Reflex 15, Will 13  

Speed 6; see also wild step  
✦ Longsword (standard; at-will) ✦ Weapon  
+7 vs. AC; 1d8 + 4 damage.  
✦ Short Sword (standard; at-will) ✦ Weapon  
+7 vs. AC; 1d6 + 4 damage.  
✦ Two-Weapon Rend (standard; encounter) ✦ Weapon  
The elf scout makes a longsword attack and a short sword attack against the same target. If both attacks hit, the elf scout deals an additional 4 damage.

**Elven Accuracy** (free; encounter)  
The elf can reroll an attack roll. It must use the second roll, even if it’s lower.

**Combat Advantage**  
An elf scout that has combat advantage deals an extra 1d6 damage on its attacks.

**Wild Step**  
The elf ignores difficult terrain when it shifts.

**Elf Scout Tactics**  
An elf scout often tries to fight an opponent in difficult terrain where she can shift but an enemy cannot. She tries to flank opponents to gain combat advantage.

**Encounter Groups**  
Elves are typically encountered with other elves and creatures of the wild.

**Level 2 Encounter (XP 625)**  
✦ 2 elf archers (level 2 artillery)  
✦ 1 elf scout (level 2 skirmisher)  
✦ 2 gray wolves (level 2 skirmisher)
**Ettercap Lore**

A character knows the following information with a successful Nature check.

**DC 15:** A spiritual kinship with arachnids allows ettercaps to live among and communicate with spiders and scorpions, and to keep such creatures as pets. An ettercap uses such beasts as a human hunter uses dogs or drakes.

**Encounter Groups**

Ettercaps are often encountered with spiders and can also be found in the service of other humanoids.

**Level 4 Encounter (XP 900)**

✦ 1 ettercap webspinner (level 5 controller)
✦ 2 ettercap fang guards (level 4 skirmisher)
✦ 2 deathjump spiders (level 4 skirmisher)

**Ettercap Fang Guard**

Medium natural humanoid (spider)

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+6</th>
<th>Senses</th>
<th>Perception +3</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>56</td>
<td>Blooded</td>
<td>28</td>
</tr>
<tr>
<td>AC</td>
<td>20</td>
<td>Fortitude 17, Reflex 16, Will 15</td>
<td></td>
</tr>
<tr>
<td>Resist</td>
<td>10</td>
<td>poison</td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>5, climb 5</td>
<td>(spider climb); see also web walker</td>
<td></td>
</tr>
</tbody>
</table>

✦ **Greataxe** (standard; at-will) ✦ **Weapon**

+9 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).

✦ **Spider Bite** (standard; at-will) ✦ **Poison**

Requires combat advantage; +9 vs. AC; 1d6 + 4 damage. If the attack hits, the ettercap makes a secondary attack against the same target. Secondary Attack: +7 vs. Fortitude; the target is stunned until the end of the ettercap’s next turn and takes ongoing 5 poison damage (save ends).

✦ **Web Tangle** (standard; at-will) ✦ **Poison**

+7 vs. Reflex; the target is immobilized (save ends).

**Web Reaper**

The ettercap fang guard gains a +2 bonus to attack rolls and deals an extra 2 damage against restrained and immobilized creatures.

**Web Walker**

An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.

**Alignment** Unaligned  **Languages** –

<table>
<thead>
<tr>
<th>Skills</th>
<th>Stealth +9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
<td>16 (+5)</td>
</tr>
<tr>
<td>Dex</td>
<td>14 (+4)</td>
</tr>
<tr>
<td>Wis</td>
<td>13 (+3)</td>
</tr>
<tr>
<td>Con</td>
<td>16 (+5)</td>
</tr>
<tr>
<td>Int</td>
<td>5 (-1)</td>
</tr>
<tr>
<td>Cha</td>
<td>11 (+2)</td>
</tr>
</tbody>
</table>

**Equipment** leather armor, greataxe

**Ettercap Webspinner**

Medium natural humanoid (spider)

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+4</th>
<th>Senses</th>
<th>Perception +9</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>64</td>
<td>Blooded</td>
<td>32</td>
</tr>
<tr>
<td>AC</td>
<td>18</td>
<td>Fortitude 17, Reflex 16, Will 16</td>
<td></td>
</tr>
<tr>
<td>Resist</td>
<td>10</td>
<td>poison</td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>5, climb 5</td>
<td>(spider climb); see also web walker</td>
<td></td>
</tr>
</tbody>
</table>

✦ **Longspear** (standard; at-will) ✦ **Weapon**

Reach 2, +10 vs. AC; 1d10 + 3 damage.

✦ **Spider Bite** (standard; at-will) ✦ **Poison**

Requires combat advantage; +10 vs. AC; 1d6 + 3 damage, and the ettercap makes a secondary attack against the same target. Secondary Attack: +8 vs. Fortitude; ongoing 5 poison damage (save ends).

✦ **Web Net** (minor 1/round; at-will)

Ranged 5; +9 vs. Reflex; the target is restrained (save ends).

✦ **Webbed Terrain** (standard; recharge ⚖)

Area burst 2 within 10; +9 vs. Reflex; the target is immobilized (save ends). The zone is filled with spider webs and is considered difficult terrain until the end of the encounter.

**Web Walker**

An ettercap ignores the movement effects of spider webs and difficult terrain related to spider swarms.

**Alignment** Unaligned  **Languages** –

<table>
<thead>
<tr>
<th>Skills</th>
<th>Stealth +9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
<td>16 (+5)</td>
</tr>
<tr>
<td>Dex</td>
<td>14 (+4)</td>
</tr>
<tr>
<td>Wis</td>
<td>15 (+4)</td>
</tr>
<tr>
<td>Con</td>
<td>16 (+5)</td>
</tr>
<tr>
<td>Int</td>
<td>5 (+1)</td>
</tr>
<tr>
<td>Cha</td>
<td>13 (+3)</td>
</tr>
</tbody>
</table>

**Equipment** leather armor, longspear

**Ettercap Fang Guard Tactics**

This creature uses web tangle to immobilize a foe, flanks with allies to gain combat advantage, and uses its spider bite. If the ettercap is unable to gain combat advantage, it alternates between web tangle and greataxe attacks, hoping to gain the benefits of its web reaper power.

**Ettercap Webspinner Tactics**

An ettercap webspinner uses stealth to shadow its prey, waiting for an opportune moment to strike. It uses webbed terrain to immobilize opponents and hinder their movement. It then uses web net to restrain the closest target and uses its longspear to strike from a safe distance.
Ettins are ravenous two-headed giants that prowl wild borderlands, forested mountains, and dark caves.

**Ettin Marauder Level 10 Elite Soldier**

Large natural humanoid (giant) XP 1,000

Initiative +8; see also double actions

Senses Perception +12

HP 222; Bloodied 111

AC 28; Fortitude 26, Reflex 18, Will 19

Saving Throws +2

Speed 6

Action Points 1

✦ Club (standard; at-will)

Reach 2; +15 vs. AC; 1d8 + 9 damage, and the target is pushed 1 square.

✦ Swat (immediate reaction, when an enemy moves into a position that flanks the ettin; at-will)

The ettin targets one creature flanking it: +13 vs. Fortitude; the target is pushed 3 squares.

**Double Actions**

An ettin rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The ettin’s ability to take immediate actions refreshes on each of its turns.

**Dual Brain**

At the end of its turn, the ettin automatically saves against the dazed and stunned conditions and against charm effects that a save can end.

Alignment Chaotic evil

Languages Giant

Str 28 (+14)

Dex 12 (+6)

Wis 15 (+7)

Con 23 (+11)

Int 8 (+4)

Cha 9 (+4)

Equipment hide armor, 2 clubs

**Ettin Spirit-Talker Level 12 Elite Controller**

Large natural humanoid (giant) XP 1,400

Initiative +6; see also double actions

Senses Perception +17

HP 252; Bloodied 126

AC 28; Fortitude 27, Reflex 21, Will 26

Saving Throws +2

Speed 6

Action Points 1

✦ Club (standard; at-will)

Reach 2; +17 vs. AC; 1d8 + 7 damage, and the target is pushed 1 square.

✦ Curse of Shattered Bone (standard; at-will)

Ranged 10; +15 vs. Will; the next time the spirit talker successfully hits the target with a melee attack, the attack is treated as a critical hit and deals an extra 1d12 damage. The curse lasts until the end of the ettin spirit talker’s next turn.

✦ Spirit Call (standard; recharge ⚁ ⚁ ⚁ ⚁)

The ettin spirit-talker initiates a howling chant to demonic spirits, filling the area with swirling spectral forms: close burst 5; +15 vs. Fortitude; 2d6 + 6 necrotic damage, and the target slides 3 squares.

**Double Actions**

An ettin rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The ettin’s ability to take immediate actions refreshes on each of its turns.

**Dual Brain**

At the end of its turn, the ettin automatically saves against the dazed and stunned conditions and against charm effects that a save can end.

Alignment Chaotic evil

Languages Giant

Str 25 (+13)

Dex 10 (+6)

Wis 23 (+12)

Con 22 (+12)

Int 13 (+7)

Cha 15 (+8)

Equipment hide armor, 2 clubs

**Ettin Spirit-Talker Tactics**

Round after round, the ettin spirit-talker uses its first turn to invoke a curse of shattered bone, and then uses its second turn to club the cursed target. The creature uses spirit call on foes that try to surround and flank it.

**Ettin Lore**

A character knows the following information with a successful Nature check.

DC 15: Wandering in small bands through remote borderlands and mountain valleys, ettins feed themselves by hunting creatures of every sort, including other intelligent creatures up to and including rival ettin bands.

**Encounter Groups**

Ettins are typically encountered with other ettins and wild creatures. Sometimes ettins and demons are encountered together.

**Level 10 Encounter (XP 2,550)**

✦ 1 ettin marauder (level 10 elite soldier)

✦ 1 venom-eye basilisk (level 10 artillery)

✦ 3 barlgura demons (level 8 brute)
## Flameskull

Created from the skulls of wizards and other spellcasters, flameskulls serve as intelligent undead guardians.

### Flameskull Level 8 Artillery
Tiny natural animate (undead) XP 350

**Initiative** +7  
**Senses**  
**Perception** +11

**HP** 70; **Bloodied** 35

**Regeneration** 5

**AC** 21; **Fortitude** 18, **Reflex** 23, **Will** 21

**Immune** disease, poison; **Resist** 10 fire, 5 necrotic; **Vulnerable** 5 radiant

**Speed** fly 10 (hover)

- **Fiery Bite** (standard; at-will) ✦ Fire
  - Reach 0; +10 vs. AC; 1 damage plus 1d8 fire damage.

- **Flame Ray** (standard; at-will) ✦ Fire
  - Ranged 10; +12 vs. Reflex; 2d6 + 6 fire damage.

- **Fireball** (standard; encounter) ✦ Fire
  - Area burst 3 within 20; +12 vs. Reflex; 3d6 + 6 fire damage. Miss: Half damage. The flameskull can exclude two allies from the effect.

**Mage Hand** (minor; at-will) ✦ Conjuration

As the wizard power **mage hand** *(Player's Handbook* 158).

**Illumination**  
The flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.

### Great Flameskull Level 24 Artillery
Small natural animate (undead) XP 6,050

**Initiative** +19  
**Senses**  
**Perception** +22; **Truesight** 6

**HP** 174; **Bloodied** 87

**Regeneration** 10

**AC** 37; **Fortitude** 34, **Reflex** 39, **Will** 37

**Immune** disease, poison; **Resist** 20 fire, 10 necrotic; **Vulnerable** 5 radiant

**Speed** fly 10 (hover)

- **Fiery Bite** (standard; at-will) ✦ Fire
  - +26 vs. AC; 1d4 damage plus 2d6 fire damage.

- **Flame Ray** (standard; at-will) ✦ Fire
  - Ranged 20; +28 vs. Reflex; 2d8 + 10 fire damage, and the target is dazed until the end of the great flameskull’s next turn.

- **Firestorm** (standard; encounter) ✦ Fire
  - Area burst 4 within 20; +27 vs. Reflex; 3d6 + 10 fire damage. Miss: Half damage. The firestorm blocks line of sight, deals 10 fire damage to any creature that starts its turn in the area, and disappears at the end of the great flameskull’s next turn. The great flameskull can exclude allies from the effect.

**Mage Hand** (minor; at-will) ✦ Conjuration

As the wizard power **mage hand** *(Player's Handbook* 158).

**Illumination**  
The great flameskull sheds bright light out to 5 squares, but it can reduce its brightness to dim light out to 2 squares as a free action.

### Great Flameskull Tactics

The great flameskull uses **firestorm** at the start of battle and then scorches foes with **flame ray**.

### Flameskull Lore

A character knows the following information with a successful Religion check.

**DC 15**: Rituals for creating flameskulls are ancient, so flameskulls exist in places lost to history. Flameskulls might know obscure lore and secrets.

### Encounter Groups

A flameskull is a created creature, so it might be found with any being capable of creating or commanding it.

**Level 8 Encounter (XP 1,750)**

- ✦ 1 flameskull (level 8 artillery)
- ✦ 2 mummy guardians (level 8 brute)
- ✦ 1 oni night haunter (level 8 elite controller)
FOMORIANS ARE AN ANCIENT AND WICKED RACE native to the Underdark of the Feywild. They live in eerily beautiful caves of incredible size. Glowing crystals and bioluminescent fungi light these places, where fomorians rule as monarchs over courts of sinister fey.

A fomorian is an ugly, deformed giant with purple-gray skin. Its deformities include a humpback and crooked limbs. Hairlessness is common, even among fomorian females. One of a fomorian’s two eyes is larger and viler than the other. Unlike its counterpart, this “evil eye” has a catlike iris and unnatural coloration that varies from individual to individual.

Despite their repulsive appearance, fomorians use ornate tools and weapons. Their clothing, consisting of kilts and loose tabards, is also of superior quality.

FOMORIAN LORE

A character knows the following information about fomorians with a successful Arcana check.

DC 20: Cyclopes carve castellike structures from the flowstone accumulations in the Underdark of the Feywild. Within these great structures dwell their fomorian masters. Fomorians are lazy creatures, so cyclopes produce much of the craftwork that fomorians possess.

DC 25: Fomorians enjoy unchallenged power in their subterranean realms. Their power sometimes extends to the surface, where they make war on eladrin courts.

DC 30: Emerging in the Feywild as perverse reflections of the mighty titans, fomorians consider themselves to be the most important beings in the universe. It’s whispered that their evil eye powers are somehow connected to Gruumsh—perhaps a “blessing bestowed on them by the one-eyed god so fomorians could bring pain to Corellon’s children. However, fomorians hold esteem for no god.

**Fomorian Warrior Tactics**

A fomorian warrior uses its evil eye to immobilize an enemy, then smashes it with its mace. It spends its action point to make a second melee attack against the same creature if it’s still alive. On subsequent rounds, the fomorian warrior continues to target one enemy at a time with its evil eye before moving in for the kill.

<table>
<thead>
<tr>
<th>Fomorian Painbringer</th>
<th>Level 19 Elite Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +8</td>
<td>Senses Perception +13; truesight 6</td>
</tr>
<tr>
<td>HP 362; Bloodied 181</td>
<td>AC 35; Fortitude 35, Reflex 29, Will 33</td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td>Speed 8</td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
<tr>
<td>✦ Flail (standard; at-will) ✦ Weapon</td>
<td></td>
</tr>
<tr>
<td>Reach 3; +22 vs. AC; 2d6 + 7 damage; see also studied foe.</td>
<td></td>
</tr>
<tr>
<td>✦ Evil Eye (minor; at-will)</td>
<td></td>
</tr>
<tr>
<td>Ranged 5; +22 vs. Will; the target takes 3d6 + 5 damage whenever it damages the fomorian painbringer. If the painbringer uses this power against a new target, the previous target is no longer affected.</td>
<td></td>
</tr>
<tr>
<td>✦ Funnel Pain (standard; at-will)</td>
<td></td>
</tr>
<tr>
<td>Ranged 8; +22 vs. Will; 4d6 + 5 damage; see also studied foe.</td>
<td></td>
</tr>
<tr>
<td>✦ Painful Visions (minor; encounter)</td>
<td></td>
</tr>
<tr>
<td>Close burst 4; +22 vs. Will; the target is dazed (save ends); see also studied foe.</td>
<td></td>
</tr>
<tr>
<td>Studied Foe</td>
<td></td>
</tr>
<tr>
<td>The fomorian painbringer gains a +2 bonus to attack rolls against a creature affected by its evil eye power.</td>
<td></td>
</tr>
<tr>
<td>Alignment Evil Languages Elven</td>
<td></td>
</tr>
<tr>
<td>Skills Intimidate +19</td>
<td></td>
</tr>
<tr>
<td>Str 24 (+16); Dex 9 (+8); Wis 14 (+11)</td>
<td></td>
</tr>
<tr>
<td>Con 21 (+14); Int 12 (+10); Cha 21 (+14)</td>
<td></td>
</tr>
<tr>
<td>Equipment hide armor, flail</td>
<td></td>
</tr>
</tbody>
</table>

**Fomorian Painbringer Tactics**

A fomorian painbringer stays at the edge of combat and relies on its allies for protection. It uses evil eye against the opponent likely to attack it. It then uses funnel pain round after round, spending an action point to use the power twice when an enemy is bloodied. If opponents get too close for comfort, the creature uses its painful visions power.

**Encounter Groups**

In addition to evil fey and drow emissaries, a fomorian stronghold might contain natural creatures captured or raised as servants.

**Level 19 Encounter (XP 13,800)**

✦ 1 fomorian warrior (level 17 elite soldier)  
✦ 1 fomorian painbringer (level 19 elite controller)  
✦ 1 cyclops battleweaver (level 17 skirmisher)  
✦ 3 cyclops hewers (level 16 soldier)
FOULSPAWN

FOULSPAWN ARE DERANGED HUMANOID CORRUPTED BY CONTACT WITH THE FAR REALM, A MADDENING AND DISTANT PLANE. FOULSPAWN COME IN MANY SHAPES AND SIZES, BUT THEY SHARE A UNIVERSAL CONTEMPT FOR NATURAL CREATURES.

FOULSPAWN GATHER IN ROVING PACKS AND ARE DRAWN TO SERVE POWERFUL ABERRANT CREATURES SUCH AS ABOLETHS, BEHOLDERS, AND MIND PLAYERS.

FOULSPAWN LORE

A character knows the following information with a successful Dungeoneering check.

DC 15: Foulspawn form loose clans that shelter in existing structures or underground regions, modifying their homes into maddening warrens full of strange features. They also cooperate with other aberrant creatures.

ENCOUNTER GROUPS

Foulspawn are attracted to other aberrant creatures, and vice versa.

Level 11 Encounter (XP 3,050)
✦ 1 foulspawn seer (level 11 artillery)
✦ 2 foulspawn berserkers (level 9 soldier)
✦ 3 foulspawn grues (level 8 controller)
✦ 1 grell (level 7 elite soldier)

Foulspawn Grue Tactics

A foulspawn grue uses mind worm against the weakest-looking enemy it sees. If the attack succeeds, the grue moves close enough to use whispers of madness against the same foe, taking advantage of its prey’s weakened mental state. It can teleport from place to place to avoid opportunity attacks, raking with its claws until it recharges its whispers of madness power.

Foulspawn Grue

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>Shield</th>
<th>HP</th>
<th>Blooded</th>
</tr>
</thead>
<tbody>
<tr>
<td>+8</td>
<td>+5</td>
<td>+2</td>
<td>87</td>
<td>43</td>
</tr>
<tr>
<td>Ranged 10; +10 vs. Will; the target takes a –2 penalty to its Will defense and is slowed (save ends)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 22; Fortitude 19, Reflex 21, Will 20</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 4, teleport 4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Foulspawn Berserker

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>Shield</th>
<th>HP</th>
<th>Blooded</th>
</tr>
</thead>
<tbody>
<tr>
<td>+7</td>
<td>+0</td>
<td>+1</td>
<td>102</td>
<td>51</td>
</tr>
<tr>
<td>Ranged 5; deafened creatures are immune; +10 vs. Will; 4d6 + 3 psychic damage, and the target is slowed (save ends)</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>AC 25; Fortitude 26 (28 while bloodied), Reflex 21, Will 21</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Immune fear</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 7</td>
<td></td>
<td></td>
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</tbody>
</table>

Foulspawn Mangler

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>Shield</th>
<th>HP</th>
<th>Blooded</th>
</tr>
</thead>
<tbody>
<tr>
<td>+9</td>
<td>+7</td>
<td>+2</td>
<td>350</td>
<td>XP 350</td>
</tr>
<tr>
<td>Ranged 10; +10 vs. Will; the target takes a –2 penalty to its Will defense</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 22 (24 while bloodied); Fortitude 19, Reflex 20 (22 while bloodied), Will 19; see also mangler’s mobility</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 7 (9 while bloodied)</td>
<td></td>
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</tr>
</tbody>
</table>

Mangler’s Mobility

The foulspawn mangler deals an extra 2d6 damage against any target it has combat advantage against.

Whispers of Madness

(standard; recharge 5/10; +13 vs. AC; 1d4 + 3 damage. If the target is already slowed, it is dazed instead (save ends).)

Berserker Charge (standard; at-will)

The foulspawn berserker makes two bone dagger attacks. Ranged 5/10; +13 vs. AC; 1d4 + 3 damage with each hit.

FOULSPAWN MANGLER TACTICS

A foulspawn mangler relies on its speed and mangler’s mobility to move around the field of combat. At the start of battle and again when bloodied, it uses dagger dance to weave between its enemies and strike multiple times.

FOULSPAWN BERSERKER TACTICS

This foulspawn makes a berserker charge, attacking the nearest foe and using its berserker aura to make adjacent creatures attack random targets. It fights until slain.
**Foulspawn Seer Level 11 Artillery (Leader)**

Medium aberrant humanoid  
XP 600

- **Initiative** +7
- **Senses** Perception +9; low-light vision
- **Foul Insight** aura 10; allies in the aura that can hear the foulspawn seer gain a +2 power bonus to one attack roll, skill check, ability check, or saving throw on their turn.
- **AC 24; Fortitude 19, Reflex 23, Will 21**
- **HP 86; Bloodied 43**
- **Speed 6, teleport 3**

- **Twisted Staff** (standard; at-will) ✦ **Weapon**  
  +14 vs. AC; 1d8 + 6 damage, and the target is pushed 1 square.

- **Warp Orb** (standard; at-will)  
  Range 10; +16 vs. Reflex; 1d8 + 6 damage, and the target is dazed (save ends).

- **Distortion Blast** (standard; daily)  
  Close blast 5; +12 vs. Fortitude; 2d8 + 6 damage, and the target is dazed (save ends). Aberrant creatures take half damage.

- **Bend Space** (immediate interrupt, when it would be hit by an attack; recharge 2/2/1) ✦ **Teleportation**  
  The foulspawn seer teleports 3 squares.

- **Alignment** Evil
- **Languages** Deep Speech, telepathy 10
- **Str 10 (+5)**
- **Dex 14 (+7)**
- **Con 14 (+7)**
- **Int 22 (+11)**
- **Wis 8 (+4)**
- **Cha 18 (+9)**

**Equipment** staff

**Foulspawn Hulk Level 12 Brute**

Large aberrant humanoid  
XP 700

- **Initiative** +8
- **Senses** Perception +9; low-light vision
- **HP 150; Bloodied 75**
- **AC 24; Fortitude 27 (29 while bloodied), Reflex 22, Will 22**
- **Immune** fear
- **Speed 8**

- **Slam** (standard; at-will)  
  Reach 2; +15 vs. AC (+17 while bloodied); 2d8 + 7 damage, or 3d8 + 9 damage while bloodied.

- **Alignment** Evil
- **Languages** Deep Speech, telepathy 10
- **Str 24 (+13)**
- **Dex 14 (+8)**
- **Con 20 (+11)**
- **Int 7 (+4)**
- **Wis 7 (+4)**
- **Cha 14 (+8)**

**Foulspawn Hulk Tactics**

This fearless foulspawn attacks with its bloodsoaked fists. It fights to the death.

**Foulspawn Seer Tactics**

The foulspawn seer uses foul insight to benefit allies while using its teleport ability and bend space power to stay out of harm’s way. It hurls warp orbs until it can harm multiple foes with its distortion blast, not caring whether or not allies are caught in the effect.
Remorseless creatures of living stone, galeb duhrs often serve hill giants or earth titans, and their nature is similarly harsh and unrelenting.

Galeb Duhr Earthbreaker
Medium elemental humanoid (earth)  Level 8 Artillery
XP 350

Initiative +4  Senses Perception +12; tremorsense 10
HP 73; Bloodied 36
AC 22; Fortitude 23, Reflex 18, Will 20
Immune petrification, poison
Speed 4 (earth walk), burrow 6

+13 vs. AC; 1d8 + 6 damage.

Hurl Stones (standard; at-will)
Area burst 1 within 10; +13 vs. AC; 1d10 + 6 damage. All squares in the area become difficult terrain. The earthbreaker can create stones to throw when none are present.

Shock Wave (standard; recharge ⚲ ⚱)
Close burst 2; +12 vs. Fortitude; 1d6 + 6 damage, and the target is pushed 1 square and knocked prone.

Alignment Unaligned
Languages Dwarven, Giant

Skills Stealth +9
Str 23 (+10)  Dex 10 (+4)  Wis 16 (+7)
Con 19 (+8)  Int 12 (+5)  Cha 12 (+5)

Galeb Duhr Earthbreaker Tactics
A galeb duhr earthbreaker disguises itself as a boulder until it attacks. It begins combat by using its hurl stones power to launch rocks into a group of foes. It targets the front of the group, slowing their movement with the resulting difficult terrain. The earthbreaker continues hurling stones until opponents get too close, at which point it unleashes its shock wave.

Galeb Duhr Rockcaller
Medium elemental humanoid (earth)  Level 11 Controller
XP 600

Initiative +5  Senses Perception +12; tremorsense 10
HP 118; Bloodied 59
AC 25; Fortitude 26, Reflex 21, Will 22
Immune petrification, poison
Speed 4 (earth walk), burrow 6

+16 vs. AC; 2d8 + 4 damage.

Rolling Attack (standard; at-will)
The galeb duhr rockcaller moves up to 4 squares and then attacks an adjacent target; +14 vs. Fortitude; 2d8 + 6 damage, and the target is pushed 1 square and knocked prone.

Earthen Grasp (standard; at-will)
An earthen fist rises up to restrain a target. Ranged 10; +14 vs. Fortitude; the target is restrained (save ends). The target must be in direct contact with the ground or the attack fails. The rockcaller can use earthen grasp only against one creature at a time.

Rocky Terrain (minor; at-will)
Ranged 10; up to 4 squares within range become difficult terrain. The squares need not be contiguous, but the affected terrain must consist of earth or stone.

Alignment Unaligned
Languages Dwarven, Giant

Skills Stealth +10
Str 19 (+9)  Dex 10 (+5)  Wis 15 (+7)
Con 22 (+11)  Int 13 (+6)  Cha 13 (+6)

Galeb Duhr Rockcaller Tactics
Like the earthbreaker, the rockcaller disguises itself as a boulder until it attacks. It uses rocky terrain each turn to limit its enemies’ ability to shift or escape. At the same time, it uses earthen grasp to restrain a foe or rolling attack to knock an enemy prone.

Galeb Duhr Lore
A character knows the following information with a successful Arcana check.

DC 15: Long ago, all dwarves were slaves to the giants and titans. More than one variety of dwarf failed to escape during the initial revolution, including the galeb duhrs. However, unlike the azers that continue to serve their masters in the Elemental Chaos, many galeb duhrs have slipped away from their brutish masters into the world. On the other hand, some still serve their hill giant and earth titan overlords, both in the Elemental Chaos and in the natural world.

Encounter Groups
Galeb duhrs are typically encountered with others of their kind, and sometimes with gargoyles and other creatures of elemental earth.

Level 11 Encounter (XP 3,000)
✦ 1 galeb duhr rockcaller (level 11 controller)
✦ 4 gargoyles (level 9 lurker)
✦ 1 bulette (level 9 elite skirmisher)
Resembling a grotesque stone statue, a gargoyle is a vicious flying predator that enjoys torturing creatures weaker than itself. Gargoyles came to the world long ago from the Elemental Chaos in search of prey and make their lairs atop stone buildings and cave ledges.

**Gargoyle Lore**
A character knows the following information with a successful Arcana check.

**DC 15:** Gargoyles prefer to nest on high rocky outcrops and the rooftops of tall stone buildings; however, they can also be found in caverns deep below the earth. Rituals can summon gargoyles to serve as guardians of locations or prisoners, or to hunt down people or items.

**Encounter Groups**
Gargoyles hunt in packs, though they also ally with other creatures tied to elemental earth as well as evil summoners and demon cultists.

**Level 9 Encounter (XP 2,400)**
✦ 3 gargoyles (level 9 lurker)
✦ 1 gibbering mouter (level 10 controller)
✦ 2 galeb duhr earthbreakers (level 8 artillery)

<table>
<thead>
<tr>
<th>Gargoyle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium elemental humanoid (earth)</td>
</tr>
<tr>
<td>Initiative +11</td>
</tr>
<tr>
<td>Senses Perception +12; darkvision</td>
</tr>
<tr>
<td>HP 77; Bloodied 38</td>
</tr>
<tr>
<td>AC 25; Fortitude 21, Reflex 19, Will 19</td>
</tr>
<tr>
<td>Immune petrification</td>
</tr>
<tr>
<td>Speed 6, fly 8; see also flyby attack</td>
</tr>
</tbody>
</table>

- **Claw** (standard; at-will)
  - +14 vs. AC; 2d6 + 5 damage.

- **Flyby Attack** (standard; recharges after using stone form)
  - The gargoyle flies up to 8 squares and makes a melee basic attack at any point during the move without provoking an opportunity attack from the target. If the attack hits, the target is knocked prone.

- **Stone Form** (standard; at-will)
  - The gargoyle becomes a statue and gains resist 25 to all damage, regeneration 3, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).

<table>
<thead>
<tr>
<th>Nabassu Gargoyle</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium elemental humanoid (earth)</td>
</tr>
<tr>
<td>Level 18 Lurker</td>
</tr>
<tr>
<td>XP 2,000</td>
</tr>
<tr>
<td>Initiative +20</td>
</tr>
<tr>
<td>Senses Perception +17; darkvision</td>
</tr>
<tr>
<td>Bloodfire Gaze (Fire) aura 2; any creature taking ongoing damage that enters or starts its turn in the aura takes 5 fire damage and is weakened (the effect ends when the creature leaves the aura). This aura is not active while the nabassu gargoyle is in stone form.</td>
</tr>
<tr>
<td>HP 136; Bloodied 68</td>
</tr>
<tr>
<td>AC 32; Fortitude 30, Reflex 30, Will 28</td>
</tr>
<tr>
<td>Immune petrification</td>
</tr>
<tr>
<td>Speed 6, fly 8</td>
</tr>
</tbody>
</table>

- **Claw** (standard; at-will)
  - +23 vs. AC; 2d8 + 7 damage, and ongoing 5 damage (save ends).

- **Savage Bite** (standard; recharge ⚅ ⚅)
  - +23 vs. AC; 2d6 + 7 damage, or 2d10 + 7 damage against a bloodied or weakened target. In addition, the gargoyle regains a number of hit points equal to the amount of damage dealt.

- **Stone Form** (standard; at-will)
  - The gargoyle becomes a statue and gains resist 30 to all damage, regeneration 5, and tremorsense 10. It loses all other senses and can take no actions in stone form other than revert to its normal form (as a minor action).

<table>
<thead>
<tr>
<th>Alignment Evil</th>
</tr>
</thead>
<tbody>
<tr>
<td>Languages Primordial</td>
</tr>
<tr>
<td>Skills Stealth +21</td>
</tr>
<tr>
<td>Str 25 (+16)</td>
</tr>
<tr>
<td>Dex 24 (+16)</td>
</tr>
<tr>
<td>Wis 17 (+12)</td>
</tr>
<tr>
<td>Con 22 (+15)</td>
</tr>
<tr>
<td>Int 5 (+6)</td>
</tr>
<tr>
<td>Cha 20 (+14)</td>
</tr>
</tbody>
</table>

**Nabassu Gargoyle Tactics**
A nabassu gargoyle disguises itself as a stone statue until opponents draw near, at which point it reverts to normal form and makes claw attacks, hoping to affect wounded enemies with its bloodfire gaze. It uses its savage bite against the first enemy that succumbs to its aura, and uses it again once the power recharges.

**Gargoyle Tactics**
Gargoyles often appear as statues until they detect intruders using their tremorsense. When prey comes within 10 squares, a gargoyle reverts to normal form and makes flyby attacks against targets in range. Eventually its impatience gets the better of it, and it lands to engage foes in melee. Faced with difficult opponents, a gargoyle flees and finds a safe place to roost while it reverts to stone form and regenerates.
Ghosts haunt forlorn places, bound to their fate until they are finally put to rest. Sometimes they exist for a purpose, and other times they defy death through sheer will.

A ghost is the spirit of a dead creature, often a Medium humanoid killed in some traumatic fashion. Its form resembles the body it had in life, but its appearance might be altered by the nature of its demise. Some ghosts look angelic, while some appear twisted or disfigured. Others can change their appearance to suit their current disposition.

**Phantom Warrior**

Medium shadow humanoid (undead)

<table>
<thead>
<tr>
<th>Level 4 Soldier</th>
<th>XP 175</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +8</td>
<td>Senses Perception +13; darkvision</td>
</tr>
<tr>
<td>HP 40; Bloodied 20</td>
<td></td>
</tr>
<tr>
<td>AC 18; Fortitude 16, Reflex 15, Will 16</td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist insubstantial</td>
<td></td>
</tr>
<tr>
<td>Speed 6, fly 6 (hover); phasing</td>
<td></td>
</tr>
</tbody>
</table>

✦ Phantom Sword (standard; at-will) ✦ Necrotic
+9 vs. Reflex; 1d8 + 2 necrotic damage, and the target is marked until the end of the phantom warrior’s next turn.

**Phantom Tactics**

A phantom warrior has combat advantage against any target that has another phantom warrior adjacent to it.

**Alignment**

Any

**Languages**

Common

**Str** 14 (+4) **Dex** 12 (+3) **Wis** 11 (+2)

**Con** 12 (+3) **Int** 10 (+2) **Cha** 14 (+4)

**Trap Haunt**

Medium shadow humanoid (undead)

<table>
<thead>
<tr>
<th>Level 8 Lurker</th>
<th>XP 350</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +12</td>
<td>Senses Perception +9; darkvision</td>
</tr>
<tr>
<td>HP 52; Bloodied 26</td>
<td></td>
</tr>
<tr>
<td>AC 20; Fortitude 16, Reflex 18, Will 17</td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist insubstantial</td>
<td></td>
</tr>
<tr>
<td>Speed fly 6 (hover); phasing</td>
<td></td>
</tr>
</tbody>
</table>

✦ Grave Touch (standard; at-will) ✦ Necrotic
+12 vs. Fortitude; 2d6 necrotic damage.

✦ Ghostly Possession (standard; recharge z) ✦ Charm
Target must be a living humanoid; +12 vs. Will; the trap haunt enters the target’s space and is removed from play, and the target is dominated (save ends). The trap haunt can use this power only against one creature at a time. When the target is no longer dominated, or when the trap haunt chooses to end its ghostly possession (a free action), the trap haunt reappears in a square of its choice adjacent to the target.

**Trapbound**

A trap haunt cannot voluntarily move more than 20 squares from the place where it died. If it is forced beyond this range, it is weakened and unable to use its ghostly possession power until it moves back within range.

**Alignment**

Any

**Languages**

Common

**Str** 10 (+4) **Dex** 18 (+8) **Wis** 11 (+4)

**Con** 14 (+6) **Int** 11 (+4) **Cha** 16 (+7)

**Trap Haunt Tactics**

A trap haunt believes that the only way to free itself from eternal torment is to lead other creatures into the same trap that killed it. It uses ghostly possession to accomplish its goal.
**Wailing Ghost (Banshee)**

A wailing ghost uses its phasing ability to emerge from the floor or a nearby wall, surprising its enemies. It uses **terrifying shriek** against all enemies except the one it’s determined to kill. Against its chosen prey, the ghost uses death’s visage and spirit touch. When accosted by multiple foes, the ghost retreats beyond their reach until its terrifying shriek recharges.

---

**Tormenting Ghost Tactics**

A tormenting ghost uses its phasing ability to surprise enemies, emerging from the floor or a nearby wall. It uses ghostly possession immediately and forces a dominated creature to attack its allies. When the possession ends, the ghost uses ghostly terrain to cut off escape routes and might even surround itself with such terrain to discourage attackers while it recharges its ghostly possession power. When enemies get too close, it uses burst of terror to scare them away.

---

**Ghost Lore**

A character knows the following information with a successful Religion check.

DC 20: A ghost recalls at least a portion of its past life, but its personality might be altered by its death and manifestation as an undead spirit.

DC 25: Some ghosts are inexorably linked to the world, reforming at full strength a few days after being “destroyed.” Such a ghost is more likely to talk to those willing to help it, since fulfilling its final aims is the only way it can rest. The purpose could be anything from finding a lost item to burying its corporeal remains to solving its own murder.

---

**Encounter Groups**

A ghost can have motivations as myriad and complex as any living humanoid. It might work with or for any creature that can help it achieve its desires.

**Level 4 Encounter (XP 875)**
- 4 phantom warriors (level 4 soldier)
- 1 specter (level 4 lurker)

**Level 8 Encounter (XP 1,750)**
- 2 trap haunts (level 8 lurker)
- 2 flameskulls (level 8 artillery)
- 1 flame jet trap (level 8 blaster trap)

Statistics for the flame jet trap are presented in the *Dungeon Master’s Guide*.

**Level 10 Encounter (XP 3,500)**
- 1 wailing ghost (level 12 controller)
- 4 bloodbat swarms (level 12 soldier)

**Level 22 Encounter (XP 21,200)**
- 2 tormenting ghosts (level 21 controller)
- 1 larva mage (level 21 elite artillery)
- 3 rot harbingers (level 20 soldier)
GHOULS HAVE AN UNAPPEASABLE HUNGER FOR LIVING FLESH that drives them to hunt for victims whenever possible. Ghouls immobilize their foes and devour them while life’s warmth yet suffuses their flesh.

Ghoul Level 5 Soldier
Medium natural humanoid (undead) XP 200
Initiative +8 Senses Perception +2; darkvision
HP 63; Bloodied 31
AC 21; Fortitude 18, Reflex 20, Will 17
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed 8, climb 4
+/− Claws (standard; at-will)
+12 vs. AC; 1d6 + 4 damage, and the target is immobilized (save ends).
+/− Ghoulish Bite (standard; at-will)
Target must be immobilized, stunned, or unconscious; +10 vs. AC; 3d6 + 4 damage, and the target is stunned (save ends).

Alignment Chaotic evil Languages Common
Skills Stealth +11
Str 14 (+4) Dex 19 (+6) Wis 11 (+2)
Con 15 (+4) Int 10 (+2) Cha 12 (+3)

Ghoul Tactics
A ghoul lunges at anything edible, attacking with its claws until it successfully immobilizes its prey. Once it has immobilized a creature, the ghoul attacks with its ghoulish bite.

Horde Ghoul Level 13 Minion
Medium natural humanoid (undead) XP 200
Initiative +11 Senses Perception +7; darkvision
HP 1; a missed attack never damages a minion.
AC 25; Fortitude 22, Reflex 24, Will 20
Immune disease, poison; Resist 10 necrotic
Speed 8, climb 4
+/− Claws (standard; at-will)
+16 vs. AC; 6 damage, and the target is immobilized (save ends).

Alignment Chaotic evil Languages Common
Skills Stealth +16
Str 17 (+8) Dex 22 (+11) Wis 14 (+7)
Con 18 (+9) Int 13 (+6) Cha 15 (+7)

Horde Ghoul Tactics
Horde ghouls gang up on a single enemy, increasing the chances of them hitting and immobilizing it.

Abyssal Ghoul Level 16 Skirmisher
Medium elemental humanoid (undead) XP 1,400
Initiative +16 Senses Perception +10; darkvision
Sepulchral Stench aura 3; enemies in the aura take a −2 penalty to all defenses.
HP 156; Bloodied 78; see also dead blood
AC 30; Fortitude 30, Reflex 29, Will 25
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed 8, climb 4
+/− Bite (standard; at-will)
+21 vs. AC; 2d8 + 7 damage, and the target is immobilized (save ends). If the target is a living creature that is already immobilized, stunned, or unconscious, the bite deals an extra 2d6 damage.
+/− Dead Blood (when reduced to 0 hit points) + Necrotic
Close burst 1; all enemies in the burst take 10 necrotic damage.

Alignment Chaotic evil Languages Abyssal
Skills Stealth +19
Str 24 (+15) Dex 22 (+14) Wis 15 (+10)
Con 20 (+13) Int 16 (+11) Cha 10 (+8)

Abyssal Ghoul Tactics
This creature is opportunistic and prefers to wait until its foe is engaged in combat or otherwise distracted before attacking with its bite.
**Abyssal Ghoul Hungerer**

**Level 18 Minion**
Medium elemental humanoid (undead) XP 500

- **Initiative**: +17
- **Senses**: Perception +14; darkvision
- **HP**: 1; a missed attack never damages a minion; see also dead blood.
- **AC**: 30; Fortitude 30, Reflex 29, Will 25
- **Immune**: disease, poison; Resist 10 necrotic
- **Speed**: 8, climb 4

**Claws** (standard; at-will)
+21 vs. AC; 7 damage, and the target is immobilized (save ends).

**Dead Blood** (when reduced to 0 hit points)
✦ Necrotic
Close burst 1; all enemies in the burst take 5 necrotic damage.

**Alignment**: Chaotic evil
**Languages**: Abyssal

**Skills**
- Stealth +22
- Str 26 (+17)
- Dex 25 (+16)
- Wis 17 (+12)
- Con 23 (+15)
- Int 19 (+13)
- Cha 13 (+10)

**Abyssal Ghoul Hungerer Tactics**

Hungerers gang up on the nearest living creature, ripping it to pieces with their claws.

---

**Abyssal Ghoul Myrmidon**

**Level 23 Minion**
Medium elemental humanoid (undead) XP 1,275

- **Initiative**: +17
- **Senses**: Perception +14; darkvision
- **HP**: 1; a missed attack never damages a minion; see also dead blood.
- **AC**: 35; Fortitude 35, Reflex 34, Will 31
- **Immune**: disease, poison; Resist 10 necrotic
- **Speed**: 8, climb 4

**Claws** (standard; at-will)
+26 vs. AC; 9 damage, and the target is immobilized (save ends).

**Dead Blood** (when reduced to 0 hit points)
✦ Necrotic
Close burst 1; all enemies in the burst take 5 necrotic damage.

**Alignment**: Chaotic evil
**Languages**: Abyssal

**Skills**
- Stealth +22
- Str 27 (+18)
- Dex 25 (+17)
- Wis 17 (+12)
- Con 23 (+15)
- Int 19 (+14)
- Cha 13 (+11)

**Abyssal Ghoul Myrmidon Tactics**

These beasts launch into battle, biting at the nearest opponent. While their damage is not horrific, killing them poses a danger because of their dead blood power.

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**Ghoul Lore**

A character knows the following information about ghouls with a successful Religion check.

**DC 15**: Humanoids that indulge in or resort to cannibalism become ghouls when they die. Ghouls are also created through rituals. When a creature transforms into a ghoul, all the cares, concerns, and goals of its former life are washed away in an undead pulse of ravenous longing.

**DC 20**: Most ghouls revere Doresain, the King of Ghouls (and an exarch of Orcus). Doresain has a domain in the Abyss known as the White Kingdom, which is inhabited by ghouls and other flesh-eating undead. It is called the White Kingdom because every building is made of bones, and walking through its bone-dust streets kicks up clouds of white dust that create a fog throughout the city and coat things in white.

**DC 25**: Sometimes ghouls are graced by Doresain with power greater than their fellows. These so-called abyssal ghouls are the Ghoul King’s favorites and make up a goodly portion of the king’s Court of Teeth. The Court of Teeth includes over a thousand ghouls who reside with Doresain in a palace hollowed from the petrified but living form of a fallen primordial. Abyssal ghouls are also found in the world and on other planes, secretly aiding demons, undead, and evil lords who’ve sworn fealty to Doresain.

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**Encounter Groups**

Ghouls are most often encountered with other ghouls and other undead. Abyssal ghouls are encountered with other ghouls and demons.

**Level 5 Encounter (XP 1,000)**
✦ 2 ghouls (level 5 soldier)
✦ 2 boneshard skeletons (level 5 brute)
✦ 1 wraith (level 5 lurker)

**Level 14 Encounter (XP 5,100)**
✦ 5 horde ghouls (level 13 minion)
✦ 3 bloodbat swarms (level 12 soldier)
✦ 1 lich (level 14 elite controller)

**Level 16 Encounter (XP 7,400)**
✦ 3 abyssal ghouls (level 16 skirmisher)
✦ 1 death knight (level 17 elite soldier)

**Level 21 Encounter (XP 16,925)**
✦ 5 abyssal ghoul myrmidons (level 23 minion)
✦ 1 larva mage (level 21 elite artillery)
✦ 1 death giant (level 22 brute)
Giants are hulking humanoid creatures with fundamental ties to the world, be that bedrock, uncontrollable fires, raging storms, or inevitable death. The first giants were massive titans of fire and frost, storm and stone. These giants labored under primordial lords to shape the newly forming world.

In the eons since the first days, giants have multiplied and moved on, finding places to call their own in planes beyond the Elemental Chaos, including the Shadowfell and the Feywild, and even in the realm of their masters’ deific foes, the Astral Sea. However, giants prefer the world their labor helped create, and giants of every variety can be found upon it. Indeed, when the primordials retreated from the world, one of the first empires of that dawn era was one created by giants, and their slaves were the children of Moradin. But those heady days are long vanished.

Giants and titans tend to lair in extreme environments, including scrublands, mountain peaks, volcanic calderas, and searing deserts. These brutal landscapes remind giants of the Elemental Chaos where their ancestors first drew breath.

Giants as a whole answer to no particular overlord or higher power, nor are they known to cooperate among themselves. Indeed, giant clans often make war each other, though no one exception giants know why they fight. However, should ever an imprisoned or lost primordial return to the world, giants of the lineage once loyal to it would obey that ancient one’s command. Giants have marshaled just so in past primordial awakenings. Giants have long memories and longer oral histories, and most clans await the day they can renew their claim on the world in service to an unstoppable primordial entity.

Death Giant

A death giant harvests souls, trapping those it slays in a shroud of moaning spirits from which it draws power and sustenance.

Death giants (and their larger cousins, the death titans) were elemental beings that relocated to the Shadowfell, where they evolved into the soul-eating horrors they are today. They have few remaining ties to the Elemental Chaos and seldom associate with other kinds of giants.

Death Giant

A death giant wades into combat with its greataxe, focusing its attacks on a single foe. The giant uses soulfire burst when surrounded by multiple enemies and uses consume soul shard up to three times in a single round to heal when bloodied.

Death Giant Tactics

A death giant often surrounds itself with weak allies that it can kill easily, either with its greataxe or with its soulfire burst, thereby gaining soul shards (using its soulcatcher aura).

<table>
<thead>
<tr>
<th>Death Giant</th>
<th>Level 22 Brute</th>
<th>XP 4,150</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +16</td>
<td>Senses</td>
<td>Perception +19; darkvision</td>
</tr>
<tr>
<td>Soulcatcher aura 5; a creature that dies within the aura bestows one soul shard to the death giant (see soul shroud).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HP 255; Bloodied 127</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 34; Fortitude 37, Reflex 33, Will 31</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist 15 necrotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Greataxe (standard; at-will) ✦ Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reach 2; +25 vs. AC; 2d6 + 9 damage (crit 6d6 + 21).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Soulfire Burst (standard; at-will) ✦ Necrotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close burst 1; +23 vs. Reflex; 2d8 + 5 necrotic damage. The death giant must expend one soul shard to use this power.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Consume Soul Shard (minor; at-will) ✦ Healing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The death giant expends one soul shard and regains 20 hit points.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Soul Shroud</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The soul shroud contains soul shards that swirl around the death giant to protect and empower it. At the beginning of an encounter, the soul shroud contains four soul shards. While the soul shroud is depleted of soul shards, the death giant takes a –2 penalty to attack rolls.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Death Giant</th>
<th>Level 25 Elite Brute</th>
<th>XP 14,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +18</td>
<td>Senses</td>
<td>Perception +20; darkvision</td>
</tr>
<tr>
<td>Soulburner aura 5; enemies in the aura take a -2 penalty to attack rolls and defenses; a creature that dies within the aura bestows one soul shard to the death titan (see soul shroud).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HP 574; Bloodied 287</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 39; Fortitude 42, Reflex 38, Will 35</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist 30 necrotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Greataxe (standard; at-will) ✦ Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reach 3; +28 vs. AC; 2d8 + 10 damage (crit 6d8 + 26).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Double Attack (standard; at-will) ✦ Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The death titan makes two greataxe attacks.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Soul Devourer (standard; recharge 11) ✦ Necrotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranged 5; +28 vs. Fortitude; the target loses 1 healing surge, and the death titan’s soul shroud gains one soul shard. A target without healing surges takes damage equal to half its total hit points.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Soulfire Burst (standard; at-will) ✦ Necrotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close burst 1; +26 vs. Reflex; 2d12 + 6 necrotic damage. The death titan must expend one soul shard to use this power.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Consume Soul Shard (minor; at-will) ✦ Healing</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The death titan expends one soul shard and regains 20 hit points.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Soul Shroud</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The soul shroud contains soul shards that swirl around the death titan to protect and empower it. At the beginning of an encounter, the soul shroud contains four soul shards. While the soul shroud is depleted of soul shards, the death titan takes a –2 penalty to attack rolls.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Alignment Evils | Languages Giant |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Skills</td>
<td>Intimidate +20</td>
</tr>
<tr>
<td>Str 28 (+20)</td>
<td>Dex 20 (+16)</td>
</tr>
<tr>
<td>Con 25 (+18)</td>
<td>Int 12 (+12)</td>
</tr>
<tr>
<td>Equipment</td>
<td>chainmail, greataxe</td>
</tr>
</tbody>
</table>

Alignment Evils | Languages Giant |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Skills</td>
<td>Intimidate +20</td>
</tr>
<tr>
<td>Str 31 (+22)</td>
<td>Dex 23 (+18)</td>
</tr>
<tr>
<td>Con 27 (+20)</td>
<td>Int 12 (+13)</td>
</tr>
<tr>
<td>Equipment</td>
<td>plate armor, greataxe</td>
</tr>
</tbody>
</table>
**Death Titan Tactics**

A death titan employs the same tactics as a death giant except that it uses soul devourer at the beginning of battle and makes double attacks as often as possible.

**Death Giant Lore**

A character knows the following information about death giants with a successful Arcana check.

DC 25: Death giants hunt living creatures in their native Shadowfell. In the natural world, they prefer to den in hollows below mass graveyards, in empty mausoleums and necropoli, and other places where the veil between the world and the Shadowfell is particularly thin.

DC 30: Death giants sustain themselves by stealing and devouring living souls. Death giants do not need to do this often; however, they often make a dark sport of hunting the living.

**Encounter Groups**

Death giants ally with powerful undead, death cults that perform sacrificial rituals, and other creatures of the Shadowfell.

**Level 24 Encounter (XP 33,800)**

✦ 1 death titan (level 25 elite brute)
✦ 2 death giants (level 22 brute)
✦ 1 voidsoul specter (level 23 lurker)
✦ 1 deathpriest hierophant (level 21 elite controller)

**Earth Giant**

Creatures of stone and rock, earth giants are mean, uncouth, territorial monsters that often enslave smaller, weaker creatures.

Earth giants live in mountainside caves, as well as valleys, rocky barrens, canyons, and foothills.

**Hill Giant**

<table>
<thead>
<tr>
<th>Level 13 Brute</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large natural humanoid (giant)</td>
</tr>
<tr>
<td><strong>Initiative</strong> +5</td>
</tr>
<tr>
<td>HP 159; Bloodied 79</td>
</tr>
<tr>
<td>Speed 8</td>
</tr>
<tr>
<td></td>
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<td></td>
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<tr>
<td></td>
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<tr>
<td></td>
</tr>
<tr>
<td><strong>Alignment</strong> Chaotic evil</td>
</tr>
<tr>
<td><strong>Skills</strong> Athletics +16</td>
</tr>
<tr>
<td><strong>Str</strong> 21 (+11)</td>
</tr>
<tr>
<td><strong>Con</strong> 19 (+10)</td>
</tr>
<tr>
<td><strong>Equipment</strong> hide armor, greatclub</td>
</tr>
</tbody>
</table>

**JASON ENGLE**
**Hill Giant Tactics**
A hill giant hurls rocks at opponents until they close to melee range, at which point it switches to using its great club. As soon as two smaller targets come within reach, the giant uses sweeping club to knock them prone. A hill giant is wise enough to flee if hopelessly outmatched.

**Earth Titan Tactics**
An earth titan hurls rocks at foes until they close to melee, at which point it pounds them with its stony fists, spending its action point to use earth shock. Unlike their hill giants cousins, earth titans stand their ground even when faced with a losing battle.

**Earth Titan**
Huge elemental humanoid (earth, giant)  
**Level 16 Elite Brute**  
XP 2,800

- **Initiative +7**
- **Senses** Perception +9
- **HP 384; Bloodied 192**
- **AC 31; Fortitude 33, Reflex 27, Will 28**
- **Immune** petrification
- **Saving Throws** +2
- **Speed 6**
- **Action Points 1**

- **Slam (standard; at-will)**  
  Reach 3; +20 vs. AC; 2d10 + 6 damage.

- **Double Attack (standard; at-will)**  
  The earth titan makes two slam attacks.

- **Hurl Rock (standard; at-will)**  
  Ranged 20; +18 vs. Reflex; 2d8 + 6 damage, and the target is dazed (save ends).

- **Earth Shock (standard; encounter)**  
  Close burst 2; +18 vs. Fortitude; 2d10 + 6 damage, and the target is stunned until the end of the earth titan’s next turn. Miss: Half damage, and the target is not stunned.

- **Alignment Chaotic evil**
- **Languages** Giant, Primordial
- **Skills** Athletics +19
- **Str 23 (+14)**
- **Dex 8 (+7)**
- **Wis 12 (+9)**
- **Con 22 (+14)**
- **Int 11 (+8)**
- **Cha 13 (+9)**

**Earth Giant Lore**
A character knows the following information about earth giants with a successful Arcana check.

- **DC 20**: Earth giants are the most brutish of giantkind. They inhabit badlands, deserts, and canyons, though lesser earth giants (such as hill giants) often gather in high mountain valleys and along mountain passes.
- **DC 25**: Many of the dwarves who were enslaved by the earth giants were transformed as galeb duhrs. Some of them continue to serve earth giants, while others escaped and view giants (and earth giants in particular) as bitter enemies.

**Encounter Groups**
Earth giants associate with other giants, as well as with galeb duhrs and other monstrous and savage humanoids.

- **Level 13 Encounter (XP 4,000)**
  - 3 hill giants (level 13 brute)
  - 1 displacer beast packlord (level 13 elite skirmisher)

- **Level 17 Encounter (XP 7,800)**
  - 1 earth titan (level 16 elite brute)
  - 2 hill giants (level 13 brute)
  - 2 war trolls (level 14 soldier)
  - 4 ogre bludgeoneers (level 16 minion)
Fire Giant

Self-proclaimed lords of flame, fire giants are militaristic tyrants who enjoy testing their mettle against formidable adversaries.

Fire giants typically dwell in mountainous regions, in lava-filled caves and underneath volcanoes. They are also found in deserts and hot barren wastelands.

<table>
<thead>
<tr>
<th>Fire Giant</th>
<th>Level 18 Soldier</th>
<th>XP 2,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +11</td>
<td>Senses Perception +14</td>
<td></td>
</tr>
<tr>
<td>HP 174; Blooded 87</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 34; Fortitude 34, Reflex 28, Will 28</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist 15 fire</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Searing Greatsword (standard; at-will) + Fire, Weapon</td>
<td>Reach 2; +23 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant’s next turn.</td>
<td></td>
</tr>
<tr>
<td>✦ Sweeping Sword (standard; encounter) + Fire, Weapon</td>
<td>Requires greatsword; close blast 2; +21 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of the fire giant’s next turn.</td>
<td></td>
</tr>
<tr>
<td>✦ Iron Javelin (standard; at-will) + Weapon</td>
<td>Ranged 15/30; +21 vs. AC; 1d10 + 6 damage, and the target is slowed until the end of the fire giant’s next turn.</td>
<td></td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Giant</td>
<td></td>
</tr>
<tr>
<td>Skills Intimidate +14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Str 23 (+15)</td>
<td>Dex 11 (+9)</td>
<td></td>
</tr>
<tr>
<td>Con 22 (+15)</td>
<td>Int 10 (+9)</td>
<td></td>
</tr>
<tr>
<td>Equipment plate armor, greatsword, 4 javelins</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Fire Giant Tactics

A fire giant takes advantage of reach when possible, using sweeping sword when it has two smaller foes it can attack. It fights fiercely, fleeing only when clearly overwhelmed.

<table>
<thead>
<tr>
<th>Fire Giant Forgecaller</th>
<th>Level 18 Artillery</th>
<th>XP 2,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +11</td>
<td>Senses Perception +17</td>
<td></td>
</tr>
<tr>
<td>HP 136; Blooded 68</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 32; Fortitude 33, Reflex 29, Will 30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist 15 fire</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>+1 Smoldering Mace (standard; at-will) + Fire, Weapon</td>
<td>Reach 2; +21 vs. AC; 1d10 + 6 damage plus 1d10 fire damage.</td>
<td></td>
</tr>
<tr>
<td>✦ Fire Pillar (standard; at-will) + Fire</td>
<td>Ranged 20; +21 vs. Reflex; 3d8 + 3 fire damage.</td>
<td></td>
</tr>
<tr>
<td>✦ Flame Burst (standard; recharge ⚁) + Fire</td>
<td>Area burst 2 within 10; +21 vs. Reflex; 2d8 + 3 fire damage, and ongoing 10 fire damage (save ends).</td>
<td></td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Giant</td>
<td></td>
</tr>
<tr>
<td>Skills Intimidate +14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Str 23 (+15)</td>
<td>Dex 15 (+11)</td>
<td></td>
</tr>
<tr>
<td>Con 22 (+15)</td>
<td>Int 10 (+9)</td>
<td></td>
</tr>
<tr>
<td>Equipment dragonhide armor, mace</td>
<td></td>
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</tr>
</tbody>
</table>

Fire Giant Forgecaller Tactics

A fire giant forgecaller prefers to stay on the outskirts of battle, using fire pillar and flame burst to incinerate enemies.
Fire Titan Tactics

The mighty fire titan wades into melee, spending its action point to use burning wave and then making a double attack against a single target. If a fire titan is in a position to use ranged attacks, the creature eagerly hurls lava, especially against a single target. If a fire titan is in a position to use double attack, the creature makes two fire raging greatsword attacks. A fire titan prefers to hurl thunderbolts from a safe distance. When foes come within 4 squares of it, the creature immediately uses it again. Otherwise, it relies on its reach, attacking with its greatsword and using sweeping sword if two enemies are within range.

Fire Giant Lore

A character knows the following information about fire giants with a successful Arcana check.

DC 20: Fire giants seek to forge new empires. They remember the giant empires of old and want to rekindle their ancient glory. Fire giants take slaves, using them as laborers in their forges and strongholds. They also keep hell hounds as pets.

DC 25: Fire giants managed to hold onto some of their dwarven slaves of old. Over time, these dwarves changed to suit the nature of their masters, becoming azers.

<table>
<thead>
<tr>
<th>Fire Titan</th>
<th>Level 21 Elite Soldier</th>
<th>XP 6,400</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative</td>
<td>+18</td>
<td>Senses Perception +21</td>
</tr>
<tr>
<td>HP 398; Blooded 199</td>
<td>AC 39; Fortitude 36, Reflex 33, Will 33</td>
<td></td>
</tr>
<tr>
<td>Resist fire</td>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Reach 2; +29 vs. AC; 1d12 + 10 damage plus 1d8 lightning damage</td>
<td>Action Points 1</td>
<td></td>
</tr>
<tr>
<td>✦ FireRaging Greatsword (standard; at-will) + Fire, Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Double Attack (standard; at-will) + Fire, Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Hurl Lava (standard; recharge ⚅ ⚅ ⚅) + Fire</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Burning Wave (standard; at-will) + Fire</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close burst 5; +27 vs. Reflex; 1d10 fire damage, and ongoing 10 fire damage (save ends). Miss: Half damage, and no ongoing damage.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alignment: Evil</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Languages: Giant, Primordial</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Skills: Intimidate +20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Str 29 (+19)</td>
<td>Dex 23 (+16)</td>
<td>Wis 23 (+16)</td>
</tr>
<tr>
<td>Con 23 (+16)</td>
<td>Int 10 (+10)</td>
<td>Cha 21 (+15)</td>
</tr>
<tr>
<td>Equipment: greatsword</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Storm Giant</th>
<th>Level 24 Controller</th>
<th>XP 6,050</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative</td>
<td>+18</td>
<td>Senses Perception +21</td>
</tr>
<tr>
<td>HP 228; Blooded 114</td>
<td>AC 38; Fortitude 39, Reflex 36, Will 36</td>
<td></td>
</tr>
<tr>
<td>Resist 15 lightning, 15 thunder</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 8, fly 10 (hover), swim 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Crackling Greatsword (standard; at-will) + Lightning, Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Sweeping Sword (standard; recharge ⚅ ⚅) + Lightning, Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Hurl Thunderbolt (standard; at-will) + Lightning, Thunder</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranged 10; +27 vs. Reflex; 1d12 + 6 damage; and the target is pushed 3 squares and dazed (save ends).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Howling Winds (standard; recharge ⚅ ⚅ ⚅) + Thunder</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close burst 4; +27 vs. Fortitude; 1d12 + 6 thunder damage, and the target is pushed 4 squares and knocked prone. Miss: Half damage, and the target is pushed 1 square but not knocked prone.</td>
<td></td>
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</tr>
</tbody>
</table>

Storm Giant Tactics

A storm giant prefers to hurl thunderbolts from a safe distance. When foes come within 4 squares of it, the creature uses howling winds to knock them back and give itself an opportunity to move away. If the ability recharges during melee, the giant immediately uses it again. Otherwise, it relies on its reach, attacking with its greatsword and using sweeping sword if two enemies are within range.
Storm Titan Level 27 Elite Controller
Huge elemental humanoid (aquatic, giant) XP 22,000
Initiative +19  Senses Perception +22
Storm Fury (Lightning, Thunder) aura 4; any creature that enters or begins its turn in the aura takes 10 lightning and thunder damage; creatures other than storm giants and storm titans treat the area within the aura as difficult terrain and cannot fly.
HP 506; Bloodied 253
AC 43; Fortitude 43, Reflex 38, Will 38
Resist 30 lightning, 30 thunder
Saving Throws +2
Speed 8, fly 10 (hover), swim 8
Action Points 1
✦ Roaring Greatsword (standard; at-will) ✦ Lightning, Thunder, Weapon
Reach 3; +32 vs. AC; 2d6 + 11 damage plus 2d8 lightning and thunder damage.
✦ Double Attack (standard; at-will) ✦ Lightning, Thunder, Weapon
The storm titan makes two roaring greatsword attacks.
✦ Hurl Thunderbolt (standard; at-will) ✦ Lightning, Thunder
Ranged 10; +30 vs. Reflex; 3d6 + 6 lightning and thunder damage, and the target is pushed 3 squares and dazed (save ends).
✦ Howling Winds (standard; recharge 5/6) ✦ Thunder
Close burst 4; +30 vs. Fortitude; 2d12 + 6 thunder damage, and the target is pushed 4 squares and knocked prone. Miss: Half damage, and the target is pushed 1 square.
Alignment Evil  Languages Giant, Primordial
Skills Diplomacy +24, Intimidate +24
Str 33 (+24)  Dex 22 (+19)  Wis 19 (+17)
Con 29 (+22)  Int 14 (+15)  Cha 22 (+19)
Equipment greatsword

Storm Titan Tactics
The storm titan uses tactics similar to the storm giant, except that it makes double attacks in melee whenever possible.

Storm Giant Lore
A character knows the following information about storm giants with a successful Arcana check.
DC 25: Storm giants build (or command lesser beings to build) grand castles atop tall mountains, on floating islands, and sometimes in the oceans of the world. They breathe water as easily as air.
DC 30: Some storm giants use rituals to summon great storms upon which their armies can ride. Such storms, rare throughout history, are called Harbinger Storms.

Encounter Groups
Storm giants are often encountered with other giants, though they might be encountered with nearly any powerful creature and involved with nearly any grand scheme or world-shaking plot.

Level 27 Encounter (XP 58,000)
✦ 1 storm titan (level 27 elite controller)
✦ 1 thunderblast cyclone (level 26 elite artillery)
✦ 2 storm gorgons (level 26 skirmisher)
A gibbering beast is an ooze-like creature covered with eyes and mouths. It serves little purpose beyond spreading murder and madness, mouthing nonsensical yet disturbing verses.

**Gibbering Mouther**

Medium aberrant magical beast  
Level 10 Controller  
XP 500

- **Initiative**: +7
- **Senses**: Perception +4; all-around vision, darkvision
- **Warped Ground** aura 3; enemies treat the area within the aura as difficult terrain.
- **HP**: 110; Bloodied 55
- **AC**: 22; Fortitude 23, Reflex 16, Will 19
- **Speed**: 5, swim 5
- **Bite** (standard; at-will) * Acid  
  +15 vs. AC; 1d6 + 6 damage, and ongoing 5 acid damage (save ends).
- **Gibbering** (free, once on its turn before it takes other actions; at-will) * Psychic  
  Close burst 5; deafened creatures are immune; +12 vs. Will; the target is dazed until the end of the gibbering mouther’s next turn.
- **Gibbering Feast** (standard; recharge ⚅) * Acid  
  Close burst 5; unnatural mouths appear in the burst and bite them; +15 vs. AC; 1d6 + 6 damage, and ongoing 5 acid damage (save ends).

**Alignment**: Unaligned

- **Languages** –
  - Str 19 (+9)
  - Dex 14 (+7)
  - Wis 8 (+4)
  - Con 22 (+11)
  - Int 4 (+2)
  - Cha 18 (+9)

**Gibbering Mouther Tactics**

Creatures approaching the gibbering mouther are hampered by the creature’s warped ground aura. During the first round of combat, it uses its gibbering power to daze enemies and then uses gibbering feast to cause biting mouths to appear on them. It continues gibbering each round, biting the nearest target until its gibbering feast power recharges.

**Gibbering Abomination**

Medium aberrant magical beast  
Level 18 Controller  
XP 2,000

- **Initiative**: +13
- **Senses**: Perception +13; all-around vision, darkvision
- **Unnatural Utterances** aura 5; enemies that start their turns in the aura take a -2 penalty to attack rolls.
- **HP**: 168; Bloodied 84
- **AC**: 32; Fortitude 31, Reflex 30, Will 30
- **Speed**: 6, fly 4 (hover; maximum altitude 1)
- **Tentacles** (standard; at-will) * Psychic  
  Reach 2; +22 vs. AC; 2d6 + 5 damage, and ongoing 5 psychic damage (save ends).
- **Gibbering** (free, once on its turn before it takes other actions; at-will) * Psychic  
  Close burst 5; deafened creatures are immune; +20 vs. Will; the target is dazed until the end of the gibbering abomination’s next turn.
- **Eye of Despair** (standard; recharge ⚅ ⚄ ⚅) * Psychic  
  Ranged 10; +20 vs. Will; 3d8 + 4 psychic damage, and the target is immobilized (save ends).

**Combat Advantage**

The gibbering abomination deals an extra 2d6 psychic damage on melee and ranged attacks against any target it has combat advantage against.

**Alignment**: Unaligned

- **Languages** –
  - Str 20 (+14)
  - Dex 18 (+13)
  - Wis 19 (+13)
  - Con 16 (+12)
  - Int 11 (+9)
  - Cha 12 (+10)

**Gibbering Abomination Tactics**

This beast uses its gibbering power every round while holding off foes with its unnatural utterances aura. It uses eye of despair against a dazed foe at range, gaining the benefit of combat advantage. In melee, it uses its tentacles to attack dazed opponents, against whom it has combat advantage.
**Gibbering Orb**

Huge aberrant magical beast

**Gibbering Orb Level 27 Solo Controller**

XP 55,000

**Initiative** +22  
**Senses** Perception +20; all-around vision, darkvision

**Merciless Eyes** aura 5; at the start of each enemy’s turn, if that creature is within the aura and in the gibbering orb’s line of sight, the gibbering orb uses one random eye ray power against that creature.

**HP** 1,230; Bloodied 615  
**AC** 41; Fortitude 33, Reflex 39, Will 40

**Saving Throws** +5

**Speed** fly 8 (hover)

**Action Points** 2

**Bite** (standard; at-will)  
+30 vs. AC; 4d6 + 10 damage, and the mouth detaches from the gibbering orb and makes a new bite attack against the target each round at the start of the gibbering orb’s turn. When the mouth misses, it drops off and turns into useless, dead gray flesh.

**Gibbering** (free, once on its turn before it takes other actions; at-will)  
✦ Psychic

Close burst 10; deafened creatures are immune; +29 vs. Will; the target is dazed until the end of the gibbering orb’s next turn.

**Eye Rays** (standard; at-will)  
✦ see text

The gibbering orb can use two different eye ray powers (chosen from the list below or rolled randomly). Each power must target a different creature. Using eye rays does not provoke opportunity attacks.

1—**Mindcarving Ray** (Psychic): Ranged 10; +30 vs. Will; 2d8 + 12 psychic damage, and the target is dazed (save ends).

2—**Flesheating Ray** (Necrotic): Ranged 10; +30 vs. Fortitude; 2d8 + 12 necrotic damage, and ongoing 10 necrotic damage (save ends).

3—**Bonewarping Ray**: Ranged 10; +30 vs. Fortitude; 2d8 + 12 damage, the target is weakened (save ends).

4—**Bloodfeasting Ray**: Ranged 10; +30 vs. Reflex; 2d8 + 12 damage, and ongoing 10 damage (save ends).

5—**Farsending Ray** (Psychic, Teleportation): Ranged 10; +30 vs. Reflex; the target is briefly transported to the Far Realm, reappearing in the same space (or the nearest unoccupied space if that space is occupied) at the end of the gibbering orb’s next turn. Upon its return, the target takes 2d8 + 12 psychic damage and takes a -5 penalty to saving throws until the end of the encounter.

6—**Souleating Ray** (Necrotic): Ranged 10; +30 vs. Will; the target is slowed (save ends). First Failed Save: The target is immobilized instead of slowed (save ends). Second Failed Save: The target dies.

**Alignment** Unaligned  
**Languages** —

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Wis</th>
</tr>
</thead>
<tbody>
<tr>
<td>27 (+21)</td>
<td>28 (+22)</td>
<td>15 (+15)</td>
</tr>
</tbody>
</table>

**Gibbering Orb Tactics**

A gibbering orb keeps its distance, attacking enemies with its eye rays while gibbering each round as a free action. It uses its action points to make additional eye ray attacks. If forced into melee combat, it makes bit attacks, detaching its mouths and retreating as they continue biting foes.

**Gibbering Beast Lore**

A character knows the following information about gibbering beasts with a successful Dungeoneering check.

**DC 15**: Gibbering beasts spontaneously arise when creatures, especially sentient ones, die in a place touched by the Far Realm.

**DC 20**: For the most part, gibbering beasts speak nonsense. Occasionally, a gibbering beast speaks an intelligible word or phrase, usually mingled with its mad gibbering. The word or phrase could be a clue or warning, or it could just be something of no importance whatsoever.

**DC 25**: Gibbering orbs are denizens of the Far Realm that wander the planes and the places between, consuming living creatures. Although they appear insane, gibbering orbs are perversely rational, and they pursue secret objectives all their own.

**Encounter Groups**

Lesser gibbering beasts live among other aberrant creatures. They are clever enough to associate with nonaberrant creatures when it’s to their advantage. The gibbering orb travels alone, though strange events and creatures might serve as omens to its coming.

**Level 10 Encounter (XP 2,900)**

✦ 2 gibbering mouthers (level 10 controller)  
✦ 1 foulspawn seer (level 11 artillery)  
✦ 2 foulspawn berserkers (level 9 soldier)  
✦ 1 chuul (level 10 soldier)

**Level 18 Encounter (XP 10,050)**

✦ 1 gibbering abomination (level 18 controller)  
✦ 2 nabassu gargoyles (level 18 lurker)  
✦ 1 aboleth lasher (level 17 brute)  
✦ 7 kuo-toa guards (level 16 minion)
Born out of slavery, the githyanki are fierce psychic warriors that ply the Astral Sea and fight with silver swords.

The githyanki and the githzerai were once a single race—the gith—enslaved by mind flayers, but they split into two races after winning their freedom. Whereas the githzerai fled to the Astral Sea and became introspective and militaristic. They built citadels and armies, and from there they set out to conquer everything in their path.

### Githyanki Warrior

| Initiative | +13 | Senses Perception | +12 |
| HP | 118; Bloodied 59 |
| AC | 28; Fortitude 25, Reflex 23, Will 22 |
| Saving Throws | +2 against charm effects |
| Speed | 5; see also telekinetic leap

+ Telekinetic Leap (standard; at-will) ✦ Psychic, Weapon
  +17 vs. AC; 1d10 + 5 plus 1d6 psychic damage, plus an extra 3d6 psychic damage if the target is immobilized.

+ Telekinetic Grasp (standard; at-will) ✦ Psychic
  Ranged 5; Medium or smaller target; +15 vs. Fortitude; the target is immobilized (save ends).

+ Telekinetic Leap (move; encounter)
  Ranged 10; the githyanki warrior or an ally within range can fly up to 5 squares.

### Githyanki Warrior Tactics

Although this githyanki favors melee, it generally begins battle by using its telekinetic grasp to immobilize an opponent. It then attacks the immobilized target with its silver greatsword, dealing additional psychic damage on a hit.

### Githyanki Mindslicer

| Initiative | +11 | Senses Perception | +12 |
| HP | 98; Bloodied 49 |
| AC | 27; Fortitude 24, Reflex 25, Will 24 |
| Saving Throws | +2 against charm effects |
| Speed | 6; see also telekinetic leap

+ Silver Greatsword (standard; at-will) ✦ Psychic, Weapon
  +18 vs. AC; 1d8 + 2 plus 1d8 psychic damage.

+ Mindslice (standard; at-will) ✦ Psychic
  Ranged 10; +16 vs. Will; 2d8 + 3 psychic damage.

+ Telekinetic Leap (move; encounter)
  Ranged 10; the githyanki mindslicer or an ally within range can fly up to 5 squares.

### Githyanki Mindslicer Tactics

A mindslicer begins combat by unleashing a psychic barrage against multiple enemies. It stays at the periphery of the battlefield, assailing foes with its mindslice power until it can recharge and unleash psychic barrage again.
Githyanki Gish Tactics
A githyanki gish uses ranged attacks (force bolt and storm of stars) to soften up foes before engaging in melee combat, using astral stride to gain a flanking position when possible and making a double attack at every opportunity. If the battle turns against the gish and its allies, it uses astral stride to escape.

Githyanki Lore
A character knows the following information about githyanki with a successful Nature check.

DC 20: The ancient gith escaped from their mind flayer overlords long ago, only to fall prey to internecine strife that created the rival githyanki and githzerai races. In time, the githyanki established a tyranny almost as bloodthirsty as the illithids that once enslaved them. Githyanki attack mind flayers on sight, and they are equally cruel toward their githzerai kin.

Githyanki speak Common. They also learned Deep Speech from their mind flayer overlords.

DC 25: Githyanki cities and citadels in the Astral Sea are built upon nameless and forgotten dead entities. The githyanki sail the Astral Sea in astral ships, looking for debris of dead gods and shattered realms to add to their own fortresses and hoards. Occasionally they set their sights on other worlds, intent on plundering them as well.

DC 30: Githyanki don’t have families; from birth they belong to military training groups called cadres. A githyanki views her cadre as singularly important and typically does not know the name of her parents or siblings. Even more important than a githyanki’s cadre is her weapon. A githyanki lavishes more care on her weapon than her fellows.

DC 35: Tu’narath is the largest githyanki city. It is built atop the body of a dead god adrift in the Astral Sea and ruled by Vlaakith, the githyanki lich queen, who has ruled supreme for over a thousand years. The githyanki revere the lich-queen as the stepmother of their race. To them, her word is truth. She has the reputation for slaying any who challenge her policy or power, devouring their life essences.

Githyanki have a pact with red dragons, which sometimes agree to allow githyanki to ride upon them.

Encounter Groups
Githyanki rarely associate with other races, but they have a forged pact with red dragons and occasionally take beasts as pets.

Level 12 Encounter (XP 3,500)
✦ 3 githyanki warriors (level 12 soldier)
✦ 2 redspawn firebelchers (level 12 artillery)

Level 13 Encounter (XP 4,400)
✦ 4 githyanki warriors (level 12 soldier)
✦ 2 githyanki mindslicers (level 13 artillery)

Level 15 Encounter (XP 6,100)
✦ 3 githyanki warriors (level 12 soldier)
✦ 1 githyanki mindslicer (level 13 artillery)
✦ 1 githyanki gish (level 15 elite skirmisher)
✦ 1 nightmare (level 13 skirmisher)
Githzerai are secretive beings with an ascetic and disciplined culture. They congregate in hidden monastic settlements across the Elemental Chaos and in remote corners of the world.

The githzerai and githyanki were once a single race enslaved by the mind flayers until they won their freedom, at which point a schism formed and the free gith turned on each other. After much bloodshed, the githzerai retreated to the Astral Sea and the githzerai withdrew to the Elemental Chaos.

Deep within the Elemental Chaos, the githzerai study chaos, disciplining their minds and bodies to better counter it. They are formidable psychic warriors when provoked and maintain a deep-seeded hatred for mind flayers and their evil githyanki kin.

**Githzerai Cenobite**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>HP</th>
<th>AC</th>
<th>Fortitude Reflex Will</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Unarmed Strike</th>
<th>Stunning Strike</th>
<th>Inescapable Fate</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Action Points</th>
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<tr>
<td>+12</td>
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<td>14 (+8)</td>
<td>+15</td>
<td>+17 (+8)</td>
<td>+14 (+8)</td>
<td>+17 (+8)</td>
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**Level 11 Soldier**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>HP</th>
<th>AC</th>
<th>Fortitude Reflex Will</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Unarmed Strike</th>
<th>Stunning Strike</th>
<th>Inescapable Fate</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Action Points</th>
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</thead>
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<tr>
<td>+12</td>
<td>+13</td>
<td>248</td>
<td>29</td>
<td>24, 24, 23</td>
<td>16 (+8)</td>
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<td>+17 (+8)</td>
<td>+14 (+8)</td>
<td>+17 (+8)</td>
<td>+12</td>
<td>✦</td>
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</tbody>
</table>

**Githzerai Zerth Tactics**

A githzerai zerth spends its action point to use *trace chance*, then attacks the same foe with *inner spark*, teleporting it to a space where it can be isolated and attacked. The zerth then closes in on its enemies, pounding them with *psychic fists* and using *avenging wind* to deflect a ranged attack and teleport next to its attacker. Between *unarmed strikes* and *inner spark* attacks, the zerth uses *reorder chaos* to alter the complexion of the battlefield, swapping allies and enemies to its advantage.

**Githzerai Zerth**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>HP</th>
<th>AC</th>
<th>Fortitude Reflex Will</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Unarmed Strike</th>
<th>Stunning Strike</th>
<th>Inescapable Fate</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Action Points</th>
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<tbody>
<tr>
<td>+12</td>
<td>+15</td>
<td>248</td>
<td>29</td>
<td>24, 24, 23</td>
<td>16 (+8)</td>
<td>+15</td>
<td>+17 (+8)</td>
<td>+14 (+8)</td>
<td>+17 (+8)</td>
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**Level 13 Elite Controller**

<table>
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<th>Initiative</th>
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<th>HP</th>
<th>AC</th>
<th>Fortitude Reflex Will</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Unarmed Strike</th>
<th>Stunning Strike</th>
<th>Inescapable Fate</th>
<th>Iron Mind</th>
<th>Trace Chance</th>
<th>Action Points</th>
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<td>17 (+10)</td>
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<td>+14 (+10)</td>
<td>+17 (+10)</td>
<td>+12</td>
<td>✦</td>
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</tbody>
</table>
Githzerai Mindmage

Level 14 Artillery

Medium natural humanoid XP 1,000

Initiative +13
Senses Perception +16
HP 105; Bloodied 52
AC 28; Fortitude 24, Reflex 26, Will 26; see also iron mind
Speed 7
✦ Unarmed Strike (standard; at-will)
+19 vs. AC; 2d8 + 4 damage.
✦ Mindstrike (standard; at-will) ✦ Psychic
Ranged 20; +17 vs. Reflex; 2d8 + 4 psychic damage, and the
target is dazed (save ends); see also accurate mind.
✦ Elemental Bolts (standard; daily) ✦ see text
Ranged 10; the githzerai mindmage makes up to 3 attacks, each
gainst a different target; +17 vs. Reflex; 4d8 acid, cold, fire, or
lightning damage (the mindmage chooses the damage type for
each attack); see also accurate mind.
✦ Concussion Orb (standard; encounter)
Area burst 2 within 10; +17 vs. Fortitude; 1d10 + 4 damage, and
the target is knocked prone.

Accurate Mind
The githzerai mindmage’s ranged attacks ignore cover and
concealment (but not total cover or total concealment).
Iron Mind (immediate interrupt, when it would be hit by an attack; 
encounter)
The githzerai mindmage gains a +2 bonus to all defenses until
the end of its next turn.

Alignment Unaligned
Languages Common, Deep Speech
Skills Acrobatics +18, Arcana +13, Athletics +10, Insight +16
Str 13 (+8)   Dex 19 (+11)   Wis 19 (+11)
Con 15 (+9)   Int 13 (+8)   Cha 10 (+7)

Githzerai Mindmage Tactics
This githzerai relies on ranged attacks, using its accurate mind
power to ignore cover and concealment.

Githzerai Lore
A character knows the following information about githyanki with a successful Nature check.

DC 20: Slaves in a long lost illithid empire, the githzerai
were once one people with the githyanki. Philosophical
differences split the freed people. The githzerai chose an
introspective path, building monasteries in which they learn to
harness the power of the mind and soul. Many of these monas-
teries are sequestered in the Elemental Chaos, although some
Githzerai sects maintain hidden refuges in the natural world.
DC 25: Most githzerai have martial arts training, enabling
them to better protect their settlements. A few mix more
arcane teachings with martial prowess, becoming multital-
ented githzerai called zerths.
DC 30: Githzerai warriors form parties to hunt the ene-
mies of their people, particularly mind flayers. Githzerai are
also encouraged to pursue their individual goals, some benign
and others less so. Githzerai are as capable of evildoing as any
sentient race, although particularly wicked githzerai tend to
live outside of githzerai society.
DC 35: Zerthadlun, an austere walled settlement with
many open fields and markets, is the greatest and most widely
known githzerai city—an oasis of calm in the otherwise tumul-
tuous Elemental Chaos. There, the githzerai contemplate
order, destiny, entropy, and destruction. They perfect their
bodies and minds, testing themselves against the dangers of
the Elemental Chaos.

Encounter Groups
A githzerai can work with almost any creature, provided the
alliance serves its needs.

Level 12 Encounter (XP 3,900)
✦ 3 githzerai cenobites (level 11 soldier)
✦ 1 guardian naga (level 12 elite artillery)
✦ 1 firelasher elemental (level 12 skirmisher)

Level 14 Encounter (XP 5,000)
✦ 1 githzerai mindmage (level 14 artillery)
✦ 1 githzerai zerth (level 13 elite controller)
✦ 4 githzerai cenobites (level 11 soldier)
GNOLL

Gnolls are feral, demon-worshipping marauders that kill, pillage, and destroy. They attack communities along the borderlands without warning and slaughter without mercy, all in the name of the demon lord Yeengo.

**Gnoll Huntmaster**

Medium natural humanoid

**Level 5 Artillery**

XP 200

Initiative +6

Senses Perception +11; low-light vision

HP 50; Bloodied 25

AC 19; Fortitude 16, Reflex 17, Will 14

Speed 7

 weblog (standard; at-will) ✦ Weapon

+9 vs. AC; 1d6 + 3 damage, or 1d6 + 5 damage while bloodied; see also pack attack.

 weblog (standard; at-will) ✦ Weapon

Ranged 20/40; +10 vs. AC; 1d10 + 4 damage, or 1d10 + 6 damage while bloodied; see also pack attack.

**Pack Attack**

The gnoll huntmaster deals an extra 5 damage on melee and ranged attacks against an enemy that has two or more of the huntmaster’s allies adjacent to it.

**Alignment**

Chaotic evil

**Languages**

Abyssal, Common

**Skills**

Intimidate +8

**Equipment**

leather armor, handaxe, longbow, quiver of 30 arrows

---

**GNOLL CLAW FIGHTER TACTICS**

This gnoll makes a clawing charge and then uses mobile melee attack to make claw attacks, positioning itself to reap the benefit of its pack attack power.

**Gnoll Marauder**

Medium natural humanoid

**Level 6 Brute**

XP 250

Initiative +5

Senses Perception +7; low-light vision

HP 84; Bloodied 42

AC 18; Fortitude 18, Reflex 15, Will 15

Speed 7

 weblog (standard; at-will) ✦ Weapon

+10 vs. AC; 1d8 + 6 damage, or 1d8 + 8 while bloodied; see also quick bite and pack attack.

 weblog (free, when the gnoll marauder hits a bloodied enemy with a melee attack; at-will)

The gnoll marauder makes a bite attack against the same target: +7 vs. AC; 1d6 + 2 damage, or 1d6 + 4 damage while bloodied.

**Pack Attack**

The gnoll marauder deals an extra 5 damage on melee attacks against an enemy that has two or more of the marauder’s allies adjacent to it.

**Alignment**

Chaotic evil

**Languages**

Abyssal, Common

**Skills**

Intimidate +8, Stealth +10

**Equipment**

leather armor, light shield, spear

---

**GNOLL CLAW FIGHTER TACTICS**

A gnoll huntmaster often delays its initial turn, waiting until its allies move in and attack. The creature stays at the edge of its range, attacking with its longbow and using pack attack to deal extra damage.

**Gnoll Claw Fighter**

Medium natural humanoid

**Level 6 Skirmisher**

XP 250

Initiative +7

Senses Perception +6; low-light vision

HP 70; Bloodied 35

AC 20; Fortitude 18, Reflex 16, Will 15

Speed 8; see also mobile melee attack

 weblog (standard; at-will)

+11 vs. AC; 1d6 + 4 damage, or 1d6 + 6 while bloodied; see also pack attack below.

 weblog (standard; at-will)

The gnoll claw fighter charges against a single target instead of one melee basic attack.

 weblog (standard; at-will)

The gnoll claw fighter can move up to 4 squares and make one melee basic attack at any point during that movement. The gnoll doesn’t provoke opportunity attacks when moving away from the target of its attack.

**Pack Attack**

The gnoll claw fighter deals an extra 5 damage on melee attacks against an enemy that has two or more of the gnoll claw fighter’s allies adjacent to it.

**Alignment**

Chaotic evil

**Languages**

Abyssal, Common

**Skills**

Intimidate +8

**Equipment**

leather armor

---

**Gnoll Demonic Scourge**

Medium natural humanoid

**Level 8 Brute (Leader)**

XP 350

Initiative +6

Senses Perception +7; low-light vision

Leader of the Pack aura 5; allies in the aura gain a +1 bonus to attack rolls. While this creature is bloodied, the bonus increases to +2.

HP 106; Bloodied 53

AC 20; Fortitude 21, Reflex 18, Will 18

Speed 5

 weblog (standard; at-will) ✦ Weapon

+13 vs. AC; 2d6 + 5 damage, or 2d6 + 7 while bloodied; against a bloodied enemy, this attack also knocks the target prone; see also pack attack.

**Bloodthirst**

If the gnoll demonic scourge bloodies an enemy with a melee attack, an ally adjacent to the enemy can make a melee attack against that enemy as an immediate reaction.

**Overwhelming Attack**

The gnoll demonic scourge applies its bloodthirst power to two allies instead of one.

**Pack Attack**

The gnoll demonic scourge deals an extra 5 damage on melee attacks against an enemy that has two or more of the demonic scourge’s allies adjacent to it.

**Alignment**

Chaotic evil

**Languages**

Abyssal, Common

**Skills**

Insight +10, Intimidate +13, Religion +10

**Equipment**

hide armor, heavy flail
**Gnoll Demonic Scourge Tactics**

This gnoll leads weaker gnolls into battle, imparting the benefits of its *leader of the pack* aura while commanding nearby allies to concentrate their attacks on one target at a time. Like other gnolls, the demonic scourge attempts to shift into a position where it can gain the *pack attack* bonus. The first time it bloodies a foe and the opportunity to use *bloodthirst* arises, the demonic scourge uses *overwhelming attack*.

**Gnoll Lore**

A character knows the following information with a successful Nature check.

**DC 15**: Gnolls are nomadic and rarely stay in one place for long. When gnolls attack and pillage a settlement, they leave nothing behind except razed buildings and gnawed corpses. Gnolls often decorate their armor and encampments with the bones of their victims. Impatient and unskilled artisans, they wear patchwork armor and wield weapons stolen from their victims.

**DC 20**: Gnolls don't bargain or parley, and they can't be bribed or reasoned with. Gnolls are often encountered with hyenas, which they keep as pets and hunting animals. They also work with demons.

**DC 25**: Gnolls detest physical labor and often use slaves to perform menial chores. The life of a slave in a gnoll camp is brutal and short. That said, slaves who show strength and savagery might be indoctrinated into the gnoll vanguard. Such creatures are usually broken in mind and spirit, having become as cruel and ruthless as their captors.

**DC 30**: As the mortal instruments of the demon lord Yeenoghu, who is called the Beast of Butchery and Ruler of Ruin, gnolls constantly perform atrocities. When not scouring the land in Yeenoghu's name, gnolls fight among themselves and participate in rituals that involve acts of depravity and self-mutilation.

**Encounter Groups**

Gnolls raid and war in rapacious packs, their numbers supplemented by demons (especially evistros and barlguras), raving slaves, and beasts driven to madness and cruelty.

Powerful humanoids sometimes manage to take gnolls as slaves or even to raise gnoll pups as servants. Such gnolls serve their masters as fierce warriors.

**Level 4 Encounter (XP 950)**

✦ 1 gnoll huntmaster (level 5 artillery)
✦ 6 hyenas (level 2 skirmisher)

**Level 6 Encounter (XP 1,250)**

✦ 3 gnoll marauders (level 6 brute)
✦ 2 evistro demons (level 6 brute)

**Level 7 Encounter (XP 1,550)**

✦ 1 gnoll demonic scourge (level 8 brute)
✦ 2 gnoll claw fighters (level 6 skirmisher)
✦ 2 gnoll huntmasters (level 5 artillery)
✦ 1 cacklefiend hyena (level 7 brute)
Gnomes are sly tricksters who excel at avoiding notice as they move between the Feywild and the world, driven by curiosity and wanderlust. When they are noticed, they tend to use humor to deflect attention and hide their true thoughts.

### Gnome Skulk Tactics
A gnome skulk tries to gain combat advantage by surprising or flanking enemies, or by attacking dazed foes.

#### Gnome Skulk
- **Small fey humanoid XP 125**
- **Initiative** +8
- **Senses** Perception +2; low-light vision
- **HP** 34; Bloodied 17
- **AC** 16; Fortitude 14, Reflex 14, Will 12
- **Speed** 5
- **War Pick** (standard; at-will) ✦ Weapon +7 vs. AC; 1d8 + 3 damage (crit 1d8 + 11).
- **Hand Crossbow** (standard; at-will) ✦ Weapon Ranged 10/20; +7 vs. AC; 1d6 + 3 damage.

#### Combat Advantage
The gnome skulk deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

#### Fade Away
(Immediate reaction, when the gnome skulk takes damage; encounter) ✦ Illusion
The gnome skulk turns invisible until it attacks or until the end of its next turn.

#### Reactive Stealth
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

### Shadow Skulk
When a gnome skulk makes a melee or a ranged attack from hiding and misses, it is still considered to be hiding.

#### Gnome Arcanist Tactics
This gnome hides within its aura of illusion until it’s ready to attack. It uses scintillating bolt and startling glamor each round, dazing enemies and sliding them into positions where they can be flanked by the gnome arcanist’s allies. When enemies get within 5 squares, it uses illusory terrain to further hinder them.

#### Gnome Arcanist
- **Small fey humanoid Level 3 Controller (Leader) XP 150**
- **Initiative** +1
- **Senses** Perception +1; low-light vision
- **Aura of Illusion** (Illusion) aura 5; the gnome arcanist and all allies in the aura gain concealment and can hide in the aura.
- **HP** 46; Bloodied 23
- **AC** 16; Fortitude 14, Reflex 15, Will 13
- **Speed** 5; see also fey step
- **Dagger** (standard; at-will) ✦ Weapon +6 vs. AC; 1d4 damage.
- **Scintillating Bolt** (standard; at-will) ✦ Radiant Ranged 10; +6 vs. Fortitude; 1d6 + 4 radiant damage, and the target is dazed (save ends).
- **Startling Glamor** (minor; at-will) ✦ Fear, Illusion Ranged 10; +7 vs. Will; the target slides 1 square.
- **Illusory Terrain** (standard; recharge ⚃ ⚄ ⚅) ✦ Illusion Close burst 5; targets enemies; +7 vs. Will; the target is slowed (save ends).
- **Fade Away** (Immediate reaction, when the gnome arcanist takes damage; encounter) ✦ Illusion The gnome arcanist turns invisible until it attacks or until the end of its next turn.
- **Fey Step** (move; encounter) ✦ Teleportation The gnome arcanist teleports 5 squares.

#### Reactive Stealth
If a gnome has cover or concealment when it makes an initiative check at the start of an encounter, it can make a Stealth check to escape notice.

#### Gnome Lore
A character knows the following information about gnomes with a successful Arcana check.

- **DC 15**: Gnomes dwell in homes burrowed under the roots of trees. Their homes are easily overlooked by untrained eyes.
- **DC 20**: When they feel threatened, gnomes use illusions to steer foes away from their homes or lure them into traps or ambushes.

#### Encounter Groups
Gnomes are commonly encountered with other fey. In the natural world, they often travel with elves, eladrin, or dwarves.

- **Level 3 Encounter (XP 750)**
  - 2 gnome arcansists (level 3 controller)
  - 2 iron defenders (level 3 soldier)
  - 1 pseudodragon (level 3 lurker)
In common parlance, "goblin" refers to a specific sort of small, ill-tempered humanoid, but the word also refers to related beings of various sizes, such as bugbears and hobgoblins. Goblins are as prolific as humankind, but as a people, they’re less creative and more prone to warlike behavior.

Most goblins live in the wild places of the world, often underground, but they stay close enough to other humanoid settlements to prey on trade caravans and unwary travelers. Goblins form tribes, each ruled by a chieftain. The chieftain is usually the strongest member of the tribe, though some chieftains rely on guile more than martial strength.

Hobgoblins rule the most civilized goblin tribes, sometimes building small settlements and fortresses that rival those of human construction. Goblins and bugbears, left to their own devices, are more barbaric and less industrious than hobgoblins. Bugbears are dominant in a few mixed tribes, but hobgoblins tend to rise above their more brutish cousins unless severely outnumbered.

A member of the goblin species has skin of yellow, orange, or red, often shading to brown. Its eyes have the same color variance; its hair is always dark. Big, pointed ears stick out from the sides of the head, and prominent sharp teeth sometimes jut from the mouth. Males have coarse body hair and might grow facial hair.

Lore

The following information about goblins can be obtained with a successful Nature check.

DC 15: Goblins’ bellicose nature can be traced, in part, to their reverence for the god Bane, whom they see as the mightiest hobgoblin warchief in the cosmos. Some of Bane’s exarchs are goblins. Maglibiety, the Battle Lord, and Hruggek, the Master of Ambush, are most prominent among these.

DC 20: Hobgoblins once had an empire in which bugbears and goblins were their servants. This empire fell to internal strife and interference from otherworldly forces—perhaps the fey, whom many goblins hate.

DC 25: Hobgoblins developed mundane and magical methods for taming and breeding beasts as guards, laborers, and soldiers. They have a knack for working with wolves and worgs, and some drake breeds owe their existence directly to hobgoblin meddling. All goblins carry on this tradition of domesticating beasts.

DC 30: Given their brutal magical traditions, hobgoblins might have created their cousins in ancient times: Bugbears served as elite warriors, and goblins worked as scouts and infiltrators. The disintegration of hobgoblin power led to widespread and diverse sorts of goblin tribes.

The Goblin Family

There are goblins, and then there are goblins. The word “goblin” refers to both the goblin creature as well as to a family of creatures that include bugbears, hobgoblins, and regular goblins.

Bugbear

Big, tough goblins that love to fight, bugbears are the champions, picked guards, and muscle for more clever goblins. Bugbears take whatever they want and bully others into doing their work. They hunt for food, eating any creature they can kill—including other goblins.

<table>
<thead>
<tr>
<th>Bugbear Warrior</th>
<th>Level 5 Brute</th>
<th>Medium natural humanoid</th>
<th>XP 200</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +5</td>
<td>Senses</td>
<td>Perception +4; low-light vision</td>
<td></td>
</tr>
<tr>
<td>HP 76; Bloodied 38</td>
<td>AC 18; Fortitude 17; Reflex 15; Will 14</td>
<td></td>
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<tr>
<td>Speed 6</td>
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</tr>
<tr>
<td>+ Morningstar (standard; at-will) ✦ Weapon</td>
<td>+7 vs. AC; 1d12 + 6 damage.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>+ Skullthumper (standard; encounter) ✦ Weapon</td>
<td>Requires morningstar and combat advantage; +5 vs. Fortitude; 1d12 + 6 damage, and the target is knocked prone and dazed (save ends).</td>
<td></td>
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</tr>
<tr>
<td>Predatory Eye (minor; encounter)</td>
<td>The bugbear warrior deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.</td>
<td></td>
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<tr>
<td>Alignment Evil</td>
<td>Languages Common, Goblin</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Skills Intimidate +9, Stealth +11</td>
<td>Str 20 (+7)</td>
<td>Dex 16 (+5)</td>
<td>Wis 14 (+4)</td>
</tr>
<tr>
<td>Con 16 (+5)</td>
<td>Int 10 (+2)</td>
<td>Cha 10 (+2)</td>
<td></td>
</tr>
<tr>
<td>Equipment hide armor, morningstar</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Bugbear Warrior Tactics

Bugbear warriors are surprisingly sneaky for their size. They sometimes send out their smaller kin to lead overeager adventurers into a trap. If they can’t achieve surprise, bugbear warriors look for chances to flank their foes.
**Bugbear Strangler**

<table>
<thead>
<tr>
<th>Level 6 Lurker</th>
<th>Bugbear Strangler</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium natural humanoid</td>
<td>HP 82; Bloodied 46</td>
</tr>
<tr>
<td>Initiative +11</td>
<td>AC 21; Fortitude 18, Reflex 18, Will 16; see also body shield</td>
</tr>
<tr>
<td>Speed 7</td>
<td>+10 vs. AC; 1d12 + 4 damage.</td>
</tr>
<tr>
<td>✦ Morningstar (standard; at-will) + Weapon</td>
<td>Requires combat advantage; +9 vs. Reflex; 1d10 + 4 damage, and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check. The bugbear strangler can sustain the power as a standard action, dealing 1d10 + 4 damage and maintaining the grab.</td>
</tr>
<tr>
<td>✦ Strangle (standard; sustain standard; at-will)</td>
<td>Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against AC or Reflex; recharge ⚖ ⚄ ⚅) The bugbear strangler makes its grabbed victim the target instead. The bugbear strangler can’t use this power to redirect attacks made by a creature it is currently grabbing.</td>
</tr>
<tr>
<td>Predatory Eye (minor; encounter)</td>
<td>The bugbear strangler deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.</td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Common, Goblin</td>
</tr>
<tr>
<td>Skills Intimidate +10, Stealth +14</td>
<td>Str 18 (+7)</td>
</tr>
<tr>
<td>Con 16 (+6)</td>
<td>Int 10 (+3)</td>
</tr>
<tr>
<td>Equipment</td>
<td>leather armor, morningstar, rope garrote</td>
</tr>
</tbody>
</table>

**Bugbear Lore**

A character knows the following information with a successful Nature check.

**DC 15:** A bugbear has little tolerance for talk and resorts to conversation only if the advantage of doing so is apparent. The most common situation is when foes are too strong to challenge openly.

**DC 20:** Bugbears often decapitate their foes to honor their greatest hero, Hruggek, who is known to decapitate his enemies.

---

**GOBLIN**

Goblins are wicked, treacherous creatures that love plunder and cruelty. They’re not very big or strong, but they’re dangerous when they gang up.

Goblins breed quickly and can live most anywhere, from caves to ruins to a city’s sewers. They survive by raiding and robbery, taking every usable item they can carry from their victims.

**GOBLIN CUTTER TACTICS**

Goblin cutters—like all goblins—don’t fight fair. They gang up on a single enemy and quickly take advantage of goblin tactics to achieve flanking positions. If it dawns on them that they’re losing the battle, they flee, hoping to live to fight another day.

**GOBLIN BLACKBLADE TACTICS**

Goblin blackblades have more stomach for melee than most goblins, preferring to flank a single enemy to gain combat advantage. When bloodied, they use their sneaky power to trade places with fresher goblins.
**Goblin Warrior**
Small natural humanoid

Initiative +5  
Senses Perception +1; low-light vision  
HP 29; Bloodied 14  
AC 17; Fortitude 13, Reflex 15, Will 12  
Speed 6; see also goblin tactics  
✦ Spear (standard; at-will) + Weapon  
✦ Javelin (standard; at-will) + Weapon  
✦ Mobile Ranged Attack (standard; at-will)

The goblin warrior can move up to half its speed; at any point during that movement, it makes one ranged attack without provoking an opportunity attack.

**Great Position**
If, on its turn, the goblin warrior ends its move at least 4 squares away from its starting point, it deals an extra 1d6 damage on its ranged attacks until the start of its next turn.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

**Alignment** Evil  
**Languages** Common, Goblin  
**Skills** Stealth +10, Thievery +10  
**Str** 14 (+2) **Dex** 17 (+3) **Wis** 12 (+1)  
**Con** 13 (+1) **Int** 8 (-1) **Cha** 8 (-1)  
**Equipment** leather armor, spear, 5 javelins in sheaf

**Goblin Sharpshooter**
Small natural humanoid

Initiative +5  
Senses Perception +2; low-light vision  
HP 31; Bloodied 15  
AC 16; Fortitude 12, Reflex 14, Will 11  
Speed 6; see also goblin tactics  
✦ Short Sword (standard; at-will) + Weapon  
✦ Hand Crossbow (standard; at-will) + Weapon  
**Sniper**
When a goblin sharpshooter makes a ranged attack from hiding and misses, it is still considered to be hiding.

**Combat Advantage**
The goblin sharpshooter deals an extra 1d6 damage against any target it has combat advantage against.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

**Alignment** Evil  
**Languages** Common, Goblin  
**Skills** Stealth +12, Thievery +12  
**Str** 14 (+3) **Dex** 18 (+5) **Wis** 13 (+2)  
**Con** 13 (+2) **Int** 8 (+0) **Cha** 8 (+0)  
**Equipment** leather armor, short sword, crossbow with 20 bolts

**Goblin Hexer**
Small natural humanoid

Initiative +3  
Senses Perception +2; low-light vision  
HP 46; Bloodied 23  
AC 17; Fortitude 14, Reflex 15, Will 16; see also lead from the rear  
Speed 6; see also goblin tactics  
✦ Hexer Rod (standard; at-will) + Weapon  
✦ Blinding Hex (standard; at-will)  
✦ Stinging Hex (standard; recharge: X-X)  
✦ Incite Bravery (immediate reaction, when an ally uses goblin tactics; at-will)

Range 10; the targeted ally can shift 2 more squares and make an attack.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

**Lead from the Rear** (immediate interrupt, when targeted by a ranged attack; at-will)

The goblin hexer can change the attack’s target to an adjacent ally of its level or lower.

**Alignment** Evil  
**Languages** Common, Goblin  
**Skills** Stealth +10, Thievery +10  
**Str** 10 (+1) **Dex** 15 (+3) **Wis** 13 (+2)  
**Con** 14 (+3) **Int** 9 (+0) **Cha** 18 (+5)  
**Equipment** leather robes, hexer rod

**Goblin Skullcleaver**
Small natural humanoid

Initiative +3  
Senses Perception +2; low-light vision  
HP 53; Bloodied 26; see also bloodied rage  
AC 16; Fortitude 15, Reflex 14, Will 12  
Speed 5; see also goblin tactics  
✦ Battleaxe (standard; at-will) + Weapon  
✦ Bleeding Rage (while bloodied)

The goblin skullcleaver loses the ability to use goblin tactics and can do nothing but attack the nearest enemy, charging when possible.

**Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)

The goblin shifts 1 square.

**Alignment** Evil  
**Languages** Common, Goblin  
**Skills** Stealth +9, Thievery +9  
**Str** 18 (+5) **Dex** 14 (+3) **Wis** 13 (+2)  
**Con** 13 (+2) **Int** 8 (+0) **Cha** 8 (+0)  
**Equipment** chainmail, battleaxe

**Goblin Sharpshooter Tactics**
Sharpshooters prefer hit-and-run tactics—if an enemy swings at a goblin and misses, the goblin usually skitters away to start its next turn at a safe distance.

**Goblin Hexer Tactics**
The goblin hexer uses lead from the rear to turn nearby allies into meat shields while it casts vexing cloud around itself and its closest allies and enemies. It then targets an enemy defender with stinging hex and uses its blinding hex on foes making ranged attacks. When another goblin within 10 squares uses goblin tactics, the goblin hexer uses incite bravery to allow that goblin to make a free attack.
**Goblin Skullcleaver Tactics**

Uncharacteristically brave, goblin skullcleavers charge boldly (perhaps foolishly) into melee and use goblin tactics to move into flanking positions. When bloodied, they fly into a savage rage, attacking without concern for their own wellbeing.

**Equipment**

**Con**

**Str**

**Skills**

**Alignment**

The goblin underboss gains a +3 bonus to defenses while

**Survival Instinct**

The goblin underboss and up to two allies within its line of sight

**Superior Goblin Tactics**

The goblin underboss tries to stay adjacent to one or more

**Goblin Underboss Tactics**

The goblin underboss tries to stay adjacent to one or more allies and uses superior goblin tactics to move its allies into advantageous positions.

**Goblin Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Goblins are cowardly and tend to retreat or surrender when outmatched. They are fond of taking slaves and often become slaves themselves.

**DC 20:** Goblins sleep, eat, and spend leisure time in shared living areas. Only a leader has private chambers. A goblin lair is stinking and soiled, though easily defensible and often riddled with simple traps designed to snare or kill intruders.

### Goblin Underboss

<table>
<thead>
<tr>
<th>Level</th>
<th>Name</th>
<th>hp</th>
<th>Speed</th>
<th>Initiative</th>
<th>Con</th>
<th>Str</th>
<th>Dex</th>
<th>Wis</th>
<th>Cha</th>
<th>Languages</th>
<th>Skills</th>
<th>Senses</th>
<th>XP</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>Level 4 Elite Controller (Leader)</td>
<td>110; Bloodied 55</td>
<td>5</td>
<td>+4</td>
<td>18 (+4)</td>
<td>16 (+5)</td>
<td>14 (+2)</td>
<td>13 (+1)</td>
<td>10 (+3)</td>
<td>9 (+0)</td>
<td>Common, Goblin</td>
<td>Stealth +10, Thievery +10</td>
<td>Perception +8; low-light vision</td>
</tr>
</tbody>
</table>

**AC 18; Fortitude 17, Reflex 15, Will 16; see also survival instinct**

**Superior Goblin Tactics** (immediate reaction, when missed by a melee attack; at-will)

The goblin underboss and up to two allies within its line of sight shift 1 square.

**Survival Instinct**

The goblin underboss gains a +3 bonus to defenses while bloodied.

Alignment: Evil

Languages: Common, Goblin

Skills:

- Stealth +10
- Thievery +10

**Equipment**: chainmail, short sword

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**Hobgoblin**

Hobgoblins live for war and bloodshed, killing or enslaving creatures weaker than themselves. More aggressive and organized than their goblin and bugbear cousins, they see all other creatures as lesser beings to be subjugated, and they reserve a special loathing for all fey, especially elves and eladrin.

Hobgoblins prize their possessions and make their own weapons and armor. Compared to their more brutish kin, they wear decent clothing and armor, and they maintain their personal armaments with care. Hobgoblins prefer bold colors, especially crimson and black.

### Hobgoblin Grunt Tactics

Hobgoblin grunts work so closely together that their maneuvers seem instinctual. They form strong lines so that they gain the benefit of phalanx soldier while preventing enemies from gaining flanking positions.

### Hobgoblin W arrior Tactics

Hobgoblin warriors use the same tactics as hobgoblin grunts (see above), although they are more disciplined and fight to the last.

**Hobgoblin Underboss**

The hobgoblin underboss gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

**Hobgoblin Grunt**

The hobgoblin grunt gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

**Hobgoblin W arrior**

The hobgoblin warrior gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.
Hobgoblin Archer

Medium natural humanoid

<table>
<thead>
<tr>
<th>Level 3 Artillery</th>
<th>XP 150</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +7</td>
<td></td>
</tr>
<tr>
<td>Senses</td>
<td>Perception +8, low-light vision</td>
</tr>
<tr>
<td>HP</td>
<td>39; Bloodied 19</td>
</tr>
<tr>
<td>AC</td>
<td>17; Fortitude 13, Reflex 15, Will 13</td>
</tr>
<tr>
<td>Speed</td>
<td>6</td>
</tr>
<tr>
<td>✦ Longsword (standard; at-will) ✦ Weapon</td>
<td></td>
</tr>
<tr>
<td>+6 vs. AC; 1d8 + 2 damage</td>
<td></td>
</tr>
<tr>
<td>✦ Longbow (standard; at-will) ✦ Weapon</td>
<td></td>
</tr>
<tr>
<td>Ranged 20/40; +9 vs. AC; 1d10 + 4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against the same target.</td>
<td></td>
</tr>
<tr>
<td>Hobgoblin Resilience (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)</td>
<td></td>
</tr>
<tr>
<td>The hobgoblin archer rolls a saving throw against the effect.</td>
<td></td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Common, Goblin</td>
</tr>
<tr>
<td>Skills Athletics</td>
<td>+5, History +6</td>
</tr>
<tr>
<td>Str 14 (+3)</td>
<td>Dex 19 (+5)</td>
</tr>
<tr>
<td>Con 15 (+3)</td>
<td>Int 11 (+1)</td>
</tr>
<tr>
<td>Wis 14 (+3)</td>
<td>Cha 10 (+1)</td>
</tr>
<tr>
<td>Equipment</td>
<td>leather armor, longsword, longbow, quiver of 30 arrows</td>
</tr>
</tbody>
</table>

**Hobgoblin Archer Tactics**

Hobgoblin archers take up positions behind cover (if available) and form a tight line to gain the benefits of coordinated fire. Although they prefer to attack at range, they are not afraid to draw swords and enter melee if the front lines are broken.

Hobgoblin Soldier

Medium natural humanoid

<table>
<thead>
<tr>
<th>Level 3 Soldier</th>
<th>XP 150</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +7</td>
<td></td>
</tr>
<tr>
<td>Senses</td>
<td>Perception +8, low-light vision</td>
</tr>
<tr>
<td>HP</td>
<td>47; Bloodied 23</td>
</tr>
<tr>
<td>AC (22 with phalanx soldier); Fortitude 18, Reflex 16, Will 16</td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>5</td>
</tr>
<tr>
<td>✦ Flail (standard; at-will) ✦ Weapon</td>
<td></td>
</tr>
<tr>
<td>+7 vs. AC; 1d10 + 4 damage, the target is marked and slowed until the end of the hobgoblin soldier’s next turn.</td>
<td></td>
</tr>
<tr>
<td>✦ Formation Strike (standard; at-will) ✦ Weapon</td>
<td></td>
</tr>
<tr>
<td>Requires flail; +7 vs. AC; 1d10 + 4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.</td>
<td></td>
</tr>
<tr>
<td>Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)</td>
<td></td>
</tr>
<tr>
<td>The hobgoblin soldier rolls a saving throw against the effect.</td>
<td></td>
</tr>
<tr>
<td>Phalanx Soldier</td>
<td></td>
</tr>
<tr>
<td>The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.</td>
<td></td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Common, Goblin</td>
</tr>
<tr>
<td>Skills Athletics</td>
<td>+10, History +8</td>
</tr>
<tr>
<td>Str 19 (+5)</td>
<td>Dex 14 (+3)</td>
</tr>
<tr>
<td>Con 15 (+3)</td>
<td>Int 11 (+1)</td>
</tr>
<tr>
<td>Wis 14 (+3)</td>
<td>Cha 10 (+1)</td>
</tr>
<tr>
<td>Equipment</td>
<td>scale armor, heavy shield, flail</td>
</tr>
</tbody>
</table>

**Hobgoblin Soldier Tactics**

Hobgoblin soldiers form neat lines on the battlefield to gain the benefit of phalanx soldier. A soldier that is pushed or slid out of formation uses formation strike to move adjacent to a hobgoblin ally after an attack.
Hobgoblin Warcaster Tactica

A hobgoblin warcaster uses *force lure* and *force pulse* to maneuver enemies into the waiting steel of a line of soldiers, followed by *shock staff* to daze them while within its allies’ reach.

Hobgoblin Warcaster

*Medium natural humanoid* XP 150

**Initiative** +5  **Senses** Perception +4; low-light vision
**HP** 46; Bloodied 23
**AC** 17; Fortitude 13, Reflex 15, Will 14
**Speed** 6
✦ *Quarterstaff* (standard; at-will) ✦ *Weapon*
+8 vs. AC; 1d8 + 1 damage
✦ *Shock Staff* (standard; recharge ⚅ ⚁ ⚀ ⚈) ✦ *Lightning, Weapon*
Requires quarterstaff; +8 vs. AC; 2d10 + 4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster’s next turn.
✦ *Force Lure* (standard; recharge ⚅ ⚁ ⚀ ⚈) ✦ *Force*
Ranged 5; +7 vs. Fortitude; 2d6 + 4 force damage, and the target slides 3 squares.
✦ *Force Pulse* (standard; recharge ⚅ ⚁ ⚀ ⚈) ✦ *Force*
Close blast 5; +7 vs. Reflex; 2d8 + 4 force damage, and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)
The hobgoblin warcaster rolls a saving throw against the effect.

**Alignment** Evil  **Languages** Common, Goblin
**Skills** Arcana +10, Athletics +4, History +12
**Str** 13 (+2)  **Dex** 14 (+3)  **Wis** 16 (+4)
**Con** 14 (+3)  **Int** 19 (+5)  **Cha** 13 (+2)
**Equipment** robes, quarterstaff

Hobgoblin Commander Tactics

The hobgoblin commander wades into melee combat, attacking with its spear and using *lead from the front* to inspire its allies. It tries to stay adjacent to one or more allies to gain the benefit of *phalanx soldier* and uses tactical deployment to move allies into more advantageous positions.

Hobgoblin Commander

*Medium natural humanoid* XP 200

**Initiative** +8  **Senses** Perception +5; low-light vision
**HP** 64; Bloodied 32
**AC** 21 (23 with *phalanx soldier*); Fortitude 21, Reflex 18, Will 19
**Speed** 5
✦ *Spear* (standard; at-will) ✦ *Weapon*
+12 vs. AC; 1d8 + 5 damage; see also *lead from the front*. If the hobgoblin commander hits with an opportunity attack, it shifts 1 square.
✦ *Tactical Deployment* (minor; recharge ⚅ ⚁ ⚀ ⚈)
Close burst 5; allies in the burst shift 3 squares.

**Lead from the Front**

When the hobgoblin commander’s melee attack hits an enemy, allies gain a +2 bonus to attack rolls and damage rolls against that enemy until the end of the hobgoblin commander’s next turn.

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin commander suffers an effect that a save can end; encounter)
The hobgoblin commander rolls a saving throw against the effect.

**Phalanx Soldier**
The hobgoblin commander gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

**Alignment** Evil  **Languages** Common, Goblin
**Skills** Athletics +12, History +10, Intimidate +7
**Str** 20 (+7)  **Dex** 14 (+4)  **Wis** 16 (+5)
**Con** 16 (+5)  **Int** 12 (+3)  **Cha** 10 (+2)
**Equipment** scale armor, heavy shield, spear

Hobgoblin Hand of Bane Tactics

This fanatical hobgoblin fights for the glory of Bane, the god of war. It attracts as many enemies as possible and strikes them down with its flail.

Hobgoblin Hand of Bane

*Medium natural humanoid* XP 700

**Initiative** +8  **Senses** Perception +5; low-light vision
**HP** 184; Bloodied 92; see also *Bane’s blessing*
**AC** 26; Fortitude 24, Reflex 22, Will 23
**Saving Throws** +2
**Speed** 5
**Action Points** 1
✦ *Flail of Dread* (standard; recharge ⚅ ⚁ ⚀ ⚈) ✦ *Fear, Weapon*
+12 vs. AC; 1d10 + 6 damage, the target is marked until the end of the hobgoblin hand of Bane’s next turn, and the hand of Bane makes a secondary attack against the same target. *Secondary Attack*: +10 vs. Will; the target takes a –2 penalty to all defenses until the end of the encounter or until the hand of Bane dies.
✦ *Flail of Tyranny* (standard; recharge ⚅ ⚁ ⚀ ⚈) ✦ *Weapon*
Requires flail; +12 vs. AC; 2d10 + 6 damage, and the target is stunned until the end of the hobgoblin hand of Bane’s next turn.

**Bane’s Blessing** (when first bloodied; encounter)
The hobgoblin hand of Bane gains a +4 bonus to damage rolls for the rest of the encounter.

**Hobgoblin Resilience** (immediate reaction, when the hobgoblin hand of Bane suffers an effect that a save can end; encounter)
The hobgoblin hand of Bane rolls a saving throw against the effect.

**Alignment** Evil  **Languages** Common, Goblin
**Skills** Athletics +11, Intimidate +14, History +13, Religion +11
**Str** 22 (+10)  **Dex** 17 (+8)  **Wis** 18 (+8)
**Con** 20 (+9)  **Int** 14 (+6)  **Cha** 21 (+9)
**Equipment** plate armor, heavy shield, flail

Hobgoblin Lore

A character knows the following information with a successful Nature check.

**DC 15**: Hobgoblins live to make war. A typical tribe includes a mixture of hobgoblins, goblins, and bugbears, with the mightiest hobgoblin holding the title of warchief.

**DC 20**: A hobgoblin tribe is intensely protective of its reputation and military status. Meetings between groups from different tribes might turn violent if members aren’t restrained. However, a common cause can make hobgoblin tribes set aside their differences for the glory of a great war led by a mighty leader.

**DC 25**: Like their martial traditions, hobgoblin magical traditions severely test the limits of practitioners. Hobgoblin casters are expected to work well with hobgoblin soldiers.
# Encounter Groups

Goblins sometimes ally with or even rule over other like-minded creatures. They also take mercenary work; hobgoblins are the most reliable. Goblins can also end up as slaves.

**Level 1 Encounter (XP 500)**
- 2 goblin warriors (level 1 skirmisher)
- 2 fire beetles (level 1 brute)
- 1 goblin blackblade (level 1 lurker)

**Level 3 Encounter (XP 750)**
- 2 goblin sharpshooters (level 2 artillery)
- 4 goblin warriors (level 1 skirmisher)
- 4 goblin cutters (level 1 minion)

**Level 5 Encounter (XP 1,000)**
- 1 goblin hexer (level 3 controller)
- 2 goblin skullcleavers (level 3 brute)
- 2 goblin sharpshooters (level 2 artillery)
- 12 goblin cutters (level 1 minion)

**Level 5 Encounter (XP 1,000)**
- 1 bugbear warrior (level 5 brute)
- 2 hobgoblin archers (level 3 artillery)
- 3 goblin warriors (level 1 skirmisher)
- 2 goblin blackblades (level 1 lurker)

(Left to right)

hobgoblin warcaster, hobgoblin commander, hobgoblin soldier, and hobgoblin archer

**Level 5 Encounter (XP 1,150)**
- 1 goblin underboss (level 4 elite controller)
- 2 goblin skullcleavers (level 3 brute)
- 5 goblin warriors (level 1 skirmisher)

**Level 6 Encounter (XP 1,200)**
- 1 bugbear strangler (level 6 lurker)
- 2 goblin skullcleavers (level 3 brute)
- 1 hobgoblin warcaster (level 3 controller)
- 1 cave bear (level 6 elite brute)

**Level 7 Encounter (XP 1,500)**
- 4 bugbear warriors (level 5 brute)
- 1 oni night haunter (level 8 elite controller)

**Level 7 Encounter (XP 1,500)**
- 1 hobgoblin commander (level 5 soldier)
- 1 hobgoblin warcaster (level 3 controller)
- 5 hobgoblin soldiers (level 3 soldier)
- 1 worg (level 9 brute)

**Level 9 Encounter (XP 2,050)**
- 1 hobgoblin hand of Bane (level 8 elite soldier)
- 12 hobgoblin warriors (level 8 minion)
- 1 macetail behemoth (level 7 soldier)
Golems are magically animated constructs created by wizards and other masters of secret lore to guard important places or treasure. Golems possess just enough awareness to follow orders. Single-minded, they ignore all but the most obvious dangers.

**Flesh Golem**

Large natural animate (construct) XP 1,400

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+4</th>
<th>Senses</th>
<th>Perception +5; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 304; Bloodied 152; see also berserk attack</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 26; Fortitude 29, Reflex 21, Will 22</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 6; can’t shift</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Double Attack** (standard; at-will)

The flesh golem makes two slam attacks.

**Berserk Attack** (immediate reaction, when damaged by an attack while bloodied; at-will)

The flesh golem makes a slam attack against a random target within its reach.

**Golem Rampage** (standard; recharge ⚅ ⚪)

The flesh golem moves up to its speed plus 2 and can move through enemies’ spaces, provoking opportunity attacks as normal. When it enters a creature’s space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

**Alignment** Unaligned

<table>
<thead>
<tr>
<th>Languages –</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 20 (+11)</td>
</tr>
<tr>
<td>Con 22 (+12)</td>
</tr>
</tbody>
</table>

**Flesh Golem Tactics**

A flesh golem uses *golem rampage* to smash through as many enemies as possible. It then makes slam attacks against the biggest or toughest foe within reach. It rampages again as soon as the power recharges.

**Golem Lore**

A character knows the following information with a successful Arcana or Nature check.

**DC 20:** A golem is given “life” by an animating spark from the Elemental Chaos. This spark is not a soul or an independent creature, but raw vitality that gives the golem the power of movement and a glimmer of sentience.

**DC 25:** A golem’s creator has complete control over its actions. Without its creator present, a golem tries to obey its last orders to the best of its ability.

**Encounter Groups**

Golems can be encountered with a wide variety of other beings they have been commanded to serve.

**Level 13 Encounter (XP 4,200)**

✦ 2 flesh golems (level 12 elite brute)

✦ 1 lamia (level 12 elite controller)

**Stone Golem**

Large natural animate (construct) XP 3,200

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+8</th>
<th>Senses</th>
<th>Perception +7; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 336; Bloodied 168; see also death burst</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 33; Fortitude 33, Reflex 24, Will 24</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison, sleep</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 6; can’t shift</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Slam** (standard; at-will)

Reach 2; +16 vs. AC (+18 while bloodied); 2d8 + 5 damage, and the target is dazed (save ends).

**Double Attack** (standard; at-will)

The stone golem makes two slam attacks.

**Golem Rampage** (standard; recharge ⚅ ⚪)

The stone golem moves up to its speed plus 2 and can move through enemies’ spaces, provoking opportunity attacks as normal. When it enters a creature’s space (ally or enemy), the golem makes a slam attack against that creature. The creature remains in its space, and the golem must leave the space after it attacks. The golem must end its rampage in an unoccupied space.

**Death Burst** (when reduced to 0 hit points)

The stone golem explodes in a burst of jagged stones. Close burst 1; +23 vs. AC; 2d6 + 7 damage, and the space it occupied is difficult terrain until cleared.

**Alignment** Unaligned

<table>
<thead>
<tr>
<th>Languages –</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 24 (+15)</td>
</tr>
<tr>
<td>Con 24 (+15)</td>
</tr>
</tbody>
</table>

**Stone Golem Tactics**

A stone golem uses tactics similar to the flesh golem, rampaging and making double attacks when it can.
A gorgon is an elemental beast armed with a deadly breath weapon. Although foul-tempered, gorgons can be tamed by more intelligent elemental creatures or giants to serve as pets or mounts.

**Gorgon Lore**

A character knows the following information with a successful Arcana check.

**DC 20**: Wild gorgons roam in small herds of three to seven individuals, each containing one male (sometimes called a bull) and several females. Young males must successfully challenge a bull to lead a herd, and those that do not succeed travel alone or in pairs.

**Encounter Groups**

Giants and other powerful humanoids sometimes tame these ferocious beasts. Storm titans in particular like to keep herds of storm gorgons.

**Level 27 Encounter (XP 58,000)**

✦ 2 storm gorgons (level 26 skirmisher)
✦ 1 storm titan (level 27 elite controller)
✦ 2 dragonborn champions (level 26 soldier)

**Iron Gorgon**

Large elemental beast (earth) XP 600

| Initiative | +9 | Senses Perception | +8 | TrueSight | 6 |
| HP 120 | Bloodied | 60 |
| AC 25 | Fortitude | 25 | Reflex | 20 | Will | 21 |
| Immune | Knocked Prone, Petrification, Push/Pull/Slide |
| Speed | 6 (Earth Walk) |
| ✦ Gore | (Standard; At-Will) |
| +17 vs. AC; 1d10 + 6 Damage |
| ✦ Earthshaking Charge | (Standard; Recharge 5/6) |
| The iron gorgon makes a charge attack; +15 vs. Fortitude; 2d10 + 6 Damage, and if the target is Medium or smaller, it is pushed 3 squares and knocked prone. |
| ✦ Trample | (Standard; At-Will) |
| The iron gorgon can move up to its speed and enter enemies’ spaces. This movement provokes opportunity attacks, and the iron gorgon must end its move in an unoccupied space. When it enters an enemy’s space, the gorgon makes a trample attack: +15 vs. Reflex; 1d8 + 6 Damage, and the target is knocked prone. |
| ✸ Petrifying Breath | (Standard; Recharge 5/6) ✸ Poison |
| Close blast 3; gorgons are immune; +15 vs. Fortitude; 2d6 + 7 poison damage, and the target is dazed and slowed (save ends both). First Failed Save: The target is immobilized instead of dazed and slowed (save ends). Second Failed Save: The target is petrified (no save). |

**Alignment**

Unaligned

| Str 22 (+11) | Dex 14 (+7) | Wis 17 (+8) |
| Con 24 (+12) | Int 2 (+1) | Cha 6 (+3) |

**Storm Gorgon**

Large elemental beast (earth) XP 9,000

| Initiative | +21 | Senses Perception | +19 | TrueSight | 6 |
| HP 248 | Bloodied | 124 |
| AC 42 | Fortitude | 40 | Reflex | 35 | Will | 35 |
| Immune | Knocked Prone, Push/Pull/Slide |
| Resist | 20 Lightning, 20 Thunder |
| Speed | 8, Fly 10 (Hover); See Also Mobile Melee Attack |
| ✦ Gore | (Standard; At-Will) ✸ Thunder |
| +31 vs. AC; 1d10 + 12 Damage plus 2d8 Thunder Damage, and the target is pushed 2 squares and Knocked Prone. |
| ✦ Mobile Melee Attack | (Standard; At-Will) |
| The storm gorgon can move up to half its speed and make one melee basic attack at any point during that movement. The storm gorgon doesn’t provoke opportunity attacks when moving away from the target of its attack. |
| ✦ Trample | (Standard; At-Will) |
| The storm gorgon can move up to its speed and enter enemies’ spaces. This movement provokes opportunity attacks, and the gorgon must end its move in an unoccupied space. When it enters an enemy’s space, the gorgon makes a trample attack: +29 vs. Reflex; 1d10 + 10 Damage, and the target is knocked prone. |
| ✸ Storming Breath | (Standard; Recharge 5/6) ✸ Lightning, Thunder |
| Close blast 5; +29 vs. Fortitude; 2d10 + 20 Lightning and Thunder Damage. |

**Alignment**

Unaligned

| Str 30 (+23) | Dex 22 (+19) | Wis 23 (+19) |
| Con 32 (+24) | Int 2 (+9) | Cha 8 (+12) |

**Storm Gorgon Tactics**

A storm gorgon leads off with storming breath, followed by a charge or a trample attack to take advantage of its powerful gore.
Grells are flying, tentacled predators that haunt the tunnels of the Underdark, preying on unwary passersby.

Most grells are feral, solitary hunters that rarely interact with others of their kind. Sometimes, though, they gather in large colonies consisting of dozens of individuals. Although they are sightless, grells possess the psychic ability to sense their surroundings.

**Grell Level 7 Elite Soldier**

Medium aberrant magical beast (blind) XP 600

**Initiative** +9

**Senses** Perception +9; blindsight 12

**HP** 156; Bloodied 78

**AC** 22 (24 while the grell has an enemy grabbed); Fortitude 19, Reflex 20, Will 17

**Immune gaze**

**saving throws** +2

**Speed** 1 (clumsy), fly 6 (hover)

**Action Points** 1

✦ **Tentacle Rake** (standard; at-will) ✦ **Poison**

Reach 2; +12 vs. AC; 3d8 + 4 damage, and the target is slowed and takes a –2 penalty to attack rolls (save ends both).

✦ **Tentacle Grab** (standard; at-will)

Reach 2; +12 vs. Fortitude; 2d8 + 4 damage, and the target is grabbed. The grell can grab only one creature at a time.

✦ **Venomous Bite** (minor 1/round; at-will) ✦ **Poison**

Grabbed target only; +12 vs. AC; 1d8 + 4 damage, and the target is stunned (save ends).

**Alignment** Evil

**Languages** Deep Speech

**Skills** Stealth +17

<table>
<thead>
<tr>
<th>Str</th>
<th>12 (+4)</th>
<th>Dex</th>
<th>19 (+7)</th>
<th>Wis</th>
<th>12 (+4)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Con</td>
<td>14 (+5)</td>
<td>Int</td>
<td>10 (+3)</td>
<td>Cha</td>
<td>9 (+2)</td>
</tr>
</tbody>
</table>

**Grell Philosopher Level 11 Elite Controller**

Medium aberrant magical beast (blind) XP 1,200

**Initiative** +10

**Senses** Perception +12; blindsight 12

**HP** 224; Bloodied 112

**AC** 27; Fortitude 21, Reflex 24, Will 23

**Immune gaze; Resist 20 lightning**

**saving throws** +2

**Speed** 1 (clumsy), fly 6 (hover)

**Action Points** 1

✦ **Tentacle Rake** (standard; at-will) ✦ **Poison**

Reach 2; +17 vs. AC; 3d8 + 5 damage, and the target is slowed and takes a –2 penalty to attack rolls (save ends both).

✦ **Lightning Lance** (standard; at-will) ✦ **Lightning**

Ranged 10; +14 vs. Reflex; 3d6 + 6 lightning damage, and the target is blinded (save ends).

✦ **Psychic Storm** (standard; recharge ⚖) ✦ **Psychic, Zone**

Area burst 2 within 10; +14 vs. Will; 3d8 + 3 psychic damage, and the target is dazed (save ends). The psychic storm is a zone that lasts until the end of the encounter. Any creature entering the zone is dazed (save ends).

✦ **Venomous Mind** (standard; at-will) ✦ **Psychic**

Close burst 3; targets enemies; +15 vs. Will; 2d8 + 5 psychic damage, and the target must choose a random target for any melee attacks it makes (save ends).

**Alignment** Evil

**Languages** Deep Speech

**Skills** Arcana +13, Stealth +20

<table>
<thead>
<tr>
<th>Str</th>
<th>14 (+7)</th>
<th>Dex</th>
<th>21 (+10)</th>
<th>Wis</th>
<th>14 (+7)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Con</td>
<td>16 (+8)</td>
<td>Int</td>
<td>16 (+8)</td>
<td>Cha</td>
<td>13 (+6)</td>
</tr>
</tbody>
</table>

**Grell Tactics**

Skilled ambushers, grells hover above arches or tunnel mouths and wait for prey. When potential victims pass below, a grell descends from the shadows and strikes out with its tentacles. Against small groups or individuals, grells begin with tentacle grab, followed by venomous bite against the grabbed prey. When fighting larger groups, a grell wears down foes with tentacle rakes before grabbing a target.

**Grell Philosopher Tactics**

A grell philosopher generally hangs back from battle, allowing its weaker kin to enter melee. It uses lightning lance to blind enemies and psychic storm against multiple foes. It saves venomous mind until enemies get close.

**Grell Lore**

A character knows the following information with a successful Dungeoneering check.

**DC 15:** Grells are solitary, malicious hunters that detest sunlight and prefer to lurk underground. They float silently though the air and like to descend from above, snaring their prey in venomous tentacles.

**Encounter Groups**

The most common grell encounter is a single, feral grell waiting in ambush. Sometimes a colony leader leads a group to find food, slaves, or lore.

**Level 11 Encounter (XP 3,100)**

✦ 1 grell philosopher (level 11 elite controller)

✦ 2 grells (level 7 elite soldier)

✦ 4 troglodyte warriors (level 12 minion)
GRICK

Wormlike dungeon dwellers that hunt in packs, gricks are unnaturally tough and highly resistant to damage.

**Grick**
Medium aberrant beast  
**Grick Level 7 Brute**  
XP 300

- **Initiative**: +4  
- **Senses**: Perception +10; darkvision  
- **HP**: 96; Bloodied 48  
- **AC**: 19; Fortitude 19, Reflex 14, Will 15  
- **Resist**: 5 against effects that target AC  
- **Speed**: 6, climb 4

<table>
<thead>
<tr>
<th>1 Tentacle Rake (standard; at-will)</th>
<th>+10 vs. AC; 2d6 + 4 damage, and ongoing 5 damage (save ends).</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Expert Flanker</strong></td>
<td>The grick gains a +2 bonus to attack rolls against an enemy it is flanking.</td>
</tr>
</tbody>
</table>

**Alignment**: Unaligned  
**Languages**: –  
**Skills**: Endurance +11, Stealth +9

- **Str**: 18 (+7)  
- **Dex**: 13 (+4)  
- **Wis**: 14 (+5)  
- **Con**: 16 (+6)  
- **Int**: 2 (–1)  
- **Cha**: 7 (+1)

**Grick Tactics**
Gricks are pack hunters. They instinctively gang up on prey, mobbing a single target and tearing it to pieces before turning their attention to other creatures nearby. Gricks naturally try to flank a foe.

**Grick Alpha**
Large aberrant beast  
**Grick Alpha Level 9 Brute (Leader)**  
XP 400

- **Initiative**: +5  
- **Senses**: Perception +11; darkvision  
- **HP**: 116; Bloodied 58  
- **AC**: 21; Fortitude 22, Reflex 17, Will 18  
- **Resist**: 5 against effects that target AC  
- **Speed**: 7, climb 4

<table>
<thead>
<tr>
<th>1 Tentacle Rake (standard; at-will)</th>
<th>Reach 2; +13 vs. AC; 2d8 + 5 damage, and the target is grabbed (until escape) and takes ongoing 5 damage (save ends).</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Vicious Bite</strong> (standard; at-will)</td>
<td>Grabbable target only; automatic hit; 1d8 + 5 damage.</td>
</tr>
<tr>
<td><strong>Expert Flanker</strong></td>
<td>The grick alpha gains a +2 bonus to attack rolls against an enemy it is flanking.</td>
</tr>
<tr>
<td><strong>Pinning Grip</strong></td>
<td>The grick alpha’s allies gain a +2 bonus to attack rolls against an enemy grabbed by this creature.</td>
</tr>
</tbody>
</table>

**Alignment**: Unaligned  
**Languages**: –  
**Skills**: Endurance +12, Stealth +10

- **Str**: 20 (+9)  
- **Dex**: 13 (+5)  
- **Wis**: 15 (+6)  
- **Con**: 16 (+7)  
- **Int**: 2 (+0)  
- **Cha**: 7 (+2)

**Grick Alpha Tactics**
A grick alpha makes a tentacle rake attack and grabs onto its prey, biting the creature on subsequent rounds while using pinning grip to allow allied gricks to rip the grabbed creature to shreds.

**Grick Lore**
A character knows the following information with a successful Dungeoneering check.

- **DC 15**: A grick attacks viciously when its nest is threatened or when it is hungry—and it is always hungry. Accustomed to hunting in packs, gricks are much more dangerous when they flank prey.
- **DC 20**: If prey becomes too scarce in its preferred terrain, a grick hunts aboveground at night, always returning to shelter before the bright light of the day burns its tiny eyes.

**Encounter Groups**
Gricks usually hunt in packs, and other predators might follow them to steal their prey. Other aberrant creatures sometimes force grick packs into service.

**Level 8 Encounter (XP 1,900)**  
✦ 1 grick alpha (level 9 brute)  
✦ 3 gricks (level 7 brute)  
✦ 2 dire stirges (level 7 lurker)

**Level 9 Encounter (XP 2,450)**  
✦ 2 grick alphas (level 9 brute)  
✦ 1 gibbering mouther (level 10 controller)  
✦ 2 foulspawn berserker (level 9 soldier)  
✦ 1 foulspawn mangler (level 8 skirmisher)
Griffons are fierce, majestic hunters of the air. They make their nests in remote corners of the world and sometimes stray into the Feywild. There are many kinds of griffons, all of which have feathered wings, a sharp beak, taloned foreclaws, and the hindquarters of some nonflying beast.

Griffon eggs are highly prized, for young griffons can be trained as mounts.

**Griffon Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Griffons are difficult to tame, but stories tell of elves and eladrin who magically control griffons and ride them into battle. Hippogriffs, on the other hand, are easily ridden, even in combat. For that reason, they are the most common flying mount among the civilized races of the world.

Hippogriffs breed true. Breeding a hippogriff with a horse produces either another hippogriff or a temperamental horse. Hippogriffs are expensive mounts, so the theft and smuggling of young hippogriffs is a lucrative criminal industry.

**DC 20:** A griffin’s nest typically contains only one or two eggs. Griffon and hippogriff eggs are worth up to 1,000 gp apiece to prospective buyers, who include eccentrics wishing to display the creature in captivity, villains who want a vicious guard, or spellcasters who believe they can train a young griffin using magic.

**DC 25:** Rimefire griffons are native to the Elemental Chaos. Ice archons ally with them, and efreet sometimes cap- 

**Encounter Groups**

Griffons are most commonly encountered in the wild, hunting for prey. Hippogriffs are often encountered as mounts. Rime- fire griffons often serve as battle companions for elemental creatures in the service of some elemental lord.

**Level 5 Encounter (XP 1,075)**

✦ 3 hippogriffs (level 5 skirmisher)
✦ 1 human mage (level 4 artillery)
✦ 2 human guards (level 3 soldier)

**Level 5 Encounter (XP 1,150)**

✦ 1 hippogriff dreadmount (level 5 soldier)
✦ 1 warforged captain (level 6 soldier)
✦ 3 warforged soldiers (level 4 soldier)

**Level 6 Encounter (XP 1,200)**

✦ 2 griffons (level 7 brute)
✦ 2 eladrin fey knights (level 7 soldier)

**Level 20 Encounter (XP 15,600)**

✦ 1 rimefire griffon (level 20 skirmisher)
✦ 1 ghaele of winter (level 21 artillery)
✦ 2 fire archon blazesteels (level 19 soldier)
✦ 2 ice archon rimehammers (level 19 soldier)

**Hippogriff Tactics**

A hippogriff mixes aerial and ground attacks, usually beginning a fight with a diving overrun. Lacking the ferocity of its wild griffon cousins, the hippogriff usually tries to escape once bloodied (unless under the control of a rider).

**Hippogriff Dreadmount Tactics**

A hippogriff dreadmount is weighed down by metal barding and fights most effectively on the ground.
**Griffon Level 7 Brute**

- **Initiative**: +6
- **Senses**: Perception +9
- **HP**: 98; Bloodied 49; see also blood frenzy
- **AC**: 18; Fortitude 19, Reflex 15, Will 14; see also blood frenzy
- **Immune**: fear (while bloodied only)
- **Speed**: 6, fly 10, overland flight 15
- **Claws** (standard; at-will)
  - +10 vs. AC; 2d6 + 7 damage.
- **Rabid Charger** (while mounted by a friendly rider of 7th level or higher; at-will) ➤ **Mount**
  - When it charges, the griffon makes two claws attacks in addition to its rider's charge attack.
- **Blood Frenzy** (only while bloodied)
  - The griffon can take an extra move action each turn. It also gains a +2 bonus to attack rolls and takes a –2 penalty to all defenses.
- **Thunder Charge** (standard; only while flying; at-will)
  - When the griffon charges, it gains a +4 bonus to its attack roll instead of the normal +1 bonus.

**Griffon Tactics**

Griffons begin most fights by taking to the air (if they’re not there already), using thunder charge to swoop down on foes and rake with their claws. After attacking, they fly off and circle around to dive again. Griffons are fearless once bloodied, fighting to the death in a brutal frenzy.

---

**Rimefire Griffon Level 20 Skirmisher**

- **Initiative**: +17
- **Senses**: Perception +14
- **HP**: 186; Bloodied 93
- **AC**: 35; Fortitude 37, Reflex 33, Will 32
- **Resist**: 10 cold, 10 fire
- **Speed**: 5, fly 10, overland flight 15; see also flyby attack
- **Bite** (standard; at-will) ➤ **Cold**
  - +25 vs. AC; 1d8 + 7 damage plus 1d10 cold damage.
- **Flyby Attack** (standard; at-will)
  - The rimefire griffon flies up to 10 squares and makes one melee basic attack at any point during that movement. The rimefire griffon doesn’t provoke opportunity attacks when moving away from the target of the attack.
- **Rimefire Blast** (standard; starts uncharged; recharges after hitting twice with a bite attack) ➤ **Fire**
  - Close blast 5; +23 vs. Reflex; 2d10 + 5 fire damage.
- **Rider Resistance** (while mounted by a friendly rider of 20th level or higher; at-will) ➤ **Mount**
  - The rimefire griffon grants its rider resist 10 cold and 10 fire.

**Rimefire Griffon Tactics**

An airborne rimefire griffon uses flyby attack to make a swooping attack against an enemy before it lands. The creature’s bite siphons heat from the target’s body, causing the beast’s horn to glow with a blue flame. After it has absorbed enough heat, the rimefire griffon can release the stored energy in a blast of fire from its mouth.
Blind denizens of the Underdark, grimlocks often serve as thralls to more powerful monsters. They rely on blindsight to perceive their surroundings and are cruel, savage creatures.

**Grimlock Minion**

Medium natural humanoid (blind) XP 250

Initiative +6  Senses Perception +7; blindsight 10
HP 1; a missed attack never damages a minion.
Immune gaze
AC 24; Fortitude 24, Reflex 23, Will 23
Speed 6

✦ Greataxe (standard; at-will) ✦ Weapon
+17 vs. AC; 7 damage (9 damage against a bloodied target).

**Grimlock Follower**

Medium natural humanoid (blind) XP 1,038

Initiative +9  Senses Perception +10; blindsight 10
HP 1; a missed attack never damages a minion.
Immune gaze
AC 35; Fortitude 32, Reflex 30, Will 30
Speed 6

✦ Greataxe (standard; at-will) ✦ Weapon
+25 vs. AC; 9 damage (12 damage against a bloodied target).

**Grimlock Ambusher**

Medium natural humanoid (blind) Level 14 Minion

Initiative +9  Senses Perception +7; blindsight 10
HP 110; Bloodied 55; see also offensive shift
AC 26; Fortitude 25, Reflex 23, Will 23
Immune gaze
Speed 6

✦ Greataxe (standard; at-will) ✦ Weapon
+16 vs. AC; 1d12 + 5 damage (crit 2d12 + 17).

✦ Offensive Shift (immediate reaction, when an enemy moves within 2 squares of the grimlock ambusher and attacks an ally of the grimlock; recharges when first bloodied)

The grimlock ambusher shifts and makes a melee basic attack against the enemy.

**Grimlock Berserker**

Medium natural humanoid (blind) Level 13 Brute

Initiative +7  Senses Perception +8; blindsight 10
HP 156; Bloodied 78
AC 25; Fortitude 27, Reflex 20, Will 23
Immune gaze
Speed 6

✦ Greataxe (standard; at-will) ✦ Weapon
+16 vs. AC; 1d12 + 6 damage (crit 2d12 + 18).

✦ Power Attack (standard; at-will) ✦ Weapon
Requires greataxe; +14 vs. AC; 1d12 + 12 damage (crit 2d12 + 24).

✦ Frenzied Attack (standard; at-will) ✦ Weapon
The grimlock berserker makes two greataxe attacks against a bloodied enemy.

**Grimlock Tactics**

Since grimlocks aren’t very clever, they get along with sheer hard fighting. Minions simply gang up on the nearest foe, but individual grimlocks exult in single combat.

**Grimlock Lore**

A character knows the following information with a successful Nature check.

DC 15: Grimlocks are murderous brutes that prefer raw, fresh meat—preferably human. Having evolved into eyeless creatures, they rely on blindsight to detect enemies.

**Encounter Groups**

Grimlocks are normally encountered in small packs. Sometimes they are led by medusas or mind flayers.

**Level 13 Encounter (XP 4,200)**

✦ 2 grimlock berserkers (level 13 brute)
✦ 2 hook horrors (level 13 soldier)
✦ 1 mind flayer infiltrator (level 14 lurker)
CONSTRUCTS CREATED BY SPELLCASTERS to serve as bodyguards, guardians protect their masters with unswerving diligence.

### Shield Guardian
**Level 14 Soldier**
- Large natural animate (construct)
- XP 1,000

**Initiative** +9
**Senses** Perception +15; darkvision

**Shield Other** aura 2; as long as its master is within the aura, the shield guardian grants its master a +2 bonus to all defenses and takes half of its master’s damage until it is destroyed.

- HP 138; Bloodied 69
- AC 30; Fortitude 29, Reflex 22, Will 27
- Immune charm, disease, fear, poison, sleep
- Speed 4

**Slam** (standard; at-will)
Reach 2; +20 vs. AC; 2d6 + 7 damage.

### Battle Guardian
**Level 17 Controller**
- Large natural animate (construct)
- XP 1,600

**Initiative** +8
**Senses** Perception +15; darkvision

- HP 163; Bloodied 81
- AC 32; Fortitude 32, Reflex 26, Will 29
- Immune charm, disease, fear, poison, sleep
- Speed 8

**Slam** (standard; at-will)
Reach 2; +19 vs. AC; 3d6 + 7 damage, and the target is immobilized (save ends).

**Block Charge** (immediate interrupt, when an enemy ends the movement portion of a charge within 8 squares of the battle guardian; at-will)
- The battle guardian charges the enemy and makes a slam attack. The target is knocked prone on a hit.

**Cover Retreat**
- An ally adjacent to a battle guardian does not provoke opportunity attacks when moving, as long as that ally remains adjacent.

### Guardian Lore
A character knows the following information about guardians with a successful Arcana check.

- **DC 20**: A guardian is created by means of a ritual, the main component of which is an amulet to which the guardian is keyed.

- **DC 25**: A guardian obeys its master’s verbal commands to the best of its ability, although it is not good for much beyond combat and simple manual labor. It can also be instructed to perform specific tasks at specific times or when certain conditions are met.

- **DC 30**: If a guardian’s master dies, the guardian carries out the last command it was given until its control amulet falls into the hands of a new owner and new orders are given.

### Encounter Groups
Guardians are almost always encountered in the company of their creators.

- **Level 14 Encounter (XP 5,200)**
  - ✦ 1 shield guardian (level 14 brute)
  - ✦ 1 githzerai mindmage (level 14 artillery)
  - ✦ 4 gray slaads (level 13 skirmisher)
Wise in the ways of dark magic and curses, hags sometimes choose to serve more powerful evil beings as advisors and soothsayers. Cruel and dangerous fey, hags haunt the Feywild and the lonely places of the world. Most hags are petty tyrants who prefer to bully weaker monsters and foment wicked schemes against mortals unfortunate enough to live close by.

**Hag Lore**

A character knows the following information about hags with a successful Arcana check.

**DC 15**

Hags often know dark rituals that allow them to scry distant places, see into the future, manipulate the weather, or place curses on those who anger them. They gather in small groups called covens, thereby combining their ritual knowledge.

**DC 20**

Hags are living manifestations of nature’s ugliness, much as eladrin and elves embody nature’s beauty. Miserable and conniving, they seek to destroy those who are content in life. They like to collect treasure and will often impart knowledge or free captives in exchange for valuable items.

**Encounter Groups**

Any hag might be found bossing around dumb creatures such as trolls or ogres, or advising more powerful creatures such as giants.

**Level 9 Encounter (XP 2,000)**
- 2 howling hags (level 7 controller)
- 2 gnoll demonic scourges (level 8 brute)
- 2 barlgura demons (level 8 brute)

**Level 10 Encounter (XP 2,600)**
- 1 bog hag (level 10 skirmisher)
- 1 venom-eye basilisk (level 10 artillery)
- 2 shambling mounds (level 9 brute)
- 2 trolls (level 9 brute)

**Howling Hag**

**Medium fey humanoid**

**Level 7 Controller**

- Initiative +7
- Senses Perception +10; low-light vision
- Baleful Whispers (Psychic) aura 5; an enemy that ends its turn in the aura takes 1d6 psychic damage.
- HP 83; Bloodied 41; see also shriek of pain
- AC 21; Fortitude 19, Reflex 19, Will 18
- Resist 10 thunder
- Speed 6; see also Fey Step
- Quarterstaff (standard; at-will) ✦ Weapon
  - +9 vs. AC; 1d8 + 4 damage.
- Howl (standard; at-will) ✦ Thunder
  - Close blast 5; +10 vs. Fortitude; 1d6 + 4 thunder damage, and the target is pushed 3 squares.
- Shriek of Pain (standard; recharges when first bloodied) ✦ Thunder
  - Close blast 5; +8 vs. Fortitude; 3d6 + 4 thunder damage, or 3d6 + 9 thunder damage if the howling hag is bloodied. Miss: Half damage.
- Change Shape (minor; at-will) ✦ Polymorph
  - A howling hag can alter its physical form to appear as an old crone of any Medium humanoid race (see Change Shape, page 280).
- Fey Step (move; encounter) ✦ Teleportation
  - The howling hag can teleport 10 squares.

**Alignment**
- Evil

**Languages**
- Common, Elven

**Skills**
- Bluff +11, Insight +10, Intimidate +11, Nature +10

**Str** 18 (+7)
- Dex 18 (+7)
- Wis 15 (+5)
- Con 19 (+7)
- Int 12 (+4)
- Cha 16 (+6)

**Equipment**
- Quarterstaff

**Howling Hag Tactics**

A howling hag prefers to remain at range, attacking first with its shriek of pain and then using howl. When cornered, the hag uses Fey Step to escape.

**Bog Hag**

**Medium fey humanoid (aquatic)**

**Level 10 Skirmisher**

- Initiative +11
- Senses Perception +7; low-light vision
- Unwholesome Presence aura 3; enemies in the aura gain only half the normal hit points from spending healing surges.
- HP 107; Bloodied 53; see also rending claws
- AC 24; Fortitude 23, Reflex 21, Will 19
- Speed 8 (swamp walk), swim 8
- Claw (standard; at-will)
  - +15 vs. AC; 1d8 + 6 damage.
- Rending Claws (standard; recharges when first bloodied)
  - The bog hag makes two claw attacks against the same target; if both claws hit, the hag deals an extra 5 damage to the target.
- Change Shape (minor; at-will) ✦ Polymorph
  - A bog hag can alter its physical form to appear as a beautiful young female elf, half-elf, eladrin, or human (see Change Shape, page 280).
- Evasive Charge
  - The bog hag shifts 2 squares after charging.

**Alignment**
- Evil

**Languages**
- Common, Elven

**Skills**
- Intimidate +12, Nature +12, Stealth +14

**Str** 22 (+11)
- Dex 18 (+9)
- Wis 15 (+7)
- Con 19 (+9)
- Int 12 (+6)
- Cha 14 (+7)

**Bog Hag Tactics**

A bog hag rends its victims to pieces with its claws in a series of hit-and-run attacks, using Evasive Charge to move past enemies.
**Night Hag Level 14 Lurker**

Medium fey humanoid  XP 1,000

<table>
<thead>
<tr>
<th>Initiative +15</th>
<th>Senses Perception +10; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 109; Bloodied 54</td>
<td></td>
</tr>
<tr>
<td>AC 27; Fortitude 28, Reflex 26, Will 26</td>
<td></td>
</tr>
<tr>
<td>Speed 8</td>
<td></td>
</tr>
<tr>
<td>Claw (standard; at-will) +19 vs. AC; 1d6 + 6 damage. If the night hag has combat advantage against the target, the target is also stunned (save ends).</td>
<td></td>
</tr>
<tr>
<td>Dream Haunting (standard; at-will) + Psychic The night hag moves into a stunned or unconscious creature’s space and makes an attack against it; +18 vs. Will; 3d6 + 4 psychic damage, and the night hag disappears into the target’s mind. While in this state, the night hag is removed from play and does nothing on subsequent turns except deal 3d6 + 4 psychic damage to the target (no attack roll required). As long as the target remains stunned or unconscious, the night hag can’t be attacked. When the target is no longer stunned or unconscious, or when the target dies, the hag reappears adjacent to the target and is insubstantial until the start of its next turn.</td>
<td></td>
</tr>
<tr>
<td>Wave of Sleep (standard; recharge 1/day) + Psychic, Sleep Close blast 5; +17 vs. Will; 1d8 + 3 psychic damage, and the target is dazed (save ends). First Failed Save: The target falls unconscious (no save).</td>
<td></td>
</tr>
<tr>
<td>Change Shape (minor; at-will) + Polymorph A night hag can alter its physical form to appear as an old crone of any Medium humanoid race (see Change Shape, page 280).</td>
<td></td>
</tr>
</tbody>
</table>

**Death Hag Level 18 Soldier**

Medium fey humanoid  XP 2,000

<table>
<thead>
<tr>
<th>Initiative +15</th>
<th>Senses Perception +12; low-light vision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 171; Bloodied 85; see also life drain</td>
<td></td>
</tr>
<tr>
<td>AC 34; Fortitude 34, Reflex 31, Will 32</td>
<td></td>
</tr>
<tr>
<td>Resist 10 necrotic</td>
<td></td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
<tr>
<td>Claw (standard; at-will) + Necrotic +24 vs. AC; 1d8 + 7 necrotic damage, and the target is marked and cannot spend healing surges or regain hit points until the end of the death hag’s next turn.</td>
<td></td>
</tr>
<tr>
<td>Life Drain (standard; recharge 2/day) + Healing, Necrotic Close blast 3; +22 vs. Fortitude; 1d8 + 4 necrotic damage, and the death hag regains 5 hit points for each creature damaged by this attack.</td>
<td></td>
</tr>
<tr>
<td>Change Shape (minor; at-will) + Polymorph A death hag can alter its physical form to appear as female of any Medium humanoid race (see Change Shape, page 280).</td>
<td></td>
</tr>
</tbody>
</table>

**Night Hag Tactics**

A night hag uses its change shape power to assume a benign disguise, luring enemies within range of its wave of sleep. It then steps into the dreams of an unconscious victim to destroy its mind with nightmares, usually while the hag’s minions or allies keep others from interfering.

**Death Hag Tactics**

The death hag relishes melee combat and uses life drain as often as it can.
HALFLINGS

HALFLINGS ARE A CIVILIZED RACE OF PLUCKY, CLEVER RIVERFOLK WELCOME IN MANY LANDS. SMALL IN SIZE, HALFLINGS ARE TOUGHER THAN THEY LOOK AND FEARLESS IN THE FACE OF DANGER.

HALFLINGS LIVE AMONG OTHER CIVILIZED RACES. THEY ALSO BAND TOGETHER IN SMALL RIVERSIDE COMMUNITIES, FISHING FOR FOOD AND USING THE RIVERS FOR TRAVEL.

HALFLING LORE

A CHARACTER KNOWS THE FOLLOWING INFORMATION ABOUT HALFLINGS WITH A SUCCESSFUL NATURE CHECK.

DC 15: HALFLINGS ARE RESOURCEFUL ROVERS WHO USE THE RIVERS OF THE WORLD AS ROADS. THEY’RE FRIENDLY AND INCLUSIVE AMONG STRANGERS, AND PROTECTIVE OF THEIR OWN KIND. A REPUTATION FOR HOSPITALITY BUT ALSO MINOR LARCENY FOLLOWS THEM.

HALFLING SLINGER

Small natural humanoid

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>+4</td>
<td>+5</td>
<td>22</td>
<td>6</td>
</tr>
</tbody>
</table>

AC 15; Fortitude 12, Reflex 15, Will 13; see also nimble reaction

Saving Throws: +5 against fear effects

Ranged 10/20; +6 vs. AC; 1d6 + 4 damage.

Dagger (standard; at-will) + Weapon
+4 vs. AC; 1d4 + 4 damage.

Sling (standard; at-will) + Weapon
Ranged 10/20; +7 vs. AC; 4 damage.

Stone Rain (standard; recharge 2/11) + Weapon
The halfling slinger makes three sling attacks, each with a -2 penalty to the attack roll.

Combat Advantage
The halfling slinger deals an extra 1d6 damage on ranged attacks against any target it has combat advantage against.

Nimble Reaction
Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when hit by an attack; encounter)
The halfling slinger forces the attacker to reroll the attack and take the new result.

Sniper
A hidden halfling slinger that misses with a ranged attack remains hidden.

Alignment Any
Languages Common, one other

Skills Acrobatics +6, Stealth +9, Thievery +11

Str 12 (+1) Dex 18 (+4) Wis 11 (+0)
Con 10 (+0) Int 10 (+0) Cha 14 (+2)

Equipment leather armor, dagger, sling with 20 bullets

HALFLING SLINGER TACTICS

Halfling slingers like to set ambushes, using the Stealth skill to gain combat advantage and their sniper power to remain hidden. Once revealed, halfling slingers take cover and bombard enemies with sling stones from a safe distance.

HALFLING THIEF

Small natural humanoid

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>+6</td>
<td>+1</td>
<td>34</td>
<td>6</td>
</tr>
</tbody>
</table>

AC 16; Fortitude 13, Reflex 15, Will 14; see also nimble reaction

Saving Throws: +5 against fear effects

Ranged 5/10; +7 vs. AC; 1d4 + 3 damage.

Dagger (standard; at-will) + Weapon
+7 vs. AC; 1d4 + 3 damage.

Dagger (standard; at-will) + Weapon
Ranged 5/10; +7 vs. AC; 1d4 + 3 damage.

Mobile Melee Attack (standard; at-will)
The halfling thief can move up to 3 squares and make one melee basic attack at any point during that movement. The halfling thief doesn’t provoke opportunity attacks when moving away from the target of its attack.

Combat Advantage
The halfling thief deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Nimble Reaction
Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when hit by an attack; encounter)
The halfling thief forces the attacker to reroll the attack and take the new result.

Alignment Any
Languages Common, one other

Skills Acrobatics +11, Stealth +9, Thievery +11

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

Equipment leather armor, 4 daggers, thieves’ tools

HALFLING STOUT

Small natural humanoid

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>HP</th>
<th>Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>+3</td>
<td>+5</td>
<td>34</td>
<td>6</td>
</tr>
</tbody>
</table>

AC 16; Fortitude 12, Reflex 14, Will 14; see also nimble reaction

Saving Throws: +5 against fear effects

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

Sling (standard; at-will) + Weapon
Ranged 10/20; +7 vs. AC; 4 damage.

Mobile Melee Attack (standard; at-will)
The halfling stout forces the attacker to reroll the attack and take the new result.

Alignment Any
Languages Common, one other

Skills Acrobatics +10, Thievery +10

Str 11 (+1) Dex 15 (+3) Wis 9 (+0)
Con 10 (+1) Int 10 (+1) Cha 14 (+3)

Equipment leather armor, short sword, sling with 20 bullets

HALFLING STOUT TACTICS

Halfling stouts don’t scare easily and therefore make reliable guards. They use second chance when hit by a damage-dealing attack.
Halfling Thief Tactics

Halfling thieves rely on their Stealth skill to gain surprise and combat advantage. If they can’t surprise enemies, halfling thieves resort to hit-and-run tactics, looking for ways to flank foes and avoid retaliation.

Halfling Prowler

Name: Halfling Prowler
Category: Level 6 Lurker
Size: Small natural humanoid
XP: 250

Initiative: +11
Senses: Perception +8

HP: 52; Bloodied 26
AC: 18; Fortitude 14, Reflex 17, Will 15; see also crowd shield and nimble reaction
Saving Throws: +5 against fear effects
Speed: 6

Primary Attacks:
- **Short Sword** (standard; at-will) ✦ Poison, Weapon
  +10 vs. AC; 1d6 + 4 damage, and the halfling prowler makes a secondary attack. **Secondary Attack**: +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).

- **Hand Crossbow** (standard; at-will) ✦ Poison, Weapon
  Ranged 10/20; +10 vs. AC; 1d6 + 4 damage, and the halfling prowler makes a secondary attack. **Secondary Attack**: +8 vs. Fortitude; the target takes ongoing 3 poison damage and is slowed (save ends both).

Crowd Shield
The halfling prowler gains a +2 bonus to its AC and Reflex defense if it has one creature adjacent to it, or a +4 bonus if two or more creatures are adjacent to it.

Nimble Reaction
Halflings gain a +2 racial bonus to AC against opportunity attacks.

Second Chance (immediate interrupt, when the halfling would be hit by an attack; encounter)
The halfling prowler forces the attacker to reroll the attack and take the new result.

Alignment: Any
Languages: Common, one other

Skills: Acrobatics +14, Athletics +9, Stealth +12, Streetwise +10, Thievery +14

Str: 12 (+4)  DEX: 18 (+7)  Wis: 10 (+3)
Con: 10 (+3)  Int: 10 (+3)  Cha: 15 (+5)

Equipment: leather armor, poisoned short sword, hand crossbow with 10 poisoned bolts, thieves’ tools

Halfling Prowler Tactics

Halfling prowlers haunt both urban and wilderness settings, preying on treasure-laden passersby. They look for high-vantage points to make crossbow attacks before leaping down and attacking with their short swords. They stay close to their allies and enemies, reaping the benefit of crowd shield. They typically flee when bloodied, easily outrunning their poisoned foes.

Encounter Groups

Halflings are most often found in homogenous clans or small criminal gangs. They also tame beasts, which they keep as pets and guardians.

Level 2 Encounter (XP 625)
- 4 halfling stouts (level 2 minion)
- 1 halfling thief (level 2 skirmisher)
- 2 guard drakes (level 2 soldier)
- 1 needlefang drake swarm (level 2 soldier)

Level 2 Encounter (XP 700)
- 2 halfling slingers (level 1 artillery)
- 2 halfling thieves (level 2 skirmisher)
- 2 guard drakes (level 2 brute)

Level 6 Encounter (XP 1,350)
- 4 halfling prowlers (level 6 lurker)
- 2 human berserkers (level 4 brute)
Harpies use their sweet songs to pacify victims before tearing them to pieces with their claws. They favor dismal, wild settings such as swamps, badlands, and scrubland. However, they also haunt rocky coasts, ruins, and caves.

### Harpy Level 6 Controller

Medium fey humanoid

XP 250

- **Initiative**: +5
- **Senses**: Perception +5
- **HP**: 71; Bloodied 35
- **AC**: 20; Fortitude 17, Reflex 17, Will 19
- **Resist**: 10 thunder
- **Speed**: 6, fly 8 (clumsy)

#### Claw (standard; at-will)

+11 vs. AC; 1d8 + 2 damage.

#### Alluring Song (standard; sustain minor; at-will) ✦ Charm

Close burst 10; deafened creatures are immune; +12 vs. Will; the target is pulled 3 squares and immobilized (save ends).

When the harpy sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).

#### Deadly Screech (standard; recharge ⚁ ⚁ ⚁) ✦ Thunder

Close burst 4; +12 vs. Fortitude; 1d6 + 4 thunder damage, and the target is dazed (save ends).

**Alignment**: Evil

**Languages**: Common

<table>
<thead>
<tr>
<th>Skills</th>
<th>Str 15 (+5)</th>
<th>Dex 15 (+5)</th>
<th>Wis 14 (+5)</th>
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<tbody>
<tr>
<td>Stealth</td>
<td>+10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Con 15 (+5)</td>
<td>Int 10 (+3)</td>
<td>Cha 19 (+7)</td>
<td></td>
</tr>
</tbody>
</table>

**Harpy Tactics**

A harpy uses its alluring song to draw enemies toward it. A clumsy flier, it lands and makes claw attacks against the most isolated target. It uses deadly screech against other enemies that get too close and takes to the air when confronted by multiple adversaries.

### Bloodfire Harpy Level 9 Soldier

Medium fey humanoid

XP 400

- **Initiative**: +10
- **Senses**: Perception +11
- **Burning Song (Fire)** aura 20; enemies within the aura at the start of their turns take 5 fire damage (deafened creatures are immune).
- **HP**: 100; Bloodied 50
- **AC**: 25; Fortitude 23, Reflex 22, Will 23
- **Resist**: 10 fire
- **Speed**: 6, fly 8 (clumsy)

#### Claw (standard; at-will) ✦ Fire

+14 vs. AC; 1d8 + 2 damage plus 1d8 fire damage.

#### Cloud of Ash (standard; recharge ⚁ ⚁ ⚁) ✦ Fire

The bloodfire harpy disgorges a cloud of burning ash. Close blast 3; +12 vs. Fortitude; 1d10 + 5 fire damage, and the target is blinded (save ends).

**Alignment**: Evil

**Languages**: Common

<table>
<thead>
<tr>
<th>Skills</th>
<th>Str 15 (+6)</th>
<th>Dex 18 (+8)</th>
<th>Wis 14 (+6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stealth</td>
<td>+10</td>
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<td></td>
</tr>
<tr>
<td>Con 20 (+9)</td>
<td>Int 12 (+5)</td>
<td>Cha 21 (+9)</td>
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</tr>
</tbody>
</table>

**Bloodfire Harpy Tactics**

The bloodfire harpy uses its burning song to boil the blood of its enemies while using cloud of ash to blind foes that get too close for comfort.

### Harpy Lore

A character knows the following information with a successful Arcana check.

**DC 15**: Harpies can be either male or female. A male harpy and female harpy will share a nest just long enough to propagate, but once the eggs have been laid, the male abandons the nest and leaves the female to rear the hatchlings. For this reason, harpies are seldom encountered in mixed-gender groups.

**DC 20**: According to legend, harpies are descended from an evil elf witch-queen who often took the form of a golden eagle to spy on her subjects. A mighty hero drove her into exile long ago, breaking the magic tiara that allowed her to change shape. The elf-queen and her unscrupulous children were cursed with half-bird forms for the rest of their days. The alluring song of the harpy is a legacy of the sinister enchantments wielded by the long-lost elf-queen against her people.

### Encounter Groups

Harpies are cruel, malicious, and domineering. They do not cooperate well with other creatures. However, they sometimes agree to serve powerful monsters or villains as scouts, spies, or assassins.

**Level 6 Encounter (XP 1,250)**

✦ 3 harpies (level 6 controller)

✦ 2 spined devils (level 6 skirmisher)

**Level 8 Encounter (XP 1,750)**

✦ 1 bloodfire harpy (level 9 controller)

✦ 3 gnoll marauders (level 6 brute)

✦ 2 cacklefiend hyenas (level 7 brute)

**Level 8 Encounter (XP 1,850)**

✦ 2 harpies (level 6 controller)

✦ 1 sahuagin priest (level 8 artillery)

✦ 3 sahuagin raiders (level 6 soldier)
An elemental spirit infuses a helmed horror, granting it intelligence and a cruel will. That will is usually bent to remorselessly carrying out the wishes of the helmed horror’s creator.

#### Helmed Horror

**Medium elemental animate (construct)**

- **Initiative:** +11
- **Senses:** Perception +15; darkvision, truesight 10
- **HP:** 131; Bloodied 65
- **Regeneration:** 5
- **AC:** 29; Fortitude 28, Reflex 23, Will 24
- **Immune:** charm, disease, fear, poison, sleep
- **Speed:** 6, fly 6 (clumsy)

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Str</strong></td>
<td>+13</td>
</tr>
<tr>
<td><strong>Dex</strong></td>
<td>+9</td>
</tr>
<tr>
<td><strong>Wis</strong></td>
<td>+10</td>
</tr>
<tr>
<td><strong>Con</strong></td>
<td>+10</td>
</tr>
<tr>
<td><strong>Int</strong></td>
<td>+6</td>
</tr>
<tr>
<td><strong>Cha</strong></td>
<td>+8</td>
</tr>
</tbody>
</table>

**Equipment:** greatsword

**Elemental Greatsword (standard; at-will) ✦ Weapon; Cold, Fire, Lightning, or Thunder**

+20 vs. AC; 1d10 + 7 damage plus 1d10 cold, fire, lightning, or thunder damage (helmed horror’s choice).

**Blade Sweep (standard; encounter) ✦ Weapon; Cold, Fire, Lightning, or Thunder**

The helmed horror makes an elemental greatsword attack against two different targets within reach.

**Tactical Step (free, when the helmed horror hits with an opportunity attack; at-will)**

The helmed horror shifts 2 squares.

**Alignment:** Unaligned

**Languages:** Common, Primordial

**Skills:** Insight +15

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**Greater Helmed Horror**

**Medium elemental animate (construct)**

- **Initiative:** +16
- **Senses:** Perception +20; darkvision, truesight 10
- **HP:** 348; Bloodied 174
- **Regeneration:** 10
- **AC:** 35; Fortitude 33, Reflex 30, Will 31
- **Immune:** charm, disease, fear, poison, sleep
- **Saving Throws:** +2
- **Speed:** 8, fly 8 (clumsy)

**Action Points:** 1

<table>
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<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Str</strong></td>
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<tr>
<td><strong>Dex</strong></td>
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<td><strong>Wis</strong></td>
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<td><strong>Con</strong></td>
<td>+15</td>
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<tr>
<td><strong>Int</strong></td>
<td>+10</td>
</tr>
<tr>
<td><strong>Cha</strong></td>
<td>+13</td>
</tr>
</tbody>
</table>

**Equipment:** greatsword

**Elemental Greatsword (standard; at-will) ✦ Weapon; Cold, Fire, Lightning, or Thunder**

+24 vs. AC; 1d10 + 8 damage plus 1d10 cold, fire, lightning, or thunder damage (helmed horror’s choice).

**Blade Sweep (standard; encounter) ✦ Weapon; Cold, Fire, Lightning, or Thunder**

The greater helmed horror makes an elemental greatsword attack against two different targets within reach.

**Elemental Burst (standard; recharge 5/11) ✦ Cold, Fire, Lightning, or Thunder**

Close burst 5; +20 vs. Reflex; 2d6 + 6 cold, fire, lightning, or thunder damage (greater helmed horror’s choice).

**Tactical Step (free, when the helmed horror hits with an opportunity attack; at-will)**

The greater helmed horror shifts 3 squares.

**Alignment:** Unaligned

**Languages:** Common, Primordial

**Skills:** Insight +20

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**Helmed Horror Tactics**

A helmed horror hovers toward enemies but lands to fight. It opens with blade sweep if it can, but it might also use that power to punish foes who dare flank it. After making an opportunity attack, it uses tactical step to maneuver around its foes to reach a soft target.

**Helmed Horror Lore**

A character knows the following information with a successful Arcana check.

**DC 20:** Helmed horrors are created by means of an ancient ritual. A helmed horror has truesight and regeneration, and it can channel different kinds of energy through its greatsword.

**Encounter Groups**

A helmed horror can be found with any creature capable of creating it. Many serve as guardians.

**Level 14 Encounter (XP 5,000)**

- 2 helmed horrors (level 13 soldier)
- 1 mummy lord (level 13 elite controller)
- 3 firelashers (level 11 skirmisher)
Homunculi are minor constructs created to guard specific places, objects, or beings. They require no food or sleep, and they can maintain their watch indefinitely.

Homunculi can understand fairly complex orders, and they follow instructions with no thought of self-preservation (unless, of course, they are ordered to avoid taking damage).

Clay Scout
Small natural animate (construct, homunculus) XP 125

Initiative +7  Senses Perception +6; darkvision
HP 31; Bloodied 15
AC 16; Fortitude 13, Reflex 14, Will 15
Immune disease, poison
Speed 6, fly 3 (clumsy)

✦ Bite (standard; at-will) ✦ Poison
+3 vs. AC; 1d6 damage, and the homunculus makes a secondary attack against the same target. Secondary Attack: +2 vs. Fortitude; the target is slowed (save ends). See also guard object.

Mind Touch (standard; at-will) ✦ Psychic
Ranged 10; +5 vs. Reflex; 1d6 + 3 psychic damage, and the target is dazed (save ends); see also guard object.

Guard Object
The clay scout gains a +4 bonus to attack rolls against targets adjacent to or carrying its guarded object (see the “Guard” sidebar).

Limited Invisibility ✦ Illusion
The clay scout is invisible to dazed creatures.

Redirect (immediate interrupt, when targeted by a melee or a ranged attack; at-will)
The clay scout makes an attack against the attacker: +4 vs. Will; the triggering attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).

Alignment Unaligned  Languages –
Skills Stealth +8  
Str 10 (+1)  Dex 15 (+3)  Wis 10 (+1)
Con 13 (+2)  Int 10 (+1)  Cha 16 (+4)

Clay Scout Tactics
A clay scout is often tasked with guarding an object. It tries to remain unseen until it attacks, preferring to use mind touch to daze enemies (thus becoming invisible to them). It then tries to bite creatures that can’t see it while using redirect to protect itself.

Iron Defender
Medium natural animate (construct, homunculus) XP 150

Initiative +5  Senses Perception +6; darkvision
HP 47; Bloodied 23
AC 18; Fortitude 16, Reflex 15, Will 13
Immune disease, poison
Speed 6

✦ Bite (standard; at-will)
+8 vs. AC; 1d8 + 3 damage.

Guard Creature (immediate reaction, when an adjacent enemy attacks the creature guarded by the iron defender; at-will)
The iron defender makes a bite attack against the enemy (see the “Guard” sidebar).

Pursue and Attack
When the iron defender makes an opportunity attack, it shifts 1 square before or after the attack.

Alignment Unaligned  Languages –
Str 16 (+4)  Dex 15 (+3)  Wis 11 (+1)
Con 15 (+3)  Int 5 (-2)  Cha 8 (+0)

Iron Defender Tactics
An iron defender is often tasked with guarding another creature, usually its creator. It uses pursue and attack to stay close to its charge.
Iron Cobra Level 6 Skirmisher
Medium natural animate (construct, homunculus) XP 250

Initiative +7  Senses Perception +9; darkvision
HP 75; Bloodied 37
AC 20; Fortitude 20, Reflex 18, Will 17
Immune disease, poison
Speed 7; see also slithering shift

Bite (standard; at-will) ✦ Poison
+11 vs. AC; 1d8 + 3 damage, and ongoing 5 poison damage (save ends).

Poison the Mind (standard; recharge ⚁ ⚃ ⚄ ⚅) ✦ Psychic
Ranged 10; only affects creatures taking ongoing poison damage; +8 vs. Will; the target is dazed and slowed (save ends both); see also guard area.

Guard Area
An iron cobra can use its poison the mind power against any creature in its guarded area (see the “Guard” sidebar), even if the power hasn’t recharged and even if the target isn’t taking ongoing poison damage.

Slithering Shift (move; at-will)
The iron cobra shifts 3 squares as a move action.

Alignment Unaligned  Languages –
Skills Stealth +10
Str 17 (+6)  Dex 15 (+5)  Wis 13 (+4)
Con 19 (+7)  Int 5 (+0)  Cha 12 (+4)

Iron Cobra Tactics
An iron cobra is often tasked with guarding an area. It attacks with its poisonous bite first and uses poison the mind against the envenomed creature before moving on to the next target using slithering shift.

Homunculus Lore
A character knows the following information with a successful Arcana check.

DC 15: A homunculus obeys its creator until he or she specifies a new owner, at which point the homunculus bonds with its new master. A homunculus is often tasked with guarding a specific creature, object, or location and gains powers that better enable it to perform this task.

Encounter Groups
Homunculi can be ordered to obey new masters, so a number of these constructs eventually pass out of the control of the wizards who create them and wind up serving others.

Level 9 Encounter (XP 1,950)
✦ 2 iron cobras (level 6 skirmisher)
✦ 2 snaketongue warriors (level 8 brute)
✦ 1 snaketongue assassin (level 9 lurker)
Hook horrors drag victims to their deaths using their powerful hooked arms. These pack omnivores scour the Underdark in search of live prey, foraging when necessary.

Hook horrors communicate with one another using a complex series of clicking noises they make with their mouths and carapace. The eerie clicks echo in the Underdark, warning prey that death is near.

**Hook Horror Level 13 Soldier**

Large natural beast XP 800

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Perception +9; blindsight 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senses</td>
<td></td>
</tr>
<tr>
<td>HP</td>
<td>137; Bloodied 68</td>
</tr>
<tr>
<td>AC</td>
<td>28; Fortitude 27, Reflex 24, Will 24</td>
</tr>
<tr>
<td>Speed</td>
<td>4, climb 4</td>
</tr>
</tbody>
</table>

**Hook (standard; at-will)**

Reach 2; +20 vs. AC; 1d12 + 7 damage, and the target is pulled 1 square.

**Rending Hooks (standard; at-will)**

The hook horror makes two hook attacks, each at a –2 penalty. If both hooks hit the same target, the hook horror deals an extra 1d12 damage and the target is grabbed (until escape).

**Bite (minor 1/round; at-will)**

Grabbed target only; +20 vs. AC; 1d8 + 7 damage.

**Fling (standard; recharge ⚅)**

+19 vs. Fortitude; 2d12 + 7 damage, and the target slides 3 squares and is knocked prone.

**Alignment** Unaligned

**Languages** –

**Skills** Athletics +18

<table>
<thead>
<tr>
<th>Str</th>
<th>+13</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dex</td>
<td>+10</td>
</tr>
<tr>
<td>Wis</td>
<td>+9</td>
</tr>
<tr>
<td>Con</td>
<td>+13</td>
</tr>
<tr>
<td>Int</td>
<td>+2</td>
</tr>
<tr>
<td>Cha</td>
<td>+7</td>
</tr>
</tbody>
</table>

**Hook Horror Lore**

A character knows the following information with a successful Nature check.

DC 20: Hook horrors live in total darkness. They can see in lit environments, but in the dark of the deep earth they navigate using echolocation. They also make clicking noises to communicate with one another. An Underdark explorer might become aware of nearby hook horrors by these noises.

DC 25: Although they hunt in small packs, hook horrors also gather in larger groups called clans. A particular clan, ruled by its strongest egg-laying female, ranges over a wide area in the Underdark. Its members defend clan territory fiercely from any intruder, including unrelated hook horrors.

DC 30: Hook horrors are omnivorous but prefer meat to plants. Rumor has it that they prefer the flesh of drow over any other. Not surprisingly, drow slay wild hook horrors and take young and eggs to raise as slaves.

**Encounter Groups**

Humanoids sometimes capture and train hook horrors as guardian beasts and shock troops.

**Level 13 Encounter (XP 4,000)**

✦ 3 hook horrors (level 13 soldier)
✦ 1 balhannoth (level 13 elite lurker)

**Level 13 Encounter (XP 4,000)**

✦ 1 hook horror (level 13 soldier)
✦ 2 grimlock berserkers (level 13 brute)
✦ 1 beholder eye of flame (level 13 elite artillery)

**Hook Horror Tactics**

Hook horrors are so good at climbing and jumping that they often attack from an unexpected direction. A hook horror prefers to get close enough to use rending hooks, followed by a bite. It uses its melee basic attack to drag prey closer.

A hook horror sometimes flings a tasty victim at the feet of its packmates, but it more typically uses its fling power to toss aside prey that has proven too difficult to kill.
Horses are widely used as riding mounts and beasts of burden. Wild horses are also common sights in the valleys and plains of the world, as well as the Feywild.

Celestial chargers are a special breed infused with divine energy and bred to serve the noblest warriors. They are much smarter than normal horses. Although it does not speak, a celestial charger dimly understands its rider’s language.

Encounter Groups

Herds of wild horses roam the world’s plains and valleys, but an encounter with a horse almost always involves dealing with a mount and its rider.

Level 4 Encounter (XP 900)
✦ 3 warhorses (level 3 brute)
✦ 3 human guards (level 3 soldier)

Riding Horse Level 1 Brute
Large natural beast XP 100

Initiative +1
Senses Perception +5; low-light vision
HP 36; Bloodied 18
AC 14; Fortitude 15, Reflex 13, Will 10
Speed 10

Kick (standard; at-will)
+4 vs. AC; 1d6 + 4 damage.

Alignment Unaligned
Languages –
Str 19 (+4)
Dex 13 (+1)
Wis 11 (+0)
Con 16 (+3)
Int 2 (-4)
Cha 9 (-1)

Riding Horse Tactics
Riding horses usually panic and bolt when faced with danger, striking out with their hooves only when trapped or startled.

Warhorse Level 3 Brute
Large natural beast (mount) XP 150

Initiative +3
Senses Perception +8; low-light vision
HP 58; Bloodied 29
AC 17; Fortitude 16, Reflex 14, Will 14
Speed 8

Kick (standard; at-will)
+6 vs. AC; 1d6 + 5 damage.

Trample (standard; at-will)
The warhorse can move up to its speed and enter enemies’ spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy’s space, the warhorse makes a trample attack: +4 vs. Reflex; 1d6 + 6 damage, and the target is knocked prone.

Charger (while mounted by a friendly rider of 3rd level or higher; at-will) ✦ Mount
The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.

Alignment Unaligned
Languages –
Str 21 (+6)
Dex 14 (+3)
Wis 14 (+3)
Con 18 (+5)
Int 2 (-3)
Cha 10 (+1)

Warhorse Tactics
Unlike riding horses, warhorses are trained for battle. When ridden aggressively, they lash out with their hooves or trample foes underfoot.

Celestial Charger Level 10 Soldier
Large immortal beast (mount) XP 500

Initiative +10
Senses Perception +12; low-light vision
HP 111; Bloodied 55
AC 26; Fortitude 24, Reflex 22, Will 21
Saving Throws +5 against fear effects
Speed 8; see also zephyr footing

Kick (standard; at-will)
+16 vs. AC; 1d8 + 6 damage.

Trample (standard; at-will)
The celestial charger can move up to its speed and enter enemies’ spaces. This movement provokes opportunity attacks, and the celestial charger must end its move in an unoccupied space. When it enters an enemy’s space, the charger makes a trample attack: +14 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

Celestial Charge (while mounted by a friendly rider of 10th level or higher; at-will) ✦ Mount, Radiant
On charge attacks, a celestial charger’s rider deals an extra 2d6 radiant damage.

Zephyr Footing
The celestial charger ignores difficult terrain and can move across any solid or liquid surface.

Alignment Lawful good
Languages –
Skills Endurance +16
Str 23 (+11)
Dex 17 (+8)
Wis 15 (+7)
Con 23 (+11)
Int 3 (+1)
Cha 15 (+7)

Celestial Charger Tactics
These noble steeds charge fearlessly into battle, trampling enemies while ignoring difficult terrain.
HOUNDS are ferocious beasts that serve as loyal companions to a wide variety of creatures, often assisting their masters in hunting, tracking, and killing prey.

HELL HOUND
Hell hounds breathe fire and gather in fearsome packs that live in barren mountains, deserts, and fiery caverns.

HELL HOUND TACTICS
Hell hounds bound into the midst of their enemies and use their fiery breath with abandon, not hesitating to include other hell hounds in its area.

Firebred hell hounds use tactics similar to hell hounds, saving their fiery burst power for when they’re flanked or otherwise surrounded.

HELL HOUND LORE
A character knows the following information with a successful Arcana check.

DC 15: Primordials created hell hounds when the world was young. Even though the beasts did not originate in the Nine Hells, they are so named because of their fiery and terrifying aspect.

DC 20: Fire giants bred captive populations of hell hounds thousands of years ago, selecting them for size and prowess, until they crafted the firebred hell hound. Firebred hell hounds possess an instinctive loyalty to their age-old masters.

Hell Hound Level 7 Brute
Medium elemental beast (fire)  XP 300

Initiative +5 Senses Perception +11
Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d6 fire damage.
HP 96; Bloodied 48
AC 18; Fortitude 17, Reflex 17, Will 18
Resist 20 fire
Speed 7
✦ Bite (standard; at-will) ✦ Fire
+10 vs. AC; 1d8 + 2 plus 1d8 fire damage.
✦ Fiery Breath (standard; recharge ⚅ ⚄ ⚅) ✦ Fire
Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.
Alignment Unaligned Languages –
Str 22 (+14) Dex 14 (+10) Wis 19 (+12) Con 25 (+15) Int 2 (+4) Cha 12 (+9)

Encounter Groups
Hell hounds serve as faithful pets to many different creatures, including fire giants and azers.

Level 17 Encounter (XP 8,000)
✦ 2 firebred hell hounds (level 17 brute)
✦ 2 azer beastlords (level 17 soldiers)
✦ 1 azer taskmaster (level 17 controller)

SHADOW HOUND
Monsters of the Shadowfell use these feared hunters to harry the daylit lands, kill hapless travelers, or track impudent heroes. Shadow hounds sometimes slip into the natural world on their own, roving in packs, preying on villages, and foreshadowing death with their baying howls.

Shadow Hound Level 6 Skirmisher
Medium shadow magical beast  XP 250

Initiative +7 Senses Perception +9; darkvision
Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.
HP 70; Bloodied 35
AC 18; Fortitude 20, Reflex 18, Will 17
Vulnerable 5 radiant
Speed 7, teleport 7
✦ Bite (standard; at-will)
+11 vs. AC; 1d8 + 4 damage; see also shadow ambush.
✦ Baying (minor; recharge ⚅ ⚄ ⚅) ✦ Fear
Close burst 5; deafened creatures are immune; +8 vs. Will; the target takes a -2 penalty to all defenses until the end of the shadow hound’s next turn.

Shadow Ambush
When the shadow hound teleports adjacent to an enemy, it gains combat advantage and deals an extra 1d6 damage on the next attack it makes against that enemy this turn.

Alignment Unaligned Languages –
Skills Endurance +10, Stealth +10
Str 19 (+7) Dex 15 (+5) Wis 13 (+4)
Con 14 (+5) Int 6 (+1) Cha 16 (+6)

Shadow Hound Tactics
Shadow hounds trail their quarry until they find a place where the shadows are deep and dark—a lonely forest road, a deserted alley, a campsite after dusk. They use their baying at the start of the encounter to terrify their quarry, and then use shadow ambush to teleport next to victims.
Shadow Hound Lore
A character knows the following information with a successful Arcana check.

DC 15: When a shadow hound catches the scent of its prey, nothing can discourage it from making the kill. When it eventually finds its prey, it sounds its whispery, hunting bay.

Encounter Groups
Some shadow hounds are tamed by shadar-kai, vampires, and other creatures of the night.

Level 6 Encounter (XP 1,300)
✦ 2 shadow hounds (level 6 skirmisher)
✦ 2 shadar-kai gloomblades (level 6 lurker)
✦ 1 shadar-kai witch (level 7 controller)

Wild Hunt Hound
Great lords of the Feywild breed these mastiffs as hunting hounds. They are savage and dangerous, eager to pull down whatever quarry they are set on.

Wild Hunt Hound Tactics
Wild hunt hounds growl constantly, filling the hearts of nearby mortals with bonechilling terror. In battle they begin with a few rounds of hit-and-run attacks to harry and separate their quarry from its fellows.

Wild Hunt Hound Lore
A character knows the following information with a successful Arcana check.

DC 25: Allowed to drink from the pure heart springs of the Feywild, wild hunt hounds are infused with a vigor unmatched by lesser dogs. They tirelessly guard the manors of eladrin nobles and accompany them on great hunts.
Humans are the most diverse humanoid race in appearance, habits, outlook, motivations, and talents. Human settlements are found in every terrain and climate, from the depths of tropical jungles to the frozen polar wastes.

If humans have a failing, it’s their corruptibility. Although they are capable of great achievements and tremendously noble acts, they are also easily overcome by greed and the promise of power.

### Human Ralbble Tactics
Human rabble don’t really have tactics, other than to gang up on the nearest target. They are rarely inclined to fight to the death.

### Human Lackey Tactics
Lackeys are a cut above rabble, and can be fiercely loyal to a powerful or charismatic leader. They are likely to break and run if their leader is defeated.

### Human Bandit Tactics
Bandits prefer ambushes, making good use of available cover to lie in wait. If they can’t surprise their targets, they try to flank as many as possible, using dazing strike to help them maneuver into position. They are usually cowardly and look to retreat once bloodied.

### Human Guard Tactics
Human guards are determined foes. They fight well together, standing close enough to protect their comrades. They use powerful strike against mobile enemies and use their crossbows only when foes are beyond their reach.
Human Berserker

Medium natural humanoid XP 175

- Initiative +3
- Senses Perception +2
- HP 66; Bloodied 33; see also battle fury
- AC 15; Fortitude 15, Reflex 14, Will 14
- Speed 7
  - Greataxe (standard; at-will) ✦ Weapon
  - ✦ Battle Fury (free, when first bloodied; encounter)

The human berserker makes a melee basic attack with a +4 bonus to the attack roll and deals an extra 1d6 damage on a hit.

- Handaxe (standard; at-will) ✦ Weapon

Human Berserker Tactics

Berserkers hurl themselves headlong into fights, eager to conquer or die. Usually begin by throwing axes, and then charge into melee. They use battle fury when first bloodied, hoping to overwhelm enemies with their sudden burst of rage.

Human Mage

Medium natural humanoid XP 175

- Initiative +4
- Senses Perception +5
- HP 42; Bloodied 21
- AC 17; Fortitude 13, Reflex 14, Will 15
- Speed 6
  - Quarterstaff (standard; at-will) ✦ Weapon
  - ✦ Magic Missile (standard; at-will) ✦ Force

Ranged 20; +7 vs. Reflex; 2d4 + 4 force damage.

- Dancing Lightning (standard; encounter) ✦ Lightning
  - The mage makes a separate attack against 3 different targets: ranged 10; +7 vs. Reflex; 1d6 + 4 lightning damage.

- Thunder Burst (standard; encounter) ✦ Thunder
  - Area burst 1 within 10; +7 vs. Fortitude; 1d8 + 4 thunder damage, and the target is dazed (save ends).

Human Mage Tactics

A human mage prefers to fight at range, picking off enemies with magic missile, dancing lightning, and thunder burst.

Human Lore

A character knows the following information with a successful Nature check.

DC 15: Humans are a scattered and divided people. They inhabit kingdoms, fiefdoms, and isolated settlements throughout the world, expanding their influence, exploring the darkest frontiers, and making war against their rivals.

DC 20: The ruins of ancient human empires are scattered throughout the world. No present-day human kingdom matches these fallen empires in terms of scale and grandeur, but humans remain undaunted. Their culture has reasserted itself, and humans have begun to expand their influence.

Encounter Groups

Humans can play secondary roles in encounters featuring just about any other creature, but in these encounters, the humans take center stage.

Level 3 Encounter (XP 775)

- 1 human berserker (level 4 brute)
- 2 human guards (level 3 soldier)
- 2 spitting drakes (level 3 artillery)

Level 4 Encounter (XP 889)

- 1 human mage (level 4 artillery)
- 2 human bandits (level 2 skirmisher)
- 2 gravehounds (level 3 brute)
- 3 zombie rotters (level 3 minion)

Level 5 Encounter (XP 1,050)

- 2 human mages (level 4 artillery)
- 6 human lackeys (level 7 minion)
- 1 evistro demon (level 6 brute)
A hydra is a serpentine beast with many heads. It lurks in swamps, bogs, and flooded caverns, preying upon virtually anything that crosses its path.

**Fen Hydra**

<table>
<thead>
<tr>
<th>Large natural beast (reptile)</th>
<th>XP 3,500</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Initiative</strong></td>
<td>+9</td>
</tr>
<tr>
<td><strong>Senses</strong></td>
<td>Perception +13; all-around vision</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>620; Bloodied 310</td>
</tr>
<tr>
<td><strong>AC</strong></td>
<td>25; Fortitude 26, Reflex 24, Will 23</td>
</tr>
<tr>
<td><strong>Saving Throws</strong></td>
<td>+5</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>5, swim 10</td>
</tr>
<tr>
<td><strong>Action Points</strong></td>
<td>2</td>
</tr>
<tr>
<td>✡ <strong>Bite</strong> (standard; at-will)</td>
<td>Reach 2; +14 vs. AC; 1d8 + 5 damage.</td>
</tr>
<tr>
<td>✡ <strong>Hydra Fury</strong> (standard; at-will)</td>
<td>The fen hydra makes four bite attacks.</td>
</tr>
<tr>
<td><strong>Many-Headed</strong></td>
<td>Each time the fen hydra becomes dazed or stunned, it loses one attack on its next turn instead. Multiple such effects stack.</td>
</tr>
<tr>
<td><strong>Threatening Reach</strong></td>
<td>The fen hydra can make opportunity attacks against all enemies within its reach (2 squares).</td>
</tr>
</tbody>
</table>

**Alignment** Unaligned  
**Languages** —  
**Skills** Stealth +14  
**Str** 20 (+11)  
**Dex** 16 (+9)  
**Wis** 14 (+8)  
**Con** 20 (+11)  
**Int** 2 (+2)  
**Cha** 8 (+5)

**Fen Hydra Tactics**

A fen hydra lurks out of sight in a bog, hoping to surprise prey. When the time is right, it slithers out of hiding and attacks with its multiple heads, spending its action points to use hydra fury twice in a round.

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**Mordant Hydra**

<table>
<thead>
<tr>
<th>Huge natural beast (reptile)</th>
<th>XP 10,000</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Initiative</strong></td>
<td>+13</td>
</tr>
<tr>
<td><strong>Senses</strong></td>
<td>Perception +17; all-around vision, low-light vision</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>880; Bloodied 440</td>
</tr>
<tr>
<td><strong>AC</strong></td>
<td>31; Fortitude 33, Reflex 30, Will 29</td>
</tr>
<tr>
<td><strong>Resist</strong></td>
<td>15 acid</td>
</tr>
<tr>
<td><strong>Saving Throws</strong></td>
<td>+5</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>6, swim 12</td>
</tr>
<tr>
<td><strong>Action Points</strong></td>
<td>2</td>
</tr>
<tr>
<td>✡ <strong>Bite</strong> (standard; at-will)</td>
<td>Reach 3; +21 vs. AC; 1d8 + 6 damage.</td>
</tr>
<tr>
<td>✡ <strong>Acid Spit</strong> (standard; at-will) ✫ <strong>Acid</strong></td>
<td>Ranged 10; +18 vs. Reflex; 1d8 + 6 acid damage.</td>
</tr>
<tr>
<td>✡ <strong>Hydra Fury</strong> (standard; at-will)</td>
<td>The mordant hydra makes six basic attacks (any combination of bite attacks and acid spit attacks).</td>
</tr>
<tr>
<td><strong>Many-Headed</strong></td>
<td>Each time the mordant hydra becomes dazed or stunned, it loses one attack on its next turn instead. Multiple such effects stack.</td>
</tr>
<tr>
<td><strong>Threatening Reach</strong></td>
<td>The mordant hydra can make opportunity attacks against all enemies within its reach (3 squares).</td>
</tr>
</tbody>
</table>

**Alignment** Unaligned  
**Languages** —  
**Skills** Stealth +14  
**Str** 22 (+15)  
**Dex** 18 (+13)  
**Wis** 16 (+12)  
**Con** 24 (+16)  
**Int** 2 (+5)  
**Cha** 8 (+8)

**Mordant Hydra Tactics**

A mordant hydra usually spits acid with half its heads and bites with the other half, spending its action points to use hydra fury twice in a round. If multiple targets are within its reach, the hydra splits its attention between the closest foe and the enemy that hurt it the most since its last turn.
**Primordial Hydra**

Gargantuan elemental beast (reptile) XP 35,000

<table>
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<tr>
<th>Initiative +18</th>
<th>Senses Perception +21; all-around vision, darkvision</th>
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<tbody>
<tr>
<td>HP 1,200; Bloodied 600</td>
<td>AC 38; Fortitude 40, Reflex 35, Will 33</td>
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<tr>
<td>Resist 20 acid, 20 fire</td>
<td>Saving Throws +5</td>
</tr>
<tr>
<td>Speed 8, swim 16</td>
<td>Action Points 2</td>
</tr>
</tbody>
</table>

**Bite** (standard; at-will)

Reach 4; +28 vs. AC (+30 with opportunity attacks); 1d10 + 8 damage, or 1d10 + 13 on a successful opportunity attack.

**Flaming Acid Spit** (standard; at-will) ✦ Acid, Fire

Ranged 10; +25 vs. Reflex; 1d10 + 8 acid and fire damage.

**Hydra Fury** (standard; at-will)

The primordial hydra makes eight basic attacks (any combination of bite attacks and flaming acid spit attacks).

**Many-Headed**

Each time the primordial hydra becomes dazed or stunned, it loses one attack on its next turn instead. Multiple such effects stack.

**Threatening Reach**

The primordial hydra can make opportunity attacks against all enemies within its reach (4 squares).

**Alignment** Chaotic evil

**Languages** –

<table>
<thead>
<tr>
<th>Str 26 (+20)</th>
<th>Dex 22 (+18)</th>
<th>Wis 18 (+16)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Con 32 (+23)</td>
<td>Int 4 (+9)</td>
<td>Cha 12 (+13)</td>
</tr>
</tbody>
</table>

**Primordial Hydra Tactics**

A primordial hydra spits flaming acid at ranged foes and makes bite attacks against enemies within reach. It spends its action points to use hydra fury twice in a given round.

**Hydra Lore**

A character knows the following information with a successful skill check.

**Nature DC 20**: Legends that speak of hydras that can regenerate severed heads have so far proven false.

**Nature DC 25**: Although hydras spend much of their time in water, they are not amphibious—they must surface to breathe.

**Arcana DC 30**: The first hydras sprang from the spilled blood of Bryakus, a terrible primordial who battled the gods in ancient times. Although the gods defeated Bryakus long ago, his monstrous progeny still thrive in the Elemental Chaos and elsewhere. Particularly powerful hydras have the ability to spit acid and other forms of energy, such as fire or lightning.

**Encounter Groups**

A hydra is the largest and most dangerous monster in the vicinity of its lair. Most of the time, no other monsters dare come near. However, creatures such as otyughs sometimes haunt the area of a hydra’s lair, hoping to feed on the larger monster’s leavings. More intelligent lone monsters sometimes coax hydras to lair nearby as a perimeter defense.

**Level 14 Encounter (XP 5,000)**

✦ 1 fen hydra (level 12 solo brute)
✦ 3 bog hags (level 10 skirmisher)

**Level 19 Encounter (XP 12,000)**

✦ 1 mordant hydra (level 18 solo brute)
✦ 1 gibbering abomination (level 18 controller)

**Level 26 Encounter (XP 45,100)**

✦ 1 primordial hydra (level 25 solo brute)
✦ 2 earthwind ravagers (level 23 controller)
Clever scavengers that roam the plains and deserts of the world, hyenas pose a real danger to humanoids in the wild. They make good use of pack tactics to harry and pull down their prey.

Hyena

**Medium natural beast**

Initiative +5  
**Senses** Perception +7; low-light vision  
**HP** 37; Bloodied 18  
AC 16; Fortitude 14, Reflex 13, Will 12

**Speed** 8

- **Bite** (standard; at-will)  
  +7 vs. AC; 1d6 + 3 damage; see also pack attack.

**Pack Attack**

A hyena deals an extra 1d6 damage against an enemy adjacent to two or more of the hyena’s allies.

**Harrier**

If a hyena is adjacent to an enemy, all other creatures have combat advantage against that enemy when making melee attacks.

**Alignment** Unaligned

**Languages** –

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Wis</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+4)</td>
<td>15 (+3)</td>
<td>12 (+2)</td>
</tr>
</tbody>
</table>

**Hyena Tactics**

The pack attack and harrier powers reward hyenas for ganging up on one target at a time, so a pack normally chooses a single foe and tries to pull it down.

Cacklefiend Hyena

**Large elemental beast**

Initiative +5  
**Senses** Perception +11; low-light vision  
**HP** 96; Bloodied 48; see also acid bloodspurt  
AC 19; Fortitude 20, Reflex 17, Will 18  
Resist 20 acid  
**Speed** 8

- **Bite** (standard; at-will) ✦ Acid  
  +10 vs. AC; 1d6 + 5 damage, and ongoing 5 acid damage (save ends); see also pack attack.

**Cacklefiend Hyena Tactics**

A cacklefiend hyena uses its fiendish cackle to unnerve enemies before attacking, and again as soon as the power recharges. It works with its allies to take down one foe at a time, reaping the benefits of its pack attack and harrier powers.

**Hyena Lore**

A character knows the following information about hyenas with a successful skill check.

**Nature DC 15**: Hyenas are commonly regarded as cowardly, gluttonous, filthy, and destructive beasts. Gnolls often keep hyenas as pets and hunting animals.

**Arcana DC 25**: Cacklefiend hyenas are native to the Abyss. Their jaws drip with acid, and their cackle is extremely unnerving. Yeenoghu, the demon god of gnolls, sends cacklefiend hyenas to serve favored gnoll chieftains.

**Encounter Groups**

Hyenas are frequently tamed by gnolls and trained to hunt alongside gnoll war parties.

**Level 4 Encounter (XP 900)**

✦ 4 hyenas (level 2 skirmisher)  
✦ 2 gnoll huntmasters (level 5 artillery)
KOBOLDS REVERE DRAGONS and tend to dwell in and around places where dragons are known to lair. They skulk in the darkness, hiding from stronger foes and swarming to overwhelm weaker ones. Kobolds are cowardly and usually flee once bloodied unless a strong leader is present.

Kobolds like to set traps and ambushes. If they can’t get their enemies to walk into a trap, they try to sneak up as close as they can and then attack in a sudden rush.

**Kobold Minion Level 1 Minion**
Small natural humanoid XP 25

- **Initiative +3**
- **Senses** Perception +1; darkvision
- **HP 1**; a missed attack never damages a minion.
- **AC 15**; Fortitude 11, Reflex 13, Will 11; see also trap sense
- **Speed 6**
  - Javelin (standard; at-will) **✦ Weapon**
    - +5 vs. AC; 4 damage.
  - Javelin (standard; at-will) **✦ Weapon**
    - Ranged 10/20; +5 vs. AC; 4 damage.
- **Shifty (minor; at-will)**
  - The kobold shifts 1 square.

**Trap Sense**
The kobold gains a +2 bonus to all defenses against traps.

**Alignment** Evil  
**Languages** Common, Draconic  
**Skills** Stealth +4, Thievery +4  
**Str 8 (-1)**  
**Dex 16 (+3)**  
**Wis 12 (+1)**  
**Con 12 (+1)**  
**Int 9 (-1)**  
**Cha 10 (+0)**  
**Equipment** hide armor, light shield, 3 javelins

**Kobold Skirmisher Level 1 Skirmisher**  
Small natural humanoid XP 100

- **Initiative +5**  
- **Senses** Perception +0; darkvision
- **HP 27**; Bloodied 13  
- **AC 15**; Fortitude 11, Reflex 14, Will 13; see also trap sense
- **Speed 6**  
  - Spear (standard; at-will) **✦ Weapon**
    - +6 vs. AC; 1d8 damage; see also mob attack.
- **Combat Advantage**
The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target.
- **Shifty (minor; at-will)**
The kobold shifts 1 square.
- **Mob Attack**
The kobold skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.
- **Trap Sense**
The kobold gains a +2 bonus to all defenses against traps.

**Alignment** Evil  
**Languages** Common, Draconic  
**Skills** Acrobatics +7, Stealth +9, Thievery +9  
**Str 8 (-1)**  
**Dex 16 (+3)**  
**Wis 10 (+0)**  
**Con 11 (+0)**  
**Int 6 (-2)**  
**Cha 15 (+2)**  
**Equipment** hide armor, spear

**Kobold Skirmisher Tactics**
Kobold skirmishers gang up on a single target to gain the benefit of mob attack, shifting as a minor action to gain combat advantage. They retreat when the fight turns against them, leading pursuers through passages and rooms riddled with traps, if possible.

(Left to right) kobold skirmisher, kobold dragonshield, and kobold wyrmpriest
**Kobold Slinger Tactics**

Kobold slingers avoid melee combat. They prefer to stay behind cover and bombard foes with special shot and sling stones.

### Kobold Slinger

- **Small natural humanoid**
- **Level 1 Artillery**
- **XP 100**

| Initiative | +3 | Senses Perception +1; darkvision |
| HP | 24; Bloodied 12 |
| AC | 13; Fortitude 12, Reflex 14, Will 12; see also trap sense |
| Speed | 6 |
| ✦ Dagger (standard; at-will) ✦ Weapon |
| +5 vs. AC; 1d4 + 3 damage |
| ✦ Sling (standard; at-will) ✦ Weapon |
| Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also special shot. |

**Alignment**: Evil
**Skills**: Acrobatics +5, Stealth +7, Thievery +7
**Str**: 12 (+2)
**Con**: 12 (+2)
**Int**: 9 (+0)
**Wis**: 12 (+2)
**Cha**: 10 (+1)
**Equipment**: Leather armor, dagger, sling with 20 bullets and 3 rounds of special shot (see above)

**Trap Sense**
The kobold gains a +2 bonus to all defenses against traps.

**Special Shot**
The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds of special shot, chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type:
- **Stinkpot**: The target takes a -2 penalty to attack rolls (save ends).
- **Firepot (Fire)**: The target takes ongoing 2 fire damage (save ends).
- **Gluepot**: The target is immobilized (save ends).

**Shifty** (minor; at-will)
The kobold shifts 1 square.

**Kobold Dragonshield Tactics**

Kobold dragonshields are capable frontline combatants, keeping enemies away from their weaker kobold allies with their swords and shields. They like to gang up on single targets.

A kobold dragonshield gains resist 5 against a specific damage type based on the type of dragon it serves or reveres. For example, a kobold dragonshield working for a blue dragon has resist 5 lightning.

### Kobold Dragonshield

- **Small natural humanoid**
- **Level 2 Soldier**
- **XP 125**

| Initiative | +4 | Senses Perception +2; darkvision |
| HP | 36; Bloodied 18 |
| AC | 17; Fortitude 13, Reflex 15, Will 15; see also trap sense |
| Speed | 5 |
| ✦ Short Sword (standard; at-will) ✦ Weapon |
| +7 vs. AC; 1d6 + 3 damage, and the target is marked until the end of the kobold dragonshield’s next turn. |

**Dragonshield Tactics** (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)
The kobold dragonshield shifts 1 square.

**Mob Attack**
The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

**Shifty** (minor; at-will)
The kobold shifts 1 square.

**Trap Sense**
The kobold gains a +2 bonus to all defenses against traps.

### Kobold WyrmPriest

- **Small natural humanoid**
- **Level 3 Artillery (Leader)**
- **XP 150**

| Initiative | +4 | Senses Perception +4; darkvision |
| HP | 36; Bloodied 18 |
| AC | 17; Fortitude 13, Reflex 15, Will 15; see also trap sense |
| Speed | 6 |
| ✦ Spear (standard; at-will) ✦ Weapon |
| +7 vs. AC; 1d8 damage |
| ✦ Energy Orb (standard; at-will) ✦ see text |
| Ranged 10; +6 vs. Reflex; 1d10 + 3 damage of a chosen type (based on the dragon served). |
| ✦ Incite Faith (minor; encounter) |
| Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square. |
| ✦ Dragon Breath (standard; encounter) ✦ see text |
| Close blast 3; +6 vs. Fortitude; 1d10 + 3 damage of a chosen type (based on the dragon served). Miss: Half damage. |

**Shifty** (minor; at-will)
The kobold shifts 1 square.

**Trap Sense**
The kobold gains a +2 bonus to all defenses against traps.

### Kobold WyrmPriest Tactics

A wyrmriest keeps lots of kobold underlings between it and its enemies, using incite faith to embolden them. It prefers to make ranged attacks using energy orb, and enemies that get too close are blasted with dragon breath.

A wyrmriest’s energy orb deals damage of a specific type based on the type of dragon the wyrmriest serves or reveres. For example, a kobold wyrmriest working for a black dragon deals acid damage with its energy orb power.
Kobold Slyblade

Level 4 Lurker

Small natural humanoid XP 175

Initiative +10

Senses Perception +3; darkvision

HP 42; Bloodied 21

AC 18; Fortitude 12, Reflex 16, Will 14; see also trap sense

Speed 6

+1 Short Sword (standard; at-will) ✦ Weapon
+9 vs. AC; 1d6 damage.

✦ Twin Slash (standard; at-will) ✦ Weapon

Requires combat advantage; the kobold slyblade makes 2 short sword attacks. If both attacks hit the same target, the target takes ongoing 5 damage (save ends).

Combat Advantage

The kobold slyblade deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Sly Dodge (immediate interrupt, when targeted by a melee or a ranged attack; at-will)

The kobold slyblade redirects the attack to an adjacent kobold minion.

Shifty (minor; at-will)

The kobold shifts 1 square.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil

Languages Common, Draconic

Skills Acrobatics +11, Stealth +13, Thievery +13

Str 9 (+1)  Dex 18 (+6)  Wis 12 (+3)

Con 12 (+3)  Int 9 (+1)  Cha 14 (+4)

Equipment leather armor, 2 short swords

Kobold Slyblade Tactics

The kobold slyblade stays close to other kobolds, using sly dodge to turn them into living shields while it makes twin slash attacks against foes. Whenever possible, it shifts as a minor action, moves into a flanking position, and gains combat advantage.

Kobold Lore

A character knows the following information with a successful Nature check.

DC 15: Kobolds often dwell near a dragon’s lair, maintaining a safe distance but bringing sacrificial offerings to their “god.” Most dragons ignore kobolds, as a crocodile ignores the birds that pick its teeth clean. Once in a great while, however, a young dragon takes an interest in its kobold cult, which then becomes a real menace to the dragon’s enemies.

DC 20: Kobolds are skilled at making traps, which they use to capture prey and to acquire sacrifices for their dragon lords.

Encounter Groups

Kobolds bully what few weaker creatures they can find and are bullied by everything else.

Level 1 Encounter (XP 500)

✦ 2 kobold skirmishers (level 1 skirmisher)
✦ 2 fire beetles (level 1 brute)
✦ 1 stirge (level 1 lurker)

Level 1 Encounter (XP 500)

✦ 2 kobold slingers (level 1 artillery)
✦ 8 kobold minions (level 1 minion)
✦ 1 stormclaw scorpion (level 1 soldier)

Level 2 Encounter (XP 625)

✦ 2 kobold slingers (level 1 artillery)
✦ 4 kobold minions (level 1 minion)
✦ 2 dire rats (level 1 brute)
✦ 1 rat swarm (level 2 skirmisher)

Level 3 Encounter (XP 750)

✦ 1 kobold wyrmpriest (level 3 artillery)
✦ 2 kobold dragonshields (level 2 soldier)
✦ 4 kobold minions (level 1 minion)
✦ 2 guard drakes (level 2 brute)

Level 3 Encounter (XP 750)

✦ 1 kobold wyrmpriest (level 3 artillery)
✦ 2 kobold skirmishers (level 1 skirmisher)
✦ 1 spitting drake (level 3 artillery)
✦ 6 kobold minions (level 1 minion)
✦ 4 fire beetles (level 1 brute)

Level 4 Encounter (XP 875)

✦ 1 kobold slyblade (level 4 lurker)
✦ 4 kobold dragonshields (level 2 skirmisher)

Level 6 Encounter (XP 1,250)

✦ 3 kobold dragonshields (level 2 soldier)
✦ 1 young black dragon (level 4 solo lurker)
Kruthiks burrow through the earth, riddling the Underdark with tunnels. They hunt in packs and nest in sprawling subterranean warrens. Kruthiks dig tunnels that remain intact behind them. Often the first clue to the presence of a kruthik hive is a preponderance of such tunnels in the vicinity.

Kruthiks communicate with one another through a series of hisses and chitters. A typical kruthik hive is ruled by the largest kruthik, called the hive lord.

### Kruthik Hatchling
**Level 2 Minion**
Small natural beast (reptile) XP 31

**Initiative +3**
**Senses** Perception +0; low-light vision, tremorsense 10

**Gnashing Horde** aura 1; an enemy that ends its turn in the aura takes 2 damage.

**HP** 1; a missed attack never damages a minion.

**AC** 15; Fortitude 13, Reflex 15, Will 12

**Speed** 8, burrow 2 (tunneling), climb 8

<table>
<thead>
<tr>
<th>Attack</th>
<th>Damage Description</th>
<th>vs. AC</th>
<th>AC 15 (Fortitude 13, Reflex 15, Will 12)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Claw (standard; at-will)</td>
<td>+5 vs. AC; 4 damage.</td>
<td>+5 vs. AC; 4 damage.</td>
<td>+5 vs. AC; 4 damage.</td>
</tr>
</tbody>
</table>

**Alignment** Unaligned
**Languages** –

| Str 13 (+1) | Dex 16 (+3) | Wis 10 (+0) |
| Con 13 (+1) | Int 4 (-3)  | Cha 6 (-2)  |

### Kruthik Young
**Level 2 Brute**
Small natural beast (reptile) XP 125

**Initiative +4**
**Senses** Perception +1; low-light vision, tremorsense 10

**Gnashing Horde** aura 1; an enemy that ends its turn in the aura takes 2 damage.

**HP** 43; Bloodied 21

**AC** 15; Fortitude 13, Reflex 14, Will 11

**Speed** 8, burrow 2, climb 8

<table>
<thead>
<tr>
<th>Attack</th>
<th>Damage Description</th>
<th>vs. AC</th>
<th>AC 15 (Fortitude 13, Reflex 14, Will 11)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Claw (standard; at-will)</td>
<td>+5 vs. AC; 1d8 + 2 damage.</td>
<td>+5 vs. AC; 1d8 + 2 damage.</td>
<td>+5 vs. AC; 1d8 + 2 damage.</td>
</tr>
</tbody>
</table>

**Alignment** Unaligned
**Languages** –

| Str 15 (+3) | Dex 16 (+4) | Wis 10 (+1) |
| Con 13 (+2) | Int 4 (-2)  | Cha 6 (-1)  |

### Kruthik Adult
**Level 4 Brute**
Medium natural beast (reptile) XP 175

**Initiative +6**
**Senses** Perception +4; low-light vision, tremorsense 10

**Gnashing Horde** aura 1; an enemy that ends its turn in the aura takes 2 damage.

**HP** 67; Bloodied 33

**AC** 17; Fortitude 14, Reflex 15, Will 13

**Speed** 6, burrow 3 (tunneling), climb 6

<table>
<thead>
<tr>
<th>Attack</th>
<th>Damage Description</th>
<th>vs. AC</th>
<th>AC 17 (Fortitude 14, Reflex 15, Will 13)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Claw (standard; at-will)</td>
<td>+8 vs. AC; 1d10 + 3 damage.</td>
<td>+8 vs. AC; 1d10 + 3 damage.</td>
<td>+8 vs. AC; 1d10 + 3 damage.</td>
</tr>
</tbody>
</table>

**Alignment** Unaligned
**Languages** –

| Str 17 (+5) | Dex 18 (+6) | Wis 12 (+4) |
| Con 17 (+5) | Int 4 (-1)  | Cha 8 (+1)  |

### Kruthik Young Tactics
Kruthik hatchlings swarm around the nearest foe in a vicious, biting horde. They typically fight until slain.

### Kruthik Adult Tactics
A kruthik adult uses its toxic spikes on tempting targets within range before closing to melee. From that point on, it tries to stay adjacent to an enemy, using its toxic spikes only when it can't otherwise reach a target.

### Kruthik Hive Lord
**Level 6 Elite Controller (Leader)**
Large natural beast (reptile) XP 500

**Initiative +7**
**Senses** Perception +4; low-light vision, tremorsense 10

**Hive Frenzy** aura 2; allied kruthiks in the aura deal double damage with basic attacks.

**HP** 148; Bloodied 74

**AC** 22; Fortitude 21, Reflex 20, Will 17

**Saving Throws** +2

**Speed** 6, burrow 3 (tunneling), climb 6

**Action Points** 1

<table>
<thead>
<tr>
<th>Attack</th>
<th>Damage Description</th>
<th>vs. AC</th>
<th>AC 22 (Fortitude 21, Reflex 20, Will 17)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Claw (standard; at-will)</td>
<td>+11 vs. AC; 1d10 + 5 damage.</td>
<td>+11 vs. AC; 1d10 + 5 damage.</td>
<td>+11 vs. AC; 1d10 + 5 damage.</td>
</tr>
</tbody>
</table>

**Alignment** Unaligned
**Languages** –

| Str 20 (+8) | Dex 18 (+7) | Wis 12 (+4) |
| Con 18 (+7) | Int 4 (+0)  | Cha 10 (+3)  |

### Kruthik Hive Lord Tactics
The hive lord uses its acid blast to weaken enemies at the start of battle. It then makes claw attacks, staying within 2 squares of as many other kruthiks as possible so that they benefit from its hive frenzy aura.
Kruthik Lore

A character knows the following information about kruthiks with a successful Nature check.

DC 15: Kruthiks are chitinous reptilian hunters that form small hives underground. They use their superior numbers to overwhelm and devour all other nearby creatures.

Kruthiks hunt methodically, stripping one area of prey before expanding their territory. They butcher their kills and carry treasure back to their nesting warrens. Mauled carcasses and strange tracks that look as if they were made by spikes are sure signs of a kruthik horde.

DC 20: Kruthiks communicate with one another through a complex series of insectlike chitters and reptilian hisses. These sounds can often be heard in advance of a kruthik attack.

Kruthiks hatch from eggs and undergo several metamorphoses during their life cycle. Hatchlings grow into young, but young and adults enter a hard cocoon to change into the next larger breed of kruthik.

DC 25: Kruthiks take the scent of their own dead as a warning, and they avoid areas where many other kruthiks have died. Slaying enough kruthiks in one area might drive the remaining hive elsewhere.

DC 30: The origin of the kruthik lies in the cruel history of the tiefling empire of Bael Turath. Tiefling mages infused worldly reptiles with fiendish blood, creating the kruthiks as infiltrators to weaken enemy holdings from within. Perhaps the tieflings had a way to control the kruthiks at that time, but if so, that technique was lost with the fall of the tiefling empire.

Encounter Groups

Kruthiks build lairs underground, slowly digging through earth and rock to form warrens. They’re attracted to sites that already have open underground chambers and supernatural energies. Although kruthiks can feed on carrion, they prefer live prey, so undead are safe from kruthik predation and can even live unmolested in proximity to a kruthik hive. It is entirely possible that a sentient creature could uncover the means to control kruthiks, bringing them to bear as living weapons. The most likely candidates for such an accomplishment are tieflings, devils, and evil creatures willing to deal with devils.

Level 3 Encounter (XP 767)
✦ 1 kruthik adult (level 4 brute)
✦ 3 kruthik young (level 2 brute)
✦ 8 kruthik hatchlings (level 2 minion)

Level 4 Encounter (XP 875)
✦ 3 kruthik adults (level 4 brute)
✦ 2 corruption corpse zombies (level 4 artillery)

Level 5 Encounter (XP 1,005)
✦ 1 kruthik hive lord (level 6 elite controller)
✦ 2 kruthik adults (level 4 brute)
✦ 5 kruthik hatchlings (level 2 minion)
Kuo-toa are loathsome fish-people who live in the black seas of the Underdark, building great temples to alien gods. They regard all other races as potential slaves or sacrifices.

### Kuo-toa Guard Tactics
In the presence of a strong leader (a whip or monitor), kuo-toa guards fight with fanatical zeal. If their leader is killed, kuo-toa guards tend to flee.

### Kuo-toa Harpooner Tactics
This kuo-toa attaches slimy cords to its harpoons, allowing it to reel in distant enemies. Once in melee combat with a foe, the harpooner tries to impale its enemy on a harpoon, dealing automatic damage each round the target remains impaled.

### Kuo-toa Marauder Tactics
Kuo-toa marauders are so named because they often roam the Underdark in search of slaves. Tainted by madness, they rarely flee a battle, even if hopelessly outmatched. A marauder uses quick step to shift before or after making an attack with its spear, and it uses slick maneuver to gain a flanking position.
Kuo-toa Monitors Tactics
The kuo-toa monitor hurls itself into melee combat, using leap kick to shift up to 2 squares before or after making a slam attack. The first time it flanks a foe, it uses lightning fist.

Kuo-toa Whip Level 16 Controller (Leader)
Medium natural humanoid (aquatic) XP 1,400
Initiative +12  Sensess Perception +16; darkvision
HP 156; Bloodied 78
AC 30; Fortitude 28, Reflex 27, Will 27
Speed 6, swim 6

✦ Pincer Staff (standard; sustain standard; at-will)  Weapon
Reach 2; +19 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). While the target is grabbed, the kuo-toa whip cannot make attacks with its pincer staff. When the kuo-toa whip sustains the grab, it deals 1d10 damage to the target. The kuo-toa whip can release the target as a minor action, sliding the target to any other square within its reach.

✦ Lightning Strike (standard; at-will)  Lightning
Ranged 10; +18 vs. Reflex; 2d8 + 5 lightning damage, and the target is blinded until the end of the kuo-toa whip’s next turn.

✦ Slime Vortex (standard; encounter)
Area burst 4 within 20; targets enemies; +18 vs. Fortitude; 1d10 + 5 damage, the target takes a –2 penalty to attack rolls (save ends), and the target slides 3 squares and is knocked prone. Miss: Half damage, and the target slides 1 square.

✦ Slick Maneuver (move; at-will)
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy.

Alignment Evil  Languages Deep Speech
Skills Dungeoneering +16, Religion +15
Str 17 (+11)  Dex 18 (+12)  Wis 17 (+11)
Con 20 (+13)  Int 15 (+10)  Cha 18 (+12)

Equipment coat, pincer staff, headdress

Kuo-toa Whip Tactics
The kuo-toa whip begins battle by casting slime vortex on the largest group of enemies, then targets them one at a time with lightning strike. It uses its pincer staff against enemies in melee combat, sliding them within reach of its allies.

Kuo-toa Lore
A character knows the following information about kuo-toa with a successful Nature check.

DC 20: Kuo-toas live in the Underdark, where they worship dark gods and work toward sinister ends, seeing themselves as superior to all other humanoids. They are at home in water and on land, so they can be encountered in dry caverns as well as subterranean bodies of water.

On the edge of underground lakes or seas, kuo-toas build settlements around their shrines. Within these places, priests called whips make up the top caste of kuo-toa society. Kuo-toa monitors are the whips’ agents as well as an elite warrior force that keeps lower ranking kuo-toas in line.

DC 25: Madness taints kuo-toa civilization, and it can spread through a kuo-toa settlement like a disease. The mental disciplines practiced by whips and monitors often protect them from lunacy, but kuo-toa leaders must carefully control and watch the common populace. This madness has caused some kuo-toa communities to disintegrate, leaving behind ruins populated by mad kuo-toas and wandering monsters.

Encounter Groups
Kuo-toas range from their settlements to acquire slaves for themselves and sacrifices for their aboleth “gods.” Some kuo-toas escape their depraved society to become slaves, mercenaries, or even leaders among other Underdark races.

Level 12 Encounter (XP 3,500)
✦ 3 kuo-toa marauders (level 12 skirmisher)
✦ 1 foulspawn hulks (level 12 brute)

Level 18 Encounter (XP 11,000)
✦ 2 kuo-toa monitors (level 16 skirmisher)
✦ 4 kuo-toa guards (level 16 minion)
✦ 1 aboleth overseer (level 18 elite controller)
✦ 8 aboleth servitors (level 16 minion)
LAMIAS LURE VICTIMS TO THEIR DEATHS by assuming a pleasing humanoid guise. Some lamias, driven by the need to consume other sentient creatures, simply stalk humanoids wherever they can find them. Others possess a twisted thirst for knowledge, seeking to acquire arcane lore and magical power at any cost.

In its true form, a lamia is a swarm of black scarab beetles assembled into a coherent mass around the flesh-stripped bones of a powerful fey creature. This swarm shares a single intelligence and can mask itself in the guise of an attractive humanoid. It sometimes appears to be a human, elf, cladrin, or drow partly comprised of scores of beetles.

LAMIA LORE

A character knows the following information with a successful Arcana check.

**DC 20:** A lamia is a bizarre fey comprised of hundreds of black scarab beetles. It lures wayfarers to their deaths by assuming a pleasing humanoid guise.

**DC 25:** When a lamia slays a humanoid creature, it adds another beetle to its evergrowing swarm. When a lamia’s swarm grows too large, it reproduces by first slaying a worthy fey creature such as a powerful eladrin. Rather than consuming the body, the lamia divides itself, filling the corpse with hundreds of its beetles. Over time, these beetles devour the corpse and arise as a new lamia. This newborn lamia gains much of the victim’s memories and knowledge in the process.

<table>
<thead>
<tr>
<th>Lamia</th>
<th>Level 12 Elite Controller (Leader)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium fey magical beast (shapechanger)</td>
<td>XP 1,400</td>
</tr>
<tr>
<td>Initiative +8</td>
<td>Senses Perception +13</td>
</tr>
<tr>
<td>Swarm’s Embrace aura 1; an enemy that starts its turn in the aura takes 10 damage.</td>
<td>HP 244; Bloodied 122</td>
</tr>
<tr>
<td>AC 28; Fortitude 25, Reflex 24, Will 26</td>
<td>HP 244; Bloodied 122</td>
</tr>
<tr>
<td>Resist takes half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks.</td>
<td>AC 28; Fortitude 25, Reflex 24, Will 26</td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td>HP 244; Bloodied 122</td>
</tr>
<tr>
<td>Speed 6, climb 6</td>
<td>AC 28; Fortitude 25, Reflex 24, Will 26</td>
</tr>
<tr>
<td>Action Points 1</td>
<td>AC 28; Fortitude 25, Reflex 24, Will 26</td>
</tr>
<tr>
<td>✦ Cursed Touch (standard; at-will) ✦ Healing</td>
<td>Cursed Touch (standard; at-will) ✦ Healing</td>
</tr>
<tr>
<td>+16 vs. Fortitude; 1d6 + 4 damage, and the target is dazed (save ends). In addition, the lamia regains a number of hit points equal to the amount of damage dealt.</td>
<td>Devouring Swarm (standard; sustain minor; at-will)</td>
</tr>
<tr>
<td>Reach 5; +16 vs. Fortitude; 3d6 + 4 damage. When the lamia sustains this power, the devouring swarm deals 3d6 + 4 damage to the target (no attack roll required). The target must be within this power’s range for the lamia to sustain the power.</td>
<td>Devouring Swarm (standard; sustain minor; at-will)</td>
</tr>
<tr>
<td>✦ Pacifying Burst (standard; recharge ✦ 5) ✦ Psychic</td>
<td>Pacifying Burst (standard; recharge ✦ 5) ✦ Psychic</td>
</tr>
<tr>
<td>Close burst 5; +16 vs. Will; the target is stunned (save ends).</td>
<td>Close burst 5; +16 vs. Will; the target is stunned (save ends).</td>
</tr>
<tr>
<td>Change Shape (minor; at-will) ✦ Polymorph</td>
<td>Change Shape (minor; at-will) ✦ Polymorph</td>
</tr>
<tr>
<td>A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender (see Change Shape, page 280).</td>
<td>A lamia can alter its physical form to appear as an attractive Medium humanoid of any race or gender (see Change Shape, page 280).</td>
</tr>
</tbody>
</table>

**LAMIA TACTICS**

The lamia uses change shape to assume a pleasing appearance, hoping to lure enemies within range of its pacifying burst. It spends its action point to use this power, and then immediately uses devouring swarm against a stunned foe within range. It sustains devouring swarm round after round as a minor action, attacking a new target only if the previous target moves out of range. The lamia heals itself by making cursed touch attacks and unleashes another pacifying burst as soon as the power recharges.

**ENCOUNTER GROUPS**

Lamias often enslave weaker creatures to serve as bodyguards or fodder.

**Level 12 Encounter (XP 3,600)**

✦ 1 lamia (level 12 elite controller)
✦ 2 mezzodemons (level 11 soldier)
✦ 4 cyclops guards (level 14 minion)
When a powerful evil spellcaster dies, his spirit sometimes takes control of the wriggling mass of worms and maggots devouring his corpse. This mass of vermin rises as a larva mage to continue the spellcaster's dark schemes or to seek revenge against those who slew him.

Larva Mage

<table>
<thead>
<tr>
<th>Larva Mage</th>
<th>Level 21 Elite Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium natural magical beast (undead)</td>
<td>XP 6,400</td>
</tr>
<tr>
<td>Initiative +13</td>
<td>Senses Perception +12</td>
</tr>
<tr>
<td>HP 304; Bloodied 152</td>
<td>AC 35; Fortitude 30, Reflex 33, Will 27</td>
</tr>
<tr>
<td>Immune disease, poison; Resist 10 necrotic; takes half damage from melee and ranged attacks; Vulnerable 10 radiant, 10 against close and area attacks.</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
</tbody>
</table>

Corrupting Touch (standard; at-will) ♦ Necrotic

+24 vs. Fortitude; 2d6 + 5 necrotic damage.

Horrific Visage (minor; recharge ⚁ ⚅) ♦ Fear

Ranged 10; +24 vs. Will; the target cannot attack the larva mage until the end of its next turn and is immobilized (save ends).

Ray of Cold Death (standard; at-will) ♦ Cold, Necrotic

Ranged 20; +26 vs. AC; 2d8 + 8 cold and necrotic damage, or 4d8 + 8 cold and necrotic damage if the target is bloodied.

Worm’s Feast (standard; recharge ⚁) ♦ Illusion

Ranged 5; the target is tricked into believing that worms are devouring its flesh; +26 vs. Will; 4d10 + 8 damage. If this damage doesn’t reduce the target to 0 or fewer hit points, the target takes no damage but is stunned until the end of its next turn.

Withering Flame (standard; at-will) ♦ Fire, Necrotic

Area burst 1 within 20; +24 vs. Reflex; 2d6 + 8 fire and necrotic damage.

Squeezing Swarm

By altering its shape, a larva mage can squeeze through small openings as if it were a Tiny creature (see “Squeeze”, Player’s Handbook 292).

Alignment Evil Languages Common
Skills Arcana +23, History +23, Religion +23
Str 14 (+12) Dex 16 (+13) Wis 14 (+12)
Con 20 (+15) Int 26 (+18) Cha 15 (+12)

Larva Mage Tactics

The larva mage uses horrific visage to hold off enemy defenders and melee strikers while using ray of cold death and withering flame to soften up ranged targets. The larva mage uses worm’s feast against a bloodied foe and normally spends its action point to take a second move action when it needs to put some added distance between itself and its enemies.

Larva Mage Lore

A character knows the following information about larva mages with a successful Religion check.

DC 25: Only the most evil spellcasters return to unlife as larva mages. When a larva mage is destroyed, the maggots and worms that comprise its physical form lose their sentience and become harmless vermin.

DC 30: Particularly powerful larva mages retain more of their previous spellcasting ability than others, and know several wizard powers. They often carry their old spellbooks around with them.

DC 35: An elder evil being called Kyuss created the first larva mages to guard vaults of forbidden lore. These larva mages are among the most powerful of their kind and wield an impressive array of spells.

Encounter Groups

Larva mages often compel other monsters to serve them. They occasionally convene in small groups to work their dark magic or achieve some common goal.

Level 21 Encounter (XP 16,000)

✦ 1 larva mage (level 21 elite artillery)
✦ 4 slaughter wights (level 18 brute)
✦ 1 sword wraith (level 17 lurker)

Level 22 Encounter (XP 21,175)

✦ 1 larva mage (level 21 elite artillery)
✦ 3 rot harbingers (level 20 brute)
✦ 5 abyssal ghoul myrmidons (level 23 minion)

Level 22 Encounter (XP 25,100)

✦ 2 larva mages (level 21 elite artillery)
✦ 2 rockfire dreadnaughts (level 18 soldier)
✦ 8 grimlock followers (level 22 minion)
Lich

A lich is an undead spellcaster created by means of an ancient ritual. Wizards and other arcane spellcasters who choose this path to immortality escape death by becoming undead, but prolonged existence in this state often drives them mad.

Liches are cold, scheming creatures that hunger for ever greater power, long-forgotten knowledge, and the most terrible of arcane secrets.

"Lich" is a monster template that can be applied to non-player characters. See the Dungeon Master's Guide for rules on creating new liches using the template.

**Human Lich Tactics**

As long as its phylactery is safe, this lich doesn't show much concern for its own wellbeing. It uses frostburn as often as it can and spends its action point to use second wind when first bloodied.

**Eladrin Lich Tactics**

This lich uses entropic pulse and necrotic orb as often as it can. Once bloodied, it spends an action point to use second wind.

**Lich Vestige**

A lich vestige is the arcane remnant of a destroyed lich. Its frail skeletal body trails off into wisps of shadow, and it seems to glide across the ground. Unlike liches, a lich vestige does not have a phylactery. Highly unstable, it crumbles to dust when damaged.
Two, three, or four lich vestiges acting on the same initiative count can use their standard actions to hurl a single orb of black fire that detonates on impact. Make one attack roll: Area burst 5 within 10 of one of the lich vestiges; +30 vs. Reflex; 5 fire and necrotic damage per lich vestige making the attack, and ongoing fire and necrotic damage equal to 5 per lich vestige making the attack (save ends).

Alignment
Evil

Languages
Abyssal, Common

Skills
Arcana +24
Str 11 (+13)
Dex 12 (+14)
Wis 13 (+14)
Con 14 (+15)
Int 22 (+19)
Cha 18 (+17)

Lich Vestige Tactics
The lich vestige joins forces with other nearby lich vestiges to unleash orb of obliteration as soon as possible, and then zaps enemies with its shadow ray. It only uses death’s touch when forced into melee combat.

Lich Lore
A character knows the following information about liches with a successful Religion check.

DC 20: A mortal becomes a lich by performing a dark and terrible ritual. In this ritual the mortal dies, but rises again as an undead creature. Most liches are wizards or warlocks, but a few multiclassed clerics follow this dark path.

Lich Transformation
You call upon Orcus, Demon Prince of the Undead, to transform your body into a skeletal thing, undead and immortal, and bind your life force within a specially prepared receptacle called a phylactery.

Level: 14 (caster must be humanoid)
Category: Creation
Time: 1 hour; see text
Duration: Permanent; see text
Component Cost: 100,000 gp
Market Price: 250,000 gp
Key Skill: Arcana or Religion

At the conclusion of this ritual, you die, transform into a lich, and gain the lich template (Dungeon Master’s Guide 179).

An integral part of becoming a lich is creating a phylactery, a magical receptacle containing your life force. When you are reduced to 0 hit points or fewer, you and your possessions crumble to dust. Unless your phylactery is located and destroyed, your reappear in a space adjacent to the phylactery after 1d10 days.

You must construct your phylactery before the ritual can be performed. The phylactery, which takes 10 days to create, usually takes the form of a sealed metal box containing strips of parchment on which magical phrases have been transcribed in your blood. The box measures 6 inches on a side and has 40 hit points and resist 20 to all damage. Other kinds of phylacteries include rings and amulets, which are just as durable.

If your phylactery is destroyed, you can build a new one; the process takes 10 days and costs 50,000 gp.

DC 25: A lich’s life force is bound up in a magic phylactery, which typically takes the form of a fist-sized metal box containing strips of parchment on which magical phrases have been written. If you destroy a lich, its spirit returns to its phylactery. Its body reforms in 1d10 days at the location of the phylactery unless you also destroy the phylactery. Most liches hide their phylacteries in secret (and well-guarded) vaults, sometimes on other planes. Destroying a lich and its phylactery does not guarantee that the lich is gone forever. Powerful beings associated with undeath, including Orcus and Vecna, can reform a destroyed lich, turning it into a lich vestige.

DC 30: Some of the most fearsome villains in the long history of the world have been liches, including Acererak—master of the Tomb of Horrors—and the god Vecna himself. All liches pay homage to Orcus, and it is said that Orcus can instantly destroy the phylactery of any lich that displeases him.

Encounter Groups
Liches often command armies of lesser undead or have demons or devils serving them.

Level 25 Encounter (XP 35,400)
✦ 1 lich (level 24 elite controller)
✦ 2 great flameskull (level 24 artillery)
✦ 2 soulspike devourers (level 20 elite soldier)

Level 26 Encounter (XP 49,500)
✦ 6 lich vestiges (level 26 minion)
✦ Doresain the Ghoul King (level 27 elite skirmisher)
✦ 2 dread wraiths (level 25 lurker)
LIZARDFOLK

LIZARDFOLK INHABIT SWAMPS AND MARSHES, feeding on local wildlife and driving off or killing trespassers entering their territory. Some especially cruel and savage lizardfolk capture and eat other humanoid creatures, boldly launching raids against the lands of nearby humanoids to capture victims for their feasts.

Lizardfolk excel at swimming and often take to the water to stalk prey and evade pursuit. They can hold their breath for up to ten minutes without trouble.

Lizardfolk come in many varieties, including greenscale lizardfolk (the most common breed) and blackscales. Blackscales are dumb, hulking brutes that often inhabit the same swamps and marshes as their smaller kin. A blackscales tribe might be an enemy to a lizardfolk tribe, but more often the two work together or even intermingle in the same village. Blackscales rarely become leaders of mixed tribes since they are simply too dull-witted for the job, but they frequently accompany raiding parties or serve as bodyguards to the tribal chieftain or marsh mystic.

LIZARDFOLK LORE

A character knows the following information with a successful Nature check.

DC 15: Lizardfolk favor humid climates. They dwell in warm or temperate marshes, swamps, and jungles, or more rarely in flooded cavern systems.

Lizardfolk occasionally trade with humanoids they trust (usually halflings), bartering for finished goods. However, tribes that prey on other humanoids generally don’t engage in any kind of trade.

DC 20: Lizardfolk hatch from eggs and grow quickly to adulthood; by 2 years of age, they are fully grown. A tribe maintains a communal incubator in which all the tribe’s eggs are sealed together. Young lizardfolk are raised together by the whole tribe. Parental relationships do not exist among lizardfolk.

Lizardfolk have a patriarchal society in which the most powerful member rules the others as chieftain. Shamans and mystics commonly advise the chieftain.

DC 25: Lizardfolk do not worship gods, but large tribes often elevate one of their own to the status of a living deity. This figure becomes the tribe’s lizard king. A lizard king usually possesses unusual strength, ferocity, and cleverness and might be tainted by primordial or demonic influences. Powerful reptilian creatures such as dragons sometimes usurp this role and command a tribe’s loyalty.

ENCOUNTER GROUPS

Insular and fierce, lizardfolk rarely combine forces with other humanoids. However, they frequently tame reptilian creatures such as behemoths, crocodiles, or drakes, or serve more powerful monsters such as dragons.

Level 4 Encounter (XP 900)
✦ 2 greenscale hunters (level 4 skirmisher)
✦ 2 visejaw crocodiles (level 4 soldier)
✦ 1 vine horror (level 5 controller)

Level 6 Encounter (XP 1,300)
✦ 1 greenscale marsh mystic (level 6 controller)
✦ 2 blackscale bruisers (level 6 brute)
✦ 1 greenscale darter (level 5 lurker)
✦ 2 greenscale hunters (level 4 skirmisher)

Greenscale Hunter

Medium natural humanoid (reptile) XP 175

Initiative +6 Senses Perception +8
HP 54; Bloodied 27
AC 17; Fortitude 15, Reflex 14, Will 13
Speed 6 (swamp walk)

✦ Spear (standard; at-will) ✦ Weapon
+9 vs. AC; 1d8 + 3 damage.

✦ Sidestep Attack (standard; at-will) ✦ Weapon
The lizardfolk shifts and make a melee basic attack.

Alignment Unaligned Languages Draconic
Skills Athletics +10, Nature +8
Str 17 (+5) Dex 15 (+4) Wis 12 (+3)
Con 14 (+4) Int 8 (+1) Cha 8 (+1)

Equipment light shield, spear

Greenscale Hunter Tactics

Greenscale hunters like to set traps and ambush prey. In combat, they use sidestep attack to maneuver into flanking positions.

Greenscale Darter

Medium natural humanoid (reptile) XP 200

Initiative +10 Senses Perception +9
HP 50; Bloodied 25
AC 18; Fortitude 14, Reflex 17, Will 14
Speed 6 (swamp walk)

✦ Blowgun (standard; at-will) ✦ Poison, Weapon
Loading the blowgun takes a minor action; Ranged 6/12; +10 vs. AC; 1d6 + 1 damage.

✦ Sniper
A hidden lizardfolk darter that misses with a ranged attack remains hidden.

Alignment Unaligned Languages Draconic
Skills Athletics +8, Stealth +11
Str 13 (+3) Dex 18 (+6) Wis 15 (+4)
Con 14 (+4) Int 8 (+1) Cha 8 (+1)

Equipment club, blowgun with 20 poisoned darts

Greenscale Darter Tactics

Greenscale darters hide in the undergrowth, attacking with their blowguns and using their stealth and sniper power to remain hidden.
Greenscale Marsh Mystic Level 6 Controller (Leader)
Medium natural humanoid (reptile) XP 250

Initiative +4  Senses Perception +7
Marsh Blessing (Healing) aura 5; allies that start their turns in the aura regain 3 hit points.
HP 70; Bloodied 35
AC 19; Fortitude 15, Reflex 14, Will 19
Speed 6 (swamp walk)
✦ Spear (standard; at-will) ✦ Weapon
+7 vs. AC; 1d8 + 2 damage.
施策 Swamp’s Grasp (standard; encounter) ✦ Zone
Area burst 2 within 10; +9 vs. Reflex; the target is immobilized (save ends). The zone is difficult swamp terrain until the end of the encounter.
施策 Bog Cloud (standard; recharge ⚁ ⚁ ⚁) ✦ Poison
Area burst 2 within 10; +9 vs. Fortitude; 2d8 + 4 poison damage, and the target is dazed until the end of the marsh mystic’s next turn.

Alignment Unaligned  Languages Draconic
Skills Athletics +10, Nature +12
Str 15 (+5)  Dex 13 (+4)  Wis 19 (+7)
Con 14 (+5)  Int 10 (+3)  Cha 12 (+4)
Equipment spear, bone breastplate

Blackscale Bruiser Level 6 Brute
Large natural humanoid (reptile) XP 250

Initiative +6  Senses Perception +9
HP 86; Bloodied 43
AC 18; Fortitude 19, Reflex 16, Will 14
Speed 8 (swamp walk)
✦ Greatclub (standard; at-will) ✦ Weapon
Reach 2; +9 vs. AC; 1d10 + 6 damage, and the target is pushed 1 square.
✦ Tail Slap (standard; at-will)
+7 vs. Reflex; 1d8 + 6 damage, and the target is knocked prone.

Alignment Unaligned  Languages Draconic
Skills Athletics +14
Str 22 (+9)  Dex 16 (+6)  Wis 12 (+4)
Con 16 (+6)  Int 5 (+0)  Cha 6 (+1)
Equipment greatclub

Greenscale Marsh Mystic Tactics
The marsh mystic normally begins a fight by using swamp’s grasp to immobilize enemies and create difficult terrain through which its allies can move with impunity. It stays close to its allies so that they benefit from its marsh blessing aura, attacking with its spear and using bog cloud whenever it becomes available.

Blackscale Bruiser Tactics
This blackscale bruiser pulverizes enemies with its greatclub and pushes them into reach of its allies, if possible. It uses its tail slap to make opportunity attacks.

(Left to right) greenscale marsh mystic, blackscale bruiser, greenscale hunter, and greenscale darter
A lycanthrope is a bestial shapechanger that preys on other living creatures. It often assumes animal form in the wild, hunting in packs with similar animals or others of its kind. When infiltrating civilized humanoid settlements, it assumes a benign humanoid form, blending in with the local populace.

Lycanthropes gather in clannish communities hidden in remote places, or they live secretly among other races. Although they hunt when they please, lycanthropes are most active on nights of the full moon.

A lycanthrope superficially resembles a human or other humanoid creature. It stands erect but has the head of a ravenous animal, such as a rat or wolf.

A lycanthrope can assume the form of a specific humanoid, usually a human with subtle physical traits that betray the creature’s true heritage (long hair, long fingernails, or pointed teeth, for instance). A lycanthrope only assumes humanoid form when it needs to disguise itself as something nonthreatening.

In animal form, a lycanthrope resembles a powerful version of the normal animal, although its eyes betray a spark of unnatural intelligence. A lycanthrope typically assumes animal form when it hunts, and sometimes when it needs to flee.

**Lycanthrope Lore**

A character knows the following information about lycanthropes with a successful Nature check.

**DC 15**: Lycanthropy is hereditary, and lycanthropes mate with those of a similar species to produce lycanthrope offspring. Some lycanthropes can also mate with similarly sized humanoids, sometimes producing lycanthrope children. However, the blood is diluted in this way, and many such children never change or instead become shifters.

**Encounter Groups**

Lycanthropes mix with other humanoids. They also form bands that include likeminded lycanthropes. Fey and lycanthropes often get along, as do shifters and lycanthropes.

**Level 4 Encounter (XP 886)**

✦ 2 wererats (level 3 skirmisher)
✦ 4 dire rats (level 1 brute)
✦ 6 human rabble (level 2 minion)

**Level 9 Encounter (XP 2,200)**

✦ 4 werewolves (level 8 brute)
✦ 4 dire wolves (level 5 skirmisher)

**Wererat Level 3 Skirmisher**

Medium natural humanoid (shapechanger) XP 150

- **Initiative +7**
- **Senses** Perception +7; low-light vision
- **HP 48; Bloodied 24**
- **Regeneration 5** (if the wererat takes damage from a silver weapon, its regeneration doesn’t function on its next turn)
- **AC 17; Fortitude 15, Reflex 16, Will 13**
- **Immune** filth fever (see below)
- **Speed 6, climb 4** (not in human form)
- **+/−** Short Sword (standard; at-will) ✦ Weapon +8 vs. AC; 1d6 + 4 damage.
- **+/−** Bite (standard; at-will) ✦ Disease +8 vs. AC; 1d4 + 2 damage, and the target takes ongoing 2 damage (save ends) and contracts filth fever (see below).
- **Change Shape (minor; at-will) ✦ Polymorph**
  A wererat can alter its physical form to appear as a dire rat or a unique human (see Change Shape, page 280). It loses its bite attack in human form.

**Combat Advantage**

The wererat deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

**Alignment** Evil

**Languages** Common

**Skills** Bluff +6, Stealth +10, Streetwise +6, Thievery +10

**Str 10 (+1)**  **Dex 18 (+5)**  **Wis 12 (+2)**

**Con 16 (+4)**  **Int 10 (+1)**  **Cha 11 (+1)**

**Equipment** cloak, short sword

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**Wererat Tactics**

Wererats usually assume dire rat form and wait in ambush, hoping to surprise their enemies and gain combat advantage. They use change shape to assume their natural hybrid forms and try to flank foes. They prefer to attack with their short swords, resorting to bite attacks when disarmed.

**Filth Fever**

The target is cured. ✕ **Initial Effect**: The target loses 1 healing surge. ✖ **Final State**: The target loses all healing surges and cannot regain hit points.
Werewolf **Level 8 Brute**
Medium natural humanoid (shapechanger) XP 350

**Initiative +7**

**Senses**
Perception +11; low-light vision

**HP** 108; Bloodied 54

**Regeneration** 5 (if the werewolf takes damage from a silver weapon, its regeneration doesn’t function on its next turn)

**AC** 20;
Fortitude 20, Reflex 19, Will 18

**Immune** moon frenzy (see below)

**Speed** 6 (8 in wolf form)

1. **Greatclub** (standard; at-will) ✦ **Weapon**
   +12 vs. AC; 2d4 + 4 damage; see also blood rage.

1. **Bite** (standard; at-will) ✦ **Disease**
   +12 vs. AC; 1d6 + 4 damage, and the target takes ongoing 5 damage (save ends) and contracts moon frenzy (see below); see also blood rage.

**Blood Rage**
The werewolf’s melee attacks deal 4 extra damage against a bloodied target.

---

**Change Shape** (minor; at-will) ✦ **Polymorph**
A werewolf can alter its physical form to appear as a gray wolf or a unique human (see Change Shape, page 280). It cannot use its bite attack in human form and cannot make greatclub attacks in wolf form.

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Languages</th>
</tr>
</thead>
<tbody>
<tr>
<td>Evil</td>
<td>Common</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Skills</th>
<th>Str 19 (+8)</th>
<th>Dex 16 (+7)</th>
<th>Wis 14 (+6)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bluff +9, Insight +11, Intimidate +9, Nature +11</td>
<td></td>
<td></td>
<td></td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Con 18 (+8)</th>
<th>Int 10 (+4)</th>
<th>Cha 11 (+4)</th>
</tr>
</thead>
</table>

**Equipment**
leather armor, greatclub

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**Werewolf Tactics**
A lone werewolf tries to isolate and pick off victims one at a time. When bloodied, it usually flees to regenerate. In the wild, werewolves tend to hunt in packs. When a pack of werewolves attacks, half of the pack fights in true hybrid form (wielding greatclubs) and other half fights in wolf form.

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**Moon Frenzy** **Level 8 Disease**

<table>
<thead>
<tr>
<th>Initial Effect: The target takes a -2 penalty to Will defense.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Final State: The target attacks the nearest creature in its line of sight. If it can’t see any other creatures, it does nothing but move in a randomly chosen direction.</td>
</tr>
</tbody>
</table>
Magma beasts are fiery elementals from the depths of the Elemental Chaos. They sometimes find their way to the world through planar rifts or elemental vortices in places of intense volcanic activity.

Magma beasts can survive on various ores and clays or minor elemental creatures, but they prefer to hunt organic creatures, savoring the taste of burned flesh.

Magma Beast Lore
A character knows the following information with a successful Arcana check.

DC 15: Magma beasts are elemental beings that originate in the Elemental Chaos. Many now live in the natural world, having crossed over into volcanic regions of the surface and the Underdark.

DC 20: Magma brutes and magma hurlers are smarter than most magma beasts and can sometimes be bribed with regular gifts of food. They serve anyone who can promise them interesting meals, and they occasionally bully lesser magma beasts into fighting alongside them.

DC 25: Humanoids slain by magma beasts are usually devoured in their entirety—including their equipment. Magma beasts consume even the steel of armor and weapons, given time.

Magma Claw
This creature poses as a hunk of volcanic rock until it's ready to strike. It then rushes toward its prey and immobilizes it by disgorging sticky lava through its claws around the victim's legs. It then burns and bludgeons the trapped victim to death.

Magma Claw Tactics
The magma claw uses its natural stealth to pose as an outcropping of volcanic rock until a target comes close enough for the magma claw to charge it. The magma claw then uses its spew lava power to trap its foe in cooling lava while it makes claw attacks.

Magma Hurler
This elemental hurls globs of molten magma at enemies from a distance before closing in to feast on the burned flesh.

Magma Hurler Tactics
A magma hurler disgorges magma into one of its scoop-like arms and hurls it at an enemy in range. It tries to pelt enemies to death from a distance. Once an enemy gets close, the magma hurler abandons ranged combat and makes slam attacks instead.

Magma Strider
Magma striders are relentless predators that are willing to pursue victims for miles, wearing down their prey through sheer persistence.
**Magma Strider Tactics**
Magma striders dash from foe to foe, heedless of opportunity attacks (their burning mobility makes it dangerous to strike at them). They try to set fire to as many targets as possible by biting a different target each round and using burn across the battlefield as often as possible.

**Magma Brute**
Magma brutes are ill-tempered elementals easily cajoled or intimidated into serving more powerful elemental monsters. Left to their own devices, they are solitary scavengers that wander the Elemental Chaos or fiery regions of the natural world.

**Magma Brute Level 13 Brute**
Large elemental humanoid (earth, fire)  
Initiative +9  
Senses Perception +7  
HP 156; Bloodied 78  
AC 25; Fortitude 26, Reflex 23, Will 21  
Immune petrification; Resist 20 fire; Vulnerable cold (a magma brute that takes cold damage is slowed until the end of its next turn)  
Speed 4  
Slam (standard; at-will) ✦ Fire
- Reach 2; +17 vs. AC; 1d8 + 6 damage, and ongoing 5 fire damage (save ends).  
Alignment Unaligned  
Languages Primordial  
Skills Endurance +14  
Str 22 (+12)  
Dex 16 (+9)  
Wis 13 (+7)  
Con 16 (+9)  
Int 5 (+3)  
Cha 8 (+5)

**Magma Brute Tactics**
Magma brutes use their slam attacks to crush and burn anything in their path. Usually they turn on whichever enemy hurt them the most in the previous round.

**Encounter Groups**
Mixed groups of magma beasts are common, and any type of magma beast can be lured into fighting for powerful fire monsters such as salamanders, fire archons, or even fire giants.

**Level 5 Encounter (XP 1,100)**
- 2 magma claws (level 4 brute)
- 2 magma hurlers (level 4 artillery)
- 2 firebats (level 5 skirmisher)

**Level 13 Encounter (XP 4,000)**
- 3 magma brutes (level 13 brute)
- 1 beholder eye of flame (level 13 elite artillery)
A manticore flings iron spikes from its tail. Irritable and mean, it attacks without provocation and does not negotiate with prey.

Manticore Level 10 Elite Skirmisher
Large natural magical beast (mount) XP 1,000

Initialization +12
Senses Perception +13
HP 210; Bloodied 105
AC 26; Fortitude 24, Reflex 24, Will 22
Saving Throws +2
Speed 6, fly 8, overland flight 10
Action Points 1

Claw (standard; at-will)
+15 vs. AC; 2d6 + 5 damage.

Spike (standard; at-will)
Ranged 10; +15 vs. AC (see also guided sniper); 1d8 + 5 damage.
Hit or Miss: The manticore shifts 3 squares after making the attack.

M Manticore's Fury (standard; at-will)
The manticore makes a claw attack and a spike attack (in any order) and shift 1 square between the two attacks.

Spike Volley (standard; recharge 倒霉) 倒霉
Area burst 1 within 10; +15 vs. AC (see also guided sniper); 1d8 + 5 damage.

Guided Sniper (while mounted by a friendly rider of 10th level or higher; at-will) ✦ Mount
A manticore with a rider gains a +2 bonus to attack rolls with its spike attack and spike volley power.

Alignment Chaotic evil
Languages Common
Skills Stealth +15
Str 21 (+10)  Dex 20 (+10)  Wis 17 (+8)
Con 17 (+8)  Int 4 (+2)  Cha 12 (+6)

Manticore Tactics
A manticore prefers to begin a fight from the air. It flies overhead and bombards enemies with spike volleys before landing to finish them off with manticore’s fury attacks. If faced with a dangerous foe on the ground, a manticore usually takes to the air again and harries its foe with repeated spike volleys as quickly as they recharge.

Manticore Lore
A character knows the following information with a successful Nature check.

DC 15: Manticores are wicked predators that delight in devouring intelligent creatures, especially dwarves and humans. They fling iron spikes from their tails with deadly precision.

DC 20: Manticore have three rows of teeth, which constantly grow throughout their lives. They often leave old teeth and iron spikes in the bodies of their mauled victims as sure signs of manticore attack.

Although dimwitted, manticores understand Common and can speak a few Common words and phrases. They are exceedingly impatient and tend to attack those who attempt to parley with them.

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Maruts are enigmatic mercenaries that wander the Astral Sea and occasionally find their way to other planes and the natural world.

Marut Blademaster
Medium immortal humanoid

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+18</th>
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<th>Perception</th>
<th>+22; truesight</th>
<th>10</th>
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<td>Fortitude</td>
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<td>Reflex</td>
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<tr>
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<td>Resist</td>
<td>10</td>
<td>thunder</td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>8</td>
<td>fly</td>
<td>4 (hover), teleport</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

Greatsword (standard; at-will) ✦ Thunder, Weapon
+27 vs. AC; 1d10 + 11 damage plus 1d6 thunder damage, the target is pushed 1 square, and the target is marked until the end of the marut blademaster’s next turn.

Double Attack (standard; recharge ⚁ ⚄ ⚅) ✦ Thunder, Weapon
The marut blademaster makes two greatsword attacks.

Alignment Unaligned
Languages Supernal

Marut Blademaster Tactics
The blademaster’s primary objective is to form and maintain a battle line, protecting softer allies. It uses double attack as often as possible.

Marut Concordant
Large immortal humanoid

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+12</th>
<th>Senses</th>
<th>Perception</th>
<th>+23; truesight</th>
<th>10</th>
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</thead>
<tbody>
<tr>
<td>HP</td>
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<td>Blooded</td>
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<tr>
<td>Regeneration</td>
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<td>AC</td>
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<td>Reflex</td>
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<tr>
<td>Immune</td>
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<td>Resist</td>
<td>10</td>
<td>thunder</td>
<td></td>
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<tr>
<td>Speed</td>
<td>8</td>
<td>fly</td>
<td>4 (hover), teleport</td>
<td>4</td>
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<tr>
<td>Action Points</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Slam (standard; at-will) ✦ Thunder
Reach 2; +26 vs. AC; 2d6 + 10 damage plus 1d6 thunder damage.

Dictum (minor; at-will) ✦ Thunder
Ranged 10; +24 vs. Fortitude; the target is immobilized (save ends).

Fortune’s Chains (standard; recharge ⚁ ⚄ ⚅) ✦ Psychic
Area burst 5 within 20; enemies in the area are struck by arcs of coruscating psychic energy; +22 vs. Will; 3d6 + 6 psychic damage, and the target is dazed (save ends).

Thunderous Edict (standard; recharge ⚁ ⚅) ✦ Thunder
Close burst 10; targets enemies; +24 vs. Fortitude; 3d6 + 8 thunder damage, and the target is pushed 4 squares. Miss: Half damage, and the target is not pushed.

Marut Concordant Tactics
A marut concordant uses dictum to pin down a strong foe. It then centers fortune’s chains in an area most likely to catch multiple enemies. The concordant uses thunderous edict to push multiple enemies away.

Marut Lore
A character knows the following information with a successful Religion check.

DC 25: No one knows what purpose the maruts ultimately pursue, but the price for a marut’s service is always a reciprocal service; that is to say, maruts seem to be gathering favors. Maruts keep records of their verbal contracts in their fortresses on the Astral Sea.

Encounter Groups
Maruts work with any being that agrees to acceptable terms and keep to the spirit of a contract.

Level 23 Encounter (XP 25,250)
✦ 1 marut concordant (level 22 elite controller)
✦ 2 marut blademasters (level 21 soldier)
✦ 1 war devil (level 22 brute)
✦ 8 legion devil legionnaires (level 21 minion)
A medusa is a scaly monster with a horrifying gaze. Females of the species use their gaze to turn other creatures to stone, and their lairs are filled with lifelike statues. Male medusas use their gaze to poison the minds and bodies of their victims before hacking them to pieces, and their lairs are painted with the blood of fallen prey.

**Medusa Archer (Female)**

<table>
<thead>
<tr>
<th>Level 10 Elite Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +10</td>
</tr>
<tr>
<td>Senses Perception +13</td>
</tr>
<tr>
<td>HP 212; Blooded 106</td>
</tr>
<tr>
<td>AC 26; Fortitude 23, Reflex 24, Will 25</td>
</tr>
<tr>
<td>Immune petrification; Resist 10 poison</td>
</tr>
<tr>
<td>Saving Throws +2</td>
</tr>
<tr>
<td>Speed 7</td>
</tr>
<tr>
<td>Action Points 1</td>
</tr>
</tbody>
</table>

✧ **Snaky Hair** (standard; at-will) ✧ Poison

+15 vs. AC; 1d6 + 5 damage, and the target takes ongoing 10 poison damage and takes a -2 penalty to Fortitude defense (save ends both).

**Medusa Warrior (Male)**

<table>
<thead>
<tr>
<th>Level 13 Elite Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +13</td>
</tr>
<tr>
<td>Senses Perception +16</td>
</tr>
<tr>
<td>HP 272; Blooded 136</td>
</tr>
<tr>
<td>AC 30; Fortitude 28, Reflex 26, Will 27</td>
</tr>
<tr>
<td>Immune petrification; Resist 20 poison</td>
</tr>
<tr>
<td>Saving Throws +2</td>
</tr>
<tr>
<td>Speed 6</td>
</tr>
<tr>
<td>Action Points 1</td>
</tr>
</tbody>
</table>

✧ **Longsword** (standard; at-will) ✧ Poison, Weapon

+20 vs. AC; 1d8 + 8 damage, and the medusa warrior makes a secondary attack against the same target. Secondary Attack: +18 vs. Fortitude; the target takes ongoing 10 poison damage and is slowed (save ends both).

✧ **Double Attack** (standard; at-will) ✧ Poison, Weapon

The medusa warrior makes two longsword attacks, dealing an extra 2d8 damage on a hit against a dazed target.

**Medusa Archer Tactics**

The medusa archer makes longbow attacks from a safe distance, relying on its poisoned arrows to reduce the Fortitude defense of its enemies and make them more susceptible to its petrifying gaze. The creature is not afraid to enter melee combat, using its snaky hair and then targeting the same foe and other nearby enemies with its petrifying gaze.

**Medusa Warrior Tactics**

The medusa warrior hides its true nature, hoping to lure enemies within range of its venomous gaze. In battle, the creature alternates between its venomous gaze and double attack powers, since its longsword attacks deal more damage against creatures affected by its gaze. The medusa warrior only draws its longbow when it has no targets it can engage in melee.
Medusa Shroud of Zehir (Female)  Level 18 Skirmisher
Medium natural humanoid  XP 2,000

Initiative +18  Senses Perception +12
HP 172; Bloodied 86
AC 32; Fortitude 28, Reflex 30, Will 29
Immune petrification; Resist 10 acid, 10 poison
Speed 8
✦ Short Sword (standard; at-will) ✦ Acid, Poison, Weapon
+15 vs. AC; 1d6 + 7 damage, and the target takes ongoing 10 acid and poison damage (save ends).
✦ Fangs of Death (standard; recharge ⚁ ⚁ ⚁)
The medusa shroud of Zehir makes two melee basic attacks and can shift up to 3 squares between attacks.
✦ Snaky Hair (minor 1/round; at-will) ✦ Acid, Poison
+23 vs. AC; 1d6 + 7 damage, and the target takes ongoing 10 acid and poison damage and takes a –2 penalty to Fortitude defense (save ends both).
✦ Petrifying Gaze (standard; at-will) ✦ Gaze
Close blast 5; blind creatures are immune; +21 vs. Fortitude; the target is slowed (save ends). First Failed Save: The target is immobilized instead of slowed (save ends). Second Failed Save: The target is petrified (no save).

Alignment Evil  Languages Common
Skills Acrobatics +21, Bluff +20, Stealth +21
Str 16 (+12)  Dex 24 (+16)  Wis 17 (+12)
Con 20 (+14)  Int 13 (+10)  Cha 22 (+15)
Equipment black hooded cloak, 2 short swords

Medusa Shroud of Zehir Tactics
The medusa shroud of Zehir uses fangs of death to weave through the battlefield. It follows its sword attacks with a snaky hair attack. It uses petrifying gaze or makes melee basic attacks while waiting for fangs of death to recharge.

Medusa Lore
A character knows the following information with a successful Nature check.

DC 15: Medusas are known and feared for their gaze attacks. It is possible to close one’s eyes while fighting a medusa, but fighting the creature blindly is rarely a good choice.

DC 20: Medusas are accomplished archers and shoot arrows poisoned with their own saliva.

Medusas prefer to live alone or in small groups, but they desire wealth and, most important, power and influence in the societies of other humanoids. A brood of medusas might rule over a terrified populace as a royal family, or a single medusa might act as the secret boss of an assassins’ guild.

DC 25: Male medusas don’t have the snaky hair of their female counterparts, but their blood is even more poisonous. The gaze of a female medusa turns creatures to stone, while the gaze of a male medusa ravages the mind and body, leaving its victims dazed, weak, and ripe for killing.

DC 30: The blood of a medusa can reverse petrification. One must apply a few drops of the creature’s blood to the lips or mouth of a petrified creature and succeed on a DC 20 Heal check. The medusa must have been killed within the past 24 hours for the blood to work.

Encounter Groups
A medusa often allies with creatures that are immune to its gaze, such as grimlocks and gargoyles.

Medusas also enjoy gathering humanoids to serve as servants, soldiers, thieves, spies, and assassins. Even though the medusa must purposefully use her gaze to petrify foes, the threat of such is usually enough to keep humanoid servants in line.

Medusas readily consort with creatures of equivalent or greater might. They work with yuan-ti and hold them in high regard.

Level 11 Encounter (XP 3,075)
✦ 1 medusa archer (level 10 elite controller)
✦ 1 venom-eye basilisk (level 10 artillery)
✦ 5 snaketongue zealots (level 12 minion)
✦ 2 snaketongue warriors (level 8 brute)

Level 14 Encounter (XP 5,000)
✦ 1 medusa warrior (level 13 elite soldier)
✦ 2 grimlock berserkers (level 13 brute)
✦ 4 grimlock minions (level 14 minion)
✦ 2 gargoyles (level 9 lurker)

Level 17 Encounter (XP 8,600)
✦ 2 medusa shrouds of Zehir (level 18 skirmisher)
✦ 1 yuan-ti malison disciple of Zehir (level 17 controller)
✦ 3 yuan-ti abominations (level 14 soldier)
Mind Flayer

Mind flayers use their formidable psychic powers to shatter the minds of their foes. Once their enemies are knocked senseless, the mind flayers crack open the victims’ skulls and devour their brains. Not all creatures that cross a mind flayer’s path end up as food; some are enslaved, while others are transformed into obedient thralls.

Mind flayers, also known as illithids, came to the natural world from the Far Realm long ago. They are usually encountered in the Underdark, only venturing to the surface on special missions.

Mind Flayer Infiltrator Tactics

This mind flayer uses its natural stealth to creep toward its enemies unseen, and then unleashes its mind blast power to avoid attacks. If it succeeds in grabbing a victim with its tentacles, the infiltrator uses its bore into brain power until the victim dies or manages to free itself.

Mind Flayer Mastermind Tactics

Throughout combat, the mastermind remains adjacent to at least one of its thralls, using it as a meat shield to block attacks while it targets enemies with its mind blast, mind warp, and enslave powers. If an opportunity presents itself, the mastermind rushes up to a stunned foe and attacks it with its tentacles, spending its action point to use bore into brain on the
same round. It only devours a brain in combat if it needs the healing; otherwise, it creates a new thrall. If multiple enemies try to gang up on it, the illithid uses cradle of the elder brain to teleport to a safer location.

**Mind Flayer Lore**
A character knows the following information with a successful Dungeoneering check.

**DC 20**: Mind flayers (or illithids, as they call themselves) bend others to their will and wield powers that shatter the minds of their foes. Mind flayers subsist on the devoured brains of intelligent creatures. They are coldly self-serving and think nothing of sacrificing companions or thralls to save themselves.

**DC 25**: Mind flayers communicate via telepathy, although they also understand Dark Speech. A mind flayer’s thralls are completely loyal and obedient. They obey the illithid’s telepathic commands in a dark, hopeless, dreamlike state, following the spirit of their instructions and not just the letter.

**DC 30**: Mind flayers are often solitary masterminds who manipulate hosts of weak-willed thralls to do their bidding, but sometimes they gather in small cabals of like-minded individuals. Horrible cities and kingdoms of mind flayers, organized around mighty disembodied intellects known as elder brains, lurk in the deepest portions of the Underdark.

**DC 35**: A mind flayer begins life as a small, tentacled, tadpolelike parasite that invades the skull of a helpless humanoid victim, devours its brain, and then subverts the body to its own use. Within a matter of days, it transforms the body it steals into an adult illithid, and all traces of the creature’s former being are permanently extinguished.

**Encounter Groups**
Illithids are usually encountered with other illithids and with thralls. Lone mind flayers can also be found in Underdark settlements ruled by the drow and other evil races.

**Level 14 Encounter (XP 4,800)**
- 1 mind flayer infiltrator (level 14 lurker)
- 1 drider fanglord (level 14 brute)
- 1 drow blademaster (level 13 elite skirmisher)
- 2 drow warriors (level 11 lurker)

**Level 18 Encounter (XP 10,114)**
- 1 mind flayer mastermind (level 18 elite controller)
- 1 mind flayer infiltrator (level 14 lurker)
- 3 grimlock followers (level 22 minion)
- 2 war trolls (level 14 soldier)
Minotaurs are fierce, bull-headed monsters that worship demons and enslave and plunder weaker creatures. All minotaurs have a liking for mazes and often seek out buried labyrinths or sprawling dungeons as lairs.

Most adult minotaurs are warriors. Minotaurs of the warrior caste are fiercely loyal once they have given their allegiance. In evil minotaur lands, they serve minotaur cabalists as bodyguards, slave-drivers, and raiders. While they are not particularly clever, they possess a certain bestial cunning and have uncannily sharp senses.

The most intelligent and strong-willed of the evil minotaurs are cabalists—the leaders of the cults of Baphomet, a demon lord often referred to as the Horned King. They form a priestly caste that plots the subjugation of neighboring peoples. Like the warriors, the minotaur cabalists are strong and fierce enemies, but they also command several mystical powers that make them even more dangerous in battle.

Savage minotaurs are hulking, dimwitted, temperamental brutes infused with demonic blood. Bloodthirsty predators and rapacious robbers, they haunt lonely and wild places, killing and eating any who cross their paths.
Savage Minotaur

Large natural humanoid

Level 16 Brute

XP 1,400

Initiative +9  Senses Perception +19

HP 190; Bloodied 95; see also ferocity

AC 28; Fortitude 32, Reflex 26, Will 29

Speed 8

(1) Greataxe (standard; at-will) ✦ Weapon

Reach 2; +19 vs. AC; 2d8 + 7 damage (crit 4d8 + 23), and the target is pushed 1 square.

† Goring Charge (standard; at-will)

The savage minotaur makes a charge attack: +20 vs. AC; 2d6 + 7 damage, and the target is knocked prone.

† Thrashing Horns (standard, usable only when charging; at-will)

+19 vs. AC; 2d6 + 7 damage, and the target slides 2 squares.

Ferocity (when reduced to 0 hit points)

The savage minotaur makes a melee basic attack.

Alignment Chaotic evil  Languages Common

Skills Dungeoneering +14, Intimidate +14, Nature +14

Str 24 (+15)  Dex 12 (+9)  Wis 19 (+12)

Con 20 (+13)  Int 5 (+5)  Cha 12 (+9)

Equipment greataxe

Savage Minotaur Tactics

A savage minotaur enters battle with a goring charge, and then swings its greataxe at any foe within reach. If there’s something dangerous in the environment nearby, such as a pit or roaring fire, it uses thrashing horns to throw enemies in when it gets the chance.

Minotaur Lore

A character knows the following information with a successful Nature check.

DC 15: The archetypical minotaur is a savage, dungeon-dwelling brute that kills for pleasure. However, many minotaurs are civilized and cultured. These minotaurs are smaller than their savage kin, and they gather in settlements of all sizes.

DC 20: The cult of Baphomet, the demon lord also known as the Horned King, is a widespread substrate within minotaur society dedicated to embracing the beast within.

Some minotaur city-states or temple strongholds are entirely populated with devotees of the demon prince and ruled by cabalists in a malevolent theocracy. In other minotaur societies, Baphomet’s cult is a hidden, subversive force of evil.

Minotaur realms are hidden in the most remote and forbidding places of the world, in secret mountain citadels, snow-covered temple-states, and buried fortresses. Evil minotaurs are slave takers and plunderers that seek to weaken their targets before launching surprise attacks that leave no foe behind. Their more benign kin are contemplative warriors who remain mostly secluded, shrouding themselves and their society in secrecy.

Good or evil, minotaurs are guided by their religious leaders. Cabalists devoted to Baphomet lead both evil temple-states and hidden cults in other cities. In settlements where the Horned King’s cult has not seized control, priests of Bahamut, Erathis, Moradin, or Pelor hold sway.

DC 25: Minotaurs like mazes. They employ twisting designs on their clothing, armor, and weapons, and lay out simple or exceedingly complex labyrinths in their temples and gardens. Among benign minotaurs, these labyrinths are places of quiet contemplation. Evil minotaurs throw prisoners in labyrinths and allow their savage kin or summoned demons to hunt the hapless captives through the twisting corridors.

Encounter Groups

Minotaurs prefer the company of their own kind, but they employ a wide variety of other creatures when necessary. Minotaur devotees of Baphomet are often accompanied by gnoll or demon allies.

Level 13 Encounter (XP 3,900)

✦ 1 minotaur cabalist (level 13 controller)
✦ 3 minotaur warriors (level 10 soldier)
✦ 2 vrock demons (level 13 skirmisher)

Level 18 Encounter (XP 10,000)

✦ 2 savage minotaurs (level 16 brute)
✦ 1 rakshasa noble (level 19 controller)
✦ 3 rakshasa assassins (level 17 skirmisher)
Mummies defend tombs and other sacred places against intrusion, striking down foes with a deadly rotting disease.

Soulless beings animated by necromantic magic, mummy guardians are not very intelligent and retain none of the powers or knowledge they had in life. More powerful mummies known as mummy lords retain much of their power and intelligence, attacking the living out of sheer hate.

“Mummy lord” is a monster template that can be applied to nonplayer characters. See the Dungeon Master’s Guide for rules on creating new mummies using the template.

---

**Mummy Guardian**

Medium natural humanoid (undead)

**Level 8 Brute**

**XP 350**

- **Initiative**: +6
- **Senses**: Perception +10; darkvision
- **Despair (Fear)** aura 5; enemies within the aura take a –2 penalty to attack rolls against the mummy guardian.
- **HP**: 108; **Bloodied**: 54
- **Regeneration**: 10 (if the mummy guardian takes radiant damage, regeneration doesn’t function on its next turn)
- **AC**: 20; **Fortitude**, **Reflex**, **Will**: 17; see also despair above
- **Immune**: disease, poison; **Resist** 5 necrotic; **Vulnerable** 5 fire

**Speed**: 5

✦ **Rotting Slam** (standard; at-will) ✦ **Disease, Necrotic**

+11 vs. AC; 2d8 + 3 necrotic damage, and the target contracts level 8 mummy rot (see below).

---

**Mummy Guardian Tactics**

A mummy guardian is a straightforward combatant that makes rotting slam attacks round after round. It specifically targets enemies that deal fire or radiant damage with their attacks.

---

**Mummy Rot (Mummy Guardian)**

Level 8 Disease

**Endurance stable DC 20, improve DC 24**

- The target is cured.

✦ **Initial Effect**: The target regains only half the normal number of hit points from healing effects.

+ The target dies.

**Mummy Rot (Mummy Lord)**

Level 13 Disease

**Endurance stable DC 22, improve DC 26**

- The target is cured.

✦ **Initial Effect**: The target regains only half the normal number of hit points from healing effects.

+ The target dies.

**Mummy Rot (Giant Mummy)**

Level 21 Disease

**Endurance stable DC 33, improve DC 37**

- The target is cured.

✦ **Initial Effect**: The target regains only half the normal number of hit points from healing effects.

+ The target dies.
**Mummy Lord Tactics**

A mummy lord uses *plague of doom* against a foe before entering melee combat. It stays close to an ally while making *shielding mace* attacks, focusing on enemies that target it with fire or radiant attacks. It uses *awe strike* to immobilize a slippery foe and *unholy aid* to remove a particularly debilitating condition (such as blinded or stunned). Once bloodied, the mummy lord spends its action point to use *second wind*.

---

**Giant Mummy**

Large natural humanoid (undead)  
XP 3,200

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Perception</th>
<th>Senses</th>
<th>Darkvision</th>
<th>Despair (Fear) aura 5</th>
<th>Enemies within the aura take a -2 penalty to attack rolls against the giant mummy.</th>
<th>HP</th>
<th>Bloodied</th>
<th>Regeneration 10</th>
<th>AC 33</th>
<th>Fortitude 34</th>
<th>Reflex 30</th>
<th>Will 31</th>
<th>AMD 10</th>
<th>Necrotic 10</th>
<th>Vulnerable 10</th>
<th>Fire 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>+12</td>
<td>+16</td>
<td>+16</td>
<td></td>
<td></td>
<td></td>
<td>240</td>
<td>120</td>
<td>(if the giant mummy takes radiant damage, regeneration doesn't function on its next turn)</td>
<td>33</td>
<td>34</td>
<td>30</td>
<td>31</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**AC** 33; **Fortitude** 34, **Reflex** 30, **Will** 31; see also *despair* above

**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 fire

**Speed** 6

✦ Rotting Slam (standard; at-will) ✦ Disease, Necrotic

+24 vs. AC; 3d8 + 6 necrotic damage, and the target contracts level 21 mummy rot (see below).

✦ Dust of Blinding Death (when first bloodied and again when reduced to 0 hit points) ✦ Acid

The giant mummy releases a cloud of corrosive dust: close burst 2; +22 vs. Fortitude; 1d8 + 7 acid damage, and the target takes ongoing 10 acid damage and is blinded (save ends both).

**Alignment** Unaligned  
**Languages** Giant

Str 22 (+16)  
Dex 14 (+12)  
Wis 12 (+11)  
Con 24 (+17)  
Int 6 (+8)  
Cha 16 (+13)

---

**Giant Mummy Tactics**

The giant mummy pounds enemies to death with its fists, focusing its rage on those making fire or radiant attacks.

**Mummy Lore**

A character knows the following information with a successful Religion check.

**DC 15**: Mummy guardians are created to protect important tombs against robbers. A mummy guardian either wanders its tomb, attacking all who enter, or it lies in its sarcophagus, rising to attack when the sarcophagus is opened.

**DC 20**: A mummy lord is usually created from the remains of an important evil cleric or priest. A mummy lord might guard an important tomb or lead a cult. Yuan-ti often create mummy lords to guard temples of Zehir.

**Encounter Groups**

A tomb is the mummy guardian’s natural habitat, and it’s most often found in the company of other creatures that haunt such places.

Mummy lords are often found in the company of undead servitors or living devotees.

**Level 8 Encounter (XP 1,750)**

✦ 2 mummy guardians (level 8 brute)  
✦ 2 rot scarab swarms (level 8 soldier)  
✦ 1 flame skull (level 8 artillery)

**Level 15 Encounter (XP 6,050)**

✦ 1 mummy lord (level 13 elite controller)  
✦ 3 yuan-ti malison sharp-eye (level 13 artillery)  
✦ 1 yuan-ti abomination (level 14 soldier)  
✦ 6 snaketongue zealots (level 12 minion)

**Level 17 Encounter (XP 8,400)**

✦ 2 mummy lords (level 15 elite controller)  
✦ 2 rakshasa warriors (level 15 soldier)  
✦ 1 sphinx (level 16 elite soldier)

**Level 21 Encounter (XP 16,000)**

✦ 3 giant mummies (level 21 brute)  
✦ 1 dark naga (level 21 elite controller)
**NAGA**

Serpentine creatures with humanlike faces, nagas are guardians of secret places or magical lore. Some nagas choose to subjugate nearby creatures and rule over them. Others ruthlessly destroy trespassers with powerful enchantments and deadly poison.

Nagas often work closely with yuan-ti, guarding their vaults and temples. A lone naga sometimes rules a primitive tribe of kobolds, lizardfolk, or troglodytes who regard it as a god.

Nagas can survive without food or water indefinitely. They are fond of treasure, however, and fill their lairs with trinkets seized from interlopers.

---

**Guardian Naga**

A guardian naga favors ranged combat and tries to catch multiple foes with thunderstrike before spending its action point to immobilize an enemy defender or striker with word of pain. It continues to use word of pain on subsequent rounds until enemies come within range of its spit poison attack.

<table>
<thead>
<tr>
<th>Guardian Naga</th>
<th>Level 12 Elite Artillery</th>
<th>XP 1,400</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +10</td>
<td>Senses Perception +13; darkvision</td>
<td></td>
</tr>
<tr>
<td>HP 186; Bloodied 93</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 25; Fortitude 23, Reflex 24, Will 22</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Tail Slap (standard; at-will)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reach 2; +16 vs. AC; 1d8 + 3 damage, and the target is pushed 2 squares</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✤ Word of Pain (standard; at-will) ✤ Psychic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranged 20; +17 vs. Will; 2d8 + 4 psychic damage, and the target is immobilized (save ends).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✤ Spit Poison (standard; recharge ⚅ ⚅ ⚅ ⚅ ⚅) ✤ Poison</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close blast 3; +15 vs. Fortitude; 1d8 + 2 poison damage, and the target takes ongoing 5 poison damage, a -2 penalty to Fortitude defense, and a -2 penalty to saving throws (save ends all).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>⚤ Thunderstrike (standard; recharge ⚤ ⚤ ⚤ ⚤ ⚤) ⚤ Thunder</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Area burst 1 within 20; +16 vs. Fortitude; 2d10 + 4 thunder damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Bone Naga Tactics**

A bone naga alerts other creatures to its presence with its death rattle aura. If one or more enemies succumb to the aura’s effect, it uses death sway to damage them. The first time is uses this power, it spends an action point to use it again in the same round.

<table>
<thead>
<tr>
<th>Bone Naga</th>
<th>Level 16 Elite Controller</th>
<th>XP 2,800</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +11</td>
<td>Senses Perception +13; darkvision</td>
<td></td>
</tr>
<tr>
<td>Death Rattle (Necrotic) aura 2; enemies that start their turns in the aura are dazed.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HP 328; Bloodied 164</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 32; Fortitude 32, Reflex 28, Will 29</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Bite (standard; at-will) ✤ Necrotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reach 2; +20 vs. AC; 2d4 + 6 damage, and ongoing 5 necrotic damage (save ends). Aftereffect: The target is weakened (save ends).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✤ Death Sway (standard; at-will) ✤ Necrotic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close burst 3; blind creatures are immune; +21 vs. Will; the target is dazed (save ends). If the target is already dazed, it takes 2d6 + 6 necrotic damage instead.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alignment Unaligned</td>
<td>Languages Common, Draconic, Supernal</td>
<td></td>
</tr>
<tr>
<td>Skills Arcana +18, History +18, Insight +18, Religion +18</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Str 22 (+14)</td>
<td>Dex 16 (+11)</td>
<td>Wis 20 (+13)</td>
</tr>
<tr>
<td>Con 28 (+17)</td>
<td>Int 20 (+13)</td>
<td>Cha 22 (+14)</td>
</tr>
</tbody>
</table>

---

**Dark Naga Tactics**

The dark naga uses lure every round to pull enemies within reach of its tail. If it gets two enemies within striking distance, it spends its action point to make two tail sting attacks in one round. It uses psychic miasma at the earliest opportunity.

<table>
<thead>
<tr>
<th>Dark Naga</th>
<th>Level 21 Elite Controller</th>
<th>XP 6,400</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +14</td>
<td>Senses Perception +21; darkvision</td>
<td></td>
</tr>
<tr>
<td>Death Rattle (Necrotic) aura; enemies that start their turns in the aura are dazed.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>HP 404; Bloodied 202</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 36; Fortitude 34, Reflex 33, Will 36</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✦ Tail Sting (standard; at-will) ✤ Poison</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reach 2; +24 vs. AC; 2d6 + 8 poison damage (3d6 + 8 damage against a dazed target), and the target is slowed (save ends).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✤ Lure (minor; at-will) ✤ Charm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close burst 5; targets enemies; +25 vs. Will; the target is pulled 1 square and dazed (save ends).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>✤ Psychic Miasma (standard; recharge ⚤ ⚤ ⚤ ⚤ ⚤) ✤ Psychic</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close burst 3; +26 vs. Will; 3d6 + 10 psychic damage, and the target is dazed (save ends). First Failed Save: The target is stunned (save ends).</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Common, Draconic, Supernal</td>
<td></td>
</tr>
<tr>
<td>Skills History +22, Insight +21, Stealth +19</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Str 26 (+18)</td>
<td>Dex 18 (+14)</td>
<td>Wis 22 (+16)</td>
</tr>
<tr>
<td>Con 26 (+18)</td>
<td>Int 24 (+17)</td>
<td>Cha 30 (+20)</td>
</tr>
</tbody>
</table>
Primordial Naga

**Level 25 Solo Artillery**

Large elemental magical beast (reptile) XP 35,000

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+18</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senses</td>
<td>Perception +24; darkvision</td>
</tr>
<tr>
<td>Energy Cascade (Fire, Lightning) aura 2</td>
<td>enemies that enter or start their turns in the aura take 10 fire and lightning damage.</td>
</tr>
<tr>
<td>HP</td>
<td>1,200; Bloodied 600</td>
</tr>
<tr>
<td>AC</td>
<td>Fortitude 40; Reflex 35; Will 38</td>
</tr>
<tr>
<td>Resist</td>
<td>20 acid, 40 cold, 30 fire</td>
</tr>
<tr>
<td>Saving Throws</td>
<td>+5</td>
</tr>
<tr>
<td>Speed</td>
<td>8</td>
</tr>
<tr>
<td>Action Points</td>
<td>2</td>
</tr>
</tbody>
</table>

**1. Bite (standard; at-will) ✦ Acid**
Reach 3; +29 vs. AC; 3d6 + 9 damage plus 1d6 acid damage.

**2. Flailing Heads (standard; at-will) ✦ Acid**
The primordial naga makes five bite attacks. If the naga hits a single target with three or more heads, the target also takes ongoing 15 acid damage (save ends).

**3. Spit Fire (minor; at-will) ✦ Fire**
Ranged 20; +30 vs. Reflex; 2d6 + 11 fire damage, and ongoing 10 fire damage (save ends).

**4. Wind Slam (minor; at-will)**
Ranged 20; +30 vs. Fortitude; 3d6 + 11 damage, and the target is pushed 2 squares.

**5. Freezing Breath (standard; recharge ⚅ ⚅)**
Close blast 5; +30 vs. Fortitude; 5d6 + 11 cold damage, and the target is slowed (save ends).

**Alignment:** Chaotic evil  
**Languages:** Primordial

**Skills:** Arcana +22, History +22, Insight +24

- **Str:** 28 (+21)  
- **Dex:** 22 (+18)  
- **Wis:** 24 (+19)  
- **Con:** 32 (+23)  
- **Int:** 20 (+17)  
- **Cha:** 28 (+21)

**Primordial Naga Tactics**
Against ranged foes, the primordial naga uses a combination of spit fire and wind slam attacks, making up to three such attacks in a given round. It uses freezing breath at the earliest opportunity and otherwise resorts to attacking with its flailing heads.

**Naga Lore**
A character knows the following information with a successful skill check.

**Religion DC 20:** Nagas are immortal guardians that protect knowledge, rituals, magic items, and magical locations. Neither starvation nor old age will ever claim a naga, but it can be destroyed. Some nagas abandon their roles as guardians to achieve personal power, setting themselves up as the rulers of primitive tribes of reptilian humanoids.

**DC 25:** Different nagas guard different types of knowledge.

- **Religion:** Guardian nagas usually guard arcane secrets, rituals, and powerful items. They also watch over portals to the Astral Sea.
- **Religion:** Bone nagas guard necromantic secrets or the places of the dead—particularly tombs, sepulchers, and catacombs where the remains of powerful evil creatures reside. They also guard portals to the Shadowfell.
- **Religion:** Dark nagas guard prophecies and oracles, along with relics and rituals related to the same. They also protect magical locations in the Underdark.

**Encounter Groups**
Nagas are often encountered in groups, or with other guardian creatures. Sometimes nagas press mortal creatures into service to act as eyes and ears beyond the area they are set to guard.

**Level 12 Encounter (XP 3,500)**
- 1 guardian naga (level 12 elite artillery)  
- 2 fire archon emberguards (level 12 brute)  
- 1 stone-eye basilisk (level 12 soldier)

**Level 16 Encounter (XP 7,000)**
- 1 bone naga (level 16 elite controller)  
- 3 shadow snakes (level 16 skirmisher)
A nightmare often serves as a steed for a more powerful evil creature. Although it superficially resembles a shadowy black horse, a nightmare is intelligent, carnivorous, and cruel.

**Nightmare**

Large shadow magical beast (mount) XP 800

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+12</th>
<th>Senses</th>
<th>Perception +12; darkvision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>138; Bloodied 69</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC</td>
<td>27 (29 against opportunity attacks); <strong>Fortitude</strong> 26, <strong>Reflex</strong> 25, <strong>Will</strong> 24</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist</td>
<td>20 fire; see also hell’s ride</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>10, teleport 10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Hooves** (standard; at-will) ✦ Fire

+18 vs. AC; 1d8 + 6 damage, and ongoing 5 fire damage (save ends).

**Hell’s Ride** (while mounted by a friendly rider of 13th level or higher; at-will) ✦ Fire, Mount

The nightmare’s rider gains resist 20 fire.

**Hooves of Hell** (standard; recharge ⚅ ⚅) ✦ Fire

The nightmare moves up to 10 squares. Each square the nightmare leaves is filled with fire to a height of 10 feet until the end of the nightmare’s next turn. Any creature that hits the nightmare with a melee attack during this move, or that enters one of the flaming squares, takes 10 fire damage.

**Alignment** Evil | **Languages** –
---|---
**Skills** | **Endurance** +19
Str 23 (+12) | Dex 19 (+10) | Wis 12 (+7)
Con 26 (+14) | Int 5 (+3) | Cha 15 (+8)

**Nightmare Tactics**

A nightmare uses hooves of hell to cut off its victims’ escape, and then batters and burns enemies to death with its hooves. It makes good use of its high speed and teleport ability, preferring hit-and-run attacks and choosing victims who are far from the help of their companions.

**Nightmare Lore**

A character knows the following information with a successful Arcana check.

**DC 20**: Steeds of the night, nightmares are named for the terrifying dreams mortals suffer who live through an attack by one or more of these hungry predators.

A nightmare is a terrifying creature of the Shadowfell. Although it superficially resembles a black horse, it delights in spreading fear before it closes in for the kill. In particular, the nightmare enjoys allowing its victims to think they’ve escaped before surprising them with one last deadly attack.

Nightmares sometimes gather in small herds that behave like pack of wolves, complete with a taste for human flesh. They hunt both the Shadowfell and lonely roads of the world by night, devouring any traveler they come across.

**DC 25**: A nightmare will submit to being the mount for a more powerful evil creature, but that creature must defeat the nightmare in combat, and through might alone, make clear that service is the only alternative to death.

A nightmare extends its resistance to fire damage to its rider. According to legend, particularly powerful nightmares can also carry their riders to and from the Shadowfell.

If killed, the nightmare’s flames gutter out, leaving a mane and tail of ash that quickly disperses.

**Encounter Groups**

Nightmares gather in small herds and individually ally with—or are pressed into service by—more intelligent monsters.

**Level 13 Encounter (XP 3,900)**

✦ 1 nightmare (level 13 skirmisher)
✦ 1 battle wight commander (level 12 soldier)
✦ 6 battle wights (level 9 soldier)

**Level 13 Encounter (XP 4,200)**

✦ 2 nightmares (level 13 skirmisher)
✦ 1 medusa warrior (level 13 elite soldier)
✦ 1 medusa archer (level 10 elite controller)
Nightwalkers are hateful beings of pure shadow that spread death and suffering. Normally found in the deepest reaches of the Shadowfell, they sometimes walk the world on unhallowed nights or linger near places where great evil was done.

**Nightwalker**

**Level 20 Elite Brute**

- **Initiative**: +15
- **Senses**
  - Perception +14; darkvision
- **Void Chill (Cold, Necrotic)** aura 5; enemies that start their turns in the aura take 5 cold and necrotic damage.
- **HP**: 464; Bloodied 232
- **AC**: 34; Fortitude 32, Reflex 30, Will 32
- **Immune**: disease, poison; Resist 20 cold, 20 necrotic; Vulnerable 20 radiant
- **Saving Throws**: +2
- **Speed**: 8
- **Action Points**: 1

**1 Slam (standard; at-will) ✦ Cold, Necrotic**

- Reach 2; +23 vs. AC; 1d8 + 7 plus 2d8 cold and necrotic damage.

**1 Finger of Death (standard; encounter) ✦ Gaze, Necrotic**

- Ranged 5; affects a bloodied target only; +21 vs. Fortitude; the target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.

**1 Void Gaze (minor 1/round; at-will) ✦ Gaze, Necrotic**

- Close blast 5; +21 vs. Will; 1d8 + 7 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).

**Alignment**: Evil

**Languages**: Common, telepathy 20

**Skills**: Stealth +20

**Str**: 24 (+17)

**Dex**: 20 (+15)

**Wis**: 18 (+14)

**Con**: 22 (+16)

**Int**: 17 (+13)

**Cha**: 24 (+17)

**Nightwalker Tactics**

The nightwalker wades into melee, making slam attacks and using its void gaze each round while relying on its void chill aura to sap the life from its enemies. It uses finger of death the first time a foe is bloodied and spends an action point during the same round to make a slam attack.

**Nightwalker Lore**

A character knows the following information with a successful Religion check.

**DC 20**: Nightwalkers are the shades of extremely strong-willed and evil mortals who died and refused to pass from the Shadowfell to their eternal reward. Only the ancient, unyielding will and malice of the long-dead spirit holds a nightwalker in its corporeal shape.

**DC 25**: A nightwalker exudes a deathly cold aura that harms living creatures and can channel the cold, dark energies of the Shadowfell through its attacks. A nightwalker understands Common, but it uses telepathy to communicate.

**Encounter Groups**

Most nightwalkers bow to no master besides a greater nightwalker, and they create bodaks to serve them.

**Level 20 Encounter (XP 13,600)**

- 1 nightwalker (level 20 elite brute)
- 4 bodak reavers (level 18 soldier)

**Level 22 Encounter (XP 21,250)**

- 1 nightwalker (level 20 elite brute)
- 1 tormenting ghost (level 21 controller)
- 3 death giants (level 22 brute)
Aggressive, strong, and dull-witted, ogres are the quintessential big, dumb brutes. Many creatures (particularly orcs) take advantage of ogres and convince the monsters to work for them.

The stupidity of ogres is legendary. Few ogres can count to ten or build even the simplest tool or shelter, so they generally lair in caves or ruins and fight with clubs made from tree trunks. Some ogres know a few words of Common, such as “gold,” “kill,” and “mine!”

Ogres are cruel, bloodthirsty, greedy, and gluttonous; they can be easily bribed with gifts of food and treasure, as long as their would-be allies or masters can promise them plenty of opportunities for mayhem and destruction.

**Ogre Thug**

**Level 11 Minion**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+5</th>
<th>Senses</th>
<th>Perception</th>
<th>+5</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 1; a missed attack never damages a minion.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 23; Fortitude 25, Reflex 20, Will 20</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 8</td>
<td></td>
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</tr>
</tbody>
</table>

**Ogre Bludgeoneer**

**Level 16 Minion**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+9</th>
<th>Senses</th>
<th>Perception</th>
<th>+9</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 1; a missed attack never damages a minion.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 28; Fortitude 30, Reflex 24, Will 24</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 8</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

**Ogre Thug Tactics**

An ogre thug attacks the nearest foe and is just barely smart enough to shift into a flanking position should the opportunity arise.

**Ogre Bludgeoneer Tactics**

Bludgeoneers typically fall under the domination of stronger and smarter monsters such as hags, oni, or giants. Left to their own devices, they simply beat enemies to death with their clubs.

(Left to right) ogre skirmisher, ogre warhulk, and ogre thug
### Ogre Savage Tactics
An ogre savage uses *angry smash* as often as it can to pound enemies to a bloody pulp. Its appetite for destruction is insatiable, and it never knows when to pull out of a fight.

### Ogre Skirmisher Tactics
Skirmishers are a little smarter and more agile than their fellows and have mastered some rudimentary tactics. They throw javelins while charging toward their foes, and they use *skirmish* to make hit-and-run attacks while taking advantage of their long reach.

### Ogre Skirmisher

<table>
<thead>
<tr>
<th>Initiative 8</th>
<th>Senses Perception +4</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 91; Bloodied 45</td>
<td></td>
</tr>
<tr>
<td>AC 22; Fortitude 22, Reflex 20, Will 18</td>
<td></td>
</tr>
<tr>
<td>Speed 8</td>
<td></td>
</tr>
<tr>
<td>✦ Greatclub (standard; at-will) ✦ Weapon</td>
<td>Reach 2; +13 vs. AC; 1d8 + 4 damage; see also <em>skirmish</em>.</td>
</tr>
<tr>
<td>✦ Javelin (standard; at-will) ✦ Weapon</td>
<td>Ranged 10/20; +13 vs. AC; 1d8 + 4 damage; see also <em>skirmish</em>.</td>
</tr>
<tr>
<td>✦ Hurling Charge (standard; encounter) ✦ Weapon</td>
<td>The ogre skirmisher makes a javelin attack followed by a charge attack.</td>
</tr>
<tr>
<td>Skirmish +1d8</td>
<td>If, on its turn, the ogre skirmisher ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.</td>
</tr>
<tr>
<td>Alignment Chaotic evil</td>
<td>Languages Common, Giant</td>
</tr>
<tr>
<td>Str 18 (+8)</td>
<td>Dex 14 (+6)</td>
</tr>
<tr>
<td>Con 19 (+8)</td>
<td>Int 4 (+1)</td>
</tr>
<tr>
<td>Equipment hide armor, club, quiver of 6 javelins</td>
<td></td>
</tr>
</tbody>
</table>

### Ogre Warhulk Tactics
A warhulk often dominates an ogre band—not because it possesses any glimmer of wit or leadership, but because it can thrash any other ogre who doesn't do what it wants. It rushes forward to attack the most powerful-looking foe, using *flail hurricane* when it has at least two targets in reach.

### Ogre Lore
A character knows the following information about ogres with a successful Nature check.

**DC 15**: Ogres often make their lairs in thinly settled borderlands—places where they can find homesteads to pillage and travelers to waylay, but wild enough to discourage pursuit. They favor desolate hills and dark forests.

**DC 20**: Ogres are lazy and surly creatures, but powerful masters sometimes put them to work as menial laborers. The brightest ogres sometimes seek out work as mercenaries, and might accumulate arms and armor far better than those of the typical ogre. They like big weapons that make good use of their size and strength—greataxes, morningstars, or heavy flails.

### Encounter Groups
Ogres work well with lots of creatures. Because they can often be bribed, tricked, or browbeaten into serving smarter monsters, ogres can be found as dimwitted thugs in almost any setting or adventure. Ogres might appear in the employ of a thieves’ guild or evil overlord, as champions among orc or goblin tribes, or as minions of giants or dragons.

**Level 8 Encounter (XP 1,850)**
- 1 ogre savage (level 8 brute)
- 1 orc eye of Gruumsh (level 5 controller)
- 8 orc warriors (level 9 minion)
- 2 dire boars (level 6 brute)

**Level 10 Encounter (XP 2,600)**
- 1 ogre warhulk (level 11 elite brute)
- 2 ogre savages (level 8 brute)
- 2 ogre skirmishers (level 8 skirmisher)
LEGENDS TELL OF WICKED, OGRELIKE CREATURES with formidable magical powers. Cruel and domineering, they often enslave weaker creatures and devour the innocent. These monsters are called oni, and they figure prominently in many children’s tales . . . and nightmares.

ONI Lore
A character knows the following information about oni with a successful Nature check.

DC 15: Oni build cleverly hidden strongholds or underground lairs, and surround themselves with creature comforts and useful servants. Despite their appearance, oni are not related to ogres.

DC 20: Status among oni is measured by wealth, and by the number and quality of slaves each commands. Oni often compete with each other to amass the best slaves or the most riches.

Oni use their powers of illusion to disguise themselves as humanoids of different races. In these guises, they infiltrate society and mislead their enemies. Many oni also have the power to assume gaseous form or turn invisible.

DC 25: Oni view themselves as powerful lords deserving of lesser creatures’ respect. Oni who feel that they have been treated with disrespect are often driven to arrange elaborate schemes of vengeance and humiliation.

ONI Night Haunter
Night haunters are murderous oni that slip into small villages and towns to devour sleeping victims. They prize the flesh of intelligent humanoids above all else. Between meals, night haunter oni dwell in simple huts in isolated areas at the edge of civilization, relying on their magic to appear as hermits and thus conceal their murderous activities.

<table>
<thead>
<tr>
<th>Oni Night Haunter</th>
<th>Level 8 Elite Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large natural humanoid</td>
<td>XP 700</td>
</tr>
</tbody>
</table>

| Initiative +7 | Senses Perception +5; darkvision |
| HP 180; Bloodied 90; see also hypnotic breath |
| AC 24; Fortitude 23, Reflex 21, Will 22 |
| Saving Throws +2 |
| Speed 8, fly 8 (clumsy) |

**Action Points 1**

| Morningstar (standard; at-will) ✦ Weapon |
| Reach 2; +13 vs. AC; 1d12 + 5 damage, and a Medium or smaller target is pushed 1 square. |

| Hypnotic Breath (standard; recharges when first bloodied) ✦ Charm, Sleep |
| Close blast 5; +11 vs. Will; the target is dazed (save ends). First Failed Save: The target falls unconscious (no save). |

| Devour Soul (standard; at-will) ✦ Healing, Psychic |
| Affects an unconscious target only; +13 vs. AC; 2d10 + 4 psychic damage, and the oni night haunter regains 10 hit points. This attack does not wake the unconscious target. |

**Deceptive Veil** (minor; at-will) ✦ Illusion

The oni night haunter can disguise itself to appear as an elderly Medium or Large humanoid. A successful Insight check (opposed by the oni’s Bluff check) pierces the disguise.

| Gaseous Form (standard; sustain standard; encounter) ✦ Polymorph |
| The oni night haunter becomes insubstantial and gains a fly speed of 8 (hover). It can enter and move through a porous obstacle that would otherwise prevent movement (such as a door or a cracked window). It remains in this form as long as it sustains the power. |

| Alignment Evil | Languages Common, Giant |
| Skills Bluff +13, Insight +10, Stealth +12, Thievery +12 |
| Str 20 (+9) | Dex 16 (+7) |
| Con 18 (+8) | Int 12 (+5) |
| Wis 12 (+5) | Cha 18 (+8) |

**Equipment** morningstar

**Oni Night Haunter Tactics**
An oni night haunter uses deceptive veil to appear as an elderly humanoid, or it sneaks up on prey in gaseous form. In either case, its goal is to get close enough to use hypnotic breath. If it succeeds in putting one or more creatures to sleep, it uses devour soul to feed.

A night haunter flees if death is imminent. If it hasn’t already assumed gaseous form during the encounter, it can use the power to aid in its escape.
ONI MAGE
Clever and rapacious, the oni mage (sometimes mistakenly referred to as an ogre mage) likes to bully weaker humanoid creatures into serving it.

An oni mage often hides itself among those it leads. What seems to be an orc shaman, an ogre chief, or an azer forgelord might, in fact, be an oni mage in disguise.

<table>
<thead>
<tr>
<th>Oni Mage Level 10 Elite Lurker</th>
<th>Large natural humanoid</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +10</td>
<td>Senses Perception +7; darkvision</td>
</tr>
<tr>
<td>HP 172; Bloodied 86</td>
<td></td>
</tr>
<tr>
<td>Regeneration 5</td>
<td></td>
</tr>
<tr>
<td>AC 26; Fortitude 25, Reflex 24, Will 24</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Speed 7, fly 8 (clumsy)</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
<tr>
<td>✠ Greatsword (standard; at-will) ✠ Weapon</td>
<td>Reach 2; +15 vs. AC; 2d6 + 6 damage.</td>
</tr>
<tr>
<td>✸ Freezing Blast (standard; recharge ⚁) ✠ Cold</td>
<td>Close blast 5; +15 vs. Fortitude; 1d8 + 6 cold damage, and the target is slowed (save ends).</td>
</tr>
<tr>
<td>✨ Lightning Storm (standard; recharge ⚁ ⚁) ✠ Lightning</td>
<td>Area burst 2 within 10; +15 vs. Reflex; 2d6 + 4 lightning damage.</td>
</tr>
<tr>
<td>Combat Advantage</td>
<td></td>
</tr>
<tr>
<td>The oni mage deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.</td>
<td></td>
</tr>
<tr>
<td>Deceptive Veil (minor; at-will) ✠ Illusion</td>
<td>The oni mage can disguise itself to appear as any Medium or Large humanoid. A successful Insight check (opposed by the oni’s Bluff check) pierces the disguise.</td>
</tr>
<tr>
<td>Invisibility (standard; at-will) ✠ Illusion</td>
<td>The oni turns invisible until it attacks.</td>
</tr>
<tr>
<td>Languages Common, Giant</td>
<td></td>
</tr>
<tr>
<td>Skills Arcana +14, Bluff +15, Insight +12</td>
<td></td>
</tr>
<tr>
<td>Str 22 (+11)</td>
<td>Dex 13 (+6)</td>
</tr>
<tr>
<td>Con 20 (+10)</td>
<td>Int 18 (+9)</td>
</tr>
<tr>
<td>Equipment chainmail, greatsword</td>
<td></td>
</tr>
</tbody>
</table>

ONI MAGE TACTICS
The oni mage uses deceptive veil to hide its true form, often assuming a nonthreatening guise. It turns invisible to gain combat advantage for its ensuing attack. When confronting multiple foes, it relies on its freezing blast and lightning storm powers. An oni mage rarely fights to the death and often flees a losing battle.

ENCOUNTER GROUPS
Oni of all sorts frequently dominate lesser monsters and force their new slaves to fight for them.

Level 8 Encounter (XP 1,750)
✦ 1 oni night haunter (level 8 elite controller)
✦ 3 ogre savages (level 8 brute)

Level 9 Encounter (XP 2,000)
✦ 1 oni night haunter (level 8 elite controller)
✦ 4 orc berserkers (level 4 brute)
✦ 6 orc warriors (level 9 minion)

Level 10 Encounter (XP 2,700)
✦ 1 oni mage (level 10 elite lurker)
✦ 4 ogre thugs (level 11 minion)
✦ 2 ogre skirmishers (level 8 skirmisher)
✦ 1 troll (level 9 brute)
Amorphous creatures that live only to eat, oozes scour caverns, ruins, and dungeons in search of living or dead organic matter to digest.

OCHRE JELLY

Ochre jellies can slip under doors and pour through cracks only half an inch wide. They cannot climb steps or similar surfaces, and often become trapped in low-lying chambers.

Ochre Jelly

Large natural beast (blind, ooze) XP 300

Initiative +0  
Senses Perception +2; blindsight 10, tremorsense 10  
HP 102; Bloodied 51; see also split below  
AC 18; Fortitude 16, Reflex 14, Will 14  
Immune gaze; Resist 5 acid  
Saving Throws +2  
Speed 4; see also flowing form  
Action Points 1  

✦ Slam (standard; at-will)  
+8 vs. AC; 2d6 + 1 damage, and ongoing 5 acid damage (save ends).  

Flowing Form (move; at-will)  
The ochre jelly shifts 4 squares.  

Split (when first bloodied; encounter)  
The ochre jelly splits into two, each with hit points equal to one-half its current hit points. Effects applied to the original ochre jelly do not apply to the second one. An ochre jelly can’t split if reduced to 0 hit points by the attack that bloodied it. Left alone, the two halves recombine into a single creature at the end of the encounter.

Alignment Unaligned  
Languages —  
Str 13 (+2)  
Dex 8 (+0)  
Wis 12 (+2)  
Con 11 (+1)  
Int 1 (-4)  
Cha 1 (-4)

Ochre Jelly Tactics

An ochre jelly relies on instinct, using flowing form to move among its enemies while making slam attacks. Once bloodied, it splits and continues attacking until both halves are destroyed.

GELATINOUS CUBE

Gelatinous cubes scour dungeon corridors and caves, digesting organic material they happen upon and expelling inorganic material after allowing it to pass through their translucent bodies.

Gelatinous Cube

Large natural beast (blind, ooze) XP 400

Initiative +4  
Senses Perception +3; tremorsense 5  
HP 152; Bloodied 76  
AC 18; Fortitude 16, Reflex 16, Will 15  
Immune gaze; Resist 10 acid  
Saving Throws +2  
Speed 3; see also engulf  
Action Points 1  

✦ Slam (standard; at-will)  
+10 vs. Fortitude; 1d6 + 2 damage, and the target is immobilized (save ends).  

Engulf (standard; at-will)  
+8 vs. Reflex (automatically hits an immobilized creature). On a hit, the target is grabbed and pulled into the cube’s space; the target is dazed and takes ongoing 10 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the cube. The cube can move normally while creatures are engulfed within it.  

Translucent

A gelatinous cube is invisible until seen (Perception DC 25) or until it attacks. Creatures that fail to notice the gelatinous cube might walk into it, automatically becoming engulfed.

Alignment Unaligned  
Languages —  
Str 14 (+4)  
Dex 14 (+4)  
Wis 13 (+3)  
Con 16 (+5)  
Int 1 (-3)  
Cha 1 (-3)

Gelatinous Cube Tactics

A gelatinous cube scours dungeon corridors for food, attacking and engulfing whatever blunders into it.

OOZE LORE

A character knows the following information with a successful Nature check.

DC 15: Oozes are amorphous creatures with the barest hint of intelligence. They act instinctively and attack due to hunger or because something disturbed them. They use blindsight or tremorsense to perceive their surroundings.

Encounter Groups

All sorts of dungeon-dwellers allow oozes to share their lairs.

Level 3 Encounter (XP 750)

✦ 1 ochre jelly (level 3 elite brute)  
✦ 3 orc raiders (level 3 skirmisher)
Orcs worship Gruumsh, the one-eyed god of slaughter, and are savage, bloodthirsty marauders. They plague the civilized races of the world and also fight among themselves for scraps of food and treasure. They love close combat and plunge furiously into the thick of battle, giving no thought to retreat or surrender.

Within what passes for orc society, there are orcs that fill special roles. Eyes of Gruumsh are orcs with a special connection to their fierce god. They offer sacrifices, read omens, and advise the tribe’s chieftain of Gruumsh’s will. Orc bloodragers are tribal champions feared for their strength and ferocity, and they also make excellent subchiefs or bodyguards.

Orcs often fight alongside ogres, and they can be coerced or bullied into serving any dark overlord or wicked monster powerful enough to command their obedience.

### Orc Drudge Tactics
Orc minions have no particular sense of honor and simply swarm around a foe and hack it to death. Orc drudges usually begin a fight by charging (they gain extra speed in the charge).

### Orc Warrior Tactics
The orc warrior charges into battle, cutting down its enemies with its battleaxe.

### Orc Raider Tactics
The orc raider hurls handaxes until it runs out of axes or until its enemies close to melee, at which point it draws its greataxe. The orc raider makes a melee basic attack and regains 11 hit points.

### Orc Berserker Tactics
The fierce berserker wades recklessly into battle and would rather die than retreat.
Orc Eye of Gruumsh

Medium natural humanoid

Level 5 Controller (Leader)

XP 200

Initiative +6

Senses Perception +3; low-light vision

Wrath of Gruumsh aura 10; orcs in the aura can use death strike (see below).

HP 64; Bloodied 32; see also warrior’s surge and death strike

AC 19; Fortitude 17, Reflex 14, Will 15

Speed 6 (8 while charging)

✦ Spear (standard; at-will) ✦ Weapon

+10 vs. AC; 1d8 + 3 damage.

✦ Warrior’s Surge (standard, usable only while bloodied; encounter) ✦ Healing, Weapon

The eye of Gruumsh makes a melee basic attack and regains 16 hit points.

✦ Death Strike (when reduced to 0 hit points)

The orc makes a melee basic attack.

Eye of Wrath (minor; at-will) ✦ Fear

Ranged 5; +8 vs. Will; the target takes a -4 penalty to AC (save ends).

Swift Arm of Destruction (standard; recharge ⚅ ⚅ ⚅ ⚅ ⚅) ✦ Healing

Ranged 5; one orc within range makes a melee basic attack (as a free action) and regains 15 hit points on a hit or 5 hit points on a miss.

✦ Chaos Hammer (standard; encounter) ✦ Force

Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. Miss: Half damage, and the target is not knocked prone.

Alignment Chaotic evil

Languages Common, Giant

Skills Endurance +10, Intimidate +10, Religion +7

Str 17 (+5)  Dex 14 (+4)  Wis 12 (+3)

Con 16 (+5)  Int 11 (+2)  Cha 17 (+5)

Equipment leather armor, fur cloak, spear

Orc Eye of Gruumsh Tactics

This orc stays within 10 squares of its allies so that they benefit from its aura. Unless it has an enemy it can attack with its spear, the eye of Gruumsh uses its eye of wrath up to three times in a round to make its foes more vulnerable to attacks, and then uses swift arm of destruction to help keep its allies in the fight. If it sees multiple enemies grouped together, it pounds them with chaos hammer.

Orc Bloodrager

Medium natural humanoid

Level 7 Elite Brute

XP 600

Initiative +5

Senses Perception +3; low-light vision

HP 194; Bloodied 97; see also warrior’s surge

AC 21; Fortitude 22, Reflex 19, Will 17

Saving Throws +2

Speed 6 (8 while charging)

Action Points 1

✦ Greataxe (standard; at-will) ✦ Weapon

+11 vs. AC; 1d12 + 5 damage (crit 1d12 + 17); see also blood for blood.

✦ Warrior’s Surge (standard, usable only while bloodied; encounter) ✦ Healing, Weapon

The orc bloodrager makes a melee basic attack and regains 48 hit points.

Wounded Retaliation (immediate reaction, when hit by an adjacent enemy; at-will)

The orc bloodrager makes a melee basic attack against the enemy.

Blood for Blood ✦ Healing, Weapon

When it hits a bloodied enemy, the orc bloodrager deals an extra 5 damage and regains 10 hit points.

Alignment Chaotic evil

Languages Common, Giant

Skills Endurance +11, Intimidate +8

Str 20 (+8)  Dex 15 (+5)  Wis 11 (+3)

Con 17 (+6)  Int 9 (+2)  Cha 10 (+3)

Equipment leather armor, greataxe

Orc Bloodrager Tactics

The orc bloodrager charges into battle and spends its action point to make an extra attack following its charge attack.

When it is hit by an adjacent enemy, it uses wounded retaliation.

Orc Chieftain

Medium natural humanoid

Level 8 Elite Brute (Leader)

XP 700

Initiative +5

Senses Perception +3; low-light vision

Blood of the Enemy aura 5; bloodied allies in the aura deal an extra 2 damage with melee attacks.

HP 216; Bloodied 108; see also warrior’s surge

AC 22; Fortitude 22, Reflex 19, Will 21

Saving Throws +2

Speed 5 (7 while charging)

Action Points 1

✦ Greataxe (standard; at-will) ✦ Weapon

+11 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).

✦ Inspire Ferocity (immediate reaction, when an ally within range drops to 0 hit points; recharge ⚅ ⚅ ⚅) ✦ Healing, Weapon

Ranged 10; the ally makes a melee basic attack.

✦ Warrior’s Surge (standard, usable only while bloodied; encounter) ✦ Healing, Weapon

The orc chieftain makes a melee basic attack and regains 54 hit points.

Alignment Chaotic evil

Languages Common, Giant

Skills Endurance +12, Intimidate +13

Str 20 (+9)  Dex 14 (+6)  Wis 12 (+5)

Con 18 (+8)  Int 10 (+4)  Cha 19 (+8)

Equipment chainmail, greataxe

Orc Chieftain Tactics

The orc chieftain stays close to its allies so that they can take advantage of its blood of the enemy aura and its inspire ferocity power.
Orc Lore

A character knows the following information about orcs with a successful Nature check.

DC 15: Orcs favor hills and mountains, places pocked by caverns easily turned into defensible lairs. Bloodthirsty marauders and cannibals, orcs venerate Gruumsh and thereby delight in slaughter and destruction.

Orcs don’t build settlements of their own, instead improving existing shelters with crude fortifications. They prefer to settle in natural caves or structures abandoned by other, more skillful races. Orcs can manage simple ironwork and stonework, but they are lazy and grasping, preferring to take by force the tools, weapons, and goods other folk make.

DC 20: Orcs band together into loose tribal associations. The strongest individual in a tribe leads as a despotic chieftain. Individual bands within a tribe might wander far from their native lands, but they still recognize orcs from the same tribe as kin.

DC 25: Orcs often demonstrate their faith in Gruumsh by gouging out one of their eyes and offering it as a sacrifice to their one-eyed god.

According to myth, Corellon shot out Gruumsh’s eye with an arrow. For this reason, orcs hold a special hatred for elves and eladrin.

Encounter Groups

Orc tribes use ogres and trolls as muscle for war and labor. They sometimes keep boars, drakes, and other beasts as pets.

Level 4 Encounter (XP 900)
♦ 2 orc raiders (level 3 skirmisher)
♦ 2 orc berserkers (level 4 brute)
♦ 1 dire boar (level 6 brute)

Level 6 Encounter (XP 1,350)
♦ 1 orc eye of Gruumsh (level 5 controller)
♦ 2 orc berserkers (level 4 brute)
♦ 4 orc warriors (level 9 minion)
♦ 2 dire wolves (level 5 skirmisher)

Level 9 Encounter (XP 2,150)
♦ 1 orc chieftain (level 8 elite brute)
♦ 5 orc warriors (level 9 minion)
♦ 1 dire boar (level 6 brute)
♦ 2 ogre skirmishers (level 8 skirmisher)

Level 10 Encounter (XP 2,650)
♦ 2 orc bloodragers (level 7 elite brute)
♦ 1 bloodspike behemoth (level 9 brute)
♦ 1 ogre skirmisher (level 8 skirmisher)
♦ 1 oni night haunter (level 8 elite controller)
Orcus, Demon Prince of the Undead, is one of the most powerful demons in the Abyss—powerful enough to threaten gods. He commands legions of followers, living and dead, and cults dedicated to him are terrifyingly widespread in the natural world.

Orcus finds amusement in the suffering and anguish of the living and satisfaction only when he drinks their blood. Most living things enrage him by their mere presence, and Orcus permits only undead to be near him; even his demon servitors are undead. He has destroyed hundreds of mighty heroes and laid waste to countless kingdoms.

Orcus is a foul and corpulent humanoid creature who has powerful goat legs and a desiccated head similar to that of a ram. His great black wings stir up a reeking cloud of diseased air. He seems somewhere between life and undead—his sore-ridden body suggests diseased life, but his head and glowing red eyes suggest undeath. His thick, spiny tail is in constant motion. Orcus carries a heavy mace tipped with an enormous skull. Known as the Wand of Orcus, this weapon transforms those it slays into undead horrors. Its haft is smooth obsidian studded with blood rubies.

Dead creatures respond to the presence of Orcus, even without his command. Skeletal arms claw up from the ground where he walks and grab at the feet of his foes. Spirits fill the air with a ghostly chorus of piteous moans, tugging at his foes where he walks and grab at the feet of his foes. Spirits fill the air with a ghostly chorus of piteous moans, tugging at his foes and hindering their movement.

**Orcus Lore**

A character knows the following information about Orcus with a successful Arcana check.

**DC 15:** Orcus is known as the Demon Lord of Undeath, the Demon Prince of the Undead, and the Blood Lord. He is worshiped by undead and living creatures that do not fear undeath.

**DC 20:** Orcus desires destruction like all demons, but he has set his sights higher, aiming at the gods themselves. In particular, Orcus hungers for the death of the Raven Queen and to usurp her control over death and the souls of the dead.

**DC 25:** Orcus rules one of the many layers of the Abyss. His realm, Thathanos, is a dark landscape of death shrouded by gray clouds and often obscured by fog. Light filters weakly through the clouds and mists, illuminating the realm like a moonlit night. Dead forests filled with twisted black trees and barren moors dominate. Bleak mountains rise feebly into the black sky, and cities and villages in ruins crouch in hidden places as though fearful. Strewn all over the realm are tombs, mausoleums, gravestones, and sarcophagi. They stand on rooftops and building eaves like gargoyles, they litter forests like boulders left by a glacier, and they jut from moors like the masts of sinking ships. Undead abound within the realm, and no living thing survives long there.

**DC 30:** At the heart of Thathanos stands a vast obsidian palace with embedded bones barely visible through the semitransparent black stone. This palace, Everlost, straddles a yawning chasm whose sheer slopes hold hundreds of tombs and burial sites, creating a tiered necropolis below the palace.

---

**Orcus’ Tactics**

Those unfortunate enough to meet Orcus rarely survive the experience. The demon lord surrounds himself with undead guards and minions, and eagerly meets any challenge to battle. He likes to crush foes with the Wand of Orcus and uses master of undeath to make dread wraiths out of those he slays.

Against a particularly troublesome foe, he uses touch of death. When an enemy moves into an adjacent square, the demon lord strikes with his spined tail. When surrounded by numerous foes, he spends an action point to use necrotic burst.

---

**DC 35:** Orcus wields an artifact called the Wand of Orcus. Legends say that the skull atop the wand once belonged to a god of virtue and chivalry who dared challenge Orcus in battle. Other legends identify it as the skull of a human hero, but if that is true, it has been magically enlarged to its current size. In any event, the powerful good that once resided in the skull is warped and perverted into the most monstrous evil.

---

**Orcus**

**Gargantuuan elemental humanoid (demon)**

**Level 33 Solo Brute (Leader)**

XP 155,000

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Aura of Death (Necrotic)</th>
<th>Bane</th>
<th>Touch of Death (standard; recharge 11)</th>
<th>Tail Lash</th>
<th>Necrotic Burst (standard; recharge 11)</th>
<th>Healing, Necrotic</th>
<th>Master of Undeath</th>
<th>Alignment</th>
<th>Languages</th>
</tr>
</thead>
<tbody>
<tr>
<td>+22</td>
<td>Perception +28; darkvision, low-light vision</td>
<td>aura 20; enemies that enter or start their turns in the aura take 10 necrotic damage (20 necrotic damage while Orcus is bloodied).</td>
<td>+37 vs. AC; 2d12 + 12 damage plus 1d12 necrotic damage, and the target is weakened (save ends); see also master of undeath.</td>
<td>+33 vs. Fortitude; the target is reduced to 0 hit points (resistance or immunity to necrotic damage does not apply). Miss: The target takes necrotic damage equal to its bloodied value.</td>
<td>+36 vs. AC; 2d8 + 12 damage, and the target is stunned until the end of Orcus’s next turn and is knocked prone.</td>
<td>+36 vs. AC; 2d12 + 12 necrotic damage, and all undead in the burst regain 20 hit points.</td>
<td>At the start of Orcus’s turn, any creature killed by the Wand of Orcus that is still dead rises as a dread wraith (page 267) under Orcus’s command.</td>
<td>Chaotic evil</td>
<td>Abyssal, Common</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Skill Arcana +28, History +28, Intimidate +31, Religion +28</th>
<th>Languages</th>
<th>Equipment Wand of Orcus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 35 (+28)</td>
<td>Dex 22 (+22)</td>
<td>Wiz 25 (+23)</td>
</tr>
<tr>
<td>Con 33 (+27)</td>
<td>Int 25 (+23)</td>
<td>Cha 30 (+26)</td>
</tr>
</tbody>
</table>

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**Wand of Orcus**

This wand is an at-will necrotic weapon. The Dead Rise aura 6; enemies (including flying ones) treat the area within the aura as difficult terrain, and any dead creature within the aura at the start of Orcus’s turn (except those killed by the Wand of Orcus) rises as an abyssal ghou myrmidon (page 119) to fight at Orcus’s command.

HP 1,525; Bloodied 762

AC 48; Fortitude 51, Reflex 46, Will 49

Immune disease, poison, necrotic; Resist 10 variable (3/encounter; see glossary)

Saving Throws +5

Speed 6, fly 10 (clumsy), teleport 6

**Action Points 2**

- **Wand of Orcus (standard; at-will) + Necrotic, Weapon** Reach 4; +37 vs. AC; 2d12 + 12 damage plus 1d12 necrotic damage, and the target is weakened (save ends); see also master of undeath.

- **Touch of Death (standard; recharge 11) + Necrotic** Reach 4; +33 vs. Fortitude; the target is reduced to 0 hit points (resistance or immunity to necrotic damage does not apply). Miss: The target takes necrotic damage equal to its bloodied value.

- **Tail Lash (immediate reaction, when an enemy moves or shifts into a square adjacent to Orcus; at-will)** +36 vs. AC; 2d8 + 12 damage, and the target is stunned until the end of Orcus’s next turn and is knocked prone.

- **Necrotic Burst (standard; recharge 11) + Healing, Necrotic** Close burst 10; +38 vs. Fortitude; 2d12 + 12 necrotic damage, and all undead in the burst regain 20 hit points.

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**Alignment Chaotic evil**

**Languages Abyssal, Common**

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Wayne Reynolds
ASPECT OF ORCUS
An aspect of Orcus is conjured by means of a ritual known only to Orcus's most devout deathpriests. It is, in essence, a weaker version of the demon lord that heeds the commands of its summoner.

Orcus has no link to his aspect. He can't see through its eyes, speak through the aspect, command it remotely, or even sense when it's been destroyed. However, it thinks and behaves very much like the demon lord and usually disappears once its assigned task is completed.

### Aspect of Orcus Tactics
Aspects of Orcus are usually called to fight, and do so effectively. An aspect prefers to focus on one foe at a time rather than spreading out its attacks. It doesn't wait to spend its action point, doing so at the start of combat to make an additional attack.

### Aspect of Orcus Lore
A character knows the following information with a successful Arcana check.

**DC 25:** Powerful deathpriests of Orcus can summon an aspect of the demon lord by means of a ritual.

**DC 30:** An aspect is sentient, though its mind is no more privy to the secret thoughts of the demon lord than his worshipers' minds are. An aspect is capable of independent thought, but it obeys the commands of its creator unless they clearly contradict Orcus's ethos or goals.

---

DORESAIN, EXARCH OF ORCUS
The mightiest of Orcus's servants are his exarchs, undead demons imbued with shards of his semidivine power. Doresain, the Ghoul King, is foremost among these servitors.

Doresain appears as a ghoul, though he stands upright rather than adopting the hunched posture of his subjects. His eyes blaze with a sickly green light. He wears an elegant coat of supple human flesh and a suit of pale leather armor studded with skulls. A crown of bones rests on his bald head, and he wields a staff called Toothlust, formed of the rigid spinal column of some past victim. The staff is topped by a skull, in homage to his lord, Orcus.

---

### Doresain, the Ghoul King

<table>
<thead>
<tr>
<th>Level 27 Elite Skirmisher</th>
<th>Medium natural humanoid (undead) XP 22,000</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +25</td>
<td>Senses Perception +24; darkvision</td>
</tr>
<tr>
<td>AC 43; Fortitude 41. Reflex 41, Will 38</td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist 20 necrotic; Vulnerable 10 radiant</td>
<td></td>
</tr>
<tr>
<td>Save ends.</td>
<td></td>
</tr>
<tr>
<td>Speed 8; see also ravenous frenzy and teleport</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
<tr>
<td>✨ Toothlust (standard; at-will) ✨ Weapon</td>
<td></td>
</tr>
<tr>
<td>+32 vs. AC; 1d6 + 9 damage, and ongoing 10 damage (save ends).</td>
<td></td>
</tr>
<tr>
<td>✨ Cloak of Mouts (standard; at-will) ✨</td>
<td></td>
</tr>
<tr>
<td>+30 vs. AC; 1d8 + 10 damage, and the target is slowed (save ends).</td>
<td></td>
</tr>
<tr>
<td>✨ Ravenous Frenzy (standard; recharge [1]) ✨</td>
<td></td>
</tr>
<tr>
<td>Doresain can move up to 8 squares without provoking opportunity attacks and makes a cloak of mouths attack against each creature he moves adjacent to during the move.</td>
<td></td>
</tr>
<tr>
<td>Teleport (move; recharge 3/3/1/1) ✨ Teleportation</td>
<td></td>
</tr>
<tr>
<td>Doresain can teleport 12 squares.</td>
<td></td>
</tr>
</tbody>
</table>

### Doresain's Tactics
The Ghoul King begins combat by spending his action point to use ravenous frenzy, ending his move adjacent to a target so that he can also make a melee basic attack. Until he can use ravenous frenzy again, Doresain alternates between making attacks with Toothlust and the Cloak of Mouts.

### Doresain Lore
A character knows the following information with a successful Religion check.

**DC 25:** Doresain, the Ghoul King, serves Orcus as an exarch of cannibalism and murder. Doresain's strength flows from his insatiable hunger. He is never seen without his bone staff and his undead cloak made of stitched flesh and biting mouths.

**DC 30:** Doresain has a domain in Thanatos known as the White Kingdom, primarily inhabited by ghouls and other fleshfeasting undead. Its name comes from the bones that make up every building—walking through its streets kicks up clouds of bone-white dust to create a fog that coats the city in white.
DEATHPRIEST HIEROPHANT

Cultists of Orcus are demented individuals, and this deathpriest has risen to their highest ranks. He is not a cleric, since Orcus lives in the Abyss and cannot grant divine magic to his priests. Nevertheless, he is blessed with great power from his demonic master, and himself teeters on the edge between life and undeath.

Deathpriest Hierophant Level 21 Elite Controller

Medium natural humanoid, human XP 6,400

Initiative +11  Senses Perception +14
Aura of Decay (Necrotic) aura 5; living enemies in the aura take a –2 penalty to all defenses.
HP 382; Bloodied 191
AC 35; Fortitude 35, Reflex 32, Will 37
Resist 10 necrotic
Saving Throws +2
Speed 5
Action Points 1

Mace (standard; at-will) ✦ Necrotic, Weapon
+24 vs. AC; 1d8 + 5 damage, and ongoing 10 necrotic damage (save ends).

Vision of Death (standard; recharge ⚁ ⚀ ⚁) ✦ Psychic
Ranged 10; +24 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).

Word of Orcus (standard; recharge ⚁) ✦ Healing, Necrotic
Close burst 5; targets enemies; +24 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.

Alignment Chaotic evil  Languages Abyssal, Common
Skills Religion +17
Str 20 (+15)  Dex 13 (+11)  Wis 18 (+14)
Con 15 (+12)  Int 14 (+12)  Cha 24 (+17)

Deathpriest Hierophant Tactics

The deathpriest hierophant uses vision of death to keep a foe off-balance while confronting other enemies. Most of his attacks are basic attacks with his mace, but he invokes word of Orcus as often as he can.

Deathpriest Hierophant Lore

A character knows the following information with a successful Nature check.

DC 25: Deathpriest hierophants are among Orcus's most powerful worshipers. A few of them know the ritual to summon an aspect of Orcus.

DC 30: A deathpriest hierophant usually leads a cult of several hundred members, spread out over a large area. He appoints lesser deathpriests to lead smaller groups within the cult, and each group is usually tasked with a specific goal, such as desecrating a temple, stealing bones from a king's tomb, or poisoning a village's water supply.
Cults of Orcus

Cults dedicated to the Blood Lord operate in secret except among the most corrupt of barbarian hordes and undead legions. Orcus’s cultists gather in hidden spots associated with death: graveyards, mausoleums, tombs, and ancient necropoli.

The cults of Orcus have no symbol in common; each cult invents its own iconography to remind them of Orcus’s awful power. These symbols typically incorporate skulls and bones, ram’s horns, or blasphemous runes. Black and blood red are favored colors among its devotees.

Orcus enjoys the suffering of the living, and disease is an excellent way to spread suffering. His followers foul wells with corpses, block sewers, and commit all manner of criminal acts to ensure that disease is an ever-present threat.

Orcus’s worshipers do not see undead as holy, but rather as a means to accomplish their goals and Orcus’s ambition to extinguish life. They therefore create as many terrible undead as they can. Powerful cultists might treat a vampire or a mummy as an equal and a participant in the cult, whereas a zombie or a skeleton is nothing more than an expendable servant. Ultimately, every worshiper hopes to throw off the shackles of mortality and become a powerful, intelligent undead creature such as a lich, a death knave, a mummy, or a vampire, and thereby gain control over lesser undead. In practice, very few accomplish this goal, but Orcus’s worshipers consider undead a great service to Orcus and a means of escaping punishment in the afterlife, so they welcome even transformation into a zombie or a skeleton.

The point of a sacrifice to Orcus is not simply the death of the victim but also the collection and distribution of the victim’s blood. Religious leaders fill a skull with blood and drink it, then fill it again for Orcus and pour it out over his idol. This rite takes place once a month, and if the worshipers can find the blood of one of their own, a consequence that cults desperately seek to avoid. His cultists see the drinking of blood as a sign of true dedication to Orcus, and they say that Orcus tastes every sentient creature for sacrifice, they must fill the cup with the victim’s blood. Religious leaders fill a skull with blood and drink it, and thereby gain control over lesser undead. In practice, very few accomplish this goal, but Orcus’s worshipers consider undeath a great service to Orcus and a means of escaping punishment in the afterlife, so they welcome even transformation into a zombie or a skeleton.

Deathpriest of Orcus Tactics

The deathpriest stays close to its allies, waiting for the best moment to invoke its dark blessing. Until then, it attacks enemies with its mace or ray of black fire.

Crimson Acolyte Tactics

The crimson acolyte uses crimson path to weave through its enemies’ defenses while striking with its bloodstained scythe.

Encounter Groups

Orcus is one of the most powerful creatures that adventurers can hope to defeat. Unfortunately for them, he is rarely encountered alone. Orcus’s living worshipers often strike up alliances with demons and undead.

Level 9 Encounter (XP 2,400)

✦ 1 deathpriest of Orcus (level 9 controller)
✦ 4 crimson acolytes (level 7 skirmisher)
✦ 2 battle wights (level 9 soldier)

Level 22 Encounter (XP 22,525)

✦ 1 deathpriest hierophant (level 21 elite controller)
✦ 5 abyssal ghoul myrmidons (level 23 minion)
✦ 2 rot harbingers (level 20 soldier)
✦ 1 rot slinger (level 22 artillery)

Level 24 Encounter (XP 33,800)

✦ 1 deathpriest hierophant (level 21 elite controller)
✦ 3 blood fiends (level 23 soldier)
✦ 1 aspect of Orcus (level 24 elite brute)

Level 28 Encounter (XP 65,950)

✦ Doresain the Ghoul King (level 27 elite skirmisher)
✦ 1 dread wraith (level 25 lurker)
✦ 2 liches (level 24 elite controller)
✦ 10 abyssal ghoul myrmidons (level 23 minion)

Level 34 Encounter (XP 225,000)

✦ Orcus (level 33 solo brute)
✦ 2 atropals (level 28 elite brute)
✦ 8 lich vestiges (level 26 minion)
This tentacled scavenger feeds on carrion and lurks under mounds of filth and refuse. Careless creatures that blunder within reach of its tentacles are dragged toward its maw and quickly dispatched. The otyugh then buries the carcasses under heaps of offal and waits for them to rot before devouring them.

**Otyugh Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Some intelligent monsters capture otyughs and use them as guardians, but otyughs are best used as living garbage disposals. Otyughs often infest the sewer systems of large cities, lurking in the darkest and most stagnant portions.

**DC 20:** Otyughs usually attack creatures that wander too near their filthy larders, even if they’re not particularly hungry. They rarely devour the carcasses of slain creatures immediately, preferring to let them rot first.

### Otyugh

**Level 7 Soldier**

**Large natural beast**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senses</td>
<td>Perception +11; darkvision</td>
</tr>
<tr>
<td>Otyugh Stench</td>
<td>aura 1; living enemies in the aura take a -2 penalty to attack rolls.</td>
</tr>
<tr>
<td>HP</td>
<td>82; Bloodied 41</td>
</tr>
<tr>
<td>AC</td>
<td>23; Fortitude 22, Reflex 16, Will 19</td>
</tr>
<tr>
<td>Speed</td>
<td>5, swim 5</td>
</tr>
<tr>
<td>Tentacle (standard; at-will)</td>
<td>Reach 3; +12 vs. AC; 1d8 + 6 damage, and the target is pulled 2 squares and grabbed (until escape).</td>
</tr>
<tr>
<td>Diseased Bite (standard; at-will)</td>
<td>+12 vs. AC; 1d10 + 6 damage, and the target contracts filth fever (see below).</td>
</tr>
<tr>
<td>Spying Eye</td>
<td>An otyugh can hide beneath murky water or refuse, leaving only its eyestalk exposed. While doing so, it gains a +10 bonus to Stealth checks but is immobilized.</td>
</tr>
</tbody>
</table>

**Alignment** Unaligned

**Languages** –

**Str** 22 (+9)

**Dex** 11 (+3)

**Wis** 16 (+6)

**Con** 18 (+7)

**Int** 1 (-2)

**Cha** 5 (+0)

**Otyugh Tactics**

An otyugh hides until prey comes by, and then attacks with its long tentacles. It uses its melee basic attack to snag a potential meal and drag it close. If an otyugh begins its turn with a foe adjacent to it, it makes a diseased bite attack instead.

### Filth Fever

**Level 3 Disease**

**Endurance stable DC 16, improve DC 21**

- The target is cured.

**Initial Effect:** The target loses 1 healing surge.

- The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.

**Final Effect:** The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.

Groups of otyughs do not cooperate in any way, and an unfortunate adventurer caught between several otyughs is likely to be dragged from one to the other several times as the monsters fight for their prize.

**Encounter Groups**

Otyughs rarely appear with allied creatures. However, clever monsters might seek to trap adventurers between themselves and otyughs, or build pits leading to otyugh lairs. Also, carrion crawlers might naturally be encountered near otyugh lairs because they feed opportunistically and steal the otyughs’ kills.

**Level 7 Encounter (XP 1,450)**

- 1 otyugh (level 7 soldier)
- 2 troglodyte maulers (level 6 soldier)
- 1 troglodyte curse chanter (level 8 controller)
- 1 troglodyte impaler (level 7 artillery)

**Level 7 Encounter (XP 1,500)**

- 2 otyughs (level 7 soldier)
- 3 carrion crawlers (level 7 controller)
Infamous for its bad temper, an owlbear attacks anything it thinks it can kill.

Owlbear Level 8 Elite Brute
Large fey beast XP 700

Initiative +6  Senses Perception +12; low-light vision
HP 212; Bloodied 106; see also stunning screech
AC 22; Fortitude 22, Reflex 19, Will 20
Saving Throws +2
Speed 7
Action Points 1

Claw (standard; at-will)
Reach 2; +12 vs. AC; 2d6 + 5 damage.

Double Attack (standard; at-will)
The owlbear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).

Bite (standard; at-will)
Grabbed target only; automatic hit; 4d8 + 5 damage.

Stunning Screech (free, when first bloodied; encounter)
Close burst 1; +10 vs. Fortitude; the target is stunned (save ends).

Alignment Unaligned
Languages –
Str 20 (+9)  Dex 14 (+6)  Wis 16 (+7)
Con 16 (+7)  Int 2 (+0)  Cha 10 (+4)

Winterclaw Owlbear Level 14 Elite Controller
Huge fey beast XP 2,000

Initiative +9  Senses Perception +15; low-light vision
HP 280; Bloodied 140; see also frost wail
AC 28; Fortitude 28, Reflex 23, Will 24
Saving Throws +2
Speed 7 (ice walk)
Action Points 1

Winterclaw (standard; at-will) ✦ Cold
Reach 3; +18 vs. AC; 1d8 + 7 damage plus 1d8 cold damage, and the target is slowed (save ends).

Double Attack (standard; at-will) ✦ Cold
The winterclaw owlbear makes two winterclaw attacks. If both claws hit the same target, the target is immobilized (save ends).
Aftereffect: The target is slowed (save ends).

Frost Wail (standard; recharges when first bloodied) ✦ Cold
Close burst 3; +16 vs. Fortitude; 1d10 + 5 cold damage, and the target is immobilized (save ends).

Alignment Unaligned
Languages –
Str 24 (+14)  Dex 14 (+9)  Wis 16 (+10)
Con 20 (+12)  Int 2 (+3)  Cha 12 (+8)

Owlbear Tactics
An owlbear attacks its closest enemy, using double attack when it can. If an owlbear hits with both claws, it grabs its victim and bites it on the following round. When first bloodied, it uses stunning screech and attacks the nearest stunned target.

Winterclaw Owlbear Tactics
The winterclaw owlbear charges the nearest foe and attacks with its claws, spending its action point to use frost wail at the start of battle. It uses this power again when bloodied.

Owlbear Lore
A character knows the following information with a successful Nature check.

DC 15: Owlbears are dangerous predators of the Feywild that made their way to the natural world long ago. They typically lair in forests and shallow caves. They can be active during the day or night, depending on the habits of the available prey. Adults live in mated pairs and hunt in packs, leaving their young in the lair.

Encounter Groups
Some humanoids charm or tame owlbears as guard beasts. Such owlbears consider the area they guard to be their personal hunting ground, relentlessly pursuing strangers that blunder within.

Level 7 Encounter (XP 1,650)
✦ 1 owlbear (level 8 elite brute)
✦ 2 satyr rakes (level 7 skirmisher)
✦ 1 satyr piper (level 8 controller)

Level 14 Encounter (XP 5,000)
✦ 1 winterclaw owlbear (level 14 elite controller)
✦ 3 cyclops ramblers (level 14 skirmisher)
The common panther, while ferocious, tends to hunt only small game. However, some panthers are supernatural creatures touched by the magic of other planes, and they are known to stalk humanoid prey.

**Fey Panther**

Medium fey beast XP 175

| Initiative | +8 | Senses | Perception +8; low-light vision |
| HP | 54; Bloodied 27 |
| AC | 18; Fortitude 16, Reflex 18, Will 15 |
| Speed | 8, climb 6; see also Fey Step |
| Bite (standard; at-will) | +9 vs. AC; 1d6 + 4 damage, and the fey panther shifts 1 square. |

**Charging Pounce**

When the fey panther charges, it deals an extra 1d6 damage and knocks the target prone.

**Fey Step** (move; encounter) ✦ Teleportation

The fey panther can teleport 5 squares.

**Alignment** Unaligned

**Languages** –

**Skills** Stealth +11

**Str** 14 (+4)  **Dex** 18 (+6)  **Wis** 13 (+3)

**Con** 14 (+4)  **Int** 2 (+2)  **Cha** 11 (+2)

**Fey Panther Tactics**

A fey panther springs from hiding and makes a charging pounce attack, pouncing again whenever it begins its turn with no enemies adjacent to it.

---

**Spectral Panther**

Medium shadow beast XP 400

| Initiative | +13 | Senses | Perception +10; low-light vision |
| HP | 76; Bloodied 38 |
| AC | 23; Fortitude 22, Reflex 24, Will 20 |
| Speed | 7 |
| Claws (standard; at-will) | +14 vs. AC; 2d6 + 5 damage. |
| Tail Spike (immediate reaction, when an enemy moves or shifts into a square adjacent to the spectral panther; at-will) | +14 vs. AC; 1d6 + 2 damage. |

**Combat Advantage**

The spectral panther deals an extra 2d6 damage against any target it has combat advantage against.

**Invisibility** (standard; usable only while in spectral form; at-will) ✦ Illusion

The spectral panther is invisible until it makes an attack. It can end this effect on its turn as a free action.

**Spectral Form** (standard; at-will)

The spectral panther becomes insubstantial. It gains a +5 power bonus to Stealth checks but deals only half damage with its attacks. It can end this effect on its turn as a free action.

**Alignment** Unaligned

**Languages** –

**Skills** Stealth +14 (+19 in spectral form)

**Str** 15 (+6)  **Dex** 21 (+9)  **Wis** 13 (+5)

**Con** 16 (+7)  **Int** 2 (+0)  **Cha** 12 (+5)

**Spectral Panther Tactics**

A spectral panther is invisible until it attacks, which allows it to gain combat advantage. After its initial attack, it uses spectral form to become insubstantial and moves away. On the following round, it turns invisible again and moves into a position to make another attack. If an enemy moves adjacent to the spectral panther, it makes a tail spike attack.

**Panther Lore**

Many animals touched by the magic of other planes exist in the world; the fey panther and spectral panther are just two examples. A character knows the following information with a successful Arcana check.

DC 15: Fey panthers can move between the natural world and the Feywild at nightfall and sunrise.

DC 20: Spectral panthers can move between the natural world and the Shadowfell at nightfall and sunrise.

**Encounter Groups**

Intelligent monsters often keep panthers as pets. Fey panthers are best suited as hunting or battle companions; spectral panthers are trackers and killers.

**Level 9 Encounter (XP 2,000)**

✦ 2 shadow panthers (level 9 lurker)
✦ 1 dark stalker (level 10 lurker)
✦ 2 shadar-kai warriors (level 8 soldier)
**Purple Worm**

Purple worms are enormous burrowing predators that eat anything, living or dead. They pose a real danger to adventurers exploring the deep natural caverns of the Underdark.

**Purple Worm Tactics**

A purple worm often burrows up through a cavern floor to attack creatures standing on the ground. Once it has grabbed a creature, it uses clamping jaws to deal damage round after round until it can swallow the creature.

**Purple Worm Lore**

A character knows the following information with a successful Dungeoneering or Nature check.

- **DC 20**: A purple worm can burrow through solid rock, leaving tunnels in its wake. The purple worm eats anything and relies on its blindsight and tremorsense to detect prey.

**Encounter Groups**

Purple worms are lone hunters. However, they are occasionally drawn to the sounds and vibrations of battle, exploding out of the floor or wall to catch all other creatures by surprise.

**Level 18 Encounter (XP 9,800)**

- 1 purple worm (level 16 solo soldier)
- 2 savage minotaurs (level 16 brute)

---

**Purple Worm Level 16 Solo Soldier**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>HP</th>
<th>AC</th>
<th>Speed</th>
<th>Action Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>+13</td>
<td>780</td>
<td>33</td>
<td>6, burrow 3</td>
<td>2</td>
</tr>
<tr>
<td>Senses Perception: +10; blindsight 10, tremorsense 20</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HP 780; Bloodied 390</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 33 (26 against swallowed creatures); Fortitude 34, Reflex 30, Will 29</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Immune: gaze, illusion</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws: +5</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed: 6, burrow 3 (tunneling)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points: 2</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

- **Bite (standard; at-will)**
  
  Reach 3; +21 vs. Reflex; 2d8 + 7 damage, plus the target is grabbed (until escape). The purple worm cannot make bite attacks while grabbing a creature, but it can use clamping jaws.

- **Clamping Jaws (standard; at-will)**
  
  If a purple worm begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +21 vs. Reflex; 2d8 + 7 damage. Miss: Half damage.

- **Swallow (standard; at-will)**
  
  The purple worm attempts to swallow a bloodied Medium or smaller creature it is grabbing: +21 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 10 damage plus 10 acid damage on subsequent rounds at the start of the purple worm’s turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the purple worm dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the purple worm.

**Alignment**: Unaligned

**Languages**: —

**Str**: 24 (+15)  
**Dex**: 18 (+11)  
**Wis**: 16 (+10)  
**Con**: 20 (+13)  
**Int**: 2 (+4)  
**Cha**: 4 (+5)

---

**Elder Purple Worm Level 24 Solo Soldier**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses Perception</th>
<th>HP</th>
<th>AC</th>
<th>Speed</th>
<th>Action Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>+18</td>
<td>+15</td>
<td>1,145</td>
<td>41</td>
<td>8, burrow 4</td>
<td>2</td>
</tr>
<tr>
<td>HP 1,145; Bloodied 572</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 41 (34 against swallowed creatures); Fortitude 41, Reflex 36, Will 35</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Immune: gaze, illusion</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Saving Throws: +5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed: 8, burrow 4 (tunneling)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Action Points: 2</td>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

- **Bite (standard; at-will)**
  
  Reach 4; +29 vs. Reflex; 2d10 + 9 damage, plus the target is grabbed (until escape). The elder purple worm cannot make bite attacks while grabbing a creature, but it can use clamping jaws.

- **Clamping Jaws (standard; at-will)**
  
  If an elder purple worm begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature: +29 vs. Reflex; 2d10 + 9 damage. Miss: Half damage.

- **Swallow (standard; at-will)**
  
  The elder purple worm attempts to swallow a bloodied Large or smaller creature it is grabbing: +29 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 20 damage plus 20 acid damage on subsequent rounds at the start of the elder purple worm’s turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the elder purple worm dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the elder purple worm.

**Alignment**: Unaligned

**Languages**: —

**Str**: 28 (+21)  
**Dex**: 18 (+16)  
**Wis**: 16 (+15)  
**Con**: 29 (+21)  
**Int**: 2 (+8)  
**Cha**: 10 (+12)
Quicklings are swift, wicked fey that kill other creatures for food, treasure, or sport. They like to set ambushes and outwit enemies, and they frequently ally with other creatures that share their desires. If their escapades enrage an adversary too strong to overcome, quicklings have no problem fleeing in a chorus of nerve-grating laughter, leaving their so-called allies to fend for themselves.

Although quicklings are native to the Feywild, they also stray into the natural world to keep an eye out for interesting events and exploitable situations.

Quickling Lore
A character knows the following information with a successful Arcana check.

DC 15: Quicklings rely on their speed and wits to overcome their prey and elude their enemies. Devious and cruel, they delight in trapping, tormenting, and killing other creatures. They generally focus their attacks on weaker-looking creatures while dodging tougher adversaries.

Encounter Groups
Quicklings readily ally with other evil fey, including fomorians. Evil humanoids in the natural world value quicklings as allies and servants.

Level 9 Encounter (XP 2,150)
✦ 2 quickling runners (level 9 skirmisher)
✦ 1 eladrin twilight incanter (level 8 controller)
✦ 1 feymire crocodile (level 10 elite soldier)

Quickling Runner Level 9 Skirmisher
Small fey humanoid XP 400

Initiative +13

Senses Perception +7; low-light vision

HP 96; Bloodied 48

AC 24 (28 against opportunity attacks); Fortitude 20, Reflex 24, Will 20

Speed 12, climb 6; see also fey shift and quick cuts

✦ Short Sword (standard; at-will) + Weapon
  +14 vs. AC; 1d6 + 7 damage.

✦ Quick Cuts (standard; at-will) + Weapon
  The quickling moves its speed. At any two points during its move, the quickling makes a melee basic attack at a –2 penalty. The quickling cannot use this power while immobilized or slowed.

Fey Shift (standard; encounter)
  The quickling runner shifts 10 squares.

Maintain Mobility (minor; recharge ⚁ ⚁ ⚁)
  An immobilized quickling runner is no longer immobilized.

Alignment Evil
Languages Elven

Skills Acrobatics +21, Bluff +9, Stealth +16

Str 9 (+3) Dex 24 (+11) Wis 17 (+7)
Con 16 (+7) Int 14 (+6) Cha 10 (+4)

Equipment short sword

Quickling Runner Tactics
The quickling runner waits in ambush, hoping to catch enemies by surprise. It uses fey shift to slip past enemy defenders and attacks the weakest-looking opponent. It uses its quick cuts power as often as possible, relying on its high AC to dodge opportunity attacks.

Quickling Zephyr Level 14 Lurker
Small fey humanoid XP 1,000

Initiative +20

Senses Perception +10; low-light vision

HP 82; Bloodied 41

AC 30; Fortitude 26, Reflex 29, Will 23

Speed 12, climb 6; see also blinding speed and unstoppable

✦ Short Sword (standard; at-will) + Weapon
  +19 vs. AC; 1d6 + 9 damage.

Blinding Speed (move; recharge ⚁ ⚁ ⚁) + Illusion
  The quickling zephyr moves up to 12 squares and becomes invisible until it attacks or until the end of its next turn.

Combat Advantage
If the quickling zephyr has combat advantage against its target, it deals an extra 2d6 damage and dazes the target (save ends) on a successful melee attack.

Unstoppable
The quickling zephyr ignores difficult terrain and can move across any solid or liquid surface.

Alignment Evil
Languages Elven

Skills Acrobatics +26, Bluff +13, Stealth +21

Str 12 (+4) Dex 28 (+16) Wis 17 (+10)
Con 22 (+13) Int 16 (+16) Cha 12 (+8)

Equipment short sword

Quickling Zephyr Tactics
A quickling zephyr uses its blinding speed to maneuver so that it gains combat advantage against its enemies.
Despite their bestial features, rakshasas are clever, malicious, and sophisticated. Although rakshasas come in many varieties, they all share some common traits, namely their feline heads, backward claws, and taste for luxury. Rakshasas often conceal their true appearance, using illusion magic to adopt whatever disguises serve them best. They typically masquerade as nobles or wealthy merchants, lying and manipulating other creatures into doing their bidding. Rakshasas prefer to mislead would-be adversaries instead of fighting them, but if combat becomes necessary, rakshasas are fierce and ruthless.

A rakshasa has the head of a feline predator, usually a tiger, as well as a luxurious coat of fur and clawed hands. It is clothed in fine attire and expensive jewelry. A closer look at a rakshasa reveals that the palms of its hands are where the backs of the hands would be on a human—a subtle feature that adds to the creature’s unsettling appearance.

**Rakshasa Lore**

A character knows the following information with a successful Nature check.

**DC 20:** Rakshasas are malevolent, deceptive humanoids with a taste for luxury. They use powerful illusion magic to hide their true forms as they pose as nobles, merchant princes, crime lords, and other wealthy, influential individuals.

**DC 25:** Regardless of type, rakshasas all share one very peculiar trait. Their clawed hands are backwards from other humanoids, so that when a rakshasa stands with its arms at its side, its palms face outward instead of inward. This oddity does not detract from their manual dexterity or ability to wield weapons.

**Rakshasa Warrior**

Medium natural humanoid

XP 1,200

**Initiative +13**  
**Senses** Perception +16; low-light vision

**HP** 142; Bloodied 71

**AC** 31; Fortitude 29, Reflex 28, Will 28

**Speed** 6

- **Longsword** (standard; at-will) + Weapon
  - The rakshasa warrior makes two attack rolls and keeps the better result; +21 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the rakshasa’s next turn.
- **Claw** (standard; at-will)
  - +21 vs. AC; 1d8 + 5 damage.
- **Tiger Pounce** (immediate reaction, when a marked enemy within 5 squares of the rakshasa warrior shifts; at-will) + Weapon
  - The rakshasa shifts to the nearest square adjacent to the enemy and makes a basic attack against it.

**Deceptive Veil** (minor; at-will) + Illusion

The rakshasa warrior can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa’s Bluff check) pierces the disguise.

**Alignment** Evil  
**Languages** Common

**Skills** Athletics +15, Bluff +14, Intimidate +14

**Str** 20 (+12)  
**Dex** 18 (+11)  
**Wis** 18 (+11)

**Con** 14 (+9)  
**Int** 12 (+8)  
**Cha** 14 (+9)

**Equipment** scale armor, heavy shield, longsword

**Rakshasa Archer Tactics**

A rakshasa warrior fights with its longsword, marking foes so that it can use tiger pounce on subsequent rounds.

**Rakshasa Archer**

Medium natural humanoid

XP 1,200

**Initiative +13**  
**Senses** Perception +16; low-light vision

**HP** 110; Bloodied 55

**AC** 28; Fortitude 24, Reflex 26, Will 25

**Speed** 6

- **Claw** (standard; at-will)
  - +19 vs. AC; 1d8 + 3 damage.
- **Longbow** (standard; at-will) + Weapon
  - Ranged 20/40; +20 vs. AC; 1d10 + 5 damage.
- **Double Attack** (standard; at-will) + Weapon
  - The rakshasa archer makes two longbow attacks against a single target or against two targets within 3 squares of one another.
- **Ghost Arrow** (standard; recharge ⧼11⧽) + Necrotic, Weapon
  - Requires longbow; ranged 20/40; +20 vs. Reflex; 1d10 + 5 necrotic damage, and the target cannot spend healing surges (save ends).

**Deceptive Veil** (minor; at-will) + Illusion

The rakshasa archer can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa’s Bluff check) pierces the disguise.

**Alignment** Evil  
**Languages** Common

**Skills** Bluff +14, Intimidate +14

**Str** 17 (+10)  
**Dex** 20 (+12)  
**Wis** 18 (+11)

**Con** 14 (+9)  
**Int** 12 (+8)  
**Cha** 14 (+9)

**Equipment** longbow, quiver of 30 arrows
Rakshasa Assassin Tactics

A rakshasa assassin tries to attack from concealment in order to gain combat advantage. If it moves at least 2 squares on its turn, it can use shadow form to pass through solid barriers en route to its target. It then uses phantom distraction to gain combat advantage against its prey before making a double attack.

<table>
<thead>
<tr>
<th>Rakshasa Assassin</th>
<th>Level 17 Skirmisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +16</td>
<td>Senses Perception +16; low-light vision</td>
</tr>
<tr>
<td>HP 160; Bloodied 80</td>
<td>AC 31; Fortitude 29, Reflex 31, Will 29</td>
</tr>
<tr>
<td>Speed 6; see also shadow form</td>
<td>♦ Short Sword (standard; at-will) ♦ Weapon</td>
</tr>
<tr>
<td>♦ Double Attack (standard; at-will) ♦ Weapon</td>
<td>+22 vs. AC; 1d6 + 6 damage.</td>
</tr>
<tr>
<td>♦ Deceptive Veil (minor; at-will) ♦ Illusion</td>
<td>The rakshasa assassin makes two melee basic attacks.</td>
</tr>
<tr>
<td>♦ Phantom Distraction (minor; recharge ⌁[1]) ♦ Illusion</td>
<td>Close burst 1; +20 vs. Will; the target is dazed until the end of the rakshasa assassin’s next turn.</td>
</tr>
<tr>
<td>Combat Advantage</td>
<td>The rakshasa assassin deals an extra 2d6 damage on melee and ranged attacks against any target it has combat advantage against.</td>
</tr>
<tr>
<td>Deceptive Veil (minor; at-will) ♦ Illusion</td>
<td>The rakshasa assassin can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa’s Bluff check) pierces the disguise.</td>
</tr>
<tr>
<td>Shadow Form</td>
<td>If the rakshasa assassin moves at least 2 squares, it gains the phasing quality (see glossary) until the end of its turn.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rakshasa Noble</th>
<th>Level 19 Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +14</td>
<td>Senses Perception +19; low-light vision</td>
</tr>
<tr>
<td>HP 178; Bloodied 89</td>
<td>AC 33; Fortitude 31, Reflex 33, Will 34; see also phantom image</td>
</tr>
<tr>
<td>Speed 7</td>
<td>① Claw (standard; at-will)</td>
</tr>
<tr>
<td>+22 vs. AC; 1d6 + 3 damage, and the target is blinded until the end of the rakshasa noble’s next turn.</td>
<td></td>
</tr>
<tr>
<td>♦ Mind Twist (standard; at-will) ♦ Psychic</td>
<td></td>
</tr>
<tr>
<td>Ranged 20; +22 vs. Will; 3d6 + 7 psychic damage, and the target is dazed (save ends).</td>
<td></td>
</tr>
<tr>
<td>♦ Phantom Lure (standard; at-will) ♦ Charm</td>
<td></td>
</tr>
<tr>
<td>Ranged 10; +22 vs. Will; the target slides 5 squares.</td>
<td></td>
</tr>
<tr>
<td>♦ Frightful Phantom (standard; recharge ⌁[1]) ♦ Fear</td>
<td></td>
</tr>
<tr>
<td>Ranged 5; +22 vs. Will; 4d8 + 7 psychic damage, the target is pushed 5 squares, and the target is stunned (save ends).</td>
<td></td>
</tr>
<tr>
<td>Deceptive Veil (minor; at-will) ♦ Illusion</td>
<td>The rakshasa noble can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa’s Bluff check) pierces the disguise.</td>
</tr>
<tr>
<td>Phantom Image (minor; recharge ⌁[1]) ♦ Illusion</td>
<td>Until the end of the rakshasa noble’s next turn, any creature that attacks the rakshasa’s AC or Reflex defense must roll twice and use the lower attack roll result. If either result is a critical hit, use that result instead.</td>
</tr>
<tr>
<td>Alignment Evil</td>
<td>Languages Common</td>
</tr>
<tr>
<td>Arcana +20, Athletics +17, Bluff +21, Diplomacy +21, History +20, Insight +19, Intimidate +21</td>
<td>Str 16 (+12) Dex 20 (+14) Wis 20 (+14)</td>
</tr>
<tr>
<td>Con 18 (+13) Int 22 (+15) Cha 24 (+16)</td>
<td></td>
</tr>
</tbody>
</table>

Rakshasa Noble Tactics

A rakshasa noble disdains melee combat and prefers to use its mind twist power at range. It uses frightful phantom against an enemy who gets too close for comfort or phantom lure to lead the target into dangerous or entangling terrain. If forced into melee combat, it uses phantom image as often as it can to distort its true location while making claw attacks. If it successfully blinds a target with a claw attack, it tries to move away to a location where it can continue making ranged attacks.

**Rakshasa Reincarnation**

As fiendish spirits veiled in flesh, rakshasas are bound to the world. When they are killed, they reincarnate at some random spot elsewhere in the world after days, months, or sometimes years of tormented wandering as bodiless spirits. A reincarnated rakshasa awakens in full health, with complete possession of its memories and abilities. It often seeks vengeance later against those who killed it in its previous incarnation, but the world is wide and mortal lifetimes are short. It’s said that rakshasas can only be truly slain by a specially blessed weapon that pierces its heart.
Rakshasa Dread Knight

**Medium natural humanoid**

**XP 6,050**

**Initiative** +18  
**Senses** Perception +22; low-light vision

**Aura of Doom** aura 5; enemies in the aura regain half the normal amount of hit points when they spend a healing surge.

**HP** 220; **Bloodied** 110  
AC 40; **Fortitude** 40, **Reflex** 37, **Will** 38  
**Speed** 6

| 1️⃣ Longsword (standard; at-will) ✦ **Weapon**  
| The rakshasa dread knight makes two attack rolls and keeps the better result; +29 vs. AC; 1d8 + 7 damage, and the target is marked until the end of the rakshasa’s next turn. |

| 2️⃣ Claw (standard; at-will)  
| +29 vs. AC; 1d8 + 7 damage. |

| ♦ Triple Attack (standard; at-will) ✦ **Weapon**  
| The rakshasa dread knight makes three melee basic attacks. If two or more attacks hit the same target, the target is dazed (save ends). |

| ♦ Deceptive Veil (minor; at-will) ✦ **Illusion**  
| The rakshasa dread knight can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa’s Bluff check) pierces the disguise. |

| Knight’s Move (move; recharge ⚅ ⚅)  
| The rakshasa dread knight can fly up to 6 squares. It must land at the end of this move or else it crashes. |

**Alignment** Evil  
**Languages** Common

**Skills** Athletics +22, Bluff +21, Insight +22, Intimidate +21

<table>
<thead>
<tr>
<th>Str</th>
<th>25 (+19)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dex</td>
<td>19 (+16)</td>
</tr>
<tr>
<td>Con</td>
<td>20 (+17)</td>
</tr>
<tr>
<td>Int</td>
<td>15 (+14)</td>
</tr>
<tr>
<td>Wis</td>
<td>21 (+17)</td>
</tr>
<tr>
<td>Cha</td>
<td>18 (+16)</td>
</tr>
</tbody>
</table>

| Equipment | scale armor, heavy shield, longsword |

**Rakshasa Dread Knight Tactics**

A rakshasa dread knight uses triple attack as often as it can while using knight’s move to circumvent difficult, hindering, and hazardous terrain.

**Encounter Groups**

Rakshasas usually keep to themselves. They might also have allies and minions they’ve deceived or bullied into serving them.

**Level 15 Encounter (XP 6,400)**

✦ 2 rakshasa archers (level 15 artillery)  
✦ 2 rakshasa warriors (level 15 soldier)  
✦ 2 hellstinger scorpions (level 13 soldier)

**Level 16 Encounter (XP 7,600)**

✦ 1 rakshasa assassin (level 17 skirmisher)  
✦ 3 rakshasa warriors (level 15 soldier)

**Level 18 Encounter (XP 9,600)**

✦ 1 rakshasa noble (level 19 controller)  
✦ 2 rakshasa warriors (level 15 soldier)  
✦ 2 cambion hellfire magi (level 18 artillery)  
✦ 2 shadow snakes (level 16 skirmisher)

**Level 24 Encounter (XP 32,500)**

✦ 2 rakshasa dread knights (level 24 soldier)  
✦ 2 fell wyverns (level 24 skirmisher)  
✦ 1 war devil (level 22 elite brute)
Rats prefer to live underground, only venturing aboveground at night. They skulk in the sewers and dark alleyways of towns and cities, drawn by the abundance of food, and occasionally inhabit dark caves, ruins, and dark thickets in the wilderness.

Rat Lore

A character knows the following information with a successful Nature check.

DC 15: Rats are sacred to Torog, the King That Crawls. Their presence signifies plague, decay, and collapse in decadent cities.

Giant Rat

Small natural beast

Initiative +3  Senses Perception +5; low-light vision

HP 1; a missed attack never damages a minion.

AC 15; Fortitude 13, Reflex 15, Will 12

Speed 6, climb 3

✦ Bite (standard; at-will)

+6 vs. AC; 3 damage.

Alignment Unaligned

Languages —

Str 12 (+1)  Dex 17 (+3)  Wis 10 (+0)

Con 12 (+1)  Int 2 (+0)  Cha 6 (-2)

Giant Rat Tactics

Giant rats gang up on the nearest target, turning and fleeing when about half their number are slain.

Dire Rat

Medium natural beast

Initiative +2  Senses Perception +5; low-light vision

HP 38; Bloodied 19

AC 15; Fortitude 15, Reflex 13, Will 11

Immune filth fever (see below)

Speed 6, climb 3

✦ Bite (standard; at-will) ✦ Disease

+4 vs. AC; 1d6 + 2 damage, and the target contracts filth fever (see below).

Alignment Unaligned

Languages —

Str 14 (+2)  Dex 15 (+3)  Wis 10 (+0)

Con 18 (+4)  Int 3 (+0)  Cha 6 (-2)

Dire Rat Tactics

Dire rats are stealthy creatures that like to hunt in small packs, sneaking up on prey and ganging up on one creature at a time.

Rat Swarm

Medium natural beast (swarm)

Initiative +6  Senses Perception +6; low-light vision

Swarm Attack aura 1; the rat swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 36; Bloodied 18

AC 15; Fortitude 12, Reflex 14, Will 11

Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks

Speed 4, climb 2

✦ Swarm of Teeth (standard; at-will)

+6 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends).

Alignment Unaligned

Languages —

Str 12 (+2)  Dex 17 (+4)  Wis 10 (+1)

Con 12 (+2)  Int 2 (+3)  Cha 9 (+0)

Rat Swarm Tactics

Rat swarms are more determined and ferocious than common rats, simply overwhelming anything that looks like it might make a meal.

Encounter Groups

Kobolds and goblins sometimes use rats in fiendish traps to finish off hapless adventurers who fall into spiked pits or half-flooded caves. Monstrous rats also accompany wererats on raids.

Level 3 Encounter (XP 750)

✦ 2 kobold slingers (level 1 artillery)
✦ 2 rat swarms (level 2 skirmisher)
✦ 3 dire rats (level 1 brute)

Filth Fever

Level 3 Disease

Endurance stable DC 16, improve DC 21

The target is cured. ✨ Initial Effect: The target loses 1 healing surge.

The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense.

Final Effect: The target takes a -2 penalty to AC, Fortitude defense, and Reflex defense. The target loses all healing surges and cannot regain hit points.
Rocs are enormous birds of prey with strong ties to the Elemental Chaos. Giants and titans value them as pets and allies. The term “roc” refers to a number of related avians, each with their own unique traits and habitats.

**COMMON ROC**

Common rocs live in secluded mountain aeries beyond the reach of most nonflying creatures. They prefer to hunt horses and cattle, competing for food with other flying carnivores such as chimeras and manticores. A hungry roc attacks humanoids when easier game is scarce.

**Roc**

Huge natural beast

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+16</th>
<th>Senses</th>
<th>Perception</th>
<th>+15</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>288</td>
<td>Blooded</td>
<td>144</td>
<td></td>
</tr>
<tr>
<td>AC</td>
<td>30</td>
<td>Fortitude</td>
<td>30, Reflex</td>
<td>30, Will 26</td>
</tr>
<tr>
<td>Saving Throws</td>
<td>+2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>4, fly 10 (clumsy), overland flight 15</td>
<td>see also claw snatch</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Action Points 1**

1️⃣ **Bite** (standard; at-will)
   Reach 2; +19 vs. AC; 2d6 + 7 damage.

† **Claw Snatch** (standard; at-will)
   The roc moves up to its fly speed and makes an attack against a Medium or smaller target at any point during its move; +17 vs. Reflex; 1d10 + 7 damage, and the target is grabbed, carried the rest of the roc’s move, released, and knocked prone in a space adjacent to the roc.

**Alignment** Unaligned

<table>
<thead>
<tr>
<th>Languages –</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 25 (+14)</td>
</tr>
<tr>
<td>Con 24 (+14)</td>
</tr>
</tbody>
</table>

**Roc Tactics**

A flying roc likes to swoop down and use claw snatch to carry away a random adversary. It drops its victim somewhere a short distance away, and then lands to finish off the hapless soul with bite attacks. A bloodied roc usually flees unless it’s particularly hungry.

**Roc Lore**

A character knows the following information with a successful Nature check.

DC 20: Rocs are enormous birds that live in mountainous nests, hunting large prey such as cattle and horses. Although they are natural beasts, rocs are closely related to elemental creatures such as thunderhawks and phoenixes. Like their more exotic kin, they are frequently found in the company of giants.

DC 25: Roc hatchlings can be trained to serve as guardians and mounts. A typical roc nest holds 1d4 eggs, each weighing close to 100 pounds. A roc egg is worth 10,000 gp on the open market, but few hunters consider the price worth the risk and trouble.

---

**Phoenix**

This mighty elemental is viewed as a symbol of resurrection and immortality because of its ability to recover from near death.

**Phoenix**

Huge elemental beast (fire)

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+15</th>
<th>Senses Perception</th>
<th>+17</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>300</td>
<td>Blooded</td>
<td>150; see also immolation</td>
</tr>
<tr>
<td>AC</td>
<td>33</td>
<td>Fortitude</td>
<td>38, Reflex</td>
</tr>
<tr>
<td>Resist</td>
<td>20</td>
<td>fire</td>
<td></td>
</tr>
<tr>
<td>Saving Throws</td>
<td>+2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>4, fly 10 (hover), overland flight 15</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Action Points 1**

1️⃣ **Bite** (standard; at-will) ✦ Fire
   Reach 2; +22 vs. AC; 2d6 + 6 damage, and ongoing 5 fire damage (save ends).

← **Radiant Burst** (standard; recharge [3]) ✦ Radiant
   Close burst 5; +20 vs. Reflex; 2d10 + 7 radiant damage, and the target is dazed (save ends).

← **Immolation** (when first bloodied; daily) ✦ Fire
   Close burst 2; +20 vs. Reflex; 3d6 + 7 fire damage, and the phoenix dies. It automatically returns to life at the end of its next turn, with full normal hit points.

**Alignment** Unaligned

<table>
<thead>
<tr>
<th>Languages –</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 23 (+15)</td>
</tr>
<tr>
<td>Con 25 (+16)</td>
</tr>
</tbody>
</table>

**Phoenix Tactics**

A phoenix usually begins a battle by dropping into the midst of its enemies like a blazing meteor and using radiant burst. It then makes bite attacks against groundbound foes from the air (taking advantage of its reach) until radiant burst recharges.

**Phoenix Lore**

A character knows the following information with a successful Arcana check.

DC 20: Phoenixes have a fierce and inexplicable hatred of the undead. They attack undead foes in preference to any other, unless another enemy presents a drastically greater threat.

DC 25: When a phoenix is bloodied, it explodes in a ball of searing flame, only to be reborn at full strength moments thereafter.

DC 30: Although its body is composed of flame and not flesh, a single scarlet feather sometimes appears in the ashes left when a phoenix is finally slain. When used as a component in the Raise Dead ritual, the feather allows the ritual caster to raise a creature that has been dead for up to 1 year or grant 1 year of life to a creature that has died of old age (see Player’s Handbook 311 for the description of the Raise Dead ritual).
ThundPhhawk

Thunderhawks are creatures of storm and favored pets of storm giants. Left to their own devices, they prefer to make their lairs on stormy mountaintops or remote coastal cliffsides.

<table>
<thead>
<tr>
<th>Thunderhawk</th>
<th>Level 22 Elite Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Huge elemental beast</td>
<td>XP 8,300</td>
</tr>
<tr>
<td><strong>Initiative</strong> +21</td>
<td>Senses Perception +19</td>
</tr>
<tr>
<td><strong>HP</strong> 420; Bloodied 210</td>
<td><strong>AC</strong> 38; Fortitude 36, Reflex 36, Will 31</td>
</tr>
<tr>
<td>Resist 20 lightning, 20 thunder</td>
<td><strong>AC</strong> 38; Fortitude 36, Reflex 36, Will 31</td>
</tr>
<tr>
<td><strong>Resist</strong> 20 lightning, 20 thunder</td>
<td><strong>AC</strong> 38; Fortitude 36, Reflex 36, Will 31</td>
</tr>
<tr>
<td><strong>Speed</strong> 4, fly 10 (hover), overland flight 15</td>
<td><strong>Speed</strong> 4, fly 10 (hover), overland flight 15</td>
</tr>
<tr>
<td><strong>Action Points</strong> 1</td>
<td><strong>Action Points</strong> 1</td>
</tr>
</tbody>
</table>

**Bite** (standard; at-will) ✦ Lightning, Thunder
Reach 2; +28 vs. AC; 2d8 + 6 damage plus 1d8 lightning damage, plus an extra 2d8 thunder damage when it charges.

**Windrush** (minor 1/round; at-will)
Close burst 2; +26 vs. Fortitude; the target is knocked prone.

**Alignment** Unaligned  Languages –
**Str** 23 (+17) **Dex** 26 (+19) **Wis** 16 (+14)
**Con** 26 (+19) **Int** 2 (+7) **Cha** 14 (+13)

**Thunderhawk Tactics**
A thunderhawk plummets out of the sky, charging the nearest foe and using windrush to knock enemies prone. On subsequent rounds, the thunderhawk hovers in the air as it continues to buffet foes with windrush and make bite attacks (taking advantage of its reach). Once bloodied, it flies off, only to return with another charge attack.

**Thunderhawk Lore**
A character knows the following information with a successful Arcana check.
**DC 25**: Thunderhawks are the frequent companions of storm giants. Storm giants like to send their thunderhawks into melee, where the great birds can pin down opponents and render them vulnerable to the giants’ ranged attacks.

**Encounter Groups**
Newly hatched rocs can be trained to serve as guards, mounts, and companions for various elemental creatures.

**Level 14 Encounter (XP 4,800)**
✦ 1 roc (level 14 elite skirmisher)
✦ 2 hill giants (level 13 brute)
✦ 2 galeb duhr rockcallers (level 11 controller)

**Level 19 Encounter (XP 12,400)**
✦ 1 phoenix (level 19 elite brute)
✦ 2 fire archon blazesteels (level 19 soldier)
✦ 1 fire archon ash disciple (level 20 artillery)

**Level 22 Encounter (XP 21,400)**
✦ 2 thunderhawks (level 22 elite soldier)
✦ 2 bralanis of the autumn winds (level 19 controller)
This subterranean creature grabs victims with its tentacles and drags them within reach of its monstrous, toothy maw.

A roper feeds on almost anything that blunders into its grasp. Its stony body makes it difficult to spot in natural caverns. It can move about at a slow creep and seek out good hunting spots. When it finds a suitable cave or passage, the roper blends in with the surrounding stalagmites and stalactites, waiting for fleshy prey to arrive.

**Roper Level 14 Elite Controller**
Large elemental magical beast (earth) XP 2,000

- **Initiative** +8
- **Senses** Perception +10; darkvision
- **HP** 284; Bloodied 142
- **AC** 30; Fortitude 29, Reflex 24, Will 26
- **Immune** petrification
- **Saving Throws** +2
- **Speed** 2, climb 2 (spider climb)
- **Action Points** 1

**Tentacle (standard; at-will) ✦ Poison**
Reach 10; +17 vs. Reflex; 2d10 + 4 damage, and the target is grabbed (until escape or until the tentacle is hit; see tentacle grab). While the target is grabbed, it is also weakened.

**Double Attack (standard; at-will) ✦ Poison**
The roper makes two tentacle attacks.

**Reel (minor 2/round; at-will)**
The roper makes an attack against a creature it has grabbed; +17 vs. Fortitude; on a hit, the target is pulled 5 squares. The roper can use this power only against a grabbed target once per turn.

**Bite (standard; at-will)**
+19 vs. AC; 2d10 + 10 damage.

**Stony Body**
A roper that does not move, retracts its tentacles, and keeps its eye and mouth closed resembles a jagged rock formation, stalagmite, or stalactite. In this form, the roper can be recognized with a successful DC 30 Perception check.

**Tentacle Grab**
The roper can attack and grab with up to two tentacles at a time. While grabbing an enemy, it can act normally, but it can’t use that tentacle for another attack. Enemies can attack the tentacle to make the roper let go of a grabbed creature; the tentacle’s defenses are the same as the roper’s. An attack that hits the tentacle does not harm the roper but causes it to let go and retract the tentacle.

**Alignment** Evil
**Languages** Primordial

**Skills** Stealth +13
**Str** 19 (+11)  **Dex** 12 (+8)  **Wis** 16 (+10)
**Con** 22 (+13)  **Int** 11 (+7)  **Cha** 9 (+6)

**Roper Lore**
A character knows the following information with a successful Arcana check.

DC 20: Ropers are all too common in the vast caverns and tunnels of the Underdark. They are clever enough to strike bargains with other intelligent subterranean creatures, guarding tunnels and caves in exchange for food or treasure.

DC 25: Ropers swallow treasure they find, storing it in a spare gizzard. When a roper dies, the gizzard can be cut open to reveal what, if anything, the roper has collected over the years.

**Encounter Groups**
Ropers occasionally strike bargains with other Underdark dwellers, such as drow, troglodytes, and mind flayers, guarding chambers or passageways as long as their allies agree to provide regular meals—preferably live and screaming. Other Underdark predators such as balhannoths, grells, and umber hulks sometimes lurk near a roper’s lair and fall upon hapless parties busy tangling with the roper.

**Level 14 Encounter (XP 5,000)**
✦ 1 roper (level 14 elite controller)
✦ 1 mind flayer infiltrator (level 14 lurker)
✦ 2 war trolls (level 14 brute)

**Level 14 Encounter (XP 5,200)**
✦ 1 roper (level 14 elite controller)
✦ 1 drow arachnomancer (level 13 artillery)
✦ 4 drow warriors (level 11 lurker)
Sometimes known as angels of decay, rot harbingers are hateful winged undead that inflict a rotting curse with their touch.

Rot Harbinger
Medium elemental humanoid (undead)
Level 20 Soldier
Initiative +18
Senses Perception +15
HP 193; Bloodied 96
AC 34; Fortitude 32, Reflex 32, Will 31
Immune disease, poison; Resist 10 necrotic
Speed 6, fly 8 (clumsy)

Rotting Claw (standard; at-will) ✦ Necrotic
+25 vs. AC; 2d10 + 6 damage, and the target is marked until the end of the rot harbinger’s next turn and takes ongoing 10 necrotic damage (save ends).

Rotting Claw (standard; at-will) ✦ Necrotic
+25 vs. AC; 2d10 + 5 damage, and the target takes ongoing 10 necrotic damage (save ends).

Orb of Decay (standard; at-will) ✦ Necrotic
Ranged 10; +25 vs. Fortitude; 2d8 + 8 necrotic damage, and the target is weakened and takes a –2 penalty to saving throws (save ends both).

Alignment Chaotic evil
Languages Abyssal
Str 22 (+16)  Dex 22 (+16)  Wis 20 (+15)
Con 25 (+17)  Int 17 (+13)  Cha 17 (+13)

Rot Harbinger Tactics
A clumsy flier, the rot harbinger usually lands to make attacks, raking enemies with its claws. When hard pressed, it takes to the air to escape and plots revenge against those who bested it.

Rot Slinger
Medium elemental humanoid (undead)
Level 22 Artillery
Initiative +18
Senses Perception +21
HP 165; Bloodied 82
AC 37; Fortitude 37, Reflex 37, Will 34
Immune disease, poison; Resist 10 necrotic
Speed 6, fly 8 (clumsy)

Orb of Decay (standard; at-will) ✦ Necrotic
Ranged 10; +25 vs. Fortitude; 2d8 + 8 necrotic damage, and the target is weakened and takes a –2 penalty to saving throws (save ends both).

Alignment Chaotic evil
Languages Abyssal
Str 20 (+16)  Dex 24 (+18)  Wis 20 (+16)
Con 27 (+19)  Int 17 (+14)  Cha 19 (+15)

Rot Slinger Tactics
The rot slinger hurls feculent globs of decaying matter at enemies, hoping to weaken them. Like the rot harbinger, it flees when the battle turns against it.

Rot Harbinger Lore
A character knows the following information with a successful Religion check.

DC 20: Rot harbingers superficially resemble angels, but there’s nothing angelic about them. Their touch causes living flesh to rot.

DC 25: Long ago, the gods tried to slay the demon lord Orcus while he was traveling outside of the Abyss. They sent a host of angels to slay the demon lord, but Orcus ultimately prevailed, killing every last one of them. When he returned to the Abyss, the demon lord of undead created the first rot harbingers and rot slingers as mockeries of those he’d slain and sent them to the natural world to wreak havoc on the gods’ creation.

DC 30: While many rot harbingers serve Orcus and Orcus’s servitors, several more have escaped the demon lord’s control. All that keeps them animate is their lust for agony and death.

Encounter Groups
Rot harbingers often join forces with other powerful undead creatures and various servants of Orcus.

Level 21 Encounter (XP 18,000)
✦ 2 rot harbingers (level 20 soldier)
✦ 1 deathpriest hierophant (level 21 elite controller)
✦ 3 slaughter wights (level 18 brute)

Level 22 Encounter (XP 19,000)
✦ 2 rot harbingers (level 20 soldier)
✦ 2 rot slingers (level 22 artillery)
✦ 1 voidsoul specter (level 23 lurker)
Also known as sea devils, sahuagin are vicious sea dwellers that share many traits with sharks. They slaughter and devour anything they can catch, raiding coastal settlements in the dead of night.

**Sahuagin Guard**

**Medium natural humanoid (aquatic)**

**Level 6 Minion**

**XP 63**

**Initiative +5**

**Senses Perception +4; low-light vision**

**HP 1; a missed attack never damages a minion.**

**AC 20; Fortitude 18, Reflex 17, Will 16**

**Speed 6, swim 6**

✦ **Trident (standard; at-will) **

✦ **Weapon**

✦ +11 vs. AC; 5 damage; see also blood frenzy.

✦ **Trident (standard; at-will)**

✦ **Weapon**

✦ Ranged 3/6; +11 vs. AC; 5 damage. The sahuagin guard must retrieve its trident before it can throw it again.

**Blood Frenzy**

The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment Chaotic evil**

**Languages Abyssal**

**Str 16 (+6)**

**Dex 14 (+5)**

**Wis 12 (+4)**

**Con 14 (+5)**

**Int 10 (+3)**

**Cha 10 (+3)**

**Equipment trident**

**Sahuagin Guard Tactics**

Sahuagin guards viciously attack the weakest-looking enemy within reach, skewering it to death before moving on to the next foe.

**Sahuagin Raider**

**Medium natural humanoid (aquatic)**

**Level 6 Soldier**

**XP 250**

**Initiative +7**

**Senses Perception +4; low-light vision**

**HP 70; Bloodied 35**

**AC 20; Fortitude 19, Reflex 16, Will 15**

**Speed 6, swim 6**

✦ **Trident (standard; at-will) **

✦ **Weapon**

✦ +11 vs. AC; 1d8 + 5 damage, and the target is marked until the end of the sahuagin raider’s next turn; see also blood frenzy.

✦ **Trident (standard; at-will)**

✦ **Weapon**

✦ Ranged 3/6; +11 vs. AC; 1d8 + 5 damage. The sahuagin raider must retrieve its trident before it can throw it again.

✦ **Opportunistic Strike**

(Immediate reaction, when a flanked enemy shifts; at-will)

✦ **Weapon**

The sahuagin raider makes a melee basic attack against the enemy.

**Blood Frenzy**

The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment Chaotic evil**

**Languages Abyssal**

**Str 20 (+8)**

**Dex 14 (+5)**

**Wis 12 (+4)**

**Con 14 (+5)**

**Int 10 (+3)**

**Cha 10 (+3)**

**Equipment trident**

**Sahuagin Raider Tactics**

Sahuagin raiders can be clever and patient hunters, but when the moment to strike arrives, they try to overwhelm their enemies quickly. They often fight in pairs, flanking enemies and making opportunistic strikes whenever possible.

**Sahuagin Priest**

**Medium natural humanoid (aquatic)**

**Level 8 Artillery**

**XP 350**

**Initiative +8**

**Senses Perception +9; low-light vision**

**HP 70; Bloodied 35**

**AC 22; Fortitude 19, Reflex 20, Will 21**

**Speed 6, swim 8**

✦ **Trident (standard; at-will) **

✦ **Weapon**

✦ +12 vs. AC; 1d8 + 3 damage; see also blood frenzy.

✦ **Trident (standard; at-will)**

✦ **Weapon**

✦ Ranged 3/6; +12 vs. AC; 1d8 + 3 damage. The sahuagin priest must retrieve its trident before it can throw it again.

✦ **Water Bolt (standard; at-will)**

✦ Ranged 20 (10 out of water); +14 vs. AC; 2d8 + 5 damage (1d8 + 5 out of water); see also blood frenzy.

✦ **Spectral Jaws (standard; recharges when a target saves against this effect)**

✦ Ranged 20; spectral shark jaws appear and bite the target; +14 vs. Will; 3d6 + 5 damage, and the target takes ongoing 5 damage and takes a -2 penalty to all defenses (save ends both); see also blood frenzy.

**Blood Frenzy**

The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Alignment Chaotic evil**

**Languages Abyssal, Common**

**Skills Intimidate +12**

**Str 16 (+7)**

**Dex 18 (+8)**

**Wis 20 (+9)**

**Con 16 (+7)**

**Int 12 (+5)**

**Cha 16 (+7)**

**Equipment trident, holy symbol, kelp robe**

**Sahuagin Priest Tactics**

Sahuagin priests normally hang back from the fray, using their ranged powers to attack enemies that the raiders aren’t engaging.
**Sahuagin Baron Tactics**

A sahuagin baron relies on *baron’s fury*, making good use of his extra limbs. The first time it bloodies a foe, it spends its action point to use *baron’s fury* again.

**Sahuagin Lore**

A character knows the following information with a successful Nature check.

**DC 15**: Sahuagin are often called sea devils because they are irredeemably evil. They hunt marine life and raid shoreline communities at night. Sahuagin harbor a murderous bloodlust and, like sharks, fly into a frenzy when they sense their prey is bloodied. The preferred sahuagin weapon is the trident.

**DC 20**: Sahuagin dwell along coastal waters in communities of varying sizes that are hewn from stone and other natural materials.

Sahuagin society is patriarchal and features a strict hierarchy, such that every sahuagin knows its place within the society. A sahuagin village is ruled by a baron, while a prince rules approximately twenty villages. Sahuagin kings rule much larger territories and dwell within cities that hold as many as six thousand inhabitants. A sahuagin kingdom can stretch along an entire seacoast, with villages and towns at least 100 miles apart.

Sahuagin sometimes trade for goods, but they are more inclined to take what they want by pillaging coastal communities and merchant ships.

**DC 25**: Sahuagin are deeply religious. Their patron is Sekolah, a great demonic shark who is one of the exarchs of Melora, goddess of nature, the sea, trade, and wrath. Sahuagin priestesses make regular sacrifices to Sekolah to appease his hunger.

**Encounter Groups**

Sahuagin are usually encountered with other sahuagin, although short-term alliances with other evil creatures do happen. Sahuagin often associate with vampires which, given their common bloodlust, is not altogether surprising.

**Level 7 Encounter (XP 1,600)**

✦ 1 sahuagin priest (level 8 artillery)
✦ 4 sahuagin raiders (level 6 soldier)
✦ 5 vampire spawn (level 5 minion)

**Level 9 Encounter (XP 2,200)**

✦ 1 sahuagin baron (level 10 elite brute)
✦ 2 sahuagin priests (level 8 artillery)
✦ 8 sahuagin guards (level 6 minion)
Salamanders RESIDE IN THE FIERY REGIONS of the Elemental Chaos. They are greedy and cruel creatures, quick to rob or enslave weaker folk.

Salamanders prize treasure and gladly serve more powerful masters for the right price. They are among the most numerous of the elemental races, and they frequently launch slavetaking raids into the natural world through planar rifts and elemental vortices.

**Salamander Lancer**

A salamander lancer makes good use of its exceptional reach. If a foe gets too close, it uses Tail Lash to slide him away and then shifts to reestablish a reach advantage. As often as it can, it uses Whirlwind of Fire to strike enemies with its flaming longspear.

**Salamander Firetail Tactics**

A salamander firetail uses Trail of Fire to weave between its foes, then strikes with double attack on the following round. The firetail uses its tail lash to attack any foe that moves to flank it.

**Salamander Archer**

This salamander prefers to attack at range, igniting the tips of its arrows by striking them against its body before launching them at foes. If an enemy gets within melee striking range, the salamander archer uses Tail Thrust to push the enemy away before shooting it with its longbow.

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**Salamander Lancer**

**Level 14 Brute**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception</th>
</tr>
</thead>
<tbody>
<tr>
<td>+10</td>
<td>+9</td>
<td>+9</td>
</tr>
</tbody>
</table>

**Large elemental humanoid (fire, reptile)**

- **HP**: 171; **Bloodied**: 69
- **AC**: 28; **Fortitude**: 26, **Reflex**: 23, **Will**: 22
- **Resist** 20 fire
- **Speed**: 6

**Skills**

- **Intimidate**: +12

**Equipment**

- longspear
- quiver of 30 arrows

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**Salamander Firetail**

**Level 14 Skirmisher**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception</th>
</tr>
</thead>
<tbody>
<tr>
<td>+15</td>
<td>+9</td>
<td>+9</td>
</tr>
</tbody>
</table>

**Large elemental humanoid (fire, reptile)**

- **HP**: 138; **Bloodied**: 69
- **AC**: 30; **Fortitude**: 27, **Reflex**: 28, **Will**: 24
- **Resist**: 20 fire
- **Speed**: 6

**Skills**

- **Intimidate**: +12

**Equipment**

- 2 scimitars

---

**Salamander Archer**

**Level 15 Artillery**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>Senses</th>
<th>Perception</th>
</tr>
</thead>
<tbody>
<tr>
<td>+10</td>
<td>+9</td>
<td>+9</td>
</tr>
</tbody>
</table>

**Large elemental humanoid (fire, reptile)**

- **HP**: 114; **Bloodied**: 57
- **AC**: 28; **Fortitude**: 26, **Reflex**: 23, **Will**: 22
- **Resist**: 20 fire
- **Speed**: 6

**Skills**

- **Intimidate**: +12

**Equipment**

- longbow, quiver of 30 arrows

---
**Salamander Noble**

<table>
<thead>
<tr>
<th>Level 15 Controller (Leader)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large elemental humanoid (fire, reptile)</td>
</tr>
</tbody>
</table>

**Initiative:** +12  
**Senses:** Perception +16  
**HP:** 152; Bloodied 76  
**AC:** 29; Fortitude 27, Reflex 27, Will 26  
**Resist:** 20 fire  
**Speed:** 6  
**Tail Crush** (standard; at-will) + Fire  
Reach 2; +16 vs. AC; 1d10 + 6 fire damage, and the target is grabbed (until escape). The grabbed target takes 1d10 + 6 fire damage at the start of its turn while grabbed. The salamander noble cannot make melee basic attacks while grabbing a creature with its tail.  
**Longspear** (standard; at-will) + Fire, Weapon  
Reach 3; +18 vs. AC; 1d12 + 5 damage, and ongoing 5 fire damage (save ends).  
**Fire Cage** (standard; recharge ⚁ ⚄ ⚅) + Fire  
Ranged 10; +18 vs. Reflex; the target takes ongoing 10 fire damage and is immobilized (save ends both) as a cage of searing flame springs up around it. The cage does not block line of sight.  
**Threatening Reach**  
The salamander noble can make opportunity attacks against all enemies within its reach (2 squares).  
**Alignment:** Evil  
**Skills:** Insight +16, Intimidate +15  
**Str** 20 (+12)  
**Dex** 20 (+12)  
**Wis** 18 (+11)  
**Con** 24 (+14)  
**Int** 14 (+9)  
**Cha** 16 (+10)  
**Equipment:** longspear

---

**Salamander Noble Tactics**  
A salamander noble uses fire cage to trap enemies and tail crush to grab foes that get too close.

---

**Salamander Lore**  
A character knows the following information with a successful Arcana check.  
**DC 20:** Salamanders fight for their masters with unflinching loyalty, and they demand nothing less of their own servants and slaves. They are skilled metalsmiths and are especially good at crafting weapons that harness the power of flame.  
**DC 25:** Salamanders form feudal societies governed by dukes and duchesses, kings and queens. The serfs and peasants in salamander realms are smaller, less intelligent elementals such as magma beasts and, of course, any slaves the salamanders have taken.

**Encounter Groups**  
Salamanders serve efreet, elemental archons, red dragons, and rakshasa nobles. They also take azers as slaves and use magma beasts for menial labor.

**Level 14 Encounter (XP 4,800)**  
✦ 2 salamander firetails (level 14 skirmisher)  
✦ 3 fire archon emberguards (level 12 brute)  
✦ 1 redspawn firebelcher (level 12 artillery)

**Level 15 Encounter (XP 6,000)**  
✦ 2 salamander lancers (level 14 brute)  
✦ 1 beholder eye of flame (level 13 elite artillery)  
✦ 6 azer warriors (level 17 minion)

**Level 15 Encounter (XP 6,800)**  
✦ 2 salamander archers (level 15 artillery)  
✦ 2 azer foot soldiers (level 14 soldier)  
✦ 1 chimera (level 15 elite brute)

**Level 15 Encounter (XP 5,800)**  
✦ 1 salamander noble (level 15 controller)  
✦ 1 salamander firetail (level 14 skirmisher)  
✦ 3 azer ragers (level 15 brutes)

**Level 17 Encounter (XP 8,400)**  
✦ 2 salamander nobles (level 15 controller)  
✦ 1 adult red dragon (level 15 solo soldier)
Satyrs are self-centered, greedy, and decadent creatures that enjoy food, drink, and other pleasures. They use sly trickery to take what they desire from others as it pleases them.

Satyrs usually seek to “befriend” travelers they meet. This often means plying them with drink, bemusing them with song, or inveigling them with sorrowful tales in order to rob them later. Satyrs in a murderous mood attack without warning, and they fight to kill.

Satyr Lore
A character knows the following information with a successful Arcana check.

DC 15: Most of the time, satyrs put on a genial manner and seem friendly. They give the impression of being shy and cowardly rogues, interested chiefly in wine, sport, music, and love. However, they have a dark side and fall into extremely violent moods, attacking mortals with the intent to kill and rob them.

Encounter Groups
Satyrs occasionally keep woodland beasts as pets. They also ally with any creature willing to participate in debauchery or robbery.

Level 8 Encounter (XP 1,650)
✦ 1 satyr piper (level 8 controller)
✦ 3 satyr rakes (level 7 skirmisher)
✦ 1 displacer beast (level 9 skirmisher)

<table>
<thead>
<tr>
<th>Satyr Rake</th>
<th>Level 7 Skirmisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium fey humanoid</td>
<td>XP 300</td>
</tr>
<tr>
<td>Initiative +9</td>
<td>Senses Perception +9; low-light vision</td>
</tr>
<tr>
<td>HP 80; Bloodied 40</td>
<td>AC 18; Fortitude 19, Reflex 19, Will 19</td>
</tr>
<tr>
<td>Speed 6</td>
<td></td>
</tr>
<tr>
<td>† Short Sword (standard; at-will) + Weapon</td>
<td>+12 vs. AC; 1d6 + 4 damage.</td>
</tr>
<tr>
<td>† Shortbow (standard; at-will) + Weapon</td>
<td>Ranged 15/30; +12 vs. AC; 1d8 + 4 damage.</td>
</tr>
<tr>
<td>† Feint (move; at-will)</td>
<td>+10 vs. Reflex; the satyr rake gains combat advantage against the target (see below).</td>
</tr>
<tr>
<td>† Harrying Attack (standard; recharge ₾ ₿ ₼) + Weapon</td>
<td>The satyr rake makes a basic attack, shifts 3 squares, and makes another basic attack.</td>
</tr>
<tr>
<td>Combat Advantage</td>
<td>The satyr rake deals an extra 2d6 damage against any target it has combat advantage against.</td>
</tr>
<tr>
<td>Alignment Unaligned</td>
<td>Languages Elven</td>
</tr>
<tr>
<td>Skills Bluff +12, Nature +9, Stealth +12</td>
<td>Str 12 (+4) Dex 18 (+7) Wis 12 (+4)</td>
</tr>
<tr>
<td>Con 16 (+6) Int 10 (+3) Cha 18 (+7)</td>
<td>Equipment leather armor, short sword, shortbow, quiver of 30 arrows</td>
</tr>
</tbody>
</table>

Satyr Rake Tactics
The satyr rake uses feint to gain combat advantage against its target and then makes a harrying attack.

Satyr Piper Level 7 Skirmisher
Medium fey humanoid XP 300
| Initiative +8 | Senses Perception +10; low-light vision |
| HP 86; Bloodied 43 | AC 22; Fortitude 18, Reflex 20, Will 21 |
| Speed 6 | |
| † Gore (standard; at-will) | +11 vs. AC; 1d8 damage, and the target is knocked prone. |
| † Longbow (standard; at-will) + Weapon | Ranged 20/40; +12 vs. AC; 1d10 + 4 damage. |
| † Wooden Pipes (standard; sustain standard; at-will) | Close burst 5; deafened creatures are immune; the satyr piper plays one of the following tunes on its pipes. |
| Dazing Melody (Charm): Targets enemies; +11 vs. Will; the target is dazed until the end of the satyr piper’s next turn. The piper must make a new attack roll when it sustains this effect. |
| Feral Overture: Allies in the burst gain a +1 bonus to attack rolls and a +2 bonus to damage rolls until the end of the satyr piper’s next turn. |
| Leaping Stag Dance: Allies in the burst can shift 2 squares immediately. |
| Song of Freedom: Allies in the burst can each make a free saving throw against an effect that a save can end. |
| Alignment Unaligned | Languages Elven |
| Skills Bluff +14, Nature +10, Stealth +13 | Str 10 (+4) Dex 18 (+8) Wis 13 (+5) |
| Con 14 (+6) Int 13 (+5) Cha 20 (+9) | Equipment longbow, quiver of 30 arrows, wooden pipes |

Satyr Piper Tactics
A satyr piper uses its longbow to pick off enemies from a safe distance. When enemies close in, it stays behind its allies and plays its pipes.
Monstrous scorpions are voracious predators that pose a danger even to large and well-armed parties.

### Stormclaw Scorpion

**Level 1 Soldier**

**Medium natural beast**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+3</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Senses</strong></td>
<td>Perception +0; tremorsense 5</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>32; Bloodied 16</td>
</tr>
<tr>
<td><strong>AC</strong></td>
<td>16; Fortitude 14, Reflex 12, Will 11</td>
</tr>
<tr>
<td><strong>Resist</strong></td>
<td>10 lightning</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>6</td>
</tr>
<tr>
<td><strong>Claws</strong> (standard; at-will)</td>
<td>✦ Lightning</td>
</tr>
<tr>
<td>+8 vs. AC; 1d6 + 3 damage, and a Medium or smaller target is grabbed (until escape). A grabbed target takes 5 lightning damage at the start of the stormclaw scorpion’s turn.</td>
<td></td>
</tr>
<tr>
<td><strong>Sting</strong> (standard; at-will)</td>
<td>✦ Poison</td>
</tr>
<tr>
<td>+6 vs. Fortitude; 1d4 + 3 damage, and the target takes ongoing 5 poison damage and is immobilized (save ends both). The stormclaw scorpion can use this attack against a target it has grabbed.</td>
<td></td>
</tr>
<tr>
<td><strong>Reactive Sting</strong> (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)</td>
<td></td>
</tr>
<tr>
<td>The stormclaw scorpion makes a sting attack against the enemy.</td>
<td></td>
</tr>
</tbody>
</table>

---

### Hellstinger Scorpion

**Level 13 Soldier**

**Large immortal beast**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+12</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Senses</strong></td>
<td>Perception +9; tremorsense 5</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>130; Bloodied 65</td>
</tr>
<tr>
<td><strong>AC</strong></td>
<td>28; Fortitude 26, Reflex 26, Will 25</td>
</tr>
<tr>
<td><strong>Resist</strong></td>
<td>20 fire</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>8</td>
</tr>
<tr>
<td><strong>Claws</strong> (standard; at-will)</td>
<td>✦ Fire</td>
</tr>
<tr>
<td>+20 vs. AC; 2d6 + 4 damage, and a Large or smaller target is grabbed (until escape). A grabbed target takes 10 fire damage at the start of the hellstinger scorpion’s turn.</td>
<td></td>
</tr>
<tr>
<td><strong>Hellish Sting</strong> (standard; at-will)</td>
<td>✦ Fire, Poison</td>
</tr>
<tr>
<td>+18 vs. Fortitude; 1d8 + 4 damage, and the target takes ongoing 5 fire and poison damage and is weakened (save ends both). The hellstinger scorpion can use this attack against a target it has grabbed.</td>
<td></td>
</tr>
<tr>
<td><strong>Reactive Sting</strong> (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)</td>
<td></td>
</tr>
<tr>
<td>The hellstinger scorpion makes a hellish sting attack against the enemy.</td>
<td></td>
</tr>
</tbody>
</table>

---

### Scorpion Lore

A character knows the following information with a successful skill check.

**Nature DC 15**: Stormclaw scorpions hunt by night. They often infest desert tombs and ruins, since they like to nest in dark places. Their claws crackle with electricity.

**Arcana DC 20**: Hellstinger scorpions are common on the third and fourth layers of the Nine Hells. They are also encountered in hot, humid regions of the natural world. Their claws give off waves of searing heat.

### Encounter Groups

Monstrous scorpions make for vigilant and aggressive guardians, but must be handled with great care.

#### Level 1 Encounter (XP 500)

- 2 stormclaw scorpions (level 1 soldier)
- 2 kobold skirmishers (level 1 skirmisher)
- 1 kobold slinger (level 1 artillery)

#### Level 13 Encounter (XP 4,000)

- 2 hellstinger scorpions (level 13 soldier)
- 2 chain devils (level 11 skirmisher)
- 8 legion devil hellguards (level 11 minion)
Shadar-Kai

Shadar-kai cling to darkness and shadows. They are a bleak and sinister humanlike people that inhabit the Shadowfell and serve the Raven Queen. Following the dark auguries of their witches, shadar-kai move secretly to accomplish ruinous ends, destroying any heroes or kingdoms that stand in their way.

A shadar-kai resembles a human but has gray skin and eyes that are lustrous black orbs, like a raven’s. The shadows around it seem to deepen as it moves.

A shadar-kai prefers loose dark garments, often with complex but subtle designs. Hair is worn long, sometimes loose, other times elaborately shaved, styled, and/or braided. A shadar-kai’s skin always has patterns of tattoos and scarifications, as well as many piercings. Shadar-kai prefer light, exotically shaped weapons.

Shadar-kai fight without concern for their own wellbeing, believing that death is foretold at birth and cannot be avoided.

Shadar-Kai Lore

A character knows the following information with a successful Arcana check.

DC 15: Shadar-kai settlements can be found throughout the Shadowfell. Shadar-kai villages, towns, and cities are grim places populated by coldhearted, pitiless people who crave power and do not fear death. In fact, most shadar-kai embrace death, trusting that the Raven Queen will keep their souls safe long after they’ve passed on.

DC 20: Shadar-kai society is meritocratic. Personal achievement and glory defines a shadar-kai more than family, wealth, or holdings. A shadar-kai can gain a lot of power and prestige by murdering rivals, slaying powerful beasts in the name of the Raven Queen, or wreaking havoc and reaping souls in the natural world.

DC 25: All shadar-kai have the ability to teleport a short distance and reappear in a dark, wraithlike form.

Encounter Groups

Shadar-kai can be encountered with other denizens of the Shadowfell, particularly dark ones whom they allow to live among them. They also tame various shadow beasts. In the natural world, shadar-kai often forge alliances with like-minded humanoids to accomplish foul deeds that will earn them the glory they seek.

Level 6 Encounter (XP 1,250)
✦ 2 shadar-kai chainfighters (level 6 skirmisher)
✦ 2 shadar-kai gloombles (level 6 lurker)
✦ 1 mad wraith (level 6 controller)

Level 8 Encounter (XP 1,750)
✦ 1 shadar-kai witch (level 7 controller)
✦ 1 shadar-kai warrior (level 8 soldier)
✦ 2 rot scarab swarms (level 8 soldier)
✦ 1 spectral panther (level 9 lurker)

Shadar-kai Chainfighter

Medium shadow humanoid

Level 6 Skirmisher

Initiative +9  Senses Perception +5; low-light vision
HP 68; Bloodied 39
AC 20; Fortitude 19, Reflex 19, Will 17
Speed 6; see also dance of death and shadow jaunt
✦ Spiked Chain (standard; at-will) ✦ Weapon
Reach 2; +11 vs. AC; 2d4 + 3 damage.
✦ Dance of Death (standard; recharge (1)) ✦ Necrotic Weapon
The shadar-kai chainfighter shifts 6 squares and makes 3 spiked chain attacks at any points during his move. He can only attack a given enemy once, but he deals an extra 1d6 necrotic damage with each successful hit.

Shadow Jaunt (move; encounter) ✦ Teleportation
The shadar-kai chainfighter teleports 3 squares and becomes insubstantial until the start of his next turn.

Alignment Unaligned  Languages Common
Skills Acrobatics +14, Stealth +14
Str 17 (+6)  Dex 18 (+7)  Wis 14 (+5)
Con 12 (+4)  Int 10 (+3)  Cha 11 (+3)

Equipment leather armor, spiked chain

Shadar-kai Gloomblade

Medium shadow humanoid

Level 6 Lurker

Initiative +12  Senses Perception +5; low-light vision
HP 54; Bloodied 27; see also veil of shadows
AC 20; Fortitude 17, Reflex 18, Will 15
Speed 5; see also shadow jaunt
✦ Greatsword (standard; at-will) ✦ Weapon
+11 vs. AC; 1d10 + 3 damage; see also gloomstrike.

Gloomstrike
If the shadar-kai gloomblade hits a target that can’t see him, the target is blinded until the end of the gloomblade’s next turn.

Shadow Jaunt (move; encounter) ✦ Teleportation
The shadar-kai gloomblade teleports 3 squares and becomes insubstantial until the start of his next turn.

Veil of Shadows (move; at-will) ✦ Illusion
The shadar-kai gloomblade turns invisible and moves up to his speed. The gloomblade cannot use this power while bloodied.

Alignment Unaligned  Languages Common
Skills Acrobatics +14, Stealth +14
Str 17 (+6)  Dex 20 (+8)  Wis 15 (+5)
Con 12 (+4)  Int 10 (+3)  Cha 11 (+3)

Equipment shadowmail, greatsword

Shadar-kai Gloomblade Tactics

A gloomblade uses veil of shadows to turn invisible, allowing it to strike from concealment and potentially blind its target (using its gloomblade power). It continues to attack its blinded prey, hoping to sustain the blindness round after round. If its attention turns to another enemy, it uses the same tactics against this new foe. Once bloodied, the gloomblade resorts to making basic attacks and uses shadow jaunt to relocate to a more tactical advantageous position, as needed.
Shadar-kai Witch Level 7 Controller
Medium shadow humanoid XP 300
Initiative +6 Senses Perception +4; low-light vision
HP 77; Bloodied 38
AC 21; Fortitude 19, Reflex 19, Will 19
Speed 6; see also shadow jaunt
✦ Blackfire Touch (standard; at-will) ♦ Fire, Necrotic
+11 vs. Reflex; 2d6 + 4 fire and necrotic damage.
✦ Beshadowed Mind (standard; recharge ⚁ ⚁ ⚁ ⚁) ♦ Necrotic
Ranged 10; +11 vs. Will; 2d6 + 4 necrotic damage, and the target has no line of sight to anything more than 2 squares from it (save ends).
✦ Deep Shadow (standard; sustain minor; encounter) ♦ Necrotic
Aura 2; thick, writhing shadows surround the shadar-kai witch. The witch and any other shadow creatures in the aura gain concealment. In addition, enemies that enter or start their turns in the aura take 5 necrotic damage, and enemies (including flying ones) also treat the area within the aura as difficult terrain. The shadar-kai witch can sustain the aura as a minor action. However, the effect ends if she uses shadow jaunt or moves more than half her speed on her turn.
Shadow Jaunt (move; encounter) ♦ Teleportation
The shadar-kai witch teleports 3 squares and becomes insubstantial until the start of her next turn.

Shadar-kai Warrior Level 8 Soldier
Medium shadow humanoid XP 350
Initiative +11 Senses Perception +6; low-light vision
HP 86; Bloodied 43
AC 24; Fortitude 19, Reflex 20, Will 17
Speed 5; see also shadow jaunt
✦ Katar (standard; at-will) ♦ Weapon
+13 vs. AC; 1d6 + 3 damage (crit 1d6 + 9).
✦ Double Attack (standard; at-will) ♦ Weapon
The shadar-kai warrior makes two katar attacks.
✦ Cage of Gloom (standard; recharge ⚁ ⚁) ♦ Necrotic
The shadar-kai warrior makes a katar attack. If the attack hits, the shadar-kai warrior makes a secondary attack as strands of shadow coil around the target. Secondary Attack: +11 vs. Reflex; the target is restrained (save ends).
Shadow Jaunt (move; encounter) ♦ Teleportation
The shadar-kai warrior teleports 3 squares and becomes insubstantial until the start of its next turn.

Shadar-kai Tactics
The shadar-kai witch uses beshadowed mind as often as she can, targeting ranged attackers first and forcing enemies to engage in close combat with her allies. While waiting for her ranged power to recharge, she casts deep shadow and attacks with her blackfire touch.

Shadar-kai Warrior Tactics
This shadar-kai uses shadow jaunt at the start of battle to materialize next to a foe and make a double attack. On subsequent rounds, it continues to attack with its katars, using cage of gloom to restrain particularly troublesome foes.
This shambling carnivore catches prey with its thick, ropelike arms and traps it in the mucky mass of its body, where countless rootlets bore into the victim.

**Shambling Mound Lore**

A character knows the following information with a successful Nature check.

- **DC 15**: Shambling mounds roam swamps and marshes. The common variety envelops its prey and crushes it with its rootlike tendrils.

- **DC 20**: Shambling mounds are healed by lightning. Stormrage shamblers are shambling mound variants that store electricity in their bodies and discharge it through their tendrils.

**Encounter Groups**

Shambling mounds sometimes fall under the sway of fey creatures or more intelligent plant monsters.

**Level 9 Encounter** (XP 1,900)

- 1 shambling mound (level 9 brute)
- 1 vine horror spellfiend (level 7 artillery)
- 2 vine horrors (level 5 controller)
- 2 dryads (level 9 skirmisher)

**Shambing Mound Tactics**

A shambling mound tries to envelop and devour its enemies.

<table>
<thead>
<tr>
<th>Stormrag Shambler</th>
<th>Level 11 Elite Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +4</td>
<td>Senses Perception +6; darkvision</td>
</tr>
<tr>
<td>Lightning Aura (Lightning) aura; 2; enemies that enter or start their turns in the aura take 5 lightning damage.</td>
<td></td>
</tr>
<tr>
<td>HP 238; Bloodied 119</td>
<td></td>
</tr>
<tr>
<td>Regeneration 10</td>
<td></td>
</tr>
<tr>
<td>AC 25; Fortitude 25; Reflex 18; Will 20</td>
<td></td>
</tr>
<tr>
<td>Immune lightning; see also lightning affinity</td>
<td></td>
</tr>
<tr>
<td>Saving Throws +2</td>
<td></td>
</tr>
<tr>
<td>Speed 8 (swamp walk)</td>
<td></td>
</tr>
<tr>
<td>Action Points 1</td>
<td></td>
</tr>
</tbody>
</table>

- **Tendrils** (standard; at-will) + Lightning
  
  Reach 2; +12 vs. AC; 1d8 + 6 damage.

- **Enveloping Double Attack** (standard; at-will) + Healing

  The shambling mound makes two basic attacks. If both attacks hit the same Medium or smaller target, the shambling mound makes a secondary attack against the target. Secondary Attack: +12 vs. Fortitude; the target is pulled into the shambling mound’s space and restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. At the start of the shambling mound’s turn each round, the enveloped target takes 10 damage and the shambling mound regains 10 hit points. The shambling mound can envelop up to 2 creatures at a time. When the target makes its save, it reappears in a square of its choice adjacent to the shambling mound.

- **Lightning Affinity** (immediate reaction, when hit by a lightning attack; at-will) + Healing

  The shambling mound regains 10 hit points.

**Alignment**: Unaligned

**Languages** –

<table>
<thead>
<tr>
<th>Skills</th>
<th>Str 20 (+10)</th>
<th>Dex 12 (+5)</th>
<th>Wis 10 (+4)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stealth</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
</tbody>
</table>

**Stormrag Shambler Tactics**

A stormrag shambler uses double attack to rip its enemies to pieces, spending its action point to unleash lightning blast when it can catch two or more foes in the power’s area.
Descended from humans and lycanthropes, shifters resemble humans with animalistic features. Some are ruthless brigands and wild brawlers, while others are heroes.

**Shifter Lore**
A character knows the following information about shifters with a successful Nature check.

- **DC 15**: Shifters are sometimes called “the weretouched” because they’re descended from lycanthropes. Shifters value their self-reliance, physical prowess, and freedom. They are spiritually drawn to gods of nature, the moon, and primal power.

---

### Longtooth Hunter Tactics
The longtooth hunter focuses on one enemy at a time. When its foe shifts away, it uses follow quarry to stay within striking distance. Against a highly mobile foe, the longtooth hunter uses hamstring.

### Razorclaw Stalker Tactics
The razorclaw stalker prefers a mobile, hit-and-run fight and doesn’t mind provoking opportunity attacks to use short sword riposte.

---

### Encounter Groups
Civilized shifters can be found living among humans and other humanoid creatures. Wild shifters roam the wilderness in the company of natural beasts, fey, and lycanthropes.

#### Level 6 Encounter (XP 1,250)
- 2 longtooth hunters (level 6 soldier)
- 1 werewolf (level 8 brute)
- 2 dire wolves (level 5 skirmisher)
SKELETON

Animated by dark magic and composed entirely of bones, a skeleton is emotionless and soulless, desiring nothing but to serve its creator.

Skeletons are often used as guardians in dungeons and tombs. They also serve as basic infantry in undead armies.

Decrepit Skeleton
Medium natural animate (undead)

Initiative +3  Senses Perception +2; darkvision
HP 1; a missed attack never damages a minion.
AC 16; Fortitude 13, Reflex 14, Will 13
Immune disease, poison
Speed 6

✦ Longsword (standard; at-will) ✦ Weapon
+6 vs. AC; 4 damage.

✦ Shortbow (standard; at-will) ✦ Weapon
Ranged 15/30; +6 vs. AC; 3 damage.

Alignment Unaligned
Languages –
Str 15 (+3)  Dex 17 (+4)  Wis 14 (+2)
Con 13 (+2)  Int 3 (-4)  Cha 3 (-4)

Equipment heavy shield, longsword, shortbow, quiver of 10 arrows

Decrepit Skeleton Tactics
Decrepit skeletons make ranged basic attacks until enemies come within melee striking range, at which point they draw their swords and rush into battle.

Skeleton Tactics
A skeleton warrior charges fearlessly into battle, using speed of the dead to mercilessly attack enemies that try to slip past its guard.

Blazing Skeleton
Medium natural animate (undead)

Initiative +6  Senses Perception +4; darkvision
HP 53; Bloodied 26
AC 19; Fortitude 15, Reflex 18, Will 16
Immune disease, poison; Resist 10 fire, 10 necrotic; Vulnerable 5 radiant
Speed 6

Fiery Aura (Fire) aura 1; any creature starts its turn in the aura takes 5 fire damage.

SKELETON

(Left to right) skeleton, boneshard skeleton, blazing skeleton, and decrepit skeleton
Blazing Skeleton Tactics
A blazing skeleton prefers to keep its distance from foes while hurling orbs of fire at them.

Boneshard Skeleton Tactics
This skeleton alternates between slashing foes with its scimitar and impaling them with its boneshard.

Skeleton Lore
A character knows the following information about skeletons with a successful Religion check.

DC 15: Skeletons are created by means of necromantic rituals. Locations with strong ties to the Shadowfell can also cause skeletons to arise spontaneously. These free-willed skeletons tend to attack any living creature they encounter. Skeletons have just enough intelligence to perceive obvious dangers, but they are easily fooled and lured into traps.

Encounter Groups
Skeletons often serve more powerful undead masters. Living beings can create and control skeletons as well.

Level 3 Encounter (XP 750)
✦ 1 hobgoblin warcaster (level 3 controller)
✦ 2 hobgoblin guards (level 3 soldier)
✦ 2 skeletons (level 3 soldier)

Level 5 Encounter (XP 1,100)
✦ 2 blazing skeletons (level 5 artillery)
✦ 2 boneshard skeletons (level 5 brute)
✦ 1 tiefling darkblade (level 7 lurker)
Skull lords marshal and command lesser undead. Left to their own devices, they seek knowledge of dark rituals to return their long-destroyed masters to existence, but they also serve living necromancers and more powerful undead.

<table>
<thead>
<tr>
<th>Skull Lord</th>
<th>Level 10 Artillery (Leader)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium natural humanoid</td>
<td>Medium natural humanoid</td>
</tr>
<tr>
<td>Undead</td>
<td>Undead</td>
</tr>
<tr>
<td>Initiative +8</td>
<td>Initiative +8</td>
</tr>
<tr>
<td>Senses Perception +7; darkvision</td>
<td>Senses Perception +7; darkvision</td>
</tr>
<tr>
<td>Master of the Grave (Healing) aura 2</td>
<td>Master of the Grave (Healing) aura 2</td>
</tr>
<tr>
<td>Undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the skull of death’s command is destroyed.</td>
<td>Undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws. This aura ends when the skull of death’s command is destroyed.</td>
</tr>
<tr>
<td>HP 40; Bloodied 20; see also triple skulls</td>
<td>HP 40; Bloodied 20; see also triple skulls</td>
</tr>
<tr>
<td>AC 24; Fortitude 21, Reflex 22, Will 23</td>
<td>AC 24; Fortitude 21, Reflex 22, Will 23</td>
</tr>
<tr>
<td>Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant</td>
<td>Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant</td>
</tr>
<tr>
<td>Speed 6</td>
<td>Speed 6</td>
</tr>
<tr>
<td>✦ Bone Staff (standard; at-will) ✦ Necrotic, Weapon</td>
<td>✦ Bone Staff (standard; at-will) ✦ Necrotic, Weapon</td>
</tr>
<tr>
<td>+13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage.</td>
<td>+13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage.</td>
</tr>
<tr>
<td>✦ Skull of Bonechilling Fear (minor 1/round; at-will) ✦ Cold, Fear</td>
<td>✦ Skull of Bonechilling Fear (minor 1/round; at-will) ✦ Cold, Fear</td>
</tr>
<tr>
<td>Ranged 10; +15 vs. Will; 1d6 + 3 cold damage, and the target is pushed 5 squares.</td>
<td>Ranged 10; +15 vs. Will; 1d6 + 3 cold damage, and the target is pushed 5 squares.</td>
</tr>
<tr>
<td>✦ Skull of Death’s Command (minor 1/round; at-will) ✦ Necrotic</td>
<td>✦ Skull of Death’s Command (minor 1/round; at-will) ✦ Necrotic</td>
</tr>
<tr>
<td>Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion’s level must be no higher than the skull lord’s level + 2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.</td>
<td>Ranged 10; the skull lord restores a destroyed undead minion within range. The restored undead minion’s level must be no higher than the skull lord’s level + 2. The restored minion stands in the space where it fell (or in any adjacent space, if that space is occupied) as a free action, has full normal hit points, and can take actions (as normal) on its next turn.</td>
</tr>
<tr>
<td>✦ Skull of Withering Flame (minor 1/round; at-will) ✦ Fire, Necrotic</td>
<td>✦ Skull of Withering Flame (minor 1/round; at-will) ✦ Fire, Necrotic</td>
</tr>
<tr>
<td>Ranged 10; +15 vs. Fortitude; 2d6 + 3 fire and necrotic damage.</td>
<td>Ranged 10; +15 vs. Fortitude; 2d6 + 3 fire and necrotic damage.</td>
</tr>
</tbody>
</table>

**Triple Skulls ✦ Healing**

When a skull lord is reduced to 0 hit points, one of its skulls (determined randomly from the three listed above) is destroyed, and it loses the ability to use that power. If the creature has any skulls remaining, it instantly heals to full hit points (40 hit points). When all three skulls are destroyed, the skull lord is destroyed as well.

**Alignment** Evil  
**Languages** Common  
**Skills** Bluff +15, Insight +12, Intimidate +15  
**Str** 14 (+7)  
**Dex** 16 (+8)  
**Con** 17 (+8)  
**Int** 16 (+8)  
**Wis** 15 (+7)  
**Cha** 21 (+10)  
**Equipment** staff, 3 iron crowns

**Skull Lord Tactics**

A skull lord is almost always found with several lesser undead close by, especially skeleton and/or zombie minions. It avoid melee combat, preferring to use all three of its skulls in a given round.

**Skull Lord Lore**

A character knows the following information with a successful Religion check.

**DC 15:** A skull lord is a formidable undead being with three skulls. Each skull has a different power, and a skull lord on the verge of destruction will sacrifice one of its skulls to keep the rest of its form intact. Once two of its skulls are destroyed, the creature loses the power to heal itself in this fashion.

**Encounter Groups**

Skull lords lead troupes of lesser undead and occasionally serve as the lieutenants of even more powerful masters, both living and undead.

**Level 10 Encounter (XP 2,500)**

✦ 2 skull lords (level 10 artillery)  
✦ 3 skeletal tomb guardians (level 10 brute)

**Level 12 Encounter (XP 3,525)**

✦ 1 skull lord (level 10 artillery)  
✦ 2 zombie hulks (level 8 brute)  
✦ 1 vampire lord (level 11 elite skirmisher)  
✦ 9 vampire spawn bloodhunters (level 10 minion)
As creatures of pure entropy, slaads exist to create disorder. Their hold on reality is tenuous at best. Their thoughts are clouded with maddening images, they seem aware of things beyond other creatures’ perceptions, and they attack without provocation.

Slaads propagate by planting embryos in their victims. As each embryo grows, the host creature succumbs to madness. Left untreated, the embryo transforms into a slaad tadpole that burrows out of its host’s skull, killing the host in the process. For this reason, most other intelligent creatures loathe and fear slaads.

A slaad tadpole matures into a full-sized adult slaad (of a random type) in 1d4 + 3 days. Until then, it feeds on whatever small prey it finds.

**Slaad Lore**

A character knows the following information with a successful Arcana check.

- **DC 20**: Slaads use their claws to plant embryos in living creatures—an infestation known as chaos phage. These embryos quickly grow into slaad tadpoles that kill their hosts and give rise to new slaads. Afflicted creatures typically succumb to madness before they die.
- **DC 25**: Slaads worship no gods and believe they were the first creatures in the cosmos. Dull-witted slaads spread chaos instinctively, while intelligent slaads do so with intent.

**Slaad Tadpole Tactics**

A slaad tadpole avoids combat with creatures larger than itself. When cornered, it makes bite attacks. These attacks cause the creature to momentarily destabilize and become insubstantial. Both this and its chaos shift power are defense mechanisms that protect it against enemy attacks.

**Slaad Tadpole**

- **Small elemental beast**
- **XP 200**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+7</th>
</tr>
</thead>
<tbody>
<tr>
<td>Senses</td>
<td>Perception +6; low-light vision</td>
</tr>
<tr>
<td>HP</td>
<td>44; Bloodied 22</td>
</tr>
<tr>
<td>AC</td>
<td>21; Fortitude 18, Reflex 20, Will 18; see also chaos shift</td>
</tr>
<tr>
<td>Speed</td>
<td>4</td>
</tr>
</tbody>
</table>

- **Bite** (standard; at-will)
  
  +10 vs. AC; 1d8 damage, and the slaad tadpole becomes insubstantial until the start of its next turn.

- **Chaos Shift** (immediate interrupt, when attacked by a melee attack; at-will)
  
  The slaad tadpole shifts 2 squares.

**Alignment**: Chaotic evil

**Languages**: –

**Skills**: Stealth +8

**STR**: 6 (+0)

**DEX**: 12 (+3)

**WIS**: 9 (+1)

**CON**: 8 (+1)

**INT**: 3 (-2)

**CHA**: 7 (+0)
**Gray (Rift) Slaad Tactics**

The gray slaad teleports into a flanking position and attacks with its claws. It uses condition transfer and induce planar instability as circumstances dictate.

When first bloodied, the slaad momentarily loses its grasp on reality, discorporating and then reforming in a new location.

**Red (Blood) Slaad Tactics**

The red slaad springs into battle, using leaping pounce to attack two different targets if it can. It then uses horrid croak to immobilize enemies and makes bite attacks until it can make another leaping pounce.

**Blue Slaad (Talon Slaad) Level 17 Brute**

Large elemental humanoid

Initiative +10  Senses Perception +14; low-light vision

HP 200; Bloodied 100; see also ravager’s fury

AC 29; Fortitude 29, Reflex 25, Will 24

Immune chaos phage (see next page)

Speed 6, teleport 2

✦ Claws (standard; at-will) ✦ Disease

Reach 2; +20 vs. AC; 2d10 + 10 damage, and the slaad makes a secondary attack against the same target. Secondary Attack: -18 vs. Fortitude; on a hit, the target contracts chaos phage (see sidebar).

✦ Fling (standard; at-will)

Reach 2; +20 vs. AC; 1d10 + 10 damage, and the target slides 2 squares and is knocked prone.

✦ Ravager’s Fury (standard, usable only while bloodied; encounter)

The slaad rakes all enemies within its reach: close burst 2; +20 vs. AC; 1d10 + 10 damage, and the slaad gains 20 temporary hit points.

**Blue Slaad (Talon Slaad) Level 17 Brute**

Large elemental humanoid

Initiative +10  Senses Perception +14; low-light vision

HP 200; Bloodied 100; see also ravager’s fury

AC 29; Fortitude 29, Reflex 25, Will 24

Immune chaos phage (see next page)

Speed 6, teleport 2

✦ Claws (standard; at-will) ✦ Disease

Reach 2; +20 vs. AC; 2d10 + 10 damage, and the slaad makes a secondary attack against the same target. Secondary Attack: +18 vs. Fortitude; on a hit, the target contracts chaos phage (see sidebar).

✦ Fling (standard; at-will)

Reach 2; +20 vs. AC; 1d10 + 10 damage, and the target slides 2 squares and is knocked prone.

✦ Ravager’s Fury (standard, usable only while bloodied; encounter)

The slaad rakes all enemies within its reach: close burst 2; +20 vs. AC; 1d10 + 10 damage, and the slaad gains 20 temporary hit points.
**Green (Curse) Slaad Tactics**
This slaad prefers to attack enemies at range, confounding them with *chaos bolt* and using *transpose target* as often as it can to teleport enemies into the midst of its allies. When surrounded by multiple foes, it uses *croak of chaos* to knock them back.

**Black Slaad (Void Slaad)**
Large elemental humanoid

| Initiative | +10 | Senses | Perception +14; low-light vision |
| HP         | 191; Bloodied 95; see also zone of oblivion |
| AC         | 32; Fortitude 33, Reflex 30, Will 29 |
| AC         | 32; Fortitude 33, Reflex 30, Will 29 |
| Immune     | disease; Resist insubstantial |
| Speed      | 6, teleport 3 |

- **Claws** (standard; at-will)
  Reach 2; +25 vs. AC; 2d10 + 7 damage, and ongoing 10 damage (save ends). **Failed Save**: The target loses a healing surge.

- **Ray of Entropy** (standard; at-will)
  Ranged 20; +23 vs. Reflex; 2d10 + 3 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage, the shroud deals 1d10 damage to the target.

- **Zone of Oblivion** (when reduced to 0 hit points) ✦ Zone
  Close burst 2; +18 vs. Reflex; 2d10 + 6 damage. A black void fills the zone, blocking line of sight and dealing 2d10 + 6 damage to any creature that enters or starts its turn in the area. The zone lasts until the end of the encounter.

**Black (Void) Slaad Tactics**
The black slaad teleports from place to place, zapping foes with its *ray of entropy* or raking them with its claws.

**Encounter Groups**
Slaads most commonly appear with other slaads, but they have been known to form tenuous alliances with other creatures for reasons few understand.

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**CHAOS PHAGE**
A creature implanted with a slaad embryo contracts chaos phage. To avoid repetition, the rules for the disease are presented here.

**Chaos Phage**

<table>
<thead>
<tr>
<th>Initial Effect</th>
<th>Level 16 Disease</th>
<th>Endurance stable DC 26, improve DC 31</th>
</tr>
</thead>
<tbody>
<tr>
<td>The target is cured.</td>
<td>The target takes a –2 penalty to Will defense. While bloodied, the target succumbs to madness and attacks the nearest creature.</td>
<td>The target dies, and a slaad tadpole burrows out of its skull.</td>
</tr>
</tbody>
</table>
Monstrous snakes are stealthy, patient hunters that regard humanoids as prey. Most are simply dangerous animals, but the dark god Zehir blesses some serpents with evil intelligence.

Deathrattle Viper
Medium natural beast (reptile) Level 5 Brute
XP 200
Initiative +6 Senses Perception +7; low-light vision
Death Rattle (Fear) aura 2; enemies in the aura take a –2 penalty to attack rolls.
HP 75; Bloodied 37
AC 17; Fortitude 16, Reflex 18, Will 16
Resist 10 poison
Speed 4, climb 4
✦ Bite (standard; at-will) ✦ Poison
+8 vs. AC; 1d6 + 4 damage, and the deathrattle viper makes a secondary attack against the same target. Secondary Attack: +6 vs. Fortitude; 1d8 + 2 poison damage, and ongoing 5 poison damage (save ends).
Alignment Unaligned Languages –
Str 12 (+3) Dex 19 (+6) Wis 10 (+2)
Con 15 (+4) Int 2 (-2) Cha 14 (+4)

Deathrattle Viper Tactics
A deathrattle viper spreads its bite attacks around and lets its venom do its work.

Crushgrip Constrictor
Large natural beast (reptile) Level 9 Soldier
XP 400
Initiative +9 Senses Perception +12; low-light vision
HP 96; Bloodied 48
AC 25; Fortitude 25, Reflex 22, Will 22
Speed 6, climb 6, swim 6
✦ Bite (standard; at-will)
+15 vs. AC; 1d10 + 6 damage, and the target is grabbed (until escape).
✦ Constrict (standard; at-will)
Affects a target the crushgrip constrictor has grabbed; +13 vs. Fortitude; 2d6 + 12 damage, and the target is dazed until the end of the crushgrip constrictor’s next turn.
Alignment Unaligned Languages –
Skills Stealth +12
Str 22 (+10) Dex 16 (+7) Wis 17 (+7)
Con 16 (+7) Int 2 (+0) Cha 10 (+4)

Crushgrip Constrictor Tactics
This snake fearlessly singles out prey even in the middle of large groups. The crushgrip bites its chosen victim, grabs him, and then tries to squeeze him to death in subsequent rounds.

Flame Snake
Medium elemental beast (fire, reptile) Level 9 Artillery
XP 400
Initiative +9 Senses Perception +12
HP 74; Bloodied 37
AC 23; Fortitude 19, Reflex 22, Will 20
Resist 20 fire
Speed 6
✦ Bite (standard; at-will) ✦ Fire
+12 vs. AC; 1d6 + 5 damage plus 1d6 fire damage.
✦ Spit Fire (standard; at-will) ✦ Fire
Ranged 10; +13 vs. Reflex; 2d6 + 5 fire damage, and ongoing 5 fire damage (save ends).
Alignment Unaligned Languages –
Str 11 (+4) Dex 20 (+9) Wis 16 (+7)
Con 14 (+6) Int 2 (+0) Cha 10 (+4)

Flame Snake Tactics
A flame snake instinctively tries to kill or incapacitate enemies at range, spitting fire at its prey. Only when its prey is badly burned does it slither in to kill with a bite.

Shadow Snake
Large shadow beast (reptile) Level 16 Skirmisher
XP 1,400
Initiative +17 Senses Perception +13; darkvision
HP 158; Bloodied 79
AC 30; Fortitude 28, Reflex 29, Will 27
Resist 10 poison
Speed 7, climb 7; see also shifting shadowstrike
✦ Bite (standard; at-will) ✦ Poison
Reach 2; +21 vs. AC; 2d6 + 7 damage, and ongoing 10 poison damage (save ends).
✦ Double Attack (standard; at-will) ✦ Poison
The shadow snake makes two bite attacks and shifts 1 square before, between, or after the attacks.
✦ Shifting Shadowstrike (standard; encounter) ✦ Poison
The shadow snake shifts 7 squares and makes a bite attack against two different targets at any points during its move.
Vanish into the Night (standard; encounter)
The shadow snake gains the insubstantial and phasing qualities, and is invisible in dim light, until the end of its next turn.
Alignment Evil Languages –
Skills Stealth +20
Str 20 (+13) Dex 25 (+15) Wis 10 (+8)
Con 22 (+14) Int 4 (+5) Cha 20 (+13)

Shadow Snake Tactics
A shadow snake prefers to surprise foes using its natural stealth and cover of darkness. When it strikes, it uses shifting shadowstrike to weave through the front lines of its enemies while making bite attacks. On subsequent rounds, it uses double attack and tries to poison as many enemies as possible. When hard-pressed, the snake uses vanish into the night to escape.
Snake Lore

A character knows the following information with a successful skill check.

**Nature DC 15:** Deathrattle vipers are poisonous snakes that are most common in forests, jungles, and caves. Its bony rattle strikes fear in the hearts of its prey. That, combined with its deadly poison, has earned the snake its name.

**Nature DC 15:** Crushgrip constrictors are commonly encountered in forests, marshes, jungles, and underground regions. They kill by crushing prey in their coils.

**Arcana DC 15:** Flame snakes spit deadly blobs of liquid fire at their prey. Simple rituals can summon them from the Elemental Chaos to serve as guards or allies.

**Arcana DC 20:** Shadow snakes were supposedly created by Zehir, the god of night and poison. Yuan-ti revere shadow snakes as manifestations of Zehir that embody all of that god’s qualities, including a cunning greater than that of most beasts.

Although true yuan-ti are significantly more powerful than crushgrip constrictors, snaketongue cultists often keep such snakes in their temples.

**Level 8 Encounter (XP 1,750)**
- 1 crushgrip constrictor (level 9 soldier)
- 1 snaketongue assassin (level 9 lurker)
- 2 snaketongue warriors (level 8 brute)
- 4 snaketongue initiates (level 6 minion)

Anyone can, in theory, command a flame snake and put its ranged attacks to use.

**Level 9 Encounter (XP 2,150)**
- 2 flame snakes (level 9 artillery)
- 1 troglodyte curse chanter (level 8 controller)
- 2 troglodyte mauler (level 6 soldier)
- 1 magma strider (level 10 skirmisher)

Shadow snakes are most often found in the company of yuan-ti. They also work with medusas and other serpentine creatures, as well as creatures of the Shadowfell.

**Level 15 Encounter (XP 6,000)**
- 2 shadow snakes (level 16 skirmisher)
- 1 yuan-ti malison incanter (level 15 artillery)
- 2 yuan-ti abominations (level 14 soldier)

Encounter Groups

Deathrattle vipers often wait at the bottom of pits or in nests cultivated by human cultists of Zehir, lizardfolk, goblins, and other humanoids.

**Level 5 Encounter (XP 1,050)**
- 2 deathrattle vipers (level 5 brute)
- 1 greenscale marsh mystic (level 6 controller)
- 2 greenscale darters (level 5 lurker)
SORROWSWORN

Sorrowsworn appear where great conflicts rage. These awful manifestations of the Shadowfell feed on grief and are often tasked with slaying powerful mortals who have cheated death.

Sorrowsworn are drawn to battlefields and often make their lairs in nearby ruins, feeding on the lingering despair that shrouts the area. A few are agents of the Raven Queen, sent to claim the souls of those who have escaped her clutches. These sorrowsworn torment their prey with whispers of impending doom or past failures, knowing instinctively what each victim holds dear or regrets.

A sorrowsworn’s weapon—if it wields one—turns to dust when the creature dies.

Shadowraven Swarm: Shadowravens are ephemeral black birds with razor-sharp talons. These harbingers of the sorrowsworn pick at the bones of corpses left behind after great battles and foretell the arrival of their bleak masters with ominous caws and rustling wings.

The sorrowsworn deals an extra 3d6 damage on attacks made against any target it has combat advantage against.

A reaper likes to focus on one enemy at a time, striking with its scythe. It waits until its victim is bloodied before using reaping blow.

A deathlord favors hit-and-run tactics, phasing in and out of walls between attacks. It uses reap and fade as often as it can, striking with its scythe and then teleporting to a more advantageous position.
Shadowraven Swarm Level 27 Brute
Medium shadow beast (swarm) XP 11,000

Initiative +12  Senses Perception +6; tremorsense 5

**Swarm Attack** aura 1; the shadowraven swarm makes a basic
attack as a free action against each enemy that begins its turn in
the aura.

HP 296; Bloodied 148
AC 39; Fortitude 37, Reflex 39, Will 36
Resist half damage from melee and ranged attacks; Vulnerable 10
against close and area attacks

**Swarm of Talons** (standard; at-will) ✦ Necrotic
+30 vs. Reflex; 2d8 + 4 damage plus 1d8 necrotic damage.

**Murder’s Wrath** (standard, only usable while bloodied; encounter)
The shadowraven swarm shifts up to 6 squares and can move
through enemy-occupied squares as it moves. It makes a melee
basic attack against any creature whose space it enters. The
swarm cannot attack a target more than once in this fashion,
and it must end its movement in an unoccupied square.

**Alignment** Unaligned  **Languages** –

<table>
<thead>
<tr>
<th>Str 20 (+18)</th>
<th>Dex 24 (+20)</th>
<th>Wis 12 (+14)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Con 16 (+16)</td>
<td>Int 2 (+9)</td>
<td>Cha 18 (+17)</td>
</tr>
</tbody>
</table>

**Shadowraven Swarm Tactics**
Shadowravens without a sorrowsworn to command them
behave much like normal crows. They only gather in
swarms when commanded to do so by their sorrow-
sworn masters, attacking their masters’ foes without
mercy. Once bloodied, a shadowraven swarm uses
murder’s wrath to cut a swath through its enemies.

**Sorrowsworn Lore**
A character knows the following information with a successful
Arcana check.

**DC 25**: Although they resemble undead demons, sorrow-
sworn are neither undead nor demonic. They are fragments of
death incarnate, often drawn to locations where others have
died in great numbers, such as battlefields.

**DC 30**: Many sorrowsworn serve the Raven Queen and
are tasked with slaying powerful mortals who have cheated
death. A few serve other entities with power over mortality.

Sorrowsworn reside in bleak lairs such as thorny pits and
dank caves. Within a sorrowsworn’s abode are many shal-
cow cavities that contain grisly trophies and remains of past
victims. Each set of remains tells a more depressing story than
the last. Watching over these lairs are scores of shadowravens,
which coalesce into ravenous swarms when provoked. These
birds also follow their sorrowsworn masters to recent battle-
fields and other places of carnage to pick at the flesh of the
recently slain.

**DC 35**: The sorrowsworn are the Raven Queen’s protec-
tion against the inscrutable plots of independent nightwalkers.
Sorrowsworn also oppose death giants—once invaders from
the Elemental Chaos, now connected to the Shadowfell—who
act against the Raven Queen’s wishes.

**DC 40**: Heroes among the shadar-kai, and others who
serve the Raven Queen without fail, can ascend to the ranks of
the sorrowsworn. Doing so is one way mighty shadar-kai can
acquire the immortality their kind craves.

**Encounter Groups**
Sorrowsworn work with one another, forming squads to
accomplish their tasks. A sorrowsworn might partner with any
other creature if doing so helps it complete a mission, as long
as the alliance won’t cost the sorrowsworn too much in the
end. Sorrowsworn reapers and soulrippers sometimes ride fell
wyverns, especially when accompanying a deathlord.

**Level 26 Encounter (XP 50,000)**
✦ 2 soulrippers (level 25 skirmisher)
✦ 2 shadowraven swarms (level 27 brute)
✦ 1 death knight (level 25 elite soldier)

**Level 27 Encounter (XP 55,150)**
✦ 3 sorrowsworn reapers (level 27 soldier)
✦ 3 fell wyverns (level 24 skirmisher)
Insane and unfettered by the memories of its past life, a specter exists only to snuff out the living. It appears as a ghostly, twisted apparition.

**Specter Lore**

A character knows the following information with a successful Religion check.

*DC 15*: In life, specters were murderous and vile humanoids, although they remember nothing of their past. Unlike ghosts, they are not bound to a particular location.

**Specter**

<table>
<thead>
<tr>
<th>Specter</th>
<th>Level 4 Lurker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium shadow humanoid (undeath)</td>
<td>XP 175</td>
</tr>
<tr>
<td>Initiative +8</td>
<td>Senses Perception +6; darkvision</td>
</tr>
<tr>
<td>Spectral Chill (Cold) aura 1; enemies in the aura take a –2 penalty to all defenses.</td>
<td></td>
</tr>
<tr>
<td>HP 30; Bloodied 15</td>
<td></td>
</tr>
<tr>
<td>AC 16; Fortitude 16, Reflex 16, Will 17</td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant</td>
<td></td>
</tr>
<tr>
<td>Speed fly 6 (hover); phasing</td>
<td></td>
</tr>
<tr>
<td>✦ Spectral Touch (standard; at-will) ✤ Necrotic</td>
<td>+7 vs. Reflex; 1d6 + 2 necrotic damage.</td>
</tr>
<tr>
<td>✤ Spectral Barrage (standard; recharge ☼ 11) ✤ Illusion, Psychic</td>
<td>Close burst 2; targets enemies; +7 vs. Will; 2d6 + 2 psychic damage, and the target is knocked prone.</td>
</tr>
<tr>
<td>Invisibility (standard; at-will) ✤ Illusion</td>
<td>The specter becomes invisible until it attacks or until it is hit by an attack.</td>
</tr>
</tbody>
</table>

**Alignment**: Chaotic evil  
**Languages**: Common  
**Skills**: Stealth +9  
**Str** 10 (+2)  
**Dex** 15 (+4)  
**Wis** 8 (+1)  
**Con** 13 (+3)  
**Int** 6 (+0)  
**Cha** 15 (+4)

**Voidsoul Specter**

<table>
<thead>
<tr>
<th>Voidsoul Specter</th>
<th>Level 23 Lurker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium shadow humanoid (undeath)</td>
<td>XP 5,100</td>
</tr>
<tr>
<td>Initiative +23</td>
<td>Senses Perception +16; darkvision</td>
</tr>
<tr>
<td>Spectral Cold (Cold) aura 1; an enemy that starts its turn in the aura takes 10 cold damage and takes a –2 penalty to all defenses until the start of its next turn.</td>
<td></td>
</tr>
<tr>
<td>HP 115; Bloodied 57</td>
<td></td>
</tr>
<tr>
<td>AC 35; Fortitude 32, Reflex 35, Will 34</td>
<td></td>
</tr>
<tr>
<td>Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 10 radiant</td>
<td></td>
</tr>
<tr>
<td>Speed fly 8 (hover); phasing</td>
<td></td>
</tr>
<tr>
<td>✦ Spectral Touch (standard; at-will) ✤ Necrotic</td>
<td>+25 vs. Reflex; 2d12 + 6 necrotic damage.</td>
</tr>
<tr>
<td>☼ Life Siphon (standard; encounter) ✤ Healing, Necrotic</td>
<td>Close blast 5; +25 vs. Fortitude; 2d12 + 6 necrotic damage, and the voidsoul specter regains 5 hit points for every creature damaged by the attack.</td>
</tr>
<tr>
<td>Invisibility (minor 1/round; at-will) ✤ Illusion</td>
<td>The voidsoul specter becomes invisible until it attacks or until it is hit by an attack. It remains invisible while using life siphon.</td>
</tr>
</tbody>
</table>

**Alignment**: Chaotic evil  
**Languages**: Common  
**Skills**: Stealth +24  
**Str** 12 (+12)  
**Dex** 26 (+19)  
**Wis** 10 (+11)  
**Con** 19 (+15)  
**Int** 11 (+11)  
**Cha** 23 (+17)

**Voidsoul Specter Tactics**

The voidsoul specter sneaks up on its enemies and uses spectral touch round after round until it’s taken 25 or more points of damage, at which point it uses life siphon. If badly wounded, a voidsoul specter uses invisibility to relocate to a more advantageous tactical position.

**Encounter Groups**

Specters tolerate murderously wicked living creatures, as long as other prey is forthcoming. They cling to other undead and depraved creatures of any sort.

**Level 5 Encounter (XP 1,000)**

✦ 1 specter (level 4 lurker)  
✦ 1 deathlock wight (level 4 controller)  
✦ 2 rotwing zombies (level 4 skirmisher)  
✦ 2 skeletons (level 3 soldier)
A SPHINX IS AN IMMORTAL GUARDIAN, created to protect a sacred location such as an ancient tomb, deserted temple, oracle, or secluded shrine.

Sphinx Level 16 Elite Soldier
Large immortal magical beast XP 2,800
Initiative +12 Senses Perception +17; darkvision
HP 304; Bloodied 152
AC 35; Fortitude 33, Reflex 32, Will 33; see also sphinx’s challenge
Saving Throws +2
Speed 6, fly 8 (clumsy), overland flight 10
Action Points 1; see also sphinx’s challenge

**Claw** (standard; at-will)
+21 vs. AC (see also sphinx’s challenge); 2d10 + 5 damage, and the target is marked until the end of the sphinx’s next turn.

**Pounce** (standard; at-will)
The sphinx moves up to 6 squares and makes a claw attack. If the attack hits, the target is knocked prone.

**Frightful Roar** (minor; recharge ⚩✦) *Fear*
Close burst 10; +19 vs. Will (see also sphinx’s challenge); the target takes a –2 penalty to attack rolls (save ends).

**Second Wind** (standard; encounter) *Healing*
The sphinx spends a healing surge and regains 75 hit points. The sphinx gains a +2 bonus to all defenses until the start of its next turn.

**Sphinx’s Challenge**
The sphinx poses a challenge out of combat (see sidebar). If the challenged creatures refuse to answer or fail to answer correctly, the sphinx gains the following benefits until the end of the encounter: +1 action point, an extra use of second wind, a +2 bonus to attack rolls, and a +2 bonus to all defenses.

**Alignment** Unaligned
**Languages** Common, Supernal
**Skills** Arcana +16, History +16, Insight +17, Intimidate +16, Religion +16
Str 19 (+12) Dex 15 (+10) Wis 19 (+12)
Con 16 (+11) Int 16 (+11) Cha 16 (+11)

**Sphinx Tactics**
A sphinx greets intruders with its sphinx’s challenge before combat begins. If the intruders attack without provocation, or if they refuse or fail the challenge, the sphinx attacks them.

A sphinx’s challenge usually requires intruders to answer a riddle, prove their ancestry, unravel a philosophical or theological puzzle, or simply cite an ancient password or holy verse. If intruders pass the sphinx’s challenge, the sphinx is bound to let them pass unharmed—at least for the moment. Intruders who damage or rob the guarded site (or otherwise prove their unworthiness) lose the protection of the ancient ritual binding the sphinx, and the monster is obligated to attack them.

Once combat begins, a sphinx uses its frightful roar, targeting as many intruders as possible. It then fights a mobile battle, flying and pouncing as opportunity allows. It uses its second wind when bloodied.

**Sphinx Lore**
A character knows the following information with a successful Religion check.

DC 20: Sphinxes often guard sacred or magical locations. They are usually encountered alone or in pairs, although a few command other sorts of guardians.

DC 25: Sphinxes are created by rare and powerful rituals that bind angelic spirits into the bodies of celestial lions.

**Encounter Groups**
Sphinxes are usually encountered alone or in pairs, and sometimes with undead or construct allies who can (like them) survive the passage of long centuries.

Level 15 Encounter (XP 6,000)
✦ 1 sphinx (level 16 elite soldier)
✦ 1 battle guardian (level 17 controller)
✦ 2 helmed horrors (level 13 soldier)

**CHALLENGE OF THE SPHINX**
Before placing a sphinx in your adventure, consider devising a suitable challenge for the sphinx to offer adventurers. Simple challenges are passwords or holy verses—the adventurers know them, or they don’t. Riddles are the classic test, of course; you can create a riddle or use a classic if you like (try looking for riddles online). Theological or philosophical arguments work well as interaction encounters using Arcana, History, or Religion as the key skills.
Spiders

Stealthy killers hungry for blood, monstrous spiders haunt the dark places of the world. The largest of these giant arachnids are the size of elephants and devour anything in their path.

Monstrous spiders can be found in almost any environment—dark forests, sandy deserts, dank caverns, Undertale passages, or even along the gloomy border of the Shadowfell and in the deep rifts of the Elemental Chaos.

Deathjump Spider

This feral hunting spider make tremendous leaps as it chases down prey. It does not spin webs but has been known to lie in wait in dark crevices and under trap doors.

Deathjump Spider Tactics

A deathjump spider often waits in ambush, hiding in a large tree or dark crevice, or under a thin layer of dirt and leaves resembling a trap door. It attacks by leaping at prey using death from above. It does not spin webs but has been known to lie in wait in dark crevices and under trap doors.

Bloodweb Spider Swarm

This swarm consists of thousands of spiders brought together under a malign influence. Left without commands, a free-willed bloodweb spider swarm attacks the nearest living creature and continues to attack until that creature is dead.

Bloodweb Spider Swarm Tactics

Bloodweb spiders simply move toward the nearest living thing and swarm it. They usually avoid targets that are protected by dangerous auras.

Blade Spider

Blade spiders skewer prey with their bladelike claws. These vicious hunters reside in the Underdark and are favored pets of the drow.

Blade Spider Tactics

Blade spiders lurk in crevices, pits, or bolt-holes in cavern floors or hidden under thick foliage. They attack with a sudden rush from below.
DEMONWEB TERROR

This enormous spider is native to the Demonweb Pits, domain of the evil spider goddess Lolth. Many have since escaped to roam the Elemental Chaos and even the natural world.

**Demonweb Terror**

Huge elemental beast (spider)  Level 14 Elite Controller  XP 2,000

Initiative +12  Senses Perception +13; tremorsense 10
HP 296; Bloodied 148; see also poison spray
AC 30; Fortitude 30, Reflex 26, Will 24
Saving Throws +2
Speed 6, climb 6 (spider climb)
Action Points 1

**Bite** (standard; at-will) ✦ Poison
Reach 2; +17 vs. AC; 1d10 + 7 damage, and the target takes ongoing 10 poison damage and is slowed (save ends both).

**Web** (minor 1/round; at-will)
Ranged 10; +16 vs. Reflex; the target is immobilized (save ends).

**Poison Spray** (when first bloodied; encounter) ✦ Poison
Close blast 5; +16 vs. Fortitude; the target takes ongoing 10 poison damage and is slowed (save ends both).

Alignment Chaotic evil  Languages Abyssal

Skills Stealth +17
Str 24 (+14)  Dex 20 (+12)  Wis 12 (+8)
Con 28 (+16)  Int 8 (+6)  Cha 16 (+10)

**Demonweb Terror Tactics**

The demonweb terror uses webs to keep its prey entangled and immobilized while it navigates the battlefield and makes bite attacks. If it manages to kill something, it’s not above grabbing its slain victim and fleeing the battle to feast on its prize.

(Left to right) deathjump spider, blade spider, demonweb terror, and bloodweb spider swarm

**Spider Lore**

A character knows the following information with a successful Arcana or Nature check.

DC 15: Spiders are sacred to the evil goddess Lolth. Long ago, before she became the Demon Queen of Spiders, Lolth was a deity of fate who wove the strands of mortal destiny; it’s said she created the art of weaving after watching spiders make their webs.

DC 20: Since spiders are Lolth’s holy creatures, the drow revere spiders. Drow refuse to crush or sweep away common spiders, believing that even the tiniest of such creatures might be serving Lolth’s purposes. Drow priests frequently tame or befriend monstrous spiders by magic.

**Encounter Groups**

Monstrous spiders regard most other monsters as prey, although they work well with driders, drow, and ettercaps.

**Level 11 Encounter (XP 3,200)**
✦ 2 blade spiders (level 10 brute)
✦ 2 bloodweb spider swarms (level 7 soldier)
✦ 1 drow blademaster (level 13 elite skirmisher)

**Level 15 Encounter (XP 6,200)**
✦ 1 demonweb terror (level 14 elite controller)
✦ 1 drow arachnomancer (level 13 artillery)
✦ 2 drider fanglords (level 13 brute)
✦ 3 drow warriors (level 11 lurker)
Stirges are bloodsucking, batlike horrors that lurk in caves and ruins. Lone stirges are little more than pests and nuisances—but they are rarely encountered alone. Stirges tend to gather in large flocks that can exsanguinate an adult human in a matter of minutes.

### Stirge Level 1 Lurker

Small natural beast  XP 100

| Initiative | +7  |
| Senses | Perception +0; darkvision |
| HP | 22; Bloodied 11 |
| AC | Fortitude 12, Reflex 13, Will 10; see also bite |
| Speed | 2, fly 6 (hover) |
| Bite | (standard; at-will) |
| +6 vs. AC; 1d4 damage, and the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. An attached stirge doesn’t make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses. |

### Dire Stirge Level 7 Lurker

Small natural beast  XP 300

| Initiative | +10  |
| Senses | Perception +3; darkvision |
| HP | 60; Bloodied 30 |
| AC | Fortitude 17, Reflex 19, Will 16; see also bite |
| Speed | 2, fly 6 (hover) |
| Bite | (standard; at-will) |
| +12 vs. AC; 1d6 damage, and the target is grabbed (until escape) and takes ongoing 10 damage until it escapes. An dire stirge doesn’t make attack rolls while grabbing a target and gains a +5 bonus to its AC and Reflex defenses. |

### Stirge Swarm Level 12 Brute

Medium natural beast (swarm)  XP 700

| Initiative | +9  |
| Senses | Perception +6; darkvision |
| Swarm Attack | aura 1; the stirge swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. |
| HP | 141; Bloodied 70 |
| AC | Fortitude 21, Reflex 24, Will 23 |
| Resist | half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks |
| Speed | 2, fly 6 (hover) |
| Bloodsucking Swarm | (standard; at-will) |
| +15 vs. AC; 2d6 + 4 damage, and ongoing 5 damage (save ends). |

### Stirge Swarm Tactics

Stirge swarms gave rise to the old dwarven saying: “I don’t have to outrun the stirges, I only have to outrun you.” A hungry swarm will chase its prey for miles, if need be.

### Stirge Lore

A character knows the following information about stirges with a successful Nature check.

**DC 15:** Stirges are pernicious predators that feast on the blood of their victims. They make their nests in caves, hollow tree trunks, or beneath building foundations—dark, dismal places with easy access to the open air and prey.

### Encounter Groups

Stirges are often drawn to fights by the smell of blood, indiscriminately attacking any wounded creatures they find. Kobolds and goblins sometimes catch stirges and use them in insidious traps.

#### Level 7 Encounter (XP 1,500)

- 2 dire stirges (level 7 lurker)
- 2 bonecrusher skeletons (level 7 soldier)
- 1 bloodweb spider swarm (level 7 soldier)

#### Level 12 Encounter (XP 3,500)

- 3 stirge swarms (level 12 brute)
- 2 flesh golems (level 12 elite brute)
Swordwings are supreme collectors, gathering rare items and arranging them in galleries within their cavernous lairs. A swordwing's collection defines it as an individual. A typical swordwing favors one particular collectable, while crownwings keep multiple collections. Typical “collectables” include skulls, weapons, gems, magic items, books, monster eggs, and victims’ hearts.

**Swordwing Level 25 Soldier**
Medium aberrant humanoid XP 7,000

<table>
<thead>
<tr>
<th>Initiative +21</th>
<th>Senses Perception +18; low-light vision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 234; Bloodied 117</td>
<td>AC 42; Fortitude 40, Reflex 38, Will 32</td>
</tr>
<tr>
<td>Speed 6, fly 10 (hover)</td>
<td></td>
</tr>
<tr>
<td>✦ Armblade (standard; at-will)</td>
<td></td>
</tr>
<tr>
<td>Reach 2; +30 vs. AC (+32 against a bloodied target); 2d6 + 9 damage (crit 2d6 + 21), and the target is marked until the end of the swordwing’s next turn; see also vicious opportunist.</td>
<td></td>
</tr>
<tr>
<td>✦ Sudden Strike (immediate reaction, when an adjacent enemy shifts; at-will)</td>
<td></td>
</tr>
<tr>
<td>The swordwing makes a melee basic attack against the enemy. The attack deals an extra 2d6 damage if it hits.</td>
<td></td>
</tr>
</tbody>
</table>

**Vicious Opportunist**
The swordwing’s opportunity attacks deal an extra 2d6 damage.

**Alignment** Evil
**Languages** Deep Speech
**Skills** Endurance +25, Stealth +24
**Str** 28 (+21)  **Dex** 24 (+19)  **Wis** 13 (+13)
**Con** 26 (+20)  **Int** 10 (+12)  **Cha** 10 (+12)

**Swordwing Lore**
A character knows the following information with a successful Dungeoneering check.

**DC 25:** Swordwings are insectoid creatures that inhabit the Underdark. One of their arms ends in a scimitarlike blade, hence the name.

**DC 30:** Swordwings live in clusters of tall “nesting spires” built from resources chewed out of the surrounding environment. From a distance, these towers resemble stalactites or stalagmites made of grayish-white paper, but in truth the structures are as hard as stone.

**Crownwing Level 26 Skirmisher (Leader)**
Large aberrant humanoid XP 9,000

<table>
<thead>
<tr>
<th>Initiative +24</th>
<th>Senses Perception +20; low-light vision</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 238; Bloodied 119</td>
<td>AC 40; Fortitude 36, Reflex 38, Will 32</td>
</tr>
<tr>
<td>Speed 6, fly 10 (hover); see also flyby attack</td>
<td></td>
</tr>
<tr>
<td>✦ Armblade (standard; at-will)</td>
<td></td>
</tr>
<tr>
<td>Reach 2; +31 vs. AC; 2d6 + 10 damage (crit 2d6 + 22) plus an extra 2d6 damage if the crownwing is flanking the target.</td>
<td></td>
</tr>
<tr>
<td>✦ Flyby Attack (standard; at-will)</td>
<td></td>
</tr>
<tr>
<td>The crownwing flies up to 10 squares and makes one melee basic attack at any point during that movement. The crownwing doesn’t provoke opportunity attacks when moving away from the target of the attack.</td>
<td></td>
</tr>
<tr>
<td>✦ Mark of Death (standard; encounter)</td>
<td></td>
</tr>
<tr>
<td>Ranged 10; allies gain a +2 bonus to attack rolls and deal +10 damage against the target.</td>
<td></td>
</tr>
</tbody>
</table>

**Alignment** Evil
**Languages** Deep Speech
**Skills** Arcana +22, Endurance +24, Intimidate +21, Stealth +27
**Str** 30 (+23)  **Dex** 28 (+22)  **Wis** 15 (+15)
**Con** 22 (+19)  **Int** 18 (+17)  **Cha** 16 (+16)

**Crownwing Tactics**
The crownwing places its mark of death upon the foe it perceives as the most dangerous, then orders its underlings to attack that target while it takes out weaker prey using its armblade and flyby attack power.

**Encounter Groups**
Swordwings occasionally ally with other Underdark dwellers such as mind flayers, beholders, and gibbering orbs.

**Level 25 Encounter (XP 37,000)**
✦ 4 swordwings (level 25 soldier)  
✦ 1 crownwing (level 26 skirmisher)

**Level 29 Encounter (XP 76,000)**
✦ 3 swordwings (level 25 soldier)  
✦ 1 gibbering orb (level 27 solo controller)
Tieflings were once human, and they owe their fiendish bloodline to an infernal bargain made long ago. Sundered from humanity by their ancestors’ overzealous ambitions, tieflings tend to be hardy, self-reliant opportunists.

**Tiefling Heretic**

**Level 6 Artillery**

Medium natural humanoid  XP 250

**Initiative** +8  **Senses** Perception +6; low-light vision

**HP** 60; **Bloodied** 30

**AC** 20; **Fortitude** 17, **Reflex** 18, **Will** 18

**Resist** 11 fire

**Speed** 6

- **Dagger** (standard; at-will) ✦ **Weapon**
  
  +10 vs. AC (+11 against a bloodied target); 1d4 + 2 damage.

- **Balefire** (standard; at-will) ✦ **Fire**
  
  Ranged 10; +9 vs. Reflex (+10 against a bloodied target); 1d8 + 5 fire damage, and ongoing 5 fire damage (save ends).

- **Serpent Curse** (standard; encounter) ✦ **Illusion, Psychic**
  
  Ranged 10; illusory snakes appear and attack the target; +9 vs. Will (+10 against a bloodied target); 1d6 + 5 psychic damage, and ongoing 5 psychic damage (save ends).

**Cloak of Escape** (immediate reaction, when the tiefling heretic is hit by a melee attack; at-will) ✦ **Teleportation**

The tiefling heretic teleports 5 squares.

**Infernal Wrath** (minor; encounter)

The tiefling heretic gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling heretic’s last turn. If the attack hits and deals damage, the tiefling heretic deals an extra 5 damage.

**Alignment** Any  **Languages** Common

**Skills** **Bluff +15, Insight +11, Stealth +15**

**Str** 15 (+5)  **Dex** 20 (+8)  **Wis** 16 (+6)

**Con** 18 (+7)  **Int** 13 (+4)  **Cha** 20 (+8)

**Equipment** dagger

**Tiefling Heretic Tactics**

The tiefling heretic targets a potent foe with its **serpent curse** power, and then hurls **balefire** round after round. It avoids melee combat using its **cloak of escape** power.

**Tiefling Lore**

A character knows the following information about tieflings with a successful History check.

**DC 15:** The nobles of the ancient human empire of Bael Turath swore pacts to devils in return for the power to combat their enemies and conquer the world. These pacts corrupted not only the nobility but also their descendants. From this accord, the tiefling race was born.

**Encounter Groups**

Tieflings associate with anyone, although they rarely trust their so-called allies.

**Level 8 Encounter (XP 1,650)**

- 1 tiefling heretic (level 6 artillery)
- 1 tiefling darkblade (level 7 lurker)
- 2 cambion hellswords (level 8 brute)
- 1 succubus (level 9 controller)

**Tiefling Darkblade**

**Level 7 Lurker**

Medium natural humanoid  XP 300

**Initiative** +12  **Senses** Perception +5; low-light vision

**HP** 64; **Bloodied** 32

**AC** 20; **Fortitude** 17, **Reflex** 19, **Will** 17

**Resist** 12 fire

**Speed** 6; see also **cloak of lurking**

- **Poisoned Short Sword** (standard; at-will) ✦ **Poison, Weapon**
  
  +12 vs. AC (+13 against a bloodied target); 1d6 + 5 damage, and the tiefling darkblade makes a secondary attack against the same target. **Secondary Attack:** +10 vs. Fortitude; ongoing 5 poison damage (save ends).

- **Cloak of Lurking** (move; recharge ⚖) ✦ **Teleportation**
  
  The tiefling darkblade teleports 5 squares and becomes invisible until the end of its next turn.

**Infernal Wrath** (minor; encounter)

The tiefling darkblade gains a +1 power bonus to its next attack roll against an enemy that hit it since the tiefling darkblade’s last turn. If the attack hits and deals damage, the darkblade deals an extra 3 damage.

**Alignment** Any  **Languages** Common

**Skills** **Bluff +13, Stealth +15**

**Str** 13 (+4)  **Dex** 20 (+8)  **Wis** 14 (+5)

**Con** 16 (+6)  **Int** 13 (+4)  **Cha** 16 (+6)

**Equipment** leather armor, poisoned short sword

**Tiefling Darkblade Tactics**

A tiefling darkblade remains hidden long enough to coat its blade with infernal venom. It uses **cloak of lurking** at opportune times to gain combat advantage.
**Treant**

A treant looks like an animated tree with a humanoid face blended into its trunk. When motionless, it is easily mistaken for an ordinary tree.

Treants consider themselves guardians of the forest. Some violently oppose all trespassers, while others battle only those who cut or burn down trees.

**Blackroot Treant:** This treant looks like a dead tree with brown, crumpled leaves clinging to its skeletal branches. Its bark and roots are black, and its eyes are cold, lifeless pits.

**Treant Lore**

A character knows the following information with a successful skill check.

- **Nature DC 20:** Treants are usually friendly to people who respect the wild.
- **Religion DC 25:** A blackroot treant is an undead horror. Forests haunted by blackroot treants are blighted, forlorn places overrun with undead.

**Encounter Groups**

Elves, dryads, satyrs, and other fey commonly ally with treants and help them defend the forest. Undead are commonly encountered with blackroot treants.

**Level 19 Encounter (XP 12,000)**

- 1 blackroot treant (level 19 elite soldier)
- 2 slaughter wights (level 18 brute)
- 2 sword wraiths (level 17 lurker)

<table>
<thead>
<tr>
<th>Treant</th>
<th>Level 16 Elite Controller</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Huge fey magical beast (plant)</strong></td>
<td><strong>XP 2,800</strong></td>
</tr>
<tr>
<td><strong>Initiative +9</strong></td>
<td><strong>Senses</strong> Perception +15; low-light vision</td>
</tr>
<tr>
<td><strong>Grasping Roots</strong> aura 3; nonflying enemies treat the area within the aura as difficult terrain.</td>
<td></td>
</tr>
<tr>
<td><strong>HP 316; Bloodied 158</strong></td>
<td><strong>AC 32; Fortitude 32, Reflex 27, Will 32</strong></td>
</tr>
<tr>
<td><strong>Vulnerable fire</strong> (a treant takes ongoing 5 fire damage [save ends] when damaged by fire).</td>
<td></td>
</tr>
<tr>
<td><strong>Saving Throws +2</strong></td>
<td><strong>Speed 8 (forest walk)</strong></td>
</tr>
<tr>
<td><strong>Action Points 1</strong></td>
<td></td>
</tr>
<tr>
<td>1 Slam (standard; at-will)</td>
<td>Reach 3; +21 vs. AC; 1d10 + 7 damage.</td>
</tr>
<tr>
<td><strong>Awaken Forest</strong> (standard; sustain minor; encounter)</td>
<td>Zone Area burst 3 within 10; trees come alive and attack the treant’s enemies within the zone; +21 vs. AC; 1d10 + 7 damage. The treant makes new attack rolls when it sustains the zone.</td>
</tr>
<tr>
<td><strong>Earthshaking Stomp</strong> (standard; encounter)</td>
<td>Close burst 2; +19 vs. Fortitude; 2d6 + 7 damage, and the target is knocked prone if it’s Medium or smaller. Miss: Half damage, and the target is not knocked prone.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Unaligned</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Languages</strong></td>
<td>Elven</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Nature +20, Stealth +14</td>
</tr>
<tr>
<td><strong>Str</strong></td>
<td>24 (+15)</td>
</tr>
<tr>
<td><strong>Con</strong></td>
<td>22 (+14)</td>
</tr>
<tr>
<td><strong>Dex</strong></td>
<td>12 (+9)</td>
</tr>
<tr>
<td><strong>Int</strong></td>
<td>14 (+10)</td>
</tr>
<tr>
<td><strong>Wis</strong></td>
<td>24 (+15)</td>
</tr>
<tr>
<td><strong>Cha</strong></td>
<td>12 (+9)</td>
</tr>
</tbody>
</table>

**Treant Tactics**

A treant uses awaken forest at the start of battle and spends a minor action on subsequent rounds to sustain it. Meanwhile, it makes slam attacks. If surrounded by multiple melee combatants, the treant uses earthshaking stomp.

<table>
<thead>
<tr>
<th>Blackroot Treant</th>
<th>Level 19 Elite Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Huge fey magical beast (plant, undead)</strong></td>
<td><strong>XP 4,800</strong></td>
</tr>
<tr>
<td><strong>Initiative +13</strong></td>
<td><strong>Senses</strong> Perception +13; low-light vision</td>
</tr>
<tr>
<td><strong>Blackroot Aura (Healing, Necrotic)</strong> aura 2; enemies in the aura at the start of their turns take 10 necrotic damage, while undead allies in the aura at the start of their turns regain 10 hit points.</td>
<td></td>
</tr>
<tr>
<td><strong>HP 368; Bloodied 184</strong></td>
<td><strong>AC 36; Fortitude 34, Reflex 29, Will 32</strong></td>
</tr>
<tr>
<td><strong>Vulnerable fire</strong> (a blackroot treant takes ongoing 5 fire damage [save ends] when damaged by fire).</td>
<td></td>
</tr>
<tr>
<td><strong>Saving Throws +2</strong></td>
<td><strong>Speed 6 (forest walk)</strong></td>
</tr>
<tr>
<td><strong>Action Points 1</strong></td>
<td></td>
</tr>
<tr>
<td>1 Slam (standard; at-will)</td>
<td>Reach 3; +25 vs. AC; 1d12 + 8 damage, and ongoing 5 necrotic damage (save ends).</td>
</tr>
<tr>
<td><strong>Entangling Roots</strong> (minor; at-will)</td>
<td>Reach 4; +23 vs. Reflex; the target is knocked prone and restrained (save ends). If the blackroot treant moves, slides, or is pushed more than 4 squares from the target, the target is no longer restrained.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Alignment</th>
<th>Unaligned</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Languages</strong></td>
<td>Elven</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Nature +18, Stealth +16</td>
</tr>
<tr>
<td><strong>Str</strong></td>
<td>27 (+17)</td>
</tr>
<tr>
<td><strong>Con</strong></td>
<td>24 (+16)</td>
</tr>
<tr>
<td><strong>Dex</strong></td>
<td>14 (+11)</td>
</tr>
<tr>
<td><strong>Int</strong></td>
<td>16 (+12)</td>
</tr>
<tr>
<td><strong>Wis</strong></td>
<td>18 (+13)</td>
</tr>
<tr>
<td><strong>Cha</strong></td>
<td>22 (+15)</td>
</tr>
</tbody>
</table>

**Blackroot Treant Tactics**

A blackroot treant uses entangling roots up to three times per round. It then makes slam attacks against creatures it has restrained.
TROGLODYTES ARE SUBTERRANEAN SAVAGES descended from primitive reptiles. They launch raids against the surface world when food in the Underdark is scarce. Troglydotes secrete a foul musk, and in close quarters, the smell can be overpowering.

TROGLODYTE WARRIOR TACTICS
A troglodyte warrior pounds enemies with its club and relies on its horrid stench for added protection.

TROGLODYTE MAULER TACTICS
A troglodyte mauler bludgeons foes to death with its stone greatclub and tries to flank enemies so that it can make bite attacks.

TROGLODYTE IMPALER TACTICS
A troglodyte impaler stays on the fringe of battle and hurls javelins at enemies, using impaling shot as often as it can. If it runs out of javelins, or if enemies enter melee range, it switches to its spear.
**Troglodyte Curse Chanter Tactics**
A troglodyte curse chanter uses tunnel grace to grant its allies a sudden burst of speed while targeting foes with its poison ray and cavern curse. The curse chanter keeps its distance and waits until two or more of its fellows are bloodied before using chant of renewal.

**Troglodyte Lore**
A character knows the following information with a successful Nature or Dungeoneering check.

**DC 15**: Troglodytes are stocky, foul-tempered reptilian humanoids known for their powerful stench. Various powerful Underdark races such as drow and mind flayers often enslave troglodytes, using them as fodder in their armies.

Troglodytes dwell in subterranean warrens, gathering in tribes of no more than thirty adults. When opposing troglodyte tribes meet, a territorial fight usually ensues. Such battles end either with the annihilation of one tribe or the merging of two battered tribes into one under a single leader. Both genders partake equally in scavenging, raids, and attacks on weaker troglodyte tribes.

**DC 20**: Troglodytes lay their eggs in dank caverns. Of the hundreds of eggs laid, only a few dozen hatch and survive to adulthood. A hatchling reaches adulthood in two years.

Troglodytes have minimal culture and technology. They do not take slaves, and any captives that fall into their clutches are quickly devoured or sacrificed.

**DC 25**: Troglodytes worship a variety of loathsome deities, particularly Torog, "the King That Crawls." They strive to earn divine favor by torturing creatures in terrible rites lasting for hours. Troglodytes especially like to sacrifice intelligent creatures and brave enemies. They sometimes raid surface settlements for sacrificial victims.

**Encounter Groups**
Troglodyte raiding parties often include one or more drakes, and it’s not unusual for a tribe of troglodytes to serve a dragon, naga, drow priestess, or other powerful creature.

**Level 6 Encounter (XP 1,300)**
✦ 2 troglodyte maulers (level 6 soldier)
✦ 2 troglodyte impalers (level 7 artillery)
✦ 1 rage drake (level 5 brute)

**Level 7 Encounter (XP 1,500)**
✦ 2 troglodyte impalers (level 7 artillery)
✦ 3 gricks (level 7 brute)

**Level 8 Encounter (XP 1,700)**
✦ 3 troglodyte maulers (level 6 soldier)
✦ 2 troglodyte impalers (level 7 artillery)
✦ 1 troglodyte curse chanter (level 8 controller)

**Level 11 Encounter (XP 3,200)**
✦ 8 troglodyte warriors (level 12 minion)
✦ 3 drow warriors (level 11 lurker)

(Left to right) troglodyte impaler, troglodyte curse chanter, and troglodyte mauler
TROLL

A troll eats anything that moves, from grubs to humans, and is rightly feared for its ravenous appetite, feral cunning, and remarkable regenerative power.

Trolls can be trained to serve in military units. Highly adaptable and resilient, they are found just about anywhere and in any climate.

TROLL LORE

A character knows the following information with a successful Nature check.

DC 15: Trolls hunt most other living creatures and are unconcerned about the size or numbers of their prey. They regenerate quickly, even after they are “slain.” Their regeneration is so powerful, in fact, that trolls can regrow severed body parts. Only fire or acid can kill a troll, and trolls have a healthy fear of fire and acid for these reasons.

DC 20: Trolls travel in packs and without any migration pattern. They move until they discover an environment rich with prey, at which time they create a lair. Trolls then pillage the area for food until they’ve exhausted the resource. When trolls lair near an outpost or settlement, the result is the same: The trolls hunt until every living creature is devoured.

War trolls are more intelligent than the common troll, having been bred to wield weapons, wear armor, and employ tactics. War trolls typically travel from battle to battle in mercenary bands, selling their services to the highest bidder. War trolls are often fickle in their services, turning on a patron if the other side tempts them with a greater payment.

DC 25: Fell trolls are voracious carnivores that delight in gorging on humanoid prey. One or two such creatures can easily wipe out an entire village and devour all of its inhabitants in a single night.

TROLL TACTICS

A troll wades into the midst of its enemies, relying on regeneration to keep it alive. Trolls are not clever, and they usually attack whichever enemy last did the most harm. Trolls fight to the death, except when confronted by enemies using fire or acid. Trolls usually try to flee from such foes once bloodied.

WAR TROLL TACTICS

War trolls control the battlefield with their sweeping strike power and their threatening reach. They don’t like to give ground, using blood pursuit to keep after enemies that try to slink away. War trolls only make claw attacks when deprived of their swords.

<table>
<thead>
<tr>
<th>War Troll</th>
<th>Level 14 Soldier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large natural humanoid</td>
<td>Level 14 Soldier</td>
</tr>
<tr>
<td>Initiative +12</td>
<td>Initiative +12</td>
</tr>
<tr>
<td>Senses Perception +15</td>
<td>Senses Perception +15</td>
</tr>
<tr>
<td>HP 110; Bloodied 55; see also troll healing</td>
<td>HP 110; Bloodied 55; see also troll healing</td>
</tr>
<tr>
<td>Regeneration 10 (if the war troll takes acid or fire damage, regeneration does not function until the end of its next turn)</td>
<td>Regeneration 10 (if the war troll takes acid or fire damage, regeneration does not function until the end of its next turn)</td>
</tr>
<tr>
<td>AC 30; Fortitude 29, Reflex 25, Will 25</td>
<td>AC 30; Fortitude 29, Reflex 25, Will 25</td>
</tr>
<tr>
<td>Speed 7</td>
<td>Speed 7</td>
</tr>
<tr>
<td>Greatsword (standard; at-will) + Weapon</td>
<td>Longbow (standard; at-will) + Weapon</td>
</tr>
<tr>
<td>Reach 2; +20 vs. AC; 1d12 + 7 damage, and the target is marked until the end of the war troll’s next turn.</td>
<td>Reach 2; +20 vs. AC; 1d12 + 7 damage, and the target is marked until the end of the war troll’s next turn.</td>
</tr>
<tr>
<td>Claw (standard; at-will)</td>
<td>Claw (standard; at-will)</td>
</tr>
<tr>
<td>Reach 2; +20 vs. AC; 2d6 + 7 damage.</td>
<td>Reach 2; +20 vs. AC; 2d6 + 7 damage.</td>
</tr>
<tr>
<td>Longbow (standard; at-will) + Weapon</td>
<td>Longbow (standard; at-will) + Weapon</td>
</tr>
<tr>
<td>Ranged 20/40; +20 vs. AC; 1d12 + 3 damage.</td>
<td>Ranged 20/40; +20 vs. AC; 1d12 + 3 damage.</td>
</tr>
<tr>
<td>Sweeping Strike (standard; at-will) + Weapon</td>
<td>Sweeping Strike (standard; at-will) + Weapon</td>
</tr>
<tr>
<td>Requires greatsword; close blast 2; +20 vs. AC; 1d12 + 7 damage, and the target is knocked prone.</td>
<td>Requires greatsword; close blast 2; +20 vs. AC; 1d12 + 7 damage, and the target is knocked prone.</td>
</tr>
<tr>
<td>Blood Pursuit (immediate reaction, when a bloodied enemy within 2 squares of the war troll moves or shifts; at-will)</td>
<td>Blood Pursuit (immediate reaction, when a bloodied enemy within 2 squares of the war troll moves or shifts; at-will)</td>
</tr>
<tr>
<td>The war troll shifts 1 square closer to the enemy.</td>
<td>The war troll shifts 1 square closer to the enemy.</td>
</tr>
<tr>
<td>Threatening Reach</td>
<td>Threatening Reach</td>
</tr>
<tr>
<td>The war troll can make opportunity attacks against all enemies within its reach (2 squares).</td>
<td>The war troll can make opportunity attacks against all enemies within its reach (2 squares).</td>
</tr>
<tr>
<td>Troll Healing + Healing</td>
<td>Troll Healing + Healing</td>
</tr>
<tr>
<td>If the war troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.</td>
<td>If the war troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 15 hit points.</td>
</tr>
<tr>
<td>Alignment Chaotic evil</td>
<td>Alignment Chaotic evil</td>
</tr>
<tr>
<td>Languages Giant</td>
<td>Languages Giant</td>
</tr>
<tr>
<td>Skills Athletics +17, Endurance +15</td>
<td>Skills Athletics +17, Endurance +15</td>
</tr>
<tr>
<td>Str 24 (+14)</td>
<td>Str 24 (+14)</td>
</tr>
<tr>
<td>Dex 16 (+10)</td>
<td>Dex 16 (+10)</td>
</tr>
<tr>
<td>Wis 16 (+10)</td>
<td>Wis 16 (+10)</td>
</tr>
<tr>
<td>Con 20 (+12)</td>
<td>Con 20 (+12)</td>
</tr>
<tr>
<td>Int 10 (+7)</td>
<td>Int 10 (+7)</td>
</tr>
<tr>
<td>Cha 12 (+8)</td>
<td>Cha 12 (+8)</td>
</tr>
<tr>
<td>Equipment plate armor, greatsword, longbow, quiver of 30 arrows</td>
<td>Equipment plate armor, greatsword, longbow, quiver of 30 arrows</td>
</tr>
</tbody>
</table>
**Fell Troll**

**Level 20 Elite Brute**

Huge natural humanoid

**XP 5,600**

Initiative +10  
**Senses** Perception +16

HP 360; Bloodied 180

Regeneration 15 (if the fell troll takes acid or fire damage, regeneration does not function until the end of its next turn)

AC 32; Fortitude 38, Reflex 30, Will 31

Saving Throws +2

Speed 10

**Action Points** 1

1 Claw (standard; at-will)

Reach 3; +23 vs. AC; 2d10 + 7 damage; see also blood frenzy.

1 Backhand Slam (minor 1/round; at-will)

Reach 3; +21 vs. Reflex; 2d6 + 7 damage, and the target is pushed 4 squares and knocked prone; see also blood frenzy.

**Blood Frenzy**

The fell troll gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.

**Troll Healing**

If the fell troll is reduced to 0 hit points by an attack that does not deal acid or fire damage, it rises on its next turn (as a move action) with 20 hit points.

Alignment Chaotic evil  
Languages Giant

Skills Athletics +22, Endurance +23

Str 24 (+17)  
Dex 10 (+10)  
Wis 13 (+11)

Con 27 (+18)  
Int 5 (+7)  
Cha 7 (+8)

---

**Fell Troll Tactics**

A fell troll charges into battle, tearing foes apart with its claws and knocking them about with backhand slam attacks.

**Encounter Groups**

Trolls are usually encountered with other trolls, though sometimes brief alliances can spring up between trolls and other monstrous humanoids such as ogres and onis. Of all the troll varieties, war trolls are likely to be encountered in the widest variety of groups because they’ll work with any creature for pay.

**Level 9 Encounter (XP 2,000)**

✦ 3 trolls (level 9 brute)  
✦ 2 destrachans (level 9 artillery)

**Level 16 Encounter (XP 7,050)**

✦ 2 war trolls (level 14 soldier)  
✦ 1 drow priest (level 15 controller)  
✦ 1 drow blademaster (level 13 elite skirmisher)  
✦ 1 night hag (level 14 lurker)  
✦ 5 grimlock minions (level 14 minion)

**Level 19 Encounter (XP 12,000)**

✦ 1 fell troll (level 20 elite brute)  
✦ 2 enormous carrion crawlers (level 17 elite controller)
An umber hulk burrows through the earth and scours the Underdark in search of prey. As it burrows, it leaves rough-hewn tunnels in its wake.

Although it doesn’t speak, an umber hulk understands Deep Speech.

**Umber Hulk Tactics**

An umber hulk charges into battle and makes a basic attack against its nearest foe, and then spends its action point to make a **grabbing double attack** against the same target. It uses **confusing gaze** as often as it can to confound its enemies.

**Shadow Hulk Tactics**

The shadow hulk often hides from view and uses its tremorsense to detect prey. It then phases through a wall or other obstruction and attacks with surprise, using its **maddening gaze** and **grabbing double attack** every round until it successfully grabs a creature with its mandibles.

**Umber Hulk Lore**

A character knows the following information with a successful skill check.

**Dungeoneering or Nature DC 20**: Umber hulks use their thick claws to hew passages through earth and stone. Many deep caverns in the Underdark are linked together by umber hulk tunnels.

**Arcana or Nature DC 25**: An umber hulk’s gaze causes confusion among its enemies, making them wander in a daze or, in the case of shadow hulks, attack their friends.

**Encounter Groups**

More intelligent Underdark races often enslave umber hulks. The creatures are loyal servitors as long as their masters keep them well fed.

**Level 13 Encounter (XP 4,000)**

✦ 2 umber hulks (level 12 elite soldier)
✦ 2 drow warriors (level 11 lurker)
**Unicorn**

Renowned for their grace and beauty, unicorns hail from the Feywild and are sometimes called to the natural world to guard forests or lakes.

<table>
<thead>
<tr>
<th>Unicorn</th>
<th>Level 9 Skirmisher (Leader)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Species:</strong> Large fey magical beast</td>
<td><strong>XP 400</strong></td>
</tr>
<tr>
<td><strong>Initiative:</strong> +7</td>
<td><strong>Senses:</strong> Perception +10; low-light vision</td>
</tr>
<tr>
<td><strong>Fey Warding:</strong> aura 2; allies in the aura gain a +2 bonus to all defenses.</td>
<td></td>
</tr>
<tr>
<td><strong>HP:</strong> 93; Bloodied 46</td>
<td><strong>AC:</strong> 23; Fortitude 21, Reflex 21, Will 21</td>
</tr>
<tr>
<td><strong>Speed:</strong> 8; see also fey step</td>
<td><strong>Speed:</strong> 9; see also fey step</td>
</tr>
<tr>
<td>🔄 Hooves (standard; at-will)</td>
<td>🔄 Hooves (standard; at-will)</td>
</tr>
<tr>
<td>+14 vs. AC; 2d6 + 3 damage.</td>
<td>+15 vs. AC; 2d8 + 5 damage.</td>
</tr>
<tr>
<td>🔄 Piercing Charge (standard; at-will)</td>
<td>🔄 Piercing Charge (standard; at-will)</td>
</tr>
<tr>
<td>The unicorn makes a charge attack: +15 vs. AC; 4d6 + 3 damage, and the target is pushed 1 square and knocked prone.</td>
<td>The dusk unicorn makes a charge attack: +15 vs. AC; 4d8 + 5 damage, and the target is pushed 1 square and knocked prone.</td>
</tr>
<tr>
<td>🔄 Horn Touch (minor; encounter) ✦ Healing</td>
<td>🔄 Horn Touch (minor; encounter) ✦ Healing</td>
</tr>
<tr>
<td>An adjacent ally can spend a healing surge or make a saving throw against one effect that a save can end.</td>
<td>An adjacent ally can spend a healing surge or make a saving throw against one effect that a save can end.</td>
</tr>
<tr>
<td>✩ Fey Beguiling (standard; recharges when no creature is affected by the power) ✦ Charm</td>
<td>✩ Fey Beguiling (standard; recharges when no creature is affected by the power) ✦ Charm</td>
</tr>
<tr>
<td>Ranged 5; +12 vs. Will; the target cannot attack the unicorn, and the target must make opportunity attacks with a +2 bonus against any creature within reach that attacks the unicorn (save ends).</td>
<td>Ranged 5; +12 vs. Will; the target cannot attack the dusk unicorn, and the target must make opportunity attacks with a +2 bonus against any creature within reach that attacks the dusk unicorn (save ends).</td>
</tr>
<tr>
<td>Fey Step (move; encounter) ✦ Teleportation</td>
<td>Fey Step (move; encounter) ✦ Teleportation</td>
</tr>
<tr>
<td>The unicorn can teleport 5 squares.</td>
<td>The dusk unicorn can teleport 5 squares.</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Unaligned</td>
<td><strong>Alignment:</strong> Unaligned</td>
</tr>
<tr>
<td><strong>Languages:</strong> Elven</td>
<td><strong>Languages:</strong> Elven</td>
</tr>
<tr>
<td><strong>Skills:</strong> Nature +10</td>
<td><strong>Skills:</strong> Nature +10</td>
</tr>
<tr>
<td>Str 16 (+7)</td>
<td>Str 20 (+11)</td>
</tr>
<tr>
<td>Con 13 (+5)</td>
<td>Con 14 (+8)</td>
</tr>
<tr>
<td>Dex 13 (+5)</td>
<td>Dex 14 (+8)</td>
</tr>
<tr>
<td>Wis 12 (+5)</td>
<td>Wis 13 (+7)</td>
</tr>
<tr>
<td>Int 16 (+7)</td>
<td>Int 17 (+9)</td>
</tr>
<tr>
<td>Cha 17 (+7)</td>
<td>Cha 20 (+11)</td>
</tr>
</tbody>
</table>

**Unicorn Tactics**

A unicorn begins most encounters with a piercing charge. It then uses fey beguiling to prevent a nearby enemy from harming it while gaining a protector.

**Dusk Unicorn**

A dusk unicorn likes to make piercing charge attacks. It uses fey wisp to lure enemies away from the battle, keeping them out of the fight as long as possible. The creature saves twilight teleport for when it needs to move its allies into positions where they can gain combat advantage.

**Dusk Unicorn Tactics**

A character knows the following information with a successful Arcana check.

- **DC 15:** Some mortals hunt unicorns for their horns, which are reputed to have powerful healing and magical properties.
- **DC 20:** The dusk unicorn is a rare breed of unicorn with a dark coat and mane, and a black horn. The birth of a dusk unicorn is regarded as an auspicious omen among the fey.

**Encounter Groups**

Unicorns gather in small herds and sometimes ally with other fey creatures or animals.

**Level 12 Encounter (XP 3,500)**

- ♦ 1 dusk unicorn (level 12 elite controller)
- ♦ 3 banshrae warriors (level 12 skirmisher)
Sustained by a terrible curse and a thirst for mortal blood, vampires dream of a world in which they live in decadence and luxury, ruling over kingdoms of mortals who exist only to sate their darkest appetites.

Vampire Lore
A character knows the following information with a successful Religion check.
- DC 15: Contrary to popular folklore, vampires are not hampered by running water or repelled by garlic, and they don’t need invitations to enter homes. Wooden stakes hurt them, but no more so than any other sharp weapon. A vampire does not cast a shadow or produce a reflection in a mirror.
- DC 20: A vampire lord can make others of its kind by performing a dark ritual (see the Dark Gift of the Undying sidebar). Performing the ritual leaves the caster weakened, so a vampire lord does not perform the ritual often.

Encounter Groups
A lone vampire lord might lead a retinue of vampire spawn and other undead creatures.

Level 12 Encounter (XP 3,850)
✦ 1 vampire lord (level 11 elite skirmisher)
✦ 1 battle wight commander (level 12 soldier)
✦ 3 battle wights (level 9 soldier)
✦ 6 vampire spawn bloodhunters (level 10 minion)

Vampire Lord
Gifted and cursed with undead immortality, vampire lords trade many of the abilities they had in life for dark powers, including the power to create broods of vampire spawn.

Vampire lord is a monster template that can be applied to nonplayer characters. See the Dungeon Master’s Guide for rules on creating new vampire lords using the template.

The Vampire’s Coffin
Each vampire lord and vampire spawn is bound to a personal coffin, crypt, or gravesite. It must rest there at least 6 hours per day, at least 4 hours of which must be during daylight hours. (A vampire that did not receive a formal burial or did not have a coffin must instead lie under a foot or so of loose grave dirt or within a dark cave.) A vampire that doesn’t rest in its personal coffin or gravesite is reduced to half normal hit points and is weakened until it does.

A vampire can change its personal coffin or gravesite by resting three consecutive times in the new one.

Vampires in coffins are light sleepers; they can make Perception checks (at a -5 penalty) to hear enemies approaching.

Vampire Lord Tactics
The vampire lord uses its dominating gaze at the start of combat to turn an enemy into a temporary ally. It uses deft strike unless it has combat advantage, in which case it uses blood drain. Once bloodied, it spends its action point to use second wind.
VAMPIRE SPAWN

Living humanoids slain by a vampire lord’s blood drain are condemned to rise again as vampire spawn—relatively weak vampires under the dominion of the vampire lord that created them.

Vampire Spawn Fleshripper Level 5 Minion

Medium natural humanoid (undead) XP 50

Initiative +6  Senses Perception +4; darkvision
HP 1; a missed attack never damages a minion.
AC 20; Fortitude 17, Reflex 18, Will 17
Immune disease, poison; Resist 5 necrotic
Speed 7, climb 4 (spider climb)
Claws (standard, at-will) ✦ Necrotic
+11 vs. AC; 5 necrotic damage (7 necrotic damage against a bloodied target).

Destroyed by Sunlight
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.

Alignment Evil  Languages Common
Str 14 (+5)  Dex 16 (+6)  Wis 12 (+4)
Con 14 (+5)  Int 10 (+3)  Cha 14 (+5)

Vampire Spawn Bloodhunter Level 10 Minion

Medium natural humanoid (undead) XP 125

Initiative +8  Senses Perception +6; darkvision
HP 1; a missed attack never damages a minion.
AC 25; Fortitude 22, Reflex 23, Will 22
Immune disease, poison; Resist 10 necrotic
Speed 7, climb 4 (spider climb)
Claws (standard, at-will) ✦ Necrotic
+16 vs. AC; 6 necrotic damage (8 necrotic damage against a bloodied target).

Destroyed by Sunlight
A vampire spawn that begins its turn in direct sunlight can take only a single move action on its turn. If it ends the turn in direct sunlight, it burns to ash and is destroyed.

Alignment Evil  Languages Common
Str 14 (+7)  Dex 16 (+8)  Wis 12 (+6)
Con 14 (+7)  Int 10 (+5)  Cha 14 (+7)

Vampire Spawn Tactics

Vampire spawn prefer to tear enemies apart with their claws rather than resort to using weapons.

CREATING VAMPIRE SPAWN

A living humanoid slain by a vampire lord’s blood drain power rises as a vampire spawn of its level at sunset on the following day. This rise can be prevented by burning the body or severing its head.

A living humanoid reduced to 0 hit points or fewer—but not killed—by a vampire lord can’t be healed and remains in a deep, deathlike coma. He or she dies at sunset of the next day, rising as a vampire spawn. A Remove Affliction ritual cast before the afflicted creature dies prevents death and makes normal healing possible.

DARK GIFT OF THE UNDYING

In the unholy name of Orcus, the Blood Lord, you transform another being into a vampiric creature of the night.

Level: 11 (caster must be a vampire lord)
Category: Creation
Time: 6 hours; see text
Duration: Permanent
Component Cost: 5,000 gp per level of the subject
Market Price: 75,000 gp
Key Skill: Religion

This ritual can be performed only between sunset and sunrise. As part of the ritual, you and the ritual’s subject must drink a small amount of each other’s blood, after which the subject dies and is ritually buried in unhallowed ground. After the interment, you invoke a prayer to Orcus and ask him to bestow the Dark Gift upon the subject. At the conclusion of the ritual, the subject remains buried, rising up out of its shallow grave as a vampire lord at sunset on the following day. (See the Dungeon Master’s Guide, page 181, for rules on creating new vampire lords.) This ritual is ruined if a Raise Dead ritual is cast on the subject or if the subject is beheaded before rising as a vampire lord.

Performing the ritual leaves you weakened for 1d10 days (no save).
**THE VINE HORROR IS A CRUEL PLANT MONSTER** twisted into a vaguely humanoid form. It haunts swamps and jungles, indulging its murderous nature.

**Vine Horror Level 5 Controller**

Medium natural humanoid (plant) XP 200

Initiative +7  
Senses Perception +9; blindsight 10

HP 67; Bloodied 33  
AC 19; Fortitude 17, Reflex 18, Will 15  
Speed 6 (forest walk, swamp walk), swim 6

- **Claw** (standard; at-will)  
  +8 vs. AC; 1d8 + 4 damage.

- **Vicious Vines** (standard; encounter)  
  Close burst 5; targets enemies; +10 vs. Reflex; the target is restrained and takes ongoing 10 damage (save ends both) as magical vines spring up out of the ground and crush it.

**Malleability**

The vine horror 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 vine horror at all.

**Alignment** Evil  
**Languages** Common, Elven  
**Skills** Stealth +12  
**Str** 18 (+7)  
**Dex** 21 (+7)  
**Wis** 14 (+4)  
**Con** 19 (+6)  
**Int** 9 (+1)  
**Cha** 10 (+2)

**Vine Horror Tactics**

The vine horror waits for enemies to come within 5 squares, at which point it uses vicious vines to restrain them. It then makes claw attacks against restrained foes, gaining combat advantage.

**Vine Horror Spellfiend Level 7 Artillery**

Medium natural humanoid (plant) XP 300

Initiative +7  
Senses Perception +10; blindsight 10

HP 65; Bloodied 32  
AC 19; Fortitude 18, Reflex 17, Will 15  
Speed 6 (forest walk, swamp walk), swim 6

- **Claw** (standard; at-will)  
  +10 vs. AC; 1d8 + 4 damage.

- **Shock Orb** (standard; at-will) ✦ Lightning  
  Ranged 10; +12 vs. AC; 1d6 + 4 lightning damage.

- **Lashing Vine of Dread** (standard; at-will) ✦ Fear  
  Ranged 5; +10 vs. Reflex; 1d6 + 4 damage, and the target is pushed 5 squares.

- **Caustic Cloud** (standard; recharge ⚅ ⚴ ⚅) ✦ Acid  
  Area burst 1 within 10; +10 vs. Fortitude; 1d6 + 3 acid damage, and the target takes ongoing 5 acid damage and is blinded (save ends both).

**Malleability**

The vine horror 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 vine horror at all.

**Alignment** Evil  
**Languages** Common, Elven  
**Skills** Stealth +12  
**Str** 18 (+6)  
**Dex** 21 (+7)  
**Wis** 14 (+4)  
**Con** 19 (+6)  
**Int** 9 (+1)  
**Cha** 10 (+2)

**Vine Horror Spellfiend Tactics**

The spellfiend drops a caustic cloud on multiple foes before hurling shock orbs at individual targets. Any enemy that gets too close is driven back by the creature’s lashing vine of dread.

**Vine Horror Lore**

A character knows the following information with a successful Nature check.

**DC 15:** Vine horrors are created naturally through an unusual sequence of events. When an evil humanoid dies in a wilderness location touched by the Shadowfell, its blood sometimes saturates the earth and infuses the local plant life. These plants twist and writhe into the form of one or more vine horrors.

**DC 20:** A vine horror often takes on aspects of the humanoid whose blood gave it life. For example, if the individual was a wizard, the vine horror might gain abilities similar to spells. The vine horror spellfiend is such a creature.

**Encounter Groups**

Vine horrors share the same hunting grounds as shambling mounds and have been known to hunt alongside them. They also serve hags, greenscale marsh mystics, and other intelligent swamp dwellers.

**Level 8 Encounter (XP 1,900)**  
✦ 2 vine horror spellfiends (level 7 artillery)  
✦ 1 bog hag (level 10 skirmisher)  
✦ 2 trolls (level 9 brutes)
Warforged are a race of magical constructs built for war and gifted with sentience.

Warforged Lore
A character knows the following information with a successful Arcana or Nature check.

DC 15: Warforged are sexless and cannot reproduce. They are created in magical factories called creation forges and given sentience by means of an elaborate ritual.

Encounter Groups
Warforged are built for war, fighting for whatever side created them. In times of peace, they serve as guards and mercenaries, working for any creature that shares their ideals and disposition.

Level 4 Encounter (XP 875)
✦ 1 warforged captain (level 6 soldier)
✦ 1 warforged soldier (level 4 soldier)
✦ 3 human guards (level 3 soldier)

Warforged Soldier (level 4 soldier)
Medium natural humanoid (living construct) XP 175

Initiative +6
Senses Perception +3
HP 56; Bloodied 28; see also warforged resolve
AC 20; Fortitude 17, Reflex 15, Will 14
Saving Throws +2 against ongoing damage
Speed 5

✦ Longsword (standard; at-will) + Weapon
+9 vs. AC; 1d8 + 4 damage, and the target is marked until the end of the warforged soldier’s next turn; see also battlefield tactics.

Battlefield Tactics
The warforged soldier gains a +1 bonus to melee attacks if it has an ally adjacent to the target.

Warforged Resolve (minor, only usable while bloodied; encounter)
The warforged soldier gains 14 temporary hit points.

Alignment Any
Languages Common
Skills Endurance +8, Intimidate +7
Str 18 (+6)  Dex 14 (+4)  Wis 12 (+3)
Con 16 (+5)  Int 10 (+2)  Cha 10 (+2)
Equipment plate armor, heavy shield, longsword

Warforged Soldier Tactics
Warforged soldiers cooperate with each other, employing battlefield tactics to edge in and defeat foes.

Warforged Captain (level 6 soldier)
Medium natural humanoid (living construct) XP 250

Initiative +7
Senses Perception +4
Aura of Command aura 10; allies in the aura gain a +1 power bonus to attack rolls.
HP 72; Bloodied 36; see also warforged resolve
AC 22; Fortitude 20, Reflex 17, Will 18
Saving Throws +2 against ongoing damage
Speed 5

✦ Glaive (standard; at-will) + Weapon
Reach 2; +11 vs. AC; 2d4 + 5 damage, and the target is marked until the end of the warforged captain’s next turn; see also battlefield tactics.

✦ Tactical Switch (standard; recharge ⚄ ⚅ ⚁ ⚀) + Weapon
The warforged captain makes a melee basic attack. On a hit, the target slides 1 square, and the warforged captain or an ally within 10 squares of the warforged captain shifts 1 square.

Battlefield Tactics
The warforged captain gains a +1 bonus to melee attacks if it has an ally adjacent to the target.

Warforged Resolve (minor, only usable while bloodied; encounter)
The warforged captain gains 18 temporary hit points.

Alignment Any
Languages Common
Skills Endurance +11, Intimidate +11
Str 20 (+8)  Dex 14 (+6)  Wis 12 (+4)
Con 16 (+6)  Int 10 (+3)  Cha 16 (+6)
Equipment plate armor, glaive

Warforged Captain Tactics
A warforged captain uses tactical switch to pull enemies out of their fighting formation, creating holes that its allies can exploit. It tries to stay within 10 squares of its allies so that they benefit from its aura.
A wight devours the life force of living creatures to assuage its hunger for the soul it has lost and can never retrieve.

**Deathlock Wight**

Medium natural humanoid (undead)  
XP 175

- **Initiative +4**  
- **Senses** Perception +1; darkvision

- **HP 54; Bloodied 27**

- **AC 18; Fortitude 15, Reflex 16, Will 17**

- **Immune** disease, poison; **Resist 10** necrotic; **Vulnerable 5** radiant

- **Grave Bolt (standard; at-will) + Necrotic**

  - Ranged 20; +6 vs. AC; 1d6 necrotic damage, and the target loses 1 healing surge.

- **Reanimate (minor; encounter) + Healing, Necrotic**

  - Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight's level + 2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.

- **Horrific Visage (standard; recharge 3) + Fear**

  - Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.

**Deathlock Wight Tactics**

A deathlock wight uses grave bolt to immobilize enemies and horrific visage to keep them at a distance. When its most powerful ally or bodyguard falls in battle, it uses reanimate to put it back in play.

**Wight**

Medium natural humanoid (undead)  
XP 200

- **Initiative +7**  
- **Senses** Perception +0; darkvision

- **HP 62; Bloodied 31**

- **AC 19; Fortitude 18, Reflex 17, Will 16**

- **Immune** disease, poison; **Resist 10** necrotic; **Vulnerable 5** radiant

- **Claw (standard; at-will) + Necrotic**

  - +10 vs. AC; 1d6 + 4 necrotic damage, the target loses 1 healing surge, and the wight shifts 3 squares.

**Wight Tactics**

A wight charges its enemies and tears them apart with its claws, shifting gleefully through their ranks and trying to flank them whenever possible.

---

**Deathlock Wight**

Medium natural humanoid (undead)  
Level 4 Controller  
XP 175

- **Initiative +4**  
- **Senses** Perception +1; darkvision

- **HP 54; Bloodied 27**

- **AC 18; Fortitude 15, Reflex 16, Will 17**

- **Immune** disease, poison; **Resist 10** necrotic; **Vulnerable 5** radiant

- **Grave Bolt (standard; at-will) + Necrotic**

  - Ranged 20; +6 vs. Reflex; 1d6 + 4 necrotic damage, and the target is immobilized (save ends).

- **Reanimate (minor; encounter) + Healing, Necrotic**

  - Ranged 10; affects a destroyed undead creature of a level no higher than the deathlock wight’s level + 2; the target stands as a free action with a number of hit points equal to one-half its bloodied value. This power does not affect minions.

- **Horrific Visage (standard; recharge 3) + Fear**

  - Close blast 5; +7 vs. Will; 1d6 damage, and the target is pushed 3 squares.

**Deathlock Wight**

Medium natural humanoid (undead)  
Level 9 Soldier  
XP 400

- **Initiative +7**  
- **Senses** Perception +3; darkvision

- **HP 98; Bloodied 49**

- **AC 25; Fortitude 22, Reflex 18, Will 22**

- **Immune** disease, poison; **Resist 10** necrotic; **Vulnerable 5** radiant

- **Soulreaping Longsword (standard; at-will) + Necrotic, Weapon**

  - +15 vs. AC; 1d8 + 7 damage, and the target loses 1 healing surge and is immobilized (save ends).

- **Soul Harvest (standard; recharge 3) + Healing, Necrotic**

  - Ranged 5; affects an immobilized target only; +12 vs. Fortitude; 2d8 + 5 necrotic damage, and the battle wight regains 10 hit points.

**Battle Wight Commander**

Medium natural humanoid (undead)  
Level 12 Soldier (Leader)  
XP 700

- **Initiative +12**  
- **Senses** Perception +12; darkvision

- **HP 106; Bloodied 53**

- **AC 28; Fortitude 26, Reflex 23, Will 26**

- **Immune** disease, poison; **Resist 10** necrotic; **Vulnerable 5** radiant

- **Soulreaping Longsword (standard; at-will) + Necrotic, Weapon**

  - +18 vs. AC; 1d8 + 7 damage, and the target is immobilized and weakened (save ends both) and loses 1 healing surge.

- **Soul Harvest (standard; recharge 3) + Healing, Necrotic**

  - Ranged 5; affects an immobilized target only; +15 vs. Fortitude; 2d8 + 7 necrotic damage, and the battle wight commander and all undead allies within 2 squares of it regain 10 hit points.

**Battle Wight Commander Tactics**

This creature brazenly wades into battle, swinging its longsword decisively. It shifts away from enemies to use soul reaping, targeting foes who are immobilized by its longsword attacks.

**Battle Wight Commander**

Medium natural humanoid (undead)  
Level 9 Soldier  
XP 400

- **Initiative +7**  
- **Senses** Perception +3; darkvision

- **HP 98; Bloodied 49**

- **AC 25; Fortitude 22, Reflex 18, Will 22**

- **Immune** disease, poison; **Resist 10** necrotic; **Vulnerable 5** radiant

- **Soulreaping Longsword (standard; at-will) + Necrotic, Weapon**

  - +15 vs. AC; 1d8 + 7 damage, and the target loses 1 healing surge and is immobilized (save ends).

- **Soul Harvest (standard; recharge 3) + Healing, Necrotic**

  - Ranged 5; affects an immobilized target only; +12 vs. Fortitude; 2d8 + 5 necrotic damage, and the battle wight regains 10 hit points.

**Battle Wight Commander Tactics**

This creature brazenly wades into battle, swinging its longsword decisively. It shifts away from enemies to use soul reaping, targeting foes who are immobilized by its longsword attacks.
Slaughter Wight Level 18 Brute
Medium natural humanoid (undead) XP 2,000

**Initiative** +14  **Senses** Perception +13; darkvision
HP 182; **Bloodied** 91; see also death wail
AC 30; Fortitude 30, Reflex 27, Will 26
**Immune** disease, poison; **Resist** 20 necrotic; **Vulnerable** 10 radiant
**Speed** 7

- Claw (standard; at-will) + Healing, Necrotic
  +21 vs. AC; 3d6 + 8 necrotic damage, the target loses 1 healing surge and is weakened (save ends), and the slaughter wight regains 15 hit points.
- Death Wail (when reduced to 0 hit points) + Necrotic
  Close burst 5; targets enemies; +21 vs. Fortitude; 2d6 + 4 necrotic damage. Undead allies in the burst can make a basic attack as a free action.

**Alignment** Chaotic evil  **Languages** Common
**Str** 26 (+17)  **Dex** 20 (+14)  **Wis** 9 (+8)
**Con** 22 (+15)  **Int** 12 (+10)  **Cha** 18 (+13)

**Slaughter Wight Tactics**
A slaughter wight revels in combat and attack ferociously with its claws, tending to single out weak or disadvantaged enemies. When slain, it unleashes a horrible death wail that spurs nearby undead allies.

**Wight Lore**
A character knows the following information with a successful Religion check.
**DC 15**: Wights are restless undead that savagely attack the living, draining their life energy. They often serve more powerful undead creatures as soldiers and lieutenants.

Wights typically inhabit the places where they died, although they are by no means bound to these locations. They also haunt tombs and catacombs, greedily hoarding any treasure they find.

**Encounter Groups**
Wights associate with other undead creatures as well as living denizens of the Shadowfell, including shadar-kai and dark creepers. Some wights—deathlock wights and battle wights in particular—gather other undead creatures to their service. A battle wight commander or slaughter wight might serve as a lieutenant to a more powerful creature, such as a lich or vampire.

**Level 3 Encounter (XP 778)**
- 1 deathlock wight (level 4 controller)
- 3 zombies (level 2 brute)
- 6 zombie rotters (level 3 minion)

**Level 10 Encounter (XP 2,900)**
- 1 battle wight commander (level 12 soldier)
- 4 battle wights (level 8 soldier)
- 1 shadar-kai witch (level 7 controller)
- 2 shadar-kai chainfighters (level 6 skirmisher)

**Level 18 Encounter (XP 10,200)**
- 2 slaughter wights (level 18 brute)
- 3 abyssal ghouls (level 16 skirmisher)
- 1 nabassu gargoyle (level 18 lurker)
Wolves are pack hunters that hunt all kinds of prey and are common across a wide variety of terrains and climates.

**Gray Wolf**

*Level 2 Skirmisher*

Medium natural beast

Initiative +5

**Senses**

Perception +7; low-light vision

**HP**

38; Bloodied 19

**AC**

16; Fortitude 14, Reflex 14, Will 13

**Speed**

8

1 Bite (standard; at-will)

+7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.

**Combat Advantage**

If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.

**Alignment**

Unaligned

**Languages**

—

**Stats**

<table>
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<tr>
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<th>Wis</th>
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<td>13 (+2)</td>
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**Gray Wolf Tactics**

Gray wolves work together to take down an enemy, usually focusing on the weakest in a group. They flank prey so that successful bite attacks knock the victim prone, allowing other wolves to deal greater damage.

**Dire Wolf**

*Level 5 Skirmisher*

Large natural beast (mount)

Initiative +7

**Senses**

Perception +9; low-light vision

**HP**

67; Bloodied 33

**AC**

19; Fortitude 18, Reflex 17, Will 16

**Speed**

8

1 Bite (standard; at-will)

+10 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage against a prone target.

**Combat Advantage**

The dire wolf gains combat advantage against a target that has one or more of the dire wolf’s allies adjacent to it. If the dire wolf has combat advantage against the target, the target is also knocked prone on a hit.

**Pack Hunter** (while mounted by a friendly rider of 5th level or higher; at-will) 

The dire wolf’s rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.

**Alignment**

Unaligned

**Languages**

—

**Stats**

<table>
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<tr>
<th>Str</th>
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**Dire Wolf Tactics**

Dire wolves use tactics similar to gray wolves, although they don’t necessarily need to flank an enemy to knock it prone.

**Wolf Lore**

A character knows the following information about wolves with a successful Nature check.

**DC 15**: Members of a wolf pack growl, howl, hark, and use body language to communicate. These sounds can warn a traveler in wolf territory, but howls can carry many miles.

**DC 20**: Larger and more aggressive than gray wolves, dire wolves supplant gray wolves in regions of the wild where more dangerous and monstrous predators also hunt. They often hunt alongside werewolves and shifters.

**Encounter Groups**

Many different humanoids domesticate wolves to one degree or another. Wolves can also be corrupted into serving unwholesome monsters.

**Level 3 Encounter (XP 825)**

✦ 3 gray wolves (level 2 skirmisher)
✦ 2 hobgoblin archers (level 3 artillery)
✦ 1 hobgoblin warcaster (level 3 controller)

**Level 5 Encounter (XP 1,100)**

✦ 3 dire wolves (level 5 skirmisher)
✦ 2 longtooth hunters (level 6 soldier)
THIS ENORMOUS, EVIL RELATIVE OF THE WOLF savors the taste of humanoid flesh and likes to stalk people over other prey.

**Worg**

**Large natural magical beast**

**Level 9 Brute**

**XP 400**

**Initiative +7**  
**Senses** Perception +9; darkvision

**Frightful Growl (Fear)** aura 3; enemies in the aura take a –1 penalty to attack rolls, and allies in the aura gain a +1 power bonus to attack rolls.

**HP 120; Bloodied 60**

**AC 20; Fortitude 20, Reflex 18, Will 18**

**Speed 8**

1. **Bite** (standard; at-will)
   - +12 vs. AC; 2d6 + 5 damage, and ongoing 5 damage (save ends).

**Alignment** Chaotic evil  
**Languages** Abyssal

**Skills** Stealth +12

**Str 21 (+9)**  
**Dex 17 (+7)**  
**Wis 10 (+4)**  
**Con 20 (+9)**  
**Int 7 (+2)**  
**Cha 16 (+7)**

**Worg Tactics**

Worgs don’t cooperate particularly well, as each seeks to slake its own thirst for slaughter.

---

**Guulvorg**

**Huge natural magical beast**

**Level 16 Elite Brute**

**XP 2,800**

**Initiative +11**  
**Senses** Perception +13; darkvision

**AC 31; Fortitude 34, Reflex 29, Will 28**

**HP 384; Bloodied 192**

**Saving Throws** +2

**Speed 9**

**Action Points 1**

1. **Bite** (standard; at-will)
   - Reach 2; +19 vs. AC; 2d12 + 8 damage, and the target is knocked prone.

1. **Tail Slam** (standard; at-will)
   - Reach 2; +17 vs. Reflex; 2d8 + 8 damage, and the target is knocked prone and dazed (save ends).

1. **Guulvorg Fury** (standard; at-will)
   - The guulvorg makes a bite attack against one target and tail slam against another; both attacks are made at a –2 penalty.

**Alignment** Chaotic evil  
**Languages** Abyssal

**Str 26 (+16)**  
**Dex 16 (+11)**  
**Wis 10 (+8)**  
**Con 22 (+14)**  
**Int 5 (+5)**  
**Cha 15 (+10)**

**Guulvorg Tactics**

A guulvorg prefers to make bite attacks against single foes. If engaged by two or more enemies, it uses guulvorg fury.

**Worg Lore**

A character knows the following information with a successful Nature check.

**DC 15**: Worgs live in catacomblike warrens with many exits. Each pack keeps grisly trophies and treasures in its lair. Worgs get along well with goblins and often carry them into battle.

**DC 20**: Guulvorgs are often encountered in pairs (a male and a female). They are capable of bearing Large riders into battle.

**Encounter Groups**

Worgs hunt in packs, while guulvorgs usually hunt alone or in pairs. Both worg strains willingly ally with evil humanoids.

**Level 10 Encounter (XP 2,500)**

✦ 3 worgs (level 9 brute)  
✦ 2 razorclaw stalkers (level 7 skirmisher)  
✦ 1 oni night haunter (level 8 elite controller)

**Level 17 Encounter (XP 8,400)**

✦ 2 guulvorgs (level 16 elite brute)  
✦ 2 cyclops hewers (level 16 soldier)
This restless apparition lurks in the shadows, thirsting for souls. Those it slays become free-willed wraiths as hateful as their creator.

**Wraith Lore**

A character knows the following information with a successful Religion check.

**DC 15**: Infused with the necromantic essence of the Shadowfell, a wraith is a spirit bereft of soul and body—a hollow vessel containing minimal personality and knowledge, if any. It usually remains near where its physical form fell or was buried.

The touch of a wraith usually causes weakness. A mad wraith weakens the mind instead of the body, and its touch can even drive a creature to attack its allies.

**DC 20**: When a wraith slays a humanoid, that creature’s spirit rises as a free-willed wraith of the same kind. With the aid of magic or ritual, and with the proper components, a necromancer can summon or even create a wraith. Other wraiths are born on the Shadowfell, and many remain there or enter the natural world through planar rifts and gates.

**DC 25**: When many people die abruptly, a dread wraith can coalesce from their collected spirits. Common wraiths can also evolve into larger, more malevolent wraiths over time.

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**Wraith Level 5 Lurker**

Medium shadow humanoid (undead)

XP 200

<table>
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<tr>
<th>Initiative +10</th>
<th>Senses Perception +2; darkvision</th>
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<tbody>
<tr>
<td>HP 37; Bloodied 18</td>
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<tr>
<td>Regeneration 5 (if the wraith takes radiant damage, regeneration is negated until the end of the wraith’s next turn)</td>
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<tr>
<td>AC 16; Fortitude 13, Reflex 16, Will 14</td>
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<tr>
<td>Immune disease, poison; Resist 10 necrotic, insubstantial;</td>
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<tr>
<td>Vulnerable 5 radiant (see also regeneration above)</td>
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<tr>
<td>Speed fly 6 (hover); phasing; see also shadow glide</td>
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**Shadow Touch** (standard; at-will) **Necrotic**

+8 vs. Reflex; 1d6 + 4 necrotic damage, and the target is weakened (save ends).

**Combat Advantage + Necrotic**

The wraith deals an extra 1d6 necrotic damage against any target it has combat advantage against.

**Shadow Glide** (move; encounter)

The wraith shifts 6 squares.

**Spawn Wraith**

Any humanoid killed by a wraith rises as a free-willed wraith at the start of its creator’s next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment Chaotic evil**

**Languages** Common

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**Mad Wraith Level 6 Controller**

Medium shadow humanoid (undead)

XP 250

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<th>Initiative +8</th>
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<td>AC 18; Fortitude 15, Reflex 18, Will 17</td>
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<tr>
<td>Immune disease, poison; Resist 10 necrotic, insubstantial;</td>
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<tr>
<td>Vulnerable 5 radiant (see also mad whispers above)</td>
<td></td>
</tr>
<tr>
<td>Speed fly 6 (hover); phasing</td>
<td></td>
</tr>
</tbody>
</table>

**Touch of Madness** (standard; at-will) **Psychic**

+8 vs. Will; 1d6 + 5 psychic damage, and the target takes a –2 penalty to Will defense (save ends).

**Touch of Chaos** (standard; recharge ⚅ ⚀ ⚅) **Psychic**

+9 vs. Will; 2d6 + 4 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.

**Spawn Wraith**

Any humanoid killed by a mad wraith rises as a free-willed mad wraith at the start of its creator’s next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.

**Alignment Chaotic evil**

**Languages** Common

<table>
<thead>
<tr>
<th>Skills Stealth +13</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str 6 (+1)</td>
</tr>
<tr>
<td>Dex 20 (+8)</td>
</tr>
<tr>
<td>Con 12 (+4)</td>
</tr>
<tr>
<td>Int 11 (+3)</td>
</tr>
<tr>
<td>Wis 6 (+1)</td>
</tr>
<tr>
<td>Cha 19 (+7)</td>
</tr>
</tbody>
</table>
**Mad Wraith Tactics**
A mad wraith likes to float over difficult terrain, making it hard for enemies to escape its mad whispers aura. It uses touch of chaos against an enemy whose Will defense is reduced by the creature’s touch of madness.

<table>
<thead>
<tr>
<th>Sword Wraith</th>
<th>Level 17 Lurker</th>
<th>Level 25 Lurker</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative +19</td>
<td>Senses Perception +14; darkvision</td>
<td>Initiative +25</td>
</tr>
<tr>
<td>Regeneration 10 (if the sword wraith takes radiant damage, regeneration is negated until the end of the sword wraith’s next turn)</td>
<td>Necrotic damage, disease, poison; Resist 20 necrotic, insubstantial; Vulnerable 10 radiant (see also regeneration above)</td>
<td>Senses Perception +18; darkvision</td>
</tr>
<tr>
<td>HP 90; Bloodied 45; see also death strike</td>
<td>Necrotic damage, disease, fear, poison; Resist 30 necrotic, insubstantial; Vulnerable 15 radiant (see also regeneration above)</td>
<td>Shroud of Night aura 5; bright light in the aura is reduced to dim light, and dim light becomes darkness.</td>
</tr>
<tr>
<td>AC 30; Fortitude 33, Reflex 30, Will 32</td>
<td>Immune disease, fear, poison; Resist 30 necrotic, insubstantial; Vulnerable 15 radiant (see also regeneration above)</td>
<td>HP 124; Bloodied 62; see also death strike</td>
</tr>
<tr>
<td>Speed fly 8 (hover); phasing (see also shadow glide)</td>
<td>Speed fly 10 (hover); phasing (see also shadow glide)</td>
<td>Regeneration 20 (if the dread wraith takes radiant damage, regeneration is negated until the end of the wraith’s next turn)</td>
</tr>
<tr>
<td>✦ Shadow Sword (standard; at-will) Necrotic</td>
<td>✦ Death Shriek (when reduced to 0 hit points) Necrotic</td>
<td>AC 37; Fortitude 33, Reflex 37, Will 37</td>
</tr>
<tr>
<td>+20 vs. Reflex; 2d8 + 7 necrotic damage, and the target is weakened (save ends).</td>
<td>The sword wraith shifts 4 squares and makes a melee basic attack, dealing an extra 2d8 necrotic damage on a hit.</td>
<td>Immune disease, fear, poison; Resist 30 necrotic, insubstantial; Vulnerable 15 radiant (see also regeneration above)</td>
</tr>
<tr>
<td>✦ Death Strike (when reduced to 0 hit points) Necrotic</td>
<td>Combat Advantage Necrotic</td>
<td>Speed 10; +28 vs. Reflex; 2d10 + 9 necrotic damage, and the target is weakened (save ends).</td>
</tr>
<tr>
<td>The sword wraith shifts 4 squares and makes a melee basic attack, dealing an extra 2d8 necrotic damage on a hit.</td>
<td>The sword wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against.</td>
<td>✦ Death Shriek (when reduced to 0 hit points) Psychic</td>
</tr>
<tr>
<td>✦ Shadow Glide (move; encounter)</td>
<td>Shadow Glide (move; encounter)</td>
<td>Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.</td>
</tr>
<tr>
<td>The sword wraith shifts 6 squares.</td>
<td>The sword wraith shifts 6 squares.</td>
<td>✦ Combat Advantage Necrotic</td>
</tr>
<tr>
<td>Spawn Wraith</td>
<td>Spawn Wraith</td>
<td>The dread wraith deals an extra 3d6 necrotic damage against any target it has combat advantage against.</td>
</tr>
<tr>
<td>Any humanoid killed by a sword wraith rises as a free-willed sword wraith at the start of its creator’s next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.</td>
<td>Any humanoid killed by a dread wraith rises as a free-willed dread wraith at the start of its creator’s next turn, appearing in the space where it died (or in the nearest unoccupied space). Raising the slain creature (using the Raise Dead ritual) does not destroy the spawned wraith.</td>
<td>Close blast 3; targets enemies; +27 vs. Will; 4d6 + 9 psychic damage, and the target is dazed (save ends). Miss: Half damage, and the target is not dazed.</td>
</tr>
</tbody>
</table>

**Dread Wraith Tactics**
Dread wraiths are fearless combatants that like to flank enemies, using shadow glide or phasing through walls (as needed) to maneuver into position. If it takes radiant damage, it angrily attacks the source of that damage above all other targets.

**Encounter Groups**
Wraiths pollute their surroundings with necrotic energy, giving rise to or attracting other undead. Although wraiths are without motivation, they are intelligent and sometimes choose to serve other creatures.

**Level 5 Encounter (XP 1,100)**
✦ 2 wraiths (level 5 lurker)
✦ 4 dark creepers (level 4 skirmisher)

**Level 6 Encounter (XP 1,250)**
✦ 1 mad wraiths (level 6 controller)
✦ 4 evistro demons (level 6 brute)

**Level 17 Encounter (XP 7,600)**
✦ 4 sword wraiths (level 17 lurker)
✦ 1 immolith demon (level 15 controller)

**Level 25 Encounter (XP 35,000)**
✦ 3 dread wraiths (level 25 lurker)
✦ 1 death titan (level 25 elite brute)
Similar in appearance to a dragon, a wyvern uses its venomous tail to sting prey to death before snatching its prize and flying off to devour it.

Despite appearances, a wyvern is more closely related to drakes than dragons, lacking the cunning and intelligence of the latter.

Wyvern

Large natural beast (mount, reptile)

Initiative +10

Senses Perception +12; low-light vision

HP 106; Bloodied 53

AC 24; Fortitude 24, Reflex 20, Will 19

Speed 4, fly 8 (hover); see also flyby attack

Bite (standard; at-will)

Reach 2; +15 vs. AC; 1d8 + 7 damage.

Claws (standard; at-will)

The wyvern can attack with its claws only while flying; +15 vs. AC; 1d6 + 7 damage, and the target is knocked prone.

Sting (standard; at-will)

✦ Poison

Reach 2; +15 vs. AC; 1d6 + 4 damage, and the wyvern makes a secondary attack against the same target. Secondary Attack: +13 vs. Fortitude; ongoing 10 poison damage (save ends).

Flyby Attack (standard; at-will)

The wyvern flies up to 8 squares and makes one melee basic attack at any point during that movement. The wyvern doesn’t provoke opportunity attacks when moving away from the target of the attack.

Aerial Agility +2 (while mounted by a rider of 10th level or higher; at-will) ✦ Mount

While flying, the wyvern grants its rider a +2 bonus to all defenses.

Alignment Unaligned

Languages –

Str 24 (+12) Dex 17 (+8) Wis 15 (+7)

Con 18 (+9) Int 2 (+1) Cha 8 (+4)

Wyvern Tactics

The wyvern begins combat by using its flyby attack power to swoop down and knock an enemy prone with its claws. The creature then lands and alternates between sting and bite attacks. When bloodied, the wyvern takes to air again.

Fell Wyvern

Large shadow beast (reptile)

Initiative +19

Senses Perception +12; darkvision

HP 228; Bloodied 114

AC 38; Fortitude 42, Reflex 34, Will 31

Resist 10 necrotic; Vulnerable 5 radiant

Speed 6, fly 12 (hover); see also flyby attack

Bite (standard; at-will)

Reach 2; +29 vs. AC; 2d8 + 10 damage.

Claws (standard; at-will)

The fell wyvern can attack with its claws only while flying; +29 vs. AC; 2d6 + 10 damage, and the target is knocked prone.

Necrovenom Sting (standard; at-will) ✦ Necrotic, Poison

Reach 2; +29 vs. AC; 2d6 + 9 damage, and the fell wyvern makes a secondary attack against the same target. Secondary Attack: +27 vs. Fortitude; ongoing 20 necrotic and poison damage (save ends).

Flyby Attack (standard; at-will)

The fell wyvern flies up to 12 squares and makes one melee basic attack at any point during that movement. The fell wyvern doesn’t provoke opportunity attacks when moving away from the target of the attack.

Pestilent Breath (standard; recharge ⚅ 5) ✦ Necrotic

Close blast 5; +27 vs. Fortitude; 2d10 + 9 necrotic damage, and ongoing 10 necrotic damage (save ends).

Alignment Unaligned

Languages –

Str 30 (+22) Dex 20 (+17) Wis 15 (+14)

Con 28 (+21) Int 2 (+8) Cha 6 (+10)

Fell Wyvern Tactics

A fell wyvern uses tactics similar to those of the common wyvern, except that it uses pestilent breath as often as it can.

Wyvern Lore

A character knows the following information with a successful skill check.

Nature DC 15: To domesticate a wyvern, a humanoid master must handle the creature from its birth.

Arcana DC 25: Fell wyverns are native to the Shadowfell but are found throughout the natural world, especially in areas with strong ties to the Shadowfell.

Encounter Groups

Wyverns live and hunt in small groups called flights. Despite the unruly nature of wyverns, some humanoids make an effort to capture and tame them.

Level 10 Encounter (XP 2,500)

✦ 2 wyverns (level 10 skirmisher)

✦ 1 venom-eye basilisk (level 10 artillery)

✦ 1 ettin marauder (level 10 elite soldier)
Yuan-ti are cruel serpentine tyrants descended from a powerful prehistoric race of snake people. Their ancient sprawling empires were corrupted and fell to ruin eons ago. Today, these empires are mostly forgotten.

Yuan-ti inhabit the jungles of the natural world, hiding amid crumbling ruins, building secret temples to Zehir (the god of poison and serpents), taking slaves, making sacrifices, and plotting to retake the world.

**Yuan-ti Malison**

Malisons represent the bulk of yuan-ti society. They are highly intelligent and manipulative, and they create powerful auras to aid their minions and allies. They regard their various bodyguards, cultists, and pets as their primary weapons, using them with care and precision.

Malisons have serpentine heads. Roughly half of them are born with legs, and the other half are born with snakelike lower torsos.

---

### Yuan-ti Malison Sharp-eye Level 13 Artillery

**Medium natural humanoid (reptile)**

- **Initiative +12**
- **Senses** Perception +13
- **HP** 98; Bloodied 49
- **AC** 27; Fortitude 23, Reflex 25, Will 23; see also chameleon defense
- **Resist** 10 poison
- **Speed** 7
- **Scimitar (standard; at-will) ✦ Weapon**
  - +16 vs. AC; 1d8 + 4 damage (crit 2d8 + 12).
- **Longbow (standard; at-will) ✦ Poison, Weapon**
  - Ranged 20/40; +18 vs. AC; 1d10 + 6 damage, and the yuan-ti malison sharp-eye makes a secondary attack against the same target. **Secondary Attack:** +16 vs. Fortitude; ongoing 5 poison damage, and the target is dazed (save ends both).
- **Chameleon Defense**
  - The yuan-ti malison sharp-eye has concealment against attacks that originate more than 3 squares away.

Alignment Evil

Languages Common, Draconic

**Skills**

- Arcana +15
- Bluff +19
- History +19
- Insight +19
- Stealth +19

**Str** 18 (+10)

**Dex** 23 (+12)

**Wis** 14 (+8)

**Con** 14 (+8)

**Int** 12 (+7)

**Cha** 18 (+10)

**Equipment**

- scimitar, longbow, quiver of 30 arrows

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### Yuan-ti Malison Sharp-eye Tactics

A malison sharp-eye uses ranged attacks in preference to all other attacks. Its chameleon defense allows it to make Stealth checks to remain hidden while shooting.

### Yuan-ti Malison Incanter Level 15 Artillery (Leader)

**Medium natural humanoid (reptile)**

- **Initiative +13**
- **Senses** Perception +13
- **HP** 118; Bloodied 59; see also poisoned domination and slither away
- **AC** 29; Fortitude 26, Reflex 27, Will 27; see also deflect attack and slither away
- **Resist** 10 poison
- **Speed** 7; see also slither away
- **Bite (standard; at-will) ✦ Poison**
  - +16 vs. Fortitude; 1d6 + 6 damage, and ongoing 5 poison damage (save ends).
- **Mindwarp (standard; at-will) ✦ Psychic**
  - Ranged 20; +20 vs. AC; 2d6 + 7 psychic damage, and the target is dazed (save ends).
- **Poisoned Domination (standard; recharges when first bloodied) ✦ Charm**
  - Ranged 5; affects a creature taking ongoing poison damage; +20 vs. Will; the target is dominated until the end of the incanter’s next turn. **Aftereffect:** The target is dazed (save ends).
- **Zehir’s Venom (standard; recharge ⚅ ⚃ ⚅) ✦ Poison**
  - Ranged 10; affects a creature taking ongoing poison damage; +20 vs. Fortitude; 2d10 + 6 poison damage, and the target is dazed (save ends).
- **Deflect Attack** (immediate interrupt, when hit by an attack; recharge ⚅ ⚅)
  - The yuan-ti malison incanter transfers the attack’s damage and effects to an adjacent ally.

Alignment Evil

Languages Common, Draconic

**Skills**

- Arcana +19
- Bluff +19
- History +19
- Insight +18
- Stealth +18

**Str** 16 (+10)

**Dex** 22 (+13)

**Wis** 22 (+13)

**Con** 22 (+13)

**Int** 25 (+14)

**Cha** 25 (+14)
Yuan-ti Malison Incanter Tactics

A yuan-ti malison incanter uses mind warp until one or more enemies are poisoned by its allies, at which point it targets them with poisoned domination and Zehir’s venom. The incanter remains adjacent to an ally at all times so that it can use deflect attack to avoid taking damage. If it is bloodied and defeat seems inevitable, the incanter uses slither away to escape.

Yuan-ti Malison Disciple of Zehir Level 17 Controller

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+13</th>
<th>Senses</th>
<th>Perception +12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zehir’s Favor (Healing, Poison) aura 10; allies in the aura at the start of their turns regain 5 hit points, while enemies in the aura at the start of their turns take 5 poison damage.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>HP 164; Bloodied 82</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC 31; Fortitude 29, Reflex 29, Will 32</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist 10 poison</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed 7</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

Morningstar (standard; at-will) + Poison, Weapon

+22 vs. AC; 1d10 + 3 damage, and the yuan-ti malison disciple of Zehir makes a secondary attack against the same target. Secondary Attack: +20 vs. Fortitude; ongoing 10 poison damage (save ends).

Soothing Words (standard; recharge 4; 5; 4; 3) + Charm

Ranged 5; the target must be able to hear the disciple of Zehir; +24 vs. Will; the target is dominated (save ends). Aftereffect: The target is dazed (save ends).

Alignment Evil

Languages Common, Draconic

Skills Bluff +21, History +18, Insight +17, Religion +18, Stealth +18

Str 16 (+11) Dex 20 (+13) Wis 18 (+12)

Con 20 (+13) Int 20 (+13) Cha 26 (+16)

Equipment morningstar

Disciple of Zehir Tactics

A disciple of Zehir uses soothing words to dominate its enemies, turning them against one another.

Yuan-ti Abomination Level 14 Soldier

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+13</th>
<th>Senses</th>
<th>Perception +12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bastard Sword (standard; at-will) + Poison, Weapon</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>+20 vs. AC; 1d12 + 6 damage (crit 2d12 + 18), and the target is marked until the end of the yuan-ti abomination’s next turn and takes ongoing 5 poison damage (save ends).</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Grasping Coils (minor 1/round; at-will)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reach 2; +20 vs. Reflex; the target is pulled 1 square and grabbed (until escape). The yuan-ti abomination can grab only one creature at a time.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bite (standard; at-will) + Poison</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Grabbged target only; +18 vs. Fortitude; 1d12 + 5 poison damage, and ongoing 10 poison damage (save ends).</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

Alignment Evil

Languages Draconic

Skills Endurance +15, Intimidate +14, Stealth +14

Str 22 (+13) Dex 18 (+11) Wis 16 (+10)

Con 20 (+12) Int 12 (+8) Cha 14 (+9)

Equipment heavy shield, bastard sword

Yuan-ti Abomination Tactics

The yuan-ti abomination lives for battle, crushing enemies in the name of Zehir and on the orders of its malison superiors.

Yuan-ti Malison Incanter Tactics

A yuan-ti malison incanter uses mind warp until one or more enemies are poisoned by its allies, at which point it targets them with poisoned domination and Zehir’s venom. The incanter remains adjacent to an ally at all times so that it can use deflect attack to avoid taking damage. If it is bloodied and defeat seems inevitable, the incanter uses slither away to escape.

Yuan-ti Abomination Tactics

A yuan-ti abomination attacks with its scimitar and its grasping coils every round. If it succeeds in grabbing an enemy and there are no other foes opposing it, it bites the grabbed foe. Otherwise, it holds that enemy in place while it attacks another target with its scimitar.
YUAN-TI ANATHEMA

Anathemas ruled the yuan-ti as kings until they were stricken with madness and imprisoned. Lesser yuan-ti still revere them as emissaries of the god Zehir, placating them with daily sacrifices.

Yuan-ti Anathema Level 21 Elite Skirmisher

Huge natural magical beast (reptile)  XP 6,400

Initiative +18  Senses Perception +17
HP 412; Bloodied 206
AC 37; Fortitude 39, Reflex 35, Will 35
Resist 20 poison
Saving Throws +2
Speed 8; see also swarm of snakes and trample
Action Points 1

✦ Slam (standard; at-will) + Poison
Reach 3; +26 vs. AC; 2d6 + 7 damage, and ongoing 10 poison damage (save ends).

✦ Double Attack (standard; at-will) + Poison
The yuan-ti anathema makes two slam attacks, each against a different target.

✦ Bite (standard; at-will) + Poison
Reach 3; +26 vs. AC; 2d8 + 7 damage, and the yuan-ti anathema makes a secondary attack against the same target. Secondary Attack: +24 vs. Fortitude; the target takes ongoing 15 poison damage and a −4 penalty to attack rolls (save ends both).

✦ Trample (standard; at-will)
The yuan-ti anathema can move up to its speed and enter enemies’ spaces. This movement provokes opportunity attacks, and the anathema must end its move in an unoccupied space. When it enters an enemy’s space, the anathema makes a trample attack: +24 vs. Reflex; 2d6 + 7 damage, and the target is knocked prone.

✦ Horde of Snakes (standard; recharges when the yuan-ti anathema uses swarm of snakes) + Poison
Close burst 1; +26 vs. Fortitude; 2d4 + 6 damage, and ongoing 10 poison damage (save ends).

Swarm of Snakes (move; at-will)
The yuan-ti anathema collapses into hundreds of snakes, which shift up to 8 squares away and then re-form as the anathema in an unoccupied space. The anathema ignores difficult terrain while moving in this fashion.

Alignment Evil  Languages Draconic
Str 25 (+17)  Dex 23 (+16)  Wis 15 (+12)
Con 30 (+20)  Int 5 (+7)  Cha 22 (+16)

YUAN-TI LORE

A character knows the following information about yuan-ti with a successful Nature check.

DC 20: Yuan-ti malisons represent the bulk of yuan-ti society, accounting for 90 percent or more of a yuan-ti settlement’s population (excluding non-yuan-ti slaves and worshipers). Some malisons are born with humanoid lower bodies while retaining an ophidian head. Whether they possess legs or a long serpent tail, malisons make superb intermediaries between races. They often work with human cultists who revere the snake god Zehir.

DC 25: Yuan-ti abominations are the elite troops and champions of yuan-ti society, overcoming threats that yuan-ti malisons, human cultists, and slaves are unable to defeat.

DC 30: Both the yuan-ti and their enemies fear yuan-ti anathemas. Anathemas were regarded as kings among their lesser kindred. However, they went mad and turned upon their own kind, savagely butchering their followers until they were overthrown. Anathemas are kept in subterranean prisons. Other yuan-ti regard them as holy creatures but fear that the anathemas would swarm, slay, and eat everything if released. Living sacrifices are dropped from high temple ziggurats down into anathema dens to placate them, lest they grow restless.

YUAN-TI ANATHEMA TACTICS

The anathema normally begins battle by trampling several foes, and then spends its action point to bite the nearest enemy. On subsequent rounds, it alternates between biting a single enemy and using its double attack against two targets. If closely pressed by three or more foes, the anathema uses horde of snakes and swarm of snakes to attack all nearby targets, slither away, and reform in a new spot.
**Snaketongue Initiate**

**Level 7 Minion**

Medium natural humanoid, human

**XP 75**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+5</th>
<th>Senses</th>
<th>Perception</th>
<th>+4</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>1</td>
<td>a missed attack never damages a minion.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC</td>
<td>20</td>
<td>Fortitude 18, Reflex 17, Will 17</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Greatsword (standard; at-will) + Poison, Weapon**

+11 vs. AC; 5 damage, and the snaketongue initiate makes a secondary attack against the same target. **Secondary Attack:** +9 vs. Fortitude; ongoing 2 poison damage (save ends).

**Alignment** Chaotic evil  
**Languages** Common, Draconic

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

**Equipment** leather armor, poisoned greatsword

**Snaketongue Initiate Tactics**

Poison drips from the blade of the initiate’s sword, which it swings with great zeal. The initiate gladly sacrifices itself to protect its yuan-ti masters.

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**Snaketongue Zealot**

**Level 12 Minion**

Medium natural humanoid, human

**XP 175**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+7</th>
<th>Senses</th>
<th>Perception</th>
<th>+6</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>1</td>
<td>a missed attack never damages a minion.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC</td>
<td>25</td>
<td>Fortitude 23, Reflex 22, Will 22</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Greatsword (standard; at-will) + Poison, Weapon**

+16 vs. AC; 6 damage, and the snaketongue zealot makes a secondary attack against the same target. **Secondary Attack:** +14 vs. Fortitude; ongoing 3 poison damage (save ends).

**Alignment** Chaotic evil  
**Languages** Common, Draconic

- **Str** 16 (+8)  
- **Dex** 14 (+7)  
- **Wis** 12 (+6)  
- **Con** 13 (+6)  
- **Int** 12 (+6)  
- **Cha** 14 (+7)

**Equipment** leather armor, poisoned greatsword

**Snaketongue Zealot Tactics**

The snaketongue zealot tries to strike down Zehir’s hated enemies, cutting deep into infidels with its poisoned greatsword.

---

**Snaketongue Warrior**

**Level 8 Brute**

Medium natural humanoid, human

**XP 350**

<table>
<thead>
<tr>
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<th>Senses</th>
<th>Perception</th>
<th>+5</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP 106; Bloodied 53</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC</td>
<td>20</td>
<td>Fortitude 18, Reflex 17, Will 17</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist</td>
<td>10 poison</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>6</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Greatsword (standard; at-will) + Poison, Weapon**

+13 vs. AC; 1d10 + 3 damage (1d10 + 5 damage while bloodied) and the snaketongue warrior makes a secondary attack against the same target. **Secondary Attack:** +11 vs. Fortitude; ongoing 5 poison damage (save ends).

**Alignment** Evil  
**Languages** Common, Draconic  
**Skills** Religion +10

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

**Equipment** leather armor, poisoned greatsword

**Snaketongue Warrior Tactics**

Snaketongue warriors charge into battle, doing their utmost to keep their vile masters safe.
### Snaketongue Assassin 
**Level 9 Lurker**

Medium natural humanoid (shapechanger), human XP 400

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+13</th>
<th>Senses</th>
<th>Perception +6</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>80; Bloodied 40</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC</td>
<td>23; Fortitude 21, Reflex 21, Will 20; see also crowd shield</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist</td>
<td>10 poison</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Dagger</strong> (standard; at-will)</td>
<td>+ Poison, Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>+14 vs. AC; 1d4 + 3 damage, and ongoing 10 poison damage (save ends)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Crowd Shield</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>The snaketongue assassin gains a +2 bonus to its AC and Reflex defense if it has one creature adjacent to it, or a +4 bonus if two or more creatures are adjacent to it.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Serpent Form</strong> (move; at-will)</td>
<td>+ Polymorph</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The snaketongue assassin transforms into a crushgrip constrictor (page 240). Any equipment the assassin is carrying merges with the new form. The assassin uses the crushgrip constrictor’s statistics instead of its own, except for hit points. Reverting to its true form is a minor action.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Alignment**

Evil

**Languages**

Common, Draconic

**Skills**

Religion +11, Stealth +14

<table>
<thead>
<tr>
<th>Str</th>
<th>16 (+7)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dex</td>
<td>20 (+9)</td>
</tr>
<tr>
<td>Wis</td>
<td>18 (+8)</td>
</tr>
<tr>
<td>Con</td>
<td>20 (+9)</td>
</tr>
<tr>
<td>Int</td>
<td>14 (+6)</td>
</tr>
<tr>
<td>Cha</td>
<td>14 (+6)</td>
</tr>
</tbody>
</table>

**Equipment**

Leather armor, poisoned dagger

---

### Snaketongue Celebrant 
**Level 11 Controller**

Medium natural humanoid (shapechanger), human XP 600

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+13</th>
<th>Senses</th>
<th>Perception +6</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP</td>
<td>117; Bloodied 58</td>
<td></td>
<td></td>
</tr>
<tr>
<td>AC</td>
<td>24; Fortitude 22, Reflex 20, Will 24</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Resist</td>
<td>10 poison</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>7</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Scimitar</strong> (standard; at-will)</td>
<td>+ Poison, Weapon</td>
<td></td>
<td></td>
</tr>
<tr>
<td>+14 vs. AC; 1d8 + 3 damage (crit 2d8 + 11), and the snaketongue celebrant makes a secondary attack against the same target. <strong>Secondary Attack:</strong> +12 vs. Fortitude; ongoing 5 poison damage (save ends).</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Serpent’s Lash</strong> (standard; recharge ▼ ▼ ▼</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ranged 5; a whip of amber-colored energy lashes the target; +14 vs. Will; 1d8 + 5 psychic damage, and the target grants combat advantage to all of its enemies until the end of the yuan-ti celebrant’s next turn.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Coils of Despair</strong> (standard; recharge ▼ ▼ ▼ )</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Area burst 5 within 10; targets enemies; +14 vs. Reflex; the target is restrained (save ends) by writhing coils of green energy.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Serpent Form</strong> (move; at-will)</td>
<td>+ Polymorph</td>
<td></td>
<td></td>
</tr>
<tr>
<td>The snaketongue celebrant transforms into a crushgrip constrictor (page 240). Any equipment the celebrant is carrying merges with the new form. The celebrant uses the crushgrip constrictor’s statistics instead of its own, except for hit points. Reverting to its true form is a minor action.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Alignment**

Evil

**Languages**

Common, Draconic

**Skills**

Diplomacy +15, Insight +14, Intimidate +15, Religion +13

<table>
<thead>
<tr>
<th>Str</th>
<th>17 (+8)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dex</td>
<td>19 (+9)</td>
</tr>
<tr>
<td>Wis</td>
<td>19 (+9)</td>
</tr>
<tr>
<td>Con</td>
<td>21 (+10)</td>
</tr>
<tr>
<td>Int</td>
<td>16 (+8)</td>
</tr>
<tr>
<td>Cha</td>
<td>21 (+10)</td>
</tr>
</tbody>
</table>

**Equipment**

Hooded robe, poisoned scimitar

---

### Snaketongue Celebrant Tactics

A snaketongue assassin stealthily approaches an enemy in human form and usually remains in this form until bloodied, at which point it transforms into a crushgrip constrictor. While in human form, it tries to stay close to its allies and enemies to gain the benefits of crowd shield.

---

### Snaketongue Celebrant Lore

A character knows the following information with a successful Nature check. **DC 15:** Human cultists of Zehir are often found living among yuan-ti as second-class citizens. The cultists bow to the needs of yuan-ti, and they often serve as spies in human cultures where yuan-ti are hated and feared. **DC 20:** Snaketongue cultists typically wield envenomed blades, proudly referring to them as “the fangs of Zehir.”

### Encounter Groups

Yuan-ti encounters usually consist of a mixed group of yuan-ti malisons, yuan-ti abominations, and snaketongue cultists. Occasionally they are joined by other reptilian monsters and humanoid slaves.

**Level 9 Encounter (XP 2,025)**

- 1 snaketongue celebrant (level 11 controller)
- 1 snaketongue warrior (level 8 brute)
- 9 snaketongue initiates (level 7 minion)
- 1 flame snake (level 9 artillery)

**Level 11 Encounter (XP 3,100)**

- 1 yuan-ti abomination (level 14 soldier)
- 1 yuan-ti malison sharp-eye (level 13 artillery)
- 4 snaketongue zealots (level 12 minion)
- 1 snaketongue assassin (level 9 lurker)

**Level 16 Encounter (XP 6,800)**

- 1 yuan-ti malison disciple of Zehir (level 17 controller)
- 2 yuan-ti malison incanters (level 15 artillery)
- 2 shadow snakes (level 16 skirmisher)

**Level 22 Encounter (XP 19,200)**

- 1 yuan-ti anathema (level 21 elite skirmisher)
- 2 dark nagas (level 21 elite controller)
ZOMBIE

A ZOMBIE IS THE ANIMATED CORPSE of a living creature. Imbued with the barest semblance of life, this shambling horror obeys the commands of its creator, heedless of its own wellbeing.

A typical zombie is made of the corpse of a Medium or Large creature.

Zombie Rotter
Medium natural animate (undead) XP 38
Level 3 Minion
Initiative: -2 Senses: Perception -1; darkvision
HP: 1; a missed attack never damages a minion.
AC 13; Fortitude 13, Reflex 9, Will 10
Immune: disease, poison
Speed: 4
+ 6 vs. AC; 2d6 + 2 damage.
Alignment: Unaligned Languages –
Str 14 (+2) Dex 6 (-2) Wis 8 (-1)
Con 10 (+0) Int 1 (-5) Cha 3 (-4)

Zombie Rotter Tactics
Zombie rotters swarm the nearest living target and beat it to death.

Zombie
Medium natural animate (undead) XP 125
Level 2 Brute
Initiative: -1 Senses: Perception +0; darkvision
HP: 40; Bloodied 20; see also zombie weakness
AC 13; Fortitude 13, Reflex 9, Will 10
Immune: disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed: 4
+ 6 vs. AC; 2d6 + 2 damage.
+ 4 vs. Reflex; the target is grabbed (until escape). Checks made to escape the zombie’s grab take a –5 penalty.
Alignment: Unaligned Languages –
Str 14 (+3) Dex 6 (-1) Wis 8 (+0)
Con 10 (+1) Int 1 (-4) Cha 3 (-3)

Zombie Weakness
Any critical hit to the zombie reduces it to 0 hit points instantly.

Zombie Tactics
When two or more zombies attack a single foe, one of them uses zombie grab to prevent the foe’s escape.

Gravehound
Medium natural animate (undead) XP 150
Level 3 Brute
Initiative: +2 Senses: Perception +1; darkvision
HP: 54; Bloodied 27; see also death jaws and zombie weakness
AC 14; Fortitude 14, Reflex 12, Will 11
Immune: disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed: 8
+ 7 vs. AC; 1d6 + 3 damage, and the target takes ongoing 5 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller.
Alignment: Unaligned Languages –
Str 14 (+4) Dex 14 (+4) Wis 10 (+2)
Con 14 (+4) Int 1 (-3) Cha 3 (-2)

Gravehound Tactics
A gravehound uses its speed to overtake prey. When it dies, it makes one final bite attack against a living creature within reach.

Corruption Corpse
Medium natural animate (undead) XP 175
Level 4 Artillery
Initiative: +3 Senses: Perception +3; darkvision
Grave Stench aura 1; living enemies in the aura take a –5 penalty to attack rolls.
HP: 46; Bloodied 23; see also death burst
Regeneration 5 (if the corruption corpse takes radiant damage, regeneration doesn’t function on its next turn)
AC 17; Fortitude 16, Reflex 14, Will 14
Immune: disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed: 4
+ 8 vs. AC; 1d6 + 3 damage.
+ 7 vs. Reflex; 2d6 + 3 necrotic damage.
Alignment: Unaligned Languages –
Str 16 (+5) Dex 13 (+3) Wis 12 (+3)
Con 16 (+5) Int 4 (-1) Cha 3 (-2)

Corruption Corpse Tactics
The corruption corpse hurls globs of necrotic matter at living creatures until one or more living creatures close to within melee range, at which point it makes slam attacks.

Rotwing Zombie
Medium natural animate (undead) XP 175
Level 4 Skirmisher
Initiative: +6 Senses: Perception +2; darkvision
HP: 54; Bloodied 27; see also zombie weakness
AC 17; Fortitude 16, Reflex 16, Will 14
Immune: disease, poison; Resist 10 necrotic; Vulnerable 5 radiant
Speed: 4, fly 4 (clumsy)
+ 9 vs. AC; 1d8 + 2 damage.
Alignment: Unaligned Languages –
Str 14 (+4) Dex 14 (+4) Wis 10 (+2)
Con 14 (+4) Int 1 (-3) Cha 3 (-2)

Rotwing Zombie Tactics
The rotwing zombie often perches silently on a ledge or precipice. It swoops down and makes a flying charge against the nearest enemy.
**Chillborn Zombie**

**Level 6 Soldier**

Medium natural animate (cold, undead) XP 250

- **Initiative +5**
- **Senses** Perception +3; darkvision
- **Chillborn Aura (Cold)** aura 2; any creature that enters or begins its turn in the aura takes 5 cold damage. Multiple chillborn auras deal cumulative damage.
- **HP 71; Bloodied 35;** see also death burst
- **AC 22; Fortitude 20, Reflex 16, Will 16**
- **Immune** disease, poison; **Resist** 10 cold, 10 necrotic; **Vulnerable** 5 fire, 5 radiant
- **Speed 4 m**

✦ **Slam (standard; at-will) + Cold**

+11 vs. AC; 1d6 + 4 damage, and the target is immobilized until the end of the chillborn zombie’s next turn and takes ongoing 5 cold damage (save ends); see also ice reaper.

✦ **Death Burst (when reduced to 0 hit points) + Cold**

The chillborn zombie explodes. Close burst 1; +9 vs. Fortitude; 2d6 + 2 cold damage, and the target is slowed (save ends).

✦ **Ice Reaper + Cold**

The chillborn zombie deals an extra 5 cold damage to an immobilized creature.

**Alignment** Unaligned

**Languages** —

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Wisdom</th>
<th>Constitution</th>
<th>Intelligence</th>
<th>Charisma</th>
</tr>
</thead>
<tbody>
<tr>
<td>19 (+7)</td>
<td>10 (+3)</td>
<td>10 (+3)</td>
<td>15 (+5)</td>
<td>1 (+1)</td>
<td>6 (+1)</td>
</tr>
</tbody>
</table>

**Chillborn Zombie Tactics**

If it succeeds in immobilizing the target with its slam attack, the chillborn zombie uses ice reaper on its next turn.

**Zombie Hulk**

**Level 8 Brute**

Large natural animate (undead) XP 350

- **Initiative +2**
- **Senses** Perception +3; darkvision
- **HP 71; Bloodied 35;** see also rise again
- **AC 22; Fortitude 20, Reflex 17, Will 18**
- **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 10 radiant
- **Speed 4 m**

✦ **Slam (standard; at-will)**

Reach 2; +12 vs. AC; 2d8 + 5 damage.

✦ **Zombie Smash (standard; recharge [6])**

Reach 2; targets Medium size or smaller creature; +12 vs. AC; 4d8 + 5 damage, and the target is knocked prone.

✦ **Rise Again (the first time the zombie hulk drops to 0 hit points)**

Make a new initiative check for the zombie hulk. On its next turn, the zombie hulk rises (as a move action) with 44 hit points.

**Alignment** Unaligned

**Languages** —

<table>
<thead>
<tr>
<th>Str</th>
<th>Dex</th>
<th>Wisdom</th>
<th>Constitution</th>
<th>Intelligence</th>
<th>Charisma</th>
</tr>
</thead>
<tbody>
<tr>
<td>21 (+9)</td>
<td>6 (+2)</td>
<td>8 (+3)</td>
<td>18 (+8)</td>
<td>1 (+1)</td>
<td>3 (+0)</td>
</tr>
</tbody>
</table>

**Zombie Hulk Tactics**

The zombie hulk uses zombie smash on creatures smaller than itself. When it falls in battle, it doesn’t stay dead for long, rising once more to have its revenge.

**Zombie Lore**

The following information can be obtained with a successful Religion check.

**DC 15**: Most zombies are created using a foul ritual. Once roused, a zombie obeys its creator and wants nothing more than to kill and consume the living.

**DC 20**: Corpses left in places corrupted by supernatural energy from the Shadowfell sometimes rise as zombies on their own. These zombies have no master and generally attack all living creatures they encounter.

**Encounter Groups**

Zombies can be found anywhere, working with or for any creature willing to tolerate their moldering presence.

**Level 4 Encounter (XP 951)**

✦ 3 zombies (level 2 brute)
✦ 4 zombie rotters (level 3 minions)
✦ 4 kruthik hatchlings (level 2 minions)
✦ 2 wererats (level 3 skirmishers)

**Level 8 Encounter (XP 1,750)**

✦ 2 zombie hulks (level 8 brute)
✦ 2 rot scarab swarms (level 8 soldier)
✦ 1 oni night haunter (level 8 controller)
Several of the monsters in the *Monster Manual* have racial traits and powers, not unlike the races presented in the *Player’s Handbook*. In general, these traits and powers are provided to help Dungeon Masters create nonplayer characters (NPCs). This information can also be used as guidelines for creating player character (PC) versions of these creatures, within reason. Note that these traits and powers are more in line with monster powers than with player character powers.

A player should only use one of the following races to create a character with the permission of the Dungeon Master. The DM should carefully consider which monster races, if any, to allow as PCs in his or her campaign.

### Bugbear

*Average Height*: 6’10” - 7’2”
*Average Weight*: 250–300 lb.

*Ability Scores*: +2 Strength, +2 Dexterity

*Size*: Medium

*Speed*: 6 squares

*Vision*: Low-light

*Languages*: Common, Goblin

*Skill Bonuses*: +2 Intimidate, +2 Stealth

*Oversized*: You can use weapons of your size or one size larger than you as if they were your size.

*Predatory Eye*: You can use predatory eye as an encounter power.

---

### Doppelganger

*Average Height*: 5’7” - 6’0”
*Average Weight*: 120–160 lb.

*Ability Scores*: +2 Intelligence, +2 Charisma

*Size*: Medium

*Speed*: 6 squares

*Vision*: Normal

*Languages*: Common

*Skill Bonuses*: +2 Bluff, +2 Insight

*Mental Defense*: You gain a +1 racial bonus to your Will defense.

*Change Shape*: You can use change shape as an at-will power.

---

### Change Shape  
*Doppelganger Racial Power*

You alter your form to look like some other humanoid.

**At-Will + Polymorph**

**Minor Action**  
**Personal**

**Effect**: You can alter your physical form to take on the appearance of any Medium humanoid, including a unique individual (see Change Shape, page 280).

---

### Drow

*Average Height*: 5’4” - 6’0”
*Average Weight*: 130–170 lb.

*Ability Scores*: +2 Dexterity, +2 Charisma

*Size*: Medium

*Speed*: 6 squares

*Vision*: Darkvision

*Languages*: Common, Elven

*Skill Bonuses*: +2 Intimidate, +2 Stealth

*Trance*: Rather than sleep, drow enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest. While in a trance, you are fully aware of your surroundings and notice approaching enemies and other events as normal.

*Lolthtouched*: Once per encounter, you can use either the cloud of darkness or darkfire power.

---

### Cloud of Darkness  
*Drow Racial Power*

A cloud of darkness obscures you, but your vision pierces it.

**Encounter**

**Minor Action**  
**Close burst 1**

**Effect**: This power creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight for all creatures except you. Any creature except you entirely within the cloud is blinded.

---

### Darkfire  
*Drow Racial Power*

A flickering halo of purple light surrounds the target, making it easier to hit.

**Encounter**

**Minor Action**  
**Ranged 10**

**Target**: One creature

**Attack**: Intelligence +2 vs. Reflex, Wisdom +2 vs. Reflex, or Charisma +2 vs. Reflex

Increase to +4 bonus at 11th level and +6 bonus at 21st level.

**Hit**: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

**Special**: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character’s life and does not change the power’s other effects.
**Githyanki**

Average Height: 6'0" - 6'5"
Average Weight: 160-190 lb.

Ability Scores: +2 Constitution, +2 Intelligence
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Common, Deep Speech
Skill Bonuses: +2 History
Danger Sense: You gain a +2 bonus to initiative checks.
Githyanki Willpower: You gain a +1 bonus to your Will defense and a +2 bonus to saving throws against charm effects.
Telekinetic Leap: You can use telekinetic leap as an encounter power.

**Telekinetic Leap**

You hurl yourself or one of your allies safely through the air using your mind.

Encounter
Move Action Ranged 10
Target: You or one ally
Effect: The target can fly up to 5 squares. If this power is used on an ally, that ally must remain in your line of sight at all times during the effect.

---

**Githzerai**

Average Height: 6'0" - 6'5"
Average Weight: 160-190 lb.

Ability Scores: +2 Dexterity, +2 Wisdom
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Common, Deep Speech
Skill Bonuses: +2 Acrobatics, +2 Athletics
Danger Sense: You gain a +2 bonus to initiative checks.
Iron Mind: You can use iron mind as an encounter power.

**Iron Mind**

After withstanding an attack, you use the power of your mind to fortify yourself against further harm.

Encounter
Immediate Interrupt Personal
Trigger: You are hit by an attack.
Effect: You gain a +2 bonus to all defenses until the end of your next turn.

---

**Gnoll**

Average Height: 7'0" - 7'6"
Average Weight: 280-320 lb.

Ability Scores: +2 Constitution, +2 Dexterity
Size: Medium
Speed: 7 squares
Vision: Low-light

Languages: Abyssal, Common
Skill Bonuses: +2 Intimidate
Blood Fury: While you're bloodied, you gain a +2 bonus to damage rolls. This increases to a +4 bonus at 21st level.
Ferocious Charge: You can use ferocious charge as an encounter power.

**Ferocious Charge**

You lunge toward the enemy and, with a tirade of curses, unleash the wrath of Yeenoghu upon your hapless foe.

**Ferocious Charge**

**Gnome**

Average Height: 3'4" - 3'8"
Average Weight: 50-75 lb.

Ability Scores: +2 Intelligence, +2 Charisma
Size: Small
Speed: 5 squares
Vision: Low-light

Languages: Common, Elven
Skill Bonuses: +2 Arcana, +2 Stealth
Reactive Stealth: If you have cover or concealment when you make an initiative check, you can make a Stealth check to escape notice.
Fade Away: You can use fade away as an encounter power.

**Fade Away**

You turn invisible in response to an enemy's attack.

**Fade Away**

---

**RACIAL TRAITS**
### Goblin

**Average Height:** 3’ 4” – 3’ 8”  
**Average Weight:** 40–55 lb.

**Ability Scores:** +2 Dexterity, +2 Charisma  
**Size:** Small  
**Speed:** 6 squares  
**Vision:** Low-light

**Languages:** Common, Goblin  
**Skill Bonuses:** +2 Stealth, +2 Thievery  
**Goblin Reflexes:** You gain a +1 racial bonus to your Reflex defense.  
**Goblin Tactics:** You can use goblin tactics as an at-will power.

---

### Hobgoblin

**Average Height:** 6’ 1” – 6’ 5”  
**Average Weight:** 190–240 lb.

**Ability Scores:** +2 Constitution, +2 Charisma  
**Size:** Medium  
**Speed:** 6 squares  
**Vision:** Low-light

**Languages:** Common, Goblin  
**Skill Bonuses:** +2 Athletics, +2 History  
**Battle Ready:** You gain a +2 bonus to initiative checks.  
**Hobgoblin Resilience:** You can use hobgoblin resilience as an encounter power.

---

### Kobold

**Average Height:** 3’ 6” – 4’ 0”  
**Average Weight:** 60–75 lb.

**Ability Scores:** +2 Constitution, +2 Dexterity  
**Size:** Small  
**Speed:** 6 squares  
**Vision:** Normal

**Languages:** Common, Draconic  
**Skill Bonuses:** +2 Stealth, +2 Thievery  
**Trap Sense:** You gain a +2 bonus to defenses against traps.  
**Shifty:** You can use shifty as an at-will power.

---

### Shifty

**Kobold Racial Power**  
**You skitter and scamper through the ranks of your enemies, much to their chagrin.**  
**At-Will**  
**Minor Action**  
**Personal**  
**Effect:** You shift 1 square.

---

### Minotaur

**Average Height:** 7’ 1” – 7’ 5”  
**Average Weight:** 320–350 lb.

**Ability Scores:** +2 Strength, +2 Constitution  
**Size:** Medium  
**Speed:** 6 squares  
**Vision:** Normal

**Languages:** Common  
**Skill Bonuses:** +2 Nature, +2 Perception  
**Ferocity:** If you are reduced to 0 hit points, you can make a melee basic attack as a free action before falling unconscious.  
**Oversized:** You can use weapons of your size or one size larger than you as if they were your size.  
**Goring Charge:** You can use goring charge as an encounter power.

---

### Goring Charge

**Minotaur Racial Power**  
**You charge the enemy and gore him with your horns.**  
**Encounter**  
**Standard Action**  
**Melee**  
**1 Attack**  
**Strength +2 vs. AC**  
**Hit**  
1d6 + Strength modifier damage, and the target is knocked prone.  
Increase the damage to 2d6 + Strength modifier at 11th level and 3d6 + Strength modifier at 21st level.

---

### Orc

**Average Height:** 6’ 0” – 6’ 5”  
**Average Weight:** 200–230 lb.

**Ability Scores:** +2 Strength, +2 Constitution  
**Size:** Medium  
**Speed:** 6 squares  
**Vision:** Low-light

**Languages:** Common, Giant  
**Running Charge:** When you charge, add 2 to your speed.  
**Warrior’s Surge:** You can use warrior’s surge as an encounter power.

---

### Warrior’s Surge

**Orc Racial Power**  
**Spilling the blood of your enemy invigorates you.**  
**Encounter**  
✦ **Healing, Weapon**  
**Standard Action**  
**Melee weapon**  
**Attack**  
**Strength vs. AC**  
**Hit**  
1[W] + Strength modifier damage, and you can spend a healing surge.  
Increase to 2[W] + Strength modifier damage at 21st level.
Shadar-kai

Average Height: 5’7” - 6’0”
Average Weight: 130-170 lb.

Ability Scores: +2 Dexterity, +2 Intelligence
Size: Medium
Speed: 6 squares
Vision: Low-light

Languages: Common
Skill Bonuses: +2 Acrobatics, +2 Stealth
Winterkin: Due to your connection to the Raven Queen, you gain a +1 bonus to Fortitude defense.
Shadow Jaunt: You can use shadow jaunt as an encounter power.

Shadow Jaunt

Shadar-kai Racial Power

You step into the shadows and reappear a short distance away, hazy and insubstantial.

Encounter ✦ Teleportation
Move Action Personal
Effect: You teleport 3 squares and become insubstantial until the start of your next turn.

Shifter, Razorclaw

Average Height: 5’7” - 6’0”
Average Weight: 130-180 lb.

Ability Scores: +2 Dexterity, +2 Intelligence
Size: Medium
Speed: 6 squares
Vision: Low-light

Languages: Common
Skill Bonuses: +2 Acrobatics, +2 Stealth
Razorclaw Shifting: You can use razorclaw shifting as an encounter power.

Razorclaw Shifting

Shifter Racial Power

You unleash the primal beast within and take on a more savage countenance.

Encounter
Minor Action Personal
Special: You must be bloodied to use this power.
Effect: Until the end of the encounter or until rendered unconscious, your speed increases by 2 and you gain a +1 bonus to AC and Reflex defense.

Shifter, Longtooth

Average Height: 5’7” - 6’0”
Average Weight: 130-180 lb.

Ability Scores: +2 Strength, +2 Intelligence
Size: Medium
Speed: 6 squares
Vision: Low-light

Languages: Common
Skill Bonuses: +2 Athletics, +2 Endurance
Longtooth Shifting: You can use longtooth shifting as an encounter power.

Longtooth Shifting

Shifter Racial Power

You unleash the primal beast within and take on a more savage countenance.

Encounter ✦ Healing
Minor Action Personal
Special: You must be bloodied to use this power.
Effect: Until the end of the encounter or until rendered unconscious, you gain a +2 bonus to damage rolls. In addition, for as long as you are bloodied, you gain regeneration 2 (regeneration 4 at 11th level, regeneration 6 at 21st level).

Warforged

Average Height: 6’0” - 6’6”
Average Weight: 270-300 lb.

Ability Scores: +2 Strength, +2 Constitution
Size: Medium
Speed: 6 squares
Vision: Normal

Languages: Common
Skill Bonuses: +2 Endurance
Living Construct: As a living construct, you have the following traits:
– You gain a +2 bonus to saving throws against ongoing damage.
– You don’t need to eat, drink, or breathe, but this doesn’t render you immune to any effect.
– You need only 4 hours to benefit from an extended rest.
– When you roll a death save, you can take the better of your die roll or 10 as the result. You still die at your negative hit point total.

Warforged Resolve: You can use warforged resolve as an encounter power.

Warforged Resolve

Warforged Racial Power

You might be bloodied, but the battle is far from over!

Encounter
Minor Action Personal
Special: You must be bloodied to use this power.
Effect: You gain a number of temporary hit points equal to 3 + one-half your level.
This chapter provides definitions and descriptions of monster characteristics that aren't spelled out in their stat blocks.

**Aberrant [Origin]**: Aberrant creatures are native to or strongly corrupted by the distant alien plane known as the Far Realm. Many aberrant creatures have tentacles, eyestalks, or other strange physical characteristics.

**Acid [Keyword]**: A type of damage.

**Aftereffect**: Some monster powers have aftereffects. An aftereffect happens automatically when a power's initial effect ends. A creature is only subjected to an aftereffect if it was hit by the power. An aftereffect doesn't trigger on a missed attack unless otherwise noted.

**Air [Keyword]**: Elemental creatures made of air (such as earthwind ravagers) have this keyword.

**All-Around Vision**: A monster with all-around vision can see in all directions, and flanking enemies don't gain combat advantage against it.

**Angel [Keyword]**: Angels are immortal creatures with vaguely humanoid forms and lower bodies that trail off into astral mist. Most angels have wings. Since they don't have mouths and cannot speak, angels communicate via telepathy. They do not breathe, eat, or sleep. However, this does not render the creature immune to any effect.

**Animate [Type]**: Animate creatures do not need to breathe, eat, or sleep, regardless of their origin.

**Aquatic [Keyword]**: An aquatic creature can breathe normally in water and ignores rough water while swimming. It never needs to make Athletics checks to swim.

**Aura**: An aura is a continuous effect that affects all squares within the listed range of the originating creature's space. An aura does not affect the originating creature unless the text specifies otherwise, and effects imposed by an aura last until the end of the affected creatures' next turn unless otherwise stated.

- A creature can drop its aura or reactivate it as a minor action.
- A creature usually suffers the effects of an aura at the start of its turn, upon entering the aura, or both, as noted in the aura’s description.
- Similar aura effects do not stack unless otherwise noted.
  - For example, a creature that starts its turn in two auras, one that deals 5 cold damage and another that deals 10 cold damage, takes 10 cold damage.
  - An aura does not affect a creature that cannot be targeted by attacks that require line of effect. For example, a creature encased by the wizard's *ice tomb* power is immune to aura effects.

**Beast [Type]**: Beasts look and act like animals, although they sometimes have a bizarre or monstrous appearance. Natural beasts fill the same role as animals. Beasts with other origins behave in the similar instinctive ways, though they are unfamiliar to ordinary people.

**Blind [Keyword]**: A blind creature cannot detect creatures and objects by sight. It relies on special senses, such as blindsight or tremorsense, to detect things within a certain range. A blind creature cannot make Perception checks to notice things beyond the range of its special senses. A blind creature cannot be blinded.

- Blind creatures are immune to gaze attacks and other effects that rely on sight.

**Blindsight**: A monster with blindsight can perceive creatures and objects within the stated number of squares, making Perception checks as normal. The creature automatically fails Perception checks to notice things outside of the range of its blindsight.

- A monster with blindsight suffers no ill effects while blinded.

**Burrow [Movement Mode]**: A monster with a burrow speed can move through loose earth at the stated speed and move through solid stone at one-half its burrow speed. A monster can’t shift or charge while burrowing.

- A monster can’t be seen while it’s burrowing, but it can be heard with a successful Perception check (opposed by the monster’s Stealth check).

- *Tunneling*: This monster leaves tunnels behind it as it burrows. The monster, as well as creatures of smaller size categories, can move through these tunnels without any reduction in speed. Other creatures of the monster’s size must squeeze through these tunnels, and larger creatures cannot navigate them at all. See the *Player’s Handbook* for squeezing rules.

**Change Shape (Polymorph)**: The creature can alter its physical form to take on the appearance of another creature. The type and size of the new form is specified in the creature’s entry.

- The creature retains its statistics in its new form, and its clothing, armor, and possessions do not change and are not absorbed into the new form. The new form lasts until the creature changes it or until it dies.

- If the creature is capable of assuming the form of a unique individual, other creatures can attempt an Insight check (opposed by the monster’s Bluff check) to pierce the disguise. The creature must have seen the individual it is imitating and gains a +20 bonus to its Bluff check.

- Changing shape requires a minor action unless otherwise specified.

**Charm [Keyword]**: Powers and effects that control the subject’s actions sometimes have this keyword.

**Climb [Movement Mode]**: A monster with a climb speed can move on vertical surfaces at the listed speed without making an Athletics check. However, it can’t shift or charge while climbing.

- *Spider Climb*: The monster can climb across overhanging or horizontal surfaces (such as ceilings) at the stated speed without making a check.

**Cold [Keyword]**: A type of damage. Creatures made of ice (such as ice archons) also have the cold keyword.

**Combat Advantage**: In addition to the normal +2 bonus to attack rolls, the monster gains the stated benefit when it has combat advantage against its target and hits with an attack. Typically this entry lists a damage bonus, but some creatures can impose effects against the target as well.

- This entry does not describe a power that requires combat advantage to use; such powers indicate this restriction in their text.
Conjuration [Keyword]: An effect that creates a creature or object out of nothing. A conjuration effect can be dispelled using the *dispel magic* spell.

Construct [Keyword]: Constructs are not living creatures; spells and effects that specifically target living creatures do not work against them.

Most constructs have resistance or immunity to disease and poison. Constructs do not need to breathe, eat, or sleep.

Darkvision: A monster with darkvision can see in dim light and darkness without penalty.

Deceptive Veil (Illusion): The monster can alter its appearance through illusion. The entry specifies the type and size of the form it can take. The monster’s statistics remain unchanged. A successful Insight check (opposed by the monster’s Bluff check) allows an observer to notice that the monster is disguised by an illusion.

Changing appearance requires a minor action unless otherwise specified.

Demon [Keyword]: Demons are evil elemental creatures native to the Abyss. They breathe and eat, but do not sleep. They are not immune to sleep effects, however.

Devil [Keyword]: Devils are evil immortal creatures native to the Nine Hells. They breathe and eat, but do not sleep. They are not immune to sleep effects, however.

Disease [Keyword]: Some monsters, such as slaads and lycanthropes, inflict disease on creatures they hit. A creature that contracts a disease makes a saving throw at the end of the encounter. If the saving throw succeeds, the creature shakes off the disease and suffers no ill effects. If the saving throw fails, the creature is infected and suffers the initial effect of the disease.

An infected creature makes an Endurance check after each extended rest to see if it improves, worsens, or maintains its current condition. The disease specifies two target Endurance DCs. If the creature’s check result beats both DCs, the creature moves one step up the disease track as its condition improves. If the creature’s check result beats the lower DC but not the higher DC, its condition remains the same. If the creature’s check result doesn’t beat either DC, the creature’s condition worsens, and it moves one step down the disease track.

When a creature reaches the far left of the disease track, it is cured. When a creature reaches the far right of the disease track, it suffers the final effect of the disease. Once a creature suffers the final effect, it no longer moves up the disease track and can only be cured by the *Cure Disease* ritual (unless otherwise noted).

Dragan [Keyword]: Dragons are reptilelike creatures. Most dragons have wings as well as some kind of breath weapon.

Earth [Keyword]: Elemental creatures made of earth (such as galeb duhrs) have this keyword. Earth creatures are immune to petrification.

Earth Walk: See Terrain Walk.

Elemental [Origin]: Elemental creatures are native to the Elemental Chaos or the Abyss. They are strongly tied to elemental energies or substances.

Elite: An elite monster counts as two monsters of its level for encounter building and rewards.

Fear [Keyword]: Powers and effects that impose penalties through fright or cause the affected creature to flee carry this keyword.

Fey [Origin]: Fey creatures are native to the Feywild.

Fire [Keyword]: A type of damage. Elemental creatures made of fire (such as fire archons) also have this keyword.

Fly [Movement Mode]: A monster with a fly speed can move over creatures and objects at the stated speed. It must spend a move action to move at least 2 squares each round, or else it crashes. It can’t shift while flying, and it provokes opportunity attacks as normal.

A flying creature ignores terrain effects.

Altitude Limit: The monster can’t fly higher than the indicated number of squares off the ground. If it flies higher than this limit, it crashes at the end of its turn even if it drops back below the limit.

Clumsy Flying: A clumsy flier takes a –4 penalty to attack rolls and defenses while flying. This creature is ill-suited to flying in the air.

Clumsy Grounded: A creature that is clumsy while grounded (such as a bat) takes a –4 penalty to attack rolls and defenses when on the ground, not flying.

Hover: A monster that can hover can shift and make opportunity attacks while flying. It remains flying even if it does not move the minimum distance normally needed to remain aloft. It even stays in the air even if it takes no move actions to fly.

Overland Flight: Overland flight is meant to be used outside of combat. A creature loses its minor, immediate, and standard actions while flying at its overland flight speed, and can use its move action only to fly. It flies the specified number of squares with a single move action. If it takes actions to do anything else, it crashes.

Force [Keyword]: A type of damage.

Forest Walk: See Terrain Walk.

Gaseous Form: The monster’s body is similar to a cloud of gas, or the monster can take this form. (All of the monster’s gear is absorbed into its gaseous form.) While gaseous, the monster is insubstantial and gains a fly speed equal to its land speed, as well as the ability to hover.

A monster cannot make attacks while in gaseous form unless otherwise noted, but it can move unhindered through porous obstacles that would otherwise prevent movement (such as under a door or through a cracked window).

Gaze [Keyword]: A type of attack. Blind creatures are immune to gaze attacks, and a creature cannot make a gaze attack while blinded.

Giant [Keyword]: A giant is a humanoid creature of at least Large size.

Healing [Keyword]: Powers and effects that restore hit points have this keyword.

Homunculus [Keyword]: A homunculus is an animate construct tasked with guarding a specific creature, area, or object.

Humanoid [Type]: Humanoid monsters are usually bipedal, but some have monstrous or animalistic characteristics, such as the squidlike head of a mind flayer or the serpentine body of a yuan-ti abomination.
Ice Walk: See Terrain Walk.

Illusion [Keyword]: Powers and effects that deceive the senses or the mind use this keyword.

Immortal [Origin]: Immortal creatures are native to the Astral Sea. They include angels, devils, and other creatures with strong ties to the gods. They do not age or die of natural causes.

Immune: The monster has immunity to the stated kind of damage or effect. For example, a monster with “immune poison” never takes poison damage and can’t suffer any other ill effect from a poison attack.

Insubstantial: The monster lacks a body that has physical substance and vital areas. It takes half damage from all sources.
   If a monster is insubstantial, this is noted in the Resist entry of its statistics block.

Lightning [Keyword]: A type of damage.

Living Construct [Keyword]: A living construct is considered a living creature that does not need to eat, drink, or breathe. However, this does not render the creature immune to any effect. A living construct needs only 4 hours to benefit from extended rest, and it gains a +2 bonus to saving throws against ongoing damage. When a living construct rolls a death save, it takes the better of its die roll or 10 as the result.

Low-Light Vision: A monster with low-light vision can see in dim light as though it were bright light.

Magical Beast [Type]: A magical beast looks like a beast but acts like a person. Magical beasts often superficially resemble animals, sometimes with a human face or head, but are more intelligent (Intelligence 3 or higher).

Minion: Minions are designed to serve as shock troops and cannon fodder for other monsters (standard, elite, or solo). Four minions are considered to be about the same as a standard monster of their level. Minions are designed to help fill out an encounter, but they go down quickly.
   A minion is destroyed when it takes any amount of damage. Damage from an attack or from a source that doesn’t require an attack roll (such as the paladin’s divine challenge or the fighter’s cleave) also destroys a minion.
   However, if a minion is missed by an attack that normally deals damage on a miss, it takes no damage.

Mount [Keyword]: Not all monsters that can be ridden as mounts have the mount keyword. This keyword is applied only to creatures with special mount rules, such as an ability gained when ridden or an ability granted to the rider. These rules and benefits only apply if the rider has the Mounted Combat feat.
   For mount rules, see the Dungeon Master’s Guide.

Natural [Origin]: Natural creatures are native to the natural world— the world of humans, dwarves, elves, halflings, and dragons. Most natural creatures breathe, eat, and sleep. Natural creatures with the construct or undead keyword are exceptions.

Necrotic [Keyword]: A type of damage.

Ongoing Damage: A creature suffering from ongoing damage takes the damage at the start of its turn, before it takes any actions.

Ooze [Keyword]: Oozes are amorphous creatures that rely on blindsight, tremorsense, or both to discern their surroundings. They don’t suffer penalties to attack rolls or penalties to their speed while squeezing. See the Player’s Handbook for squeezing rules.

Phasing: A phasing creature ignores difficult terrain and can move through obstacles and other creatures, but it must end its movement in an unoccupied space.

Poison [Keyword]: A type of damage.

Polymorph [Keyword]: Powers and effects that alter a creature’s physical form have this keyword.

Plant [Keyword]: Plants are creatures composed of vegetable matter. They breathe and eat, but do not sleep. They are not immune to sleep effects, however.

Psychic [Keyword]: A type of damage. Some nondamaging effects that target the mind also have the psychic keyword.

Pull: Some monsters have powers that let them pull other creatures toward them. A pulled target moves closer to the monster, up to the stated number of squares or to the specified location—in either case, the target ends up closer to the monster.
   A pulled creature doesn’t provoke opportunity attacks, and it ignores difficult terrain. See the Player’s Handbook for more information about forced movement.

Push: Some monsters have powers that let them push other creatures away from them. A pushed target moves farther away from the monster, up to the stated number of squares. A pushed creature doesn’t provoke opportunity attacks, and it ignores difficult terrain. See the Player’s Handbook for more information about forced movement.

Radiant [Keyword]: A type of damage.

Regeneration: Each round at the start of its turn, the monster regains hit points equal to the stated amount. This ability functions until the creature is reduced to 0 hit points.
   Some types of regeneration can be suppressed by certain types of damage or by specific circumstances, and some monsters can use regeneration only under specific circumstances (for example, only while bloodied).

Reptile [Keyword]: Reptiles are cold-blooded creatures that lay eggs. Examples include crocodiles, drakes, lizardfolk, snakes, troglodytes, and yuan-ti.

Resist: The monster takes less damage from the specified damage type. For example, a monster with resist 10 fire takes 10 less damage from fire attacks.
   Sometimes a monster’s resist entry includes an ability that reduces damage in general, such as insubstantial.

Variable Resistance: As a free action, the monster chooses a type of damage from the following list: acid, cold, fire, lightning, or thunder. The monster gains the specified amount of resistance to the chosen damage type for the rest of the encounter, and this replaces any resistance the monster already had against that damage type. This is an encounter power unless otherwise noted. If a monster can use this ability more than once per encounter, it can resist only one type of damage from this ability at any one time.
   A monster can’t use this ability to resist a damage type to which it has vulnerability.

Shadow [Origin]: Shadow creatures are native to the Shadowfell.
**Shapechanger [Keyword]**: This monster has the innate ability to alter its form, whether freely or into specific shapes. Examples of shapechangers include doppelgangers and lycanthropes.

**Sleep [Keyword]**: Powers and effects that render a creature unconscious have this keyword.

**Slide**: Some monsters have powers that let them forcibly move other creatures around the battlefield. The monster moves the target in any direction parallel to the ground, up to the stated number of squares.

Slide movement doesn’t provoke opportunity attacks, and it ignores difficult terrain. See the Player’s Handbook for more information about forced movement.

**Solo**: A solo monster is worth the same amount of XP as five monsters of its level, and it should provide about the same challenge.

**Spider [Keyword]**: Spider monsters include arachnids as well as creatures with spiderlike features: eight legs, web spinning, and the like. Examples include driders and ettercaps.

**Sustain**: The monster can sustain the power’s effect until the start of its next turn, usually as a standard or minor action. If the power requires an attack roll, the attack must succeed before the monster can sustain the power.

**Swamp Walk**: See Terrain Walk.

**Swarm [Keyword]**: A swarm is considered a single monster even though it is composed of several Tiny creatures. Most single swarms are Medium, but some can be larger.

A swarm takes half damage from melee and ranged attacks. It is vulnerable to close and area attacks, as indicated in the monster’s stat block.

A swarm is immune to forced movement (pull, push, and slide) effects from melee and ranged attacks. Close or area attacks that impose forced movement affect the swarm normally.

A swarm can enter or move through an enemy’s space; this movement does not provoke opportunity attacks. An enemy can enter a space occupied by a swarm, but the space occupied by the swarm is considered difficult terrain, and doing so provokes an opportunity attack.

A swarm can squeeze through any opening large enough to accommodate even one of its constituent creatures. For example, a swarm of bats can squeeze through any opening large enough for one of the bats to squeeze through. See the Player’s Handbook for squeezing rules.

Telepathy: A creature with telepathy can speak telepathically with any other intelligent creature that has a language. The range of the telepathy is measured in squares and is specified in the monster’s entry. The telepathy allows for two-way communication.

**Teleportation [Keyword]**: Powers and effects that transport a creature instantaneously from one location to another use this keyword.

A creature that teleports is removed from play at the origin square and placed in the destination square. Teleporting does not provoke opportunity attacks, and the creature does not move through the intervening squares.

Unless stated otherwise, a creature must have line of sight to the destination to teleport there.

**Terrain Walk**: The monster ignores difficult terrain in encounter areas where the stated environment predominates.

Earth Walk: The creature ignores difficult terrain if that terrain is the result of rubble, uneven stone, or earth.

Forest Walk: The creature ignores difficult terrain if that terrain is the result of trees, underbrush, plants, or natural growth.

Ice Walk: The creature ignores difficult terrain if that terrain is the result of ice or snow.

Swamp Walk: The creature ignores difficult terrain if that terrain is the result of bog, mud, or shallow water.

**Threatening Reach**: This creature can make opportunity attacks against any opponents within its reach.

**Thunder [Keyword]**: A type of damage.

**Tremorsense**: The monster can perceive creatures and objects within range and in contact with the ground or another shared surface (such as a web or water) as if it has line of sight, without needing to make a Perception check.

**Truesight**: The monster automatically sees through illusions within the specified range (in squares) and within its line of sight.

**Undead [Keyword]**: Undead are not living creatures; spells and effects that specifically target living creatures do not work against them. Most undead have resistance to necrotic damage, are immune to poison, and are vulnerable to radiant damage. Undead do not need to breathe or sleep.

**Vulnerable**: When an attack deals damage of the specified type, this monster takes the indicated amount of extra damage of the same type. For example, a monster with vulnerable 10 radiant takes 10 extra radiant damage from radiant attacks that deal damage.

**Water [Keyword]**: Elemental creatures made of water (such as thunderblast cyclones) have this keyword.

**Weapons**: Characters can pick up and use a monster’s weapons unless otherwise noted. If the weapon is listed in the Player’s Handbook or it is a larger version of a PH weapon, use the rules for it found there. Otherwise, the characters lack proficiency with it, and the weapon deals its listed damage but gains none of the other effects that a monster gains from it.

**Zone [Keyword]**: Zones are persistent area effects that can be dispelled using the *dispel magic* spell.
Every monster in the book appears on this list, which is sorted alphabetically by level and monster role. Monster leaders are indicated with an (L).

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<th>Role</th>
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<td>Artillery</td>
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<tr>
<td>Kobold Slinger</td>
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<td>Artillery</td>
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<td>Dire Rat</td>
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<td>Brute</td>
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| Efreet Flamestrider       | Level 23 Skirmisher |
| Blood Fiend (Abomination) | Level 23 Soldier   |
| Chul Juggernaut           | Level 23 Elite Soldier |

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<td>Dragonborn Champion</td>
<td>Level 26 Soldier</td>
</tr>
<tr>
<td>Pit Fiend (Devil)</td>
<td>Level 26 Elite Soldier (L)</td>
</tr>
<tr>
<td>Balor (Demon)</td>
<td>Level 27 Elite Brute</td>
</tr>
<tr>
<td>Shadowraven Swarm (Sorrowsworn)</td>
<td>Level 27 Brute</td>
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<tr>
<td>Ancient Green Dragon</td>
<td>Level 27 Solo Controller</td>
</tr>
<tr>
<td>Gibbering Orb</td>
<td>Level 27 Solo Controller</td>
</tr>
<tr>
<td>Storm Titan (Giant)</td>
<td>Level 27 Elite Controller</td>
</tr>
<tr>
<td>Doresain the Ghoul King (Orcus)</td>
<td>Level 27 Elite Skirmisher</td>
</tr>
<tr>
<td>Sorrowsworn Reaper</td>
<td>Level 27 Soldier</td>
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</tbody>
</table>

<p>| Adult Blue Dragon              | Level 28 Solo Artillery |
| Atropal (Abomination)          | Level 28 Elite Brute    |
| Eardrake Battlebringer         | Level 28 Elite Brute    |
| Sorrowsworn Deathlord          | Level 28 Lurker (L)     |
| Efreet Karadjin                | Level 28 Soldier (L)    |
| Godforged Colossus             | Level 29 Elite Brute    |
| Runescribed Dracolich          | Level 29 Solo Controller |
| Tarrasque (Abomination)        | Level 30 Solo Brute     |
| Ancient Red Dragon             | Level 30 Solo Soldier   |</p>
<table>
<thead>
<tr>
<th>Orcus</th>
<th>Level 33 Solo Brute (L)</th>
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<tbody>
<tr>
<td>MONSTERS BY LEVEL</td>
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</table>
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